

## APPENDIX E URBAN CODE BULK + DESIGN STANDARDS

C-MS District Dimensional Standards	
<b>Bulk</b>	
Minimum Lot Area	None RH: 1,500sqft/du
Minimum Lot Width	None RH: 15'/du
Maximum Building Coverage	None RH: 60%
Maximum Impervious Surface Coverage	None RH: 70%
Minimum Building Height	18'
Maximum Building Height	60' RH: 40'
<b>Setbacks</b>	
Front Setback	0' - 5' build-to zone
Minimum Front Build-to Percentage	80%
Minimum Interior Side Setback	None, unless abutting a residential district, then 10'
Corner Side Setback	0' - 5' build-to zone
Minimum Corner Side Build-to Percentage	60%
Minimum Rear Setback	None, unless abutting a residential district, then 25'

C-MX District Dimensional Standards	
<b>Bulk</b>	
Minimum Lot Area	None RH: 2,000sqft/du MF: 2,000sqft
Minimum Lot Width	None RH: 15'/du MF: 40'
Maximum Building Coverage	None
Maximum Impervious Surface Coverage	None RH, MF: 80%
Maximum Building Height	60' / RH: 40'
<b>Setbacks</b>	
Front Setback	0-5' build-to zone
Minimum Front Build-to Percentage	60%
Minimum Interior Side Setback	None, unless abutting a residential district, then 5'
Corner Side Setback	0-5' build-to zone
Minimum Corner Side Build-to Percentage	60%
Minimum Rear Setback	None, unless abutting residential, then 20'

DT District Dimensional Standards	
<b>Bulk</b>	
Minimum Lot Area	None
Minimum Lot Width	None
Maximum Building Coverage	None
Maximum Impervious Surface Coverage	None
Minimum Building Height	24'
Maximum Building Height	210'
<b>Setbacks</b>	
Front Setback	0' - 3' build-to zone  Places of Worship (Standalone Structure): 0' - 20' build-to zone

## APPENDIX E URBAN CODE BULK + DESIGN STANDARDS

DT District Dimensional Standards	
Minimum Front Build-to Percentage	100%
Minimum Interior Side Setback	None, unless abutting a residential district, then 15'
Corner Side Setback	0' - 3' build-to zone  Places of Worship (Standalone Structure): 0' - 20' build-to zone
Minimum Corner Side Build-to Percentage	100%
Minimum Rear Setback	None, unless abutting a residential district, then 20'

INST District Dimensional Standards	
<b>Bulk</b>	
Minimum Lot Area	10,000sf
Minimum Lot Width	None
Maximum Impervious Surface Coverage	75%
Maximum Building Height	70'
<b>Setbacks</b>	
Minimum Front Setback	20'
Minimum Interior Side Setback	None, unless abutting a residential district, then 10' plus 1' additional setback for each 2' of building height over 40'
Minimum Corner Side Setback	20'
Minimum Rear Setback	None, unless abutting a residential district, then 25'

OS-R District Dimensional Standards	
<b>Bulk</b>	
Minimum Lot Area	None
Maximum Impervious Surface Coverage	30%
Maximum Building Height	40'
<b>Setbacks</b>	
Minimum Front Setback	20'
Minimum Interior Side Setback	15'
Minimum Corner Side Setback	20'
Minimum Rear Setback	20'

RH-1 District Dimensional Standards	
<b>Bulk</b>	
Minimum Lot Area	SF: 3,000sqft SF-A: 2,500sqft 2F: 5,000sqft RH: 1,500sqft/du MF: 750sqft/du NR: 6,000sqft
Minimum Lot Width	SF: 30' SF-A: 25' 2F: 40' RH: 15'/du MF, NR: 50'
Maximum Building Coverage	SF, SF-A, 2F, NR: 50% RH, MF: 65%
Maximum Impervious Surface Coverage	SF, SF-A, 2F, NR: 60% RH, MF: 70%
Maximum Building Height	SF, SF-A, 2F, RH, NR: 35' MF: 40'
<b>Setbacks</b>	

## APPENDIX E URBAN CODE BULK + DESIGN STANDARDS

RH-1 District Dimensional Standards	
Minimum Front Setback	Structures 35' or less in height: 5' or the average front setback of abutting structures, whichever is less  Structures over 35' in height: 20'
Minimum Interior Side Setback	SF, SF-A, 2F, RH: 5'  MF 35' or less in height: 12' or 15% of lot width, whichever is less  MF greater than 35' in height: 12' plus 1' of additional setback for each 2' of structure above 35'  NR: 8'
Minimum Corner Side Setback	Structures 35' or less in height: 5' Structures over 35' in height: 12'
Minimum Rear Setback	Structures 35' or less in height: 25' Structures over 35' in height: 35'

R-MX District Dimensional Standards	
<b>Bulk</b>	
Minimum Lot Area	2000 sqft
Minimum Lot Width	20'
Maximum Building Coverage	90%*
Maximum Impervious Surface Coverage	95%
Minimum Building Height	24'
Maximum Building Height	Blocks 2002, 10701, 10703, 10804, 10902, 10903:  Greater than 1000' from the Delaware River Ordinary High-Water Line: 210'  Between 501' and 1000' of the Delaware River Ordinary High-Water Line: 110'  Within 500' of the Delaware River Ordinary High-Water Line: 65'
<b>Setbacks</b>	
Front Setback	0' - 5' build-to zone
Minimum Front Build-to Percentage	75%
Minimum Interior Side Setback	None, unless abutting a residential district, then 9'
Corner Side Setback	0' - 5' build-to zone
Minimum Corner Side Build-to Percentage	75%
Minimum Rear Setback	None, unless abutting residential, then 20'

Table 7-1: TOD District Dimensional Standards	TOD-1 Subdistrict	TOD-2 Subdistrict
<b>Bulk</b>		
Minimum Lot Area	None	None
Minimum Lot Width	None	None
Maximum Building Height	250'	135'
Minimum Building Height	90'	60'
<b>Setbacks</b>		
Minimum Front Setback	0'-5' build-to zone	0'-5' build-to zone
Minimum Front Build-to Percentage	80%	80%

## APPENDIX E URBAN CODE BULK + DESIGN STANDARDS

Table 7-1: TOD District Dimensional Standards		
	TOD-1 Subdistrict	TOD-2 Subdistrict
Minimum Interior Side Setback	None	None, unless abutting a residential district, then 10'
Minimum Corner Side Setback	0'-5' build-to zone	0'-5' build-to zone
Minimum Corner Side Build-to Percentage	80%	60%
Minimum Rear Setback	None	None, unless abutting a residential district, then 25'

General Design Standards All District	
Building Orientation and Entrances	
1	All buildings shall be oriented toward a public right-of-way.
2	All public entrances shall include direct pedestrian connections between street facing doors to adjacent sidewalks. All buildings must have a public entrance from the sidewalk along the primary building façade. Public entrances must be visually distinctive from the remaining portions of the façade along which they are located.
3	Building façades that abut a public right-of-way, excluding alleys, shall not contain blank wall areas that exceed 30 linear feet, measured per story parallel to the street.
4	Building materials and visual elements used on the primary building frontage shall continue on all building façades that are visible from a public right-of-way, excluding alleys.
Façade Design	
5	The design of all structures should incorporate a clear visual division between the <b>base, middle and top</b> as described below. These elements should be established using cornice lines, windows, or similar horizontal architectural elements.
6	<p><b>Building Base:</b> The base is defined as the first story of the building. Building base and ground floor should be clearly defined utilizing the following architectural elements:</p> <ul style="list-style-type: none"> <li>- Ground floor storefronts should be distinguished from upper floors. Use of a horizontal element such as a lintel or canopy allows for flexibility in storefront design without interruption of repeated vertical elements used in upper floors.</li> <li>- The relationship of width to height of windows and door openings at ground level should be visually compatible with openings in <u>the same</u> building façade and/or other nearby or related structures.</li> <li>- Generally, massing should be oriented towards the base of the building.</li> <li>- Awnings/canopies are encouraged, particularly at primary entrances.</li> </ul>
7	<p><b>Building Middle:</b> The middle should be defined as the space between the top and base portions of the building. This space may be broken up through the use of more subtle and subdued horizontal architectural elements.</p> <ul style="list-style-type: none"> <li>- Enclosed architectural projections (such as bay windows) up to five feet are allowed beyond the primary façade or projected façade components of the building, but minimum sidewalk width must be maintained.</li> <li>- At the discretion of the Board, projections over five feet are allowed above the first story, so long as they do not project into the public right-of-way without the legal authority to do so.</li> </ul>
8	<p><b>Building Top:</b> The top should be defined as the top floor of the building. Appropriate cornice lines may enhance the top of the building. The top of the</p>

## APPENDIX E URBAN CODE BULK + DESIGN STANDARDS

General Design Standards All District	
	<p>building may be differentiated in materials or staggered rooflines. Pitched or gabled roofs are encouraged.</p> <ul style="list-style-type: none"> <li>- Vertical rhythm shall be defined utilizing the following techniques:               <ul style="list-style-type: none"> <li>o Awnings or canopies over ground floor entrances.</li> <li>o Differentiation between vertical components, as follows:                   <ul style="list-style-type: none"> <li>▪ Materials</li> <li>▪ Masonry details</li> <li>▪ Color changes</li> <li>▪ Fenestration changes</li> <li>▪ Inclusion of pre-cast or masonry details to define columns, piers and keystones</li> <li>▪ Decorative gutters, downspouts and scuppers</li> <li>▪ Spacing of columns and piers</li> </ul> </li> </ul> </li> </ul>
<b>9</b>	<p>Generally, all buildings should incorporate elements that divide façade planes and create a visual play of light and shadow. Long, uninterrupted horizontal façades are prohibited.</p> <p>Horizontal rhythm may be created using the following design elements:</p> <ul style="list-style-type: none"> <li>- Building projections</li> <li>- Stepbacks</li> <li>- Uniformity and/or variety in fenestration patterns.</li> <li>- A balcony or bay window</li> <li>- A change in the roofline by including chimneys or by alternating parapet heights</li> <li>- Differentiated lighting fixtures or similar architectural elements.</li> <li>- Landscape features such as trellises, trees, or other landscape features</li> <li>- Shifting façade planes</li> </ul>
<b>11</b>	Natural materials are encouraged while materials intended to represent natural materials are discouraged.
<b>12</b>	Shutters should be operable or designed and installed as if they were operable including hardware.
<b>13</b>	Openings, including dormers, should be centered vertically with other openings or shall be centered with the wall between openings.
<b>14</b>	Bay windows or other projecting elements are encouraged on façades spanning more than 30' to create articulation.
Fenestration Design	
<b>15</b>	Window sizing and spacing shall be consistent with and complementary to the overall façade composition.
<b>16</b>	The ground floor of any façade facing a public right-of-way, excluding alleys, must maintain a minimum transparency of 50%, measured between two and ten feet in height.
<b>17</b>	Upper floors of any façade facing a public right-of-way (excluding alleys) must maintain a minimum transparency of 15% of the wall area of the story.
Site Design	
<b>18</b>	Sites must be designed to ensure safe pedestrian access from the public right-of-way, and safe pedestrian circulation on-site, minimizing potential conflicts with automobile traffic.
<b>19</b>	The landscaping shall include a distinct design narrative of high-quality plantings, appropriate seating, quality walking paths, and amenities.

### RELATIONSHIP OF CCRC URBAN CODE TO THE CITY OF TRENTON'S LAND DEVELOPMENT ORDINANCE

The CCRC Renaissance Plan embodies the vision for development and redevelopment within the CCRC District, and the Urban Code provides guidance on how that development should occur.

## **APPENDIX E URBAN CODE BULK + DESIGN STANDARDS**

The CCRC Renaissance Plan and Urban Code have been developed in close collaboration among the members of the CCRC Board, including the ex-officio board members, state agencies and the City of Trenton.

Per the CCRC Statute, N.J.S.A. 52:9Q-17(d), the City's local zoning is meant to be consistent with the standards of the CCRC Plan. Currently, the City of Trenton is undergoing an update to its Land Development Ordinance. Upon the adoption of the City's Land Development Ordinance, the CCRC, in collaboration with the City, will review the City's Land Development Ordinance with the intent to ensure consistent development goals with the adopted CCRC Renaissance Plan. As part of the aforementioned review, the CCRC may determine to make any such updates to the Urban Code as appropriate

### **OTHER GENERAL STANDARDS**

See the City of Trenton Land Development Ordinance for Site Development Definitions, Standards, Landscaping and Signage requirements. Where there is a conflict between the City's Land Development Ordinance and the Renaissance Plan, the LDO shall supersede. If variances or deviations from this plan are requested, the City must consult the Board prior to approval of such changes.