

NW 1/4 - SEC. 19-36-18
MAP NO. 22

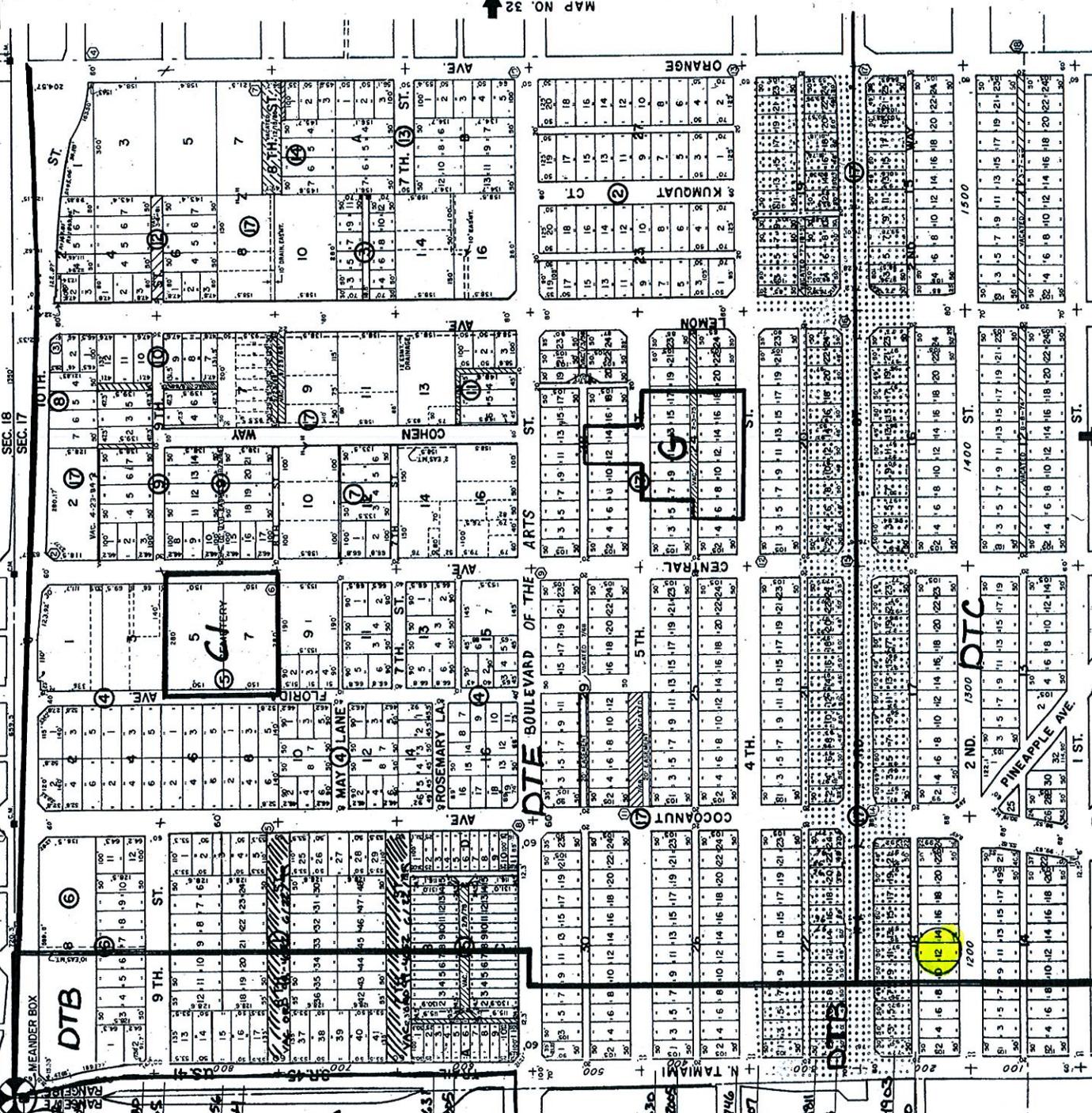
Official Zone District Map
referenced in the Zoning Code (2002 Ed.)
adopted by Ordinance No. 02-4357, April 29, 2002

REVISED	RE
6-24-88	1
7-1-91	2
12-21-98	3
6-20-01	4
2-16-83	5
5-29-84	6
3-30-84	7
4-24-86	8
4-17-86	9
4-21-86	10
4-24-86	11
12-15-86	12
12-15-86	13
4-2-87	14
12-1-87	15
5-10-87	16

SUBDIVISION INDEX	NO.	NAME
1	1	EAY VIEW TERRACE
2	2	OWEN BURNS, BLKS. 23 & 27 (P.O.S.)
3	3	LEMON AVE. SUB.
4	4	J. HAMILTON GILLESPIE ET. ALS. SUB.
5	5	PART OF R.H. "D" (P.O.S.)
6	6	SURVEY OF CEMETERY
7	7	PLAT OF LOT 18, BLK. "D" (P.O.S.)
8	8	SUB. OF LOT 12, BLK. "Y" (P.O.S.)
9	9	F.C. WHITTAKERS SUB., LOT 1, BLK. "Y"
10	10	SUB. OF LOTS 4, 6 & 8, BLK. "Y" (P.O.S.)
11	11	JOHN MAY'S SUB. OF LOTS 38 & 5, BLK. "Y"
12	12	SUB. OF LOT 15, BLK. "Y" (P.O.S.)
13	13	SUB. OF LOTS 2, 4, 6, & 8, BLK. "Z"
14	14	W. W. BARTLETT ET ALS SUB. LOT 9
15	15	BLK. "Z" (P.O.S.)
16	16	BROADWAY PLACE
17	17	BESSIE R. BURNS SUB.
18	18	PLAT OF SARASOTA (ORIGINAL)

BENCH MARK SCHEDULE	EL
1	BOLT IN CURB NW. COR. 10TH. & COCOANU
2	IN CURB SE. COR. 10TH. & CENTRAL.
3	TOP CURB S/SIDE 10TH. AT LEMON.
4	IN S/W SE. COR. 10TH. & ORANGE.
5	IN S/W NW. COR. 8TH. & COCOANU.
6	IN S/W NW. COR. 8TH. & CENTRAL.
7	TOP SW. RET. WALL NW. COR. 8TH. & OR
8	IN S/W NW. COR. 6TH. & COCOANU.
9	IN CURB SW. COR. 6TH. & CENTRAL.
10	BOLT IN CURB NW. COR. 6TH. & ORANGE.
11	IN S/W NW. COR. 5TH. & COCOANU.
12	IN S/W SE. COR. 4TH. & CENTRAL.
13	BOLT IN CURB NW. COR. 4TH. & ORANGE.
14	IN S/W SE. COR. 3RD. & COCOANU.
15	IN S/W NE. COR. 3RD. & CENTRAL.
16	IN S/W NW. COR. 3RD. & LEMON.
17	IN S/W SW. COR. 3RD. & ORANGE.
18	TOP CURB E/SIDE ORANGE AT NORMANS

CITY OF SARASOTA
ENGINEERING DIV
SARASOTA FL
SCALE: 1" = 200'
DATE: _____



MEANDER BOX
DTB
Last Amendment by: _____
Ordinance No: 03-450
Date: 07/10/2005
Last Amendment by: _____
Ordinance No: 03-4180
Date: 3/02/2005
Last Amendment by: _____
Ordinance No: 04-4155
Date: 11/10/2004
Last Amendment by: _____
Ordinance No: 05-4646
Date: 6/16/2005
Ord. 05-4646 (Repealed 6/16/2007)
Last Amendment by: _____
Ordinance No: 05-4633
Date: 07/07/2005
Last Amendment by: _____
Ordinance No: 05-4630
Date: 09/07/2005
Last Amendment by: _____
Ordinance No: 07-4746
Date: 9/17/2007
Last Amendment by: _____
Ordinance No: 09-4811
Date: 6/16/2008
Last Amendment by: _____
Ordinance No: 10-4903
Date: 1/19/2010

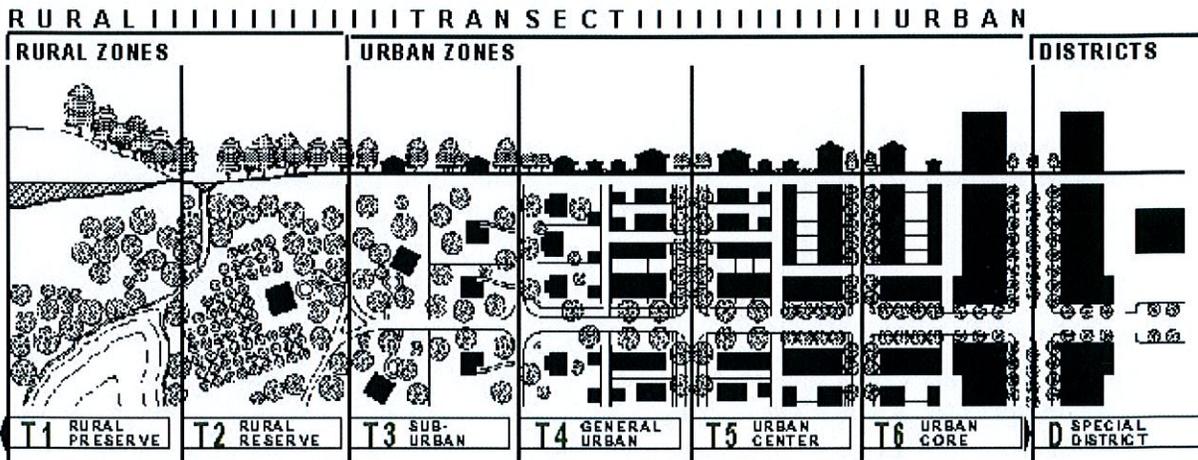
Division 10. Downtown Zone Districts

Section VI-1001 General Description.

A. Intent and Purpose

The intent and purpose of the Downtown Districts is to produce an urban area that implements the Downtown Master Plan 2020 and fulfills the goals, objectives and action strategies of the Sarasota City Plan.

The Downtown Districts Zone Districts are based on the SmartCode, a transect based model code developed by Duany Plater-Zybert & Company to implement Smart Growth principles advocated by the Downtown Master Plan 2020. Compared with conventional (Euclidean) zoning that encourages development be separate and disperse; Smart Growth encourages the development of urban communities that are diverse, compact and walkable. The transect is a geographical cross-section of a region that allows for a system of classifying the rural-to-urban as a continuum of natural and man-made environments. This gradient, when divided, lends itself to the creation of zoning categories as illustrated below.



The Downtown Districts zone districts are based on the most urban of these transects: T4, T5 and T6.

The singular quality that helps differentiate the urban downtown from typical suburban environments is the primacy that the urban downtown places upon creating a high quality pedestrian environment. This environment is best described in terms of the quality of the frontages along the street edges. Frontages are the area between the façade of the building and the lot line (see frontage definition II-201).

An **excellent** frontage is one that provides a high level of positive stimulus and interaction for the pedestrian. In an ideal setting, buildings would form a continuous edge, generally up against the outer edge of the right-of-way, with large expanses of glass for pedestrians to see what is happening inside, and a constant sense of give-and-take between inside and outside. The width of the buildings along the street would be relatively narrow, with a range and variety of stores and shops. Restaurants and other uses might spill out onto the sidewalk creating open-air cafes, galleries and other attractions. Landscaping is prevalent, but does not dominate the setting, and does not prevent the pedestrian from getting close to the buildings, storefronts and display window.

A **poor** frontage, on the other hand, is one in which there is little, if any, stimulus or interaction with the pedestrian. A surface parking lot is an example of the worst type of street frontage, affording the passerby little sense of enclosure, protection or interaction.

Good and fair frontages rank accordingly between the two extremes. Any interruption in the continuity of the street wall detracts from the quality of the frontage. The ability of good pedestrian-scale buildings to create high quality frontage is diminished sharply when areas of surface parking or the blank facades of parking structures or other building interrupt the continuity of buildings. Similarly, buildings that interrupt the continuity of the street wall by stepping back from the street, or by placing berms, planting or other forms of landscaping between the sidewalk and the building, detract from the overall quality of the frontage. Such an approach, while perfectly acceptable in suburban locations, is in direct contrast to the fundamental urban character of a downtown setting.

In summary, the intent of these Downtown Districts is to create an urban environment that is a comfortable and interesting place to live and walk.

B. List of the Downtown Zone Districts.

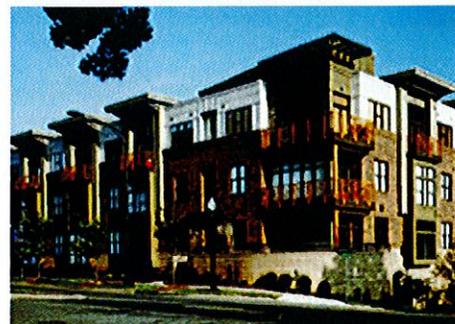
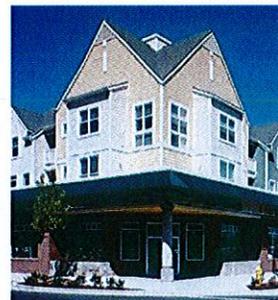
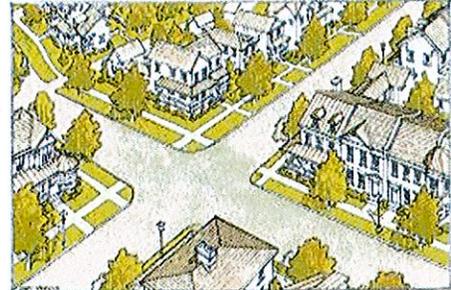
The transect base, full names, short names and map symbols of the Downtown zone districts are listed below. When this Code refers to the Downtown zones it is referring to the zones listed here.

Transect	Full Name	Short Name/Map Symbol
T4	Downtown Neighborhood	DTN
T4-5	Downtown Neighborhood Edge	DTNE
T5	Downtown Edge	DTE
T6	Downtown Core	DTC
T6	Downtown Bayfront	DTB

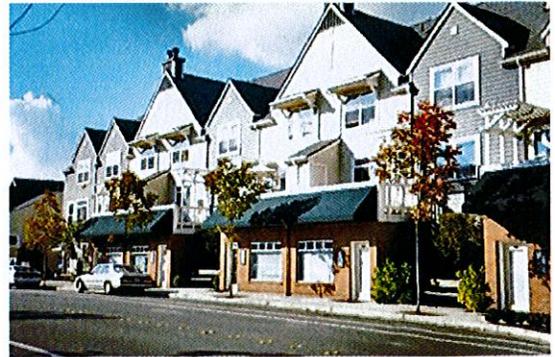


C. Characteristics of the Zones.

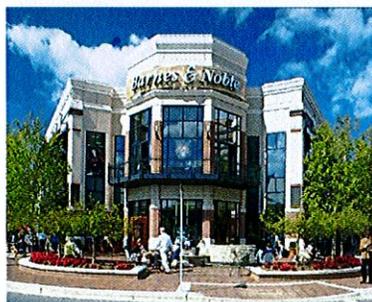
1. **DTN.** The Downtown Neighborhood (DTN) district is a primarily residential but also allows for a mixture of land uses. Residential dwellings may be single-family or multiple-family up to a maximum of twelve (12) dwelling units per acre. In addition to a primary residential structure, an ancillary outbuilding is permitted on each lot. Low-intensity office, retail and lodging uses may be permitted in limited amounts. Retail stores are confined to corner lots. Other non-residential uses that contribute to the residential attributes of a neighborhood are also allowed. Building height shall be limited to a maximum of three (3) stories. Building frontages include porches, fences and terraces.



2. **DTNE.** The Downtown Neighborhood Edge (DTNE) district is a mixed-use transition area typically located along the interface between residential and non-residential neighborhoods. The desired character includes building close to and oriented towards the sidewalk especially at street corners. Development is intended to be pedestrian oriented. Residential dwellings may be single family or multiple-family and may include mixed-use structures that provide for live-work opportunities. Residential dwellings may be built to a maximum density of eighteen (18) dwelling units per acre. A variety of non-residential uses that contribute to the residential attributes of the adjacent residential neighborhood are allowed. Building heights shall be limited to a maximum of three (3) stories. Building frontages include stoops, forecourts and storefronts.

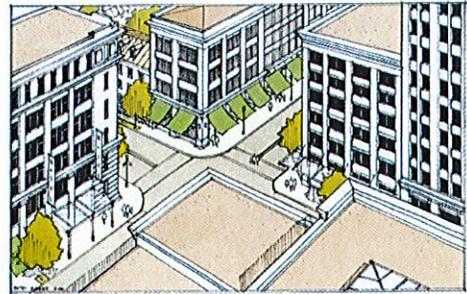


3. **DTE.** The Downtown Edge (DTE) district is a densely mixed-use area typically located along a pedestrian way or a thoroughfare road within a neighborhood. Residential dwellings may be single family or multiple-family and may include mixed-use structures that provide for live-work opportunities. Residential dwellings may be built to a maximum density of twenty-five (25) dwelling units per acre. A variety of non-residential uses are allowed everywhere with ground floor retail mandatory on certain designated frontages. Building heights shall be limited to a maximum of five (5) stories. Building frontages include stoops, forecourts and storefronts.

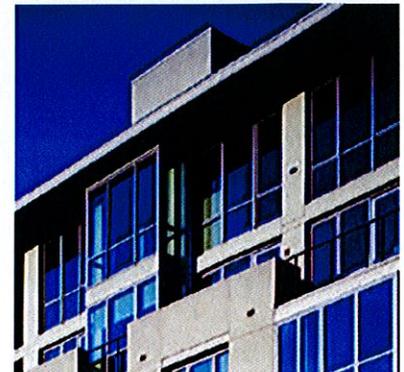


ARTICLE VI: Zone Districts

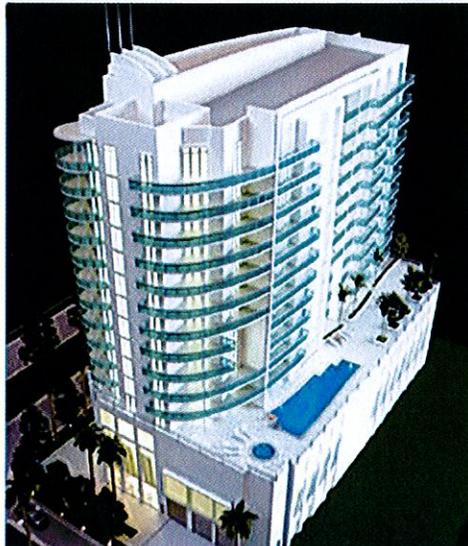
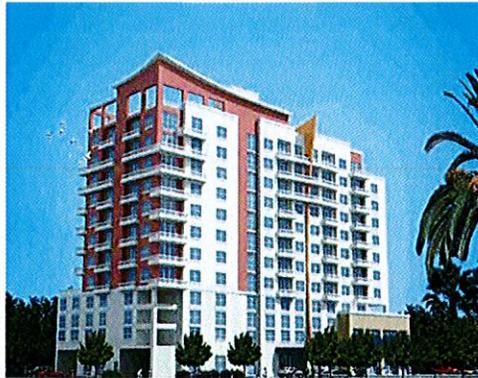
4. **DTC.** The Downtown Core (DTC) district is a very dense mixed-use urban area. Residential dwellings are generally multiple-family and located in tall structures. Residential dwellings may be built up to a maximum density of fifty (50) dwelling units per acre. Non-residential uses are varied and include department stores, entertainment facilities, restaurants, offices and lodging uses. Ground floor retail is allowed everywhere and is mandatory on certain designated frontages. Building height shall be limited to a maximum of ten (10) stories except as provided for in Table 1003 (Building Height). Building frontages include stoops, forecourts and storefronts.



1003 (Building Height). Building frontages include stoops, forecourts and storefronts.



5. **DTB.** The Downtown Bayfront (DTB) district is identical to Downtown Core (DTC) above except that building heights shall be limited to a maximum of eighteen (18) stories.



Section VI-1002 Application and Conflict.

A. Application

1. Purpose.

Compliance is intended to occur, over time, as redevelopment and new development occur. These regulations are intended for new development, expansion and remodeling. Existing structures and uses are allowed to continue and normal repair and maintenance is encouraged. Exceptions from restrictions that would otherwise limit the ability to rebuild after sudden or gradual destruction are allowed for condominiums and valid development approvals. Section IV-1903 also recognizes that some sites may be difficult to develop in compliance with these regulations and provides for adjustments to these regulations.

2. When these regulations apply.

a. New Development. These regulations apply to all new development.

b. Expansion and Remodeling.

Expansion: Any expansion of existing buildings shall comply with those regulations found in Tables VI-1003 and VI-1004. These regulations shall apply only to the new expanded portion of the building.

Exterior Remodel: Any exterior remodeling of existing buildings shall comply with those regulations found in Tables VI-1003 and VI-1004, which are applicable to the scope of a particular project. These regulations shall not apply to exterior portions of a building not being remodeled.

Interior Remodel: These regulations shall not apply to interior remodeling of existing buildings.

[For example, remodeling a storefront may require compliance with standards, such as; window area, window shape and exterior finish materials and an addition would need to comply with standards, such as; setbacks, height limits and parking.]

3. When these regulations do not apply.

a. Existing Buildings and uses. Existing buildings and uses that do not conform to the provisions of these regulations may continue as they are. However, if a prohibited use ceases for 24 consecutive months, the use shall not be reestablished. The Director of Neighborhood and Development Services may grant one extension for an additional 12 months, provided the property owner applies for the extension at least 60

N/A

ARTICLE VI: Zone Districts

days prior to the end of the original 24-month period. The application shall demonstrate that restoration of the use has been diligently pursued and that practical difficulties will preclude a timely restoration of the use within the original 24-month period. Subsequent uses shall conform to the district regulations. Any final decision of the Director of Neighborhood and Development Services may be appealed to the Planning Board in accord with section IV-1901F.

- b. Repair and Maintenance. Normal repair and maintenance may be performed on existing buildings.
[For example, (1) repair of a broken window would not require compliance with the building design standards for window area and shape or (2) repair of a leaking roof would not require compliance with the roof design standards.]
- c. Existing or approved condominiums. Any existing or approved structure or structures on a single zoning lot under condominium ownership or cooperative long term leases may be rebuilt after destruction to the prior extent of nonconformity as to height, stories and density of units per acre regardless of the percentage of destruction. In the event of such rebuilding, all other applicable district requirements shall be met unless an Adjustment is obtained in accord with IV-1903 of this code.
- d. Valid Development Approvals.
 - 1. A project for which an application for site plan approval has been filed prior to January 1, 2006 may be reviewed, approved and constructed under the prior regulations.
 - 2. A project for which a site plan has been approved under the prior regulations may be constructed as approved provided a building permit is issued prior to expiration of such approval.
 - 3. The structures and uses in projects described in sub-sections d. 1. and 2. above shall not be deemed nonconforming but shall be deemed to be lawfully existing in conformity with these regulations and shall be allowed to continue as lawfully existing uses or structures.
- e. Split Zone Districts (DTNE, DTE, DTC and DTB). Where a zoning lot, in single ownership, is split between more than one base zone, the entire zoning lot may be used to satisfy the zoning requirements for density, building setback and parking.
[For example, a one acre lot equally split between DTE (25 units/ac) and DTC (50 units/ac) would be permitted 37units anywhere on the lot.]

N/A

ARTICLE VI: Zone Districts

In order to utilize this section all other development standards of the base zones or any overlay district, other than those standards specified above, shall be met in each of the respective base or overlay zones. However, adjustments from these development standards may be requested in accordance with IV-1903. In the event this section is used, it shall be noted on the site plan. In addition, a statement that this section has been applied to the development project shall be recorded in the public records before the first building permit is issued. The statement shall be approved as to form by the city attorney.

N/A

B. Conflicts with other regulations.

When conflicts with other sections of this Zoning Code occur, the provisions of these regulations (division 10) shall take precedence and shall supersede other sections of this Zoning Code. However, the provisions of this division shall not be construed to take precedence over 1) Article VII Division 4 Areas of Special Flood Hazard, 2) Article VI Division 9 Overlay Districts, 3) Florida Building Code or 4) the City's Engineering Design Criteria Manual.

Section VI-1003 Regulating Maps.

- A. Purpose. The intent and purpose of the regulating maps is to identify certain specific areas that, by virtue of their location, the City desires to require features that promote the safety, comfort and convenience of the pedestrian. Amendments to the regulating maps shall be processed as a Zoning Text Amendment (see Article IV, Division 12).
- B. Map VI-1001 identifies the (1) primary and (2) secondary street grid. Buildings along a primary street shall be held to a higher standard in support of pedestrian activity than buildings along a secondary street. The standards are reflected in Table VI-1003.
- C. Map VI-1002 identifies sites that have required (1) retail frontage and (2) optional retail frontage.

1. Required Retail Frontage.

A required retail frontage designation specifies that a building must contain a retail sales or service use or office use at the sidewalk level through the depth of the second layer the entire length of the building frontage. In addition, a gallery or awning frontage is also required to provide a covered sidewalk for a minimum of ninety (90%) percent of the building frontage. Retail sales and service uses and office uses are identified in Table VI-1001. Standards for gallery and awning frontage types are identified in Table VI-1003.



N/A

2. Optional Retail Frontage.

An optional retail frontage designation specifies that a building which contains a retail sales or service use at the

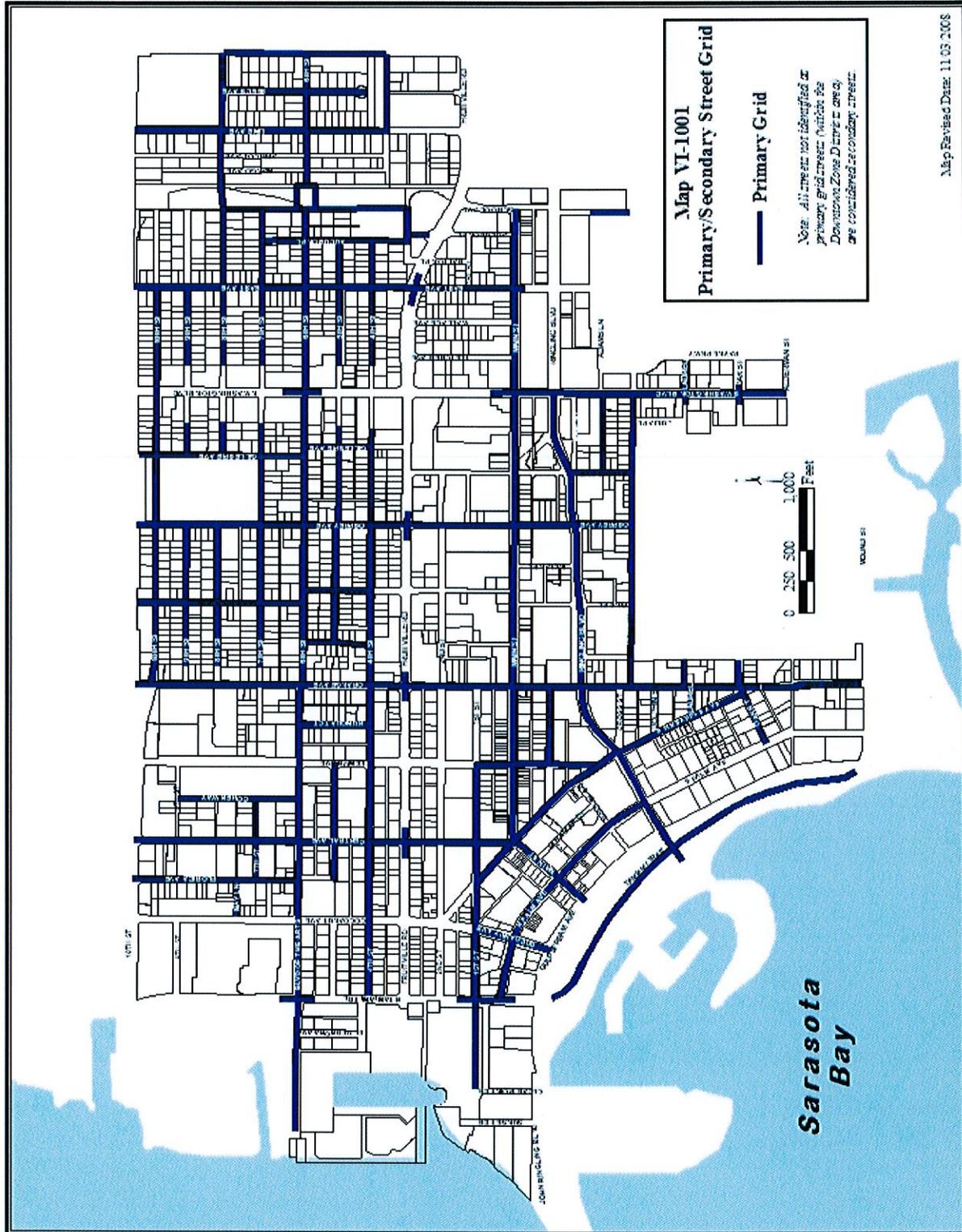


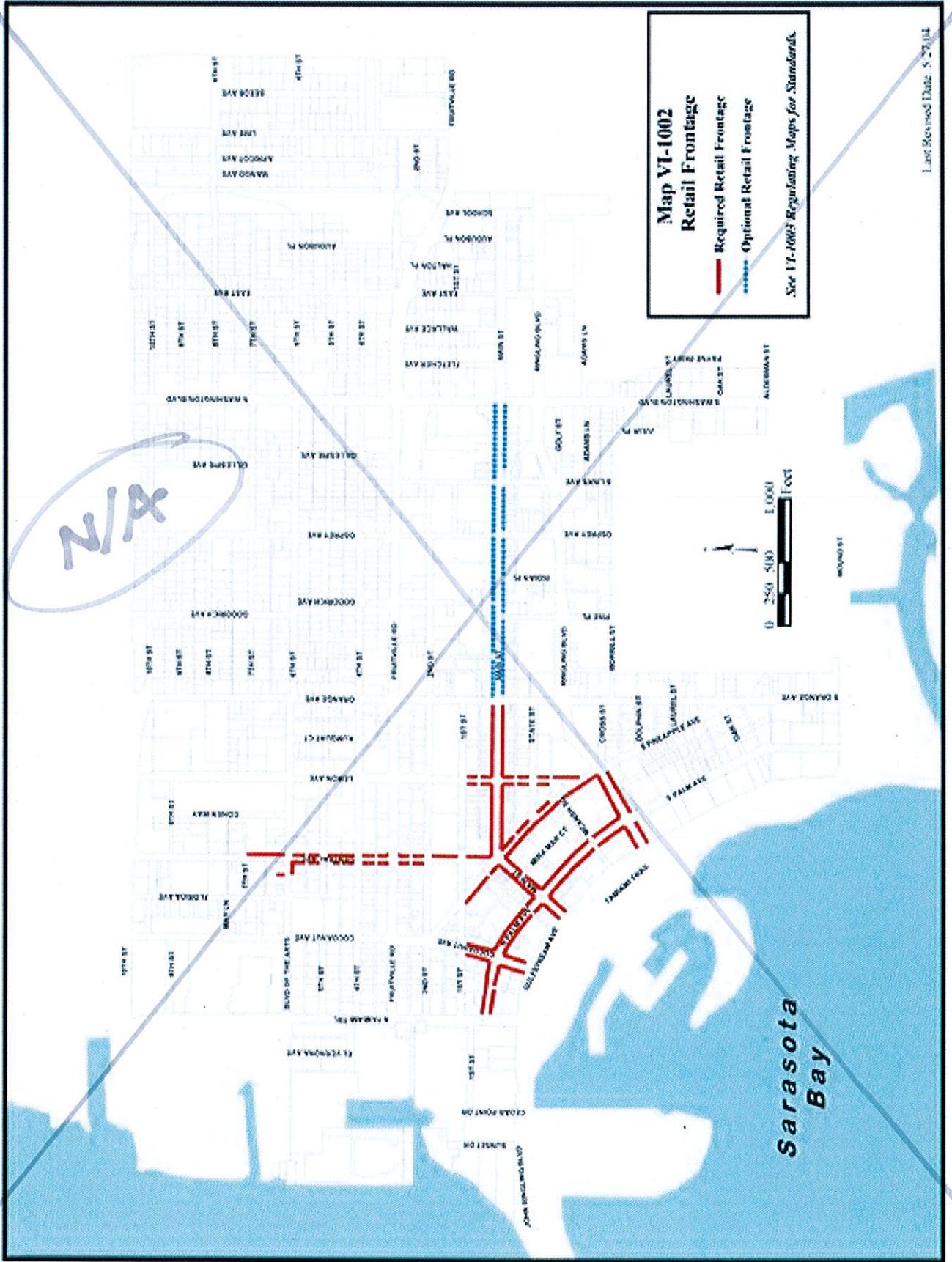
ARTICLE VI: Zone Districts

N/A

sidewalk level must provide a gallery or awning frontage that covers the sidewalk for minimum of ninety (90%) percent of the building frontage. Retail sales and service uses and office uses are identified in Table VI-1001. Standards for gallery and awning frontage types are identified in Table VI-1003.

(Ord. No. 10-4927, 2-22-11)





Section VI-1004 Primary Uses

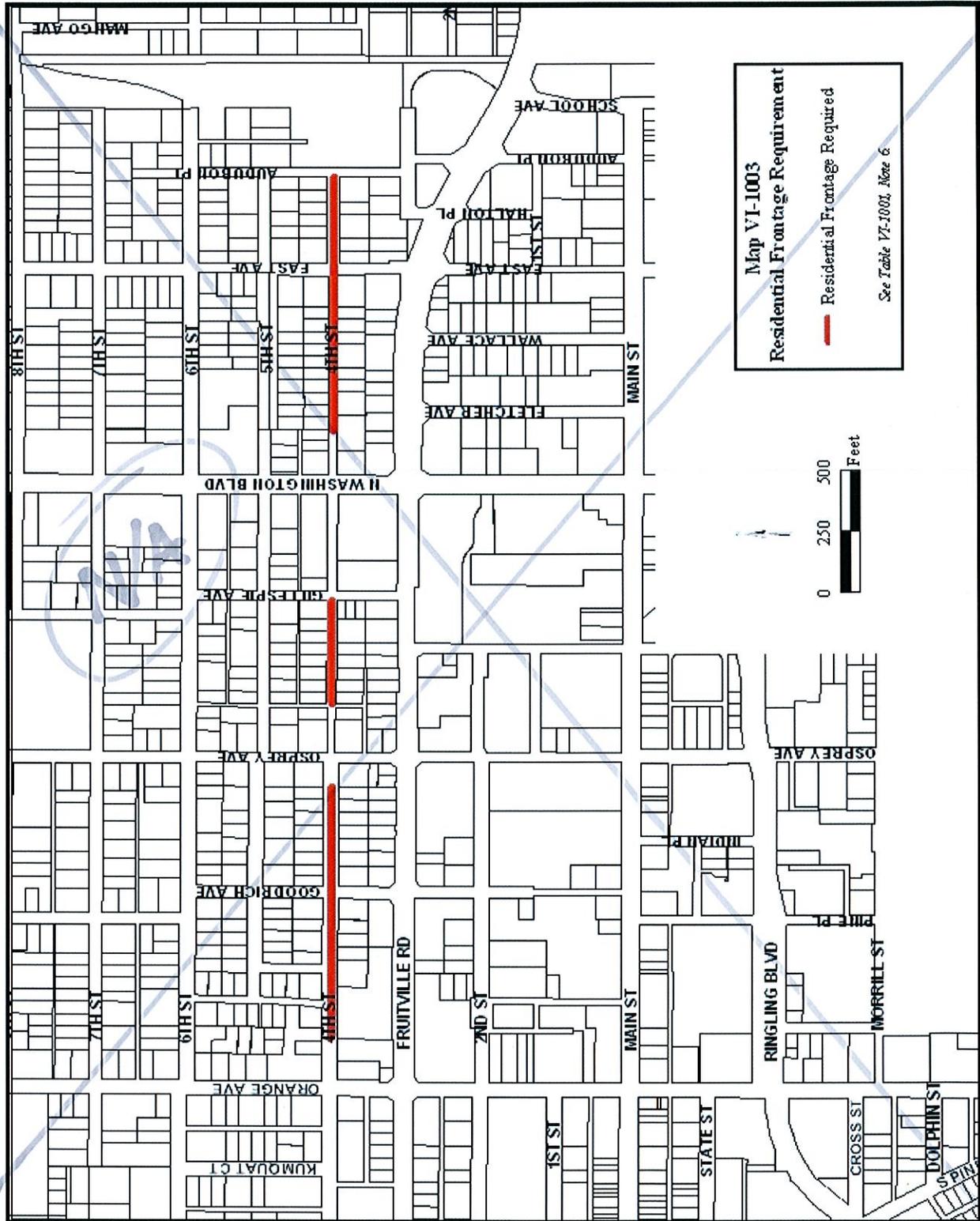
- A. Definitions. Uses are defined in Article II Division 2. The use categories are described in Article II Division 3 unless otherwise noted.
- B. Permitted Uses. Uses permitted in the Mixed Use Zones are listed in Table VI-1001 with a “P”. These uses are allowed if they comply with the development standards and other regulations of this Code.
- C. Conditional Uses. Uses allowed in the Mixed Use Zones, if approved through the Conditional Use review process, are listed in Table VI-1001 with either a “C” if the use is a Major Conditional Use, or an “MC” if the use is a Minor Conditional Use. These uses are allowed provided they comply with the conditional use approval criteria, the development standards, and any other regulations of this Code.
- D. Use Limitations. Uses allowed that are subject to limitations are identified with bracketed numbers () in Table VI-1001. The limitations that correspond to the bracketed numbers are stated at the end of Table VI-1001. These uses are allowed if they comply with the use limitations, development standards and other regulations of this Code.
- E. Accessory Uses. Common accessory uses are listed as examples with each use category. Accessory uses are allowed by right, in conjunction with the primary use, unless stated otherwise in Article VII, Division 9 – Accessory Uses and Structures. Also, unless otherwise stated, they are subject to the same regulations as the primary use.
- F. Prohibited Uses. Uses listed in Table VI-1001 without any symbol (i.e. blank space) are prohibited. Existing uses in categories listed as prohibited may be subject to the regulations of Article V – Vested Rights and Non-conformities.

Table VI-1001 Primary Uses Allowed in the Downtown Zone Districts					
Use Categories See Article II, Division 3 - Description of the Use Categories	DTN (5, 6)	DTNE (6)	DTE (6)	DTC	DTB
P= Permitted Use C= Major Conditional Use MC= Minor Conditional Use blank = Prohibited Use					
RESIDENTIAL USE CATEGORIES See II-304					
Household Living (1)	P	P	P	P	P
Group Living (2)	P	P	P	P	P
COMMERCIAL CATEGORIES (3, 4) See II-305					
Commercial Recreation			MC	MC	MC
Commercial Parking		MC	P	P	P
Quick Vehicle Servicing			MC	MC	
Major Event Entertainment			C	C	C
Office	MC	P	P	P	P
Retail Sales and Service	Only retail sales and service as noted below				
Sales-oriented	MC	P	P	P	P
	Exceptions to sales-oriented noted below				
Alcoholic Beverage Store			MC	MC	MC
Convenience Store	MC	MC	MC	MC	MC
Motor vehicle / boat sales agency			MC	MC	MC
Motor vehicle / boat showroom			MC	MC	MC
Pawn Shops					
Personal service-oriented	MC	P	P	P	P
Entertainment-oriented		P	P	P	P
	Exceptions to entertainment-oriented noted below				
Bars, Tavern, Nightclubs			C	C	C
Hotel/Motel & Other Temporary Lodging	MC	P	P	P	P
Repair-oriented	MC	P	P	P	P
Adult Use Establishments (see Article 4, Division 4)					
Self-Storage					
Vehicle Repair			MC	MC	
INDUSTRIAL USE CATEGORIES See II-306					
Only industrial service use types below					
Manufacturing and Production					
Only manufacturing and production use types below					
Artisan Studios e.g. artist, sculptor, potter, or weaver	MC	P	P	P	P
INSTITUTIONAL USE CATEGORIES See II-307					
Basic Utilities	P	P	P	P	P
Colleges		C	C	C	C
Community Services	C	C	C	C	C
	Exceptions to community services noted below				
Short Term Housing and Mass Shelters Labor pool, halfway houses, food pantries, soup kitchens					
Day Care	MC	P	P	P	P
Medical Centers					
Parks & Open Space (see II-201 Definitions)	Only park and open space types below.				
Park					
Green	P				
Square	P	P	P	P	P
Plaza		P	P	P	P
Playground	P	P	P	P	P
Private Clubs	MC	MC	MC	MC	MC
Religious Institutions	MC	P	P	P	P
Schools	MC	P	P	P	P
OTHER USE CATEGORIES See II-308					
Aviation and Surface Passenger Terminals		C	C	C	C
Detention Facilities				C	
Radio and Frequency Transmission Facilities					
Commercial Wireless Telecommunication Towers	MC	MC	MC	MC	MC
Rail Lines and Utility Corridors					

Notes for Table VI-1001:

- (1) Household Living Limitation. Housing types are limited to those defined in Table VI-1002.
- (2) Group Living Limitation. Housing types are limited to those defined in Table VI-1002.
- (3) Exterior display and storage limitation. Exterior display and storage of merchandise are not allowed; except for the display of plants, produce, and, where allowed, motor vehicles and boats.
- (4) Drive Through Limitation. Drive-up windows and drive-through uses are prohibited on any zoning lot where ingress or egress of the drive-up or drive-through use occurs on a primary street (map VI-101). See IV-1903 B.2.a. concerning adjustments to drive through facilities.
- (5) Commercial Use Limitation. Commercial uses are subject to conditional use approval (as depicted in Table VI-101) and subject to the following limitations, among others, that may be necessary to protect the residential character of the Downtown Neighborhood Zone District.
 - a) The area available for office use is limited to the first story of the primary building and permitted on any floor of an accessory building.
 - b) The area available for retail stores use is limited to the first story on one corner of each block.
 - c) The area available for artisan use is limited to 600 square feet within the first story of a primary or accessory building.
- (6) Map VI-1003 identifies locations where a residential use is required along the road frontage. A residential use may consist of various residential structure types, including single and multiple family dwellings or residential liner buildings.

(Ord. No. 06-4682, 7-26-06; Ord. No. 07-4770, 12-17-07; Ord. No. 08-4799, 4-28-08; Ord. No. 09-4890, 10-19-09)



Section VI-1005. Development Standards

A. Residential Structure Types.

A broad range of residential structure types is allowed in the Downtown zones. This range allows for options to increase housing variety and housing opportunities, and promotes affordable housing. If all the requirements of this code are met, the residential structure types allowed in the Downtown zones are stated in Table VI-1002 below. The residential structure types are defined in Article 2, Division 2.

Table VI-1002
Residential Structure Types Allowed in the Downtown Zones

Structure Type	DTN	DTNE	DTE	DTC	DTB
P = Permitted blank = Not Allowed					
Accessory Dwelling Unit <i>(must be located on same zoning lot with a single family dwelling, see definition)</i>	P See VII-602 (CC)				
Attached Duplex	P	P	P	P	P
Attached Single Family	P	P	P	P	P
Cluster Housing	C See VII-602 (m)				
Detached Single Family	P	P			
Duplex / Two Family	P	P	P	P	P
Group Living Structure	P	P	P	P	P
Manufactured Home	P				
Manufactured Home Park					
Mobile Home					
Modular Home	P	P	P		
Multi-Dwelling Development	P	P	P	P	P
Multi-Dwelling Structure	P	P	P	P	P
Triplexes / Three Family	P	P	P	P	P
Live / Work Unit	P	P	P	P	P
Mixed Use Development	P	P	P	P	P

(Ord. No. 06-4682, 7-26-06; Ord. No. 07-4720; Ord. No. 09-4890, 10-19-09)

B. Density

1. Purpose. Density standards serve to establish housing density with the availability of public services and the carrying capacity of the land. Density regulations are also one tool to judge equivalent compatibility of projects.
2. The maximum density allowed is stated in Table VI-1003. Accessory dwelling units and hotel/motel units shall not be included in calculating density.

C. Floor Area Ratio

1. Purpose. Floor area ratios (FAR's) regulate the amount of use (the intensity) allowed on a zoning lot. FAR's provide a means to match the potential amount of uses with the desired character of the area and the provision of public services.

FAR's also work with height, setback, and building coverage standards to control the overall bulk of development.

2. The floor area ratios are stated in Table VI-1003. These FAR's apply to all non-residential development including hotel / motel uses. Residential uses are not included in FAR calculation.

D. Zoning Lot Size

1. Purpose. The minimum zoning lot size requirements for zoning lots ensure that development on a zoning lot will, in most instances, be able to comply with all site development standards. The lot size standards also promote new lots that are practical to develop, now and in the future.
2. The minimum zoning lot sizes are stated in Table VI-1003.

E. Building Coverage

1. Purpose. The building coverage standards promote development consistent with the desired character of the zone.
2. The maximum building coverage allowed is stated in Table VI-1003.

F. Building Setbacks.

1. Purpose. The required building setbacks promote streetscapes that are consistent with the desired character of the different downtown zones.
2. The required minimum and maximum building setbacks are stated in Table VI-1003.
3. Allowable encroachments into required setbacks and recesses are stated in Article VII Division 12.

G. Building Height

1. Purpose. The height limits are intended to control the overall scale of buildings.

The purpose of using stories as the measurement of height (rather than feet) in the downtown zone districts is to provide an incentive for the creation of buildings with improved exterior and interior proportions resulting from greater floor-to-ceiling heights. Experience has shown that the use of feet as a measurement of maximum height provides an incentive to minimize floor-to-ceiling heights in order to maximize the number of stories, often resulting in ill-proportioned

buildings. It is recognized that the use of stories as the unit of measurement will result in a range of actual building heights due to the variety of other factors impacting decisions regarding the number of stories and the floor-to-ceiling height of each of the stories for any particular development.

The purpose of limiting the dimension of each story to 14 feet between finished floor and finished ceiling is to preclude the possibility of inserting additional stories within an allowable story. (The uninhabited space between stories is not regulated.)

It is expressly not the purpose or intent of this method of measurement to provide a rationale for supporting rezonings or other arguments for the increase in building height by calculating a total theoretical height based on allowable stories multiplied by the maximum floor-to-ceiling height.

2. The height standards for all structures are stated in Table VI-1003.

3. Additional Exceptions for Height in the DTC.

a. Existing buildings over 10 stories. In the DTC, an existing building (as of January 6, 2003) over 10 stories in height may be removed, demolished, or destroyed and replaced with a new building. The maximum height of such new building shall be either the number of feet which previously existed in the demolished building or the maximum number of stories allowed in DTC, whichever is greater.

b. New buildings over 10 stories. Notwithstanding the 10-story height limit in the DTC the Director of Neighborhood and Development Services may approve 2 new buildings up to 180 feet in height within the area bounded on the north by Fruitville Road, on the south by Ringling Boulevard, on the west by Pineapple Avenue and on the east by Washington Boulevard subject to the following.

1. At least 50% of the buildings gross floor area shall contain non-residential use(s).

2. The applicant must sign a covenant to ensure that at least 50% of the buildings gross floor area will contain non-residential use(s) for the life of the development. The City Attorney must approve the covenant as to form. The covenant must be recorded prior to issuance of the first building permit for the project.

3. Adjustments to subsections b.1. and b.2. above are prohibited. See IV-1903.

N/A

or

This exception is applicable to a range of development sizes. However, it may be more practical, feasible, or workable for large projects of at least 1/2 acre in size. Therefore, all developments will not qualify for this exception.

4. An area within the first 4 stories of the project shall be allocated to the City for public parking. The area allocated to the City shall provide at least 200 public parking spaces to qualify for approval. This public parking shall be in addition to the minimum required parking for the project.
5. The applicant must sign a covenant to ensure that the public parking spaces will be open to the public for the life of the development and to identify the times when public parking will be open to the public and to specify the operational and maintenance responsibilities for the public parking. The covenant shall be approved as to content by the City Commission and shall be signed by the Mayor on behalf of the City. The City Attorney must approve the covenant as to form. The covenant must be recorded in the public record prior to issuance of the first building permit for the project.
6. Adjustments to subsections b.4. and b.5. above are prohibited. See IV-1903.

N/A

- c. **Bonus Height.** This bonus is applicable to a range of development sizes. However, it may be more practical, feasible, or workable for large projects of at least 1/2 acre in size. Therefore, all developments will not qualify for this bonus option.

The maximum height of structures may be increased to 11 stories subject to the following:

1. An area equal to the gross floor area of the 11th story shall be allocated within the first 4 stories of the project to the City for public parking. The area allocated to the City shall provide at least 50 public parking spaces to qualify for approval. This public parking shall be in addition to the minimum required parking for the project.
2. The applicant must sign a covenant to ensure that the public parking spaces will be open to the public for the life of the

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development and to identify the times when public parking will be open to the public and to specify the operational and maintenance responsibilities for the public parking. The covenant shall be approved as to content by the City Commission and shall be signed by the Mayor on behalf of the City. The City Attorney must approve the covenant as to form. The covenant must be recorded in the public record prior to issuance of the first building permit for the project.

N/A

3. Adjustments to subsections c.1. and c.2. above are prohibited.

4. Additional Exceptions for Height in DTNE, DTE, DTC and DTB. Parking structures that are completely surrounded by liner buildings at least 20 feet in depth along all primary and secondary street frontage lines and waterways, except for openings to the parking structure, shall be exempt from the height limitation. In no case shall the parking structure exceed the height of the liner building. *(For example, a 5-story building may contain a parking structure of 6 or more stories provided a liner building along all street frontages or waterways surrounds the parking structure.)* Adjustments to the liner-building requirement are prohibited.

Table VI-1003 Development Standards in the Downtown Zone Districts					
DEVELOPMENT STANDARDS	DTN (Neighborhood)		DTNE (Neighborhood Edge) DTE (Edge)		DTC (Core) DTB (Bayfront)
Density See VI-1005 (B) - Maximum	12 units / acre		18 units / acre (DTNE)	25 units / acre (DTE)	50 units / acre
Floor Area Ratio See VI-1005 (C) - Maximum	0.5		Not applicable		Not applicable
Zoning Lot Size See VI-1005 (D) - Minimum	3,600 sq. ft.		2,500 sq. ft. (DTNE)	1,800 sq. ft. (DTE)	1,800 sq. ft.
Building Coverage See VI-1005 (E) - Maximum	75 %		85% (DTNE)	100% (DTE)	100 %
Building Setback See VI-1005 (F) - Minimum Front	10 ft.		5 ft. (DTNE)	0 ft. (DTE)	0 ft.
- Maximum Front	20 ft.		15 ft. (DTNE)	10 ft. (DTE)	5 ft.
- Minimum Side	0 ft. / 10 ft. combined		0 ft.		0 ft.
- Minimum Rear	15 ft. primary building 3 ft. accessory building		10 ft. (DTNE)	0 ft. (DTE)	0 ft.

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**Table VI-1003
Development Standards in the Downtown Zone Districts**

DEVELOPMENT STANDARDS	DTN (Neighborhood)		DTNE (Neighborhood Edge) DTE (Edge)		DTC (Core) DTB (Bayfront)	
	- Exceptions	<p>On secondary streets (map VI-1001), buildings are exempt from the maximum setback limitation.</p> <p>On primary streets (map VI-1001), the maximum front yard setback only applies to portions of a building meeting the minimum façade requirement.</p> <p>The minimum side yard setback for structures on the south side of 4th street is zero.</p> <p>Porches may encroach up to 50% of the depth of the setback.</p> <p>All other encroachments shall be allowed consistent with Sect. VII-1201.</p> <p>Compliance with EDCM, Part 5, Sec. D.8.b. Visibility at intersections.</p>	<p>On secondary streets (map VI-1001), buildings are exempt from the maximum setback limitation.</p> <p>On primary streets (map VI-1001), the maximum front yard setback only applies to portions of a building meeting the minimum façade and height requirement.</p> <p>On primary street intersections (map VI-1001), the maximum setback for chamfered corners shall be 20 feet from the lot corner to the center of the building façade that faces the lot corner.</p> <p>Encroachments shall be allowed consistent with Sect. VII-1201.</p> <p>Compliance with EDCM, Part 5, Sec. D.8.b. Visibility at intersections.</p>	<p>On secondary streets (map VI-1001), buildings are exempt from the maximum setback limitation.</p> <p>On primary streets (map VI-1001), the maximum front yard setback only applies to portions of a building meeting the minimum façade and height requirement.</p> <p>On primary street intersections (map VI-1001), the maximum setback for chamfered corners shall be 20 feet from the lot corner to the center of the building façade that faces the lot corner.</p> <p>Encroachments shall be allowed consistent with Sect. VII-1201.</p> <p>Compliance with EDCM, Part 5, Sec. D.8.b. Visibility at intersections.</p>		
Building Height See VI-1005 (G)						
- Maximum	3 stories - primary building 2 stories - accessory building	3 stories (DTNE)	5 stories (DTE)	10 stories (DTC)	18 stories (DTB)	
- Minimum	Not applicable	2 stories on primary streets (map VI-1001)		2 stories on primary streets (map VI-1001)		
- Special Requirements	None	<p>On primary streets (map VI-1001), buildings that have residential uses facing the primary street on the first floor shall raise the first finished floor at least 2 feet above the sidewalk grade for a minimum depth of 20 feet.</p> <p>DTE Zoning lots adjacent to a single family, RMF-1,2,3 or DTN zone district. On the portion of a site within 100 feet of a site zoned RSM-9 or DTN, the maximum building height is one story above the maximum height of the adjacent RSM-9 or DTN zone district. On the portion of a site within 100 feet of a site zoned RSF-1,2,3,4 or RMF-1,2,3, the maximum building height is 4 stories.</p>	<p>On primary streets (map VI-1001), buildings that have residential uses facing the primary street on the first floor shall raise the first finished floor at least 2 feet above the sidewalk grade for a minimum depth of 20 feet.</p> <p>On primary streets (map VI-1001), stories at the sidewalk level shall be no less than 12 feet in height from the finished floor to finished ceiling.</p>			

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N/A

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N/A

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Table VI-1003 Development Standards in the Downtown Zone Districts			
DEVELOPMENT STANDARDS	DTN (Neighborhood)	DTNE (Neighborhood Edge) DTE (Edge)	DTC (Core) DTB (Bayfront)
- Exceptions	<p>Basements that emerge less than 4 feet from finished grade or attics not exceeding 4 feet at the knee-wall shall not constitute an additional story.</p> <p>A single tower on a building, defined as habitable portions of a building above the roof level with a foot print less than 240 square feet, shall not be subject to height limits.</p> <p>Extensions above the maximum height of structures detailed under <i>Height Limitations</i> in Section VI-102 (P) are allowed.</p>	<p>Basements that emerge less than 4 feet from finished grade or attics not exceeding 4 feet at the knee-wall shall not constitute an additional story.</p> <p>A single tower on a building, defined as habitable portions of a building above the roof level with a foot print less than 240 square feet, shall not be subject to height limits.</p> <p>Extensions above the maximum height of structures detailed under <i>Height Limitations</i> in Section VI-102 (P) are allowed.</p> <p>See also: VI-1005 G.4. Additional Exceptions for Height in the DTNE, DTE, DTC and DTB</p>	<p>Basements that emerge less than 4 feet from finished grade or attics not exceeding 4 feet at the knee-wall shall not constitute an additional story.</p> <p>A single tower on a building, defined as habitable portions of a building above the roof level with a foot print less than 240 square feet, shall not be subject to height limits.</p> <p>Extensions above the maximum height of structures detailed under <i>Height Limitations</i> in Section VI-102 (P) are allowed.</p> <p>See also: VI-1005 G.3. Additional Exceptions for Height in the DTC. a. Existing buildings over 10 stories. b. New buildings over 10 stories.</p> <p>VI-1005 G.4. Additional Exceptions for Height in the DTNE, DTE, DTC and DTB.</p>
Other Regulations	<p>The regulations in this division state the allowed uses and development standards for the base zones. Sites with overlay zones are subject to additional regulations. The official zoning maps indicate which sites are subject to these additional regulations. General standards that may be applicable are found in Division 1 of this article. Specific uses or development types may also be subject to Article VII – Regulations of General Applicability.</p>		

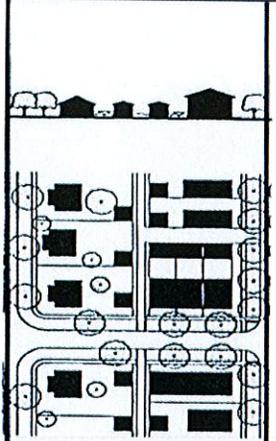
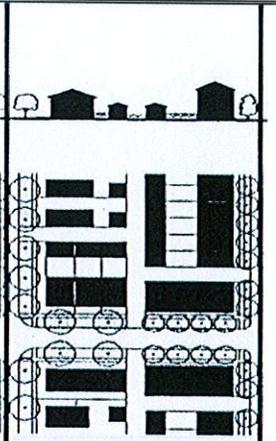
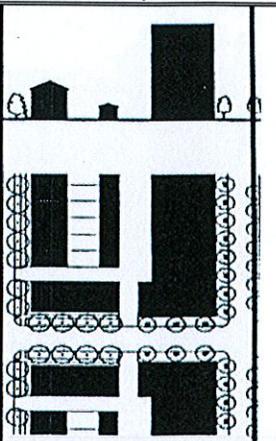
I. Building Design.

1. Purpose. The City of Sarasota has a rich architectural and planning heritage based on diversity. The Downtown Code is intended to respect and continue to foster this heritage. The Downtown Code encourages all new and renovated buildings to be outstanding examples of architecture and planning. The Downtown Code is a planning instrument. It does not dictate any architectural style or design. The Downtown Code is intended to be predictable. It is also intended that it be flexible. The predictability and flexibility embodied in the Downtown Code is intended to permit creativity and diversity in architectural design, because the construction, renovation and maintenance of outstanding buildings and public spaces continue to contribute to the health, welfare, character and history of the City and its citizens.
2. The required design standards are stated in Table VI-1004. These standards are limited to portions of buildings with frontages that face a primary street. Building frontages that face a secondary street are exempt from these standards. Map VI-1001 identifies the primary and secondary street grid.
3. Application of Frontage Type Standards
Frontage types, like the “transect”, are illustrated as “snapshots” along a continuum from rural to urban. Permitted frontage types may be used in combination with one another and one may “blend” into another.

For example, the DTN zone allows “common lawn” and “porch and fence” frontage types. Since both types are permitted it is permissible to have a common lawn with either a porch or a fence. In another illustration, the DTC zone would permit a façade close to the frontage line without a awning, gallery or arcade attached – unless it were located on a required retail frontage.

However, no aspect of a prohibited frontage type shall be allowed with a permitted frontage type. For example, in the DTB zone, a common lawn frontage shall not be permitted in conjunction with an awning frontage.

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Table VI-1004 Building Design Standards in the Downtown Zone Districts These standards are limited to portions of buildings with frontages that face a primary street. (See map VI-1001)			
BUILDING DESIGN STANDARDS	DTN (Neighborhood)	DTNE (Neighborhood Edge) DTE (Edge)	DTC (Core) DTB (Bayfront)
			
Building Design See VI-1005 (I)			
Frontage Type See II-201 Definitions			
- Common Lawn	Permitted	Prohibited	Prohibited
- Porch & Fence	Permitted	Prohibited	Prohibited
- Minimum porch width	8 ft.	Not applicable	Not applicable
- Minimum porch depth	6 ft.	Not applicable	Not applicable
- Door yard or Light Court	Permitted	Permitted	Prohibited
- Forecourt	Permitted	Permitted	Permitted
- Stoop	Permitted	Permitted	Permitted
- Awning	Prohibited	Permitted	Permitted
		Subject to meeting encroachment standards in VII-1201 and the following standards. On optional and required retail frontages (see map VI-1002), an awning is required to cover the sidewalk for minimum of ninety (90%) percent of the building frontage (see VI-1003 c.). Awnings at the first story shall overlap the sidewalk 8 feet. However, in no case shall an awning come closer than 2 feet of the curb. To avoid conflicts with existing infrastructure (e.g. street trees or street lighting), the Director of Neighborhood and Development Services may reduce the required distance an awning must overlap the sidewalk or allow for a retractable awning without application for an adjustment. The minimum awning height	Subject to meeting encroachment standards in VII-1201 and the following standards. On optional and required retail frontages (see map VI-1002), an awning is required to cover the sidewalk for minimum of ninety (90%) percent of the building frontage (see VI-1003 c.). Awnings at the first story shall overlap the sidewalk 8 feet. However, in no case shall an awning come closer than 2 feet of the curb. To avoid conflicts with existing infrastructure (e.g. street trees or street lighting), the Director of Neighborhood and Development Services may reduce the required distance an awning must overlap the sidewalk or allow for a retractable awning without application for an adjustment. The minimum awning height

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<p>Table VI-1004 Building Design Standards in the Downtown Zone Districts These standards are limited to portions of buildings with frontages that face a primary street. (See map VI-1001)</p>			
BUILDING DESIGN STANDARDS	DTN (Neighborhood)	DTNE (Neighborhood Edge) DTE (Edge)	DTC (Core) DTB (Bayfront)
		<p>(measured from the sidewalk to the lowest portion of the awning) shall be between 8 and 14 feet, to be determined by the Director of Neighborhood and Development Services based on the scale of the building.</p> <p>Lighting shall be provided to illuminate the sidewalk in a manner acceptable to the Director of Neighborhood and Development Services. The backlighting of awnings and messages attached thereto is prohibited.</p>	<p>(measured from the sidewalk to the lowest portion of the awning) shall be between 8 and 14 feet, to be determined by the Director of Neighborhood and Development Services based on the scale of the building.</p> <p>Lighting shall be provided to illuminate the sidewalk in a manner acceptable to the Director of Neighborhood and Development Services. The backlighting of awnings and messages attached thereto is prohibited.</p>
<p>- Gallery (The definition for a gallery includes canopies or light colonnades that extend along all or part of a building frontage, entrance canopies above doors and canopies above windows. See definition for Gallery and Canopy.)</p>	<p>Prohibited</p>	<p>Permitted Subject to meeting encroachment standards in VII-1201 and the following standards.</p> <p>On optional and required retail frontages (see map VI-1002), a gallery is required to cover the sidewalk for minimum of ninety (90%) percent of the building frontage (see VI-1003 c.).</p> <p>The gallery shall be no less than 10 feet wide (measured from the building façade to the inside of the column) and overlap the sidewalk to within 3 feet of the curb. Where the curb along a block frontage is irregular (e.g. where "bulb outs" occur) the curb line along the entire block frontage shall be the predominant curb line - excluding irregularities. The width of columns shall be a maximum of 2 feet in any horizontal dimension. Openings in the gallery façade shall be at least 75 percent measured at each story. A gallery above the first story is optional with a maximum height of 4 stories. The minimum clear height within the first story walkway space shall be 12 feet.</p> <p>When determined to be necessary by the Director of Neighborhood and Development Services, existing street trees and streetlights may be removed or relocated. All costs associated with the removal or relocation of street trees and streetlights shall</p>	<p>Permitted Subject to meeting encroachment standards in VII-1201 and the following standards.</p> <p>On optional and required retail frontages (see map VI-1002), a gallery is required to cover the sidewalk for minimum of ninety (90%) percent of the building frontage (see VI-1003 c.).</p> <p>The gallery shall be no less than 10 feet wide (measured from the building façade to the inside of the column) and overlap the sidewalk to within 3 feet of the curb. Where the curb along a block frontage is irregular (e.g. where "bulb outs" occur) the curb line along the entire block frontage shall be the predominant curb line - excluding irregularities. The width of columns shall be a maximum of 2 feet in any horizontal dimension. Openings in the gallery façade shall be at least 75 percent measured at each story. A gallery above the first story is optional with a maximum height of 4 stories. The minimum clear height within the first story walkway space shall be 12 feet.</p> <p>When determined to be necessary by the Director of Neighborhood and Development Services, existing street trees and streetlights may be removed or relocated. All costs associated with the removal or relocation of street trees and streetlights shall</p>

<p align="center">Table VI-1004 Building Design Standards in the Downtown Zone Districts These standards are limited to portions of buildings with frontages that face a primary street. (See map VI-1001)</p>			
BUILDING DESIGN STANDARDS	DTN (Neighborhood)	DTNE (Neighborhood Edge) DTE (Edge)	DTC (Core) DTB (Bayfront)
		be at the expense of the property owner. The City Engineer shall determine the right-of-way repairs associated with the removal or relocation of street trees and streetlights. Tree removal and replacement is subject to Article VII Division 3.1. and the EDCM. Galleries shall incorporate lighting into the gallery to illuminate the sidewalk in a manner acceptable to the Director of Neighborhood and Development Services. Any final decision of the Director of Neighborhood and Development Services may be appealed to the Planning Board in accord with section IV-1901F.	be at the expense of the property owner. The City Engineer shall determine the right-of-way repairs associated with the removal or relocation of street trees and streetlights. Tree removal and replacement is subject to Article VII Division 3.1. and the EDCM. Galleries shall incorporate lighting into the gallery to illuminate the sidewalk in a manner acceptable to the Director of Neighborhood and Development Services. Any final decision of the Director of Neighborhood and Development Services may be appealed to the Planning Board in accord with section IV-1901F.
- Arcade	Prohibited	Prohibited	Prohibited
Facades	Facades shall be built parallel to the front lot line, except at chamfered corners, along a minimum of 50% of its length.	Facades shall be built parallel to the front lot line, except at chamfered corners, along a minimum of 70% of its length. In the absence of a building along the remainder of the front lot line, a street wall shall be built co-planar with the façade only when they are needed to screen surface or structured parking or other unsightly conditions such as alleys.	Facades shall be built parallel to the front lot line, except at chamfered corners, along a minimum of 90% of its length. In the absence of a building along the remainder of the front lot line, a street wall shall be built co-planar with the façade. only when they are needed to screen surface or structured parking or other unsightly conditions such as alleys.
Recess	Not applicable	Not applicable	Buildings shall have a minimum twelve (12) foot recess along each street front commencing above the 2 nd , 3 rd or 4 th story. Encroachments into the required recess shall be allowed consistent with section VII-1202.
Habitable Space	Not applicable.	Buildings shall provide a 20-foot minimum depth of habitable space for the full height and length of the first 2 stories.	Buildings shall provide a 20-foot minimum depth of habitable space for the full height and length of the first 2 stories.
Pedestrian Entrance	Buildings shall have their main entrance along a frontage line. Buildings with multiple frontages shall have their primary frontage determined by the Director of Neighborhood and Development Services.	Buildings shall have their main entrance along a frontage line. Buildings with multiple frontages shall have their primary frontage determined by the Director of Neighborhood and Development Services. All buildings located at a corner intersection shall incorporate architectural features at the ground floor that emphasize the importance of pedestrian movement. These features may	Buildings shall have their main entrance along a frontage line. Buildings with multiple frontages shall have their primary frontage determined by the Director of Neighborhood and Development Services. All buildings located at a corner intersection shall incorporate architectural features at the ground floor that emphasize the importance of pedestrian movement. These features may

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<p>Table VI-1004 Building Design Standards in the Downtown Zone Districts These standards are limited to portions of buildings with frontages that face a primary street. (See map VI-1001)</p>			
BUILDING DESIGN STANDARDS	DTN (Neighborhood)	DTNE (Neighborhood Edge) DTE (Edge)	DTC (Core) DTB (Bayfront)
		include chamfered corners, walk-through covered arcades, trellis structures, and other elements that focus visual interest on the corners.	include chamfered corners, walk-through covered arcades, trellis structures, and other elements that focus visual interest on the corners.
Corner Architecture	Not applicable	The Director of Neighborhood and Development Services may exempt buildings located at a corner intersection that celebrate the corner, such as with a turret, from (1) the recess requirement above the 4 th story and (2) the requirement that facades be built parallel to the front lot line. This exemption is limited to a distance 24 feet from each front lot line at the corner.	The Director of Neighborhood and Development Services may exempt buildings located at a corner intersection that celebrate the corner, such as with a turret, from (1) the recess requirement above the 4 th story and (2) the requirement that facades be built parallel to the front lot line. This exemption is limited to a distance 24 feet from each front lot line at the corner.
Streetwalls	Not Applicable.	<p>Streetwalls shall be located at the first layer and along the building frontage line whenever they are needed to screen surface or structured parking or other unsightly conditions such as alleys.</p> <p>Streetwalls shall be between 3.5 and 8 feet in height. Expanses longer than 25 feet or higher than 3.5 feet shall be architecturally designed (e.g. vertical or horizontal changes in wall plane, landscaped or raised planters, decorative view ports, wrought iron grillwork or decorative masonry patterns). Except for decorative openings, streetwalls may have openings no larger than necessary to allow vehicle and pedestrian access.</p> <p>If allowed by the Director of Neighborhood and Development Services a hedge of equal height may replace the streetwall.</p>	<p>Streetwalls shall be located at the first layer and along the building frontage line whenever they are needed to screen surface or structured parking or other unsightly conditions such as alleys.</p> <p>Streetwalls shall be between 3.5 and 8 feet in height. Expanses longer than 25 feet or higher than 3.5 feet shall be architecturally designed (e.g. vertical or horizontal changes in wall plane, landscaped or raised planters, decorative view ports, wrought iron grillwork or decorative masonry patterns). Except for decorative openings, streetwalls may have openings no larger than necessary to allow vehicle and pedestrian access.</p> <p>If allowed by the Director of Neighborhood and Development Services a hedge of equal height may replace the streetwall.</p>
Windows	The first story façade on residential frontages shall be minimum of 15% glass. Windows in garage doors shall not count but windows in garage walls shall count towards meeting this standard.	<p>The first story facade on required retail frontages (mapVI-1002) shall be a minimum 70% glass. The first story façade on all other non-residential frontages shall be a minimum 30% glass. The first story façade on residential frontages shall be minimum of 15% glass.</p> <p>The glazed area and all other openings of a façade above the first story shall not exceed 50% of the total area, with each façade being calculated independently.</p>	<p>The first story facade on required retail frontages (mapVI-1002) shall be a minimum 70% glass. The first story façade on all other non-residential frontages shall be a minimum 30% glass. The first story façade on residential frontages shall be minimum of 15% glass.</p> <p>The glazed area and all other openings of a façade above the first story shall not exceed 50% of the total area, with each façade being calculated independently.</p>

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Table VI-1004
Building Design Standards in the Downtown Zone Districts

These standards are limited to portions of buildings with frontages that face a primary street.
 (See map VI-1001)

BUILDING DESIGN STANDARDS	DTN (Neighborhood)	DTNE (Neighborhood Edge) DTE (Edge)	DTC (Core) DTB (Bayfront)
		Security grilles, if any, shall be at least 50% transparent and shall be located on the inside of the glassed area. Glazing shall have clear or lightly tinted glass with a visible light transmittance factor of 0.6 or higher (where R+A+T=1.0). Translucent, opaque, and mirrored glass may not be used. However glazing on required retail frontages shall be clear (non-tinted) and transparent to permit view of human activities and spaces within.	Security grilles, if any, shall be at least 50% transparent and shall be located on the inside of the glassed area. Glazing shall have clear or lightly tinted glass with a visible light transmittance factor of 0.6 or higher (where R+A+T=1.0). Translucent, opaque, and mirrored glass may not be used. However glazing on required retail frontages shall be clear (non-tinted) and transparent to permit view of human activities and spaces within.
Shape of Openings	Each opening in a façade, including windows, doors, and arches, shall be designed to appear as if they are square or vertical in proportion. The spacing of support columns on a porch, measured from the centerline of the columns, shall not be greater than the height of the columns. Exception: The Director of Neighborhood and Development Services may exempt buildings that incorporate the syntax of the Sarasota School of Architecture.	Each opening in a façade, including windows, doors, and arches, shall be designed to appear as if they are square or vertical in proportion. The spacing of support columns for a gallery or arcade, measured from the centerline of the columns, shall not be greater than the height of the columns. Exception: The Director of Neighborhood and Development Services may exempt buildings that incorporate the syntax of the Sarasota School of Architecture.	Each opening in a façade, including windows, doors, and arches, shall be designed to appear as if they are square or vertical in proportion. The spacing of support columns for a gallery or arcade, measured from the centerline of the columns, shall not be greater than the height of the columns. Exception: The Director of Neighborhood and Development Services may exempt buildings that incorporate the syntax of the Sarasota School of Architecture.
Roofs	Pitched roofs, if provided, shall be sloped no less than 5:12, except that porches may be attached shed roofs with pitches no less than 2:12. Flat roofs shall have parapets no less than 42 inches high or as required to conceal any mechanical equipment from any adjoining sidewalk.	Pitched roofs, if provided, shall be sloped no less than 5:12, except that porches may be attached shed roofs with pitches no less than 2:12. Flat roofs shall have parapets no less than 42 inches high or as required to conceal any mechanical equipment from any adjoining sidewalk.	Pitched roofs, if provided, shall be sloped no less than 5:12, except that porches may be attached shed roofs with pitches no less than 2:12. Flat roofs shall have parapets no less than 42 inches high or as required to conceal any mechanical equipment from any adjoining sidewalk.
Exterior finish	Exterior finish materials on all facades (except windows) shall be limited to clapboards (durable materials), shingles (durable materials), stucco, quarried stone, cast stone, or brick. Materials may be combined on one façade only horizontally, with heavier below lighter (i.e. visual weight such as brick below stucco). Wood window surrounds are permitted in addition to all the	Exterior finish materials on all facades (except windows) shall be limited to clapboards (durable materials), shingles (durable materials), stucco, quarried stone, cast stone, or brick. Materials may be combined on one façade only horizontally, with heavier below lighter (i.e. visual weight such as brick below stucco). Wood window surrounds are permitted in addition to all the	Exterior finish materials on all facades (except windows) shall be limited to clapboards (durable materials), shingles (durable materials), stucco, quarried stone, cast stone, brick, terra cotta, and tile. Materials may be combined on one façade only horizontally, with heavier below lighter (i.e. visual weight such as brick below stucco). Wood window surrounds are

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Table VI-1004 Building Design Standards in the Downtown Zone Districts These standards are limited to portions of buildings with frontages that face a primary street. (See map VI-1001)			
BUILDING DESIGN STANDARDS	DTN (Neighborhood)	DTNE (Neighborhood Edge) DTE (Edge)	DTC (Core) DTB (Bayfront)
	material permitted for the exterior. Wood and metal pergolas and trellises are permitted. Fabric awnings are permitted without back lighting. Balconies and porches shall be made of painted or simulated wood, metal or masonry.	material permitted for the exterior. Wood and metal pergolas and trellises are permitted. Fabric awnings are permitted without back lighting. Balconies, galleries and arcades shall be made of painted or simulated wood, metal or masonry. If allowed by the Director of Neighborhood and Development Services, guardrails on balconies or elevated walkways may be made of glass.	permitted in addition to all the material permitted for the exterior. Wood and metal pergolas and trellises are permitted. Fabric awnings are permitted without back lighting. Balconies, galleries and arcades shall be made of painted or simulated wood, metal or masonry. If allowed by the Director of Neighborhood and Development Services, guardrails on balconies or elevated walkways may be made of glass.

(Ord. No. 04-4531, Sec. 3, 6-7-04, Ord. No. 05-4648 1-3-06, Ord No. 05-4649 2-21-06 and Ord. No. 05-4650 2-21-06; Ord. No. 06-4682, 7-26-06; Ord. No. 07-4720, 5-21-07; Ord. No. 07-4770, 12-17-07; Ord. No. 09-4890, 10-19-09; Ord. No. 10-4912, 6-7-10; Ord. No. 10-4927, 2-22-11)