



Life Connected.

CELINA DOWNTOWN CODE

ADOPTED
MAY 11, 2021

Prepared for:
The City of Celina, TX

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Administration Applicability

(a) Purpose

1. The following districts and standards were developed to promote urban development form that aligns with the Vision and Strategies set forth by the Celina Downtown Master Plan. Downtown Celina is a place of historical, cultural and architectural importance. The Celina Downtown Master Plan defines a Vision for Downtown that is safe, lively, mixed-use, pedestrian-oriented, family-friendly, and that has a high-quality public realm. Public realm is defined herein as the areas of Downtown that can be witnessed by residents, employees, and visitors, either by sight or by public experience.

2. Celina's zoning districts in other areas of the city do not provide for the type of development envisioned for Downtown, with each area's specific context taken into consideration. The Downtown Code provides a set of districts and standards to apply to different Place Types, with clear direction for Downtown development.

3. This Downtown Code was adopted on **May 11, 2021** and became effective on **May 11, 2021**.

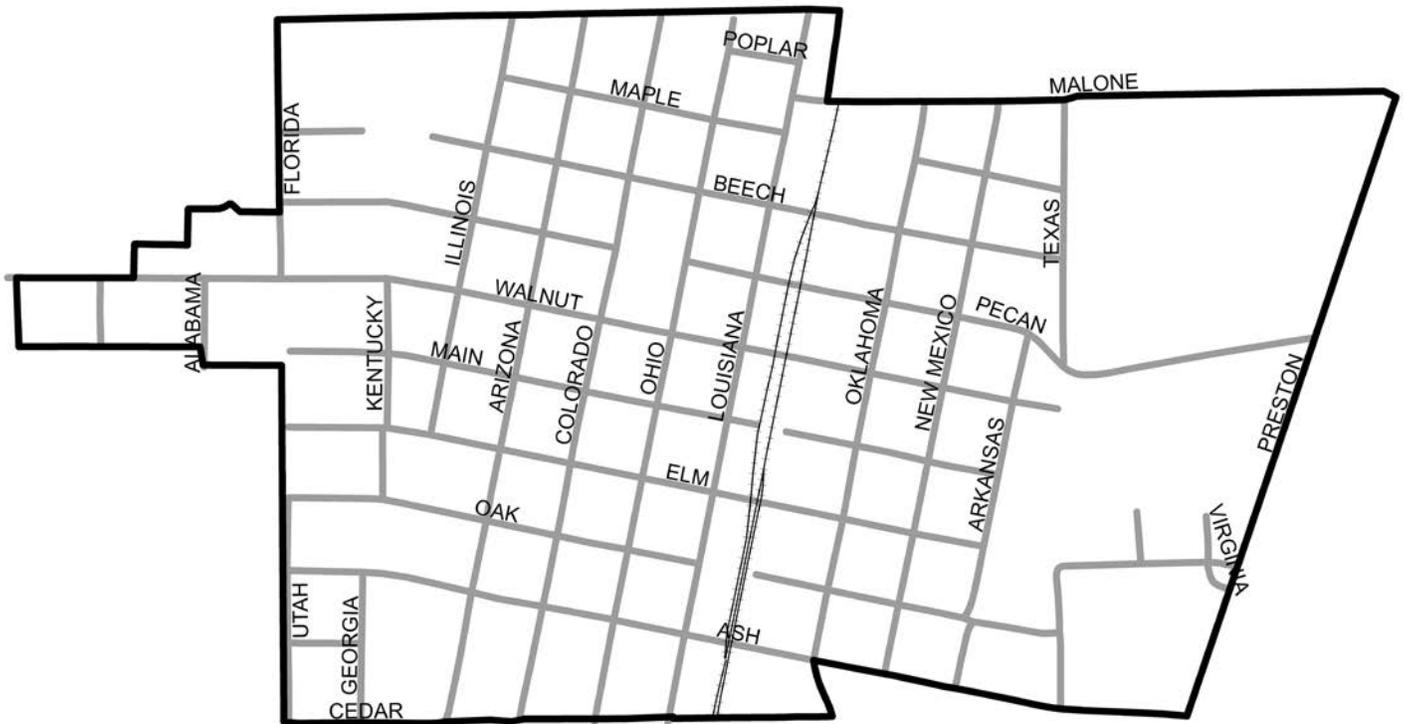


Figure 1. Downtown Code Limits

Administration

Design Principles and Intent

(b) Principles

1. Development shall enhance Celina's position as the region's predominant economic, civic, entertainment, and cultural center.
2. Development shall positively contribute to unique mobility corridors with high quality public realms that enhance the functionality of the project, its surroundings, Downtown, and the City overall. Development shall provide and design for walkability, travel choice, and modern advances in transportation as applicable.
3. Development shall provide and maintain compatible transitions of form, use, and scale between existing and new development and projects.
4. Reinvestment in existing neighborhoods shall reinforce and enhance existing characteristics and heritage.
5. Historic resources shall be preserved, restored, and protected to the extent practicable. New construction or renovation should have a Historic Texas design, with special consideration given to the design of the public realm.
6. Parking and access shall be balanced in a pedestrian- and bicycle-oriented manner to result in a safe and enjoyable pedestrian and bicycle experience.
7. Landscape and public art shall be provided and designed to promote the safety, branding, function, and beauty of Downtown.
8. Design and function of development shall be sustainable in how it caters to the people who experience Downtown, impacts the environment, and provides a tenacious fiscal return.
9. Diversity of housing types, styles, prices, and sizes shall be encouraged.

10. Administration of the Downtown Code shall prioritize reducing barriers to entry for new businesses and entrepreneurs.

(c) Intent

1. The purpose of the Downtown Code is to implement the Vision, that was made by the Community in the Downtown Master Plan, for property within the limits of Downtown with clear regulations and development processes. The Downtown Code fosters predictable results, order, safety, and Community welfare by prescribing the physical form of buildings and supporting elements and by stipulating the relationship between the people in Downtown, the pedestrian and bicycling experience, building facades, the public realm, structure adjacency, and the function of Downtown streets and blocks.
2. The Downtown Code applies to all property within the Downtown Code limits as illustrated below in Figure 1 or the Official Zoning Map of Celina, whichever has the most recent date of update.
3. All standards and guidelines for streets, mobility, and travel choice (i.e. multi-modal accommodations) apply to public streets, private streets, and fire lanes (where provided for connectivity).
4. Where Chapter 14 conflicts with a standard set out in the Downtown Code, the standard of this Downtown Code controls.
5. Illustrations, photographs and graphics are included in this Downtown Code to illustrate the intent and requirement of the text. In the case of a conflict between the text of this Downtown Code and any illustrations, photographs and graphics, the text governs.
6. All applicable city codes such as subdivision, building and fire shall still apply.

Administration

Updates and Amendments

(d) Purpose

1. Essential to maintaining community relevance will be regular updates and amendments. These updates and amendments will ensure Code accuracy, public notification, and assessment of objectives.
2. As time passes, development will be constructed and new goals will be envisioned. This constant change means the Downtown Master Plan and Downtown Code should be living documents that grow with the community, and updates or amendments are part of that process.

(e) Updates and Amendments

1. The Director of Development Services should conduct regular reviews of the Downtown Code.
2. The review should include an assessment of major developments that were accomplished, areas of conflict that should be addressed and any modifications to the Regulating Plan.
3. Reviews should be a collaboration of all City departments and pertinent stakeholders to assure there is a comprehensive look at all aspects of the development process and accomplishments within Downtown.
4. Property within the Downtown Code is intended to be generally consistent with the limits of the study area in the approved Celina Downtown Master Plan. Property surrounding Downtown need not be zoned as Downtown to have similar standards so effort should be made to keep surrounding zoning consistent in terms of permitted uses and form-based character restrictions. Additional property can be included if the limits of Downtown are amended as part of a future Downtown Master Plan Update process or in a periodic circumstance as provided below.

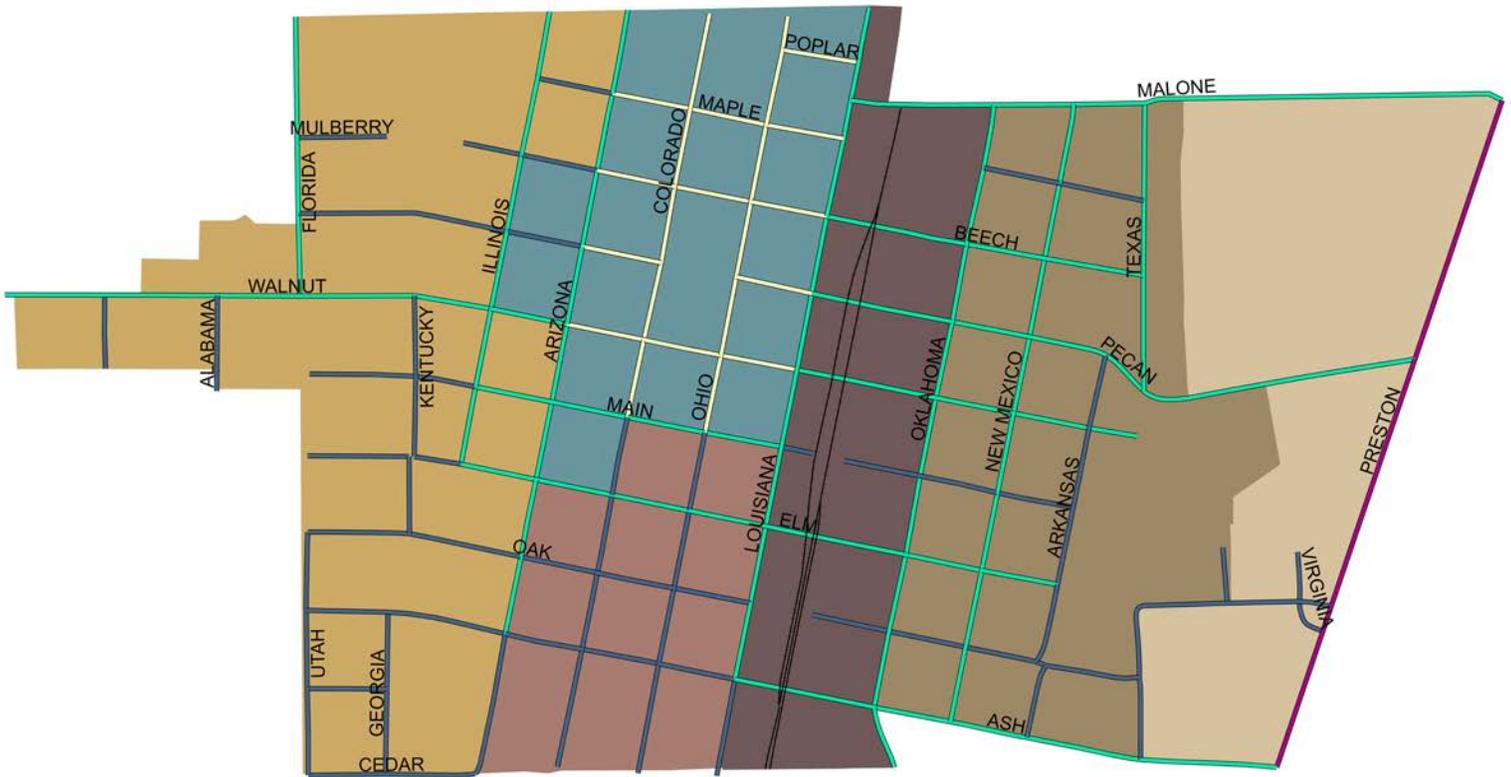
(f) Expansion of the Downtown Limits

1. Owners whose property abuts the Downtown District may request inclusion in the boundary. Such requests must be submitted to the Planning Department, as a request for rezoning. The request shall be reviewed to ensure consistency with the Celina Downtown Master Plan.
2. Requests from owners whose property does not abut the Downtown may be considered for inclusion in the Downtown Code through a rezoning request on a case-by-case basis, based on one or more of the following:
 - (A) The property is within close proximity to the boundary;
 - (B) The physical character of the property is consistent with the overall character of the nearest Downtown Code District; or

Administration Regulating Plan

(g) Regulating Plan

1. The Downtown Code is organized by Downtown Districts and Street Types in a Regulating Plan derived from existing characteristics and the community's envisioned future for Downtown as approved in the Downtown Master Plan. The Districts are distinguished from one another by their physical form and function, as well as their location within Downtown Celina. The following Downtown Districts and Street Types are established as shown below:



- | | |
|---|--|
|  Gateway East |  BNSF Railway |
|  Preston Streams |  Type A |
|  Entertainment |  Type B |
|  Patio Commons |  Type C |
|  The Verandas |  Type D |
|  The Bricks | |

Figure 2. Regulating Plan

Administration

Code Modifications

(h) Minor Modifications

1. During the review process, the Director is authorized to approve Minor Modifications at the request of an applicant. Minor Modifications are provided for basic flexibility in design.

2. The Director is authorized to take action on the merits of a specific requested Code modification and is not authorized to require the applicant to offset the Code modifications with additional development enhancements, although such discussions are not necessarily discouraged.

3. Numerical adjustments up to 10 percent to the following:

- (A) Frontage requirements
- (B) Building/parking setback ranges
- (C) Building type dimensions
- (D) Height minimums and maximums
- (E) Signage requirements
- (F) Block Dimensions
- (G) Landscape requirements

4. The Director may reduce required landscaping and design standards by not more than 25 percent, at the request of an applicant, when compliance with these standards would be impractical or not feasible due to:

- (A) Location of existing structure;
- (B) Special site organization requirements;
- (C) Topography or preservation of quality tree(s);

(D) Novel or experimental techniques of design or land development;

(E) Safety requests by the Fire Marshal or Police Chief; and/or

(E) Applicable Federal or State regulations (ex. site specific ADA requirements).

5. The Director is authorized to waive front porch requirement in cases that achieve the intended outcome of street activation.

6. Financial considerations alone shall not be basis for Minor Code Modifications under this section of reductions.

7. Building Official has authority to modify new construction sprinkler requirement within Patio Commons.

8. High traffic or multi-function areas are eligible for review of alternative landscaping standards such as artificial turf or other permeable materials.

9. City Engineer has authority to modify standard detention and drainage requirements to fit the urban context within Downtown.

(i) Major Modifications

1. The Downtown Commission is responsible for reviewing major modification requests that do not qualify for staff approval, and to review appeals of staff decisions/interpretations.

2. The Downtown Commission's decision to approve or deny a request for a modification is based on the following considerations:

Administration Code Modifications

(A) The physical conditions of the property, such as steep slopes, flood plain, drainage, or small or irregular lot shape, make compliance to the specific standard physically impossible, and this hardship is not created by the applicant; or

(B) The applicant meets the burden of presenting an alternative means of compliance that clearly demonstrates how the code exception would equal or exceed the existing standard in terms of achieving the stated principles above; and

(C) The modification will not significantly impact adjacent property owners, the character of the area, traffic conditions, parking, public infrastructure, water quality management, and other matters affecting the public health, safety and general welfare; and

(D) The modification will not result in a substantial departure from the basic urban principle that buildings should directly front streets (as opposed to being set back from the right-of-way) and add value to the animation and pedestrian walkability of the street edge.

3. For any request to increase maximum building height, Downtown Commission may grant up to one additional story. The Committee may require the additional story to be stepped back a minimum of 10 feet from all building faces fronting a street.

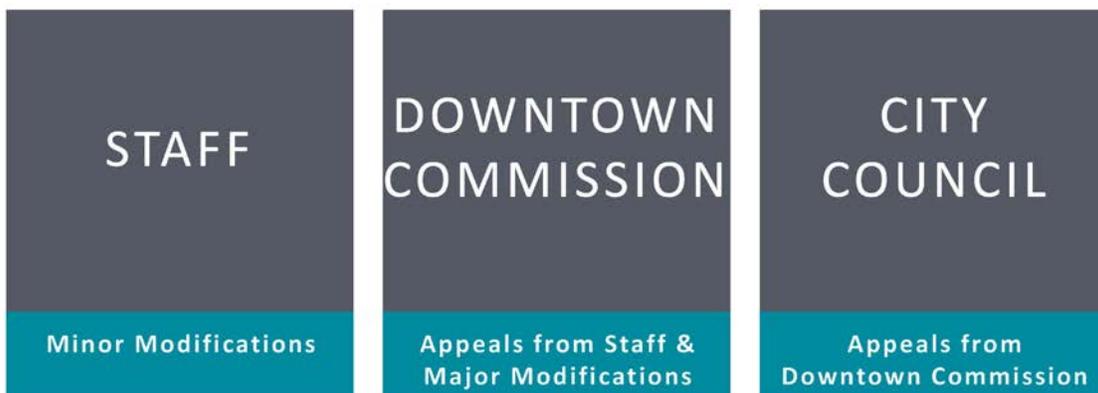
4. When reviewing requests for modifications, the Downtown Commission shall consider the principles stated in page 1-2.

(j) Commission Appeals

1. Any applicant, citizen, or staff aggrieved with the decision of the Downtown Commission may appeal to the Celina City Council for further consideration within ten days of the Commission's decision. A signed, written request must be received by the Director of Development Services from the aggrieved party.

2. The City Council must conduct a public hearing, providing general public notice pursuant to the Open Meetings Act. At such hearing, the Director of Development Services or his/her designee, the applicant, and any opposition or aggrieved parties may present.

Approval Authorities



Administration Downtown Commission

(k) Authority, Duties, & Responsibilities

1. Hereby is created the Downtown Commission (Commission). The powers of the Commission shall include the authority to do the following:

- (A) Approve/disapprove major modifications for the Downtown district;
- (B) Approve/disapprove appeals from staff regarding interpretation and minor modifications;
- (C) Promote design guidelines for the Downtown district;
- (D) Review any long-range planning activities of the Downtown;
- (E) Recommend policies pertaining to the Downtown to City Council.
- (F) Discuss, review, and recommend policies pertaining to gentrification and Downtown residential living.

2. The Downtown Commission shall act as the Historic Preservation Commission (HPC) in all its capacities, the Main Street Advisory Board in all its capacities, the Fine Arts Board until it is established and the above stated duties as it pertains to this Code.

City Secretary

Applications for boards and commissions are administered by the City Secretary's Office in compliance with the Downtown Code administrative regulations.

(l) Membership

1. The Commission shall be composed of nine rotating members who can be:

- (A) Celina residents,
- (B) Downtown stakeholders, or
- (C) Local design professionals.
- (D) The City Manager, Development Services Director, and the City Attorney also serve as ex-officio members of the Downtown Commission.

2. If one or more of the categories of Commissioners provided above cannot be fully filled, a member of similar intent or availability can be appointed to serve.

(m) Terms

1. Upon commencement of the Downtown Commission, appointments will consist of three year terms staggered to ensure three members rotating annually. Members may remain on the Commission after their term has expired until a new appointment is made to fill their position.

Administration Downtown Commission

(n) Procedures

1. A chair and vice-chair shall be elected annually by the Commission members.
2. The Commission shall meet as needed as determined by the Director. The Director may, when necessary and with adequate notice, call special meetings of the Commission. All meetings will be held in conformance with State law.
3. Notice of public hearing shall be published in the newspaper and sent to the adjacent property owners of the subject property a minimum of ten days prior to the public hearing.
4. A quorum shall consist of five Commission members. A positive vote of a majority of the quorum shall be required to take any official action.
5. Staff should coordinate periodic training workshops for Commission members regarding the subject of planning, zoning, comprehensive plans, historic preservation, open meetings, or other subjects of benefit to the members and the functioning of the Commission.

(o) Review Process

1. An application and all required information, including the following, shall be submitted to the Director at least 30 days prior to the regularly scheduled monthly meeting of the Commission to be placed on the agenda.
 - (A) Complete and sufficient application outlining modification/appeal
 - (B) Site plans
 - (C) Building elevations
2. The Director will present a written report to the Commission.
3. The Commission will consider each request at their regularly scheduled meeting, provided all the required information has been submitted on time.
4. The Commission may establish operating procedures that conform with the Texas Open Meetings Act.
5. The Commission will consider the issues presented to them in the staff report, a presentation from the applicant and any public opposition, and will then approve the request, approve with conditions, or deny based upon the intent of this code. The Commission must document the reason for approval or denial of a request.
6. All decisions and the basis for the decisions of the Commission will be documented in writing, and submitted by the Director to the applicant and the Development Services Department for enforcement.

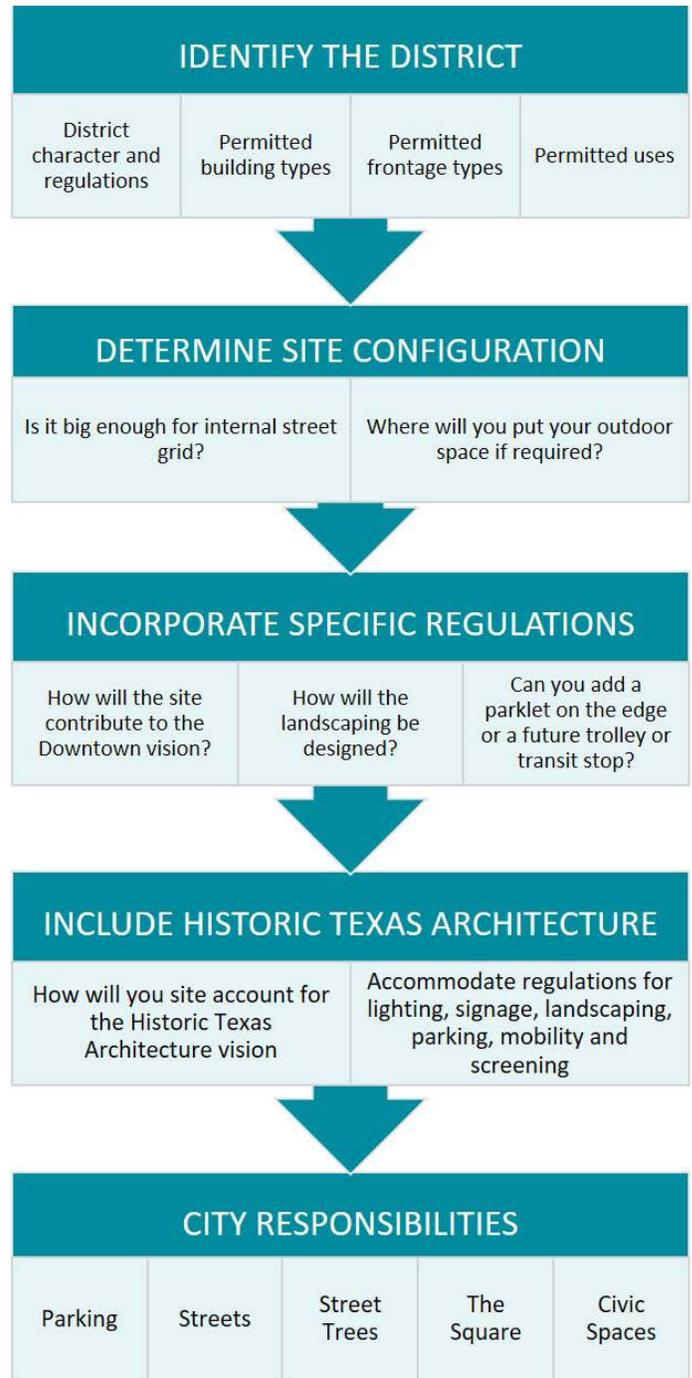
Administration Process

(p) Development Process

1. The development process for projects within the Downtown will follow the normal development process outlined by the City of Celina.
2. The administrator and primary contact for the Downtown Code shall be the Director of Development Services.
3. All processes shall be compliant with federal and state regulations. Local development code shall be superseded in the event there is conflict.
4. When development standards conflict between district and housing type, the most restrictive standard shall apply.
5. If an owner has entered into an agreement with the City related to non-conforming uses and structures, the agreement controls.

Development Process Goals

- Provide certainty to applicants by having clear standards.
- Provide a smooth, predictable, and quick process that results in development consistent with the Downtown Vision.
- Provide a collaborative and partner-based approach to development to ensure great outcomes.



1. Plan approval shall be required in the following instances:

(A) New design site; and/or

(B) Expansion of 15% of existing square footage or new building construction.

Building permit package can be submitted in lieu of site plan approval.

Administration Process

(q) Procedural Regulations

1. Plan approval shall be required in the following instances:

- (A) New design site; and/or
- (B) Expansion of 15% of existing square footage or new building construction.

- Building permit package can be submitted in lieu of site plan approval.

2. The standards of this code apply to all new construction and the following instances:

- (A) New design site;
- (B) Expansion of 15% existing square footage;
- (C) Facade renovation visible from public ROW or public space.
- (D) Permits shall be obtained for all projects.
- (E) It is a minor modification to allow minor expansions to existing buildings.

3. The minimum lot size for properties within the Downtown shall be regulated by the the Subdivision Ordinance, Building Type, and Fire Code.

4. Existing residential homes may expand, upon review and approval of a building permit, by using like materials, as long as they are in keeping with the Historic Texas Architectural Style defined herein, and they may also take advantage of any reduced setbacks of the new zoning as long as they are in conformance with the other provisions of the Downtown Code. Residential uses are permitted in all areas of Downtown and are not removed with this Code from any areas Downtown.

Existing non-residential structures in the Entertainment District, which historically had more intense tenant occupancies, may continue land uses that are light commercial, heavy commercial, retail, office, and other general non-residential land uses that are similar to those in operation at the time of adoption of the Downtown Code. Small-scale light manufacturing or very light industrial type development may be allowed if the performance of the operations do not involve public

nuisances (smoke, smells, noise, etc.) or un-screened storage of raw materials, as long as they are similar to the ones that may be in operation at the time of adoption of the Downtown Code. Existing non-residential structures may expand up to 25% in floor area with like materials upon review and approval of a building permit in conformance with the other provisions of this Code and the Code of Ordinances.

(r) Design Standards

1. The Design Standards are based on the overall vision for Downtown. This vision is comprised of districts that create a sense of place with its own unique character associated to each one. Form and design are paramount to how development functions so the Code's Building Types were crafted to allow the market to contribute to a sense of place and character for each district and the Downtown as a whole.

2. These Standards should be examined closely in the early development feasibility stage to ensure a successful and efficient project.

3. Permitted Uses provide a general framework of what could work within these districts and to reflect the scale and character of each district. A wide range of Permitted Uses are provided for each district, and the Code relies heavily on the Design Standards to control appropriate usage of buildings and design sites.

4. Street Types complement the types of activities that would be common within the districts and their designated regulations by establishing appropriate signage and frontages. Block standards are identified based on the Street Type and district along with public realm standards that combine to provide visual order, a sense of place, and a cohesive approach to Downtown development and redevelopment.

Design Standards Goals

- Resulting development that is safe and orderly to provide a comfortable and enjoyable Downtown experience.
- Provide standards that provide market flexibility and focus on safety, form, and function rather than use, with the exception of some prohibited uses.

(a) Building Types

1. The following Building Types align with goals and strategies from the Downtown Master Plan. Each Building Type represents a unique building form that is focused on functionality and compatibility within its established district, but not on land use. Building Types that are appropriate for each district are based on the existing and proposed scale of each district, its function within Downtown, and the overall vision of each district and Downtown.

2. General regulations are listed within this section and district-specific regulations are reflected within each district section. Each district contains a list of permitted Building Types.

3. The Building Types do not indicate use and are designed to be form-based and flexible. This approach will ensure consistency in building scale, form, and design. The names of the Building Types are not intended to limit uses within a building type. For example, a House may have non-residential uses within it, such as an office or a coffee shop, but the name refers to how the building looks, its size, and its function within Downtown and its district.

4. The Building Types are categorized into two groups: house-scale buildings and block-scale buildings. House-scale buildings are those that are the size of a house, typically ranging from as small as 30 feet wide up to 80 feet wide. Block-scale buildings are those that are individually as large as most or all of a block, or when arranged together, along a street, appear as long as most or all of a block.

5. The design site size standards for each building type are governed by Building Type dimension requirements, minimum open space requirements, minimum parking requirements, and public realm standards. If the subject design site is too small to fit the necessary features of a particular Building Type, a different Building Type or design site must be selected. This Code does not contain a minimum lot size, and minimum lot size would only be relevant for subdivision at which time all City subdivision standards would apply.

6. Each design site shall have only one primary building type, except as follows:

(A) Where an Accessory Building is provided in addition to the primary building type;

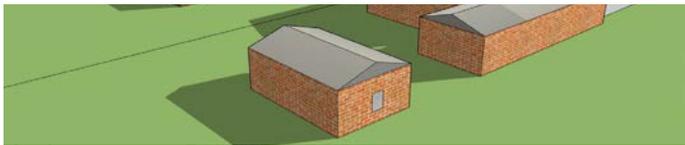
(B) Where the district allows the Courtyard Building Type, a design site may have up to 3 structures comprising the Courtyard Building Type;

(C) Where the district allows the Cottage Court Building Type, a design site may have up to nine structures comprising the Cottage Court Building Type per Cottage Court Pod. A design site may have more than one Cottage Court Pod.

(D) More than one Building Type is allowed on a design site if the submitted building permit application includes a site plan with proposed design site lines that meet all the requirements of this Code.

Graphics of building types that follow illustrate conceptual form. Building types do not reflect use. For example, "House" can have non-residential uses.

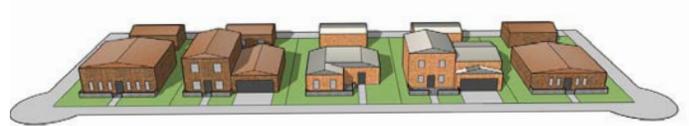
(b) Building Type Standards



1. Accessory Building

(A) A secondary, detached structure located behind the primary structure(s) of a design site. It provides a small residential unit up to 1,000 square feet of air conditioned space, home office space, car storage, or other small commercial or service use as permitted in the governing district, that may be above a garage or at ground level. Must be consistent look and design as primary structure(s) in color, materials, and architectural style.

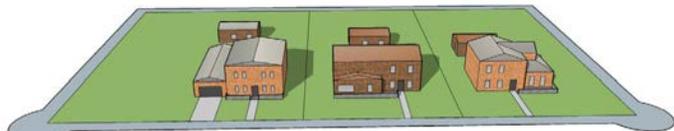
(B) This Building Type is important for providing additional housing units in Downtown to support commercial vitality, it provides small business incubation opportunities and live-work spaces, and it also helps provide a lively mixture of uses that sustain the City fiscally.



2. House

(A) A detached structure on a small- to medium-sized design site with one residential unit or one non-residential use and private open space. These buildings should encourage interaction with neighbors and the street room. House Building Types are encouraged to be complemented with Accessory Buildings where feasible in lot configuration.

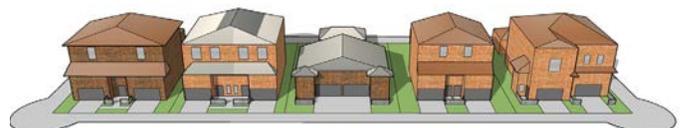
(B) This Building Type is important for providing a broad choice of housing types Downtown, promoting walkability, and providing business opportunities in residential style structures to contribute to Downtown charm.



3. Estate

(A) A detached structure on a design site located within The Verandas with one residential unit or one non-residential use and private open space. These buildings have ground floor, front, veranda-style porches to encourage interaction with neighbors and in the street room, as well as to continue the character of The Verandas. Estate Building Types are encouraged to be complemented with Accessory Buildings where feasible in lot configuration.

(B) This Building Type is important for providing a broad choice of housing types Downtown and providing business opportunities in residential style structures to contribute to Downtown charm.



4. Duplex

(A) A small-to medium-sized detached structure that consists of two side-by-side or stacked dwelling units or small non-residential units on one lot, typically facing the street and within a single building massing. It has the appearance of a medium to large single-family home, and each unit has private open space. Can be a live-work unit when designed as such.

(B) This Building Type is important for providing a broad choice of housing types Downtown, promoting walkability, and providing business opportunities in residential style structures to contribute to Downtown charm.

Rules for all Districts

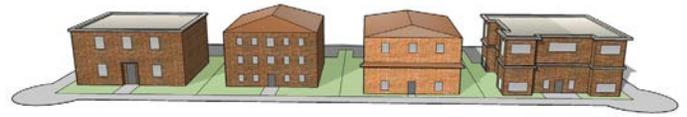
Building Types



5. Cottage Court

(A) A group of small, detached structures, providing multiple residential or non-residential units, each in their own structure, arranged in a “pod” to define a shared court or open space. The shared space is required and is typically perpendicular to the street and takes the place of a private rear yard, thus becoming an important community-enhancing and walkability amenity. Private open space is not required. This Building Type contains a minimum of five structures as detailed further in Section (g) and is also known as a “pocket neighborhood.”

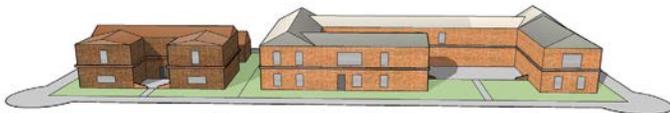
(B) This Building Type is important for providing a broad choice of housing types Downtown, promoting walkability, providing mixed uses, and providing enhanced business settings.



6. Multiplex Small

(A) A medium-sized structure that consists of three to six side-by-side and/or stacked residential or non-residential units, typically with one shared entry or individual entries along the front. A possible configuration could contain ground floor commercial use(s) and upper floor residential unit(s). This Type has the appearance of a medium-sized single-family home or historic commercial building and is encouraged to provide a shared, ground floor, front porch or common space. Private open space is not required.

(B) This Building Type enables appropriately scaled, well-designed residential and non-residential uses and is important for providing a broad choice of housing types and promoting walkability.



7. Courtyard Building

(A) One or more structures that contain multiple attached and/or stacked units, offices, or other non-residential uses, accessed from a shared courtyard or series of courtyards. Each unit may have its own individual entry, or up to three units may share a common entry. The courtyard is typically perpendicular to the street and takes the place of a private rear yard, thus becoming an important community-enhancing and walkability amenity. A courtyard is required, and private open space is not required. Outdoor Place required.

(B) This Building Type is important for providing a broad choice of housing types and business settings and for promoting walkability.



8. Townhouse

(A) A small-to-medium-sized, attached structure that consists of two to eight townhouses placed side-by-side with enhanced corner units, each on their own lot. Each unit has private open space or has a shared open space, that touches each unit, to be owned and maintained by a property owners' association. Upper floor porches and rooftop activations are encouraged.

(B) This Building Type is important for providing a broad choice of housing types Downtown, promoting walkability, providing mixed uses, and providing enhanced business settings.

Rules for all Districts

Building Types



9. Multiplex Large

(A) A medium-to large-sized structure that consists of seven to 18 side-by-side and/or stacked dwelling units and/or non-residential spaces on one lot, typically with one shared entry. Ground floor non-residential uses and/or street activations (ex. porches, outdoor dining, enhanced pedestrian pass-throughs, etc.) are strongly encouraged. Each unit has private open space or has a shared open space, to be owned and maintained by a property owners' association. Upper floor porches and rooftop activations are encouraged. Outdoor Place required.

(B) This Building Type is important to provide appropriately scaled, well-designed higher densities and is important for providing a broad choice of housing types and promoting walkability.



10. Main Street Large

(A) A medium to large-sized structure, typically attached, but may be detached, intended to provide a vertical mix of uses with ground-floor retail or service uses and upper-floor service or residential uses. Each residential unit is encouraged to provide either private or shared outdoor space, reserved for the unit or the building tenants, attached to the unit, on the roof, or on the ground floor. Outdoor Place required.

(B) This Building Type, along with Main Street Small, makes up the primary component of Downtown's pedestrian-oriented streets, and they are a key component to providing walkability, economic vitality, and a beautiful and function urban street room. This Type is three to five stories, varying by governing Character District.



11. Main Street Small

(A) A small-to medium-sized structure, typically attached, but may be detached, intended to provide a vertical mix of uses with ground-floor retail or service uses and upper-floor service or residential uses. Each residential unit is encouraged to provide either private or shared outdoor space, reserved for the unit or the building tenants, attached to the unit, on the roof, or on the ground floor. Outdoor Place required.

(B) This Building Type, along with Main Street Large, makes up the primary component of Downtown's pedestrian-oriented streets, and they are a key component to providing walkability, economic vitality, and a beautiful and function urban street room. This Type is up to three stories tall.



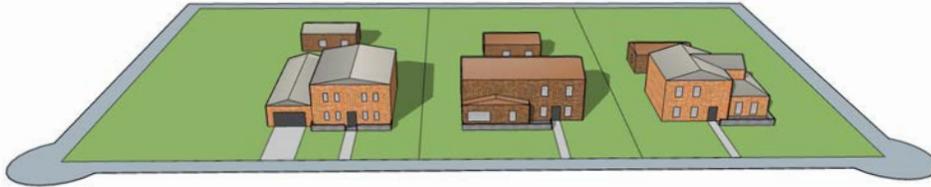
12. Block Building

(A) A large Building Type designed with ground floor commercial uses and upper floor residential uses, but variations can occur. Where ground floor residential uses are provided, stoop-style front porches are required for each ground floor residential unit. Outdoor Place required.

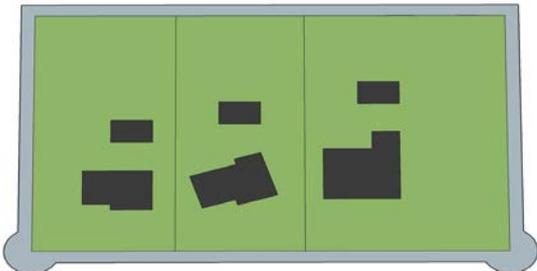
(B) Defining the ground floor with a main street-type feel, regardless of use, and providing a pedestrian pass-through mid-block, are paramount to this Building Type's success in positively contributing to Downtown charm, aesthetics, and walkability.

Rules for all Districts
Building Types

(A) Accessory Building Type

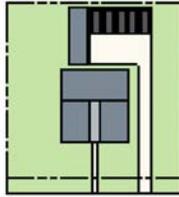


Typical Development Pattern



Innovative Techniques

- Construct accessory structure close to the primary building to preserve open space on lot
- Place unit near rear parking for ease of access to primary and accessory building



1. Building Form

(A) Width	Max. 30 Feet
(B) Depth	Max. 35 Feet
(C) Building Size	Unit should not exceed more than 50% square footage of primary building or 1,000 Sq. Ft of air conditioned space., whichever is less.
(D) Number of Accessory Buildings Allowed	2 structures per lot
(E) Min. Separation from Primary Structure	10'
(F) Stories Compared to Primary	Even or less to primary structure
(G) Height Compared to Primary	Even or less to primary structure, not to exceed 24'
<i>(H) Must be consistent look and design as primary structure in color, materials, roof type, and architectural style.</i>	
<i>(I) Building type exempt from Private Frontage requirements and must be located within rear yard.</i>	

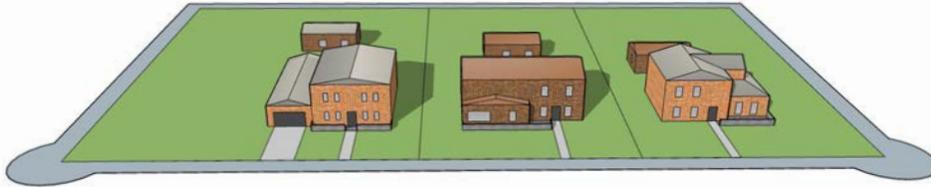
2. Open Space

(A) Private	Not Required
(B) Shared	Not Required
(C) Outdoor Place	Not Required

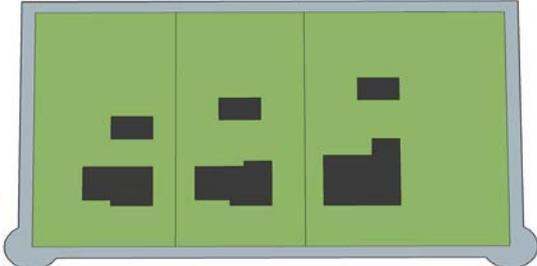


Rules for all Districts
Building Types

(B) Estate Building Type

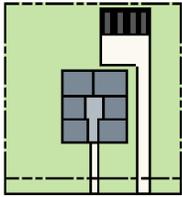


Typical Development Pattern



Innovative Techniques

- Convert large structure into more than one dwelling unit or more than one commercial space
- Provide parking or garage behind the primary structure
- Add an Accessory Building with a dwelling unit or commercial space behind the primary structure



1. Building Form

(A) Width	40'-70', not more than 75% of lot width
(B) Depth	40'-80', not more than 75% of lot depth
(C) Stories	Max. 2.5 Stories
(D) Building Height	Max. 40 Feet
(E) Roof Types Permitted:	
Pitch (hip or gable)	Yes
Flat	No
Mansard	No

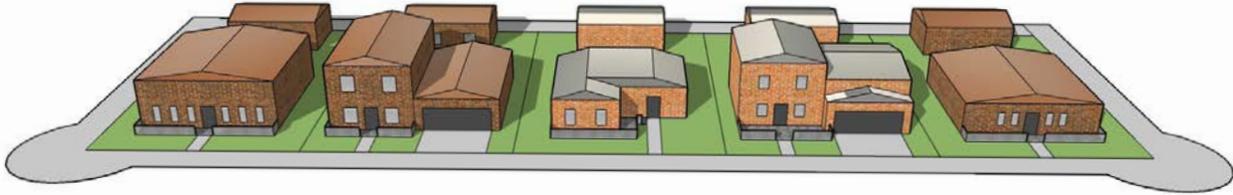
2. Open Space

(A) Private	Min. 500 sq. ft.
(B) Shared	Not Required
(C) Outdoor Place	Not Required



Rules for all Districts
Building Types

(C) House Building Type



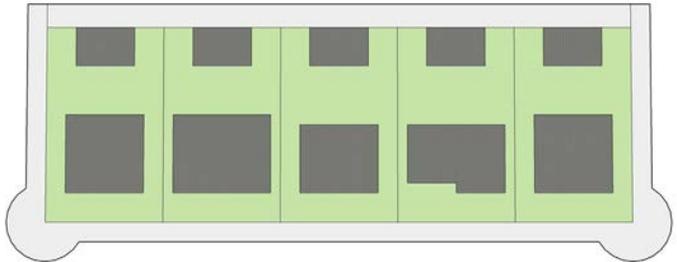
1. Building Form

(A) Width	30'-70'
(B) Depth	40'-100'
(C) Stories	2.5 stories max.
(D) Building Height	40' max.
(E) Roof Types Permitted:	
Pitch (hip or gable)	Yes
Flat	No
Mansard	No

2. Open Space

(A) Private	Min. 400 sq. ft.
(B) Shared	Not Required
(C) Outdoor Place	Not Required

Typical Development Pattern



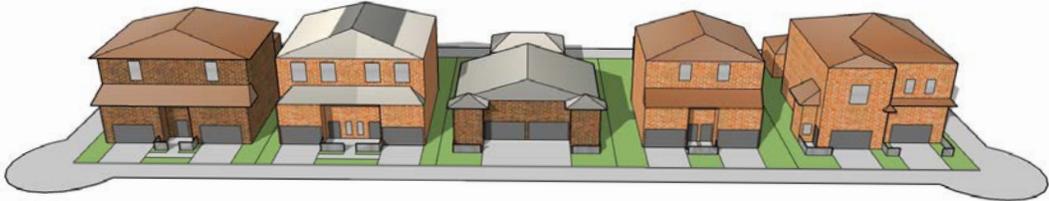
Innovative Techniques

- Convert large structure into more than one dwelling unit or more than one commercial space
- Provide parking or garage behind the primary structure
- Add an Accessory Building with a dwelling unit or commercial space behind the primary structure



Rules for all Districts
Building Types

(D) Duplex Building Type



1. Building Form

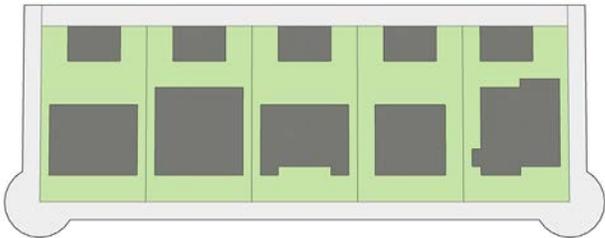
(A) Width	40'-75'
(B) Depth	50'-100'
(C) Stories	2.5 stories max.
(D) Building Height	40' max.
(E) Roof Types Permitted:	
Pitch (hip or gable)	Yes
Flat	No
Mansard	No

2. Open Space

(A) Private	Min. 200 sq. ft./unit
(B) Shared	Not Required
(C) Outdoor Place	Not Required

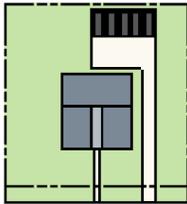


Typical Development Pattern



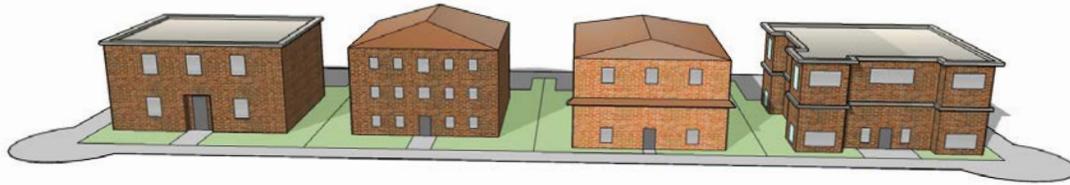
Innovative Techniques

- Divide one or more units into smaller units of residential or commercial space
- Provide parking or garage behind the primary structure
- Add an Accessory Building with a dwelling unit or commercial space behind the primary structure



Rules for all Districts
Building Types

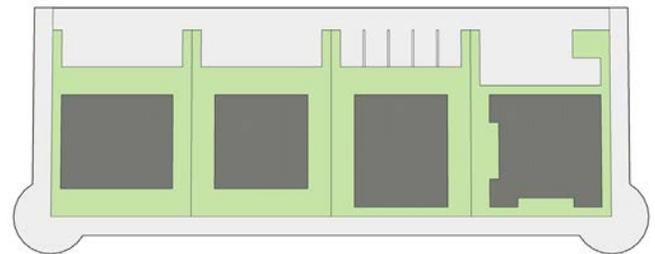
(E) Multiplex Small Building Type



1. Building Form

(A) Width	80' max.
(B) Depth	80' max.
(C) Stories	2.5 stories max.
(D) Building Height	40' max.
(E) Roof Types Permitted:	
Pitch (hip or gable)	Yes
Flat	Yes
Mansard	Yes

Typical Development Pattern

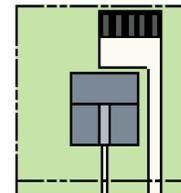


Innovative Techniques

- Line with Main Street Buildings
- Provide parking or garage behind the primary structure
- Add an Accessory Building with a dwelling unit or commercial space behind the primary structure

2. Open Space

(A) Private	Not Required
(B) Shared	Min. 50 sq. ft./unit
(C) Outdoor Place	Not Required



Rules for all Districts
Building Types

(F) Cottage Court Building Type



Typical Development Pattern



Innovative Techniques

- Orient shared open space to Primary Street to increase pedestrian activity.
- Limit parking spaces to the side and rear of the Court to showcase the neighborhood pod(s).

2. Open Space

(A) Private	Not Required
(B) Shared	Min. 150 sq. ft./unit
(C) Outdoor Place	Not Required

1. Building Form

(A) Max. Pod/Group Width	*300'
(B) Max. Pod/Group Depth	*140'
(C) Stories	2.5 stories max
(D) Building Height	40' max
(E) Roof Types Permitted:	
Pitch (hip or gable)	Yes
Flat	Yes
Mansard	No

(F) For each Cottage Court pod, minimum five buildings required, minimum two on each side, one focal building (no minimum size) at the terminus of one side of a shared open space. Shared open space should be perpendicular to the street where possible.

(G) Maximum two Cottage Court pods permitted per design site.

(H) Where a building lines a street without an Outdoor Place between, minimum two operable windows, a door, or a porch are required at the ground level, facing the street. Porch and door required on shared space side for each building. No private fences permitted.

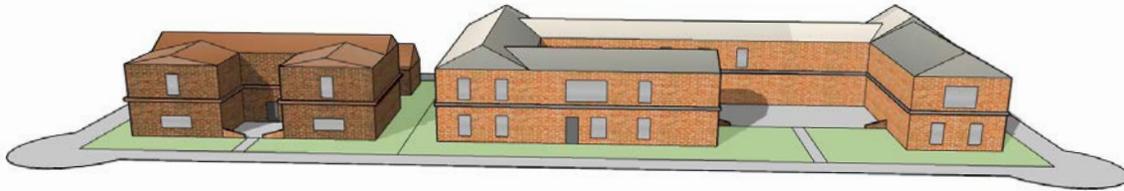
(I) Focal building is exempt from the porch requirement if not designed to accommodate a residential or commercial use, but it must either be open air or have a door on the shared space in that configuration.

*Width and depth apply to Cottage Court pod, not to each structure in the pod.



Rules for all Districts
Building Types

(G) Courtyard Building Type



1. Building Form

(A) Width	Max. 300 Feet
(B) Depth	Max. 140 Feet
(C) Stories	Max. 4 Stories
(D) Building Height	Max. 60 Feet
(E) Roof Types Permitted:	
Pitch (hip or gable)	Yes
Flat	Yes
Mansard	No

(F) Maximum 24 units permitted per building, and maximum three primary buildings permitted per design site, as long as they are designed to define a courtyard.

(G) The main entry of ground floor units shall be directly off a courtyard or a street. Courtyards shall be accessible from the front street.

Typical Development Pattern



Innovative Techniques

- Line buildings around a central courtyard that includes high quality landscape architecture, water features, and/or a community garden.
- Locate parking to the rear or interior of the primary building(s).

2. Open Space

(A) Private	Not Required
(B) Shared	*Min. 50 sq. ft./unit or 1,000 square feet, whichever is greater
(C) Outdoor Place	*Required

**Can be combined to serve both requirements.*



Rules for all Districts
Building Types

(H) Multiplex Large Building Type



1. Building Form

(A) Width	70'-150'
(B) Depth	60'-150'
(C) Stories	*3 stories max
(D) Building Height	60' max
(E) Roof Types Permitted:	
Pitch (hip or gable)	Yes
Flat	Yes
Mansard	No

(F) 7-18 units (residential or non-residential) permitted per design site. Can be accommodated in one to three buildings per design site.

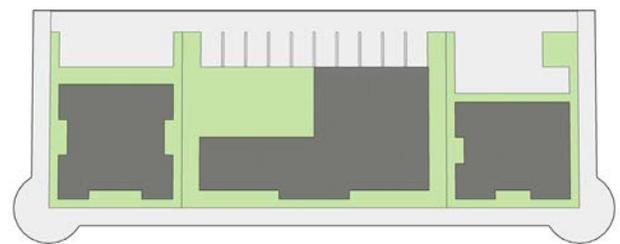
**Up to 5 stories allowed for design site if key anchor or corner locations included.*

2. Open Space

(A) Private	*Min. 50 sf. ft./unit upper floors
(B) Shared	*Min. 65 sf. ft./unit ground floor
(C) Outdoor Place	Required

**Can be combined to serve both requirements.*

Typical Development Pattern



Innovative Techniques

- Instead of the building being surrounded by surface parking, add a parking garage structure to preserve green and open space.



Rules for all Districts
Building Types

(I) Townhouse Building Type



1. Building Form

(A) Width	50'-145'
(B) Depth	50'-80'
(C) Stories	2-3 Stories
(D) Building Height	50' max
(E) Roof Types Permitted:	
Pitch (hip or gable)	Yes
Flat	Yes
Mansard	No

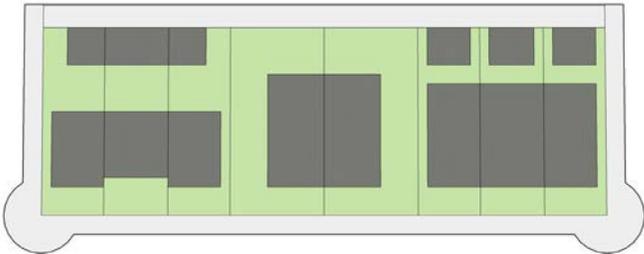
(F) Each unit is joined to another unit at one or more sides by a fire wall or abutting separate wall, which is designed for occupancy by one family or one quiet non-residential use, is located on a separately platted lot, and is served by separate utility connections and meters. Each unit shall be 16'-40' wide.

2. Open Space

(A) Private	Min. 100 sq. ft./unit
(B) Shared	Not Required
(C) Outdoor Place	Not Required

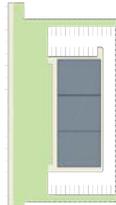


Typical Development Pattern



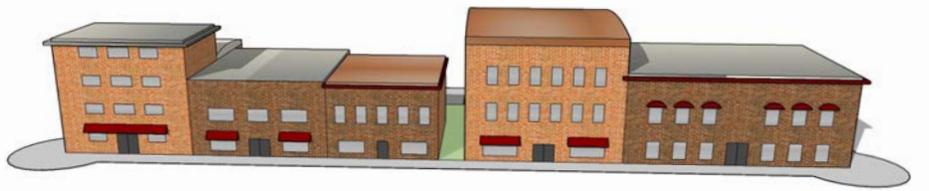
Innovative Techniques

- Attaching the dwelling units into a single structure will encourage efficient use of prime Downtown land.
- Preserve open space and allow residents to use for recreational and leisure purposes.



Rules for all Districts
Building Types

(J) Main Street Small Building Type



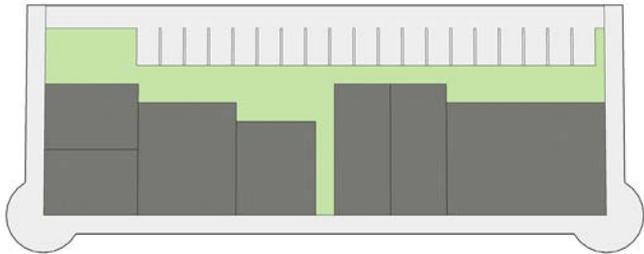
1. Building Form

(A) Width	30'-115'
(B) Depth	50'-120'
(C) Stories	2-3 Stories
(D) Building Height	60' max
(E) Roof Types Permitted:	
Pitch (hip or gable)	Yes
Flat	Yes
Mansard	No

2. Open Space

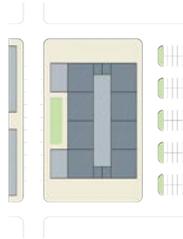
(A) Private	Not Required
(B) Shared	Not Required
(C) Outdoor Place	*Required

Typical Development Pattern



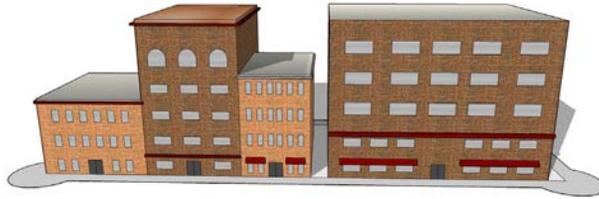
Innovative Techniques

- Focus building to the front of the parcel. These buildings should have parking behind the structure or utilize public parking.
- Add a plaza area on the side of the structure for the public to use as a gathering space for events or to rest.
- Provide outdoor dining space.



Rules for all Districts
Building Types

(K) Main Street Large Building Type



1. Building Form

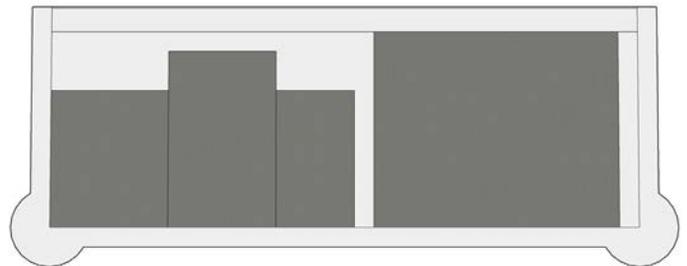
(A) Width	*30'-115'
(B) Depth	50'-120'
(C) Stories	**3-4 Stories
(D) Building Height	80' max
(E) Roof Types Permitted:	
Pitch (hip or gable)	Yes
Flat	Yes
Mansard	No

**Buildings wider than 100' shall read as a series of distinct buildings no wider than 75' each.
*Buildings wider than 75' shall apply an oriel or other similar distinctive visual feature, on the upper floors, to the front or side facades.
**Up to 5 stories allowed for design site if key anchor or corner locations included.*

2. Open Space

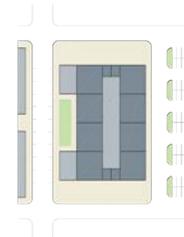
(A) Private	Not Required
(B) Shared	Not Required
(C) Outdoor Place	*Required

Typical Development Pattern



Innovative Techniques

- Focus construction to the front of the parcel. These buildings should only have parking behind the structure, unless on a corner lot.
- Add a large plaza area on the side of the structure for the public to use as a gathering space for events or to rest.



Rules for all Districts

Building Types

(L) Block Building Type



1. Building Form

(A) Width	*150'-300'
(B) Length	*150'-300'
(C) Depth	30'-80'
(D) Stories	**3 stories max
(E) Building Height	80' max
(F) Roof Types Permitted:	
Pitch (hip or gable)	Yes
Flat	Yes
Mansard	No
<i>*Buildings wider than 140' shall provide a public pedestrian pass-through to the alley right-of-way at approximately mid-block.</i>	
<i>**Up to 5 stories allowed for design site if key anchor or corner locations included.</i>	

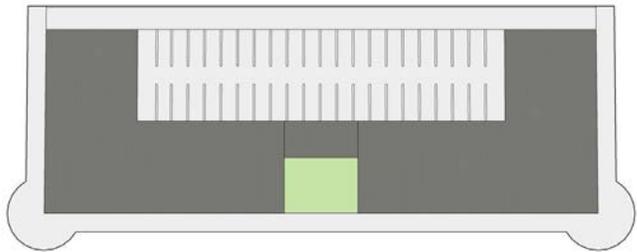
2. Open Space

(A) Private	*Min. 50 sf. ft./unit upper floors Min. 65 sf. ft./unit ground floor
(B) Shared	*Min. 5,000 sq. ft. when building length exceeds 250 ft.
(C) Outdoor Place	*Required

**Can be combined to serve both purposes*

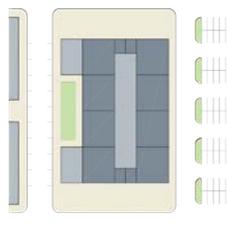


Typical Development Pattern



Innovative Techniques

- Conceal some or all parking inside of the buildings by constructing one or more parking garages.
- Build flexibility by using retail-ready standards for ground level units.
- Include open space to accommodate residential living.



Rules for all Districts

Street Types

(c) Street Types

1. All Downtown streets shall be designed in compliance with adopted street sections in the Downtown Street Design Manual, which is a component of the City's Master Thoroughfare Plan. All design sites, new construction, or redevelopment/expansion shall be designed in compliance with the Private Frontages standards provided below in **Table 1**.
2. Type A Street - Enhanced pedestrian experience with multi-modal accommodations; continuous shade; beautification and public art where feasible; branded wayfinding, streetlight banners, signage, and pedestrian-scaled lighting; buildings pulled-up to the street with operable building entry and operable windows on Type A Street(s) required.
3. Type B Street - Focus on walkability, but additional accommodation for vehicles and bicycles/ alternative wheels due to more community access function. Walnut Street, within The Bricks, is designed for residential look and feel, even if the structures are being used for commercial uses; buildings pulled up to the street; branded wayfinding, streetlight banners, signage, and pedestrian-scaled lighting.
4. Type C Street - Neighborhood scale with quaint walkability; residential look and feel; designed to residential street specifications.
5. Type D Street - West side of Preston Road should have shaded pedestrian accommodations and should be heavily landscaped with amenitized, shared spaces between buildings for outdoor dining or lingering where possible. Mutual access to all adjoining properties required.

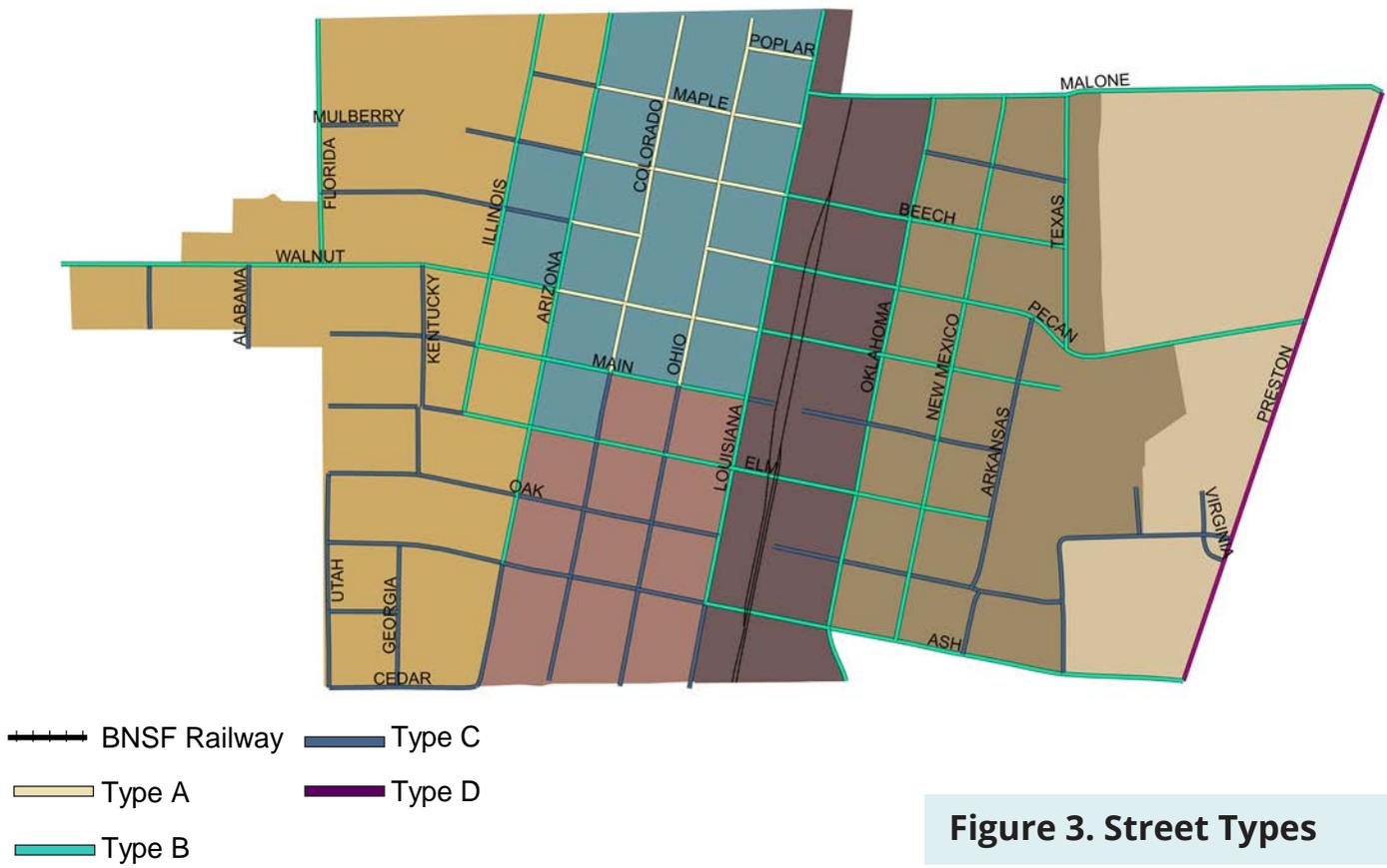


Figure 3. Street Types

Rules for all Districts

Frontage Types

TABLE 1: Private Frontages. The Private Frontage is the area between the building Facades and the Lot lines.

		SECTION		PLAN	
		LOT PRIVATE FRONTAGE	R.O.W. PUBLIC FRONTAGE	LOT PRIVATE FRONTAGE	R.O.W. PUBLIC FRONTAGE
TV	<p>a. Common Yard: A planted frontage wherein the facade is set back substantially from the frontage line. The front yard created remains unfenced and is visually continuous with adjacent yards, supporting a common landscape. Porches shall be no less than eight feet deep. Front porch is required (min. 6' wide).</p> <p>20'-30' Build-to-Zone</p>				
TB PS	<p>b. Porch & Fence: A planted frontage wherein the facade is set back from the frontage line with an attached porch permitted to encroach. A fence at the frontage line can maintain street spatial definition but is not required. Porches shall be no less than eight feet deep. Front porch is required (min. 6' wide).</p> <p>20'-25' Build-to-Zone</p>				
TB* PS*	<p>c. Terrace or Lightwell: A frontage wherein the facade is set back from the frontage line by an elevated terrace or a sunken lightwell. This type buffers residential use from urban sidewalks and removes the private yard from public encroachment. Terraces are suitable for conversion to outdoor cafes.</p> <p>10'-15' Build-to-Zone</p>				
PC GE E PS**	<p>d. Forecourt: A frontage wherein a portion of the facade is close to the frontage line and the central portion is set back. The forecourt created is suitable for vehicular drop-offs. This type should be allocated in conjunction with other frontage types. Large trees within the forecourts may overhang the sidewalks.</p> <p>0'-10' Build-to-Zone</p>				
PC GE E PS**	<p>e. Stoop: A frontage wherein the facade is aligned close to the frontage line with the first story elevated from the sidewalk sufficiently to secure privacy for the windows. The entrance is usually an exterior stair and landing. This type is recommended for ground-floor residential use.</p> <p>0'-10' Build-to-Zone</p>				
PC GE E PS**	<p>f. Shopfront: A frontage wherein the facade is aligned close to the frontage line with the building entrance at sidewalk grade. This type is conventional for retail use. It has a substantial glazing on the sidewalk level and an awning that should overlap the sidewalk and right-of-way to within two feet of the curb.</p> <p>0'-10' Build-to-Zone</p>				
PC GE E PS**	<p>g. Gallery: A frontage wherein the facade is aligned close to the frontage line with an attached cantilevered shed or a lightweight colonnade overlapping the sidewalk. This type is conventional for retail use. The gallery shall be no less than 10 feet wide and should overlap the sidewalk to within two feet of the curb.</p> <p>0'-10' Build-to-Zone</p>				
PC GE E PS**	<p>h. Arcade: A colonnade supporting habitable space that overlaps the sidewalk, while the facade at sidewalk level remains at or behind the frontage line. This type is conventional for retail use. The arcade shall be no less than 12 feet wide and should overlap the sidewalk to within two feet of the curb.</p> <p>0'-10' Build-to-Zone</p>				

TV = The Verandas PC = Patio Commons PS = Preston Streams
 TB = The Bricks E = Entertainment GE = Gateway East

* Permitted only when fronting on a Type B Street.
 ** Shall observe Setback Averaging.

Rules for all Districts Lots and Blocks

(d) Block Size

1. Individual block faces and the total block perimeter shall meet the standards established within each district.
2. If a block contains multiple districts, the district with the smallest block size requirement shall be used to establish the requirements for block size.

(e) Building Placement

1. Where only one street abuts a lot, that street is considered a Primary Street.
2. Type A, Type B, Type C, and Type D Streets have been designated according to the Regulating Plan within this Code.
3. A building's front entrance must be placed on the Primary Street, except for Cottage Court buildings, which can front shared open space.

4. A multiple frontage lot shall designate at least one Primary Street or Civic Space for its primary frontage. A lot may have more than one Primary Street. A Type A Street is always considered a Primary Street. Where a lot has two Type A Street frontages, both frontages are considered Primary. The Director of Development Services shall determine which streets are Primary Streets based on the following:

- (A) The pedestrian orientation of the street, existing or proposed;
- (B) The established orientation of the block;
- (C) The street or streets abutting the longest face of the block;
- (D) The street or streets parallel to an alley within the block;
- (E) The street that the lot takes its address from; and/or
- (F) The street with the highest classification or highest traffic counts.

5. Standalone parking structures shall front on a street, except when on the same design site as another building, in which case they can front on the alley adjacent to the design site. Standalone parking structures must still comply with a selected Building Type. Private Frontage build-to-zones apply, but features of Private Frontages, such as awnings or arcades, are not required for standalone parking structures associated with another primary building on a design site.

Rules for all Districts Lots and Blocks

(f) Setbacks

1. Building setbacks apply to both principal and accessory buildings or structures except where it explicitly states otherwise.

2. Private Frontages (d) through (h), with designed setbacks greater than five feet, shall provide an area between the building and the right-of-way, such as a park, plaza, outdoor dining area, or landscaped area, including shrubs and trees.

3. Each design site shall have only one primary Building Type, except as follows:

(A) Where the district code allows the Cottage Court Building type, a design site may have up to 11 structures per pod comprising the Cottage Court Building type;

(B) More than one Building Type is allowed on a design site if the submitted building permit application includes a site plan with proposed design site lines that meet all the requirements of this Code.

(g) Transitions

1. When applying Code Districts, transitions between districts shall occur within the block or across alleys to the extent practical.

(h) Street Types

1. Street Types within the Code correspond with the function of each roadway segment in Downtown and also correspond with several standards within the Code.

2. Design sites that span more than one district or Street Type shall meet the standards of each district or Street Type as they correspond with their limits, as specified in the Regulating Plan.

4. The street and alley layout shall be provided on each site plan as they relate to the subject property and the standards and intent of this Code.

5. The arrangement of design sites shall provide for the alignment and continuation of existing or proposed streets and alleys into adjoining lands where the adjoining lands are undeveloped and intended for future development, or where the adjoining lands are developed and include opportunities for such connections.

6. Street or alley rights-of-way shall be extended to or along adjoining property boundaries to provide a roadway connection or access stub for development in compliance with the block size standards within this Code.

7. The site plan for each design site shall identify all stubs for streets, alleys, and access and include a notation that all stubs shall connect with future streets and alleys on adjoining undeveloped property.

8. Dead-end streets and cul-de-sacs are not permitted.

(i) Public Frontage

1. The public frontage contributes to the character of each District, and includes the types of sidewalk, curb, planter, and street trees. Public frontages shall be designed as required by this Code and by the requirements in the Street Types Section.

2. Within the public frontages, the prescribed types of public planting and public lighting shall be as required by this Code. The spacing of the public planting may be adjusted with the approval of the Director to accommodate specific site conditions.

Rules for all Districts Parking and Mobility

(j) Parking Minimums for Downtown Districts

- | | |
|--------------------|---------------------|
| 1. Residential | 1.5 spaces/unit |
| 2. Non-Residential | 1 space/300 sq. ft. |
3. Patio Commons and Entertainment Districts are exempt from all non-residential parking requirements.
4. The number of parking spaces provided shall not exceed the required number of spaces, before discounts, by more than 20 percent.
5. On-street parking adjacent to property may be counted towards required minimums.

(k) Vehicular

1. Parking minimums shall be reduced up to 50% based on the adopted in-lieu fee schedule for downtown parking.
2. Shared and offsite parking agreements shall be permitted and are encouraged.
3. New curb-cuts are not permitted on Type A Streets, except where there is no opportunity to provide an alley or side street for access.
4. New curb-cuts are discouraged on Type B Streets and should be coordinated through shared access agreements to minimize the amount of curb-cuts.
5. Multiple curb-cuts for individual lots per frontage are prohibited.
6. Vehicular access must be provided via an improved alley when the alley right-of-way is determined to be open or accessible by the Director of Development Services.
7. Alleys should be paved to the property line with appropriate transitions to allow for future connection from other properties. In the absence of alleys, the side street, must be used as the principal vehicular access.
8. All vehicle parking must conform with the ADA Standards for Accessible Design and ADA Accessibility Guidelines for Buildings and Facilities published by the United States Access Board.
9. The preferred dimension for parallel on-street parking within the Downtown shall be 8' x 22' ft.
10. On-street parallel parking (based on the finalized street design) shall be required along the roadside of any dedicated bike facilities.
11. Off-street parking in parking structures (preferred) or surface parking to be located in the rear of buildings or to the side when rear is not feasible.
12. Parking spaces and drive aisles must meet the dimensions specified in the Celina Engineering Design Manual. Dimensions other than those specified may be approved by the Director of Development Services.
13. Dead end parking lots of more than six spaces are discouraged and shall be approved by the Director of Engineering on a case by case basis.

Rules for all Districts

Parking and Mobility

14. All on-site vehicle parking areas must be surfaced with concrete.
15. Right-of-way counts towards fire lane for fire code purposes.
16. Garages (including covered carports) shall not be required, however if they are provided they must meet the following regulations:
 - (A) Garages shall be recessed from the front of the primary structure by a minimum of ten feet when facing the street.
 - (B) Garages shall not comprise more than thirty percent (30%) of the front building elevation.
 - (C) A minimum setback of 20 feet shall be maintained between the garage door and a public right-of-way.

(l) Pedestrian

1. Pedestrian access must consist of an accessible, easily discernible, well-lit, and ADA compliant walkway a minimum of 6 feet in width.
2. The pedestrian access surface located on private property must be paved with fixed, nonslip semipervious or impervious materials.
3. Pedestrian access routes between buildings and parking areas must be physically separated from drive aisles, except when crossing a drive aisle.
4. Where a pedestrian walkway crosses a drive aisle, the walkway must have a continuous surface treatment across the drive aisle, or a traffic calming element approved by the Director of Development Services.
5. Pedestrian walkways must be designed and installed to allow for cross-access between abutting properties.

(m) Cycling

1. Bicycle parking shall be provided based on at least one (1) standard bike rack for each development or one (1) bike rack per 100 car parking spaces required, whichever is greater, unless otherwise approved by the director. No more than three (3) bicycle racks shall be required per development.
2. Bicycle parking location. Required bicycle parking should be located within fifty (50) feet of a public entrance to the building. Bicycle parking may be provided within a building, but the location must be easily accessible by the public.
3. Bicycle parking to be included on site plans. Site plans shall include the location of all proposed bike racks, which are subject to the streetscape architectural standards of the zoning ordinance.
4. Patio Commons District is exempt from bicycle parking requirements.
5. Estate, House and Duplex building types are exempt from bicycle parking requirements.

(n) Rail and Bus

1. Parking minimums shall be removed should passenger rail extend to a station in Downtown Celina and Bus Service be provided, except City minimums shall apply within 250 feet of existing residential uses.
2. Where parking lot or parking garage is the primary use on a property, a shaded transit stop shall be provided.

Rules for all Districts Landscaping

(o) Applicability

1. New Construction - Any new building or site improvement must comply with the landscape requirements of this Code.

2. Additions -

(A) When an existing building is increased in gross floor area or the site area is improved by up to 25% cumulatively, the landscape requirements of this Code apply to the additional area only.

(B) When an existing building is increased in gross floor area or the site area is improved by more than 25% cumulatively, the entire site must conform to the landscape requirements of this Code.

3. Maintenance and Repair - An existing building, use or site may be repaired, maintained or modernized without conforming to the landscape requirements of this Code, provided there is no increase in gross floor area or improved site area.

(p) Requirements

1. Landscaping minimums shall be dictated by districts located within this code.

2. Shared and Private Open Space requirements shall be dictated by building types within this Code.

3. A minimum of half of the required landscaping shall be located between the building/structure and the primary frontage or a publicly accessible location.

4. Surface parking lots with more than ten spots shall be required to provide shade trees at a ratio of five parking spaces to one shade tree.

5. Street trees are required and must be planted at an average rate of 30 feet on center along the entire perimeter. Any location where a tree is planted must have a minimum planting zone width of six feet.

6. Screening requirements

(A) Trash and recycling collection and other service areas must be located to the side or rear of buildings.

(B) Service areas must be screened on three sides by a wall a minimum of six feet in height or to the top of the equipment, whichever is higher up to eight feet maximum. Service areas must be screened on the fourth side by a solid gate at a minimum of six feet in height.

(C) The gate and wall must be maintained in good working order and must remain closed except when trash pick-ups occur.

(D) Screening of surface parking lots shall be required for parking lots with five or more parking spaces that are directly adjacent to Type A and Type B Street frontages.

(E) Mounted equipment located on any surface that is visible from a public street (not including alleys) must be fully screened by landscape or an opaque wall or fence that matches the principal building in terms of texture, quality, material and color.

7. Residential Transition Requirements - The following residential transition standards shall apply to all new building construction and all upper story additions to existing buildings located adjacent to existing one-unit detached residential buildings but shall not apply when an improved public street or railroad right-of-way separates the new building construction from the existing one-unit detached residential buildings.

(A) Transition Area - 35' (min.)

(B) Max. Building Height within Transition Area - Two stories



8. A Residential Transition Area Screening Device (minimum 6 feet and maximum 8 feet high) shall be required when adjacent to an existing one-unit detached residential building and shall be optional for all other adjacencies.

9. Landscaping shall be native and drought resistant plantings that reflect the Historic Texas style of Downtown, a Texan Flair landscaping, similar to the picture above. This can be achieved by the following: use of gravel, rocks, or decomposed granite; drought-tolerant plants of vibrant and dusty green colors complemented by pops of color (ex. purples, blues, and oranges); blends of sharp textures with softer textures; environmentally-friendly and modest water features, such as a small recirculating fountain; drought-tolerant shade trees; and/or Texan-themed art, seating, planters, and/or family-friendly amenities for resting and people watching.

(q) Specifications

1. Plant material standards only apply to landscaping that is required by this Code.

2. All required landscaping shall use native and drought resistant species selected from the *approved plant list*

3. Plant material is measured per American Standards for Nursery Stock, Latest Edition.

4. Decorative nonliving landscaping materials such as sand, stone, gravel, wood or water may be used to satisfy a maximum of 25 percent of required landscaping area when approved by the Director

5. No artificial plants, trees, or other vegetation may be installed as required landscape.

6. Required landscaping must be installed for full root contact with the surrounding subgrade. Planters planted on paved surfaces are not permitted.

7. Trees

(A) Shade trees planted to meet the landscape requirements must be a locally adapted species with an expected mature height of at least 20 feet and an expected mature crown spread of at least 10 feet. Crape Myrtles are not permitted to meet shade tree requirements.

(B) Single-stem shade trees planted to meet the landscape requirements must have a minimum caliper of two inches and have a five-foot clear trunk before branching.

(C) Multi-stem shade trees planted to meet the landscape requirements must have a specified caliper of two and a half inches including one stem measuring two inches and have a five-foot clear trunk before branching.

(D) Street trees planted to meet the landscape requirements must be a locally adapted species with an expected mature height of 35 feet or greater and an expected mature crown spread of at least 20 feet or greater.

(E) All street trees planted to meet the landscape requirements must have a minimum caliper of three inches and have six-foot clear trunk before branching.

8. Screening Specifications

(A) Screening of parking areas need not be uniform along the property frontage. Variety in the type (ex. wall, seating ledge, evergreen shrubs, berms, etc.) and relative amount of screening may vary;

(B) Screening walls for parking lots shall not extend taller than three feet. Screening walls adjacent to residential zones can include landscaping or a trellis or grillwork with climbing vines;

(C) Screening shall be designed to allow clear visibility into parking areas from the street to promote crime prevention and safety; and Screening that incorporates pedestrian amenities, such as a seating ledge, is preferred;

(D) Roof-mounted equipment must be set back at least 10 feet from the edge of roof;

(E) New buildings must provide a parapet wall or other architectural element that matches the principal building in terms of texture, quality, material and color that fully screens roof-mounted equipment from ground level view at the public street;

(F) For buildings with no or low parapet walls, roof-mounted equipment must be screened on all sides by an opaque screen that matches the principal building in terms of texture, quality, material and color;

(G) Roof-mounted solar panels are exempt from set back and screening requirements.

9. Overhead Utilities - Street trees must be planted as specified in this Code, except that where overhead utilities exist, one shade tree planted every 20 feet on center, along the street edge on private property, must be substituted for the required street tree.

10. Any landscaped area shall be separated from an adjacent vehicular area by a wall or curb at least six inches higher than the adjacent vehicular area.

11. Street trees shall not be counted towards shade tree requirements for surface parking lots.

12. Every effort shall be made to incorporate mature on-site trees and shrubbery into the required landscaping. Subject to approval by the Director.

13. Required landscaping shall be maintained in a neat, clean and healthy condition. This shall include pruning, mowing of lawns, weeding, removal of litter, fertilizing, replacement of plants when necessary and the appropriate watering of all plantings.

(r) Maintenance

1. The property owner is responsible for maintaining all required landscape in good health and condition and the removal of any litter that has accumulated in landscaped areas. Any dead, unhealthy, damaged or missing landscape and screening must be replaced with landscape and screening that conforms to this Code within 90 days (or within 180 days where weather concerns would jeopardize the health of plant materials).

2. Any changes to required landscape elements require the submittal of a new site plan and City approval prior to construction.



Rules for all Districts Lighting

(s) General

1. Light levels are specified, calculated and measured in footcandles (fc). All footcandle values are maintained footcandles.
2. Measurements are to be made at ground level, with the light-registering portion of the meter held parallel to the ground, pointing up.

(t) Prohibited Sources

1. The following light fixtures and sources cannot be used:

(A) Cobra-head-type fixtures having dished or drop lenses or refractors, which contain sources that are not incandescent;

(B) Searchlights and other high-intensity narrow-beam fixtures;

(C) HID-mercury vapor and sodium vapor;

(D) Light sources that lack color correction or do not allow for uniform site lighting;

(E) Any source listed in Section 14.04.505 of the Celina City Ordinance.

(u) Screening of Equipment

1. Mechanical equipment, meters, communications and service equipment shall be screened from public view by parapets, walls, fences, dense evergreen foliage or other approved means.

(v) Design and Installation

1. The maximum light level of any light fixture shall not exceed half a footcandle measured at the property line of any one-unit detached residential building.
2. Lighting must not be oriented onto adjacent properties, streets, or sidewalks.

3. Service connections for all freestanding lighting fixtures must be installed underground.

4. Average light levels along the sidewalk may be achieved through a combination of both pedestrian-level lights and building-mounted lights.

5. Average lighting levels within public rights-of way and pedestrian areas shall meet the following averages, measured along the sidewalk or path of travel:

Building Types	Average Light- ing Level
(A) Estate, House and Duplex/ Triplex	.5 fc
(B) Multiplex Small, Cottage Court, Courtyard Apartments, Townhouse	1fc
(C) Multiplex Large, Main Street Small/Large, Lined	2fc
(D) Open Space	Align with building type
(E) Street Intersection	Align with building type
(F) Parking Areas	1fc

(w) Parking and Pedestrian Areas

1. Light fixtures within vehicle parking areas shall not be higher than 30 feet.
2. Light fixtures within pedestrian areas shall not be higher than 15 feet.
3. Light fixtures located within 50 feet of the property line of a protected zone shall not be higher than 15 feet.
4. All fixtures shall be shielded/recessed and LED based lighting.

Rules for all Districts Lighting

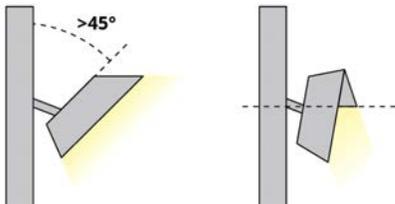


5. All light fixtures must be full cutoff, except as listed in paragraph six below.

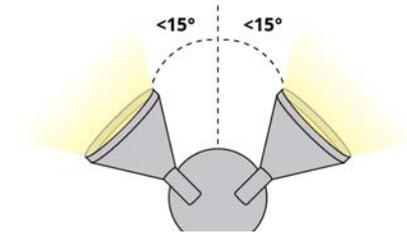


6. Non-cutoff (unshielded) fixtures can be used when the maximum initial lumens generated by each fixture is less than 9,500 initial lamp lumens. These fixtures generally feature globes or vertical glass planes and must be coated with an internal white frosting to diffuse light.

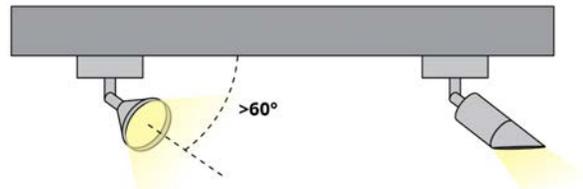
(x) Flood Lights and Lamps



1. Flood light fixtures must either be aimed down at least 45 degrees from vertical or the front of the fixture shielded so that no portion of the light bulb extends below the bottom edge of the shield.



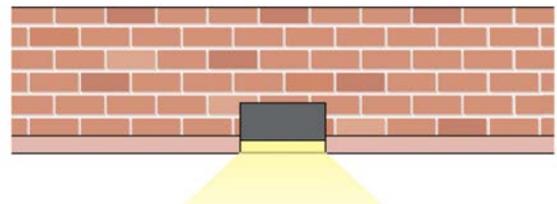
2. Any flood light fixture located within 50 feet of a street right-of-way shall be mounted and aimed perpendicular to the right-of-way, with a side-to-side horizontal aiming tolerance not to exceed 15 degrees.



3. All flood lamps emitting 1,000 or more lumens shall be aimed at least 60 degrees down from horizontal or shielded so that the main beam is not visible from adjacent properties or the street right-of-way.

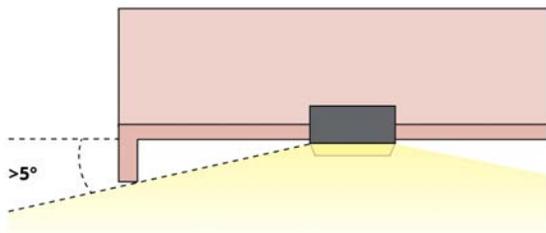
(y) Vehicular Canopies

1. Lighting under vehicular canopies must be less than 20 maintained footcandles and be designed to prevent glare off-site. Acceptable lighting designs include the following:



2. Recessed - Recessed fixture incorporating a lens cover that is either recessed or flush with the bottom surface of the canopy;

Rules for all Districts Lighting



3. Shielded - Light fixture incorporating shields or is shielded by the edge of the canopy itself, so that light is restrained to 5 degrees or more below the horizontal plane;

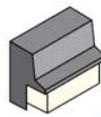


4. Indirect - Indirect lighting where light is beamed upward and then reflected down from the underside of the canopy, provided the fixture is shielded so that direct illumination is focused exclusively on the underside of the canopy.

(z) Building Lighting

1. Lighting fixtures must be selected, located, aimed and shielded so that direct illumination is focused exclusively on the building facade, plantings and other intended site features and away from adjoining properties and the street right-of-way.

2. All wall pack fixtures must be full cutoff fixtures.



3. Only lighting used to accent architectural features, landscape or art may be directed upward, provided that the fixture is located, aimed or shielded to minimize light spill into the night sky.

(aa) Light Fixtures

1. Materials and equipment chosen for lighting fixtures should be durable, energy efficient and weather well. Appropriate lighting is desirable for nighttime visibility, crime deterrence, and decoration. However, lighting that is too bright or intense creates glare, hinders night vision, and creates light pollution.

3. Exterior lighting shall be architecturally integrated with the building's style, material, and color.

(A) Lighting intensities shall be controlled to ensure that excessive light spillage and glare are not directed toward neighboring areas and motorists.

(B) Pedestrian level lighting of building entranceways shall be provided.

(C) Illuminations of portions of buildings, direct or indirect, may be used for safety or aesthetic results.

Rules for all Districts Signage

(bb) Monument Signs



1. Dimensions

(A) Width	10' max
(B) Height	*5' max
(C) Square Footage	30 sq. ft. max

**Height is measured from the top of the sign to the lowest point on the ground.*

- One monument sign is permitted for each existing building with an existing setback greater than 20 feet from the property line. Monument signs are not permitted for new buildings or for existing buildings with smaller setbacks.
- A monument sign cannot be located in the sight distance triangle or otherwise obstruct lines of sight for vehicular or pedestrian traffic.
- A monument sign cannot be closer than 10 feet to any public right-of-way and cannot be located in the Pedestrian or Street Tree zone.
- Pole signs are not permitted.
- Monument signs will be limited to one per lot, per street frontage and separated at least 100 feet from any adjacent monument sign.
- Materials to be architecturally consistent and in scale with primary structure.

(cc) Blade Signs



1. Dimensions

(A) Width	-
(B) Height	-
(C) Square Footage	15 sq. ft. max

**Height is measured from the top of the sign to the lowest point on the ground.*

- Projecting signs may be located on any façade facing a street, or on a corner of a building that fronts two perpendicular streets.
- Only one projecting sign of 15 square feet maximum is permitted per building side, subject to the overall square footage maximum per building. Projecting signs mounted at the corner count for both sides of the building.
- Multiple projecting signs of 9 square feet or less may be permitted on one building side, via Minor Modification, but must be located below the second story windowsill and maintain a minimum separation of 60 feet.
- Projecting signs may project into the right-of-way but may not project past the back of curb.

Rules for all Districts Signage

(dd) Attached Signs



1. Dimensions

(A) Width	-
(B) Height	-
(C) Square Footage	48 sq. ft. max per sign

**Height is measured from the top of the sign to the lowest point on the ground*

- Signs affixed to walls, awnings, permanent banners, canopies, windows, projecting signs, and are all considered building signs and are included in the square footage calculation.
- Murals containing business names, logos, and/or imagery relating to the business or organization shall be considered a building sign.
- The combined area of signs on any one side of a building cannot exceed 1.5 square feet per linear foot of that building side.
- Building signs must be located to fit within one architectural element (such as the lintel or sign frieze) so as to not overlap multiple architectural elements.
- Signs painted, or placed on either side of windows, shall be temporary and removable, and shall not cover more than 20% of the total window area.

(ee) Roof Signs



1. Dimensions

(A) Width	20' max
(B) Height	15' max
(C) Square Footage	300 sq. ft./50% max

**Height is measured from the top of the sign to the lowest point on the ground.*

- Buildings that exceed 4 stories in height may have one additional skyline sign located within the top third of the building for each building face.
- Roof signs containing business names, logos, and/or imagery relating to the business or organization are not allowed, however, roof signs consistent with the Downtown Theme or District specific identification may be permitted via Minor Modification, should they be consistent with the Downtown Vision. Building Skyline Signs shall follow the dimensional requirements and limitations of building signs.
- This allotment does not count against the allocation for ground floor building sign area, as long as the building is more than four stories in height.

Rules for all Districts Signage

(ff) Folding Signs



1. Dimensions

(A) Width	-
(B) Height	-
(C) Square Footage	6 sq. ft.

**Height is measured from the top of the sign to the lowest point on the ground.*

2. No permit is required for folding signs.
3. Folding signs will not exceed the maximum square feet in area per face, may not be permanently anchored to the ground and shall not be illuminated.
4. Folding signs shall be located no more than four feet from the business entrance. Limited to one per occupancy.
5. Folding signs may be displayed only during the business hours and must be stored within a structure after business hours.
6. The sign must be constructed of materials that present a finished appearance, with professionally painted or applied lettering.

(gg) General Provisions

1. No sign may be erected, altered, refurbished or otherwise modified after the effective date of this Downtown Code except in accordance with the requirements of this Division.
2. Sign permit required. No sign, other than those signs allowed without a permit shall be erected until a permit for such sign has been issued by the Director of Development Services.
3. A City of Celina Sign Permit is required. Before a Sign Permit may be issued, the applicant must submit full color building elevations or color photos for all sides of the building where new signs are being requested.
4. Nothing in this document is intended to prohibit the ordinary maintenance/repair of an existing sign or replacement of a broken part of an existing sign.
5. Temporary signs, banners, construction, or realtor signs are governed by Article 3.07 of the Celina Sign Ordinance.
6. Signs must be illuminated by indirect lighting. Internally illuminated box-type plastic signs are not permitted, but signs composed of illuminated individual letters are permitted. Neon signs are permitted, with a Minor Modification, if they are consistent with the Downtown Vision and the Historic Texas Style.
7. Illuminated reverse channel letters are permitted except in Patio Commons District.
8. Signage should match or compliment the distinctive historic features that characterize the property.
9. All signs should meet all applicable City codes.
10. Where feasible – place signs so they align with other buildings on the same block face.

Rules for all Districts Architectural Standards

(hh) Introduction

1. The Downtown Architectural Standards are established as a part of the development standards adopted for the Downtown. The primary objective is to establish a set of flexible but essential guidelines that reinforce the purpose and intent of the Downtown Code.

(ii) Historic Preservation

1. The City Council may use the following designation for individual buildings and structures which are within the Historic District upon recommendation of the Downtown Commission:

(A) Contributing; or

(B) Noncontributing.

2. The City Council may allow noncontributing properties to be exempt from the Certificate of Appropriateness review process and from complying with Historic District design guidelines.

3. The City Council may also allow noncontributing properties to be exempt from the Certificate of Appropriateness review process and from complying with Historic District design guidelines.

(A) New construction/replacement. Allowing noncontributing properties to be exempt from a Certificate of Appropriateness does not exempt the requirement for a Certificate of Appropriateness for new construction that is to replace a noncontributing property (building or structure) or new construction on a vacant lot.

(B) Noncontributing exterior facade remodeling. The City Council may require noncontributing properties undergoing exterior facade remodeling to be visually and architecturally similar to contributing Historic District buildings.

4. Any demo request for a contributing building requires Commission approval.

5. Staff has the authority to approve Certificate of Appropriateness if plans are consistent with Downtown Code and any other applicable guidelines.

(jj) Roofs and Parapets

1. Roofs and Parapets should demonstrate a commonsense recognition of the climate and neighboring structures by utilizing appropriate pitch, drainage, and materials in order to provide visual coherence in Downtown Celina.

(kk) Windows

1. Windows shall be divided by multiple panes of glass. This helps the window “hold” the surface of the façade, rather than appearing like a “hole” in the wall (an effect produced by a large single sheet of glass).

(ll) Art

1. Art installations whether freestanding or attached should be consistent with the adopted Fine Arts Master Plan and shall reflect the Historic Texas Architectural Style. Art installations shall be complementary to Downtown and should be specific to the particular district function and role Downtown.

Rules for all Districts Architectural Standards

(mm) Signage

1. Signs within Downtown Celina should be clear, informative to the public and should weather well. Blade type shop signs incorporating creative art, graphics or materials are encouraged for retail and office tenants.
2. Signage in the Downtown district shall enhance the pedestrian character of the district by providing signs that are pedestrian in scale and located so as to be legible to pedestrians on sidewalks.
3. Signs may be attached flush to the building so long as they do not obscure any significant architectural details.
4. Directory signs may be provided to help direct the public to different businesses and services in the Downtown district. These may be provided at prominent locations in downtown.
5. Signs may be lit by external light sources as long as such sources are not visually intrusive to the downtown environment.

Rules for all Districts Architectural Standards

(nn)Architectural Style

1. All buildings and improvements Downtown shall reflect the Historic Texas Style. Historic Texas is represented by neutral/earth tone colors, a refined and authentic feel, features that articulate buildings and add character, and Texas/western imagery, landscape, animals, and/or representations of Celina's or Texas' history or heritage.
2. Brick and stone are very common in this style. Effort should be taken to tie in materials utilized in nearby structures of high quality or historic significance. Building lighting, site lighting, signage, and landscaping are important to the architectural style and shall be incorporated into design site Architectural Style compliance.
3. The eight pictures on the following page represent the Historic Texas Architectural Style, and additional representative imagery and required character can also be found in each district's description within this Code.
4. To achieve the architectural style and characteristics of homes constructed from the 1890's to the 1930's, a minimum of four (4) of the following elements shall be incorporated into the design of the primary structure:
 - (A) Multiple pane (divided light) windows;
 - (B) Decorative columns and railings within the front porch area;
 - (C) Gables with decorative vents and windows;
 - (D) Dormer windows;
 - (E) Cupolas;
 - (F) Bay windows with a maximum projection of 24 inches;
 - (G) Window shutters; and/or
 - (H) Tripartite architecture.

(oo)Building Materials

1. Building materials shall reflect and complement the traditional materials and techniques of Downtown's architecture and be of the Historic Texas Architectural Style. They shall express the construction techniques and structural constraints of traditional, long-lasting, building materials such as brick, stone, limited stucco, and fiber cement siding.
2. All metal buildings are not permitted in Downtown, and metal can only be utilized as an accent or in combination with other materials. Glass or curtain wall can be utilized for in-line "jewel box" storefronts part of a block of lined buildings but shall not be adjacent to another jewel box storefront. There is no minimum masonry requirement for Downtown.
3. Entertainment District Buildings and design sites should be industrial chic in design, although still Historic Texas-style, with combinations of brick, stone, metal, glass, and wood, to complement the historic silos and Railway features.
4. Fences 4' and under may use non-injurious alternative materials; however any fencing device over 4' shall be decorative metal or masonry.

Rules for all Districts Architectural Standards

Historic Texas Architectural Style Representative Imagery





District Standards Patio Commons

(a) Patio Commons District



Representative Form & Function

1. General Character

(A) Patio Commons is the entertainment and gathering heart of Downtown. Block forms, Multiplex Large, and Main Street Small Building Types are predominant. Development has design elements to incorporate and showcase all four Downtown Themes: Texas, family-friendly, outdoor living, and entertainment. Vertical mixed-use, with ground floor commercial and upper floor residential and/or office, is encouraged. Patio Commons is the most walkable district in Downtown with short blocks, shade, connected pathways, stunning landscapes, and inviting public spaces.

2. Built Environment

(A) One and two-story buildings are typical, with three- to four-story structures in key anchor or corner locations. Buildings are built to the right-of-way line with wide sidewalks and a beautiful public realm. Building coverage is high, and developments are significantly amenitized to contribute to lively Outdoor Places.

(B) Parking should be shared with uses of opposite hours of operation to the greatest extent possible. Parking is located in the rear of buildings, and parking lots are highly designed to include shade, continuous pedestrian systems, parklets, and potential shaded transit/trolley stops where feasible. Structured parking should be made to design the inside and outside of the structures to

not be an afterthought and to incorporate Crime Prevention through Environmental Design (CPTED) principles and creative/artistic lighting inside with defined pedestrian paths.

(C) Green infrastructure, Texan Flair Landscaping (Page 2-24 - p(9)), interactive water features, Historic Texas Architecture, and CPTED principles are incorporated in new development and redevelopment where relevant and possible.

3. Streets and Blocks

(A) The historic street grid is intact and shall remain. Blocks shall have a consistent block face, in architecture and setback, to create a street room that is pleasant and safe for pedestrians and those enjoying the Downtown experience. Where buildings span the entire block, pedestrian access shall be provided in the middle, when possible, utilizing a designed service street or an activated breezeway. Streets shall be designed to be pedestrian-oriented and alternative wheels-friendly first and to move and park vehicles last.

(B) The streets and public realm in Patio Commons shall evoke feelings of safety, order, comfort, and charm for all ages and stages, and they shall cause someone to want to linger and to come back, with everyone they know, as soon as possible. Development and capital improvements shall demonstrate they are helping to achieve these goals through design, form, and function.

Patio Commons Design Standards

4. Building Envelope

Build-to-Zones & Setbacks

(A) Front	See Page 2-18
(B) Side (from property line)	*N/A
(C) Rear (from property line)	*Min. 5 Feet
(D) Lot Coverage	N/A
(E) Landscape Area	N/A

(F) Corner building street façades and all porches and fences shall be built to the setback range for a minimum of 15 feet from the corner along both streets or the width of the corner lot, whichever is less.

(G) Recessed entrances are permitted as long as the upper floors meet the development standards.

*All building types are required to provide a minimum of 10 feet separation from existing House, Duplex/Triplex, or Cottage Court Buildings. New Cottage Court Buildings are required to provide a minimum of 10 feet separation from all buildings not within the Design Site and a minimum of 7 feet between Buildings within the Cottage Court.

Lots & Blocks

(H) Block Face Maximum	*500 Feet
(I) Lot Width	**Max. 300 Feet
(J) Lot Depth	**Max. 140 Feet

(K) Lots shall be platted/replatted to preserve, enhance, and provide mid-block alleys where mid-block pedestrian breezeways are not provided.

*Blocks shall not exceed existing block layout.

**Can extend to a larger lot, not to exceed block width and block depth, if associated with structured parking with lined buildings. Mid-block pedestrian breezeway/ designed service way required for lot max extension.

Building Height

(L) First floor-to-floor height	Min. 12 Feet
(M) Upper floor(s) height (floor to ceiling)	Min. 10 Feet
(N) One and two-story structures typical, with three to four-story structures possible in key anchor or corner locations (with existing neighborhood transition area as applicable). Maximum 50 feet.	
(O) Ground floors of all buildings fronting Type A Streets shall be built to retail ready standards, including first floor-to-floor height, ingress/egress, handicap access, and first floor elevation flush with the sidewalk.	

5. Public Realm

Private Frontage

(A) Common Yard	Not Permitted
(B) Porch & Fence	Not Permitted
(C) Terrace or Lightwell	Not Permitted
(D) Forecourt	Permitted
(E) Stoop	Permitted
(F) Shopfront	Permitted
(G) Gallery	Permitted
(H) Arcade	Permitted

See Page 2-18 for associated Build-to-Zone details.

% of Building Facade within Build-to-Zone

(I) Type A Street and Civic Space	Min. 75%
(J) Type B Street	Min. 75%

Sign Types

(K) Monument	Not Permitted
(L) Blade	Permitted
(M) Attached	Permitted
(N) Roof	*Permitted
(O) Folding	Permitted
(P) Temporary	Not Permitted

(Q) Signs shall comply with signage regulations contained in the Signage Section and shall be Historic Texas Style.

*Permitted only along buildings fronting Type B streets.

Special Requirements

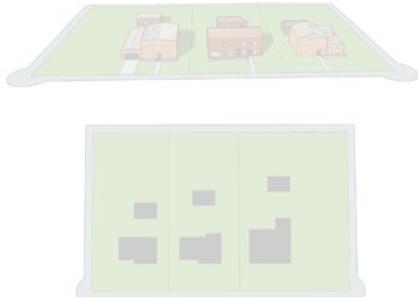
(R) All new construction projects within the Patio Commons District shall participate in the Downtown Holiday Lighting and WiFi program.

Fire Sprinklers

(S) All new construction projects within the Patio Commons District shall provide automatic fire sprinklers.

Patio Commons Permitted Building Types

Estate - Not Permitted



House - Not Permitted



Duplex/Triplex - Not Permitted



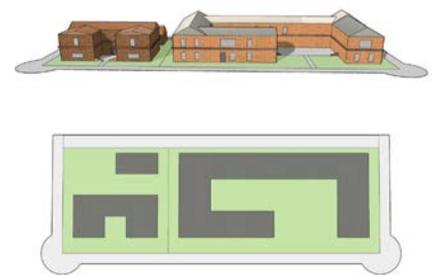
Multiplex Small



Cottage Court



Courtyard Building



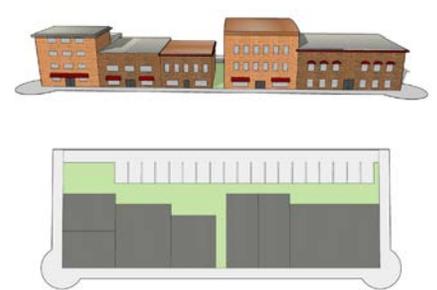
Multiplex Large



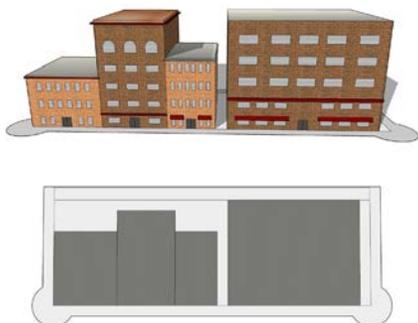
Townhouse



Main Street Small



Main Street Large



Block Building



Graphics illustrate conceptual form. Building types do not reflect use. For example, "House" can have non-residential uses.



**District Standards
The Bricks**

(b) The Bricks District



Representative Form & Function

1. General Character

(A) The Bricks offers a mixture of housing, primarily of modest size, and some structures are historic. There are neighborhood commercial uses side-by-side with a variety of housing types that blend in seamlessly with the existing homes. The proximity to Patio Commons and the Downtown Square highlights the need for residential uses within walking distance. There is a special focus on porch living and tasteful/stylish design to create a historic and quaint look and feel.

2. Built Environment

(A) One- to two-story buildings are typical, with three-story structures possible in key anchor or corner locations, especially near FM 455 and North Florida Drive. Buildings should be lined along the right-of-way consistent with existing structures and provide welcoming and inviting pedestrian pathways. Buildings along FM 455 should feel residential in style, regardless of use.

(B) Streets should be designed with multi-modal alternatives in mind and prioritize the pedestrian first. As neighborhood streets are reconstructed, room for parallel parking should be provided in the right-of-way but need not be striped as such. Shade and landscaping should be incorporated along roads to promote walkability throughout Downtown, and potential shaded

transit/trolley stops should be considered where feasible. Structured parking in The Bricks, when needed, should be located along FM 455 or in a sensitive location along Outer Loop to protect the neighboring low building heights.

(C) Parking lots should be placed in strategic locations, such as along Outer Loop, where they are easily accessible by cars and to not intrude on pedestrian walkability and safety. Lots should be broken up when possible and include trees and landscaping to prevent an abundance of non-natural materials.

3. Streets and Blocks

(A) The Downtown street grid shall be preserved to maintain short blocks that support the easy movement of people, bikes, and cars. If a development spans the majority of a block, public pedestrian access should be provided through the property mid-block to encourage the integration of the development with Downtown.

(B) Sidewalks should be wide, well lit, and contain landscaping to encourage walking Downtown, including enhanced landscaping along paths that lead to Patio Commons. Development and capital improvements shall demonstrate they are helping achieve these goals through design, form, and function.

The Bricks Design Standards

4. Building Envelope

Build-to-Zones & Setbacks

(A) Front	See Page 2-18
(B) Side (from property line)	Min. 5 Feet*
(C) Rear (from property line)	Min. 5 Feet
(D) Lot Coverage	Max. 70%
(E) Landscape Area	Min. 10%

(F) Corner building street façades and all porches and fences shall be built to the setback range for a minimum of 15 feet from the corner along both streets or the width of the corner lot, whichever is less.

(G) Recessed entrances are permitted as long as the upper floors meet the development standards.

*Townhouse Buildings are permitted to have zero separation between lots but must maintain a minimum of five feet from an exterior property line. All building types are required to provide a minimum of 10 feet separation from existing House, Duplex/Triplex, or Cottage Court Buildings. New Cottage Court Buildings are required to provide a minimum of 10 feet separation from all buildings not within the Design Site and a minimum of 7 feet between Buildings within the Cottage Court. New House or Duplex/Triplex Buildings are required to provide a minimum of 10 feet separation from all other buildings.

Lots & Blocks

(H) Block Face Maximum	*500 Feet
(I) Lot Width	Max. 200 Feet
(J) Lot Depth	Max. 140 Feet

(K) Lots shall be platted/replatted to preserve, enhance, and provide mid-block alleys.

*Blocks shall not exceed existing block layout.

Building Height

(L) First floor-to-floor height	Min. 12 feet
(M) Upper floor(s) height (floor to ceiling)	Min. 10 feet

(N) One-story and two-story structures typical, with three-story structures possible in key anchor or corner locations (with existing neighborhood transition area as applicable). Maximum 40 feet.

(O) House and Duplex/Triplex buildings are allowed a minimum 10 feet threshold for first floor-to-floor height.

5. Public Realm

Private Frontage

(A) Common Yard	Not Permitted
(B) Porch & Fence	Permitted
(C) Terrace or Lightwell	*Permitted
(D) Forecourt	Not Permitted
(E) Stoop	Not Permitted
(F) Shopfront	Not Permitted
(G) Gallery	Not Permitted
(H) Arcade	Not Permitted

*Allowed when fronting on a Type B Street.

See Page 2-18 for associated Build-to-Zone details.

% of Building Facade within Build-to-Zone

(I) Type A Street and Civic Space	Min. 75%
(J) Type B Street	Min. 50%
(K) Type C Street	Min. 50%

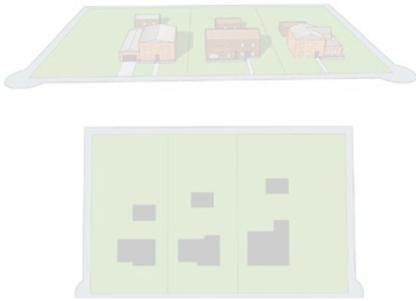
Sign Types

(L) Monument	Not Permitted
(M) Blade	Permitted
(N) Attached	Permitted
(O) Roof	Not Permitted
(P) Folding	Not Permitted
(Q) Temporary	Not Permitted

(R) Signs shall comply with signage regulations contained in the Signage Section and shall be Historic Texas Style.

The Bricks Permitted Building Types

Estate - Not Permitted



House



Duplex/Triplex



Multiplex Small



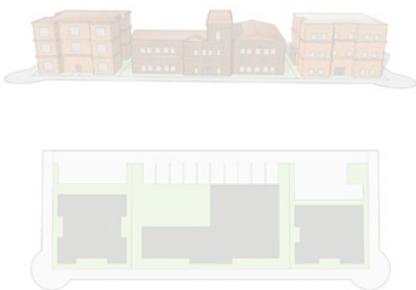
Cottage Court



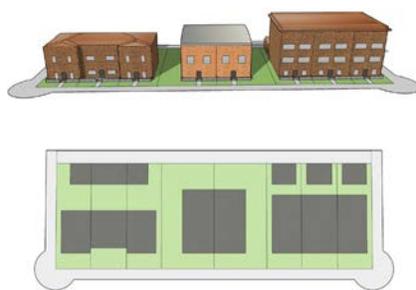
Courtyard Building



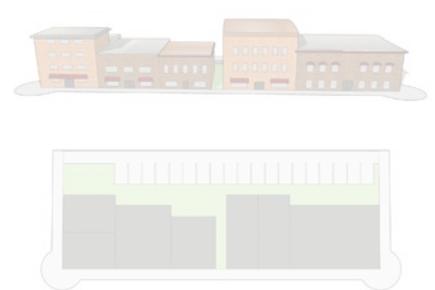
Multiplex Large - Not Permitted



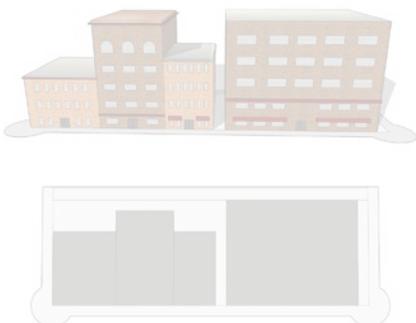
Townhouse



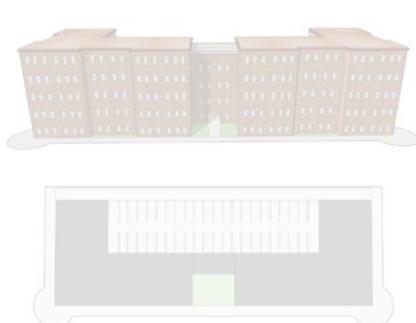
Main Street Small - Not Permitted



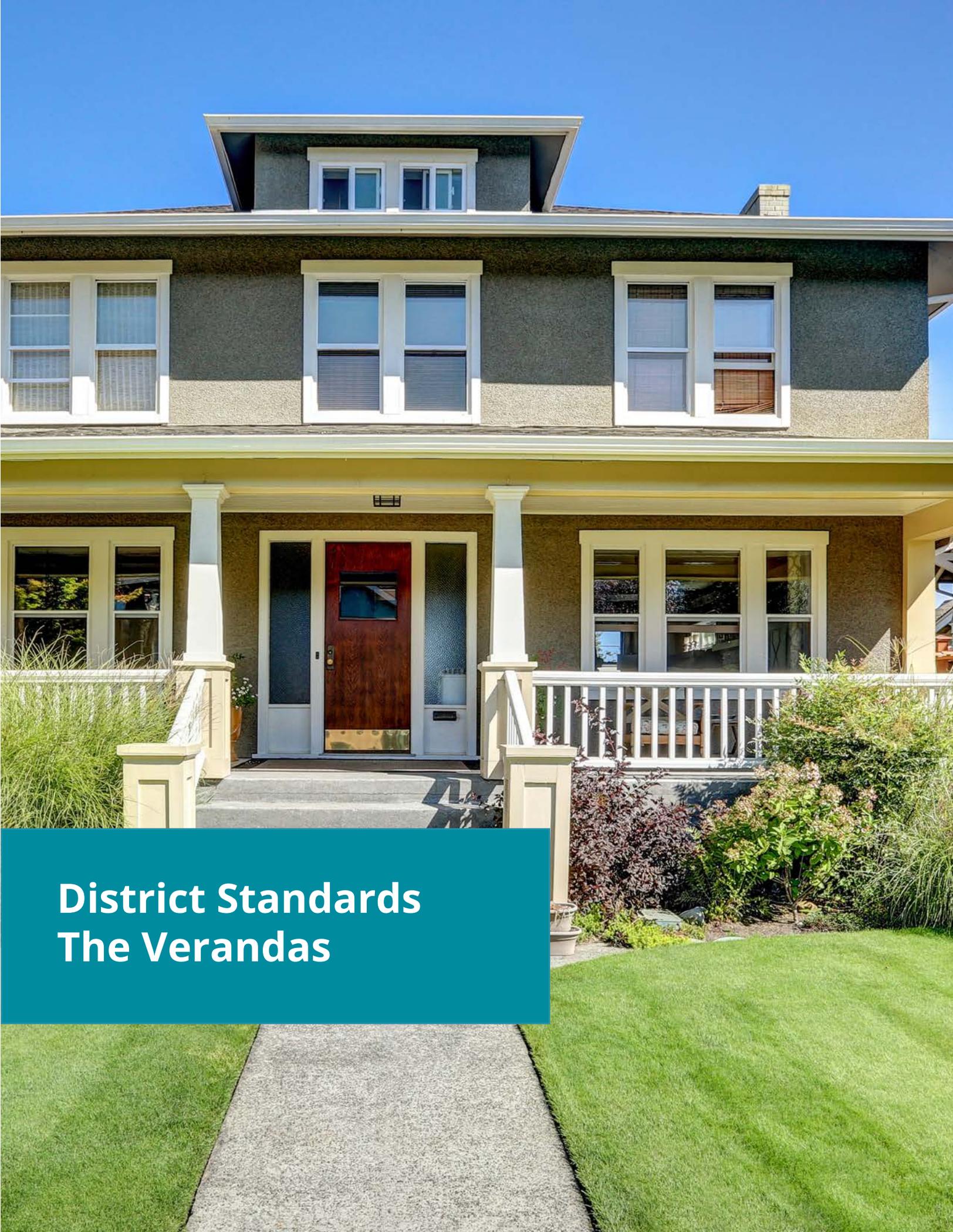
Main Street Large - Not Permitted



Block Building - Not Permitted



Graphics illustrate conceptual form. Building types do not reflect use. For example, "house" can have non-residential uses.



District Standards The Verandas

(c) The Verandas District



Representative Form & Function

1. General Character

(A) The Verandas is an area often noted in Celina as special to the community, exuding a quaint and southern charm and character. Numerous properties are historic and well-preserved, and the characteristics of these homes should be continued, including elements such as porches, columns, architectural style, and plentiful landscaping and mature trees. Due to the residential nature of the area, non-residential uses should be sensitive to neighboring uses by limiting or screening noise, parking, lighting, and service and should also mirror the residential form.

2. Built Environment

(A) Homes and buildings should be one to two stories and be set back consistently (between 20 and 30 feet) to allow for more landscaping and green space. Porches should be incorporated along the front of design sites, facing the primary road, and are encouraged on the sides of corner lots as well.

(B) As roads are redeveloped, parallel parking should be encouraged in the right-of-way to provide parking options near homes and businesses, although this parking does not necessarily need to be striped. When off-street parking spaces are necessary, individual lots should be behind the primary structure with tasteful

wayfinding signage and include landscaping that resembles neighboring uses and lots. Structured parking is prohibited, and potential shaded transit/trolley stops are encouraged where feasible.

(C) The anticipated majority land use in the area is expected to remain residential. The Verandas has a great context, however, for quiet non-residential uses that can benefit from the quaint and welcoming neighborhood, such as bed and breakfasts and offices in residential, Veranda-style structures.

3. Streets and Blocks

(A) The Downtown street grid shall be preserved and include multi-modal alternatives and create short blocks to support the easy movement of cars, bikes, and people. Blocks should be detached forms to maintain design that fits in with the neighborhood.

(B) The streets and pathways in the Verandas should be aesthetically pleasing and offer an easy trip to the neighboring Patio Commons. Development and capital improvements shall demonstrate they are helping to achieve these goals through design, form, and function.

The Verandas Design Standards

4. Building Envelope

Build-to-Zones & Setbacks

(A) Front	See Page 2-18
(B) Side (from property line)	Min. 10 Feet
(C) Rear (from property line)	Min. 10 Feet
(D) Lot Coverage	Max. 60%
(E) Landscape Area	Min. 25%

(F) Corner building street façades and all porches and fences shall be built to the setback range for a minimum of 15 feet from the corner along both streets or the width of the corner lot, whichever is less.

Lots & Blocks

(G) Block Face Maximum	*500 Feet
(H) Lot Width	Max. 100 Feet
(I) Lot Depth	Max. 140 Feet

(J) Lots shall be platted/replatted to preserve, enhance, and provide mid-block alleys.

**Blocks shall not exceed existing block layout.*

Building Height

(K) First floor-to-floor height	Min. 12 feet
(L) Upper floor(s) height (floor to ceiling)	Min. 10 feet
(M) One and two-story structures typical.	Maximum 30 feet.
(N) House and Duplex/Triplex buildings are allowed a min. 10 feet threshold for first floor-to-floor height.	

5. Public Realm

Private Frontage

(A) Common Yard	Permitted
(B) Porch & Fence	Not Permitted
(C) Terrace or Lightwell	Not Permitted
(D) Forecourt	Not Permitted
(E) Stoop	Not Permitted
(F) Shopfront	Not Permitted
(G) Gallery	Not Permitted
(H) Arcade	Not Permitted

See Page 2-18 for associated Build-to-Zone details.

% of Building Facade within Build-to-Zone

(I) Type A Street and Civic Space	Min. 75%
(J) Type B Street	Min. 50%
(K) Type C Street	Min. 50%

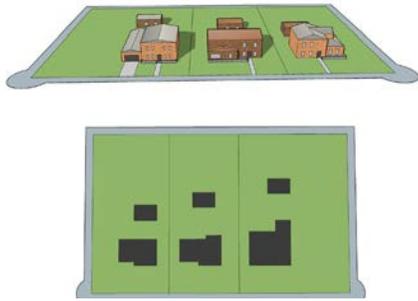
Sign Types

(L) Monument	Not Permitted
(M) Blade	Permitted
(N) Attached	Permitted
(O) Roof	Not Permitted
(P) Folding	Not Permitted
(Q) Temporary	Not Permitted

(R) Signs shall comply with signage regulations contained in the Signage Section and shall be Historic Texas Style.

The Verandas Permitted Building Types

Estate



House



Duplex/Triplex



Multiplex Small



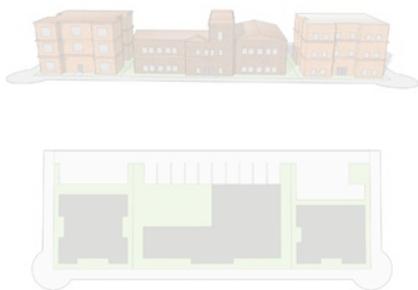
Cottage Court - Not Permitted



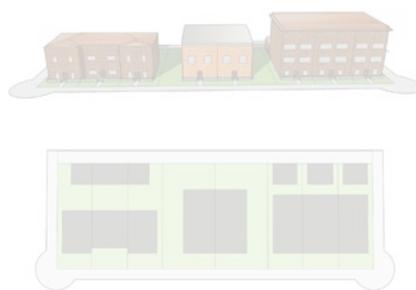
Courtyard Building - Not Permitted



Multiplex Large - Not Permitted



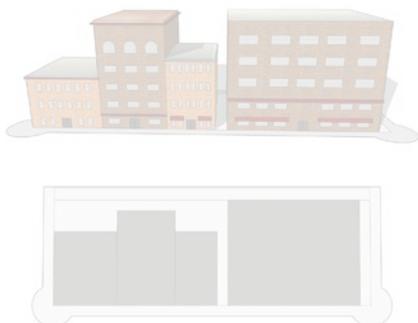
Townhouse - Not Permitted



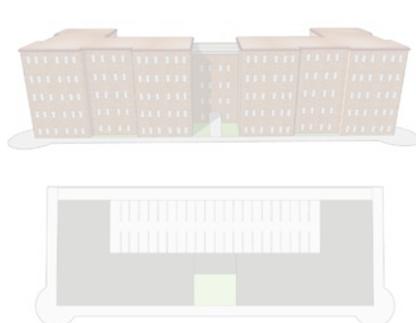
Main Street Small - Not Permitted



Main Street Large - Not Permitted



Block Building - Not Permitted



Graphics illustrate conceptual form. Building types do not reflect use. For example, "house" can have non-residential uses.



District Standards Entertainment

(d) Entertainment District



Representative Form & Function

1. General Character

(A) The Entertainment District embodies Celina's heritage through its relationship to the railway, the historic structures, and the prominent opportunity to connect both sides of Downtown. There will be exciting and memorable experiences oriented on the railway and its trail on the east side, in addition to a potential passenger rail station Downtown. Celina and its visitors will be able to visit the area for jobs, housing, shopping, dining, arts and culture, recreation, and more. Future development should pay homage to Celina's rich agricultural past and embrace the BNSF Railway.

2. Built Environment

(A) During the Downtown Master Plan process, the community expressed great interest in increased heights and densities east of Louisiana Drive to support the desired retail, restaurant, and entertainment type uses Downtown. Residential opportunities will be offered in the form of multi-story, preferably mixed-use, buildings, of up to six stories. Multimodal transportation options will be available, including a potential transit-oriented-development (TOD) on the BNSF Railway that will be able to connect regional tourists and commuters to Downtown and other local Celina destinations and experiences.

(B) Parking should be structured where possible.

Development on the west side of the Railway should front on Louisiana Drive with parking on the Railway side. Developments on the east side of the Railway should front along the streets, but special outdoor areas and entries should be provided on the Railway side to serve as trail-oriented development.

(C) Buildings and sites in this area should be industrial chic in nature, although still Historic Texas-style, with combinations of brick, stone, metal, glass, and wood. All metal buildings are not permitted, and metal shall be utilized as an accent or in combination with other materials. Developments use the silos and Railway as inspiration. Local buildings will be renovated and Outdoor Places with green grass and trees shall be incorporated into each design site to create places where people want to visit, take pictures, and spend the afternoon.

3. Streets and Blocks

(A) The streets in the Entertainment District will be walkable with short block lengths, with the historic street grid preserved. Safe sidewalk, trail, and bicycle connections will be provided. This urban agriculture TOD is innovative and creative, and it transforms the local space around the architecture and walkable design.

Entertainment District Design Standards

4. Building Envelope

Build-to-Zones & Setbacks

(A) Front	See Page 2-18
(B) Side (from property line)	*N/A
(C) Rear (from property line)	*Min. 5 Feet
(D) Lot Coverage Maximum	85%
(E) Landscape Area Minimum	10%

(F) Corner building street façades and all porches and fences shall be built to the setback range for a minimum of 15 feet from the corner along both streets or the width of the corner lot, whichever is less.

(G) Recessed entrances are permitted as long as the upper floors meet the development standards.

**Townhouse Buildings are permitted to have zero separation between lots but must maintain a minimum of five feet from an exterior property line. All building types are required to provide a minimum of 10 feet separation from existing House, Duplex/Triplex, or Cottage Court Buildings. New Cottage Court Buildings are required to provide a minimum of 10 feet separation from all buildings not within the Design Site and a minimum of 7 feet between Buildings within the Cottage Court.*

Lots & Blocks

(H) Block Face Maximum	*500 Feet
(I) Lot Width	**N/A
(J) Lot Depth	**N/A

(K) Lots shall be platted/replatted to preserve, enhance, and provide mid-block alleys.

**Blocks shall not exceed existing block layout.*

***Mid-block pedestrian breezeway/designed service way required for lots exceeding 200 feet in width or depth.*

Building Height

(M) First floor-to-floor height	Min. 12 feet
(N) Upper floor(s) height (floor to ceiling)	Min. 10 feet

(O) One- and two-story structures typical, with three-to five-story structures possible in key anchor or corner locations (with existing neighborhood transition area as applicable). Six stories permitted only with parking structure. Maximum 85 feet.

(P) Ground floors of all buildings fronting toward Patio Commons or Pecan Street shall be built to retail ready standards, including first floor-to-floor height, ingress/egress, handicap access, and first floor elevation flush with the sidewalk.

5. Public Realm

Private Frontage

(A) Common Yard	Not Permitted
(B) Porch & Fence	Not Permitted
(C) Terrace or Lightwell	Not Permitted
(D) Forecourt	Permitted
(E) Stoop	Permitted
(F) Shopfront	Permitted
(G) Gallery	Permitted
(H) Arcade	Permitted

See Page 2-18 for associated Build-to-Zone details.

% of Building Facade within Build-to-Zone

(I) Type A Street and Civic Space	Min. 75%
(J) Type B Street	Min. 50%
(K) Type C Street	Min. 50%

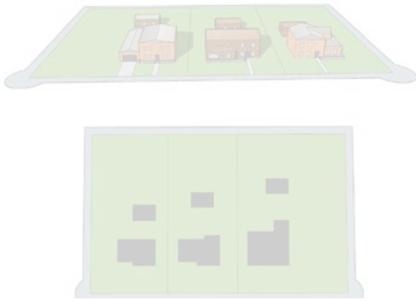
Sign Types

(L) Monument	Permitted
(M) Blade	Permitted
(N) Attached	Permitted
(O) Roof	Permitted
(P) Folding	Permitted
(Q) Temporary	Permitted

(R) Signs shall comply with signage regulations contained in the Signage Section and shall be Historic Texas Style.

Entertainment District Permitted Building Types

Estate - Not Permitted



House - Not Permitted



Duplex/Triplex - Not Permitted



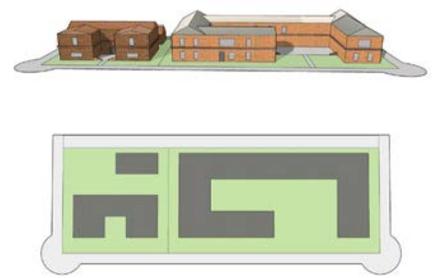
Multiplex Small



Cottage Court



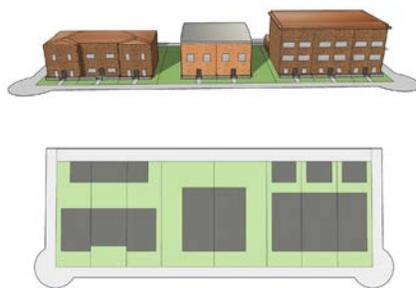
Courtyard Building



Multiplex Large



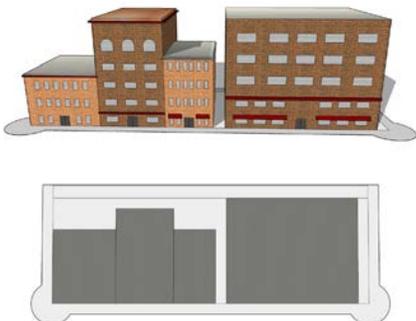
Townhouse



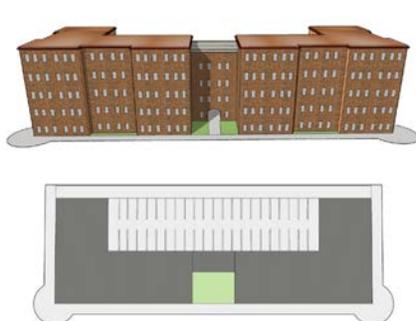
Main Street (small)



Main Street (large)



Block Building



Graphics illustrate conceptual form. Building types do not reflect use. For example, "house" can have non-residential uses.



District Standards Preston Streams

(e) Preston Streams District



Representative Form & Function

1. General Character

(A) Preston Streams is a combination of beauty, nature, and development. It is intended to display the wide variety of housing choice that Celina offers. Development and redevelopment will include extensive green infrastructure and shady sidewalks.

2. Built Environment

(A) Preston Streams has some of the most beautiful land in Downtown, with mature trees, Doe Branch Creek, and lush green areas. New development and redevelopment will take extra care to try to preserve existing trees, provide green infrastructure, and incorporate nature and greenery into the design sites. A regional park and trail amenity are planned in this district that will be a destination and serve for lively recreation.

(B) Buildings will vary in number of stories, one and two-stories being the average, with up to three stories allowed in key anchor or corner locations.

(C) Development is intended to follow the natural forms of Doe Branch Creek, which runs in the northeast to the southeast portion of the district. The natural ecosystem near Doe Branch Creek should be enhanced in whatever ways possible to ensure this natural asset is protected. The large amount of vacant parcels, in addition to the key role to provide necessary housing Downtown,

make this area perfect for multi-story structures containing residential, commercial, or mixed uses along key corridors. Since there are existing residential structures, they will be protected with Residential Transition Requirements to ensure the sensitive blend between existing and new.

3. Streets and Blocks

(A) Streets in Preston Streams will provide pleasant and shaded pathways to connect the services, destinations, and homes. From local markets, small office spaces, religious facilities, to townhouses, live-work units, and main street-type development, Preston Streams will be a vibrant and walkable mixed-use district.

(B) Since block forms are expected in Preston Streams (i.e. the higher intensity building types), in addition to detached forms, mid-block pedestrian cut throughs, breezeways, and designed alleys are essential to walkability. The historic street grid will remain intact in this area, as in all areas of Downtown. Providing a walkable, urban neighborhood feel will encourage more non-motorized forms of transportation and more foot traffic in front of local businesses.

Preston Streams District Design Standards

4. Building Envelope

Build-to-Zones & Setbacks

(A) Front	See Page 2-18
(B) Side (from property line)	Min. 5 Feet*
(C) Rear (from property line)	Min. 5 Feet
(D) Lot Coverage	Max. 70%
(E) Landscape Area	Min. 10%

(F) Corner building street façades and all porches and fences shall be built to the setback range for a minimum of 15 feet from the corner along both streets or the width of the corner lot, whichever is less.

(G) Recessed entrances are permitted as long as the upper floors meet the development standards.

*Townhouse Buildings are permitted to have zero separation between lots but must maintain a minimum of five feet from an exterior property line. All building types are required to provide a minimum of 10 feet separation from existing House, Duplex/Triplex, or Cottage Court Buildings. New Cottage Court Buildings are required to provide a minimum of 10 feet separation from all buildings not within the Design Site and a minimum of 7 feet between Buildings within the Cottage Court. New House or Duplex/Triplex Buildings are required to provide a minimum of 10 feet separation from all other buildings.

Lots & Blocks

(H) Block Face Maximum	*500 Feet
(I) Lot Width	Max. 200 Feet
(J) Lot Depth	Max. 140 Feet

(K) Lots shall be platted/replatted to preserve, enhance, and provide mid-block alleys.

*Blocks shall not exceed existing block layout.

Building Height

(L) First floor-to-floor height	Min. 12 feet
(M) Upper floor(s) height (floor to ceiling)	Min. 10 feet

(N) One-story and two-story structures typical, with three-story structures possible in key anchor or corner locations (with existing neighborhood transition area as applicable). Maximum 40 feet.

(O) House and Duplex/Triplex buildings are allowed a minimum 10 feet threshold for first floor-to-floor height.

5. Public Realm

Private Frontage

(A) Common Yard	Not Permitted
(B) Porch & Fence	Permitted
(C) Terrace or Lightwell	*Permitted
(D) Forecourt	**Permitted
(E) Stoop	**Permitted
(F) Shopfront	**Permitted
(G) Gallery	**Permitted
(H) Arcade	**Permitted

*Allowed when fronting on a Type B Street.

**Shall observe Setback Averaging. Where Setback Averaging cannot be applied the Build-to-Zones on page 2-18 apply.

See Page 2-18 for associated Build-to-Zone details.

% of Building Facade within Build-to-Zone

(I) Type A Street and Civic Space	Min. 75%
(J) Type B Street	Min. 50%
(K) Type C Street	Min. 50%

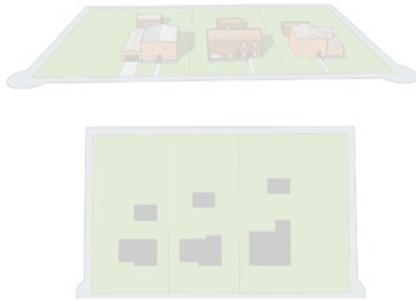
Sign Types

(L) Monument	Not Permitted
(M) Blade	Permitted
(N) Attached	Permitted
(O) Roof	Not Permitted
(P) Folding	Not Permitted
(Q) Temporary	Not Permitted

(R) Signs shall comply with signage regulations contained in the Signage Section and shall be Historic Texas Style.

Preston Streams District Permitted Building Types

Estate - Not Permitted



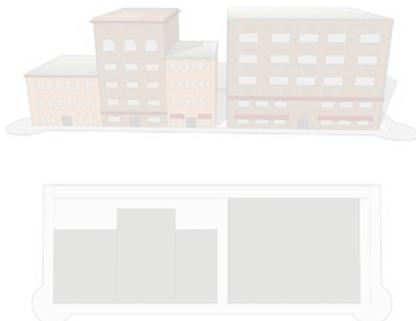
**Multiplex Small*



Multiplex Large - Not Permitted



Main Street (large) - Not Permitted



House



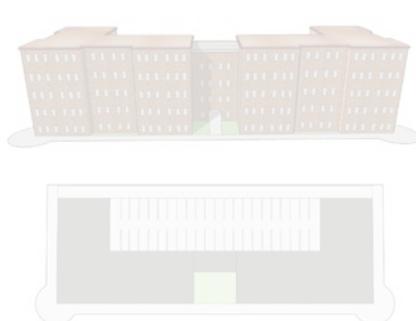
**Cottage Court*



**Townhouse*



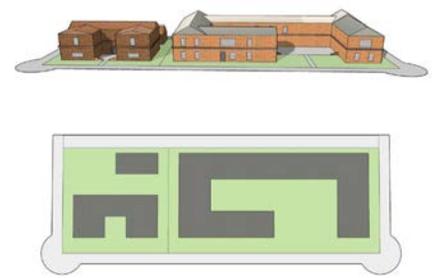
Block Building - Not Permitted



Duplex/Triplex



**Courtyard Building*



**Main Street (small)*



***Building types allowed only along Malone, Oklahoma, Ash, and Pecan corridors.**

Graphics illustrate conceptual form. Building types do not reflect use. For example, "house" can have non-residential uses.



**District Standards
Gateway East**

(f) Gateway East District



Representative Form & Function

1. General Character

(A) Gateway East is the eastern edge of Downtown--the first thing you see for Downtown traveling on Preston Road. Development in Gateway East is big and bold, making a statement to passersby and visitors that Downtown is lively, fun, walkable, and urban (vs. suburban), but with a Historic Texas, Celina character. There is significant potential for all use categories, but especially for entertainment uses. Since there is a large space available for redevelopment in Gateway East, it makes large, mixed-use development feasible.

2. Built Environment

(A) To provide a special urban feel for Gateway East that is uniquely Downtown Celina, new development should pay crucial attention to two things: rural/country feel and Historic Texas architectural style. Tying in water, trees, and grass as civic open spaces, preferably in conservation-type development, will bring the rural/country feel alive that is so special and unique to Celina. Building storefronts will provide awnings and shade structures to create a comfortable environment for residents and visitors.

(B) Structured parking garages in this area are essential to preserve valuable land for redevelopment. The streets connecting the developments will give priority to the wide

sidewalks and extensive bicycle infrastructure. The ground level will have plentiful trees, plants, and other green infrastructure.

(C) Family-friendly destinations and amenities should be included in the non-residential development in the form of open space, parks, lawn games, and seating areas. Cafes, coffee shops, and bakeries will encourage people to stay and enjoy the area.

(D) Suburban pad sites and a large big box retailer along Preston is not what will be in Gateway East. The palette of building types and the vision depicted in the pictures above should be utilized to create special places that make a bold statement about Downtown Celina.

3. Streets and Blocks

(A) Development in Gateway East should maximize the space for redevelopment, but it should also provide continuation of the 300-foot by 300-foot street grid or short and organized blocks when designed. Outdoor markets, community events, and library activities will occur in the outside lawns in new development. Large sidewalks with shade structures will also be present to encourage walking year-round. Special focus should be made on a pleasant pedestrian experience from end to end, throughout the district.

Gateway East Design Standards

4. Building Envelope

Build-to-Zones & Setbacks

(A) Front	See Page 2-18
(B) Side (from property line)	*Min. 5 Feet
(C) Rear (from property line)	*Min. 5 Feet
(D) Lot Coverage Maximum	85%
(E) Landscape Area Minimum	10%

(F) Corner building street façades and all porches and fences shall be built to the setback range for a minimum of 15 feet from the corner along both streets or the width of the corner lot, whichever is less.

(G) Recessed entrances are permitted as long as the upper floors meet the development standards.

*Townhouse Buildings are permitted to have zero separation between lots but must maintain a minimum of five feet from an exterior property line. All building types are required to provide a minimum of 10 feet separation from existing House, Duplex/Triplex, or Cottage Court Buildings. New Cottage Court Buildings are required to provide a minimum of 10 feet separation from all buildings not within the Design Site and a minimum of 7 feet between Buildings within the Cottage Court. New Duplex/Triplex Buildings are required to provide a minimum of 10 feet separation from all other buildings.

Lots & Blocks

(H) Block Face Maximum	*500 Feet
(I) Lot Width	**N/A
(J) Lot Depth	**N/A

*Blocks shall not exceed existing block layout.

**Mid-block pedestrian breezeway/designed service way required for lots exceeding 200 feet in width or depth.

Building Height

(K) First floor-to-floor height	Min. 12 feet
(L) Upper floor(s) height (floor to ceiling)	Min. 10 feet
(M) Two- and three-story structures typical, with four- to five-story structures possible in key anchor or corner locations. Six stories permitted only with parking structure. Maximum 85 feet.	

(N) Ground floors of all buildings fronting Type A Streets shall be built to retail ready standards, including first floor-to-floor height, ingress/egress, handicap access, and first floor elevation flush with the sidewalk.

(O) Duplex/Triplex buildings are allowed a min. 10 feet threshold for first floor-to-floor height.

5. Public Realm

Private Frontage

(A) Common Yard	Not Permitted
(B) Porch & Fence	Not Permitted
(C) Terrace or Lightwell	Permitted
(D) Forecourt	Permitted
(E) Stoop	Permitted
(F) Shopfront	Permitted
(G) Gallery	Permitted
(H) Arcade	Permitted

See Page 2-18 for associated Build-to-Zone details.

% of Building Facade within Build-to-Zone

(I) Type A Street and Civic Space	Min. 75%
(J) Type B Street	Min. 60%
(K) Type C Street	Min. 50%
(L) Type D Street	N/A

Sign Types

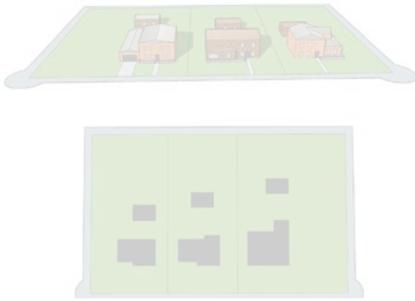
(M) Monument	*Permitted
(N) Blade	Permitted
(O) Attached	Permitted
(P) Roof	*Permitted
(Q) Folding	Permitted
(R) Temporary	*Permitted

(S) Signs shall comply with signage regulations contained in the Signage Section and shall be Historic Texas Style.

*Permitted only along Type B and Type D Streets.

Gateway East Preferred Building Types

Estate



House



Duplex/Triplex



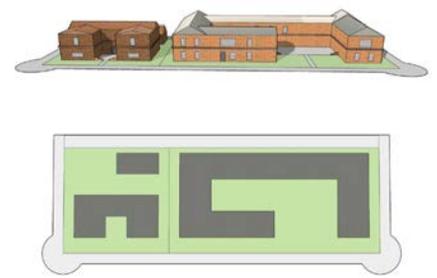
Multiplex Small



Cottage Court



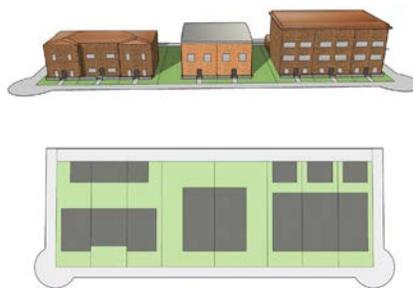
Courtyard Building



Multiplex Large



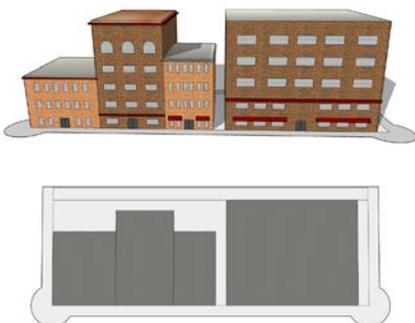
Townhouse



Main Street (small)



Main Street (large)



Block Building



Graphics illustrate conceptual form. Building types do not reflect use. For example, "house" can have non-residential uses.

Appendix

(a) Schedule of Uses

P = Permitted; Blank = Not permitted

Uses	The Bricks	The Verandas	Patio Commons	Entertainment	Preston Streams	Gateway East
*Residential	P	P	P	P	See Note 7	P
Retail/ store/ restaurant	P	P	P	P	See Note 7	P
Office/ medical office	P	P	P	P	See Note 7	P
Entertainment			P	P	See Note 7	P
Auto-related						
Heavy industrial/ dirty industrial						
Assisted living/ nursing home						
Pick-up-/ drop-off-heavy uses (ex. K-12 school)						

1. Excessively noxious uses are not permitted Downtown.
2. Since residential uses are permitted in all districts, in all Building Types Downtown, uses shall be compatible with homes in scale, noise level, traffic impacts, parking, smell, cleanliness, and safety/risk.
3. Uses consistent with the Vision of Downtown, either in the District description or in the Downtown Master Plan, shall be permitted even if not expressly listed above.
4. Where uses consistent with the Vision are loud or could otherwise interfere with residential living, potential negative impacts shall be mitigated through screening, limits on outdoor activity, fencing, landscaping, and/or hours of operation through a Specific Use Permit tied to the subject use on the subject property.
5. Large footprint uses (over 20,000 square feet on ground level) shall be multi-story, or locate the use on a mezzanine, and shall have structured parking.
6. Urban agriculture shall be allowed with a storefront/market.
7. Where properties do not front Pecan, Oklahoma, Ash, or Malone only single family residential, two family residential, or three family residential are permitted.

**Independent living types only (can include age-restricted living as long as residents are independent and can enjoy Downtown's businesses and amenities)*

(b) Glossary of Terms

Access: Public entry via designated right-of-way or pedestrian and bicycle access easement.

Accessory Use: Any use that is customarily a part of, and clearly incidental and secondary to the primary use on the parcel and does not change the character of the primary use.

Accessory Building/Structure: A structure physically detached from, secondary and incidental to, and commonly associated with a primary structure or use on the same site. Accessory structures normally associated with a residential use property include, but are not limited to: garages (unenclosed or enclosed) for the storage of automobiles (including incidental restoration and repair), personal recreational vehicles and other personal property; studios; workshops; greenhouses (noncommercial); enclosed cabanas and pool houses; and storage sheds. Accessory structures normally associated with a non-residential use property include but are not limited to garages (unenclosed or enclosed) for the storage of automobiles and work-related vehicles and equipment (including incidental restoration and repair); storage structures; workshops; and studios.

Adjacent: Sharing a common site line or having site lines separated only by an alley.

Alley: A public right-of-way to be used primarily for vehicular access to the back or side of a parcel of real property that abuts a street. Alleys are intended to connect blocks, through the middle, from one major street across to the other major street, or to another alley in a "T" configuration.

Alternative Wheels: Active transportation methods that can be used on a bike lane such as scooters, bikes, golf carts, etc.

Anchor/Corner Location: Prominent development within the block that typically is the largest building and located on the corners with sensitive transitions to adjacent structures.

Arcade: A Private Frontage Type conventional for commercial uses and walkable areas wherein the facade is a colonnade supporting habitable space that overlaps the sidewalk, while the facade at sidewalk level remains at the frontage line.

Architectural Features: Exterior building elements intended to provide ornamentation to the building massing, including, but not limited to eaves, cornices, bay windows, window and door surrounds, light fixtures, canopies, and balconies.

Awning: A roof or cover which projects from a wall of a building over a window, door, and/or sidewalk, made of canvas, metal, or wood, which may be fixed in place or be retractable.

Bay Window: A window that projects from the building facade or elevation that begins on the ground floor and can extend to upper floors.

Block: An area of land separated from other areas by adjacent streets, railroads, rights of-way, or public areas. Blocks in Downtown are generally square and contain at least one linear right-of-way where an alley can be improved.

Block Face: The aggregate of all the building facades on one side of a block. The block face provides the context for establishing a consistent street room and an organized pedestrian experience.

Block Length: The horizontal distance measured from one end of the block to the other end, along the same right-of-way, from perpendicular right-of-way line to perpendicular right-of-way line. illustration

Block Perimeter: The aggregate of all sides of a block measured along the outside/adjacent rights-of-way.

Building Form/Mass: The overall shape, dimensions, and articulation of a building.

Build-to-Zone: An area parallel to a site line or right-of-way where it is required for a percentage of building façade of a building to be placed, according to the applicable Percentage of Building Façade within Build-to-Zone requirements. Illustrated in the Private Frontage requirements in 2-18.

Character District: One of six distinct areas identified within Downtown, on the Regulating Plan, that are distinguished from one another by their physical form, function, look, and location.

Common Yard: A Private Frontage Type, typically landscaped, wherein the facade is set back from the frontage line. It is visually continuous with adjacent yards.

Contributing Structure: Building that has been surveyed and designated as contributing by the Downtown Commission.

Glossary of Terms

Courtyard: An unroofed area that is completely or partially enclosed by walls or buildings on at least two sides and often shared by multiple residential units or commercial suites.

Crime Prevention through Environmental Design (CPTED): a multi-disciplinary approach of crime prevention that uses urban and architectural design and the management of built and natural environments.

Curb: The edge of the vehicular pavement that may be raised or flush to a swale. It usually incorporates the drainage system.

Design Professional: Architect, urban planner/designer, landscape architect, or historian.

Design Site: A portion of land delineated from others to accommodate no more than one of the building types allowed by the transect zone (except for accessory buildings as allowed). The main purpose of a design site is to generate pedestrian-oriented buildings by coordinating the intended building sizes with the intended physical character of each district. A parcel may have multiple design sites, and a design site may comprise multiple parcels, or even multiple districts, as long as all standard subdivision requirements are met and no improvements impede parcel lines without appropriate easements or accommodations. Where a design site traverses multiple districts, each area of the design site shall follow the district requirements applicable to that area of the design site.

Development Pattern: Design site of entire block, whether existing or conceptual.

Director: The Director of Development Services or his/her designee.

Driveway: A vehicular lane within a design site, or shared between two sites, leading to a garage, accessory structure, or approved parking or loading area.

Encroachment: A structural element that breaks the plane of a vertical or horizontal regulatory limit, extending into a setback, into the public frontage, or above a height limit.

Entry or Entrance: An opening, such as a door, passage, or gate, that allows access to a building.

Ex-officio Member: A member of the Downtown Commission by virtue of their position that does not have voting powers.

Façade: The exterior wall of a building adjacent to a public right-of-way, the front or side along a private street, or civic space.

Façade Renovation: Improvement that requires a building permit to the façade.

Flat roof: A nearly horizontal roof pitched for water drainage only.

Footprint: The outline of the area of ground covered by the foundations of a building or structure.

Forecourt: A private frontage wherein a portion of the facade is close to the frontage line and the central portion is set back for landscaping, plaza, or other purposes.

Frontage: A strip or extent of land abutting a thoroughfare, civic space, or other public right-of-way.

Gallery: A Private Frontage Type conventional for commercial uses and walkable areas wherein the facade is aligned close to the frontage line with an attached cantilevered shed or continuous colonnade overlapping the sidewalk.

Ground Floor: The floor of a building located nearest to the level of the existing grade around the building (i.e. the first floor, not intended to be basement level).

Height, Building: The vertical distance between grade and the highest part of the structure directly above.

Ceiling, Ground Floors: Height from finished floor to finished ceiling of primary rooms on the ground floor, not including secondary rooms such as bathrooms, closets, utility rooms and storage spaces.

Ceiling, Upper Floors: Height from finished floor to finished ceiling of primary rooms on the floor(s) above the ground floor, not including secondary rooms such as bathrooms, closets, utility rooms and storage spaces.

Live-Work: A mixed-use unit consisting of a commercial and residential function. The commercial function may be anywhere in the unit. It is intended to be occupied by a business operator who lives in the same structure that contains the commercial activity or industry.

Lot: A parcel of land accommodating a building or buildings of unified design.

(b) Glossary of Terms

Mansard roof: A four-sided gambrel-style hip roof characterized by two slopes on each of its sides with the lower slope, punctured by dormer windows, at a steeper angle than the upper.

Modification, Major: Process outlined in section (i) for approving variances to individual development regulations outlined in the code.

Modification, Minor: Process outlined in section (h) for approving variances to individual development regulations outlined in the code.

Mixed-use: Multiple uses within the same building.

Neighborhood/Residential Transition: Requirements ensuring a gradual transition into residential areas. See (aa)7 for full details.

Non-Residential: All uses not meeting the criteria of residential use.

Open Space:

Private: Individual open-air space per unit.

Shared: Group open space for multiple units within development. Space does not have to be together and can be split into multiple areas if they are a minimum of 30 square feet each.

Outdoor Place: Civic open space, of at least 30 square feet of land, designed for the public and neighborhood. Can be plaza, public art, seating, park, landscaping, or other amenities to activate the street.

Parking unit: A 9x18 stall for storing vehicle.

Parking, On-Street and Off-Street: Required parking units within development or outside the private property within the right-of-way.

Parklet: A small seating area or green space created as a public amenity on or alongside a sidewalk, especially in a former roadside parking space.

Pedestrian Pass-through: Designated walkway/breezeway incorporated into site design with the intent to allow access through a development.

Pedestrian/Street Tree Zone/Street Room: Space between the back of curb and property line that includes sidewalk, public furniture and street trees.

Pitch roof: A roof that slopes downwards, typically in two parts at an angle from a central ridge, but sometimes in one part, from one edge to another. The 'pitch' of a roof is its vertical rise divided by its horizontal span and is a measure of its steepness.

Porch: A covered shelter projecting in front of the entrance of a building.

Port-cochères: A roofed structure extending from the entrance of a building over an adjacent driveway and sheltering those getting in or out of vehicles.

Private Frontage: The area between the building facades and the lot lines.

Property line: The boundary line between two pieces of property or right-of-way

Recessed Entrance: Entrance to a building that is set back from the facade of the building.

Regulating Plan: A map for a development that identifies character districts to be applied and that identifies the street types, building types, and frontage types for the development. Upon approval of the development, the regulating plan's content is incorporated into the Celina Zoning Map.

Residential: Premises used primarily for human habitation.

Retail-Ready Standard: Ground floor of buildings constructed with features that will allow a transition from residential to retail. Features include: first floor-to-floor height, ingress/egress, handicap access, and first floor elevation flush with the sidewalk.

Right-of-way: The legal right, established by usage or grant, to pass along a specific route through grounds or property belonging to another.

Screening: Barrier meant to obstruct view using a fence, landscaping or wall.

Residential Transition Area Screening Device: Wall, landscaping or other screening device that is minimum of six feet and maximum of eight feet in height.

Setbacks: The area of a Lot measured from the Lot line to a building Facade or Elevation that is maintained clear of permanent structures.

Glossary of Terms

Setback Averaging: The proposed building must be located within the range of existing primary street setbacks, no closer than the smallest setback in the range and no further than the largest setback in the range. On an interior lot, the range of setbacks is measured on the basis of the two closest lots in either direction along the block face. On a corner lot, the range of setbacks is measured on the basis of the 3 closest lots along the block face.

Sidewalk: The paved section of the public frontage dedicated exclusively to pedestrian activity. Minimum width shall be five feet.

Sight Distance Triangle: A triangle sight area, at all intersections, which shall include that portion of public right-of-way and any corner lot within a triangle formed by a diagonal line extending through points on the two (2) property lines twenty-five (25) feet from the street corner intersection of the property lines (or that point of intersection of the property lines extended) and intersecting the curb lines.

Signs

Monument: Any sign permanently affixed to the ground, which is not affixed to a building and does not have any visible support.

Attached: Any sign affixed flat against and parallel to a building wall. For the purposes of this definition, wall shall include window areas.

Blade: A building-mounted sign that projects from and is perpendicular to the building's fascia.

Roof: Any signs which are affixed to building roofs, excepting mansard or sloping roofs.

Folding: Any sign not permanently affixed to the ground or to a building and which is designed to permit removal and reuse.

Pole: A freestanding sign with visible support structure.

Shopfront: Private frontage conventional for retail use, with substantial glazing and an awning, wherein the facade is aligned close to the frontage line with the building entrance at sidewalk grade.

Site Line: Property boundary encompassing complete design site which can include multiple parcels/properties.

Stoop: A private frontage wherein the facade is aligned close to the frontage line with the first story elevated from the sidewalk for privacy, with an exterior stair and landing at the entrance.

Story: A habitable level within a building, excluding an attic or raised basement.

Transit/Trolley Stop: A designated shelter that provides shade and protection from weather for the waiting of bus, rail, or other public transportation.

Unit: Individually designed space within a building, or comprising one whole building, for residential or non-residential purposes.

(c) Downtown Residential Protections

The Downtown Code is drafted to codify the community vision of the Downtown Master Plan but is sensitive to the existing residential fabric that makes Downtown Celina special. In order to protect this existing residential character, there are certain protections incorporated into the code. These protections are listed below for quick reference.



Downtown Commission	Page 1-7	Authority to discuss, review, and recommend policies pertaining to gentrification and Downtown residential living.
Transitions	Page 2-23	<p>Residential Transition Requirements - The following residential transition standards shall apply to all new building construction and all upper story additions to existing buildings located adjacent to existing one-unit detached residential buildings but shall not apply when an improved public street or railroad right-of-way separates the new building construction from the existing one-unit detached residential buildings.</p> <p style="padding-left: 40px;">(A) Transition Area - 35' (min.)</p> <p style="padding-left: 40px;">(B) Max. Building Height within Transition Area - Two stories</p>
Screening	Page 2-24	A Residential Transition Area Screening Device (minimum 6 feet and maximum 8 feet high) shall be required when adjacent to an existing one-unit detached residential building and shall be optional for all other adjacencies.
Lighting	Page 2-27	The maximum light level of any light fixture shall not exceed half a footcandle measured at the property line of any one-unit detached residential building.
Land Uses	Page 4-2	<p>Since residential uses are permitted in all districts, in all Building Types Downtown, uses shall be compatible with homes in scale, noise level, traffic impacts, parking, smell, cleanliness, and safety/risk.</p> <p>Where uses consistent with the Vision are loud or could otherwise interfere with residential living, potential negative impacts shall be mitigated through screening, limits on outdoor activity, fencing, landscaping, and/or hours of operation through a Specific Use Permit tied to the subject use on the subject property.</p>
Setback Averaging	Page 4-6	The proposed building must be located within the range of existing primary street setbacks, no closer than the smallest setback in the range and no further than the largest setback in the range. On an interior lot, the range of setbacks is measured on the basis of the two closest lots in either direction along the block face. On a corner lot, the range of setbacks is measured on the basis of the 3 closest lots along the block face.