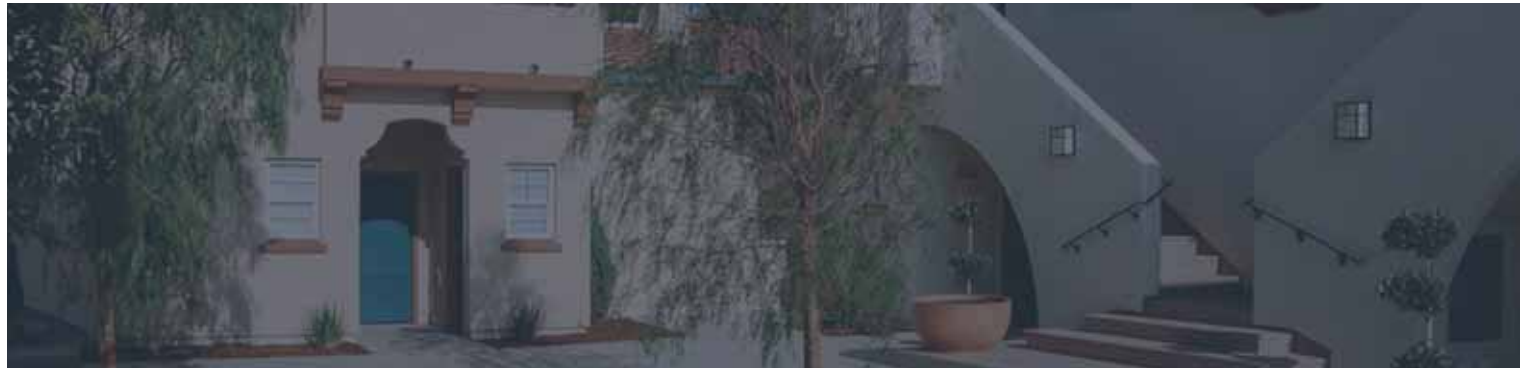


CITY OF COVINA MULTI-FAMILY OBJECTIVE DESIGN STANDARDS



ADOPTED
NOVEMBER 16, 2021
ORDINANCE 21-09

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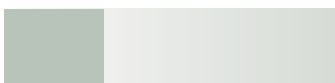
PREPARED FOR THE CITY OF COVINA

PREPARED BY INTERWEST CONSULTING GROUP



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1 INTRODUCTION

INTRODUCTION

The ongoing housing shortage in California has prompted the state to enact new laws requiring counties, cities and towns to streamline housing approvals by establishing a by-right, ministerial approval process for multi-family residential development. Key to the ministerial approval is the replacement of subjective design guidelines and discretionary review with objective standards and ministerial approval. The legislation defines “Objective Design Standards” as standards that involve no personal or subjective judgement by the public official (plan reviewer) and are uniformly verifiable by reference to an external and uniform benchmark.

In response to the directives from California housing laws, the City prepared these Objective Design Standards for use by applicants and staff in determining if the multi-family development project including eligible SB 35 project is consistent with the Objective Design Standards.

Objective Design Standards are intended to make the requirements that apply to multi-family residential projects more predictable and easier to interpret for decision makers, City staff, applicants, and members of the public. The purpose of Objective Design Standards is for applicants to know beforehand what requirements apply to a proposed development and for the applicant to be able to design a project that meets those requirements before submittal.



Courtyard homes are arranged to create a sense of community

1 INTRODUCTION

PURPOSE

The Covina Multi-Family Objective Design Standards supplement the development standards in the Zoning Code and serve as minimum requirements for multi-family residential development, as well as for mixed-use development that contains residential uses. The Objective Design Standards also further the goals, policies, and actions of the General Plan, which encourage high quality design in the City of Covina.

APPLICABILITY

The streamlined approval process is an opt-in program for applicants and developers who must request streamlined ministerial approval pursuant to SB 35 at the time of a permit application is submitted to the City. If a project applicant complies with the Objective Design Standards as well as all zoning and other related requirements, the City must approve the project through an administrative process with no public hearing. For a project to be eligible for a streamlined review process using Objective Design Standards, it must meet all criteria per Government Code Section on 65913.4, as summarized below.

- Provide a level of affordability
- Be located in an in-fill site
- Meet specific wage requirements set by HCD
- Comply with General Plan and Zoning provisions
- Comply with locational and demolition restrictions

However, if an applicant prefers project design features that vary from the Objective Design Standards, they still have the option to seek approval through the City's discretionary review process.



Example of recently built multi-family housing in Covina

2. BUILDING TYPE DESIGN STANDARDS

In order to provide for a variety of housing types and to ensure that proposed development is consistent with the City's goals for building form, character, and quality within the City of Covina, the following building type standards have been prepared below. The building type standards provide for a diversity of multi-family housing types, including:

- Duplexes, triplex, and fourplex dwellings
- Bungalow courts
- Townhouses (or sometime referred to as Rowhouses)
- Mansion apartments
- Courtyard housing
- Live/work units

Once a particular building type is selected, development must adhere to the type-specific standards on the following pages.



Courtyard housing



Fourplex dwelling

2. BUILDING TYPE DESIGN STANDARDS

DUPLEX, TRIPLEX AND FOURPLEX DWELLINGS

Building Type Characteristics

- Duplexes, triplexes, and fourplexes are multiple dwelling forms that are architecturally presented as large single-family houses in a residential neighborhood setting. Dwellings within buildings may be flats and/or townhouses.

Lot Width

- The lot width of duplexes, triplexes, or fourplexes shall be a minimum of 50 feet.

Building Size and Massing

- Building elevations abutting side yards must provide a minimum of one horizontal plane break of at least 3 feet, and one vertical break.
- Buildings on corner lots shall have two front facades.
- Massing is similar of a large house, composed of two-story volumes, each designed to house scale.



Duplex dwelling

Frontages

- Orient and arrange living areas (living room, dining room, bedroom, etc.), toward the fronting street or courtyard.
- Articulate the dwelling's primary entry with porches or stoop.
- Porches shall encroach no more than five feet into required setback area.

Access

- Entrances to dwellings shall be directly from front yard or courtyard. Access to second floor dwellings shall be by a staircase, which may be open or enclosed.
- Parking and services shall be accessed by a driveway a minimum of nine (9) feet wide, with 2-foot planters on each side.

Parking

- Tandem parking may be allowed subject to the approval of the Director.
- Arrange parking (garages, covered or uncovered spaces) via private streets, private drive aisles or private motor courts.
- Alleys are for utility and refuse services access.

2. BUILDING TYPE DESIGN STANDARDS

BUNGALOW COURTS

Building Type Characteristics

- Bungalow courts are an architectural type consisting of freestanding single-family residences arranged around a common, shared courtyard. The individual buildings are arrayed next to each other to form a shared type that is wholly open to the street.

Lot Width

- The lot width of bungalow courts shall be a minimum of 100 feet.

Building Size and Massing

- Building elevations abutting side yards must provide a minimum of one horizontal plane break of at least 3 feet, and one vertical break.
- Buildings on corner lots shall have two front facades.
- Buildings' mass are large houses, composed of two-story volumes, each designed to house scale.



Bungalow courts

Frontages

- Orient and arrange living areas (living room, dining room, bedroom, etc.), toward the fronting street or courtyard.
- Articulate the dwelling's primary entry with porches or stoop.
- Porches shall encroach no more than five feet into required setback area.

Access

- Entrances to dwellings shall be directly from front yard or courtyard. Access to second floor dwellings shall be by a staircase, which may be open or enclosed.
- Parking and services shall be accessed by a driveway a minimum of 9 feet wide, with 2-foot planters on each side.

Parking

- Tandem parking may be allowed subject to the approval of the Director.
- Arrange parking (garages, covered or uncovered spaces) via private streets, private drive aisles or private motor courts.
- Alleys are for utility and refuse services access.

2. BUILDING TYPE DESIGN STANDARDS

TOWNHOUSES

Building Type Characteristics

- Townhouses (also sometimes referred to as rowhouses) are attached dwellings in a row of four to eight units, and the multi-dwellings buildings are clustered around a green space or paseo. Auto access is via private drive aisles or streets.

Lot Width

- The unit width of townhouses shall be a minimum of 25 feet.

Building Size and Massing

- Buildings shall be composed of two or three-story volumes.
- Each townhouse building shall maintain setbacks from property lines on at least 2 sides to provide direct access to yards.



Attached Townhouses

Frontages

- Locate or orient the living areas (e.g., living room, family room, dining room, etc.) toward the fronting street at each ground-level rowhouse. Locate sleeping rooms to the side and rear of the structure, where feasible.
- Articulate the primary front entry with porches, doorways and stoops.
- Porches shall encroach no more than five feet into required setback area. Porches and stoops must not encroach within the distance separation between the front of the buildings facing each other.

Access

- The main entrance to each unit shall have direct access and shall face the street.

Parking

- Required parking shall be in a garage, which may be attached to or detached from the dwelling.
- Tandem parking may be permitted subject to approval of the Director.

Open Space

- Buildings cluster around a centralized common open space or paseos; building entries and private patios faces common open space or paseos.
- See open space requirements per City of Covina Zoning Code Section 17.28.080.D.

2. BUILDING TYPE DESIGN STANDARDS

MANSION APARTMENTS

Building Type Characteristics

- A mansion apartment is a house-like form that accommodates five to eight individual residences. Dwellings within the building may consist of flats or townhouses.

Lot Width

- The lot width of mansion apartments shall be a minimum of 90 feet.

Building Size and Massing

- Massing is similar to a large house, composed of two-story volumes.
- Building elevations abutting side yards must provide one horizontal plane break of at least 3 feet, and one vertical break. Provide significant architectural projections such as bay windows, projecting rooms, or covered balconies (may be provided in lieu of one plane break).
- Provide significant architectural projections such as bay windows, projecting rooms, or covered balconies
- Buildings on corner lots shall be designed with two front facades.

Frontages

- Orient and arrange living areas (living room, dining room, bedroom, etc.), toward the fronting street or courtyard.
- Articulate the primary front entry with porches, doorways and stoops.
- Porches shall encroach no more than five feet into required setback area.



Mansion apartments fit in well with existing single-family homes.

2. BUILDING TYPE DESIGN STANDARDS

Access

- The main entrance to the building shall have direct access from and face the street.
- Parking shall be accessed by a driveway from the street, located as close as possible to a side or rear property line.
- Access from resident parking to each dwelling shall be by way of an elevator, stairs, and corridor.
- Direct access shall be from an adjacent street to ground floor dwellings.
- On a corner lot without access to an alley, parking, utility and refuse services may be accessed from the side street.

Parking

- Tandem parking may be permitted subject to the approval of the Director.
- Where an alley is present, utility and refuse services shall be located on the alley or underground.

Open Space

- Each ground floor dwelling shall have a private or semi-private and each upper floor dwelling shall have a balcony.
- Required patio shall be at least 7 feet wide, and enclosed by a fence, wall or hedge.
- Side yards shall be useable by, and accessible from, the dwellings where possible.
- Porches and stoops must not encroach more than 5 feet from the required yard.



Two-story mansion apartments

2. BUILDING TYPE DESIGN STANDARDS

COURTYARD HOUSING

Building Type Characteristics

- Courtyard housing is a cluster of townhouses or flats with one to three stories around a courtyard space often with varying building heights.

Lot Width

- The lot width of courtyard housing shall be a minimum of 100 feet.

Building Size and Massing

- Buildings are composed of one, two and three-story building masses, each designed to the scale of a house, but not necessarily representing a single dwelling.
- Courtyard housing projects have varying building heights. Height ratios are as follows:
 - Two stories: 80% two stories, 20% one story.
 - Three stories: 30% three stories, 50% two stories, 20% one story.Three-story buildings shall be composed of single loaded and stacked dwellings.
- Buildings may contain any of four combinations of units: flats, flats over flats, townhouses, and townhouses over flats.
- Minimize three-story masses to inside courtyards and apparent on street frontages.

Frontages

- Entrance doors, living space (e.g., living rooms and dining rooms) shall be oriented toward the fronting street or courtyard.
- Porches, towers, entry stairs, and stoops are allowed. No arcade or gallery may encroach into the required minimum width of a courtyard.
- Stoops up to 3 feet in height may be placed above subterranean parking, provided that they are landscaped and scaled to the street and building.

Access

- The main entrance to each ground floor dwelling shall be directly off a common courtyard or directly from the street.
- Access to second story dwellings shall be through an open or roofed stair, serving no more than two dwellings.
- Elevator access may be provided between the garage and podium only.
- Parking shall be accessed from the street by side yard driveways flanked by planters, at least one-foot wide.
- Utility and refuse services shall be underground or in the side and rear yards.

2. BUILDING TYPE DESIGN STANDARDS

Parking

- Required parking shall include surface parking or underground parking, or a combination of each. Tandem parking may be permitted subject to the approval of the Director.
- Where an alley is present, all utility access, services, installation of above ground equipment, and trash container areas shall be located on the alley.
- Where an alley is not present, utility services, above ground equipment and trash container areas shall be located in compliance with the setback requirements of the applicable zone.
- Dwellings may have direct or indirect access to their parking stall(s), or direct access to stalls enclosed within the garage. A combination of these conditions is encouraged.
- Parking entrances to subterranean garages or driveways shall be located as close as possible to the side or rear of each lot.

Open Space

- Courtyard housing shall be designed to provide a central courtyard or multiple smaller size courtyards but interconnected by paseos and walkways.
- Minimum courtyard dimensions shall be 40 feet wide when the long axis of the courtyard is oriented East/West and 30 feet wide when the courtyard is oriented North/South, unless otherwise approved through the development review process.
- In 40-foot wide courtyards, frontages and architectural projections are permitted on two sides of the courtyard. Frontages and architectural projections are permitted on one side of 30-foot wide courtyards.
- Private patios must not encroach into side yards, rear yards or courtyards.
- Surface parking for five cars or less is allowed in the front of the courtyard housing development, screened from the street by a decorative wall.



Courtyard housing example in the San Gabriel Valley region.

2. BUILDING TYPE DESIGN STANDARDS

LIVE/WORK BUILDINGS

Building Type Characteristics

Live-work buildings consist of both a commercial/office and residential component in units that are occupied by the same resident. The live-work unit shall be the primary dwelling of the occupant. Live-work units must be internally accessible between the residential area and the non-residential area. The non-residential activity is intended to be occupied by a business operator who lives in the same residential unit or structure that allows the non-residential activity. Typical uses include artist lofts, studio spaces, small offices, and similar low-intensity uses.

Lot Width

- The lot width of live/work buildings shall be a minimum of 75 feet.

Building Size and Massing

- Buildings shall be composed of two or three-story volumes in compliance with the regulations for the applicable zone.
- Buildings on corner lots shall be designed with two front facades.

Access

- The main entrance to the ground floor flex space shall be accessed directly from and face the street.
- The living area shall be located behind the working space or above the working space at the upstairs dwelling unit.



Live/Work Buildings

Parking

- At least one required parking space shall be in a garage, which may be attached to or detached from the dwelling. Tandem spaces may be permitted subject to approval of the Director.
- Services, including all utility access, above-ground equipment, and trash containers, shall be located on an alley.
- Additional required parking spaces may be enclosed, covered or open.

Open Space

- Each ground floor live-work unit shall have a private or semi-private patio, and each upper floor dwelling shall have a balcony.
- Required patio shall be at least 7 feet wide, and enclosed by a fence, wall or hedge.

3. GENERAL BUILDING DESIGN STANDARDS

This section describes the general building design standards that are to be followed for a minimum standard of design quality in the development of new multi-family residential housing in Covina. The massing, scale, rhythm and design of building façade details all contribute to the design of residential architecture. Building forms and facades have an impact on the aesthetic quality and compatibility of new residential developments in a neighborhood, as well as encourage a sense of community and increased perception of security.

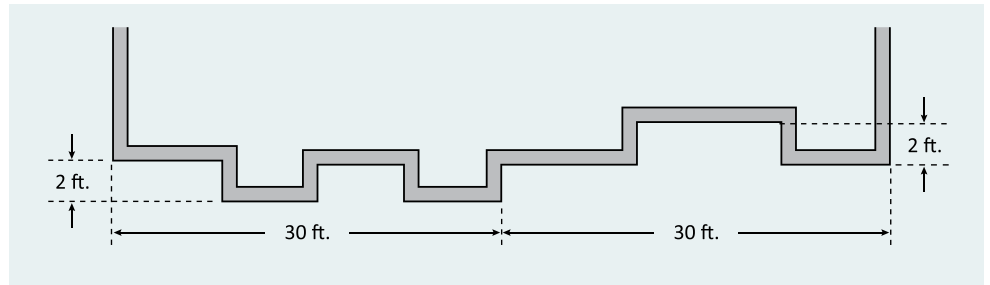
The general building design standards are intended to work in combination with the standards for multi-family residential buildings described in the City's Zoning code (Chapter 17.28, RD Zone). If there is any conflict between the two, the zoning standards shall take precedence.



Housing with varied massing and facade articulation.

MASSING AND ARTICULATION

- A minimum two-foot offset is required for any wall plane that exceeds 30 feet in length.
- Provide breaks in massing through the use of varying setbacks, building entries, building face offset, or modulation of building facades. If building façade on the front elevation is longer than 30 feet, incorporate a minimum of 2 feet deep by 10 feet wide offset for each 30 feet of building wall length and extend the full height of the building. Building entrances and front porches may count towards meeting this requirement.



Example of facade articulation.

3. GENERAL BUILDING DESIGN STANDARDS

- Variation of roof forms shall be used on buildings of over 50 feet in length along the street frontage and accomplished through the use of differences in roof height and/or form.
- Varied roof form shall be used as appropriate to the architectural style, including but not limited to the following: hipped roofs, shed roofs, gabled roofs, varying pitches, and roof dormers.
- Design of rooflines with changes in ridgeline direction and configuration shall be used to ensure variation in rooflines between structures.
- Upper stories shall not project beyond the ground floor footprint, except for bay windows or balconies.
- A minimum of two architectural features shall be incorporated into each building, including: dormers, bay windows, enhanced individualized entries, and accent materials.
- Attached housing (such as townhouses) shall look like separate units by the use of clearly identified entries, style and design details, and differing roof forms.
- Townhouse residential structures with over eight dwelling units shall be broken into smaller structures.
- All primary entrances into residential buildings or individual units shall provide weather protection extending a minimum of four feet from the building façade and four feet in width.
- The first floor shall be distinguished from the upper stories by using two or more architectural forms, fenestration, or details on the front elevations (e.g. arches, awnings, balconies, columns, cornices, moldings, and trellises) that are not used in the same pattern on the upper stories.

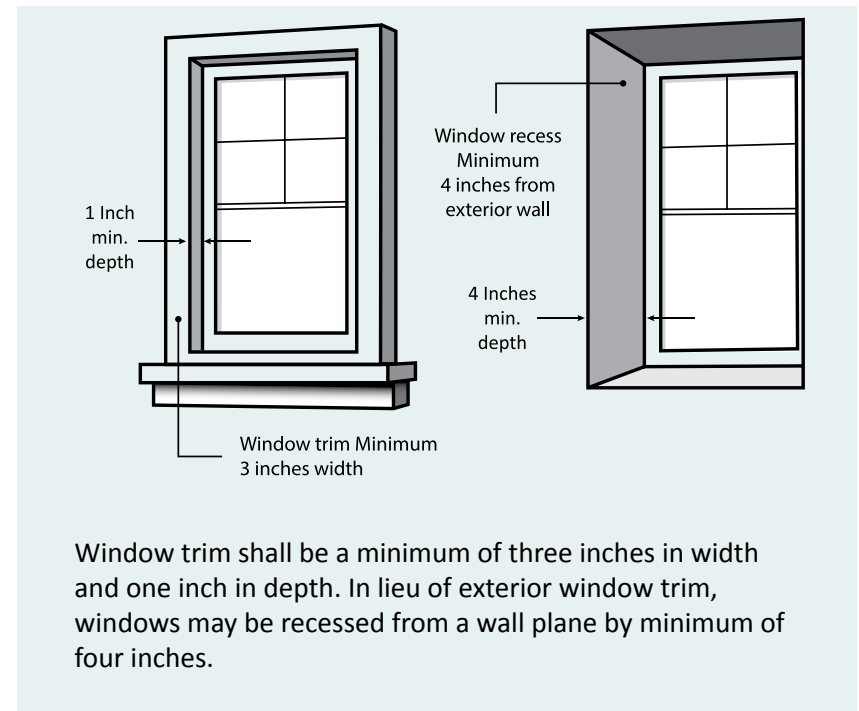


Townhouses with use of varied architectural forms and details on the front elevations.

3. GENERAL BUILDING DESIGN STANDARDS

BUILDING DESIGN, FAÇADE DETAILING AND MATERIALS

- While diversity of architecture is encouraged, each multi-family dwelling or building shall be designed with a single architectural style. Examples of architectural styles are: Craftsman/Bungalow, Mission and Spanish Colonial Revival, Queen Anne, American Colonial Revival, and Modern.
- Building facades shall reflect the authentic characteristics of the chosen architectural style.
- Building design shall have a consistent design integrity, exhibited by all building components including but not limited to building mass and articulation, roof forms, windows, colors and materials, façade details, fencing and landscaping.
- The building design shall match the existing residential development and character in terms of architectural style, materials, form, and mass.
- Building additions and accessory structures shall match the primary building in terms of architecture, style, exterior wall treatment, trim elements, roof slope and building materials.
- Where placement within the site allows, the front door to each unit shall be clearly visible from the adjacent street. The use of distinctive architectural elements and materials to denote prominent entrances is required.
- Where the side façade at the end of a building is oriented to a street, driveway, or common open space area, massing and level of detailing of the side façade shall be consistent with the front façade. Articulation of the side façade may include windows, doors, and porches.
- All building facades visible from the public right-of-way shall incorporate two or more of the following details: window recesses, cornices, changes in materials or other design elements. All building facades shall be designed with the same level of detailing and quality of materials.
- Window trim shall be a minimum of three inches in width and one inch in depth. In lieu of exterior window trim, windows may be recessed from a wall plane by a minimum of four inches.
- A unified palette (color, texture, sheen) of materials shall be used on all sides of buildings. Every building shall limit the numbers of colors appearing on the building exterior to no more than three colors or tones of the same color, including trim and accent colors.



3. GENERAL BUILDING DESIGN STANDARDS

- Architectural features and trim elements such as garage doors, stairways, and attic vents shall be painted to match colors of the buildings.
- At least two materials shall be used on any building frontage, in addition to glazing and railings. One material must comprise at least 20% of the building facade.
- Allowed materials shall include solid brick, solid stone, and stucco. The following materials are prohibited: precision concrete block, T111 plywood, vinyl siding and metal siding (architectural metal treatments may be considered).
- Allowed trim shall include natural grain wood and timbers, brick, masonry veneer, and natural stone.
- Natural materials such as stone, river rock, and slate, which are intended to be seen in their natural state shall not be painted.
- Roofing materials shall consist of the following: dimensional composite shingles, ceramic tile, clay tile, concrete tile, and standing seam metal. Wood shingles shall be prohibited. Dimensional composite shingles shall be prohibited in areas designated by the Los Angeles County Fire Department as Fire Hazard Severity Zone.
- Visible roofs shall consist of earth-toned colors, such as brown, gray, reddish brown, and burnt sienna. Primary colors, such as white, green, and blue shall be prohibited.
- Balcony design shall match the building in terms of style, color and materials.
- Railings shall have design pattern in wood, decorative metal or stone.



Balconies add variety, amenity, and architectural character.



Use of varied facade articulation and materials.

4. GENERAL SITE PLANNING AND DESIGN STANDARDS

Site planning refers to the arrangement of buildings and parking areas, the size and location of pedestrian spaces, and how these features relate to one another. Site planning and design topics include the layout of buildings, parking, open space, and landscaping.

The site planning and design standards shall be used in conjunction with the zoning development and design standards found in the Covina Municipal Code.



Multi-family housing designed with architectural features that match the surrounding context.

NEIGHBORHOOD COMPATIBILITY

- Residential projects located across the street from single-family neighborhoods shall orient the following features toward the street: individual entries, patio areas and landscaping.
- Multi-family units abutting single-family neighborhoods shall include individual front doors and interior stairs (when stairs are needed).
- Parking lot areas and carports shall not be located along single-family neighborhood street frontages.
- When located adjacent to one- or two-story single-family detached homes, the design of multi-unit structures along the project edge shall be designed to transition in scale. This can be achieved by the following standards:
 - o Subdividing perimeter buildings into segments compatible with adjacent residential scale (e.g, upper story setbacks).
 - o Limiting the height of the portion of the multi-family structures within 75 feet of the common boundary to two stories. Beyond 75 feet, structures (and portions thereof) up to the height limit are permitted.

4. GENERAL SITE PLANNING AND DESIGN STANDARDS

PEDESTRIAN ACCESS

On-site pedestrian circulation and access shall be provided according to the following standards:

- Pedestrian walkways shall connect all buildings on a site to each other, to on-site automobile and bicycle parking areas, and to any on-site open space areas or pedestrian amenities.
- An on-site walkway shall connect the primary building entry or entries to a public sidewalk along each street right-of-way.
- Walkways shall be a minimum of four feet wide and paved with concrete or pavers.

OPEN SPACES

- Common open space shall be designed as shared open space for use by all residents.
- Common open space shall be centrally located that serves all units, and not at an extreme edge of the property.
- Common open space can be on the ground, or in the courtyard above the ground level.

SITE ACCESS, PARKING AND GARAGES

- Carports, detached garages, and accessory structures shall use similar materials, colors, and details equivalent to the principal buildings of a development.
- Access to parking areas on multiple-family residential sites smaller than one-half acre in area shall be from alleyways, except when alleys do not exist or the character of a neighborhood calls for driveways connecting to City streets.
- The number of entrances and exits to parking areas shall be limited to minimize conflicts with pedestrians, reduce congestion at street intersections, and preserve existing on-street parking.



Pedestrian access for multi-family buildings



Example of common open space between buildings.

4. GENERAL SITE PLANNING AND DESIGN STANDARDS

- Parking areas shall be located interior, or at the back of the site where it is not visible to the street, or by garage spaces in the building where no more than two garage doors are visible from the street.
- All parking, storage and circulation areas must have all all weather surface such as asphalt- or concrete
- Project driveway entries shall decorative materials such as bricks, pavers or integral colored stamped concrete.
- Pedestrian areas shall be accentuated and identified by different paving surfaces, or other decorative materials.
- Parking areas and driveways shall be designed to avoid conflict with pedestrians.

LANDSCAPING

- Development must meet the California Green Building Standards Code (CalGreen) by achieving CalGreen Tier 1 or II as adopted by the State of California. Tier II is a higher level of performance than Tier I.
- Landscaping around the building perimeter shall be required.
- Within the landscaped area between the right-of-way and buildings, trees shall be planted at a rate of one for every 20 square feet of landscaped area. Trees shall be located between 4 and 10 feet from the back of the sidewalk. The landscaped area shall also include shrubs, ground covers, and other natural growth, or stormwater quality features and drainage treatments.
- All planting areas, plant materials, and irrigation shall conform with the City's water-efficient landscaping regulations and 2015 Model Water Efficient Landscape Ordinance (MWELO) and as amended from to time.
- Landscape and irrigation plans must be prepared by State of California licensed landscape architect.
- Existing mature trees shall be preserved wherever feasible, especially those located within 40 feet of any public right-of-way or located within any existing or proposed parking lot. Trimming or cutting of oak trees must comply with Covina Tree Preservation Ordinance and may require a permit from the Planning Division.
- Landscape materials and irrigation systems shall be selected and designed for attractive long-term appearance, ease of maintenance and water conservation.



Landscaping softens the appearance of a building along a street

4. GENERAL SITE PLANNING AND DESIGN STANDARDS

- Parking lot landscaping.
 - Parking areas, covered and uncovered, must be screened from view from public roadways with landscaping. Landscaped screening is defined as a natural or man-made feature which separates land uses. Landscape screening may be accomplished through the following: landscaping (groundcover, plantings, and trees), a planted earth berm (no greater than two feet in height), hedge, wall, or some combination of the above.
 - A perimeter landscaped strip at least ten feet wide shall be provided for any parking area adjacent to a public street or to the side or rear property line. The perimeter landscaped strip may be located within a required setback area.
 - Surface parking areas that are covered in solar panels are allowed to achieve 50% of the tree requirements or modified as determined appropriate by staff.
 - A well colored, varied, complementing pallet of native plantings shall be used within the site.
 - Buffer residential units from the parking lot by providing a landscaped screen with a minimum height of three feet (berm, hedge, wall, or other). Provide a minimum ten foot width landscaped area between paved areas and residential units.
 - Select or use evergreen canopy trees for planting in parking areas.
 - Landscaped planters of at least 16 square feet in area shall be provided on at least one side of every residential garage door in apartment projects having six (6) or more units.
- General landscaping requirements are as follows:
 - 1 tree per 20 lineal feet of property boundaries
 - 1 tree per 20 lineal feet of building perimeter
 - 1 tree per 50 square feet of common open space landscape area
 - 1 tree per 5 parking spaces
 - All shrubs shall be 5 gallon size
 - All ground cover shall be 12 inches on center
 - 40 percent of the trees shall be 24" box size or larger. The minimum size of trees shall be 15-gallon.



Screening of parking areas with landscaping from public right of ways

5. STANDARDS FOR ACCESSORY FEATURES

Accessory features within a multi-family residential development includes lighting, equipment, and screening. The following design standards for accessory features are provided below.

LIGHTING

- All entryways, pathways, open spaces, and parking lots shall be illuminated per City standards.
- Lighting on buildings shall be oriented towards pedestrians in terms of scale, design, and location.
- Lights shall use LED and other technologies to maximize energy efficiency.
- High-efficiency, warm white light shall be used. High pressure sodium lights are prohibited.
- Lighting shall be designed to fully shielded, pointing downward, and direct light away from adjacent residential properties.



Example of street lighting and exterior building lighting

EQUIPMENT AND SCREENING

- All attached and free-standing exterior mechanical equipment must comply with the location and noise requirement in the Covina Municipal Code.
- Place above-ground utilities such as fire sprinkler risers, control boxes, meters, and valves within the building or at the side of the building that are design to be incorporated into the building design.
- Ground mounted utility and mechanical equipment shall be screened from public view with materials such as fencing, building walls or landscaping that compliments the main building.
- All roof and wall mounted utility and mechanical equipment including gas, meters, air conditioning equipment, solar collectors and antennas shall be designed and screened as an integral part of the building design.
- All access to roofs must be from within the building. External ladder to roof hatch is prohibited.



Screening of mechanical equipment

6. GLOSSARY

Architectural Feature. An exterior building feature, including a roof, walls, windows, doors, porches, posts, pillars, recesses or projections, and exterior articulation or walls, and other building surfaces.

Cornice. A continuous, molded projection that crowns a wall or other construction, or divides it horizontally for compositional purposes.

Cornice Treatment. The design or style used to create a cornice, such as bracketed eaves, boxed eaves, exposed eaves, decorative bands, or a classical cornice.

Duplex Dwelling. A residential building containing two dwelling units under one roof.

Eaves. The part of a roof that meets or overhangs the walls of a building.

Façade. The exterior wall of a building exposed to public view or that wall viewed by persons not within the building. The portion of any exterior elevation of a building extending vertically from the grade to the top of a parapet wall or eave, and horizontally across the entire width of the building elevation.

Fence. Any horizontal or vertical structural device forming a physical barrier intended to separate properties, retain soil materials, and provide security. Fences may also be walls, hedges, and screen plantings, or constructed from wood, mesh, brick, or similar materials.

Fourplex. A residential building containing four dwelling units under one roof.

Frontage, Building. The lineal dimension, parallel to the ground, of a building abutting on a public street, or a parking lot accessory to that business, even though another business may also have entitlement to that parking lot.

Frontage, Street. That portion of a lot or parcel of land that borders a public street. Street frontage shall be measured along the common lot line separating said lot or parcel of land from the public street.

Gable. The triangular portion of wall, enclosing the end of a pitched roof from the cornice or eaves, to ridge.

Landscaping. The planting, configuration and maintenance of trees, ground cover, shrubbery, and other plant material, decorative natural and structural features (walls, fences, hedges, trellises, fountains, sculptures), earth-patterning and bedding materials, and other similar site improvements that serve an aesthetic or functional purpose.

6. GLOSSARY

Live/Work. A dwelling unit that contains, to a varying but limited extent, a commercial component. A Live-Work Unit is a fee-simple unit on a lot with the commercial component limited to the ground level. Live-work buildings consist of both a commercial/office and residential component in units that are occupied by the same resident. Live-work units must be internally accessible between the residential area and the non-residential area. Typical uses include artist lofts, studio spaces, small offices, and similar low-intensity uses.

Multi-Family Residential. Two or more attached or detached dwelling units on a single lot. Types of multi-unit residential include townhouses, apartments and condominiums.

Paseo or Pedestrian Walkway. A walkway that is typically open to the sky and that provides pedestrian passage between structures, or through landscaping, or parking lots, which is distinguished by ground surface treatments that provide for pedestrian safety and ease of movement.

Porch. Any covered area (non-habitable space) located at a building entrance, whether it is a projecting feature with a separate cover, or a recessed area behind the building wall.

Roofline. The top edge of a roof or building parapet, whichever is higher, excluding any cupolas, pylons, chimneys, or minor projections.

Stepback. A variation in roof height, such that the height of the building decreases as it approaches adjacent lower scale buildings.

Stoop. An elevated entry porch/stair placed close to the frontage line with the ground story elevated from the sidewalk, securing privacy for the windows and front rooms. This type is suitable for ground-floor residential uses with short setbacks.

Townhouse. A dwelling unit that is designed for occupancy by one household located on a separate lot from any other unit and is attached through common walls to one or more dwellings on abutting lots.

Trellis. A frame supporting open latticework, used as a screen or a support for growing vines or plants.

Triplex Dwelling. A residential building containing three dwelling units under one roof.

