



# Downtown Fontana

## Development Guide



# Downtown Fontana

## Development Guide

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City of Fontana

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# Introduction

The Downtown Fontana Development Guide (“Guide”) is designed to be a user-friendly handbook to help guide development in the Downtown Core, shown in Figure 2. The Downtown Core is located within the boundary of the Downtown Area Plan (General Plan Chapter 14) which was adopted by City Council as part of the “Fontana Forward” 2015-2035 General Plan update in 2018. The intent of the Downtown Area Plan is to create a vibrant, walkable, mixed-use area with high quality housing and retail options.

The City identified the Downtown Core as an area where strategically concentrated efforts could provide increased residential development opportunities and offer more support for mixed-uses within a focused area of the Downtown. Development within the Downtown Core is implemented through a new General Plan land use category and six new Form-Based Code (FBC) districts. The FBC (Municipal Code Chapter 30, Article III) was adopted in 2019 as part of the Zoning and Development Code.

This Guide presents a vision of the Downtown Core and summarizes development standards and design and architectural regulations included in the FBC. All new development projects within the Downtown Core are required to comply with these regulations which define the minimum or baseline standards for urban design. The design guidelines further define the desired character and image of development in the Downtown Core.

The goal of this Guide is to encourage and incentivize continued economic investment in the downtown through a clear process and set of standards that allows for development to respond to market conditions and reflect changing consumption patterns and preferences for retail, housing, and other life-style choices. This Guide provides market-driven opportunities for future investment and practical

implementation strategies for the continued success and health of the Downtown Core, including:

- Support for housing including multi-family housing and higher residential densities in select areas;
- Updated form-based standards and guidelines to support the area’s continued revitalization;
- Improved administrative process to facilitate by-right project approval for specific project types;
- Development impact fee incentives; and
- Top-tier environmental clearance that provide opportunities for subsequent projects to tier off of the environmental document by focusing additional analysis on any project-specific impacts.





# Administrative Processes

Projects within the Downtown Core will be assigned to a dedicated case planner who will shepherd the project through the entire entitlement process. Certain projects proposed within the Downtown Core may be eligible for expedited review. Expedited review provides developers with a more efficient alternative for processing planning entitlement applications by reducing the time it takes to approve a project. Details are provided below.

## Applicability to Municipal Code

Property, including structures, land uses and physical improvements (such as landscaping and lighting) within the boundaries of the Form-Based Code area shall comply with all applicable requirements of the Form-Based Code Article as follows:

### 1. Zoning District(s) Requirements.

All property subject to Form-Based Code Article shall comply with the relevant requirements of the applicable district.

### 2. Conflicting Requirements.

Where a requirement exists for the same topic, in both the Form-Based Code Article and other sections of the City of Fontana Municipal Article, the requirements of the Form-Based Code Article shall prevail unless otherwise specified.

### 3. Permit Approval Requirements.

Each structure and land use shall be constructed, reconstructed, enlarged, altered, moved or replaced in compliance with the following requirements:

- a. Allowable use: The land use must be allowed in the zoning district where the site is located (see Table 30-359.B).
- b. Permit and approval requirements: Any and all permits or other approvals required by the Form-Based Code Article shall be obtained before the issuance of any required grading, building, or other construction permit, and before the proposed structure(s) is constructed and land use established or otherwise put into operation.
- c. Development standards, conditions of approval: Each land use and structure shall comply with the applicable development standards of the Form-Based Code Article for the zoning district in which the site is located.

d. Nothing in this Form-Based Code Article eliminates the need for obtaining other permits required by the City of Fontana, or any permit, approval, or entitlement required by any other applicable district or agency, and/or the regulations of any State or Federal agency.

### 4. Improvements, Modifications or Expansions to Sites or Structures.

- a. Improvements to a conforming site, an existing conforming structure(s), or a modification/expansion of an existing conforming structure(s) are subject to the applicable requirements of the Form-Based Code Article.
- b. Improvements to a non-conforming site, an existing non-conforming structure(s) or a modification/expansion of an existing non-conforming structure(s) shall comply with the applicable requirements in Section No. 30-357. – Non-Conforming Regulations.

### 5. Approved Entitlements or Time Extensions.

Entitlements or time extensions approved prior to the adoption of the Form-Based Code Article that have yet to be constructed are not subject to the Form-Based Code Article. However, the entitlement(s) may not be extended beyond the approval period and any time extensions afforded to the entitlement(s).

## Design and Administrative Site Plan Review

The purpose of this section is to define the procedures for Design Review and Administrative Site Plan reviews for the Form-Based Code districts and the types of projects that are subject to those procedures. Design and Administrative Site Plan review is a process that enables the City of Fontana to ensure the quality and compatibility of proposed development. The procedures established herein will:

- Facilitate review of development proposals in a timely manner;
- Ensure conformance with all applicable local design guidelines, standards, and ordinances;
- Minimize adverse effects on surrounding properties; and
- Promote the goals of the General Plan.

### 1. Expedited Review.

The Planning Department has dedicated staff to review projects within the Downtown Core. Entitlement applications submitted for residential and commercial development will be expedited by Planning staff for review. Review times are targeted to be reviewed within two weeks of submittals. The Planning Department can assist, and answer questions related to the development requirements of the Downtown Core and the review process. Please call the Planning Department at **909-350-6718** for more information.

### 2. Pre-Application Meeting.

Prior to the filing of an application for a Design Review or Administrative Site Plan, the applicant shall file a pre-application meeting application to be reviewed by the Director of Planning and other designated staff from departments and divisions.

### 3. Administrative Site Plan (Minor)

An application for Minor Administrative Site

Plan review is required for any of the following activities requiring the issuance of a building permit for construction of buildings or structures which meets the following criteria:

- a. New construction of parking lots less than 5,000 square feet, expansion, or significant reconstruction of parking lots.
- b. Structural additions less than 1,000 square feet that meet all the requirements of the Municipal Code, including parking. All modifications shall be architecturally compatible with the existing building.
- c. Accessory structures totaling less than 1,000 square feet (i.e. shade structures, trash enclosures, generators, and additional mechanical equipment). All structures shall be screened from the public-right-of-way and adjacent properties. Accessory structures attached to the building shall match the existing building.
- d. Facade changes to an existing and previously approved entitlement, including paint hue changes.
- e. Projects involving a change or intensification of land use.

### 4. Administrative Site Plan (Major)

An application for Administrative Site Plan review is required for any of the following activities requiring the issuance of a building permit for construction/reconstruction of buildings or structures which meets the following criteria:

- a. New construction 24,999 square feet or less for commercial or institutional projects designed to fully execute one (1) of the architectural styles in Section No. 30-394. Commercial or institutional projects that do not utilize an architectural style included in Section No. 30-394 may be referred to the Planning Commission by the Director of Community Development.

- b. Structural additions for commercial projects which result in total building area of 24,999 square feet or less. The façade of the existing commercial building(s) shall be modified concurrently with the structural addition and shall utilize an architectural style included in Section No. 30-394. Commercial or institutional projects that do not utilize an architectural style included in Section No. 30-394 may be referred to the Planning Commission by the Director of Community Development.
- c. New construction, expansion, or significant reconstruction of parking lots 5,000 square feet or more.
- d. Commercial projects with existing buildings proposing to add additional buildings of 24,999 square feet or less.

5. Design Review

An application for Design Review is required for any of the following activities requiring the issuance of a building permit for construction/reconstruction of buildings or structures which meets the following criteria:

- a. Residential projects of five (5) units or more, excluding accessory dwelling units.
- b. New construction of 25,000 square feet or more for commercial and institutional projects.
- c. Structural additions which will result in a total building area of 25,000.

## **DEVELOPMENT IMPACT FEE INCENTIVES**

The City of Fontana has implemented Development Impact Fee (DIF) reductions to encourage development. Currently, developers can utilize the Infill Benefit fee if they qualify under the Ordinance. City staff is seeking opportunities to reduce DIF's to encourage development. Please visit the Planning Department's Applications and Fees page for more information on development fees including reductions.

<https://www.fontanaca.gov/849/Applications-and-Fees>

## **CEQA Analysis**

The City of Fontana conducted a Program Environmental Impact Report (PEIR) with studies which developers can utilize and reference for their CEQA analysis for Downtown projects. The PEIR can be found at the link below:

[Downtown Core Project | Fontana, CA - Official Website \(fontanaca.gov\)](https://www.fontanaca.gov)

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# Downtown Vision

The overarching vision for Fontana's Downtown Core is to build upon the strong foundation of civic investment and the historic Sierra Avenue, to reinforce the Downtown Core as the center of Fontana's community life. Already home to a host of civic and cultural amenities, residents, business owners, and visitors come to Downtown to attend shows at the Stage Red presented by Sammy Hagar, special events at the Steelworkers' Auditorium, and watch events at the Miller Park Amphitheater.

The Downtown Fontana Development Guide and Form-Based Code are intended to implement the Downtown Area Plan vision as outlined in Chapter 14 of the General Plan. The Downtown Area Plan broadens and diversifies the community's offerings of housing, retail, and lifestyle choices beyond its current "bedroom suburb" feel.

# Downtown Vision

Fontana residents have repeatedly expressed a desire for more variety of retail, dining, and entertainment options in the Downtown. The future of the Downtown is envisioned as a vibrant, active, family-friendly hub for shopping, eating out, and socializing. It is a safe place for residents, students, employees, business owners, and visitors to gather, not just for special events, but for everyday commercial activities.

In order to support existing and future retail, Downtown Fontana needs more housing and higher density options. Residents that live in the Downtown would not only support future retail and restaurant uses but provide an important safety network. Having more people and more visibility Downtown helps to create a safer and more welcoming atmosphere. Part of supporting the Downtown means making sure that a variety of housing options are available to future residents—including townhomes, condos, and four and five-story mid-rise apartment buildings. Providing a variety of housing options appeals to a wider range of future residents and creates more opportunities for growth.

Beyond the retail, restaurant, and residential options that the future Downtown Fontana will provide, an important component of attracting customers and residents is how it “feels” to be there. Do residents and visitors feel safe? Is it an attractive, interesting, and vibrant place to be? Are there places to socialize and relax? Is it a welcoming and clean environment to be in? Would you want to bring your family and out-of-town guests to Downtown? Is it somewhere you’d feel comfortable walking around?

Creating a welcoming atmosphere is a collaborative process that balances civic investment and the private sector. The City of Fontana envisions a Downtown with a safe and inviting pedestrian experience. Some of the investments that the City of Fontana will be undertaking in the Downtown include:

- Well-maintained sidewalks
- High-quality pedestrian amenities such as benches, and trash cans
- Native, water-wise landscaping along sidewalks and medians
- Shade trees
- Designated space for outdoor dining
- Adequate streetlights
- Bicycle racks

Investment in the public realm shows the City’s continued commitment to providing high-quality public services and investment in Downtown.

Downtown Fontana is envisioned as the place to live an exciting urban lifestyle, the place to take the family for dinner, the place to bring visitors to show them your town, the place for community events, the place for arts and culture, the place for young people to meet each other, and the place you go when you just want to find something interesting to do. Fontana seeks to accomplish this through five focus areas:



### A Livable Public Realm

California's best downtowns provide a beautiful, comfortable, pedestrian-oriented public realm that serves as an outdoor room where it's comfortable to be a pedestrian and cyclist. Tree-lined streets seamlessly connect the Downtown Core, neighborhoods, and major corridors of the area.



### Downtown as a Destination

The Downtown Core is a lively mixed-use district and cultural hub intended to be shared by everyone. This area is a local and regional destination for retail, employment, culture, and housing, that builds upon Fontana's historic character.



### Vibrant Corridors

Reinvigorating Fontana's corridors with a mix of commercial amenities, job-generating businesses and a range of housing types serves to reinforce the Downtown Core. More amenities within walking or cycling distance of existing neighborhoods encourage new housing and employment near planned transit stops.



### Diverse Housing Opportunities

Allowing higher-intensity residential and mixed-use development attracts a mix of housing options for a range of household sizes, ages, incomes, and lifestyles. A higher concentration of residential uses create more walkable, transit-servable neighborhoods.



### A Simplified Entitlement Process

By streamlining the entitlement process, Fontana maintains flexibility to take advantage of future development opportunities while providing support to the private sector.

## Placemaking Framework

Fontana's Downtown can generally be divided into three distinct areas; the Downtown Core, Gateways, and Neighborhoods. These areas are illustrated in Figure 1 - Placemaking Framework.

### Downtown Core

Fontana's Downtown is structured around its historic commercial core on Sierra Ave between Arrow Blvd and Orange Way. These two blocks served as Fontana's "Main Street" through the 1960s. To the north of the retail core is the Civic Area that has recently seen reinvestment and growth. The south is anchored by a Metrolink stop and transit station, connecting Downtown to higher order transit.

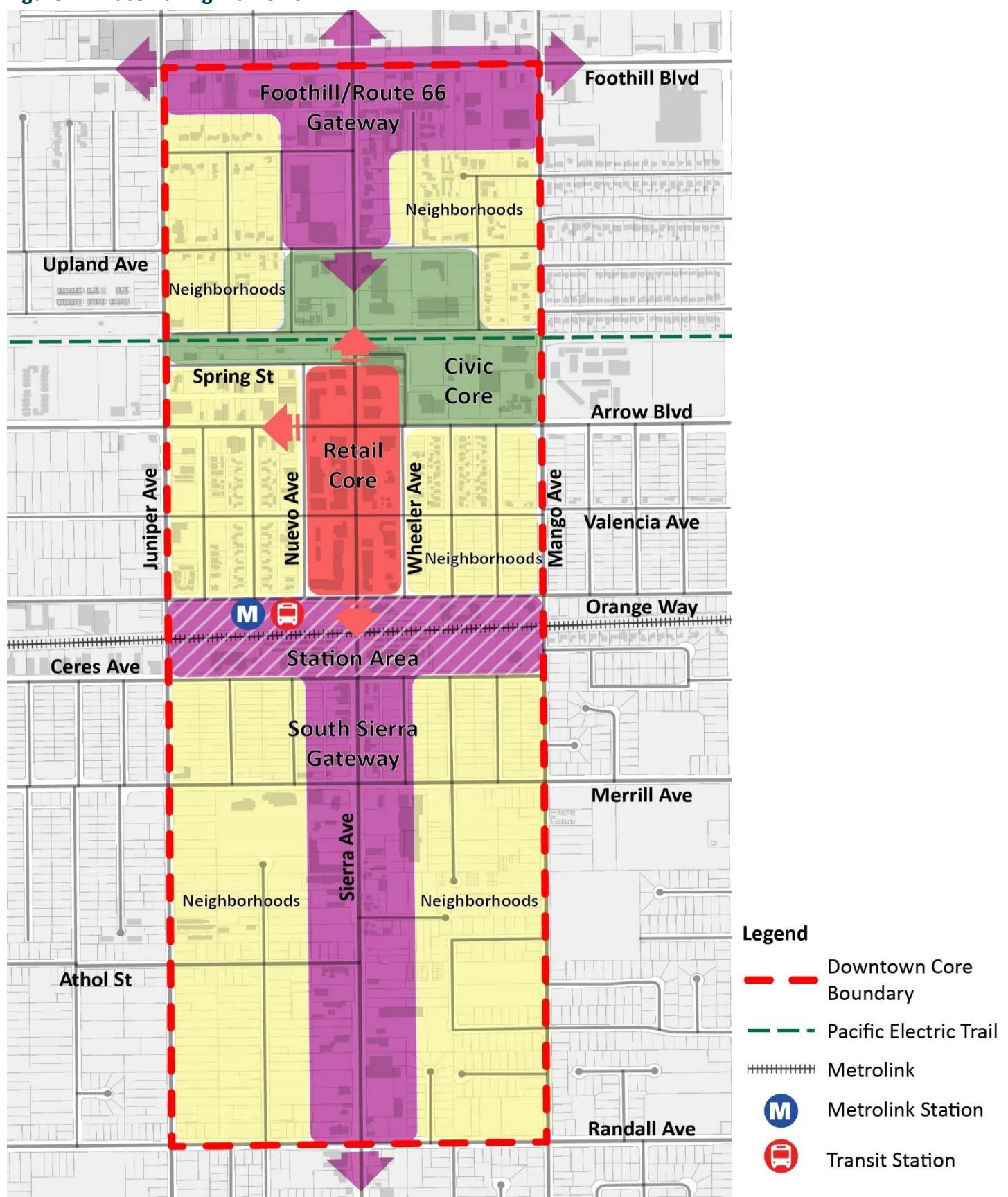
### Gateways

Extending north and south along Sierra Ave are the Foothill/Route 66 Gateway and South Sierra Gateway respectively. These gateways serve as the entries to the Downtown Core for many local and regional visitors. Currently comprised of many vacant and low value commercial properties, this provides a great opportunity to bring new commercial amenities and housing options to the Downtown.

### Neighborhoods

Neighborhoods within the Downtown Core offer the opportunity to live close the growing number of amenities in the area. The neighborhoods immediately adjacent to the Retail Core are characterized by single-family homes, interconnected blocks, and well-coordinated streetscapes, while neighborhoods surrounding the gateways are more fragmented, with larger development parcels of former farmland. These blocks offer infill development opportunities to provide a mix of new housing types within a comfortable walk or bike ride of the Downtown Core.

**Figure 1 - Placemaking Framework**





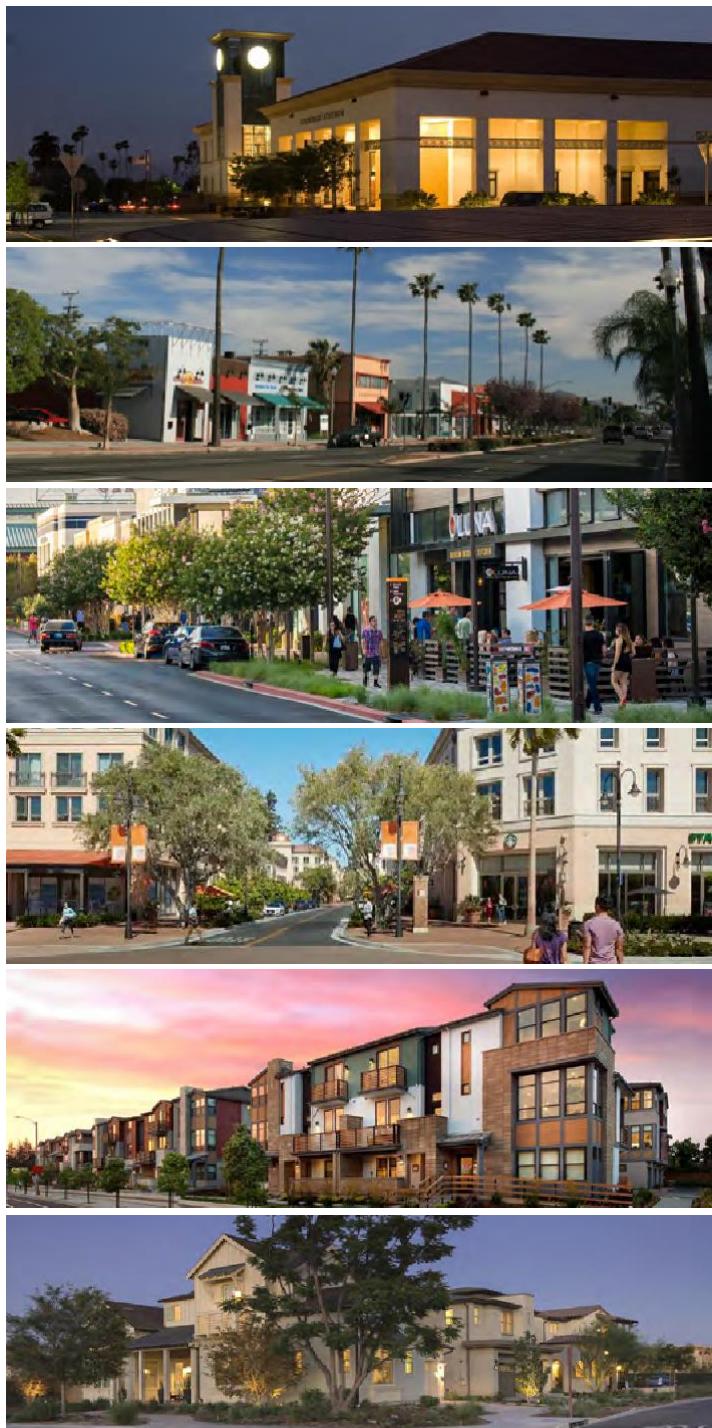


# Development Districts & Standards

The following pages set forth the Downtown Core Development Districts and the standards and regulations required within. The intent of these is to implement the vision established in the Downtown Area Plan as elaborated on within this guidebook.

# Districts

Fontana's Downtown Core is composed of six new Form-Based Code Districts as shown in Figure 2 - Downtown Core Districts Map. These districts have been crafted to encourage the development of new housing to enliven the downtown and support existing and new businesses.



## Civic Core

The Civic Core is the institutional and governmental heart of Fontana, providing high quality civic spaces that provide places for the community to gather and celebrate.

## Sierra Core

The Sierra Core is Fontana's traditional downtown, a place with its own unique identity and character. New development builds on the qualities of its existing commercial and civic buildings to help respect the downtown's heritage and character.

## Gateway Core

The Gateway Core brings more amenities within walking and cycling distance of existing neighborhoods and provides new housing and employment near planned transit stops while serving as the entry to the Downtown Core.

## Mixed-Use Core

The Mixed-Use Core provides for a transition between higher density districts with retail and commercial uses and the districts focused on residential neighborhoods.

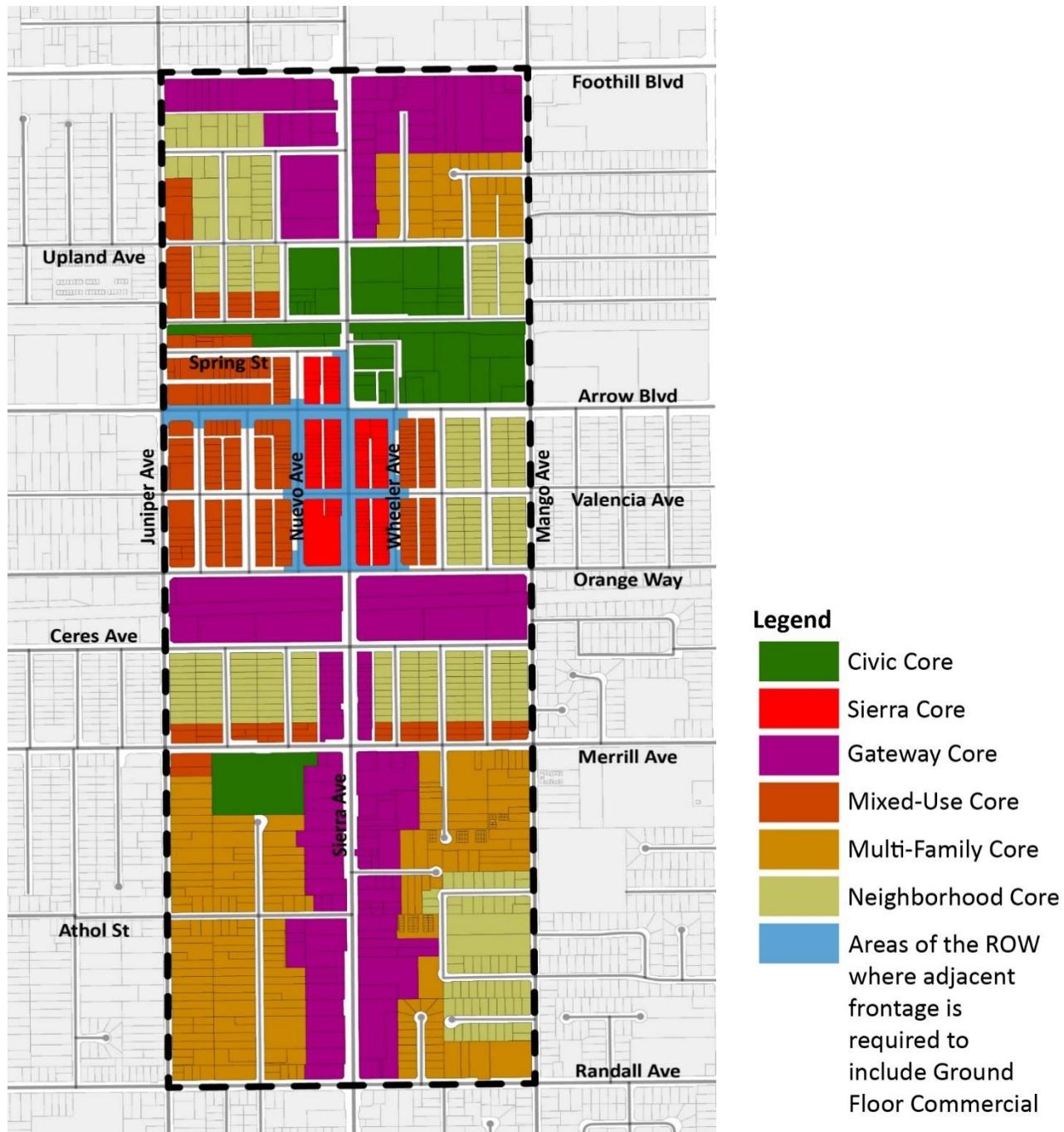
## Multi-Family Core

The Multi-Family Core provides for higher-intensity residential housing close to the Downtown Core that provides a broad range of housing types for a wider range of household sizes, ages, income levels and lifestyles.

## Neighborhood Core

The Neighborhood Core provides for the preservation and enhancement of the existing, historic downtown neighborhoods.

**Figure 2 - Downtown Core Districts Map**

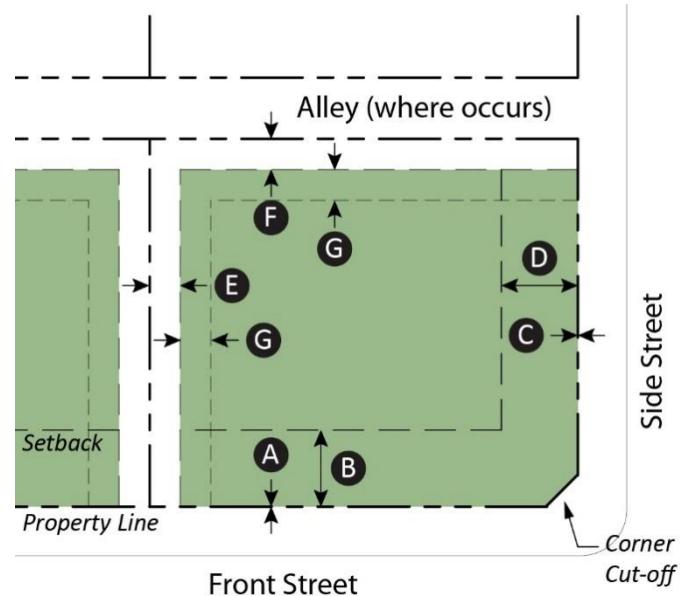


## Civic Core

The Civic Core consists primarily of civic and institutional uses as well as active and passive recreation areas.

### Capacity

	Min.	Max.
FAR	-	2.0



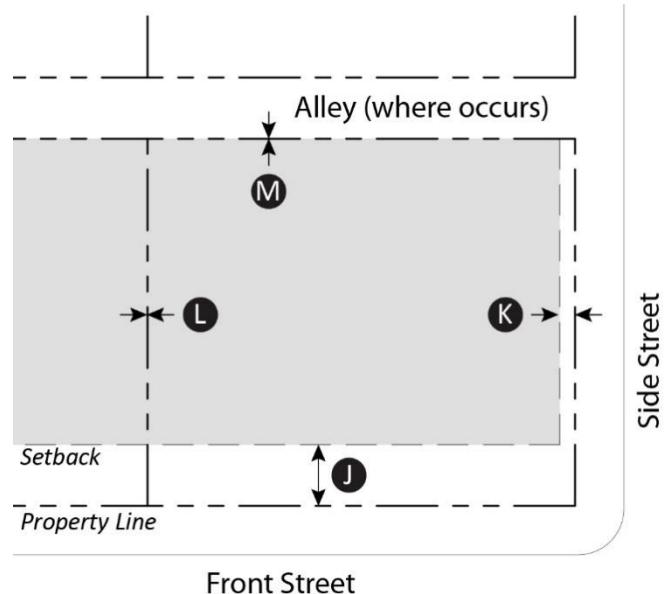
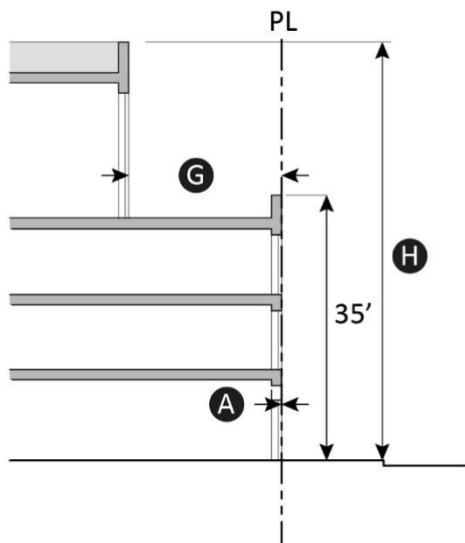
### Setbacks

	Min. (ft.)	Max. (ft.)	
Front Street	0	A	25 ft. B
Side Street	0	C	25 ft. D
Side (Interior)	10 ft.	E	-
Rear Yard	10 ft.	F	-
Stepback*	10 ft.	G	-

\* Applies to Rear and Side (Interior) at 35' high, when adjacent to the Neighborhood Core.

### Building Form

Height	70 ft. Max.	H
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## Encroachments

Buildings, architectural features, and signs may encroach into the required setbacks and right-of-way subject to the following requirements and City Engineer approval:

	Arcade, Gallery, Awning	Bay Balcony	Window	Eave
Front Street	Min. 2 ft. clear of curb	6 ft. Max.	4 ft. Max. on upper floors only	Min. 2 ft. clear of curb
Side Street	Min. 2 ft. clear of curb	6 ft. Max.	4 ft. Max. on upper floors only	Min. 2 ft. clear of curb
Side (Interior)	-	Min. 5 ft. from PL	Min. 5 ft. from PL	3 ft. from PL
DS Rear Yard	Min. 5 ft. from PL	Min. 5 ft. from PL	Min. 5 ft. from PL	3 ft. from PL
Vertical	Min. 8 ft. clear	Min. 8 ft. clear	Min. 8 ft. clear	Min. 8 ft. clear

## Parking

<b>Non-Residential Uses</b>	65% of the cumulative parking requirements in the Zoning Code (30-685.A)
-----------------------------	--

On-site above-ground parking and access shall be located in compliance with the following setback requirements:

	Min. (ft.)
Front Street	20 ft. on Sierra Ave 5 on Arrow Blvd
Side Street	5 ft.
Side (Interior)	-
Rear Yard	-

## Sierra Core

The Sierra Core is the commercial core of Fontana and functions as the city center. Uses include a mixture of commercial, retail, entertainment, office, and residential.

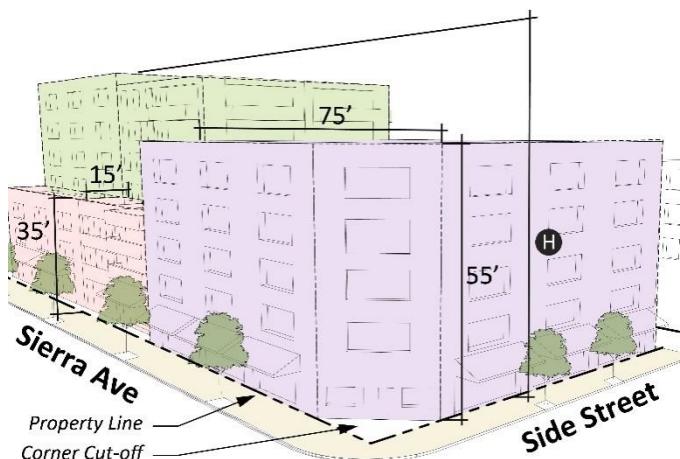
Building placement shall be close to the streets and integrated within the pedestrian realm.

Architectural features should provide shade and variation in building design.

## Capacity

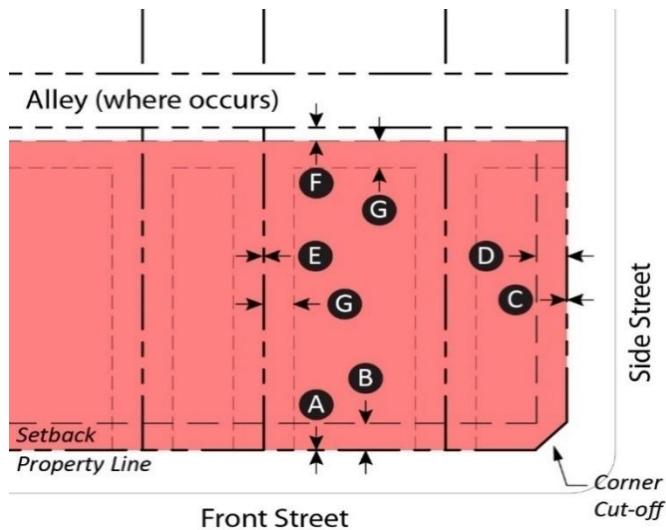
	Min.	Max.
<b>Residential or Mixed-Use Density</b>	24 DU/Ac	70 DU/Ac
<b>Commercial FAR (Retail, Restaurants, &amp; Entertainment)</b>	Refer to Figure 2 30-405 for frontages that require ground floor commercial	2.0

Figure 3 - Sierra Avenue Building Form Standards



### Legend

Sierra Stepback	Height at Intersections
Mid-block Height	Street Right-of-Way



## Setbacks

	Min. (ft.)	Max. (ft.)
<b>Front Street</b>	0	A (10 ft.) B
<b>Side Street</b>	0	C (10 ft.) D
<b>Side (Interior)</b>	0	E
<b>Rear Yard</b>	5 ft.	F
<b>Stepback*</b>	10 ft.	G

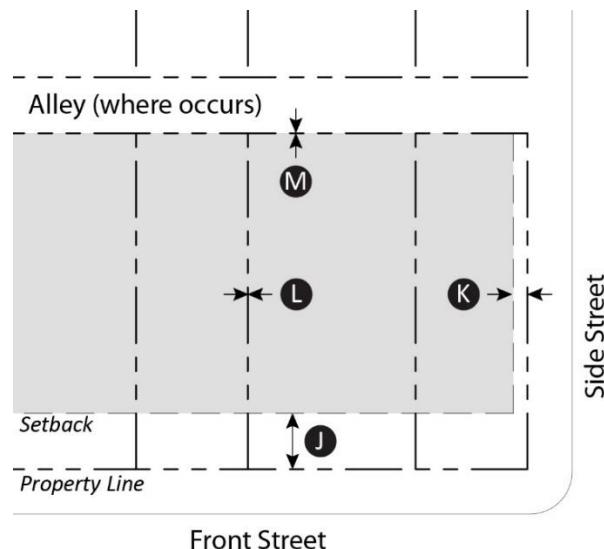
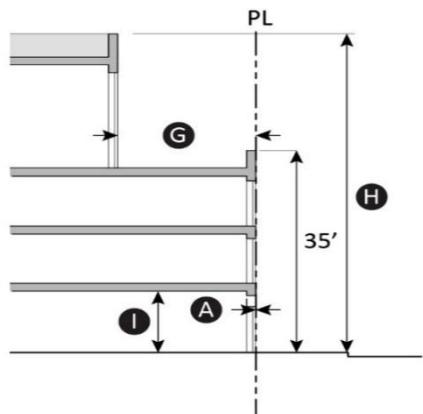
\* Applies to Rear and Side (Interior) at 35' high, when adjacent to the Neighborhood Core.

## Building Height

Frontage Coverage	80% Min.
	35 ft. Max.
	55 ft. Max. within 75 ft. of Side Street Property Line
Height**	70 ft. Max. with Min. Stepback 75 ft. from Cross Street and 15 ft. from Sierra Ave Property Line H
Ground Floor	12 ft. Min
Commercial Height**	I

\*\* Refer to Figure 3 - Sierra Avenue Building Form Standards

Public and private spaces should be integrated to act as one. Awnings or canopies extending over sidewalks and significant glazing should be included in all new construction or renovation.



## Encroachments

Buildings, architectural features, and signs may encroach into the required setbacks and right-of-way subject to the following requirements and City Engineer approval:

	Arcade, Gallery, Awning	Bay Windo Balcony	w	Eave
Front Street	Min. 2 ft. clear of curb	6 ft. Max.	4 ft. Max. on upper floors only	Min. 2 ft. clear of curb
Side Street	Min. 2 ft. clear of curb	6 ft. Max.	4 ft. Max. on upper floors only	Min. 2 ft. clear of curb
Side (Interior)	-	Min. 5 ft. from PL	Min. 5 ft. from PL	Min. 3 ft. from PL
Rear Yard	Min. 5 ft. from PL	Min. 5 ft. from PL	Min. 5 ft. from PL	Min. 3 ft. from PL
Vertical	Min. 8 ft. clear	Min. 8ft. clear	Min. 8 ft. clear	Min. 8 ft. clear

## Parking

Required Spaces	
Residential	1.25 per unit
Non-Residential Uses Under 6,000 Square Feet	No Parking Required
Non-Residential Uses over 6,000 sq. ft.	50% of the Requirements in the Zoning Code (30-685.A)

On-site above-ground parking and access shall be located in compliance with the following setback requirements:

	Min. (ft.)
Front Street	20 ft. <span style="color: black; border: 1px solid black; border-radius: 50%; padding: 2px;">J</span>
Side Street	5 ft. <span style="color: black; border: 1px solid black; border-radius: 50%; padding: 2px;">K</span>
Side (Interior)	- <span style="color: black; border: 1px solid black; border-radius: 50%; padding: 2px;">L</span>
Rear Yard	- <span style="color: black; border: 1px solid black; border-radius: 50%; padding: 2px;">M</span>

## Minimum Lot Size:

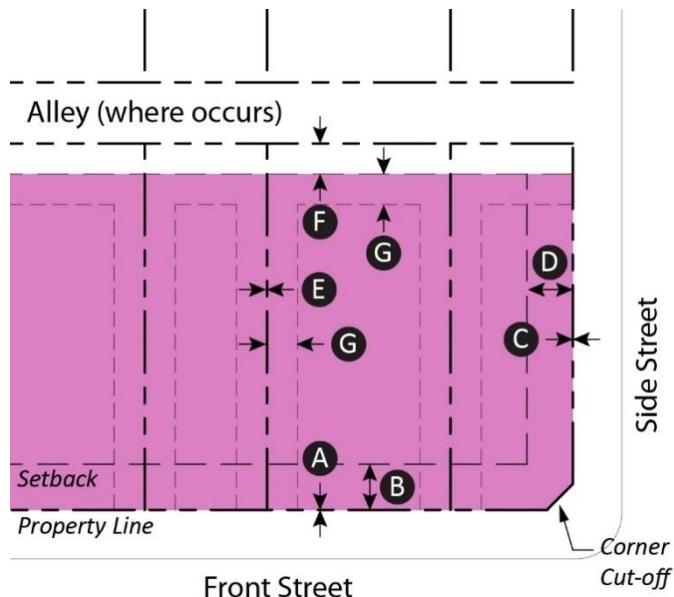
5,000 Square Feet

## Required Frontage:

Forecourt, Shopfront, Gallery and Arcade

## Gateway Core

The Gateway Core is primarily intended for commercial retail and personal service uses as well as residential development. New development should incorporate pedestrian elements to help serve as a transition to surrounding land uses.



### Capacity

	Min.	Max.
		39 DU/Ac
		50 DU/Ac* with the inclusion of ground floor commercial along the front street
<b>Residential or Mixed-Use Density</b>	24 DU/Ac	

### Commercial FAR (Retail, Restaurant, & Entertainment)

\* If a development application includes the State Density Bonus under Section 65915 et seq. AND ground floor commercial, an additional 50% of the State Density Bonus that is achieved may be added in excess of the units allowed by the State Density Bonus.

### For Example

A project on a 2 acre parcel may construct 78 residential units. If the project includes ground floor commercial, 100 residential units may be constructed.

#### Density Bonus:

If the same project also applies for the State Density Bonus and receives 20 additional residential units, Fontana will allow an additional 10 units (50% of the State Density Bonus achieved) for a total of 130 units.

### Setbacks

	Min. (ft.)	Max. (ft.)
<b>Front Street</b>	0 (A)	15 ft. (B)
<b>Side Street</b>	0 (C)	15 ft. (D)
<b>Side (Interior)</b>	0 (E)	-
<b>Rear Yard</b>	0 (F)	-
	5 ft. if adjacent to a street	15 ft. if adjacent to a street
<b>Stepback**</b>	10 ft. (G)	-

\*\* Applies to Rear and Side (Interior) at 35' high, when adjacent to the Neighborhood Core.

### Building Form

<b>Frontage Coverage</b>	50% Min.
	35 ft. Max.
	55 ft. Max. within 75 ft. of Side Street Property Line
<b>Height***</b>	70 ft. Max. with Min. Stepback 75 ft. from Cross Street and 15 ft. from (H) Sierra Ave Property Line

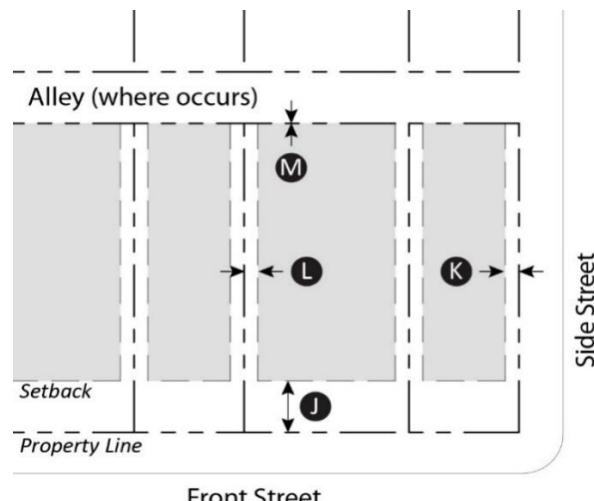
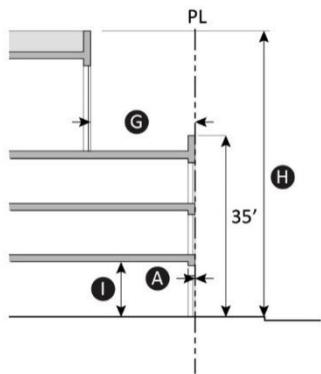
#### Ground Floor

#### Commercial Height

12 ft. Min

(I)

\*\*\* Refer to Figure 3 - Sierra Avenue Building Form Standards



## Encroachments

Buildings, architectural features, and signs may encroach into the required setbacks and right-of-way subject to the following requirements and City Engineer approval:

	Arcade, Gallery, Awning	Balcony	Bay Window	Eave
Front Street	Min. 2 ft. clear of curb	6 ft. Max.	4 ft. Max. on upper floors only	Min. 2 ft. clear of curb
Side Street	Min. 2 ft. clear of curb	6 ft. Max.	4 ft. Max. on upper floors only	Min. 2 ft. clear of curb
Side (Interior)	-	Min. 5 ft. from PL	Min. 5 ft. from PL	Min. 3 ft. from PL
Rear Yard	Min. 5 ft. from PL	Min. 5 ft. from PL	Min. 5 ft. from PL	Min. 3 ft. from PL
Vertical	Min. 8 ft. clear	Min. 8 ft. clear	Min. 8 ft. clear	Min. 8 ft.

Figure 4 - Gateway Core Building Height Standards



## Parking

Required Spaces	
Residential	1.25 per unit
Non-Residential Uses Under 6,000 sq. ft.	No Parking Required
Non-Residential Uses over 6,000 sq. ft.	50% of the Requirements in the Zoning Code (30-685.A)

On-site above-ground parking and access shall be located in compliance with the following setback requirements:

	Min. (ft.)
Front Street	20 ft. <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">J</span>
Side Street	5 ft. <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">K</span>
Side (Interior)	- <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">L</span>
Rear Yard	- <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">M</span>

## Minimum Lot Size:

5,000 Square Feet

## Required Frontage:

Stoop, Forecourt, Lightcourt, Shopfront, Gallery and Arcade

## Mixed-Use Core

The Mixed-Use Core provides a transition between more intense commercial uses and residential uses. This district includes a mixture of commercial, office, retail, personal services, and residential.

### Capacity

	Min.	Max.
<b>Residential or Mixed-Use Density</b>	12 DU/Ac	39 DU/Ac 50 DU/Ac* with the inclusion of ground floor commercial along the front street
<b>Commercial FAR (Retail, Restaurants, &amp; Entertainment)</b>	Refer to Sec.30-405 for frontages that require ground floor commercial	2.0

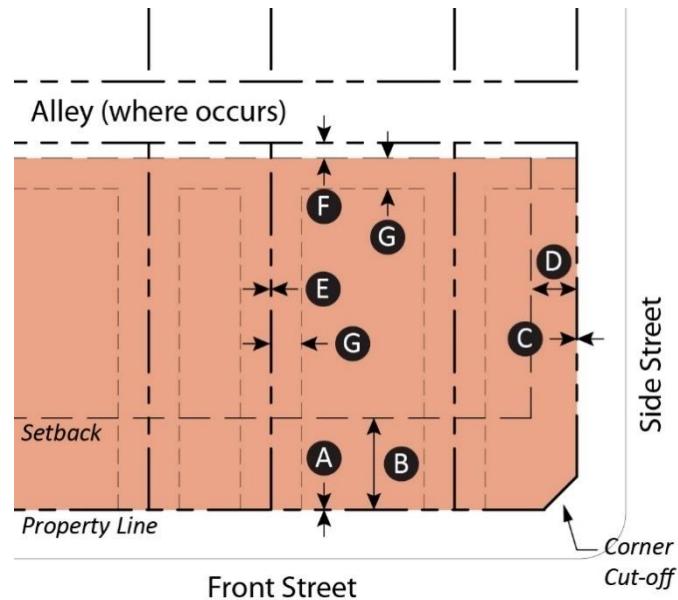
\* If a development application includes the State Density Bonus under Section 65915 et seq. AND ground floor commercial, an additional 50% of the State Density Bonus that is achieved may be added in excess of the units allowed by the State Density Bonus.

### For Example

A project on a 2 acre parcel may construct 78 residential units. If the project includes ground floor commercial, 100 residential units may be constructed.

#### Density Bonus:

If the same project also applies for the State Density Bonus and receives 20 additional residential units, Fontana will allow an additional 10 units (50% of the State Density Bonus achieved) for a total of 130 units.



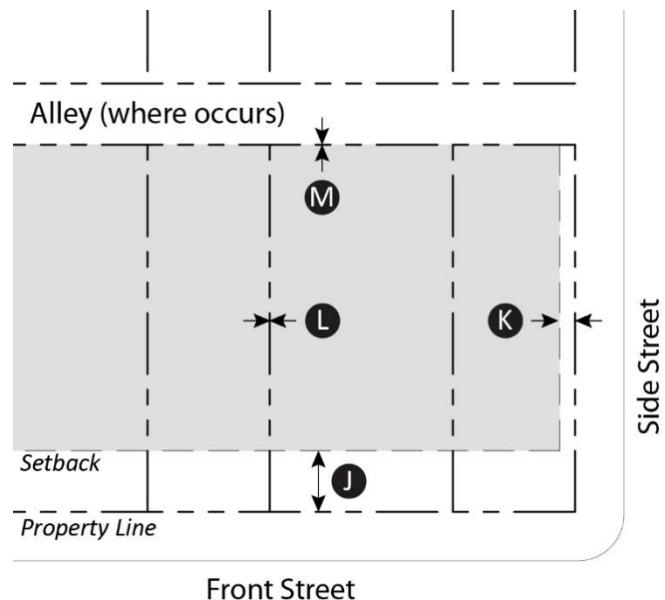
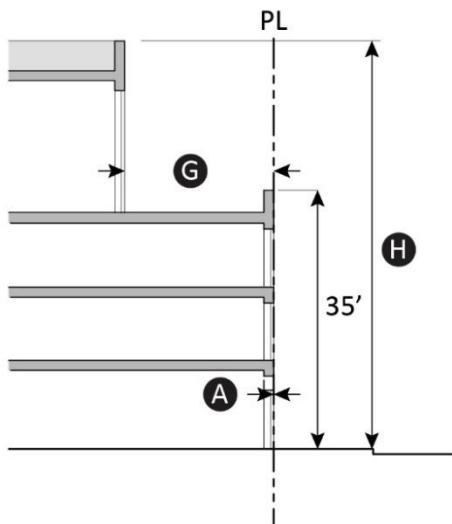
### Setbacks

	Min. (ft.)	Max. (ft.)
Front Street	0	15 ft. (B)
Side Street	0	15 ft. (D)
Side (Interior)	0	(E)
Rear Yard	5 ft. (F)	-
Stepback**	10 ft. (G)	-

\*\* Applies to Rear and Side (Interior) at 35' high, when adjacent to the Neighborhood Core.

### Building Form

Frontage Coverage	50% Min.
Height***	55 ft. Max. (H)
Ground Floor	12 ft. Min
Commercial Height	(I)



## Encroachments

Buildings, architectural features, and signs may encroach into the required setbacks and right-of-way subject to the following requirements and City Engineer approval:

	Arcade, Gallery, Awning	Balcony	Bay Window	Eave
Front Street	Min. 2 ft. clear of curb	6 ft. Max.	4 ft. Max. on upper floors only	Min. 2 ft. clear of curb
Side Street	Min. 2 ft. clear of curb	6 ft. Max.	4 ft. Max. on upper floors only	Min. 2 ft. clear of curb
Side (Interior)	-	Min. 5 ft. from PL	Min. 5 ft. from PL	Min. 3 ft. from PL
Rear Yard	Min. 5 ft. from PL	Min. 5 ft. from PL	Min. 5 ft. from PL	Min. 3 ft. from PL
Vertical	Min. 8 ft. clear	Min. 8 ft. clear	Min. 8 ft. clear	Min. 8 ft. clear

## Parking

	Required Spaces
Residential	1.25 per unit
Non-Residential Uses	50% of the Requirements in the Zoning Code (30-685.A)

On-site above-ground parking and access shall be located in compliance with the following setback requirements:

	Min. (ft.)
Front Street	20 ft. <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">J</span>
Side Street	5 ft. <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">K</span>
Side (Interior)	- <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">L</span>
Rear Yard	- <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">M</span>

## Minimum Lot Size

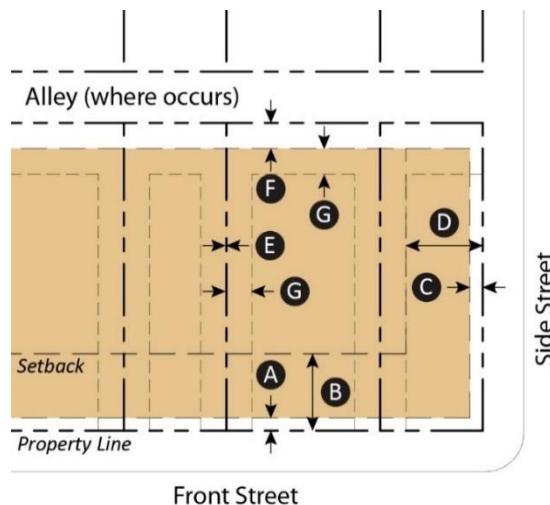
5,000 Square Feet

## Required Frontage:

Porch, Dooryard, Stoop, Forecourt, Shopfront, Gallery and Arcade

## Multi-Family Core

The Multi-Family Core provides higher residential intensities adjacent to commercial areas. New development should incorporate increased density with architectural design and materials that exemplify one of the designated architectural styles.



## Capacity

	Min.	Max.
<b>Residential Density</b>	12 DU/Ac	39 DU/Ac 50 DU/Ac with 1 ac or greater lots

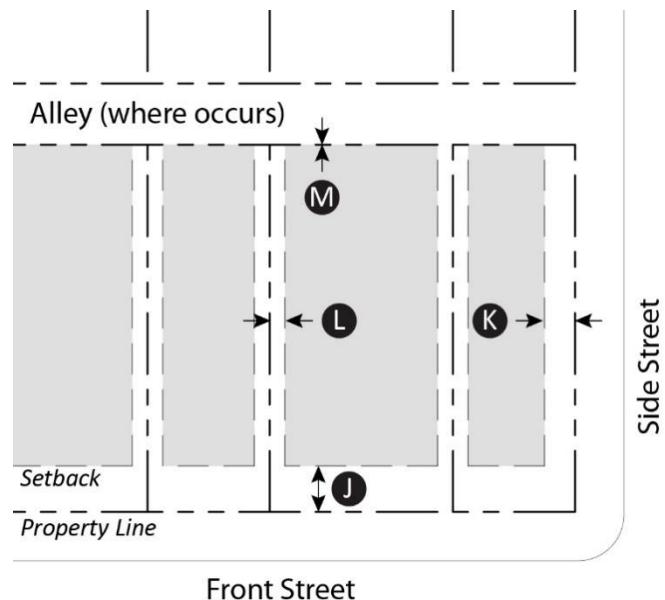
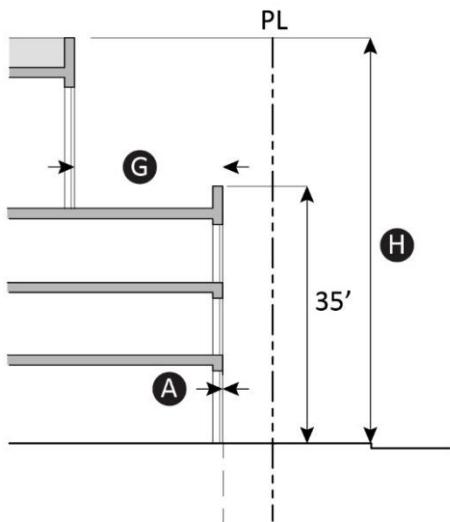
## Setbacks

	Min. (ft.)	Max. (ft.)
<b>Front Street</b>	5 ft. (A)	30 ft. (B)
<b>Side Street</b>	5 ft. (C)	30 ft. (D)
<b>Side (Interior)</b>	0 (E)	-
<b>Rear Yard</b>	10 ft. (F)	-
<b>Stepback*</b>	10 ft. (G)	-

\* Applies to Rear and Side (Interior) at 35' high, when adjacent to the Neighborhood Core.

## Building Form

<b>Frontage Coverage</b>	50% Min.
<b>Height</b>	55 ft. Max. (H)



## Encroachments

Buildings, architectural features, and signs may encroach into the required setbacks and right-of-way subject to the following requirements and City Engineer approval:

	Arcade, Gallery, Awning		Bay Balcony Window	
<b>Front Street</b>	Min. 2 ft. clear of curb	6 ft. Max.	4 ft. Max. on upper floors only	Min. 2 ft. clear of curb
<b>Side Street</b>	Min. 2 ft. clear of curb	6 ft. Max.	4 ft. Max. on upper floors only	Min. 2 ft. clear of curb
<b>Side (Interior)</b>	-	Min. 5 ft. from PL	Min. 5 ft. from PL	Min. 3 ft. from PL
<b>Rear Yard</b>	Min. 5 ft. from PL	Min. 5 ft. from PL	Min. 5 ft. from PL	Min. 3 ft. from PL
<b>Vertical</b>	Min. 8 ft. clear	Min. 8 ft. clear	Min. 8 ft. clear	Min. 8 ft. clear

## Parking

Required Spaces	
<b>Residential</b>	1.25 per unit

On-site above-ground parking and access shall be located in compliance with the following setback requirements:

	Min. (ft.)
<b>Front Street</b>	15 ft. <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">J</span>
<b>Side Street</b>	10 ft. <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">K</span>
<b>Side (Interior)</b>	5 ft. <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">L</span>
<b>Rear Yard</b>	- <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">M</span>

## Minimum Lot Size:

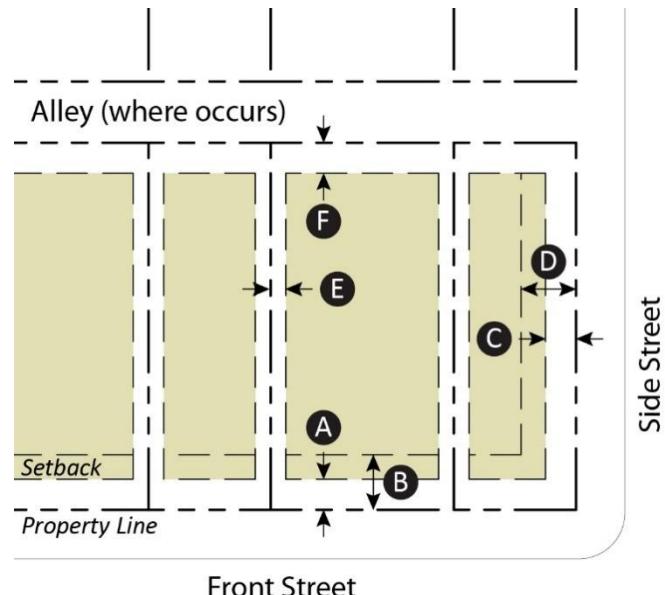
5,000 Square Feet

## Required Frontage:

Dooryard, Stoop, Forecourt and Lightcourt

## Neighborhood Core

The Neighborhood Core is an area primarily developed with single-family homes. New development should respect and exemplify the character of existing neighborhoods.



### Capacity

	Min.	Max.
<b>Residential Density</b>	3 DU/Ac	5 DU/Ac 16* DU/Ac with 1 ac or greater lot

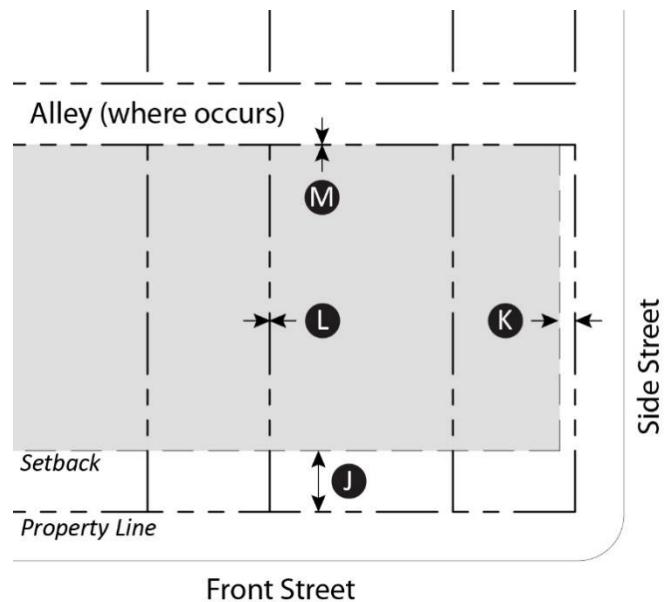
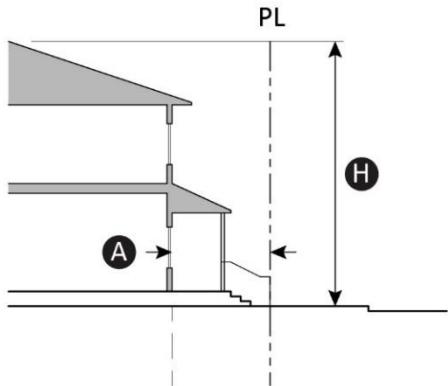
\* Individual property owners may construct a second primary dwelling unit, plus any ADU or JADU that must be allowed under state law and the City's ADU ordinance. Second primary dwelling units shall be subject to all zoning requirements except the Maximum Front Street Setback. This shall apply for single-family lots.

### Setbacks

	Min. (ft.)	Max. (ft.)	
<b>Front Street</b>	10 ft. <b>A</b>	18 ft. <b>B</b>	
<b>Side Street</b>	10 ft. <b>C</b>	18 ft. <b>D</b>	
<b>Side (Interior)</b>	5 ft. <b>E</b>	-	
<b>Rear Yard</b>	10 ft. <b>F</b>	-	

### Building Form

<b>Height</b>	40 ft. Max.	<b>H</b>
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## Encroachments

Buildings, architectural features, and signs may encroach into the required setbacks and right-of-way subject to the following requirements and City Engineer approval:

	Arcade, Gallery,		Bay	
	Awning	Balcony	Window	Eave
Front Street	Min. 2 ft. clear of curb	6 ft. Max.	4 ft. Max. on upper floors only	Min. 2 ft. clear of curb
Side Street	Min. 2 ft. clear of curb	6 ft. Max.	4 ft. Max. on upper floors only	Min. 2 ft. clear of curb
Side (Interior)	-	Min. 5 ft. from PL	Min. 5 ft. from PL	Min. 3 ft. from PL
Rear Yard	Min. 5 ft. from PL	Min. 5 ft. from PL	Min. 5 ft. from PL	Min. 3 ft. from PL
Vertical	Min. 8 ft. clear	Min. 8 ft. clear	Min. 8 ft. clear	Min. 8 ft. clear

## Parking

Required Spaces		
Single-Family		
1 Bedroom	1 Space	
2-4 Bedrooms	2 Spaces	
5+ Bedrooms	3 Spaces	
Multi-Family		
	1.25 per unit	

On-site above-ground parking and access shall be located in compliance with the following setback requirements:

	Min. (ft.)
Front Street	20 ft. <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">J</span>
Side Street	5 ft. <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">K</span>
Side (Interior)	- <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">L</span>
Rear Yard	- <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">M</span>

### Minimum Lot Size:

5,000 Square Feet

### Required Frontage:

Porch, Dooryard, Stoop, Forecourt and Lightcourt

# Frontages

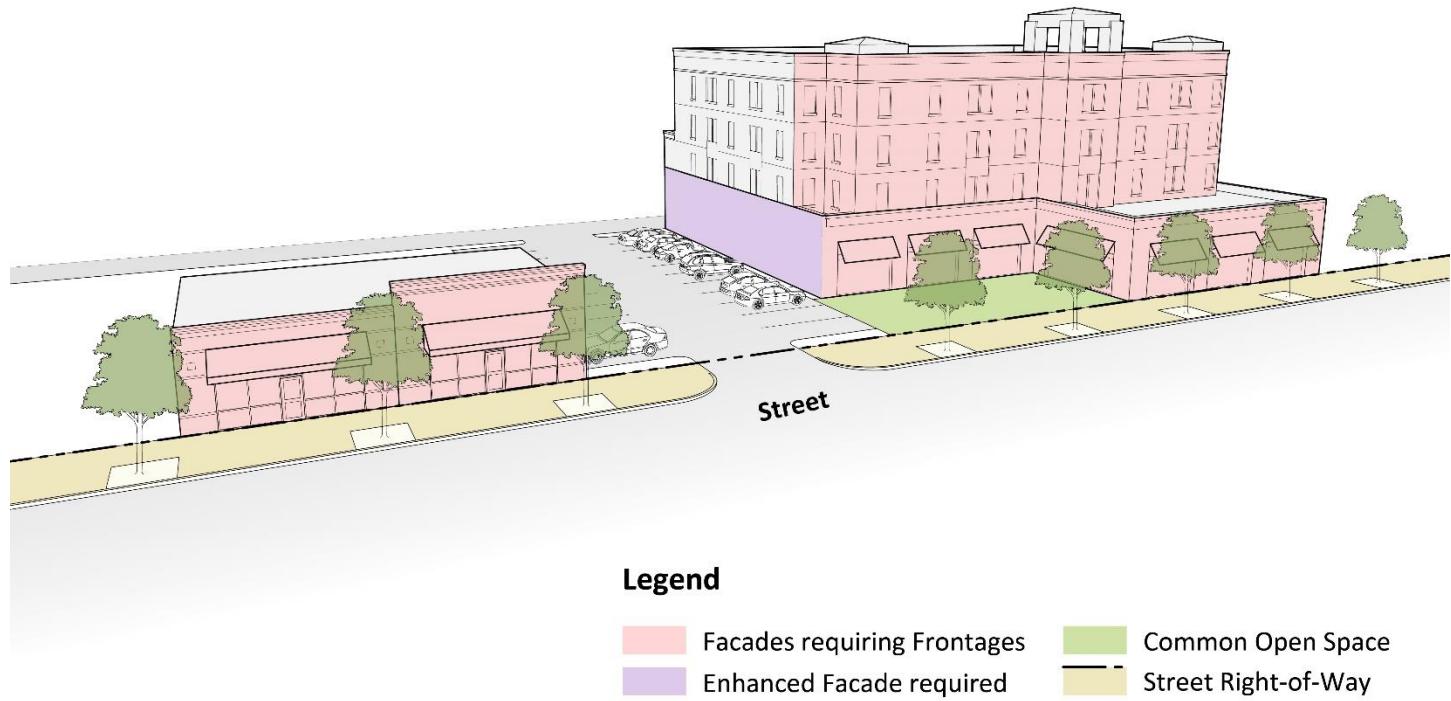
The interface between the public and private realms is defined by the building frontage.

## **Building Frontages**

1. Frontages shall be provided at all locations where a building meets the street right-of-way and common open space.

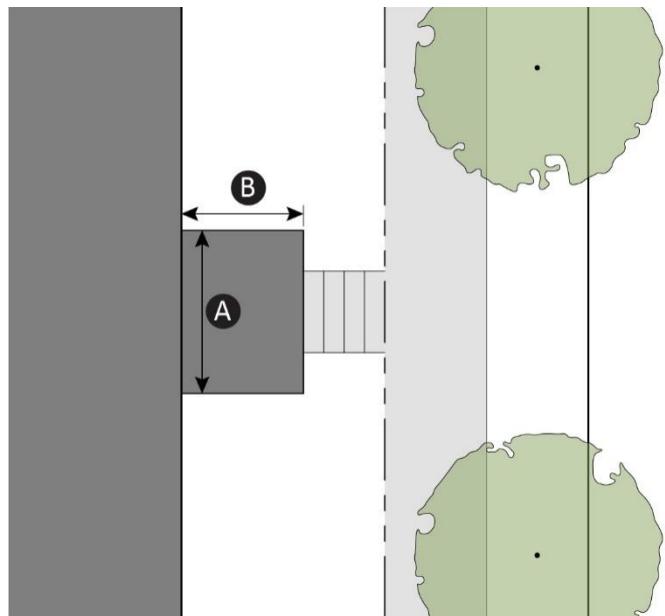
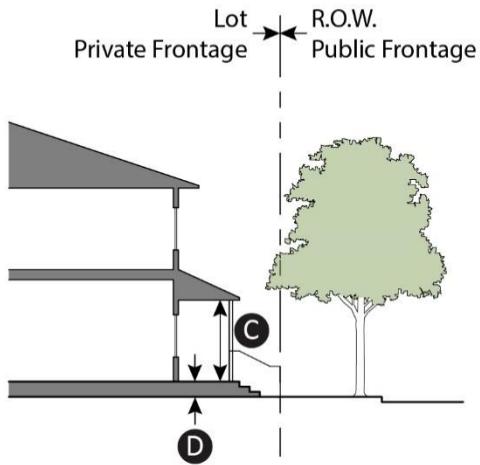
## **Enhanced Facades**

1. Building facades that are visible from the public right-of-way but do not require a building frontage shall be screened with planting, or enhanced in a manner that reflects the architectural style or is in accordance with Article XII - Sign Regulations.

**Figure 5 - Facade Requirements****Table 1 - Allowable Frontages by District**

	Civic Core		Gateway Core	Mixed-Use Core	Multi-Family Core	Neighborhood Core
	Sierra Core	Core				
<b>Porch</b>	X			X		X
<b>Dooryard</b>	X			X	X	X
<b>Stoop</b>	X		X	X	X	X
<b>Forecourt</b>	X	X	X	X	X	X
<b>Lightcourt</b>	X		X		X	X
<b>Shopfront</b>	X	X	X	X		
<b>Gallery</b>	X	X	X	X		
<b>Arcade</b>	X	X	X	X		

# Porch



In the Porch Frontage Type, the main facade of the building is set back from the frontage line. The resulting front yard can be defined by a wall or fence to spatially maintain the edge of the street. A projecting porch uses part of the front yard space for a porch that is open on three sides. The engaged porch has two adjacent sides of the porch that are attached to the building while the other two sides are open.

## Design Standard

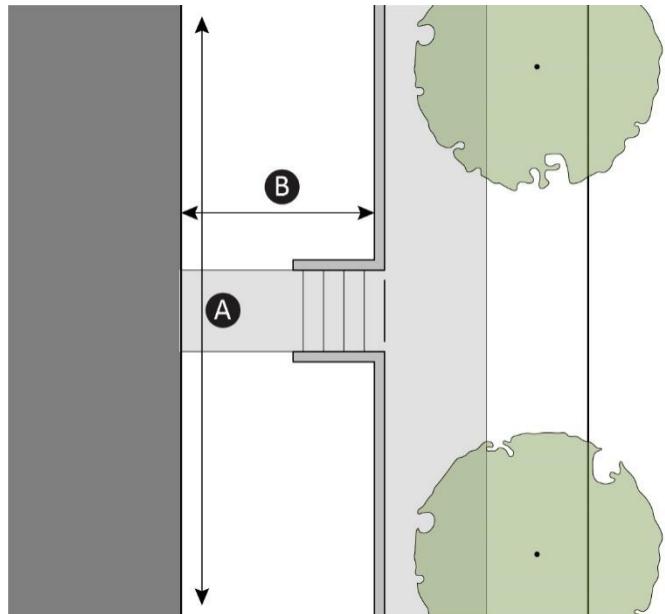
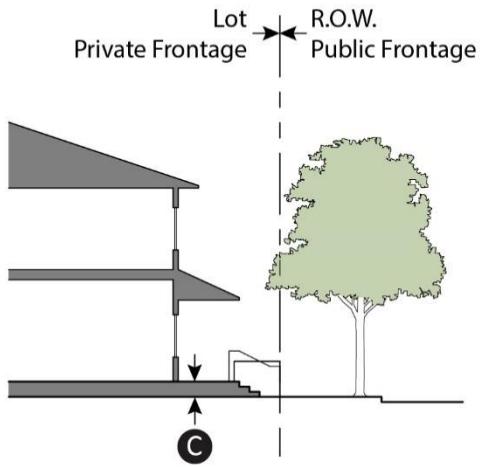
Porches must be open on at least two sides and have a roof.

### Size

Width	8 ft. Min.	A
Depth	6 ft. Min.	B
Height	8 ft. Min.	C
Finish level above sidewalk	18 in. Min.	D
Path of travel	3 ft. wide Min.	



# Dooryard



In the Dooryard Frontage Type, the main facade of the building is set back and the frontage line is defined by a low wall, fence, or hedge, creating a small dooryard. The dooryard shall not provide public circulation along a right-of-way (ROW). The dooryard may be raised, sunken, or at grade and is intended for ground-floor residential uses.

## Size

Width	50 ft. Min.	A
Depth	8 ft. Min.	B
Finish level above sidewalk	3 ft. 6 in. Max.	C
Finish level below sidewalk	6 ft.	
Path of travel	3 ft. wide Min.	

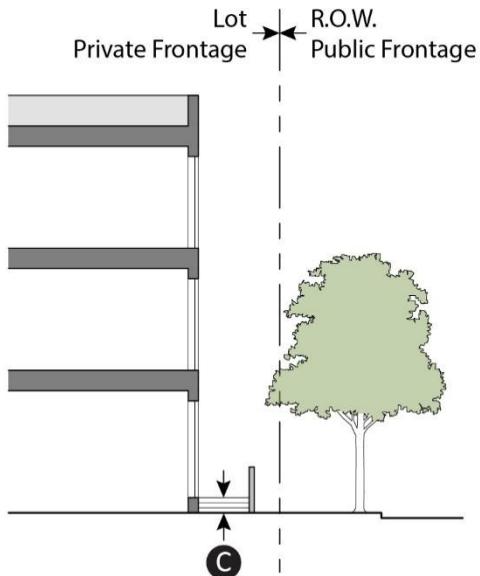


## Design Standard

For live/work, retail and service uses, these standards are to be used in conjunction with those for the Shopfront Frontage Type. In case of conflict between them, the Dooryard Frontage Type standards shall prevail. The Dooryard Frontage Type shall not be used for circulation for more than one ground floor entry.



# Stoop



In the Stoop Frontage Type, the main facade of the building is set back and an elevated stoop engages the sidewalk. The stoop shall be elevated above the sidewalk to ensure privacy within the building. Stairs or ramps from the stoop may lead directly to the sidewalk or may be side-loaded.

## Design Standard

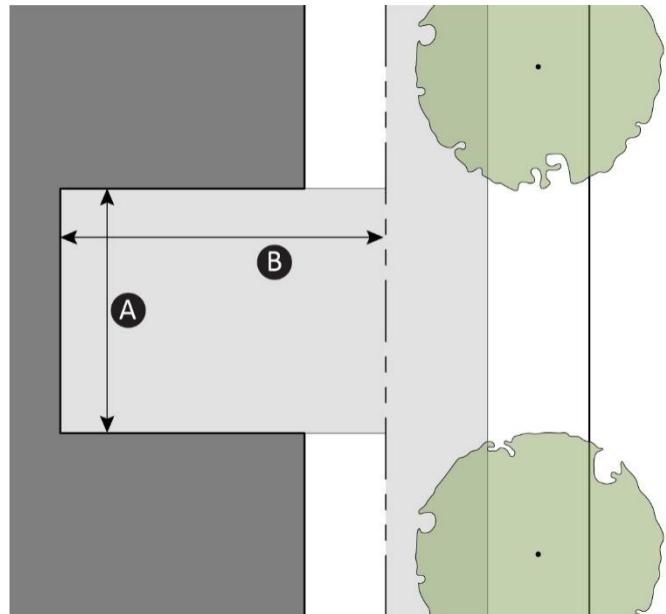
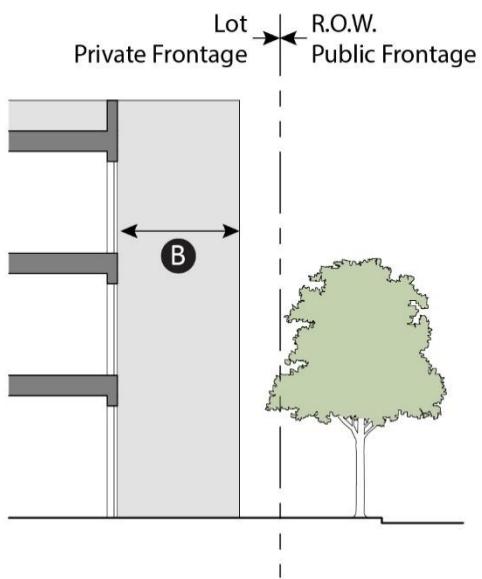
Stairs may be perpendicular or parallel to the building facade. Ramps shall be parallel to facade or along the side of the building. Entry doors are encouraged to be covered or recessed to provide shelter from the elements.

### Size

Width	5 ft. Min./ 8 ft. Max.	A
Depth	5 ft. Min./ 8 ft. Max.	B
Finish level above sidewalk	18 in. Min.	C



## Forecourt



In the Forecourt Frontage Type, the main facade of the building is at or near the frontage line and a small percentage is set back, creating a small court space. The space could be used as an entry court or shared garden space for apartment buildings, or as an additional shopping or restaurant seating area within retail and service areas.

### Design Standard

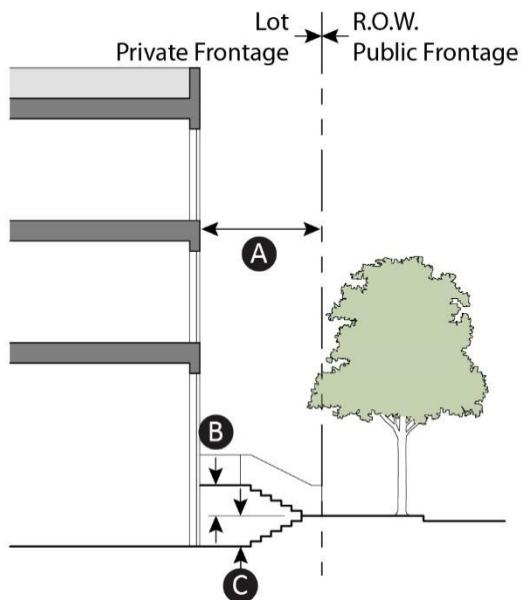
The proportions and orientation of these spaces should be carefully considered for solar orientation and user comfort.

#### Size

Width	12 ft. Min.	A
Depth	12 ft. Min.	B
Ratio, height to width	2:1 Max.	



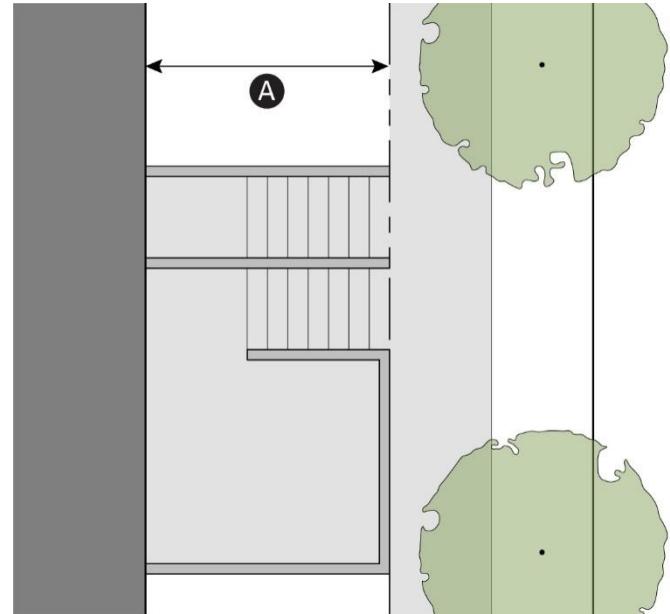
## Lightcourt



In the Lightcourt Frontage Type, the main facade of the building is set back from the frontage line by an elevated terrace or a sunken Lightcourt. This Type buffers residential, retail or service uses from urban sidewalks and removes the private yard from public encroachment.

### Size

<b>Width</b>	5 ft. Min.	<b>A</b>
<b>Finish level above sidewalk</b>	6 ft. Min.	<b>B</b>
<b>Finish level below sidewalk</b>	6 ft. Max.	<b>C</b>

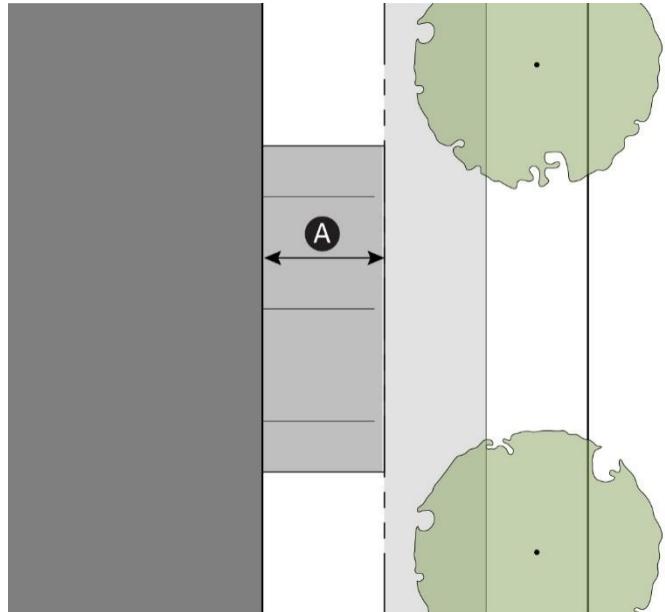
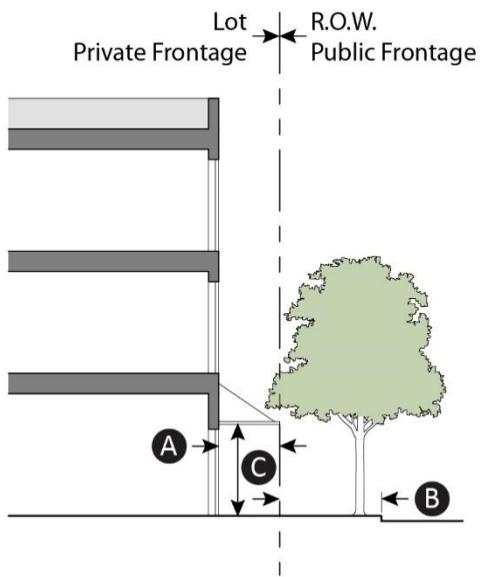


### Design Standard

A short fence may be placed along the setback where it is not defined by a building.



# Shopfront



In the Shopfront Frontage Type, the main facade of the building has an at-grade entrance along the public way. This Type is intended for retail and other commercial uses. It has substantial glazing at the sidewalk level and may include an awning that may encroach into the ROW. It may be used in conjunction with other frontage types.

## Size

<b>Ground Floor Transparency</b>	80% Min.
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## Awning

<b>Depth</b>	4 ft. Min.	<b>A</b>
<b>Setback from curb</b>	2 ft. Min.	<b>B</b>
<b>Height, clear</b>	8 ft. Max.	<b>C</b>

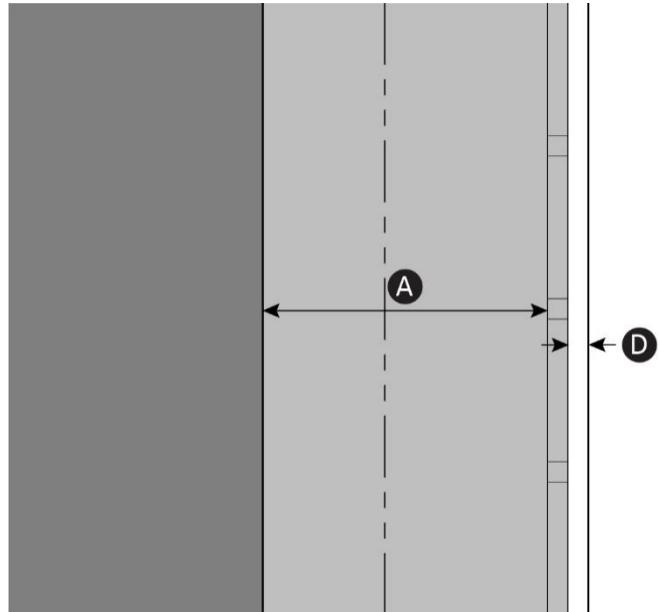
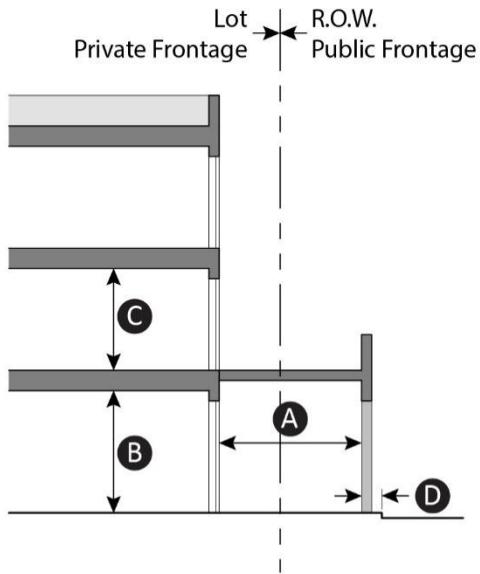


## Design Standard

Shopfront glass shall be clear without reflective glass frosting or dark tinting. Shopfront windows may be clerestory windows (horizontal panels) between the storefront and second floor/top of single-story parapet. Glass clerestory may be of a character to allow light, while moderating it such as stained glass, glass block, painted glass, or frosted glass. Shopfronts with accordion-style doors/windows or other operable windows that allow the space to open to the street are encouraged. Operable awnings are encouraged.



## Gallery



A Gallery is a roof or deck projecting from the facade of a building, supported by columns located just behind the street curb. Galleries shelter the sidewalk with a roof or unenclosed, accessible, outdoor space making them ideal for retail use. Galleries may be one- or two-stories in height, functioning as covered or uncovered porches at the second floor. Railings on top of the gallery are only required if the gallery roof is accessible as a deck.

### Size

<b>Depth</b>	8 ft. Min.	<b>A</b>
<b>Ground Floor Height</b>	12 ft. Min.	<b>B</b>
<b>Upper Floor Height</b>	10 ft. Min.	<b>C</b>
<b>Height</b>	2 stories Max.	
<b>Setback from curb</b>	1 ft. Min./ 2 ft. Max.	<b>D</b>

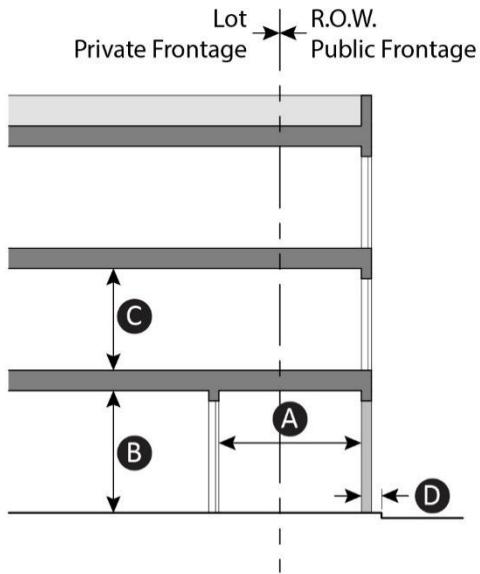


### Design Standard

Galleries shall be combined with the Shopfront Frontage Type. Galleries must have consistent depth along a frontage. Ceiling lights are encouraged. Galleries may be entirely on private property or may encroach over the sidewalk in the public right-of-way, subject to an encroachment permit prior to issuance of a building permit. Column spacing and colonnade detailing, including lighting, shall be consistent with the style of the building to which it is attached. Columns shall be placed in relation to curbs to allow passage around and to allow for passengers of cars to disembark.



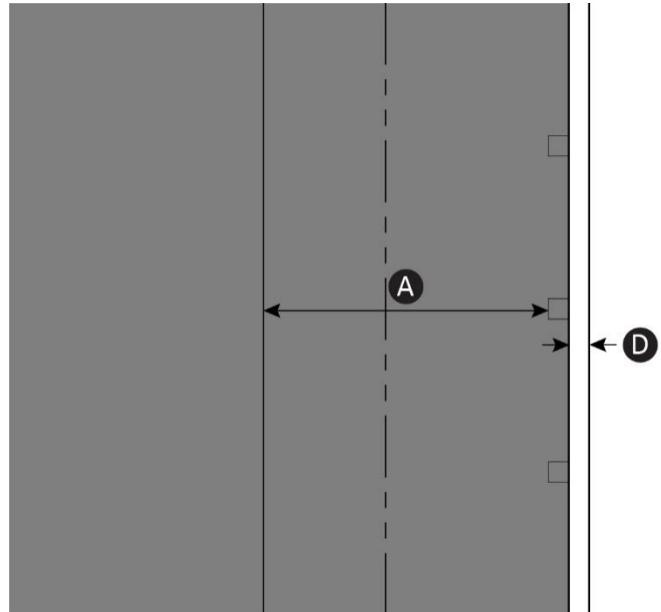
## Arcade



Arcade frontages are composed of a building with ground floor facades which align with the property line, and upper floors which project over the property line to cover the sidewalk. A colonnade structurally and visually supports the building mass which encroaches into the public right-of-way. Arcades contain ground-floor storefronts, making them ideal for retail use as the arcade shelters the pedestrian and shades the storefront glass, preventing glare that might obscure views of merchandise. As allowed, the arcade also provides habitable space over the sidewalk creating a very urban street character.

### Size

<b>Depth</b>	8 ft. Min.	<b>A</b>
<b>Ground Floor Height</b>	12 ft. Min.	<b>B</b>
<b>Upper Floor Height</b>	10 ft. Min.	<b>C</b>
<b>Setback from curb</b>	1 ft. Min./ 2 ft. Max.	<b>D</b>



### Design Standard

Arcades shall be combined with the Shopfront Frontage Type. Arcades may be entirely on private property or may encroach over the sidewalk in the public right-of-way, subject to an encroachment permit prior to issuance of a building permit. Column spacing and colonnade detailing, including lighting, shall be consistent with the style of the building to which it is attached. Columns shall be placed in relation to curbs so as to allow passage around and to allow for passengers of cars to disembark. When utilizing an arcade, front building setbacks may not apply. Front setbacks are still measured from the ROW.



# General Regulations

## Fences, Hedges and Walls

1. Single-Family and Multi-Family Site Walls and Fencing
  - a. Low walls, fences, or hedges may be used to divide space, create a variety in landscaping and to define site edges.
  - b. Locate fences or walls on the property line (excluding the front property line) to define private open space and common open space areas, protect privacy, and buffer residents from noise sources.
    1. Use masonry materials for sound reduction purposes.
    2. Masonry walls shall include a top or cap.
    3. Wood and chain link fencing is prohibited. However, wood picket fencing shall be allowed in the front yard setback area of the neighborhood core district.
  - c. Design fences and walls to be an attractive part of the project, with materials and designs that are compatible with the exterior building materials and demonstrate design integrity with the project as a whole.



- d. Front yard fencing and walls shall comply with the following requirements as applicable:
  1. Single Family: Open fencing and solid walls shall be setback from the sidewalk by at least 2 feet to allow for landscaping; not grass that must be mowed or trimmed;
  2. Multi-Family: Open fencing and solid walls shall meet the standards in Table 2 - Maximum Height of Fences or Walls.

- e. The overall height of fencing, when present, shall not exceed the standards in Table 2 below:

**Table 2 - Maximum Height of Fences or Walls**

Location of Fence or Wall	Max. Height
<b>Within front or side street setback</b>	
<b>Solid Wall</b>	3 ft.
<b>Open Fencing</b>	4 ft.
<b>Not within front or side street setback</b>	6 ft.
<b>Interior side and rear property line</b>	6 ft.

2. Mixed-Use or Commercial Site Walls and Fencing
  - a. Wall Design. Walls shall provide screening as set forth in Section 30-494(g) and Section 30-500 of the Zoning & Development Code.
  - b. Permitted materials. Fencing visible from public view should be open work such as wrought iron and metal (tube) fences with design features. Masonry, stucco and plaster are permitted when deemed more appropriate to the design of the building on the project site.
  - c. Fence maintenance. Every fence shall be kept in good repair, consistent with the design thereof. The property owner shall be responsible for landscaping and maintaining the area, if any, between the property line and the owner's fence.
  - d. Hazardous and prohibited materials. Fences shall not incorporate barbed wire and razor wire, spiked tips, chain link of any kind, woven wire mesh ("chicken wire"), welded wire mesh, woven wire ("hog wire") rope, cable, railroad ties or any other similar materials or materials not specifically manufactured for permanent fencing.

## Off-Street Parking and Loading Standards

### 1. Off-Street Parking Standards

- a. Off-street Parking requirements shall be set forth in Division 5 which outlines the development standards by zoning district.
- b. Off-street parking dimensions shall be as set forth in Table 3 – Off-Street Parking Dimensions. Any type of stall not listed shall refer to Section 30-606 of the Zoning & Development Code.

**Table 3 - Off-Street Parking Dimensions**

Type of Stall	Min. Size (ft.)
Standard	9 x 18
Garage/Carport	10 x 20
Parallel	8 x 21
Compact	8 x 16
Tandem	9 x 35
30°	9 x 17
45°	9 x 18
60°	9 x 21

### 2. General Performance Standards for Off-Street Parking Facilities:

- a. Parking shall be implemented to provide safe and convenient access to and from public thoroughfares which include movement lanes and Public Frontages.
- b. Vehicular access through residential properties for nonresidential uses shall be prohibited. This provision shall not apply to mixed-use developments.
- c. Off-street parking spaces shall be located with sufficient room for safe and convenient parking without infringing on any public thoroughfare or sidewalk.
- d. Off-street parking or loading area shall not be used for the sale, repair, or dismantling of any vehicle or equipment, or for storage of materials or supplies.

- e. Parking or storage of commercial trucks, buses, vans, sign trailers; trailers or semi-trailers; or the like shall not be permitted in any form-based code zoning district.
- f. Parking facilities on adjoining lots may share access points, driveways and parking subject to a recorded covenant running with the property on which the facilities are located, by process of waiver.
- g. Parking shall be located behind habitable or occupied space, underground, or on the interior or rear of the building. All off-street parking areas shall be separated at least five (5) feet from buildings in order to make room for sidewalks, landscaping and other plantings between the building and the parking area.

1. This separation may be eliminated to the rear of buildings in areas designed for unloading and loading of materials and in underground parking areas.

### 3. Parking for Senior Housing

- a. Senior Housing, in relation to this regulation, is not to be construed as homes or institutions for the aged which are primarily convalescent or nursing homes.
- 1. At least one-half of the parking required shall be within carports or garages.
- 2. No compact parking spaces shall be permitted for senior housing.

**Table 4 - Parking For Senior Housing**

Required Number of Parking Spaces	
Studio or 1 Bedroom	0.75 spaces per unit
2+ Bedrooms	1.25 spaces per unit

### 4. Off-Premise Parking

- a. With the approval of the Director of Planning, required parking may be provided in off-premise parking facilities (structured or private lot) within 660 feet (1/8 mile) of the site proposed for development, as measured along thoroughfare rights-of-way;

- b. Pedestrian access between the use or the site and the off-premise parking area shall be via concrete or paved sidewalk or walkway; and
- c. The owner shall provide an irrevocable parking agreement reflecting the arrangement with the off-premise location.

5. Compact Parking

- a. The proposed land use must require a minimum of 20 spaces for compact spaces to be allowed and shall not exceed 15% of the total number of required spaces. Each compact space shall be identified with pavement stenciling and/or signage. Compact spaces shall be located furthest from the building entrances to discourage use by non-compact vehicles.

6. Tandem Parking

- a. Residential Development: Tandem parking is allowed in a residential development, but may not be used to provide guest parking for a residential development and both parking spaces shall be covered and assigned to the same residential unit.
- b. Nonresidential Development: Tandem parking is only allowed in a nonresidential development where attendant parking is provided on the zone lot and where parking on the zone lot is subject to a tandem parking management program, as approved by the Director of Planning.
  - 1. For purposes of this provision, a "tandem parking management program" means a formal program undertaken by a property owner or property manager to mitigate the potential adverse effects of tandem parking on vehicle owners and other Off-Street Parking Area users.
  - 2. Elements of a tandem parking management program include, but are not limited to:
    - i. A secured vehicle key storage system located near the tandem parking area;
    - ii. A vehicle key management system administered by on-site personnel;
    - iii. Reserved tandem program where specific individuals share specific tandem spaces; or
    - iv. A fleet/motor pool vehicle management program.
    - v. On duty parking attendant during business hours or as long as the principal building is occupied.

c. Tandem Parking Design Standards

- 1. A maximum of 2 parking spaces may be provided in tandem.
- 2. Two parking spaces in tandem shall have a combined minimum dimension of 9 feet in width and 35 feet in length.
- 3. It must be possible to get any vehicle in or out of a tandem space by moving only 1 vehicle.

7. Shared Parking

- a. Where two or more uses on the same site or adjacent parcels have distinct and differing peak parking usage periods (e.g., a theater and a bank), a reduction in the required number of parking spaces as determined by the Director of Planning may be allowed in the following manner:
  - 1. The reduction in number of required parking spaces shall be based on a parking demand study.
  - 2. The parking demand study shall be in accordance with established professional practices.
  - 3. Approval shall also require a recorded covenant running with the land, recorded by the owner of the parking lot, guaranteeing that the required parking will be maintained for the uses served and remain for the duration of the use.
  - 4. Shared parking, whether it is publicly shared or shared between two or more specific businesses, shall be clearly designated with signs and markings.

## Off-Street Parking Reductions

1. Reductions can be combined to a maximum of 20% of the total vehicular parking required.
  - a. Bicycle Parking - Required vehicular parking spaces may be reduced at a rate of one vehicular parking space for every five (5) long-term bicycle parking spaces provided above the minimum required, up to a maximum reduction of 5% of the total vehicular parking required.
  - b. Bus Stop - A parking reduction of up to 10% may be approved by the Director of Planning for any use within  $\frac{1}{4}$  mile of a designated bus stop (as measured along a public walkway).

Figure 6 - Area of Downtown Eligible for 15% Metrolink Parking Reduction



- c. Metrolink - A parking reduction of up to 15% may be approved by the Director of Planning for all uses within walking distance of the commuter rail station. Refer to Figure 6 for the precise boundary. Projects within the specified boundary are not eligible for the 10% bus stop parking reduction.
- d. Significant Centers of Employment – A parking reduction of up to 10% may be approved by the Director of Planning for uses listed under “Food/Restaurant/Eating Establishments” and “General Merchandise/Retail Trade”, when the use is located within  $\frac{1}{4}$  mile (as measured along a public walkway) of a significant center of employment. When the use is located within  $\frac{1}{2}$  mile, a parking reduction of up to 5% may be approved.

## **Loading**

- 1. Loading Requirements. The following regulations apply to the use of loading zones:
  - a. Permission herein granted to stop or stand a vehicle for purpose of loading or unloading of materials shall apply only to commercial vehicles and shall not extend beyond the time necessary therefore, and in no event for more than twenty (20) minutes.
  - b. The loading or unloading of materials shall apply only to commercial deliveries, also the delivery or pickup of express and parcel post packages and United States mail.
  - c. Loading docks, overhead doors, and other service entries may not be located on street-facing facades.
  - d. Loading areas shall include painted lines, curbs, or other methods of identifying individual loading areas and distinguishing such spaces from drive aisles and other circulation features.
  - e. On-site loading space(s) is not required where the site is adjacent to an alley or side street that provides temporary parking for loading/unloading activities. Temporary is defined as lasting less than 20 minutes.
  - f. Traffic-lanes shall not be used as loading/unloading zones.
  - g. Vehicles that exceed an overall length of 25 feet (bumper to bumper) shall be prohibited from loading and unloading between the hours of 7 a.m. and 10 a.m., and between 12 p.m. and 6 p.m. This time restriction shall not apply to vehicles that fit within a designated loading and unloading zone or bay.

## Bicycle Parking

1. General Bicycle Parking Design Guidelines and Requirements
  - a. Bicycle parking may be located in front, to the side, back, or inside of buildings.
  - b. Each space must be accessible without moving another bicycle.
  - c. Allow for 2 feet by 6 feet for each bicycle parking space.
  - d. Provide an aisle at least 5 feet wide behind all parking for maneuvering.
  - e. Bike racks shall enable the bike frame and one or both wheels to be secured.
  - f. When a project requires 25 or more bicycle parking spaces, a bicycle repair station shall be provided.
  - g. In calculating bicycle parking requirements for any use, any resulting fraction shall be rounded up to the next whole number.
  - h. The location of the bicycle rack or locker shall not encroach into the sidewalk which would reduce the unencumbered width of the sidewalk to less than four feet and shall provide adequate clearance surrounding the rack or locker such that bicycles shall not encroach into any walkway, parking space, landscape area or similar.
2. Short-term (fixed bicycle rack facility)
  - a. Cyclists should be able to quickly identify bike racks when arriving from the street. A highly visible location not only makes it easier for the cyclist, but also curbs theft and vandalism. Areas shall be well lit, and, when possible, within view of passerby, retail activity, or windows.
  1. They shall be implemented in areas of high traffic such as building entrances—no further than 50 feet from these entranceways.
  2. Bike racks must be visible from adjacent bikeways and allow for fast street access while avoiding locations that have stairs.
  3. Bicycle parking facilities shared by more than one use are encouraged.
3. Long-term (sheltered or enclosed facility)
  - a. Bicycle parking for employees, students, residents, commuters and others who stay at a site for several hours; a secure and weather-protected place to store their bicycles.
  1. Locate on site or within 660 feet of the site. No part of the rack shall be located closer than 24 inches to a wall or other obstruction.

**Table 5 - Bicycle Spaces Required**

Land Use	Required Spaces	% Short term/ Long term
Residential in Downtown	1 space / 3 units	20% short-term 80% long term
Residential outside Downtown	1 space / 4 units	20% short-term 80% long term
Non-residential in Downtown*	1 space / 1,500 sq. ft.	100% short term 0% long term
Non-residential outside Downtown*	1 space / 3,000 sq. ft.	100% short term 0% long term

\*Long term bicycle parking is encouraged for non-residential uses but shall not count towards the minimum number of required short-term spaces.

# Private Open Space Types

## Private Open Space Types

Private open spaces shall be designed as one of the private open space types defined in this section. All units shall have access to at least one of the following forms of private open space.

1. Private Yard.
  - a. Definition: A side yard or rear yard (excluding required setback areas) which is accessed by secondary unit entrance(s).
  - b. The primary access to a private yard shall be from the dwelling(s) served.
  - c. The minimum area for a private yard shall be sixty (60) square feet.
  - d. The minimum dimensions for a private yard in any single direction shall be six (6) feet.
  - e. Landscaping shall consist primarily of planted areas including water-efficient plantings of lawns, trees, plants in pots, etc. and may be combined with a porch.
  - f. Private yard spaces may include edge walls or fences, provided that their inclusion does not violate building orientation.
2. Porch.
  - a. Definition: A patio, terrace, or other platform extending from or adjacent to a building at the ground floor which is accessed by secondary unit entrances(s).
  - b. The primary access to a porch shall be from the dwelling(s) served.
  - c. The minimum area for a porch shall be forty-eight (48) square feet.
  - d. The minimum dimensions of a porch in any single direction shall be six (6) feet.
3. Rooftop Deck or Garden.
  - a. Definition: A private or privately shared deck or yard on the roof of a building.
  - b. The minimum area for a rooftop deck or garden shall be sixty (60) square feet.
  - c. The minimum dimensions for a rooftop deck or garden in any single direction shall be six (6) feet.
  - d. Gardens and green roofs are encouraged to help minimize heat sinks and to pretreat water from storms prior to it entering the storm drain system.
4. Balcony.
  - a. Definition: An outdoor space extending from a private upper floor of a building, which is accessed directly from a secondary unit entrance.
  - b. Access to a balcony shall be limited to the dwelling served.
  - c. The minimum area for a balcony shall be forty-eight (48) square feet.
  - d. The minimum dimensions for a balcony in any single direction shall be six (6) feet.

# Common Open Space Standards

## Amenities Required

Developers shall provide on-site recreational facilities in conjunction with common open space as a minimum requirement for all multi-family projects.

1. Development with less than 35 units shall provide a minimum of 10 percent (Private Open Space that exceeds the required minimum may be counted towards the Common Open Space requirement) of the project lot area as common open space and shall provide one of the following recreational facilities, or equivalent, as approved by the Director of Planning:
  - a. Indoor gym/fitness facility (minimum 500 square feet).
  - b. Tot-lot with multiple play equipment.
  - c. Spa and pool (min 25 yard by 15 yards).
  - d. Barbecue facility equipped with built-in grill, picnic benches, etc (min of three areas).
2. Development consisting of 35 units to 79 units shall provide three of the following recreational facilities, or equivalent, as approved by the Director of Planning:
  - a. Indoor gym/fitness facility (minimum 500 square feet).
  - b. Tot-lot with multiple play equipment.
  - c. Spa and pool (min 25 yard by 15 yards).
  - d. Barbecue facility equipped with built-in grill, picnic benches, etc (min of three areas).
  - e. A minimum of ten percent (10%) of the project lot area as Common Open Space. Private Open Space that exceeds the minimum may be counted towards the Common Open Space requirement.
3. Development consisting of 80 units to 200 units shall provide all recreational facilities listed above, or equivalent, as approved by the Director of Planning.
4. Development consisting of 201 units to 400 units shall provide all recreational facilities listed above and a minimum of one of the following additional recreational facilities, or

equivalent, as approved by the Planning Commission:

- a. Large open lawn area, minimum dimensions shall be 100 feet by 50 feet (e.g. Rooftop garden).
- b. Multiple tot-lots with multiple play equipment. The tot-lots shall be conveniently located throughout the site. The number of tot-lots and their location shall be subject to Planning Commission review and approval.
- c. Lap pool and spa (e.g. Rooftop, min 25 yard by 25 yards).
- d. Community multi-purpose room equipped with kitchen, defined areas for games, exercises, etc.
- e. Barbecue facilities equipped with multiple grills, picnic benches and shade structures. The barbecue facilities shall be conveniently located throughout the site. The number of barbecue facilities and their location shall be subject to Planning Commission review and approval.
- f. Court facilities (e.g. tennis, volleyball, basketball, etc.).
- g. Other recreational facilities not listed above may be considered subject to the Planning Commission review and approval.
5. Related recreational activities may be grouped together and located at any one area of the common open space. All recreational areas or facilities required by this section shall be maintained by private homeowner's associations, property owners, or private assessment districts.
6. Circulation, pedestrian, and vehicular parking. Pedestrian circulation. Each multiple-family residential development shall be designed with adequate walkways to provide convenience to the needs of the residents, guests, and the service providers of public agencies. Pedestrian access to the unifying elements of any development shall be separate from, and free

of, conflict with vehicular access ways. All developments consisting of six units or more shall provide directories placed in a convenient location at the development entry.

## **General Requirements**

1. Common Open Spaces shall include amenities such as seating, lighting, and landscaping.
2. Public open spaces shall be built within the development area by developers as development occurs.
3. At the discretion of the Director of Planning, required open space may be constructed off-site and/or as part of a larger public open space that will be provided by the City or other private developments.

# Permitted Uses

## Uses Permitted

This section of the Form-Based Code establishes the permitted uses in each district and the corresponding permit requirements. A parcel or building subject to the Form-Based Code shall be occupied with only the uses allowed by Table 6 – Permitted Uses. Definitions of allowed land uses are provided in Section No. 30-358. – List of Definitions. Figure 2 - Downtown Core Districts Map illustrates the district areas for the Downtown Core.

1. If a district is not defined in this section, the Director of Community Development may determine that the use is not permitted, or determine the appropriate definition and determine the proposed use to be permitted provided the Director of Community Development approves a Director's Determination and makes the following findings in writing:
  - a. The land use will not impair the orderly implementation of the City of Fontana General Plan.
  - b. The land use is consistent with the purpose of the applicable zoning district.
  - c. The characteristics and activities associated with the proposed land use are similar to one or more of the listed land uses in Table 6 – Permitted Uses and will not produce greater impacts than the land uses listed for the zoning district.
  - d. The land use will be compatible with the other land uses allowed in the zoning district.
  - e. The land use is not listed as allowed in another zoning district.

2. A "P" indicates a use is permitted by right subject to design review by the Planning Commission or administrative site plan review by the Director of Community Development.
3. An "M" indicates the use requires the granting of a minor use permit (MUP).
4. A "C" indicates the use requires the granting of a conditional use permit (CUP).
5. A "--" means the use is not permitted in that zoning district. Any use that is not listed is not permitted.
6. Uses marked with a S superscript "S" indicate that the use is subject to special use regulations in (reference Specific Use Regulations) section 30-360.

**Table 6 - Permitted Uses**

	Civic Core	Sierra Core	Gateway Core	Mixed-Use Core	Multi-Family Core	Neighborhood Core
<b>Administrative/ Professional</b>						
Architectural, design, and engineering services	P	P	P	P	--	--
Attorney/legal services	P	P	P	P	--	--
Banks/financial institutions, credit unions and remote ATMs (stand-alone facilities—without drive-thru)	P	P	P	P	--	--
Banks/financial institutions, credit unions and remote ATMs (with drive-thru)	--	--	M	M	--	--
Brokerage firms and financial institutions	P	P	P	P	--	--
Exhibit halls and galleries with 15% or less retail sales area	P	P	P	P	--	--
General administrative offices	P	P	P	P	--	--
Government offices	P	P	P	P	--	--
Insurance and accounting offices	P	P	P	P	--	--
Massage/acupressure as primary use	--	--	--	C	--	--
Massage as ancillary use to primary permitted use—less than 40% of gross floor area of business	M	M	M	M	--	--
Real estate, escrow & property management offices	P	P	P	P	--	--
Recording/film studios	M	M	M	M	--	--
<b>Animal Services</b>						
Feed, tackle supplies for large animals	--	--	--	--	--	--
Pet boarding and kennels	--	--	--	C	--	--
Pet grooming	--	--	--	P	--	--

	Civic Core	Sierra Core	Gateway Core	Mixed-Use Core	Multi-Family Core	Neighborhood Core
Veterinarian clinic and hospitals (with incidental boarding)	--	--	--	C	--	--
Pet sales and supplies (without outdoor storage)	--	--	P	P	--	--
<b>Alcoholic Beverage Sales</b>						
Alcoholic sales exclusively for off-site consumption	--	--	M	M	--	--
On-site sales in connection w/restaurant	M	M	M	M	--	--
Restaurant and café with entertainment and/or dancing	M	M	M	--	--	--
Manufacturing, including winery or micro-brewery with tasting room and no restaurant	M	M	M	M	--	--
Micro-breweries in connection with restaurant (Brew Pub)	M	M	M	M	--	--
Micro-breweries without tasting room	--	--	--	--	--	--
<b>Educational/ Instructional/ Day Care Uses</b>						
Adult day care	--	--	--	M	--	--
Children tutorial classes	--	--	--	M	--	--
Colleges—public and private	M	--	M	M	--	--
Schools—elementary, middle, secondary, high, private	--	--	--	M	M	M
Studio—Art, Dance, Martial Arts, Music (School) with greater than 1,500 sq. ft. GFA	--	--	P	P	--	--
Studio—Art, Dance, Martial Arts, Music (School) with less than 1,500 sq. ft. GFA	--	--	P	M	--	--
Licensed nurseries, pre-schools and day care facilities for children	--	--	--	M	--	--
Adult vocational classes, trade schools, computer training	M	--	M	M	--	--

	Civic Core	Sierra Core	Gateway Core	Mixed-Use Core	Multi-Family Core	Neighborhood Core
Traffic and automobile driving schools	--	--	--	--	--	--
<b>Food/Restaurants/Eating Establishments</b>						
Bakery—primarily retail sales	P	P	P	P	--	--
Banquet Hall as ancillary use to primary permitted use	M	--	M	--	--	--
Catering services as primary use—may include on-site dining facilities	M	M	M	M	--	--
Ice cream, juice, tea and candy shops	P	P	P	P	--	--
Restaurant/coffee shop with drive thru	--	--	--	--	--	--
Restaurant/coffee shop without drive thru facilities or alcohol sales	P	P	P	P	--	--
Outdoor dining in public right-of-way	P <sup>S</sup>	P <sup>S</sup>	P <sup>S</sup>	P <sup>S</sup>	--	--
<b>General Merchandise/Retail Trade</b>						
Antiques retail sales (excludes pawn shop)	M	M	M	M	--	--
Consumer electronics, computer and phone equipment retail sales	P	P	P	P	--	--
Art gallery with retail sales (If retail sales area is less than 15%, see exhibit hall and gallery under Administrative/Professional)	P	P	P	P	--	--
Art supplies, framing	P	P	P	P	--	--
Beauty supplies	P	P	P	P	--	--
Books and magazines	P	P	P	P	--	--
Camera and photographic supplies	P	P	P	P	--	--
Clothing/shoe stores	P	P	P	P	--	--
Cigarette/smoke shops/electronic cigarettes as a primary use	--	--	--	--	--	--
Cigar sales only	P	P	P	P	--	--
Cigar lounge/hookah lounge/smoking room	C	C	C	C	--	--

	Civic Core	Sierra Core	Gateway Core	Mixed-Use Core	Multi-Family Core	Neighborhood Core
Consignment clothing sales	C	C	C	C	--	--
Farmer's Market	M <sup>S</sup>	M <sup>S</sup>	M <sup>S</sup>	--	--	--
Convenience stores	--	--	C	C	--	--
Floor covering (carpet, tile, and similar)	--	--	P	P	--	--
Florists	P	P	P	P	--	--
Food/drug store	--	--	P	P	--	--
Fabric stores	--	--	P	P	--	--
Firearms, ammunition, related products, assembly—retail sales	--	--	--	--	--	--
Furniture, office and home furnishings	--	--	P	P	--	--
Garden supply with outdoor display of plants	--	--	P	P	--	--
General merchandise, specialty, gift, craft items, candles, house wares, and variety (non-discount) stores	P	P	P	P	--	--
Hardware/home improvement stores	--	--	P	P	--	--
Health, herbal, botanical stores	P	P	P	P	--	--
Hobby, toy and game	P	P	P	P	--	--
Indoor swap meets/concession malls	--	--	--	--	--	--
Interior decorating, linen, and bath stores	--	--	P	P	--	--
Jewelry sales and repair (excludes pawn shop)	P	P	P	P	--	--
Leather goods and equipment	P	P	P	P	--	--
Musical instruments	P	P	P	P	--	--
Office supplies/stationery/cards	P	P	P	P	--	--
Sporting goods and equipment (no gun sales)	M	M	M	M	--	--
Thrift stores/second-hand store	--	--	--	P	--	--

	Civic Core	Sierra Core	Gateway Core	Mixed-Use Core	Multi-Family Core	Neighborhood Core
<b>Lodging Places</b>						
Bed and Breakfast	M	M	M	M <sup>S</sup>	--	M <sup>S</sup>
Hotels and motels	M	M	M	M	--	--
Motels	--	--	--	--	--	--
<b>Medical/Health Services</b>						
Acute care/walk-in medical services (urgent care)	--	--	--	P	--	--
Ambulance services	--	--	--	--	--	--
Hospitals	--	--	--	--	--	--
Medical/dental/counseling/ psychology/ hearing aids/acupuncture/ homeopathy/physical therapy/sports therapy	M	--	M	P	--	--
Optometry sales	P	P	P	P	--	--
<b>Motor Vehicle Services</b>						
Auto body and painting (primary use)	--	--	--	--	--	--
Auto broker offices	--	--	--	--	--	--
Auto car washes	--	--	--	--	--	--
Auto and motorcycle sales – new and used	--	--	--	--	--	--
Auto rental agencies with parking for vehicle rentals	--	--	--	--	--	--
Auto/motorcycle repair – general, including quick lube, smog check, transmission service	--	--	--	--	--	--
Auto upholstery	--	--	--	--	--	--
Auto car alarm and stereo installation (within an enclosed building only)	--	--	--	--	--	--
Commercial parking facilities and garages	P	P	P	P	--	--

	Civic Core	Sierra Core	Gateway Core	Mixed-Use Core	Multi-Family Core	Neighborhood Core
Gas/service station	--	--	C	C	--	--
Gas station with mini mart, car wash and/or restaurant	--	--	C	C	--	--
Truck, trailer and equipment rentals	--	--	--	--	--	--
<b>Personal Services</b>						
Barber, hair/nail/ skincare/tanning salon and day spa	M	M	M	P	--	--
Body art (tattooing, body piercing, and/or permanent cosmetics)	C	C	C	P	--	--
Check cashing/deferred deposit or payday advance uses with or without ancillary services	--	--	--	--	--	--
Cemeteries, crematory, mortuary and mausoleums	--	--	--	--	--	--
Dry cleaners/ laundry – non-commercial	--	--	--	P	--	--
Fortunetelling	--	--	--	M	--	--
Funeral parlors	--	--	--	--	--	--
Locksmith/key shops	--	--	--	P	--	--
Pawnshops/cash for gold and diamonds (as primary use)	--	--	--	--	--	--
Photography studios	--	--	--	P	--	--
Postal services/mail box rentals	--	--	--	P	--	--
Shoe repair	--	--	--	P	--	--
Tailor and alterations	--	--	--	P	--	--
<b>Public Facilities/Utilities</b>						
Public park	P	P	P	P	P	P
Public maintenance yard and other non-	P	--	M	M	--	--
Public utility structures	M	M	M	M	M	M

	Civic Core	Sierra Core	Gateway Core	Mixed-Use Core	Multi-Family Core	Neighborhood Core
<b>Recreation/ Entertainment</b>						
Billiards and pool halls	M	M	M	--	--	--
Escape rooms	P	P	P	P	--	--
Game and video arcades	M	M	M	M	--	--
Golf course and driving ranges	--	--	--	--	--	--
Health and fitness clubs	--	--	M	M	--	--
Indoor – amusement/recreation/ sports fields and courts/skating/batting cages/roller hockey facilities (not within a public park)	M	M	M	M	--	--
Outdoor amusement/ recreation/ sports fields and courts/ skating/batting cages/ roller hockey facilities (not within a public park)	--	--	M	M	--	--
Public assembly/ auditoriums/meeting halls/religious facilities	C <sup>S</sup>	C <sup>S</sup>	M <sup>S</sup>	M <sup>S</sup>	C <sup>S</sup>	C <sup>S</sup>
Theatres (live stage and movie) and concert halls	M	M	M	M	--	--
<b>Repair Services</b>						
Antique restoration	--	--	--	--	--	--
Equipment and appliance repair	--	--	--	--	--	--
Furniture refinishing	--	--	--	--	--	--
Furniture upholstery	--	--	--	--	--	--
<b>Residential Uses</b>						
Accessory structures	P	P	P	P	P	P
Assisted living facilities	--	--	M	M	C	C
Parolee home	--	--	--	--	--	--
Residential care facility (6 or fewer persons)	--	--	--	--	--	--

	Civic Core	Sierra Core	Gateway Core	Mixed-Use Core	Multi-Family Core	Neighborhood Core
Residential care facility (7 or more persons)	--	--	--	--	--	P
Multiple-family development	--	--	--	--	P	P <sup>S</sup>
Residential within mixed-use development having a commercial component (may include senior, affordable, market rate, etc.)	P	P	P	P	--	--
Senior housing	M	M	M	M	M	M
Live/work (as a part of a mixed-use development or stand- alone)	P <sup>S</sup>	P <sup>S</sup>	P <sup>S</sup>	P <sup>S</sup>	--	--
Detached, single family dwellings	--	--	--	P	--	P
Student housing/ dormitory/group quarters	--	--	M	M	M	--
Small family childcare (1 to 6 children)	--	--	P	P	P	P
Large family childcare (7 to 14 children)	--	--	--	--	M	P
<b>Service/Non-Profit Organizations</b>						
Civic buildings/uses	P	P	P	P	P	P
Offices for philanthropic, charitable, civic and service organizations	P	P	P	P	--	--
Temporary political campaign offices and headquarters	P	P	P	P	--	--
<b>Miscellaneous</b>						
Industrial uses	--	--	--	--	--	--
Adult-oriented uses	--	--	--	--	--	--
P=Permitted; M=Minor Use Permit; C=Conditional Use Permit; "--=Not Permitted; "S"=Special use regulations						

- **Sec. 30-360. - Special use regulations.**

(a) *Bed and breakfast.*

- (1) *Operator.* Bed and breakfast inns shall be operated by the property owner/manager living on the site.
- (2) *Number of rooms.* Bed and breakfast inns shall be limited to a maximum of six guest rooms for lodging, plus accommodations for the property manager/owner.
- (3) *Food service.* Food may only be served to registered overnight guests. Guest room cooking facilities are prohibited.
- (4) *Rental period.* Guest rooms shall not be rented for a period of less than 18 hours nor for a period not to exceed 72 hours.

(b) *Live/work.*

- (1) The commercial component of live/work units are intended for use by the following occupations:

Accountants

Architects

Artists and artisans

Attorneys

Computer software professionals

Consultants

Engineers

Fashion, graphic, interior designers

Hair stylists

Home-based office workers

Insurance and real estate agents

One-on-one instructors photographers

The Director of Community Development may authorize other similar uses/occupations.

- (2) A live/work unit shall not be established or used in conjunction with any of the following activities:

- Adult-oriented business, head shops, massage, or similar uses
- Entertainment, drinking, and public eating establishments
- Veterinary services, including grooming and boarding, and the breeding or care of animals for hire or for sale
- Businesses that involves the use of prescription drugs or recreational drugs

- e. Trade or private schools (this excludes private instruction of up to two students at any one time, such as music lessons and tutoring)
- f. Vehicle maintenance or repair (e.g. body or mechanical work, including boats and recreational vehicles), vehicle detailing and painting, upholstery, etc.)
- g. Storage of flammable liquids or hazardous material beyond that normally associated with a residential use
- h. Welding, machining, or any open flame work
- i. Any other activity or use, as determined by the Director of Community Development to not be compatible with residential activities and/or to have the possibility of affecting the health or safety of live/work unit residents, because of the potential for the use to create dust, glare, heat, noise, noxious gasses, odor, smoke, traffic, vibration, or other impacts, or would be hazardous because of materials, processes, products, or wastes.

(3) Occupancy requirement. The residential space within a live/work unit shall be occupied by at least one individual employee in the business conducted within the live/work unit. No portion of the unit shall be sold or rented separately.

(4) Design standards:

- a. Residential areas are permitted above the commercial component, to the side or behind the business component, provided that there is internal access between the residential and commercial space.
- b. The commercial component shall be restricted to the unit and shall not be conducted in the open space, garage, or any accessory structure.
- c. Floor area requirements. The floor area of the work space shall be between 25 and 50 percent of the total floor area. All floor area other than that reserved for living space shall be reserved and regularly used for working space.
- d. Separation and access. Each live/work unit shall be separated from other live/work units or other uses in the structure. Access to each live/work unit shall be provided from a public street, or common access areas, corridors, or halls. The access to each unit shall be clearly separate from other live/work units or other uses within the structure.
- e. Parking. Each live/work unit shall be provided with at least two off-street parking spaces. For areas outside of the downtown area plan, at least one of the two off-street parking spaces shall be accessible to the public. The Director of Community Development may modify this requirement for the use of existing structures with limited parking.

(5) Operating requirements:

- a. *Sale or rental of portions of unit.* No portion of a live/work unit may be separately rented or sold as a commercial or industrial space for any person not living in the premises or as a residential space for any person not working in the same unit.
- b. *On-premises sales.* On-premises sales of goods is limited to those produced within the live/work unit; provided, the retail sales activity shall be incidental to the primary production

work within the unit. These provisions shall allow occasional open studio programs and gallery shows.

c. *Nonresident employees*. Up to one person who does not reside in the live/work unit may work in the unit at any time.

d. *Client and customer visits*. Client and customer visits to live/work units are allowed.

(6) Changes in use. After approval and construction, a live/work unit shall not be converted to either entirely residential use or entirely business use unless authorized through a separate minor use permit.

(c) *Outdoor dining in the public right-of-way*. The purpose of the regulations and standards in this section are to allow increased business and pedestrian traffic, encourage appropriate outdoor dining opportunities within public rights-of-way and to ensure that the space used for outdoor dining within the public right-of-way will service a public purpose. This section does not apply to outdoor dining on private property.

(1) Location permitted. Outdoor dining areas within the public right-of-way are permitted on all commercially utilized properties, provided all development standards are met.

(2) Permits required. It shall be unlawful for any business to use the public sidewalk and/or public right-of-way for outdoor dining without first obtaining a valid minor use permit and encroachment permit.

(3) Establishment of an outdoor dining area shall require site plan review and permit issuance. Any person or business wishing to operate an outdoor dining area shall apply for a permit by submitting the following to the City:

a. The site plan for the proposed outdoor dining area shall include the following:

1. Chairs, tables, umbrellas, planters, signs and any other fixtures and furnishings to be included in the outdoor dining operation.

2. The applicant's primary eating establishment or food court and the proposed circulation to and from the outdoor dining area, as well as pedestrian circulation at the perimeter of the outdoor dining area.

3. The public sidewalk or public right-of-way to be occupied with dimensions of the entire sidewalk or right-of-way and the clearance proposed for pedestrian access.

4. Names of and main entrances to the businesses immediately adjacent to the applicant's eating establishment.

b. Specifications and photographs of all proposed chairs, tables, umbrellas, signs, railings, railing connections to the public sidewalk or right-of-way and the adjacent building, or other furnishing.

(4) Design standards for outdoor dining area:

a. The outdoor dining area shall be designed to facilitate sit-down dining activity through the utilization of chairs and tables. It shall also be compact and shall be clearly delineated to promote a visual relationship between the dining area and the surrounding pedestrian areas.

b. Outdoor dining is permitted only where the sidewalk is wide enough to adequately accommodate both the usual pedestrian traffic in the area and the operation of the proposed activity. A clear,

continuous pedestrian path not less than four feet in width shall be required for unimpeded pedestrian circulation outside of the outdoor dining area. The minimum width of said pedestrian path may be increased by the City Engineer in areas requiring public utility access. Pedestrian path means a continuous, obstruction-free sidewalk area between the outside boundary of the dining area and any obstruction including, but not limited to, parking meters, street trees, landscaping, streetlights, bus benches, public art, and curb lines.

- c. No outdoor dining area shall be located to block access either to or from a building. A minimum unobstructed clearance which extends two feet to either side of both door jambs shall be maintained.
- d. Where an outdoor dining area is located on a corner, the outdoor dining area shall not be permitted within three feet of the corner of the building, along both frontages. Where an outdoor dining area is located adjacent to a driveway or an alley, the outdoor dining area shall not be permitted within five feet of the driveway or alley. These requirements may be modified at the discretion of the City Engineer or Director of Community Development in locations where the sidewalk adjacent to the proposed outdoor dining area is wider than usual, where the perimeter of the building has an unusual configuration, or where public safety is at risk.
- e. The floor of the outdoor dining area shall be at the same level as the sidewalk, and no alterations to the sidewalk or coverings on the sidewalk shall be permitted, unless expressly approved by the City Engineer.
- f. The permittee shall not expand its outdoor dining area onto the sidewalk frontage of an adjacent business.
- g. An outdoor dining area may be located directly adjacent to another outdoor dining area. No separation between outdoor dining areas shall apply.
- h. In no case shall an outdoor dining area be located directly to parking, unless separated by a landscape barrier at least four feet deep and three feet high.
- i. The design and appearance of all proposed improvements or furniture, including, but not limited to, tables, chairs, benches, umbrellas, and planters, to be placed in the sidewalk dining area shall present a coordinated and concerted theme and shall be compatible with the appearance and design of the principal building.
- j. A perimeter barrier shall be provided for the outdoor dining area. However, no barrier shall be required if the applicant proposes to limit the outdoor dining area to one row of tables and chairs abutting the wall of the establishment and if no alcohol will be served outside.
- k. All barriers shall complement the building façade as well as any street furniture and shall be between 24 inches and 36 inches in height.
- l. Barriers shall be removable. Barriers need not be removed each evening or night, but shall be capable of being removed, if needed, using recessed sleeves and posts, or by wheels that can be locked into place.
- m. Barriers shall be able to withstand inclement weather and 100 pounds of horizontal force at the top of the barriers when in their fixed positions.

- n. Objects placed on the sidewalk shall not interfere with or obstruct line-of-sight and shall maintain a clear sight triangle.
- o. Any umbrellas, heater, or similar feature used in an outdoor dining area shall be safely secured. All heaters shall be in compliance with applicable fire code.
- p. Outdoor lighting fixtures shall complement the style of the site. Lighting fixtures shall not create glare to pedestrians on the adjacent right-of-way and shall illuminate only the outdoor dining area. Outdoor lighting may be installed on the façade of the building or in the dining area in front of the façade.
- q. Signage advertising alcohol products on umbrellas shall be prohibited.

(5) Parking. Space used for outdoor dining in the public right-of-way shall not be added to the gross square footage of the food service establishment when calculating parking requirements.

(6) Standards of operation:

- a. The management of the eating establishment shall be responsible for operating the outdoor dining area and shall not delegate or assign the responsibility.
- b. Hours of operation for the outdoor dining areas are to coincide with those of the associated indoor restaurant. When the establishment ceases serving food for the day, further seating in the outdoor dining area shall be prohibited and the outdoor dining area shall close when the patrons already seated in it leave.
- c. The operator shall not permit the following outside of the building: food preparation, utensils, glasses, napkins, and condiments on unoccupied tables, busing service stations, or trash and garbage storage. All exterior surfaces within the outdoor dining area shall be easily cleaned and shall be kept clean at all times by the permittee.
- d. The permittee shall maintain the outdoor dining area and the adjoining street, curb, gutter, and sidewalk in a neat, clean, and orderly condition at all times. This shall include all tables, chairs, benches, displays, or other appurtenances placed in the public right-of-way. Provisions shall be made for trash receptacles to service the sidewalk dining area. The operator shall remove the debris to a closed receptacle. No debris shall be swept, washed, or blown into the sidewalk, gutter or street.
- e. Awnings and umbrellas shall be kept clean and in good condition at all times. Umbrellas shall not advertise alcohol products.
- f. Musical instruments or sound reproduction systems are permitted in outdoor dining areas but shall be maintained at sufficiently low volumes so as not to adversely affect the neighboring businesses, residents, or users of the public right-of-way beyond the outdoor dining area, or in violation of the City of Fontana Noise Ordinance.
- g. Fixtures and equipment approved by the City pursuant to an outdoor dining area permit may remain in and on the sidewalk during such time that an outdoor dining permit is in effect.
- h. Upon revocation or termination of an outdoor dining permit, all fixtures and equipment shall immediately be removed from the sidewalk, and the sidewalk returned to its original condition.

- i. No bar serving alcohol shall be allowed in the outside dining area.

(7) Special closures. The City of Fontana shall have the right and power, acting through the City Manager or his/her designee, to prohibit the operation of an outdoor dining area at any time because of anticipated or actual problems or conflicts in the use of the sidewalk or right-of-way area. Such problems or conflicts may arise from, but are not limited, festivals, parades, marches and similar events, repairs and widening of the streets or sidewalks, or emergencies occurring in the area. To the extent possible, the permittee shall be given prior notice of any time period during which the operation of the outdoor dining area or the outdoor dining area shall be prohibited by the City.

(d) *Farmers Market.* A farmers' market may be conducted on private property or in the public right-of-way, provided it carried on in accordance with the following limitations, and provided an approved minor use permit is granted:

- (1) The operation of the farmers market shall be conducted by a for-profit or nonprofit organization or by a local governmental agency.
- (2) An established set of operating rules addressing the governance structure of the market, hours of operation, and days of the week, maintenance, and security requirements shall be permitted and approved under the minor use permit application and site plan.
- (3) A minor use permit, a master site plan, as well as the signed set of conditions of approval, shall be posted in a conspicuous place at the market site.
- (4) The organization responsible for governing or operating the farmers market shall obtain a business license and shall post the business license in a conspicuous place at the site.
- (5) At least 51 percent of the vendors displaying inventory of the products sold in each farmers market are selling fresh fruits and vegetables.
- (6) Fifteen percent or fewer vendors are non-food vendors (i.e. handmade crafts, art exhibits, informational booths, etc.)
- (7) All market signage shall be submitted and approved under the minor use permit.
- (8) The organization governing or operating the farmers market shall provide access to adequate sanitary facilities, including restrooms and/or portable sinks and toilets.
- (9) Operation of the farmers market shall not obstruct the safe flow of vehicular or pedestrian traffic on or around the market site.
- (10) The sale of, or consumption of, alcoholic beverages on the market site is prohibited.
- (11) The sale of second-hand merchandise is prohibited.
- (12) Portable shelters (e.g.: EZ Up Shelters) with an area no larger than ten feet by ten feet are allowed in designated market areas. Any shelter larger than ten feet by ten feet must be approved under the minor use permit application.
- (13) Animals, other than law enforcement dogs and assistance animals for the disabled are not allowed on the market site.
- (14) A commercial cannabis business shall not be permitted pursuant to this section.

(15) The Director of Community Development shall have the authority to determine other market activities, in addition to those specifically listed in this article, which may be permitted, or conditionally permitted, in his or her judgment supported by specific written findings.

(e) *Public assembly/auditoriums/meeting halls/religious facilities.*

(1) When this use is proposed within an existing developed property such as a retail shopping center and the parking standards cannot be met, a parking impact study shall be performed. It shall include the following information:

- a. Existing and proposed site plan
- b. Transit, cycling and walking environment
- c. Current parking inventory
- d. Current land uses
- e. Existing traffic conditions
- f. Description of proposed land use including square footage
- g. Calculation of required parking for proposed project based on current standards
- h. Document availability of on street and shared parking opportunities
- i. Calculation of peak parking demand based on proposed project land use
- j. Document recommended parking to be provided (based on analysis with and without shared parking and other demand reduction factors)
- k. Provide maps to summarize and illustrate

(2) The completed parking impact study shall be submitted to the planning division for review. City staff will assess the study recommendations based on a standard alternative compliance application review process. This process includes the following criteria:

- a. Review criteria. To approve an exception to the standard, the Director of Community Development must first find that the proposed project accomplishes the general purposes of the applicable section(s) of the land use code. In reviewing the request for an exception to the standard parking ratio and in order to determine whether such request is consistent with the purposes of this subsection, as required above, the decision maker shall consider the following:
  1. The anticipated number of employees or residents occupying the building
  2. The number and frequency of expected customers or clients
  3. The availability of nearby on-street parking (if any)
  4. The availability of shared parking with abutting, adjacent or surrounding land uses (if any)
  5. The provision of purchased or leased parking spaces in a municipal or private parking lot meeting the requirements of the city
  6. Travel demand management programs (if any)

7. Any other factors that may be unique to the applicant's development request.

(3) The Director of Community Development shall not approve an exception to the parking standard unless it:

- a. Does not detract from continuity, connectivity and convenient proximity for pedestrians between or among existing or future uses in the vicinity
- b. Minimizes the visual and aesthetic impact along the public street of the proposed increased parking by placing parking lots to the rear or along the side of buildings, to the maximum extent feasible
- c. Minimizes the visual and aesthetic impact of such additional parking on the surrounding neighborhood
- d. Creates no physical impact on any facilities serving alternative modes of transportation
- e. Creates no detrimental impact on natural areas or features
- f. Maintains handicap parking ratios in compliance with current ADA requirements

(f) *Vehicle sales and service.*

(1) *Outdoor display.* No vehicles shall be displayed with their hoods open, except in the display building, which shall be an enclosed structure. Balloons, spinners, pennants, banners, and other wind-blown devices are prohibited.

(2) *Orientation and screening, service bays.* Service bay doors shall be located perpendicular to the street fronting the site and shall be screened from all other streets and adjacent residential development.

(3) *Outdoor intercoms.* Outdoor amplification of sound shall not be audible beyond the property lines.

(4) *Orientation, main building.* The structure shall be street-oriented, with pedestrian entrances from the street.

(g) *Schools.*

(1) Drop off/pick up area. The project shall include designated area(s) for drop off and pick up of students to prevent off site cueing and traffic congestion.

(2) A proposed school shall not operate in a commercial complex.

(h) *Restaurant/coffee shop with drive thru.*

(1) The maximum front building setback of ten feet shall not apply when a drive-thru lane is placed adjacent to a street. The maximum ten-foot setback shall apply to the drive-thru lane instead of the building.

(2) All buildings that include a drive-thru use shall be required to provide an outdoor patio area with permanent shade, tables and seating. The minimum size of the patio area shall be 20 percent of the total building square footage.

(Ord. No. 1828, § 8(Exh. A), 5-12-20; Ord. No. [1846](#), § 2, 11-10-20; Ord. No. [1865](#), § 8(Att. 2), 3-23-21; Ord. No. [1899](#), § 6, 7-26-22)





# Design & Architectural Regulations

This Section provides regulations and standards for well-designed facades on new or renovated buildings. These regulations encourage buildings that strengthen the quality and character of Fontana's Downtown while providing opportunities for creativity and discretion.

# Fontana's Architectural Character

This section contains an overview of the predominant architectural style in Fontana that have defined and will continue to define the character and identity of the city. The following architectural descriptions are provided to establish a basis for extending the City's heritage with the rehabilitation of existing buildings and the construction of new buildings. This information is intended to provide guidance for property owners, investors, developers and designers to make sensitive reference to, incorporate, and/or harmonize with characteristics of predominant architectural styles such as (but not limited to) massing, horizontal and vertical scale increments, façade composition, roof form, architectural elements, materials, and colors.

## Early 20th Century Commercial Style (1900-1930)

The Early 20th Century Commercial Style was a simple, economical and adaptable style that arose in reaction to the perception of overly ornate Victorian and Neoclassical styles. It incorporated classical principles of base, shaft and capital organization of massing and façade composition but without the classical orders, using simplified elements instead. The style was applied to all types of commercial and mixed-use buildings.

1. Roofs are flat, hipped, or gabled. A shaped parapet ("false front") commonly hides the roof profile at the storefront façade.
2. Front facades are flat, commonly with a shaped parapet at the roofline, occasionally with a projecting cornice instead or as well. The parapet is well-detailed with a continuous parapet cap or a built-up cornice.
3. Wall materials of the primary building are generally patterned masonry wall surfaces (brick, tile, etc.). Stucco (above the ground floor) and painted horizontal wood siding are also used with strong trim elements.



4. Ground floor storefront are contained within a large opening in the primary wall material. They may continue to use that material, or in many cases, the storefront has its own architecture and materials distinct from the building yet complementary to it.
5. Storefront glaze is composed of large panes of shop windows, with a continuous horizontal band of commercial clerestory windows above shop windows and the entrance door.
6. Fabric awnings are often used at or above commercial clerestory windows divided into segments to match window divisions rather than a single continuous awning.
7. The front entrance to upper story uses is distinct from the storefronts and is attractively details to be recognizable as not a storefront component.
8. Window and door shapes are simple and rectangular.
9. High quality materials such as glazed ceramic tile, painted carved wood, bronze door hardware, etc. are located at the ground level where customers and tenants encounter the building.



## Spanish Mission Revival/Mediterranean Style (1915-1935)

Spanish Mission Revival and Mediterranean styles (and their sub-styles such as Spanish Colonial Revival) were period revivals that became popular in California beginning in the 1920s. The historic heritage of the California Missions and previous Spanish presence, the exotic imagery of Spain and Mexico in movies, and California's climate being likened to that of the Mediterranean were sources of inspiration. These styles were applied widely to commercial, civic, mixed-use, and residential buildings.



3. Storefront designs like those used within the Early 20th Century Commercial Style can occur within storefront openings on facades. Storefront materials and colors such as ceramic tile, dark painted woods, and dark metals are selected in coordination with overall building colors.
4. Wall colors are often white or light earth tones.
5. Dark painted or stained wood and dark metal (wrought iron) are used as trim and ornamental elements in Mission and Spanish styles, while light or colored trim may also be used in Mediterranean styles.



1. Roofs were typically finished in fired clay red "barrel" tile, sometimes mixed in with flat roofs with parapet walls with a shaped top profile. Roof domes with colorful ceramic tile are used at towers and important features of civic and religious buildings.
2. Both formal and informal arrangements of window and door openings are used. Arched openings are used individually and in sequence as arcades.



## Art Deco (1925-1950)

Art Deco and its related styles (Streamline Moderne, Moderne, etc.) emerged as shifts in architectural and commercial fashion between the First and Second World Wars. They were inspired by changes in machine technology and popular taste. These styles were applied widely to commercial, civic, mixed-use, and residential buildings.



1. Building masses are composed of simple rectangular volumes or combinations of simple volumes, with flat roofs.
2. Wall planes are smooth with banded windows and “extruded” cornices and overhangs.
3. Other ornamental motifs of Art Deco include fan-like shapes, zigzag elements, chevrons, and stylized foliage; these are often applied to decorative panels.
4. Storefront designs similar to those used with the Early 20th Century Commercial Style typically occur within storefront openings.
5. Polished metal, glass block, and other industrial elements are used as trim and ornamental elements in Art Deco and related styles.

## Contemporary Styles (1950-Present)

For the purposes of this Plan, Contemporary Styles comprise those architectural styles that draw on Modernism, Post-Modernism, and other current styles in practice today. Most Contemporary Styles have drawn upon contemporary building materials and modern construction methods to create a visual identity that is distinct from historic architectural styles.

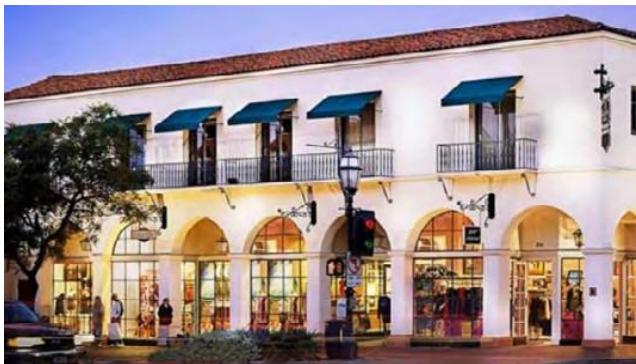
1. Building elements such as walls, windows, and roofs are often expressed as individual planes or forms. Windows can often be expressed as “voids” between walls, or act as entire wall planes. Where they are expressed as opening in walls, they are typically composed as a series of rhythmically or strategically placed “punched openings” for compositional purposes.
2. Flat roofs are frequently used, but roofs or portions of roofs are often treated as geometric forms that may stand out. Examples include barrel vaults, angled or curved plans, and extended overhangs. They may be accented with special materials, such as metal.



3. Contemporary Styles employ a wide palette of building materials. Metal cladding, concrete, glass, and tile as well as natural materials may be used. Materials as well as colors are often used to define building volumes, planes, or functions.
4. Building colors may be composed of contrasting hues and tones, with individual building elements or forms emphasized through use of an accent color. Strong, saturated hues are often used to play off neutral hues.

# Architectural Styles

There is no preferred architectural style for buildings in the Downtown Core. However, all buildings shall demonstrate an architectural concept/idea to provide coherence and integrity to the design. Any architectural style that is proposed shall be in keeping with that style, particularly regarding: overall massing, overhangs, expressions of structure, wall thickness, materials and other details. There are currently six architectural styles in and around Downtown Fontana:



Spanish



Craftsman



Tuscan



Art Deco/Moderne



Modern/Contemporary



Mediterranean

## Spanish



### Style Elements

<b>Form</b>	<ul style="list-style-type: none"> <li>Asymmetrical massing</li> </ul>
<b>Entry</b>	<ul style="list-style-type: none"> <li>Detailed door surround</li> <li>Arched or half-arched doorways/openings</li> </ul>
<b>Roof and Materials</b>	<ul style="list-style-type: none"> <li>Low-pitched hip or gable</li> <li>Short or no hangover parapet roofs</li> <li>Concrete S-tile or barrel mission tile roof</li> </ul>
<b>Details</b>	<ul style="list-style-type: none"> <li>Shutters</li> <li>Ornamental wrought iron</li> <li>Vertical window proportions</li> <li>Arched window or door openings</li> <li>Decorative ceramic tiles</li> <li>Casement windows</li> </ul>
<b>Color and Materials</b>	<ul style="list-style-type: none"> <li>Light to medium sand stucco finish or smooth texture "Santa Barbara finish"</li> <li>White and light earth tone colors</li> </ul>

### Design Characteristics

- Red tile roof coverings
- Single or Crossed-Gable Roof
- Eaves with little or no over-hang
- Prominent arches placed above doors and windows, or beneath porched roofs
- Stucco wall surface at all exterior walls
- Facade is typically asymmetrical
- Wall surface extends into gable without break
- Balconies, open or roofed, with wood or iron railings
- Elaborate chimney top, often with small tiled roof
- Towers (round, square or polygon)
- Walled entry courtyards
- Stucco or tile decorative vents



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

## Craftsman



### Design Characteristics

- Low-pitched, gabled roof
- Wide overhanging eaves
- Decorative brackets
- Multi-paned windows, cased in wide trim
- Partially paned doors, typically the upper third of the door
- Shingle, lapped and stucco siding is common
- Often mixed materials throughout the structure
- Simplified windows on side and rear elevations



### Style Elements

<b>Form</b>	<ul style="list-style-type: none"> <li>• Asymmetrical/symmetrical plan form</li> <li>• Varied building massing</li> </ul>
<b>Entry</b>	<ul style="list-style-type: none"> <li>• Layered wood entry doors</li> <li>• Use of deep porch or arcaded entrances</li> </ul>
<b>Roof and Materials</b>	<ul style="list-style-type: none"> <li>• Shallow pitched roofs (3.5:12-5:12); front, side or gable gable roofs</li> <li>• Deep overhangs (6"-24") with decorative brackets below</li> <li>• Exposed rafter tails</li> </ul>
<b>Details</b>	<ul style="list-style-type: none"> <li>• Battered, square, or 4-post columns</li> <li>• Brackets or knee braces at gabled ends</li> <li>• Paired or triple windows</li> </ul>
<b>Color and Materials</b>	<ul style="list-style-type: none"> <li>• Concrete flat tile roof</li> <li>• Light to medium sand finish stucco with shingle, lapped, or stucco siding accents</li> <li>• Stone, river rock, or brick accents</li> <li>• Light or deep earth tone colors</li> </ul>



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

## Tuscan



### Design Characteristics

- Heavy use of stone and plaster
- Shaped timber tails at eaves
- Simple balconies with wrought iron railings or solid half walls
- Asymmetrical fenestration pattern
- Vertical forms mixed with horizontal
- Occasional use of arched openings



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

## Art Deco/Moderne



### Style Elements

<b>Form</b>	<ul style="list-style-type: none"> <li>• Symmetrical massing</li> </ul>
<b>Entry</b>	<ul style="list-style-type: none"> <li>• Doorways are surrounded with elaborate pilasters and pediments and door surrounds</li> <li>• Often embellished with either reeding or fluting</li> </ul>
<b>Roof and Materials</b>	<ul style="list-style-type: none"> <li>• Flat roofs with parapets, spires or tower-like constructs to accentuate a corner or entrance</li> </ul>
<b>Details</b>	<ul style="list-style-type: none"> <li>• Windows appear as punctured openings, either square or round</li> <li>• Windows often arranged in continuous horizontal bands of glass</li> <li>• Wall openings can be filled with decorative glass or with glass blocks</li> </ul>
<b>Color and Materials</b>	<ul style="list-style-type: none"> <li>• Use of bold colors as accents such as green, yellow, turquoise, and ruby</li> <li>• Use of metallic accents, such as silver and gold</li> <li>• Inlaid stained glass in bold colors</li> </ul>

### Design Characteristics

- Smooth wall surfaces, including stucco, concrete, smooth-faced stone and terra cotta
- Sharp edged, linear appearance
- Stylized decorative elements using geometrical forms, zigzags, chevrons, etc.
- Low relief decorative panels
- Stepped or setback front façade
- Stripes of windows with decorative spandrels
- Reeding and fluting around doors and windows



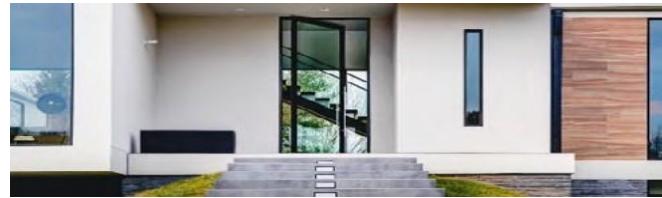
General Note: Photos on this page are illustrative, not regulatory

## Modern/Contemporary



### Design Characteristics

- Interaction between interior and exterior spaces
- Functional design
- Minimal or no ornamentation
- Simple, plain, geometric forms, rectangular shapes, and linear elements
- Oversized windows - often floor-to-ceiling length, sliding glass doors, and high-set windows



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

### Style Elements

<b>Form</b>	<ul style="list-style-type: none"> <li>• Asymmetrical compositions with the use of geometric forms</li> </ul>
<b>Entry</b>	<ul style="list-style-type: none"> <li>• Simple without ornamentation</li> <li>• Use of glass, wood, and metal</li> </ul>
<b>Roof and Materials</b>	<ul style="list-style-type: none"> <li>• Typical use of flat roofs</li> </ul>
<b>Details</b>	<ul style="list-style-type: none"> <li>• Emphasis on horizontal lines</li> <li>• Outdoor courtyards and open spaces to encourage the relationship between interior and exterior spaces</li> </ul>
<b>Color and Materials</b>	<ul style="list-style-type: none"> <li>• Iron, concrete, steel and glass</li> <li>• White or neutral palette is common</li> </ul>

## Mediterranean



### Design Characteristics

- Ornamental detailing
- Doors, gateways, and window frames may feature iron detailing
- Courtyards used for outdoor space and/or building entry
- Columns, arches, curved windows and keystones
- Terraces and balconies are common features



### Style Elements

<b>Form</b>	<ul style="list-style-type: none"> <li>• Asymmetrical/symmetrical massing</li> </ul>
<b>Entry</b>	<ul style="list-style-type: none"> <li>• Arched door treatments</li> </ul>
<b>Roof and Materials</b>	<ul style="list-style-type: none"> <li>• Gable or pitched roof</li> <li>• Low-pitched, red barrel tile roofs</li> </ul>
<b>Details</b>	<ul style="list-style-type: none"> <li>• Wooden brackets and supports under eaves and windows</li> <li>• Wrought-iron balconies and railings</li> <li>• European-style gardens or courtyards</li> </ul>
<b>Color and Materials</b>	<ul style="list-style-type: none"> <li>• White or light earth tones</li> <li>• Stone used as an accent</li> <li>• Stucco exteriors</li> </ul>



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

# Design Regulations

## Commercial, Apartment, and Mixed-Use Buildings

This Section provides regulations and standards for new or renovated commercial, apartment, and mixed-use building types.

### Crime Prevention through Environmental Design (CPTED)

Crime Prevention through Environmental Design (CPTED) concepts shall be incorporated into the project design in order to create a safe built environment.

### General Façade Composition

Buildings should generally be “four-sided,” meaning that all facades (including sides and rear) shall be considered visible and treated with articulation and materials.

### Size, Mass, and Scale

The scale of buildings and accessory structures (including canopies) shall be appropriate to the scale of structures built, or anticipated, in that district. Height of buildings shall be proportionate to the number of stories proposed.

### Building Materials

1. Building wall materials shall be combined on each façade only horizontally, unless the building is broken vertically by a change of plane, or a vertical architectural element.
2. Building walls shall be finished in one (1) or more of the following materials:
  - a. Wood
  - b. Fiber cement board siding, smooth finish
  - c. Reinforced concrete with stucco
  - d. Brick
  - e. Corrugated metal, which may be approved by the Director of Planning based on the surrounding context and location on the site

- f. Other materials as approved by the Director of Planning, based on visual compatibility with listed approved materials
3. Doors shall be made of wood, metal, glass, or fiberglass.

### Roof Materials

1. Roof materials shall match or complement the proposed architectural style.
2. Roof materials that shall not be used include:
  - a. Stamped sheet metal used to simulate Mediterranean or Spanish roof tiles.
  - b. Corrugated sheet metal.
  - c. Lightweight asphalt shingles.
  - d. Wood shakes or shingles.

### Roof Forms

Where pitched roofs exist, primary roofs shall have a minimum slope of 4:12, while ancillary roof slopes may be no less than 2:12.

### Windows and Doors

1. Proportion and Details
  - a. Windows shall not be flush with exterior wall treatments. Windows shall be provided with an architectural surround at the jambs and header, and a projecting sill.
  - b. Window openings may be grouped horizontally, but trim between windows shall be at least 3.5 inches wide. This does not apply to storefront windows.
2. Façade Transparency: Building elevations that face the street shall have at least 40% of the first-floor wall area consist of windows and/or doors and 15% of upper floors.



## Architectural Details

1. Shutters: Shutters shall be sized and placed so as to equal the width that would be required to cover the window opening.
2. Cornices: If cornices are used, then the cornices are required to delineate the tops of facades. Expression lines are required to delineate the divisions between the first floor and upper floors. Cornices and expression lines shall either be a molding or a jog in the surface plane of the building.



## Exterior Building Color

1. Fluorescent colors shall not be used as primary wall colors or accent colors except when approved by the Director of Planning when the colors are appropriate for the surrounding area and enhance the visual interest of an area.
2. Colors that relate to or enhance the building's existing district character shall be used. Light colors such as different shades of whites and pastels are appropriate. Extremely bright colors shall not be used as primary wall colors.
3. Secondary colors shall complement the primary building color. They shall be lighter or darker values than the body color or use more saturated hues of the body color. Secondary colors can be used to give additional emphasis to architectural features such as building bases or wainscots, columns, brackets, cornices, capitals, and bands; or used as trim on doorframes, storefront elements, windows and window frames, railing shutters, ornament, fences, etc.

## Mechanical Equipment and Screening

1. Rooftop equipment such as mechanical equipment shall be screened on all sides, and the screening shall be integrated into the overall building design.
2. Mechanical equipment, such as ventilation systems, commercial exhaust fans, rooftop terminations, commercial cooling equipment, heating and air conditioning units, TV antennas, and satellite dishes, shall be hidden or screened from view. Architectural features or vegetation can be used to conceal mechanical equipment. Screen material shall be properly maintained. If vegetation is used for screening, the mature size of the vegetation shall be considered so that equipment air flow will not be compromised.



## Proportions of Bays and Openings

All building bays, including porches, colonnades and porticos as appropriate, shall be square or vertical in proportion, unless the design merits a horizontally-proportioned opening. Wall opening, except for transoms and storefronts, shall be square or vertical in proportion. The façade of a proposed building shall draw upon the proportion and number of bays in surrounding buildings, as defined by windows, doors, and column spacing, to establish a compatible scale.

## Garages and Accessory Structures

Attached garages, detached garages, and other accessory structures shall be subordinate in height, footprint, and proportion to the primary structure on the site, and shall be compatible with the principal structure in terms of roof form, materials, and color. Where a garage contains an accessory dwelling unit above, it may exceed the height of the primary structure.

## Utility and Service Equipment Areas

1. Locate ancillary facilities within buildings when feasible, not along the street facing facade, to the maximum extent feasible. Where ancillary facilities such as trash receptacles and utility meters absolutely cannot be incorporated into a building, locate them at the rear of the site in freestanding, completely enclosed structures designed to be compatible with the architecture of the rest of the development.
2. Loading docks, service areas, and trash disposal facilities shall be hidden or screened from view of streets, parks, squares, or significant pedestrian spaces. Service, utility and mechanical functions, including retail loading shall be located in alleys whenever present. When alleys are not present, service functions shall be placed behind buildings. Building design shall accommodate equipment with niches or insets.
3. Trash and storage enclosures shall be architecturally integrated into the project design. Landscaping shall be provided adjacent to enclosures for screening and deterring graffiti.
4. Build covered trash enclosures with durable materials such as stone, concrete block, steel, and heavy timber.
5. The location of trash enclosures shall be easily accessible for trash collection and shall not impede general site circulation patterns during loading operations.
6. Trash enclosures shall be required for multi-family developments that have five or more units.

7. Locate electrical panels to minimize their visibility from the street, in locations such as side yard walls, and/or behind landscaped areas. Integrate them into the design of residential buildings to the maximum extent feasible.
8. Minimize the visibility of utilities connections from the public street.

## Outdoor Display of Merchandise

1. Definition of "Merchandise": For purposes of this section, merchandise is defined as any item that is for sale on the premises or is representative of an item that is for sale on the premises, regardless of whether that particular item is available for purchase.
2. Arrangement: Merchandise shall be arranged and spaced so as not to clutter the front of the property, as determined by the Director of Planning or designee.
3. Location:
  - a. Merchandise shall not be placed on the public sidewalk or within the right-of-way without the approval of the Director of Planning or designee. If merchandise is displayed on any privately-owned sidewalk, a minimum of four (4) feet of the sidewalk as measured from the curb must remain open and unobstructed to facilitate safe pedestrian circulation.
  - b. Areas designated for vehicular parking may not be used as outdoor display areas unless as authorized in the Zoning Code such as Temporary Use Permits.
  - c. Merchandise shall not be displayed on public street furniture or landscaping.
4. Designation in Plans: Plans for new developments or reuse of an existing space shall clearly designate any areas for outdoor display of outdoor merchandise. Outdoor display of merchandise shall only occur in areas designated for such display on the approved plan.

## Trellises, Marquees, and Architectural Canopies

Materials, colors, and form shall be derived from the building architecture.

## Balconies

Balconies are encouraged at upper stories to create visual interest, support an architectural style or context, and to provide outdoor spaces for upper story tenants. In addition to upper story balconies, recessed alcoves are recommended to increase the depth and usability of the balcony space and add visual interest to the façade composition.



## Awnings and Shade Devices

1. Durable materials that complement other building materials shall be used, including canvas, high quality fabric, and metal.
2. Vinyl and plastic shall not be used.
3. Colors shall complement the building style, materials, and colors.
4. Awning mounting heights shall be consistent along the façade, unless varying mounting heights supports the architectural style.

## Security Doors

1. To the degree possible, roll-up security doors shall be recessed behind the building façade wall surface.
2. Horizontal sliding security grills shall be architecturally concealed when in fully opened position.

## Site Landscaping

1. Landscaping shall be incorporated in order to create an active visual outlook for residential units, create usable open space, and provide privacy for adjacent residential units.
2. Site landscaping treatments shall be designed to be attractive, with consistent design integrity throughout the project.
3. Parking lots, driveways, and other automobile circulation areas shall be landscaped in order to improve the visual appearance of circulation and parking areas.
4. Trees, landscape islands, shrubs, and groundcover shall be incorporated throughout parking areas.

# Residential Buildings

This Section provides regulations and standards for new or renovated residential buildings that have individual entries from the public ROW or common open space. These regulations encourage buildings that strengthen the quality and character of Fontana's neighborhoods and surrounding areas while providing opportunities for individuality and creativity.

## Building Materials and Colors

1. Generally acceptable materials shall include stucco, wood siding, native rock and stone, split face, concrete and brick.
2. Generally prohibited materials shall include aluminum or plastic siding, corrugated fiberglass, and metal.
3. Generally acceptable colors shall include muted natural colors, earth tones, pastel colors, natural stains and accent colors to contrast eaves, trims, moldings and doors.
4. Generally prohibited colors shall include bright, fluorescent, or assertive colors as primary or accent wall colors.

## Crime Prevention Through Environmental Design (CPTED)

Incorporate Crime Prevention Through Environmental Design (CPTED) concepts into the project design in order to create a safe built environment.

## Garages and Accessory Structures

Attached garages, detached garages, and other accessory structures shall be subordinate in height, footprint, and proportion to the primary structure on the site, and shall be compatible with the principal structure in terms of roof form, materials, and color. Where a garage contains an accessory dwelling unit above, it may exceed the height of the primary structure.

## Design Criteria

1. A variety of enhanced architectural features and materials shall be provided on every front elevation. This can include, but is not limited to, porches, bay windows, pop-outs, veneers, rock, brick, wood siding, etc., or similar features.
2. All garage doors shall be metal, sectional and roll-up.
3. Trim with a stucco covering may be painted in a contrasting color. The contrasting color shall be color-compatible with the color of the body of the structure.
4. Decorative trim consistent with the architectural design shall surround vents and windows to enhance the architecture of the structure.
5. Architectural treatment shall be provided on each chimneystack.
6. Wall-mounted, decorative lighting fixtures shall be provided at the front porch areas as well as on each side of the garage door. The style of the decorative lighting fixtures shall complement the architectural style.
7. All front doors shall provide a window or other decorative treatment, including but not limited to, raised panels, metal work, etc.
8. Upgraded hardscape shall be used within the concrete walkway(s) leading to the front door of the house in order to complement the home's exterior architectural elements. Examples of upgraded hardscape includes, but is not limited to, decorative patterned scoring, exposed aggregate finishes, stamped concrete, etc.

## Screening of Exterior Equipment

1. All mechanical equipment, ground-mounted equipment, utilities, storage, shall be screened from adjoining properties and public streets by a visual barrier such as a wall, fence, or landscape material. Where landscaping only is used for screening, it shall be planted with five-gallon (minimum size) shrubs spaced to provide a dense screen.
2. Roof-mounted mechanical equipment shall be hidden from view by building parapets of equal height. If building parapets do not provide adequate screening when observed from adjacent buildings, mechanical equipment shall be screened by designing the parapet so that it appears as an integrated part of the roof and overall architectural design.
3. Roof-mounted equipment shall not be permitted on the Single-Family Home building type.
4. No exterior components of plumbing, processing, heating, cooling, and ventilating systems shall be mounted on any building wall unless they are an integrated architectural design feature.

## Central Air Conditioning or Cooling System

1. All new residential structures shall be equipped with a central air conditioning or cooling system.
2. For the purposes of this section, a "central air conditioning or cooling system" shall be defined as all that equipment, including associated refrigeration, intended or installed for the purpose of cooling air by mechanical means and discharging such air into a residential structure used for living purposes. A central air conditioning or cooling system shall not include portable cooling units, absorption units or evaporative coolers.

## Water Heaters

Each dwelling unit shall have a separate hot water heater or may be provided with a centralized circulation water heating system sufficient to serve all dwelling units on the property.

## Laundry Facilities

All multiple-residential units shall be provided washer and dryer hookups and laundry space within the unit or garage. The laundry area shall not infringe upon garage parking area. In the case of apartments, common laundry facilities may be included in addition to the individual unit hookups.

## Storage Facilities

A separate area having a minimum of 125 cubic feet of private and secure storage space shall be provided for each unit.

1. Said storage area may be located within the garage, provided it does not interfere with garage use for automobile parking.
2. Normal closet and cupboard space within the dwelling unit shall not count toward meeting this requirement.
3. No storage shall be in a carport area.