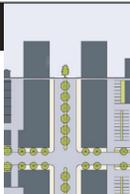


TABLE 1: TRANSECT ZONE DESCRIPTIONS

This table describes of the Intent of each Transect Zone.

T1		<p>T-1 Natural General Character: Natural landscape with some agricultural use Building Placement: Not applicable Frontage Types: Not applicable Typical Building Height: Not applicable Type of Civic Space: Parks, Greenways</p>
T2		<p>T-2 RURAL General Character: Primarily agricultural with woodland & wetland and scattered buildings Building Placement: Variable Setbacks Frontage Types: Not applicable Typical Building Height: 1- to 2-Story Type of Civic Space: Parks, Greenways</p>
T3		<p>T-3 SUB-URBAN General Character: Lawns, and landscaped yards surrounding detached single-family houses; pedestrians occasionally Building Placement: Large and variable front and side yard Setbacks Frontage Types: Porches, fences, naturalistic tree planting Typical Building Height: 1- to 2-Story Type of Civic Space: Parks, Greenways</p>
T4		<p>T-4 GENERAL URBAN General Character: Mix of Houses, Townhouses & small Apartment buildings, with scattered Commercial activity; balance between landscape and buildings; presence of pedestrians Building Placement: Shallow to medium front and side yard Setbacks Frontage Types: Porches, fences, Stoops, Dooryards Typical Building Height: 2- to 3-Story Type of Civic Space: Squares, Greens</p>
T40		<p>T-40 GENERAL URBAN - OPEN General Character: Mix of Houses, Townhouses & small Apartment buildings, with open Commercial activity; predominantly attached buildings; trees within the public right-of-way; substantial pedestrian activity Building Placement: Shallow Setbacks or none; buildings oriented to street defining a street wall Frontage Types: Shopfronts, Porches, fences, Stoops, Dooryards Typical Building Height: 2- to 3-Story Type of Civic Space: Plazas, Squares, Greens, median landscaping</p>
T5		<p>T-5 URBAN CENTER General Character: Shops mixed with Townhouses, larger Apartment houses, Offices, workplace, and Civic Buildings; predominantly attached buildings; trees within the public right-of-way; substantial pedestrian activity Building Placement: Shallow Setbacks or none; buildings oriented to street defining a street wall Frontage Types: Stoops, Shopfronts, Galleries Typical Building Height: 2- to 5-Story with some variation Type of Civic Space: Parks, Plazas and Squares, median landscaping</p>
T50		<p>T-50 URBAN CENTER - OPEN General Character: Shops mixed with Townhouses, larger Apartment houses, Offices, workplace, and Civic Buildings; predominantly attached buildings; trees within the public right-of-way; substantial pedestrian activity Building Placement: Shallow Setbacks or none; buildings oriented to street defining a street wall Frontage Types: Stoops, Shopfronts, Galleries, and Arcades Typical Building Height: 2- to 6-Story with some variation Type of Civic Space: Parks, Plazas and Squares, median landscaping</p>
T6		<p>T-6 URBAN CORE General Character: Medium to high-Density Mixed Use buildings, entertainment, Civic and cultural uses. Attached buildings forming a continuous street wall; trees within the public right-of-way; highest pedestrian and transit activity Building Placement: Shallow Setbacks or none; buildings oriented to street, defining a street wall Frontage Types: Stoops, Dooryards, Forecourts, Shopfronts, Galleries, and Arcades Typical Building Height: 4-plus Story with a few shorter buildings Type of Civic Space: Parks, Plazas and Squares; median landscaping</p>

El Paso, Texas

TABLE 3A: VEHICULAR LANE DIMENSIONS

This table assigns lane widths to Transect Zones. The Design ADT (Average Daily Traffic) is the determinant for each of these sections. The most typical assemblies are shown in Table 3B. Specific requirements for truck and transit bus routes and truck loading shall be decided in consultation with Sun Metro.

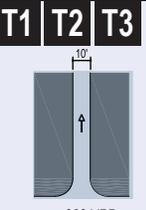
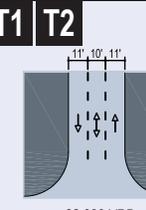
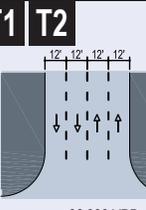
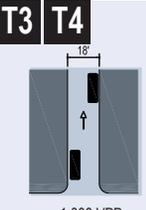
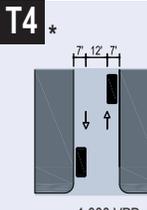
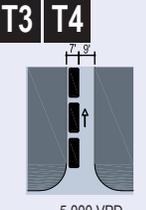
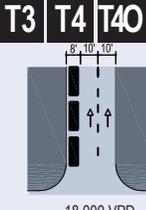
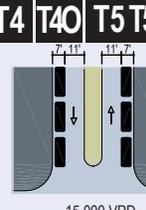
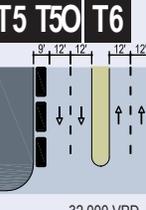
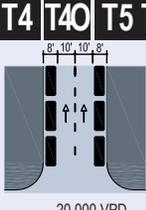
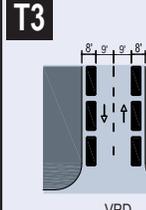
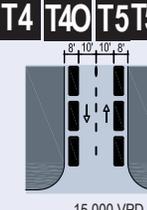
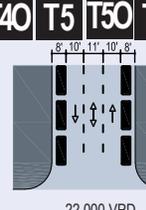
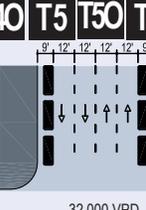
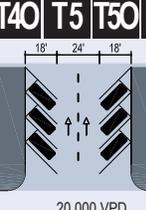
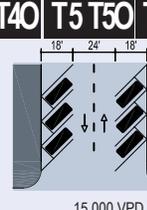
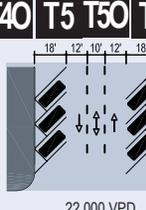
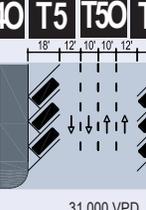
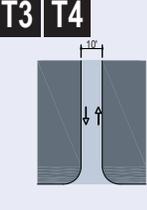
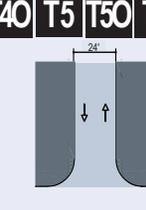
DESIGN SPEED	TRAVEL LANE WIDTH	T1	T2	T3	T4	T4O	T5	T5O	T6	■ BY RIGHT
20-25 mph	9 feet	■	■	■	■					
25-35 mph	10 feet	■	■	■	■	■	■	■	■	
25-35 mph	11 feet	■	■				■	■	■	
Above 35 mph	12 feet	■	■				■	■	■	

DESIGN SPEED	PARKING LANE WIDTH	T1	T2	T3	T4	T4O	T5	T5O	T6	■ BY RIGHT
20-25 mph	(Angle) 18 feet						■	■	■	
20-25 mph	(Parallel) 7 feet				■					
25-35 mph	(Parallel) 8 feet			■	■	■	■	■	■	
Above 35 mph	(Parallel) 9 feet						■	■	■	

DESIGN SPEED	EFFECTIVE TURNING RADIUS	T1	T2	T3	T4	T4O	T5	T5O	T6	(See Table 17b)
20-25 mph	10-15 feet	■	■	■	■		■	■	■	
25-35 mph	15-20 feet	■	■	■	■		■	■	■	
Above 35 mph	20-30 feet	■	■							

TABLE 3B: VEHICULAR LANE & PARKING ASSEMBLIES.

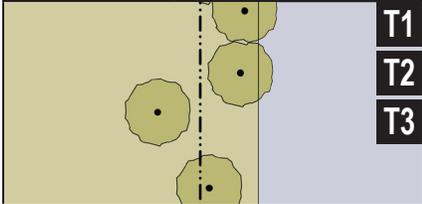
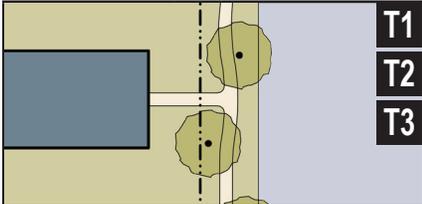
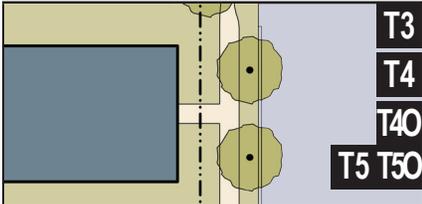
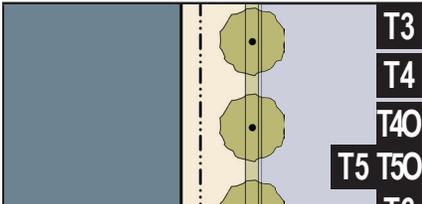
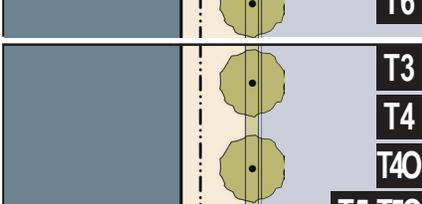
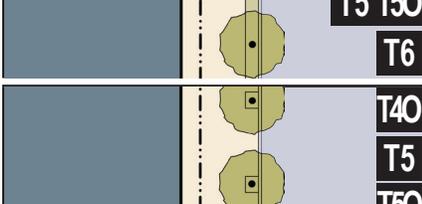
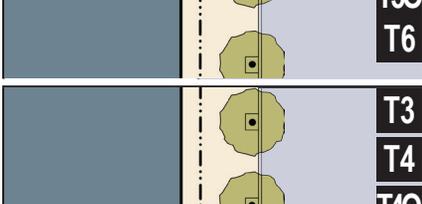
The projected design speeds determine the dimensions of the vehicular lanes and turning radii assembled for Thoroughfares.

	ONE WAY MOVEMENT →	TWO WAY MOVEMENT →
a. NO PARKING	 <p>Design ADT: 300 VPD Pedestrian Crossing: 3 Seconds Design Speed: 20-30 MPH</p>	 <p>Design ADT: 2,500 VPD Pedestrian Crossing: 5 Seconds Design Speed: 20-25 MPH</p>  <p>Design ADT: 22,000 VPD Pedestrian Crossing: 9 Seconds Design Speed: 20-25 MPH</p>  <p>Design ADT: 36,000 VPD Pedestrian Crossing: 13 Seconds Design Speed: 35 MPH and above</p>
b. YIELD PARKING	 <p>Design ADT: 1,000 VPD Pedestrian Crossing: 5 Seconds Design Speed: 20-30 MPH</p>	 <p>Design ADT: 1,000 VPD Pedestrian Crossing: 7 Seconds Design Speed: 20-25 MPH</p> <p>* This Thoroughfare type permitted only with mid-Block staging area. Length of staging area must be 40'.</p>
c. PARKING ONE SIDE PARALLEL	 <p>Design ADT: 5,000 VPD Pedestrian Crossing: 5 Seconds Design Speed: 20-30 MPH</p>  <p>Design ADT: 18,000 VPD Pedestrian Crossing: 8 Seconds Design Speed: 20-30 MPH</p>	 <p>Design ADT: 16,000 VPD Pedestrian Crossing: 8 Seconds Design Speed: 25-30 MPH</p>  <p>Design ADT: 15,000 VPD Pedestrian Crossing: 11 Seconds Design Speed: 25-30 MPH</p>  <p>Design ADT: 32,000 VPD Pedestrian Crossing: 13 Seconds Design Speed: 35 MPH and above</p>
d. PARKING BOTH SIDES PARALLEL	 <p>Design ADT: 20,000 VPD Pedestrian Crossing: 10 Seconds Design Speed: 25-30 MPH</p>	 <p>Design ADT: VPD Pedestrian Crossing: 9 Seconds Design Speed: 20-25 MPH</p>  <p>Design ADT: 15,000 VPD Pedestrian Crossing: 10 Seconds Design Speed: 25-30 MPH</p>  <p>Design ADT: 22,000 VPD Pedestrian Crossing: 13 Seconds Design Speed: 25-30 MPH</p>  <p>Design ADT: 32,000 VPD Pedestrian Crossing: 15 Seconds Design Speed: 35 MPH and above</p>
e. PARKING BOTH SIDES DIAGONAL	 <p>Design ADT: 20,000 VPD Pedestrian Crossing: 17 Seconds Design Speed: 20-25 MPH</p>	 <p>Design ADT: 15,000 VPD Pedestrian Crossing: 17 Seconds Design Speed: 20-25 MPH</p>  <p>Design ADT: 22,000 VPD Pedestrian Crossing: 20 Seconds Design Speed: 25-30 MPH</p>  <p>Design ADT: 31,000 VPD Pedestrian Crossing: 23 Seconds Design Speed: 25-30 MPH</p>
f. PARKING ACCESS		 <p>Design ADT: VPD Pedestrian Crossing: 3 Seconds Design Speed: 20-25 MPH</p>  <p>Design ADT: VPD Pedestrian Crossing: 6 Seconds Design Speed: 25-30 MPH</p>

El Paso, Texas

TABLE 4A: PUBLIC FRONTAGES - GENERAL.

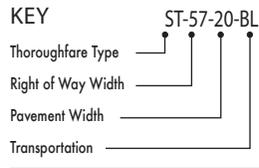
The Public Frontage is the area between the private Lot line and the edge of the vehicular lanes. Dimensions are given in Table 4B.

PLAN	
LOT ▶	◀ R.O.W.
PRIVATE FRONTAGE ▶	◀ PUBLIC FRONTAGE
<p>a. (HW) For Highway: This Frontage has open Swales drained by percolation, Bicycle Trails and no parking. The landscaping consists of the natural condition or multiple species arrayed in naturalistic clusters. Buildings are buffered by distance or berms.</p>	
<p>b. (RD) For Road: This Frontage has open Swales drained by percolation and a walking Path or Bicycle Trail along one or both sides and Yield parking. The landscaping consists of multiple species arrayed in naturalistic clusters.</p>	
<p>c. (ST) For Street: This Frontage has raised Curbs drained by inlets and Sidewalks separated from the vehicular lanes by tree wells or continuous Parkways, with parking on one or both sides. The landscaping consists of street trees of a single or alternating species aligned in a regularly spaced Allée.</p>	
<p>d. (DR) For Drive: This Frontage has raised Curbs drained by inlets and a wide Sidewalk or paved Path along one side, related to a Greenway or waterfront. It is separated from the vehicular lanes by individual or continuous Parkways. The landscaping consists of street trees of a single or alternating species aligned in a regularly spaced Allée.</p>	
<p>e. (AV) For Avenue: This Frontage has raised Curbs drained by inlets and wide Sidewalks separated from the vehicular lanes by a narrow continuous Parkway with parking on both sides. The landscaping consists of a single tree species aligned in a regularly spaced Allée.</p>	
<p>f. (CS) (AV) For Commercial Street or Avenue: This Frontage has raised Curbs drained by inlets and very wide Sidewalks along both sides separated from the vehicular lanes by separate tree wells with grates and parking on both sides. The landscaping consists of a single tree species aligned with regular spacing where possible but clears the storefront entrances.</p>	
<p>g. (BV) For Boulevard: This Frontage has Slip Roads on both sides. It consists of raised Curbs drained by inlets and Sidewalks along both sides, separated from the vehicular lanes by Parkways. The landscaping consists of double rows of a single tree species aligned in a regularly spaced Allée.</p>	

El Paso, Texas

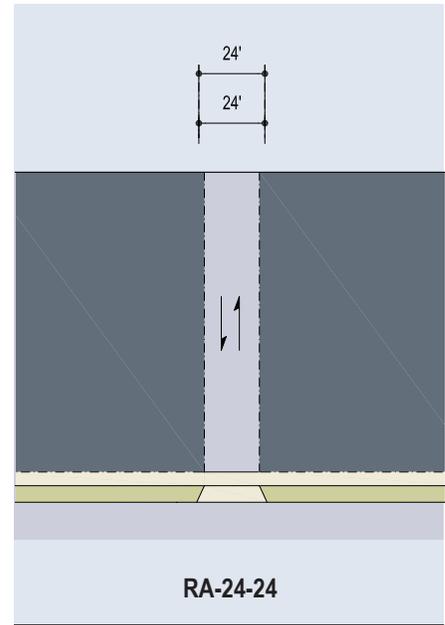
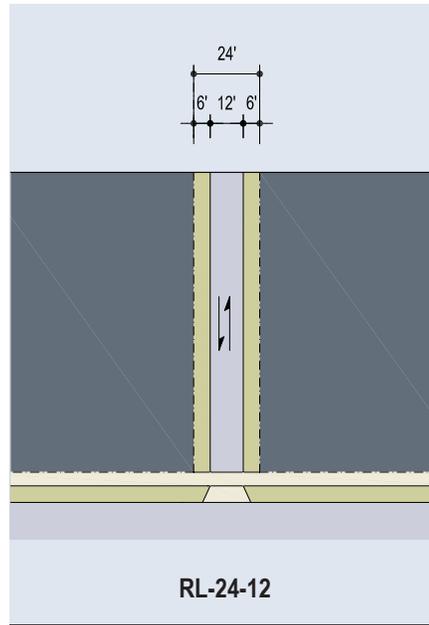
TABLE 4C: THOROUGHFARE ASSEMBLIES

These Thoroughfares are assembled from the elements that appear in Tables 3A and 3B and incorporate the Public Frontages of Table 4. The key gives the Thoroughfare type followed by the right-of-way width, followed by the pavement width, and in some instances followed by specialized transportation capability.



THOROUGHFARE TYPES

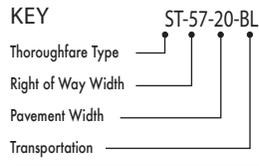
- Highway: HW
- Boulevard: BV
- Avenue: AV
- Commercial Street: CS
- Drive: DR
- Street: ST
- Road: RD
- Rear Alley: RA
- Rear Lane: RL
- Bicycle Trail: BT
- Bicycle Lane: BL
- Bicycle Route: BR
- Path: PT
- Transit Route: TR



Thoroughfare Type	
Transect Zone Assignment	
Right-of-Way Width	
Pavement Width	
Movement	
Design Speed	
Pedestrian Crossing Time	
Traffic Lanes	
Parking Lanes	
Curb Radius	
Public Frontage Type	
Walkway Type	
Planter Type	
Curb Type	
Landscape Type	
Transportation Provision	

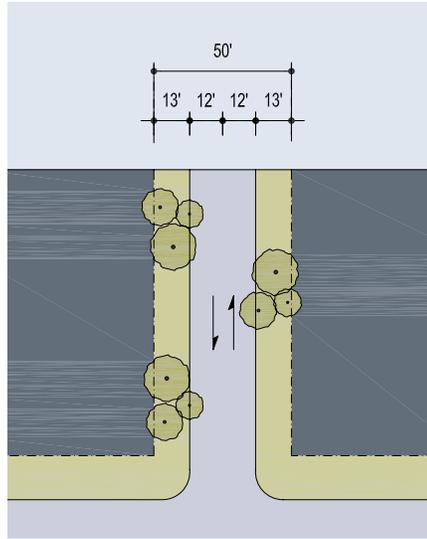
Rear Lane	
T3, T4, T40	
24 feet	
12 feet	
Yield Movement	
10 MPH	
3.5 seconds	
n/a	
None	
Taper	
None	
None	
Inverted Crown	
None	
None	

Rear Alley	
T4, T40, T5, T50, T6	
24 feet	
24 feet	
Slow Movement	
10 MPH	
7 seconds	
n/a	
None	
Taper	
None	
None	
Inverted Crown	
None	
None	

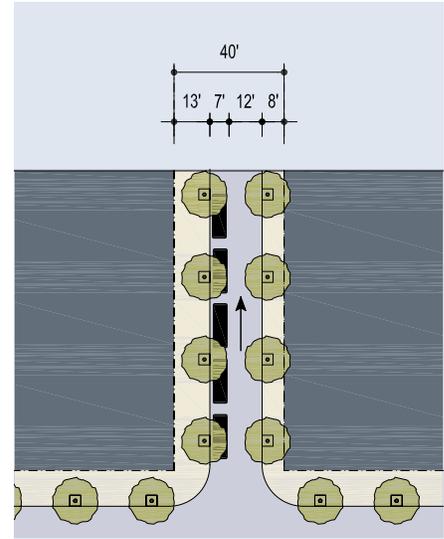


THOROUGHFARE TYPES

- Highway: HW
- Boulevard: BV
- Avenue: AV
- Commercial Street: CS
- Drive: DR
- Street: ST
- Road: RD
- Rear Alley: RA
- Rear Lane: RL
- Bicycle Trail: BT
- Bicycle Lane: BL
- Bicycle Route: BR
- Path: PT
- Transit Route: TR



RD-50-24

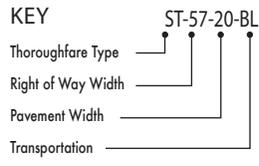


ST-40-19

Thoroughfare Type
Transect Zone Assignment
Right-of-Way Width
Pavement Width
Movement
Design Speed
Pedestrian Crossing Time
Traffic Lanes
Parking Lanes
Curb Radius
Public Frontage Type
Walkway Type
Planter Type
Curb Type
Landscape Type
Transportation Provision

Road
T1, T2, T3
50 feet
24 feet
Slow Movement
20 MPH
6.8 seconds
2 lanes
None
25 feet
Common Yard, Porch & Fence
Path optional
Continuous Swale
Swale
Trees clustered
BT

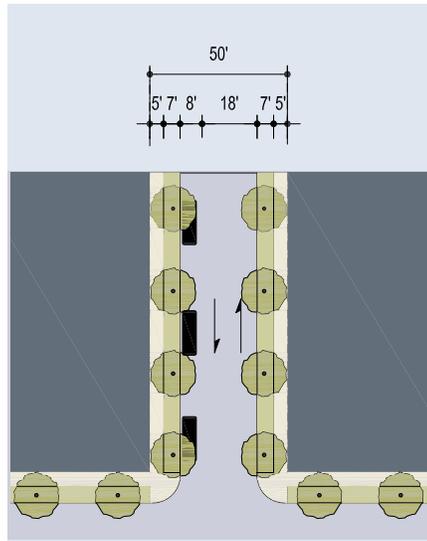
Street
T40, T5, T50, T50, T6
40 feet
19 feet
One-Way Movement
20 MPH
5.4 seconds
1 lane
One side @ 7 feet marked
15 feet
Shopfront, Gallery, Arcade
13/8 foot Sidewalk
4x4" tree well
Curb
Trees at 30' o.c.... Avg....



THOROUGHFARE TYPES

- Highway: HW
- Boulevard: BV
- Avenue: AV
- Commercial Street: CS
- Drive: DR
- Street: ST
- Road: RD
- Rear Alley: RA
- Rear Lane: RL
- Bicycle Trail: BT
- Bicycle Lane: BL
- Bicycle Route: BR
- Path: PT
- Transit Route: TR

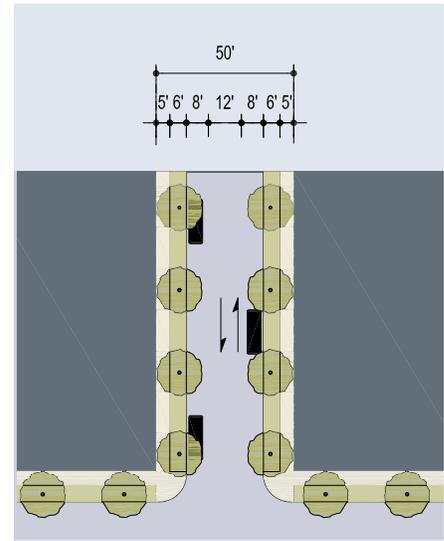
Thoroughfare Type
Transect Zone Assignment
Right-of-Way Width
Pavement Width
Movement
Design Speed
Pedestrian Crossing Time
Traffic Lanes
Parking Lanes
Curb Radius
Public Frontage Type
Walkway Type
Planter Type
Curb Type
Landscape Type
Transportation Provision



ST-50-26*

Street
T4, T40, T5, T50, T6
50 feet
26 feet
Free Movement
20 MPH
7.4 seconds
2 lanes
One side @ 8 feet marked
10 feet
PF, T/L, ST
5 foot Sidewalk
7 foot continuous Parkway
Curb
Trees at 30' o.c. Avg..

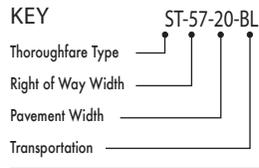
* PERMITTED IN T4 WITH 40' MID-BLOCK STAGING AREA.



ST-50-28*

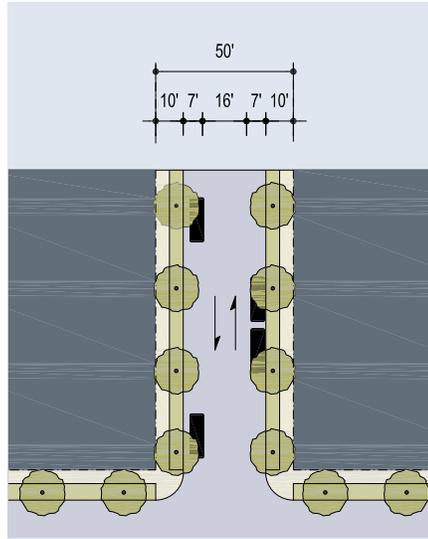
Street
T4, T40, T5, T50, T6
50 feet
28 feet
Yield Movement
20 MPH
7.6 seconds
2 lane
Both sides @ 8 feet unmarked
10 feet
PF, T/L, ST
5 foot Sidewalk
6 foot continuous Parkway
Curb
Trees at 30' o.c. Avg..

* PERMITTED IN T4 WITH 40' MID-BLOCK STAGING AREA.

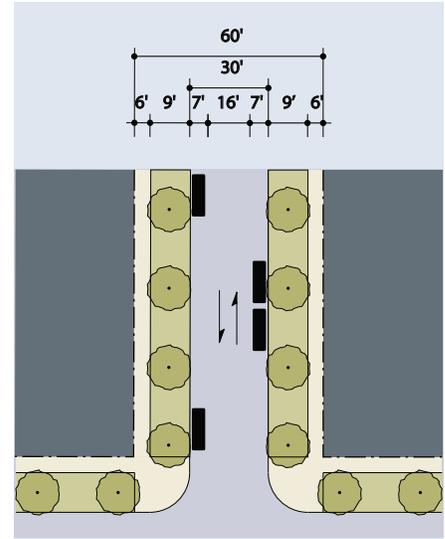


THOROUGHFARE TYPES

- Highway: HW
- Boulevard: BV
- Avenue: AV
- Commercial Street: CS
- Drive: DR
- Street: ST
- Road: RD
- Rear Alley: RA
- Rear Lane: RL
- Bicycle Trail: BT
- Bicycle Lane: BL
- Bicycle Route: BR
- Path: PT
- Transit Route: TR



ST-50-30

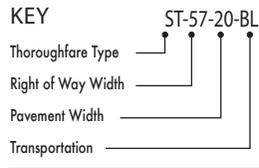


ST-60-30

Thoroughfare Type	
Transect Zone Assignment	
Right-of-Way Width	
Pavement Width	
Movement	
Design Speed	
Pedestrian Crossing Time	
Traffic Lanes	
Parking Lanes	
Curb Radius	
Public Frontage Type	
Walkway Type	
Planter Type	
Curb Type	
Landscape Type	
Transportation Provision	

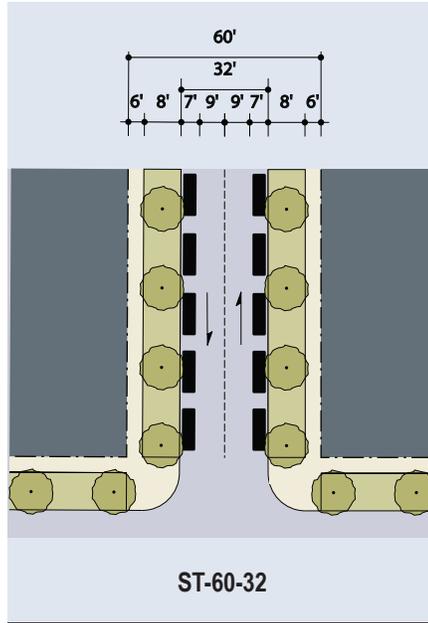
Street	
T3, T4	
50 feet	
30 feet	
Slow Movement	
20 MPH	
8.5 seconds	
2 lanes	
Both sides @ 7 feet unmarked	
10 feet	
St, FC, DY/LC, PF	
5 foot Sidewalk	
5 foot continuous Parkway	
Vertical	
Trees at 30' o.c. Avg.	
BR	

Street	
T3, T4	
60 feet	
30 feet	
Slow Movement	
20 MPH	
8.5 seconds	
2 lanes	
Both sides @ 7 feet unmarked	
10 feet	
St, FC, DY/LC, PF	
6 foot Sidewalk	
9 foot continuous Parkway	
Vertical	
Trees at 30' o.c. Avg.	
BR	

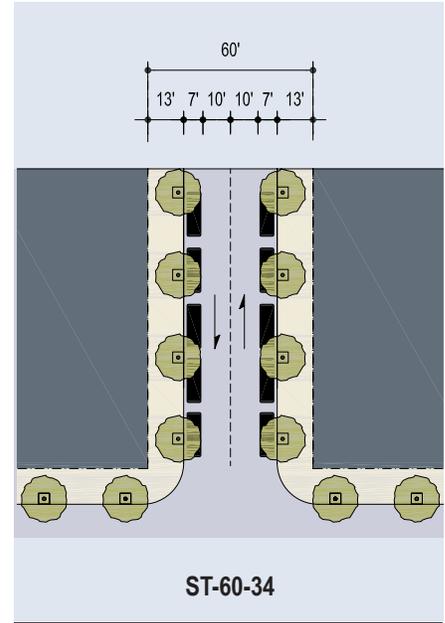


THOROUGHFARE TYPES

- Highway: HW
- Boulevard: BV
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- Commercial Street: CS
- Drive: DR
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- Road: RD
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- Path: PT
- Transit Route: TR

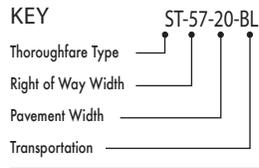


Street
T4
60 feet
30 feet
Slow Movement
20 MPH
9.7 seconds
2 lanes
Both sides @ 7 feet unmarked
10 feet
ST, FC, DY/LC, PF
6 foot Sidewalk
8 foot continuous Parkway
Vertical
Trees at 30' o.c. Avg.
BR



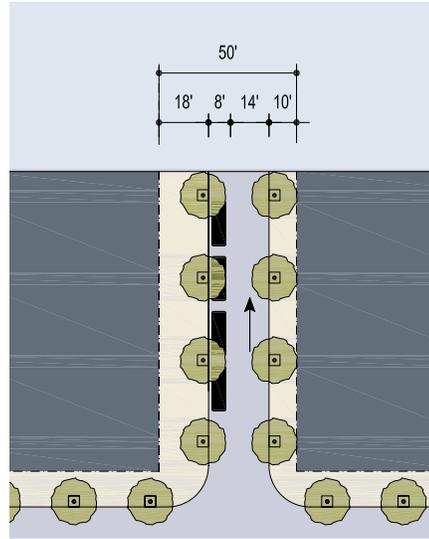
Street
T4, T40, T5, T50
60 feet
34 feet
Slow Movement
20 MPH
9.7 seconds
2 lanes
Both Sides @ 7 feet marked
15 feet
Arcade, Gallery, Shopfront, Stoop
6 foot Sidewalk
7 foot continuous Parkway
Vertical
Trees at 30' o.c. Avg.
BR

Thoroughfare Type
Transect Zone Assignment
Right-of-Way Width
Pavement Width
Movement
Design Speed
Pedestrian Crossing Time
Traffic Lanes
Parking Lanes
Curb Radius
Public Frontage Type
Walkway Type
Planter Type
Curb Type
Landscape Type
Transportation Provision

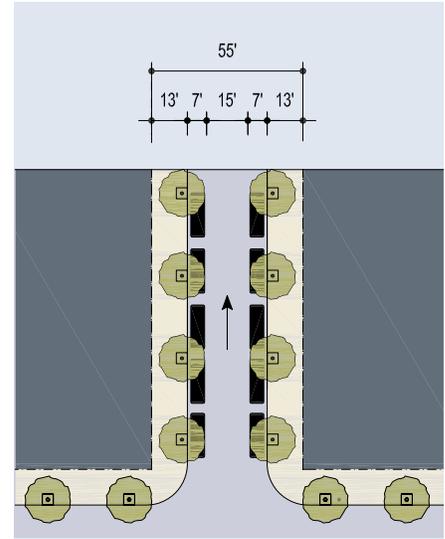


THOROUGHFARE TYPES

- Highway: HW
- Boulevard: BV
- Avenue: AV
- Commercial Street: CS
- Drive: DR
- Street: ST
- Road: RD
- Rear Alley: RA
- Rear Lane: RL
- Bicycle Trail: BT
- Bicycle Lane: BL
- Bicycle Route: BR
- Path: PT
- Transit Route: TR



CS-50-22

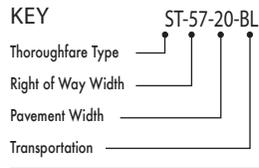


CS-55-29

Thoroughfare Type	
Transect Zone Assignment	
Right-of-Way Width	
Pavement Width	
Movement	
Design Speed	
Pedestrian Crossing Time	
Traffic Lanes	
Parking Lanes	
Curb Radius	
Public Frontage Type	
Walkway Type	
Planter Type	
Curb Type	
Landscape Type	
Transportation Provision	

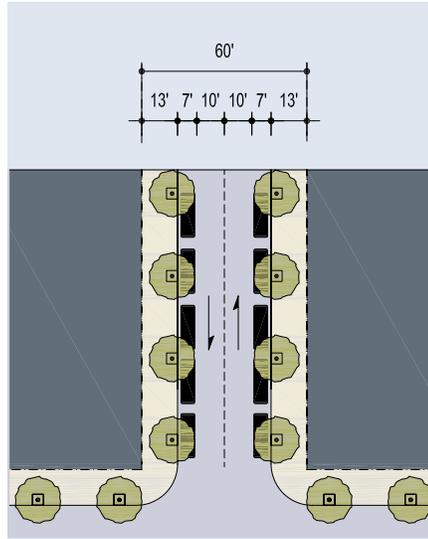
Commercial Street
T5, T50, T6
50 feet
22 feet
Slow Movement
20 MPH
6.2 seconds
1 lane
One side @ 8 feet marked
15 feet
Arcade, Gallery, Shopfront
18/10 foot Sidewalk
4x4" tree well
Curb
Trees at 30' o.c. Avg..
TR, SH

Commercial Street
T5, T50, T6
55 feet
29 feet
Slow Movement
20 MPH
8.2 seconds
1 lane
Both sides @ 7 feet marked
15 feet
Arcade, Gallery, Shopfront
13 foot Sidewalk
4x4" tree well
Curb
Trees at 30' o.c. Avg..
TR, SH

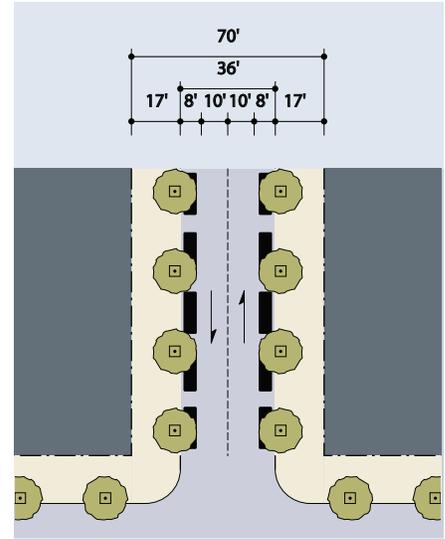


THOROUGHFARE TYPES

- Highway: HW
- Boulevard: BV
- Avenue: AV
- Commercial Street: CS
- Drive: DR
- Street: ST
- Road: RD
- Rear Alley: RA
- Rear Lane: RL
- Bicycle Trail: BT
- Bicycle Lane: BL
- Bicycle Route: BR
- Path: PT
- Transit Route: TR



CS-60-34

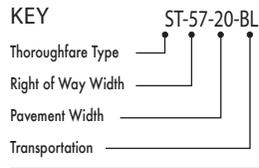


CS-70-36

Thoroughfare Type	
Transect Zone Assignment	
Right-of-Way Width	
Pavement Width	
Movement	
Design Speed	
Pedestrian Crossing Time	
Traffic Lanes	
Parking Lanes	
Curb Radius	
Public Frontage Type	
Walkway Type	
Planter Type	
Curb Type	
Landscape Type	
Transportation Provision	

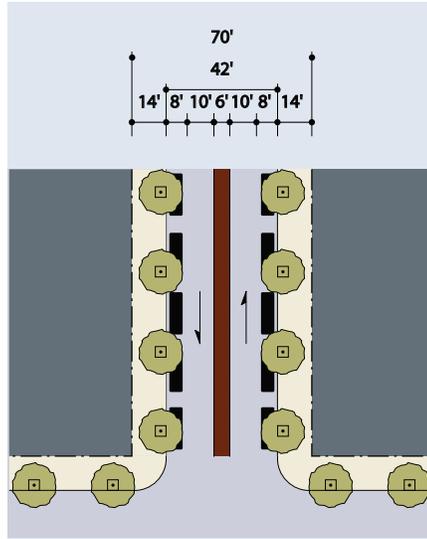
Commercial Street
T40, T5, T50, T6
60 feet
34 feet
Slow Movement
20 MPH
9.7 seconds
2 lanes
Both sides @ 7 feet marked
10 feet
Arcade, Gallery, Shopfront
13 foot Sidewalk
4'x4' tree well
Vertical
Trees at 30' o.c. Avg.
BR, SH, TR

Commercial Street
T40, T5, T50, T6
70 feet
36 feet
Slow Movement
25 MPH
10 seconds
2 lanes
Both Sides @ 8 feet marked
10 feet
Arcade, Gallery, Shopfront
17 foot Sidewalk
9' x 9' tree well
Vertical
Trees at 30' o.c. Avg.
BR, SH, TR



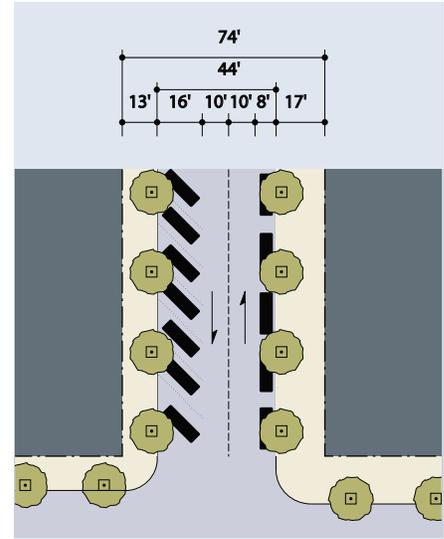
THOROUGHFARE TYPES

- Highway: HW
- Boulevard: BV
- Avenue: AV
- Commercial Street: CS
- Drive: DR
- Street: ST
- Road: RD
- Rear Alley: RA
- Rear Lane: RL
- Bicycle Trail: BT
- Bicycle Lane: BL
- Bicycle Route: BR
- Path: PT
- Transit Route: TR



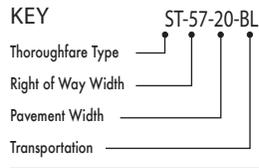
CS-70-42

Thoroughfare Type	Commercial Street w/center safety strip
Transect Zone Assignment	T6
Right-of-Way Width	70 feet
Pavement Width	42 feet
Movement	Slow Movement
Design Speed	25 MPH
Pedestrian Crossing Time	12.2 seconds
Traffic Lanes	2 lanes
Parking Lanes	Both sides @ 8 feet marked
Curb Radius	10 feet
Public Frontage Type	Arcade, Gallery, Shopfront
Walkway Type	14 foot Sidewalk
Planter Type	9' x 9' tree well
Curb Type	Vertical; center flush median w/ribbon curb
Landscape Type	Trees at 30' o.c. Avg.
Transportation Provision	BR, SH, TR



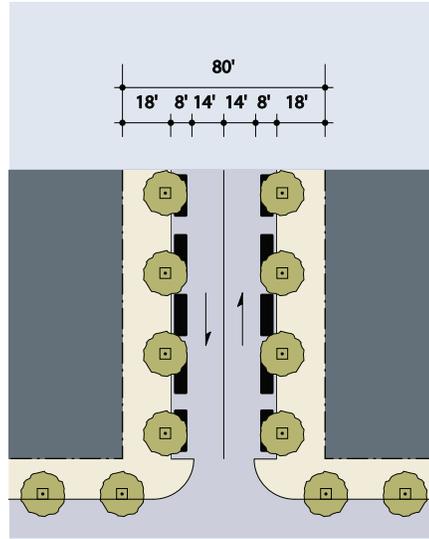
CS-74-44

Thoroughfare Type	Commercial Street
Transect Zone Assignment	T40, T5, T50, T6
Right-of-Way Width	74 feet
Pavement Width	44 feet
Movement	Slow Movement
Design Speed	25 MPH
Pedestrian Crossing Time	12.2 seconds
Traffic Lanes	2 lanes
Parking Lanes	Reverse angle @16 feet, parallel @ 8 feet marked
Curb Radius	10 feet
Public Frontage Type	Arcade, Gallery, Shopfront
Walkway Type	13 foot Sidewalk / 17 foot Sidewalk
Planter Type	9' x 9' tree well
Curb Type	Vertical
Landscape Type	Trees at 30' o.c. Avg.
Transportation Provision	BR, SH, TR

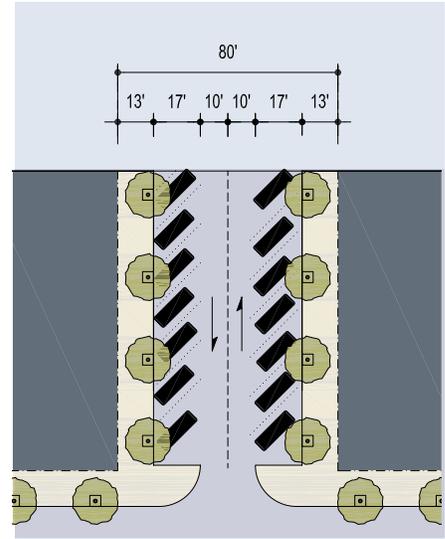


THOROUGHFARE TYPES

- Highway: HW
- Boulevard: BV
- Avenue: AV
- Commercial Street: CS
- Drive: DR
- Street: ST
- Road: RD
- Rear Alley: RA
- Rear Lane: RL
- Bicycle Trail: BT
- Bicycle Lane: BL
- Bicycle Route: BR
- Path: PT
- Transit Route: TR



CS-80-44

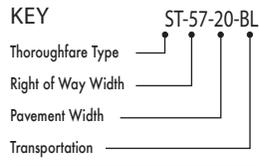


CS-80-54

Thoroughfare Type
Transect Zone Assignment
Right-of-Way Width
Pavement Width
Movement
Design Speed
Pedestrian Crossing Time
Traffic Lanes
Parking Lanes
Curb Radius
Public Frontage Type
Walkway Type
Planter Type
Curb Type
Landscape Type
Transportation Provision

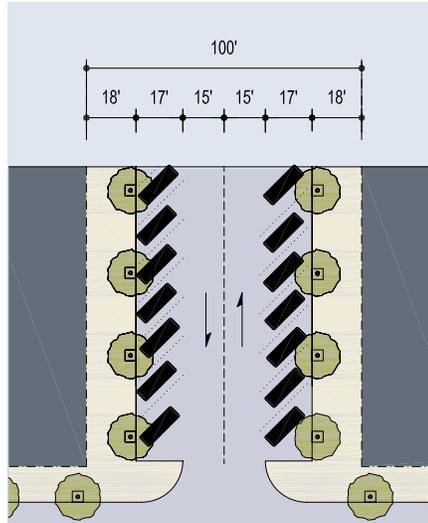
Commercial Street
T5, T50, T6
80 feet
44 feet
Slow Movement
25 MPH
8 seconds at corners
2 lanes
Both sides @ 8 feet marked
10 feet
Arcade, Gallery, Shopfront
18 foot Sidewalk
4' x 4' tree well
Vertical
Trees at 30' o.c. Avg.

Commercial Street
T40, T5, T50, T6
80 feet
54 feet
Slow Movement
25 MPH
5.7 seconds at corners
2 lanes
Both sides angled @ 17 feet marked
10 feet
Shopfront, Gallery, Arcade
13 foot Sidewalk
4X4' tree well
Curb
Trees at 30' o.c. Avg.
BR, TR

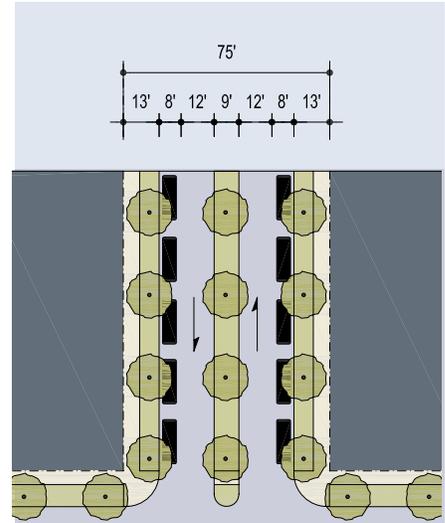


THOROUGHFARE TYPES

- Highway: HW
- Boulevard: BV
- Avenue: AV
- Commercial Street: CS
- Drive: DR
- Street: ST
- Road: RD
- Rear Alley: RA
- Rear Lane: RL
- Bicycle Trail: BT
- Bicycle Lane: BL
- Bicycle Route: BR
- Path: PT
- Transit Route: TR



CS-100-64

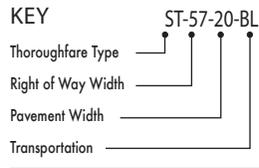


AV-75-40

Thoroughfare Type
Transect Zone Assignment
Right-of-Way Width
Pavement Width
Movement
Design Speed
Pedestrian Crossing Time
Traffic Lanes
Parking Lanes
Curb Radius
Public Frontage Type
Walkway Type
Planter Type
Curb Type
Landscape Type
Transportation Provision

Commercial Street
T40, T5, T50, T6
100 feet
64 feet
Slow Movement
25 MPH
8.5 seconds at corners
2 lanes
Both sides angled @ 17 feet marked
10 feet
Shopfront, Gallery, Arcade
18 foot Sidewalk
4X4' tree well
Curb
Trees at 30' o.c. Avg.
BR SH TR

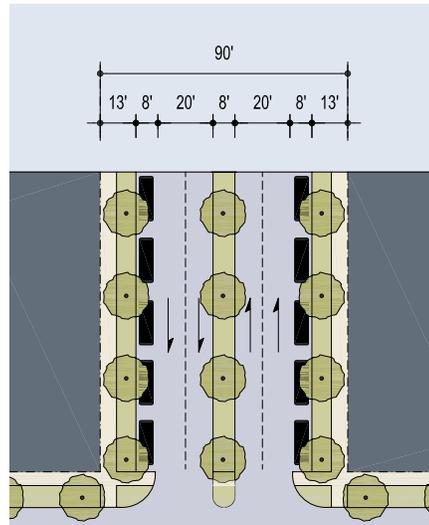
Avenue
T3, T4, T40, T5, T50
75 feet
40 feet total
Slow Movement
25 MPH
5.7 seconds - 5.7 seconds
2 lanes
Both sides @ 8 feet marked
10 feet
PF, T/LW, FC, ST, SH
6 foot Sidewalk
7 foot continuous Parkway
Curb or Swale
Trees at 30' o.c. Avg..
BR, TR



THOROUGHFARE TYPES

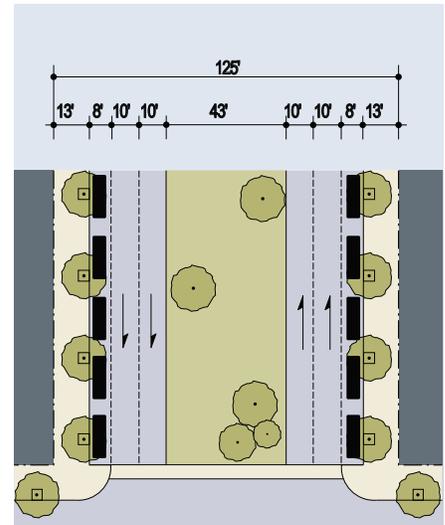
- Highway: HW
- Boulevard: BV
- Avenue: AV
- Commercial Street: CS
- Drive: DR
- Street: ST
- Road: RD
- Rear Alley: RA
- Rear Lane: RL
- Bicycle Trail: BT
- Bicycle Lane: BL
- Bicycle Route: BR
- Path: PT
- Transit Route: TR

Thoroughfare Type
Transect Zone Assignment
Right-of-Way Width
Pavement Width
Movement
Design Speed
Pedestrian Crossing Time
Traffic Lanes
Parking Lanes
Curb Radius
Public Frontage Type
Walkway Type
Planter Type
Curb Type
Landscape Type
Transportation Provision



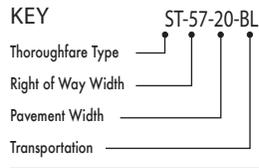
AV-90-56

Avenue
T3, T4, T40, T5, T50
90 feet
56 feet total
Slow Movement
25 MPH
5.7 seconds - 5.7 seconds at corners
4 lanes
Both sides @ 8 feet marked
10 feet
PF, T/LW, FC, ST, SH
6 foot Sidewalk
7 foot continuous Parkway
Curb or Swale
Trees at 30' o.c. Avg..
BR, TR



GA-125-56

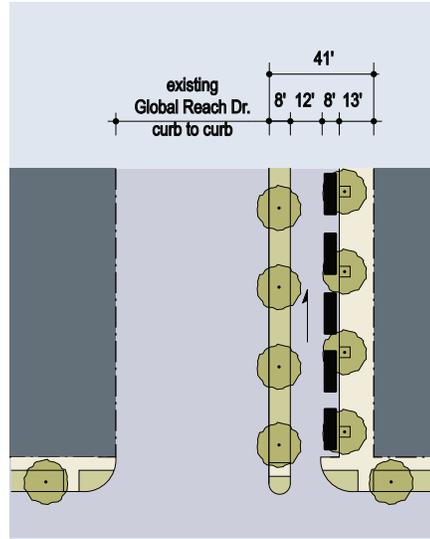
Grand Avenue
T5, T50, T6
125 feet
28 feet - 28 feet
Free Movement
35 MPH
4 one-way lanes
Both sides @ 8 feet marked
10 feet
13 foot Sidewalk
4' x 4' tree well
Curb
Trees at 30' o.c. Avg..
BR, TR



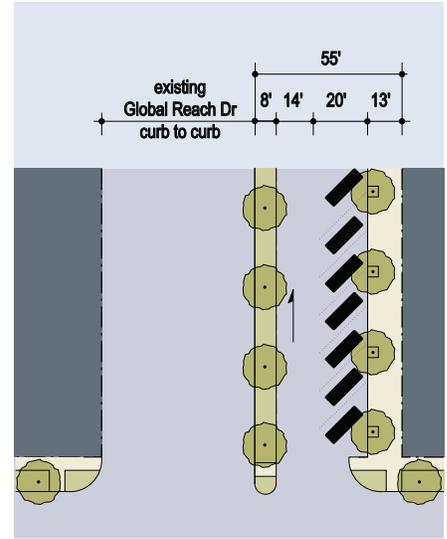
THOROUGHFARE TYPES

Highway:	HW
Boulevard:	BV
Avenue:	AV
Commercial Street:	CS
Drive:	DR
Street:	ST
Road:	RD
Rear Alley:	RA
Rear Lane:	RL
Bicycle Trail:	BT
Bicycle Lane:	BL
Bicycle Route:	BR
Path:	PT
Transit Route:	TR

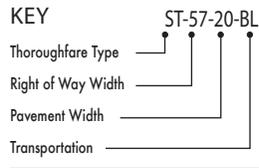
Thoroughfare Type
Transect Zone Assignment
Right-of-Way Width
Pavement Width
Movement
Design Speed
Pedestrian Crossing Time
Traffic Lanes
Parking Lanes
Curb Radius
Public Frontage Type
Walkway Type
Planter Type
Curb Type
Landscape Type
Transportation Provision



SL-41-20
Slip Lane
T4, T5
41 feet
20 feet
Slow Movement
20 MPH
6 seconds
1 one-way lane
One side @ 8 feet marked
10 feet
13 foot Sidewalk
4X4' tree well
Curb
Trees at 30' o.c. Avg.
BR



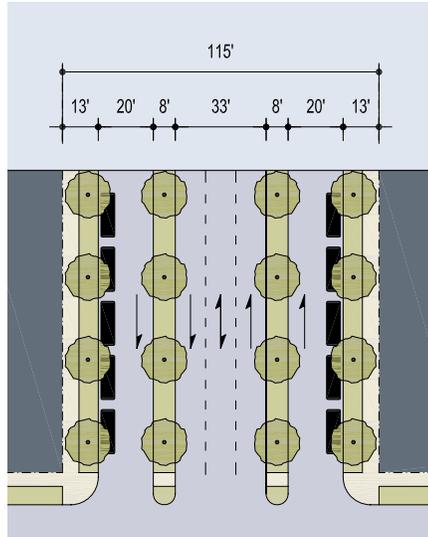
SL-55-34
Slip Lane
T4, T5
55 feet
34 feet
Slow Movement
20 MPH
7 seconds
1 one-way lane
One side diagonal @ 20 feet marked
10 feet
13 foot Sidewalk
4X4' tree well
Curb
Trees at 30' o.c. Avg.
BR



THOROUGHFARE TYPES

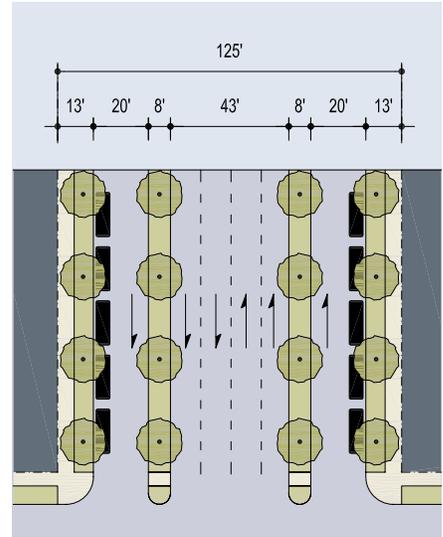
- Highway: HW
- Boulevard: BV
- Avenue: AV
- Commercial Street: CS
- Drive: DR
- Street: ST
- Road: RD
- Rear Alley: RA
- Rear Lane: RL
- Bicycle Trail: BT
- Bicycle Lane: BL
- Bicycle Route: BR
- Path: PT
- Transit Route: TR

Thoroughfare Type
Transect Zone Assignment
Right-of-Way Width
Pavement Width
Movement
Design Speed
Pedestrian Crossing Time
Traffic Lanes
Parking Lanes
Curb Radius
Public Frontage Type
Walkway Type
Planter Type
Curb Type
Landscape Type
Transportation Provision



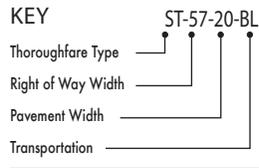
BV-115-33

Boulevard
T40, T5, T50, T6
115 feet
20 feet - 33 feet - 20 feet
Free Movement (inner lanes)
35 MPH
5.7 seconds - 9.4 seconds - 5.7 seconds
3 lanes, one turning lane & two one-way slip roads
8 feet
10 feet
Forecourt, Shopfront, Gallery, Arcade
6 foot Sidewalk
7 foot continuous Parkway
Curb
Trees at 30' o.c. Avg..
BR, TR



BV-125-43

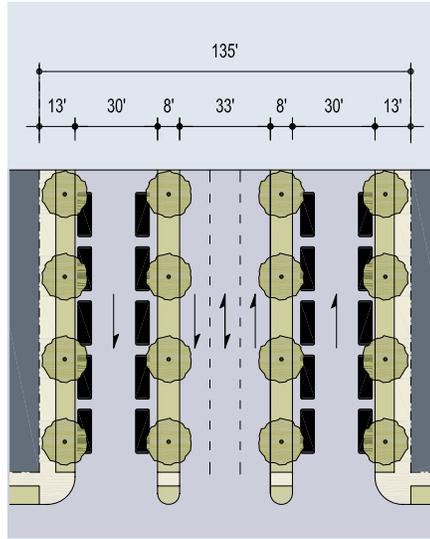
Boulevard
T40, T5, T50, T6
125 feet
20 feet - 43 feet - 20 feet
Free Movement (inner lanes)
35 MPH
5.7 seconds - 12.2 seconds - 5.7 seconds
4 lanes & two one-way slip roads
8 feet
10 feet
Forecourt, Shopfront, Gallery, Arcade
6 foot Sidewalk
7 foot continuous Parkway
Curb
Trees at 30' o.c. Avg..
BR, TR



THOROUGHFARE TYPES

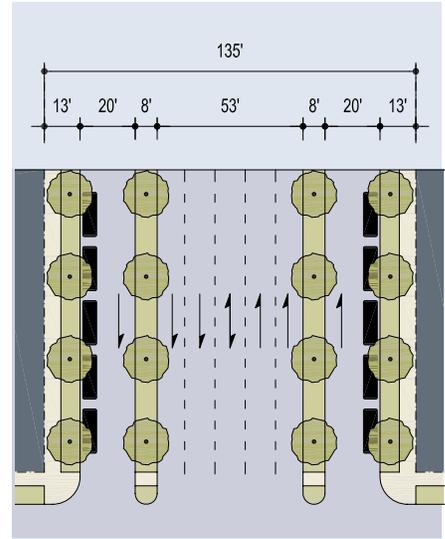
- Highway: HW
- Boulevard: BV
- Avenue: AV
- Commercial Street: CS
- Drive: DR
- Street: ST
- Road: RD
- Rear Alley: RA
- Rear Lane: RL
- Bicycle Trail: BT
- Bicycle Lane: BL
- Bicycle Route: BR
- Path: PT
- Transit Route: TR

Thoroughfare Type
Transect Zone Assignment
Right-of-Way Width
Pavement Width
Movement
Design Speed
Pedestrian Crossing Time
Traffic Lanes
Parking Lanes
Curb Radius
Public Frontage Type
Walkway Type
Planter Type
Curb Type
Landscape Type
Transportation Provision



BV-135-33

Boulevard
T40, T5, T50, T6
135 feet
30 feet - 33 feet - 30 feet
Free Movement
35 MPH
8.5 seconds - 9.4 seconds - 8.5 seconds
3 lanes, one turning lane & two one-way slip roads
8 feet
10 feet
Forecourt, Shopfront, Gallery, Arcade
6 foot Sidewalk
7 foot continuous Parkway
Vertical
Trees at 30' o.c. Avg..
BR, TR



BV-135-53

Boulevard
T40, T5, T50, T6
135 feet
20 feet - 53 feet - 20 feet
Free Movement
35 MPH
5.7 seconds - 15.1 seconds - 5.7 seconds
5 Lanes, one turning lane & two one-way slip roads
8 feet
10 feet
Forecourt, Shopfront, Gallery, Arcade
6 foot Sidewalk
7 foot continuous Parkway
Vertical
Trees at 30' o.c. Avg..
BR, TR

TABLE 5: PUBLIC LIGHTING

Lighting varies in brightness and also in the character of the fixture according to the Transect. The table shows five common types. A listed set of streetlights corresponding to these types would be approved by the utility company and listed on the page.

	T1	T2	T3	T4	T40	T5	T50	T6	SD	Specifications
Cobra Head 	■								■	<hr/>
Pipe 	■	■	■							<hr/>
Post 		■	■	■						<hr/>
Column 			■	■	■	■	■			<hr/>
Double Column 					■	■	■	■		<hr/>

El Paso, Texas

TABLE 6: PUBLIC PLANTING

This table shows six common types of street tree shapes and their appropriateness within the Transect Zones. The local planning office selects species appropriate for the bioregion.

	T1	T2	T3	T4	T40	T5	T50	T6	SD	Specifications
Pole 	■	■	■	■	■	■	■	■		<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>
Oval 	■	■	■	■	■	■	■	■		<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>
Ball 	■	■	■	■	■	■	■	■		<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>
Pyramid 	■	■	■	■						<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>
Umbrella 	■	■	■	■						<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>
Vase 	■	■	■	■						<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>

TABLE 7: PRIVATE FRONTAGES

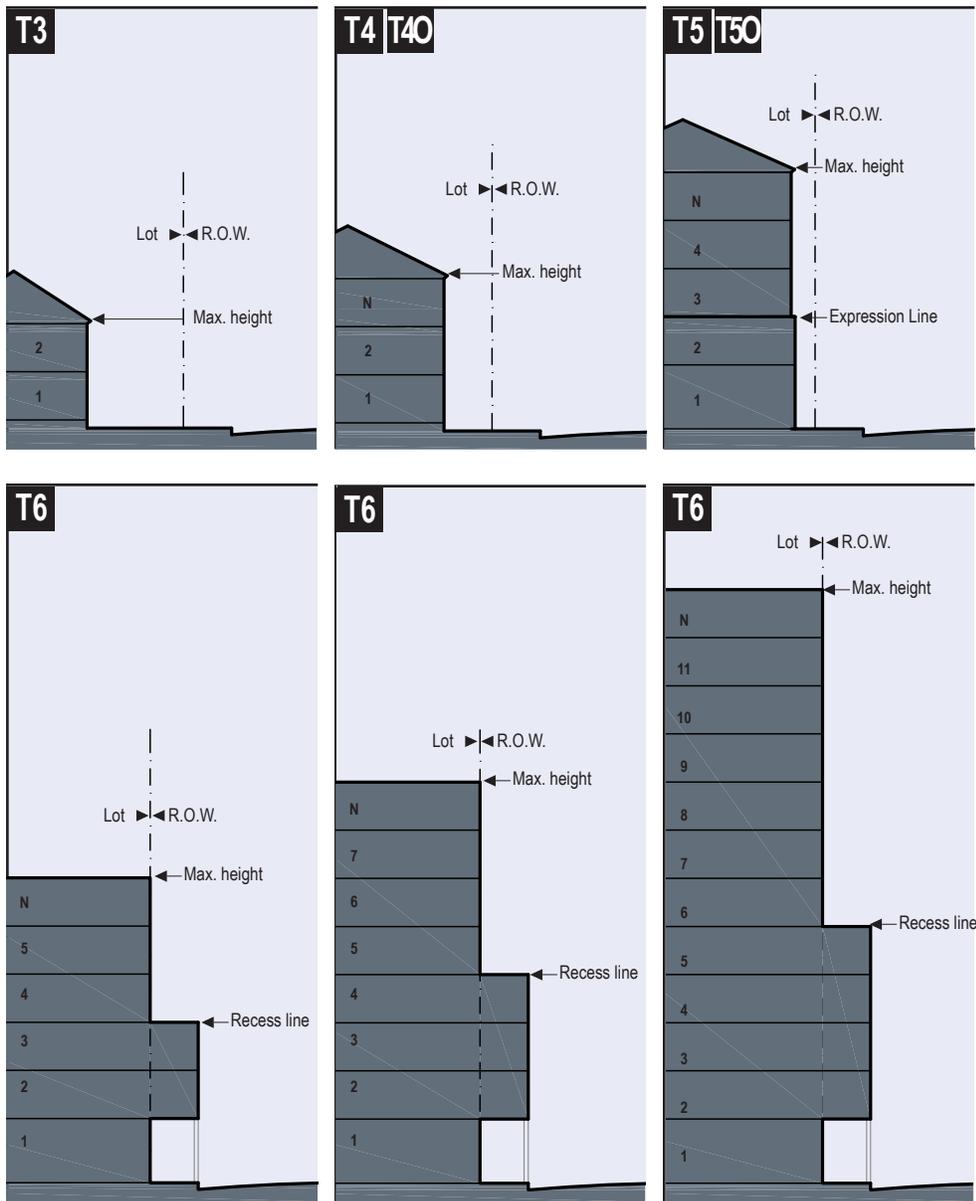
The Private Frontage is the area between the building Facades and the Lot lines.

	SECTION	PLAN
	LOT PRIVATE FRONTAGE > < R.O.W. PUBLIC FRONTAGE	LOT PRIVATE FRONTAGE > < R.O.W. PUBLIC FRONTAGE
<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. The deep Setback provides a buffer from the higher speed Thoroughfares.</p>		 T2 T3
<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 maintains street spatial definition. Porches shall be no less than 8 feet deep.</p>		 T3 T4
<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. Syn: Dooryard.</p>		 T4 T40 T5 T50
<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>		 T4 T40 T5 T50 T6
<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>		 T4 T40 T5 T50 T6
<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 to within 2 feet of the Curb. Syn: Retail Frontage.</p>		 T4 T40 T5 T50 T6
<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 2 feet of the Curb.</p>		 T4 T40 T5 T50 T6
<p>h. Arcade: a Frontage wherein the Facade is a colonnade that overlaps the Sidewalk, while the Facade at Sidewalk level remains at 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 2 feet of the Curb.</p>		 T40 T5 T50 T6

El Paso, Texas

TABLE 8: BUILDING CONFIGURATION

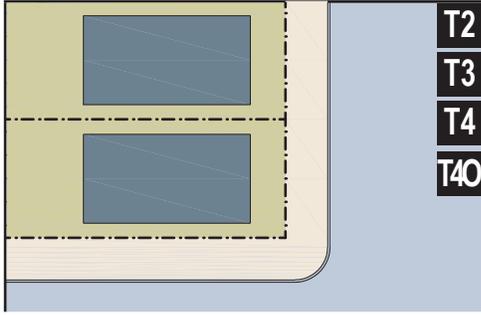
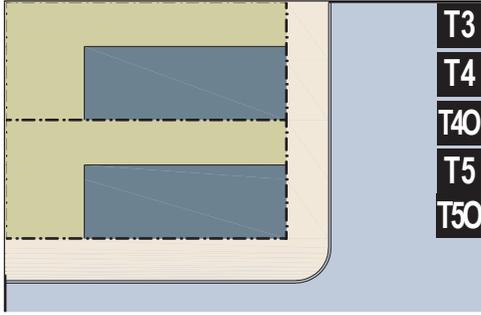
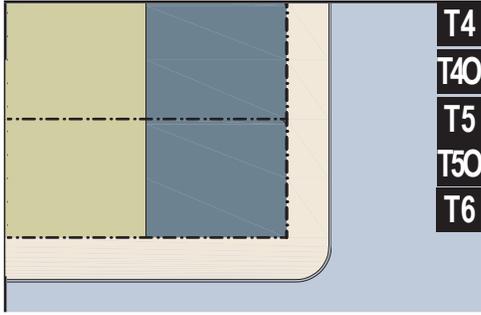
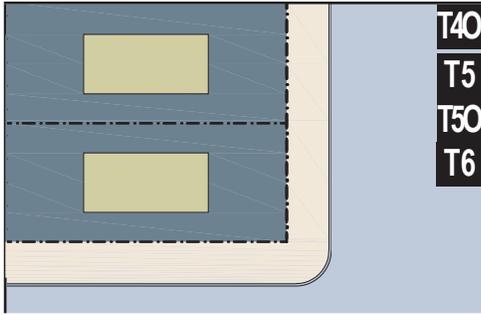
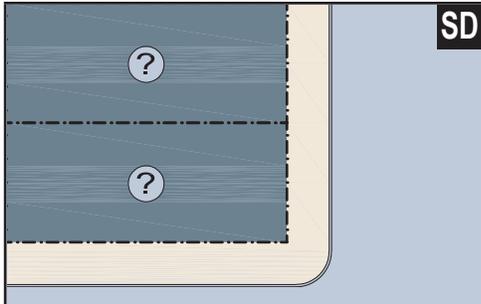
This table shows the Configurations for different building heights for each Transect Zone. It must be modified to show actual calibrated heights for local conditions. Recess Expression Lines shall occur on higher buildings as shown. N = maximum height as specified in Table 14k.



1. Building height shall be measured in number of Stories, excluding Attics and raised basements. Height limits also do not apply to masts, bell-towers, clock towers, chimney flues, water tanks, elevator bulkheads and similar structures.
2. Stories may not exceed 14 feet in height from finished floor to finished floor, except for a first floor Commercial Function, which shall be a minimum of 11 feet and may be a maximum of 25 feet.
3. Height shall be measured from the average Enfronting Sidewalk grade to the uppermost eave of a main pitched roof (not of a dormer), or to the uppermost roof deck (not the top of parapet) of a flat roof.

TABLE 9: BUILDING DISPOSITION

This table approximates the location of the structure relative to the boundaries of each individual Lot, establishing suitable basic building types for each Transect Zone.

<p>a. Edgeyard: Specific Types - single family House, cottage, villa, estate house, urban villa. A building that occupies the center of its Lot with Setbacks on all sides. This is the least urban of types as the front yard sets it back from the Frontage, while the side yards weaken the spatial definition of the public Thoroughfare space. The front yard is intended to be visually continuous with the yards of adjacent buildings. The rear yard can be secured for privacy by fences and a well-placed Backbuilding and/or Outbuilding.</p>	 <p>T2 T3 T4 T40</p>
<p>b. Sideyard: Specific Types - Charleston single House, double house, zero-lot-line house, twin. A building that occupies one side of the Lot with the Setback to the other side. A shallow Frontage Setback defines a more urban condition. If the adjacent building is similar with a blank party wall, the yard can be quite private. This type permits systematic climatic orientation in response to the sun or the breeze. If a Sideyard House abuts a neighboring Sideyard House, the type is known as a twin or double House. Energy costs, and sometimes noise, are reduced by sharing a party wall in this Disposition.</p>	 <p>T3 T4 T40 T5 T50</p>
<p>c. Rearyard: Specific Types - Townhouse, Rowhouse, Live-Work unit, loft building, Apartment House, Mixed Use Block, Flex Building, perimeter Block. A building that occupies the full Frontage, leaving the rear of the Lot as the sole yard. This is a very urban type as the continuous Facade steadily defines the public Thoroughfare. The rear Elevations may be articulated for functional purposes. In its Residential form, this type is the Rowhouse. For its Commercial form, the rear yard can accommodate substantial parking.</p>	 <p>T4 T40 T5 T50 T6</p>
<p>d. Courtyard: Specific Types - patio house. A building that occupies the boundaries of its Lot while internally defining one or more private patios. This is the most urban of types, as it is able to shield the private realm from all sides while strongly defining the public Thoroughfare. Because of its ability to accommodate incompatible activities, masking them from all sides, it is recommended for workshops, Lodging and schools. The high security provided by the continuous enclosure is useful for crime-prone areas.</p>	 <p>T40 T5 T50 T6</p>
<p>e. Specialized: A building that is not subject to categorization. Buildings dedicated to manufacturing and transportation are often distorted by the trajectories of machinery. Civic Buildings, which may express the aspirations of institutions, may be included.</p>	 <p>SD</p>

El Paso, Texas

TABLE 10: BUILDING FUNCTION - GENERAL

This table categorizes Building Functions within Transect Zones. Parking requirements are correlated to functional intensity. For Specific Function and Use permitted By Right or by Warrant, see Table 12.

	T2 T3	T4	T4O T5 T5O T6
a. RESIDENTIAL	Restricted Residential: The number of dwellings on each Lot is restricted to four within a Principal Building and one within an Accessory Building, with 2.0 parking places for each. The habitable area of the Accessory dwelling shall not exceed 500 square feet.	Limited Residential: The number of dwellings on each Lot is limited by the requirement of 1.5 parking places for each dwelling, a ratio which may be reduced according to the <i>Shared Parking</i> standards (See Table 11).	Open Residential: The number of dwellings on each Lot is limited by the requirement of 1.0 parking places for each dwelling, a ratio which may be reduced according to the <i>Shared Parking</i> standards (See Table 11).
b. LODGING	Restricted Lodging: The number of bedrooms available on each Lot for lodging is limited by the requirement of 1.0 assigned parking place for each bedroom, up to five, in addition to the parking requirement for the dwelling. The Lodging must be owner occupied. Food service may be provided in the a.m. The maximum length of stay shall not exceed ten days.	Limited Lodging: The number of bedrooms available on each Lot for lodging is limited by the requirement of 1.0 assigned parking places for each bedroom, up to twelve, in addition to the parking requirement for the dwelling. The Lodging must be owner occupied. Food service may be provided in the a.m. The maximum length of stay shall not exceed ten days.	Open Lodging: The number of bedrooms available on each Lot for lodging is limited by the requirement of 1.0 assigned parking places for each bedroom. Food service may be provided at all times. The area allocated for food service shall be calculated and provided with parking according to Retail Function.
c. OFFICE	Restricted Office: The building area available for office use on each Lot is restricted to the first Story of the Principal or the Accessory Building and by the requirement of 3.0 assigned parking places per 1000 square feet of net office space in addition to the parking requirement for each dwelling.	Limited Office: The building area available for office use on each Lot is limited to the first Story of the principal building and/or to the Accessory building, and by the requirement of 3.0 assigned parking places per 1000 square feet of net office space in addition to the parking requirement for each dwelling.	Open Office: The building area available for office use on each Lot is limited by the requirement of 2.0 assigned parking places per 1000 square feet of net office space.
d. RETAIL	Restricted Retail: The building area available for Retail use is restricted to one <i>Block</i> corner location at the first Story for each 300 dwelling units and by the requirement of 4.0 assigned parking places per 1000 square feet of net Retail space in addition to the parking requirement of each dwelling. The specific use shall be further limited to neighborhood store, or food service seating no more than 20.	Limited Retail: The building area available for Retail use is limited to the first Story of buildings at corner locations, not more than one per <i>Block</i> , and by the requirement of 4.0 assigned parking places per 1000 square feet of net Retail space in addition to the parking requirement of each dwelling. The specific use shall be further limited to neighborhood store, or food service seating no more than 40.	Open Retail: The building area available for Retail use is limited by the requirement of 3.0 assigned parking places per 1000 square feet of net Retail space. Retail spaces under 1500 square feet are exempt from parking requirements.
e. CIVIC	See Table 12	See Table 12	See Table 12
f. OTHER	See Table 12	See Table 12	See Table 12

TABLE 11: Parking Calculations. The Required Parking table summarizes the parking requirements of Table 10 for each site or, conversely, the amount of building allowed on each site given the parking available.

REQUIRED PARKING (See Table 10)			
	T2 T3	T4	T4O T5 T5O T6
RESIDENTIAL	2.0 / dwelling	1.5 / dwelling	1.0 / dwelling
LODGING	1.0 / bedroom	1.0 / bedroom	1.0 / bedroom
OFFICE	3.0 / 1000 sq. ft.	3.0 / 1000 sq. ft.	2.0 / 1000 sq. ft.
RETAIL	4.0 / 1000 sq. ft.	4.0 / 1000 sq. ft.	3.0 / 1000 sq. ft.
CIVIC	Determined by Chapter 20.14 and Appendix C of the El Paso Municipal Code. On street parking available along the corresponding frontage lines shall be counted toward the parking requirement of the building on the lot. The required parking may also be provided within on-quarter mile of the site it serves.		
OTHER	See requirements for Civic.		

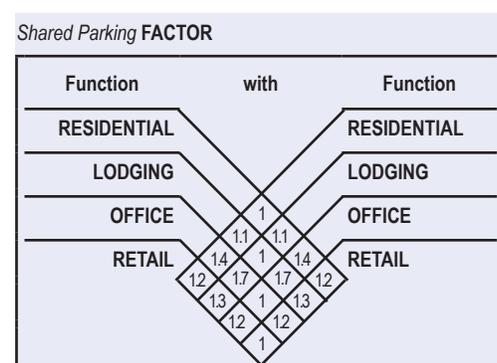


TABLE 12: SPECIFIC FUNCTION & USE

This table expands the categories of Table 10 to delegate specific Functions and uses within Transect Zones. Table 12 should be customized for local character and requirements.

	T1	T2	T3	T4	T4O	T5	T5O	T6	SD		T1	T2	T3	T4	T4O	T5	T5O	T6	SD		
a. RESIDENTIAL										f. OTHER: AGRICULTURE											
Mixed Use Block						■	■	■	■	■	Grain Storage		■								
Flex Building				■	■	■	■	■	■	■	Livestock Pen		■								
Apartment Building				■	■	■	■	■	■	■	Greenhouse	■	■	■							
Live/Work Unit			■	■	■	■	■	■	■	■	Stable	■	■								
Row House				■	■	■	■	■			Kennel	■	■	■	■	■	■	■			
Duplex House				■	■	■					f. OTHER: AUTOMOTIVE										
Courtyard House				■	■	■					Gasoline		■			■	■	■	■	■	■
Sideyard House			■	■	■	■					Automobile Service										■
Cottage			■	■							Truck Maintenance										■
House	■	■	■								Drive -Through Facility					■	■	■	■	■	■
Villa	■										Rest Stop	■	■								■
Accessory Unit		■	■	■	■	■					Roadside Stand	■	■		■						■
b. LODGING										Billboard										■	
Hotel (no room limit)						■	■	■	■	■	Shopping Center										■
Inn (up to 12 rooms)		■		■	■	■	■	■	■	■	Shopping Mall										■
Bed & Breakfast (up to 5 rooms)		■	■	■	■	■	■	■			f. OTHER: CIVIL SUPPORT										
School Dormitory				■	■	■	■	■	■	■	Fire Station			■	■	■	■	■	■	■	■
c. OFFICE										Police Station				■	■	■	■	■	■	■	
Office Building				■	■	■	■	■	■	■	Cemetery		■	■	■						■
Live-Work Unit			■	■	■	■	■	■	■	■	Funeral Home				■	■	■	■	■	■	■
d. RETAIL										Hospital					■	■	■	■	■	■	
Open-Market Building		■	■	■	■	■	■	■	■	■	Medical Clinic				■	■	■	■	■	■	■
Retail Building				■	■	■	■	■	■	■	f. OTHER: EDUCATION										
Display Gallery				■	■	■	■	■	■	■	College					■	■	■	■	■	■
Restaurant				■	■	■	■	■	■	■	High School				■	■	■	■	■	■	■
Kiosk				■	■	■	■	■	■	■	Trade School					■	■	■	■	■	■
Push Cart					■	■	■	■	■	■	Elementary School			■	■	■	■	■	■	■	■
Liquor Selling Establishment				■	■	■	■	■	■	■	Other- Childcare Center		■	■	■	■	■	■	■	■	■
e. CIVIC										f. OTHER: INDUSTRIAL											
Bus Shelter			■	■	■	■	■	■	■	■	Heavy Industrial Facility										■
Convention Center								■	■	■	Light Industrial Facility					■	■	■	■	■	■
Conference Center					■	■	■	■	■	■	Truck Depot										■
Exhibition Center								■	■	■	Laboratory Facility									■	■
Fountain or Public Art	■	■	■	■	■	■	■	■	■	■	Water Supply Facility										■
Library				■	■	■	■	■	■	■	Sewer and Waste Facility										■
Live Theater					■	■	■	■	■	■	Electric Substation										■
Movie Theater					■	■	■	■	■	■	Wireless Transmitter										■
Museum					■	■	■	■	■	■	Cremation Facility										■
Outdoor Auditorium	■	■			■	■	■	■	■	■	Warehouse										■
Parking Structure					■	■	■	■	■	■	Produce Storage										■
Passenger Terminal					■	■	■	■	■	■	Mini-Storage										■
Playground		■	■	■	■	■	■	■	■	■											
Sports Stadium								■	■	■											
Surface Parking Lot					■	■	■	■	■	■											
Religious Assembly		■	■	■	■	■	■	■	■	■											

■ BY RIGHT

TABLE 13A: CIVIC SPACE

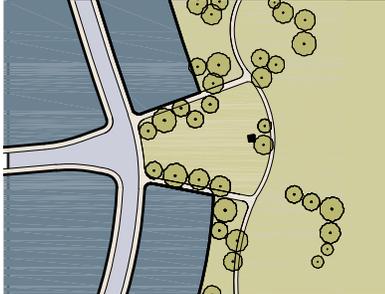
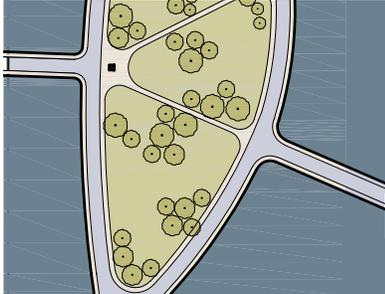
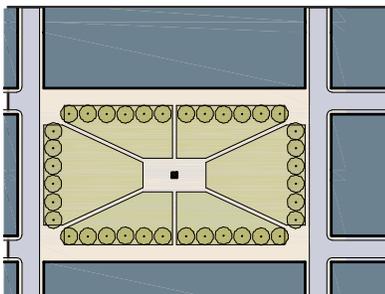
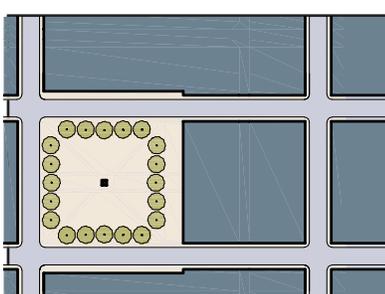
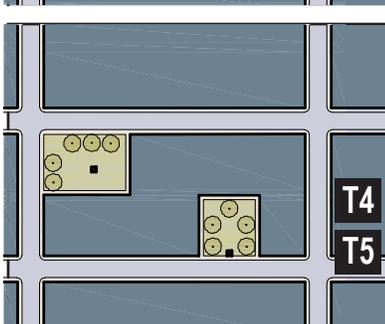
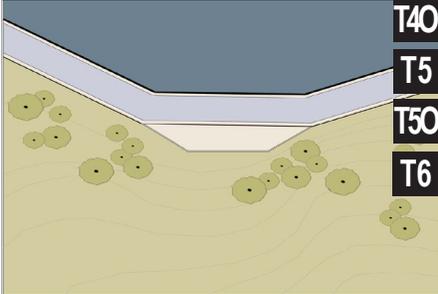
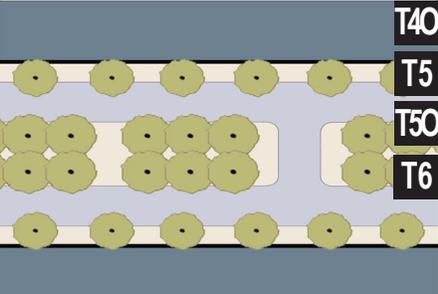
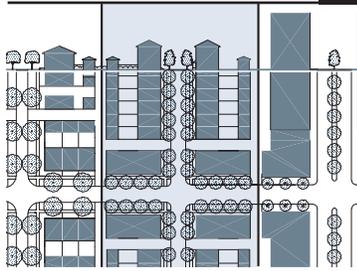
<p>a. Park: A natural preserve available for unstructured recreation. A Park may be independent of surrounding building <i>Frontages</i>. Its landscape shall consist of Paths and trails, meadows, waterbodies, woodland and open shelters, all naturalistically disposed. Parks may be lineal, following the trajectories of natural Corridors. The minimum size shall be 8 acres. Parks in excess of 15 acres may be approved as Special Districts in all zones.</p>	 <div style="float: right; text-align: center;"> <p>T1</p> <p>T2</p> <p>T3</p> </div>
<p>b. Green: An Open Space, available for unstructured recreation. A Green may be spatially defined by landscaping rather than building <i>Frontages</i>. Its landscape shall consist of lawn and trees, naturalistically disposed. The minimum size shall be 1/2 acre and the maximum shall be 8 acres.</p>	 <div style="float: right; text-align: center;"> <p>T3</p> <p>T4</p> <p>T40</p> <p>T5</p> <p>T50</p> </div>
<p>c. Square: An Open Space available for unstructured recreation and Civic purposes. A Square is spatially defined by building <i>Frontages</i>. Its landscape shall consist of Paths, lawns and trees, formally disposed. Squares shall be located at the intersection of important Thoroughfares. The minimum size shall be 1/2 acre and the maximum shall be 5 acres.</p>	 <div style="float: right; text-align: center;"> <p>T4</p> <p>T40</p> <p>T5</p> <p>T50</p> <p>T6</p> </div>
<p>d. Plaza: An Open Space available for Civic purposes and Commercial activities. A Plaza shall be spatially defined by building <i>Frontages</i>. Its landscape shall consist primarily of pavement. Trees are optional. Plazas should be located at the intersection of important streets. The minimum size shall be 1/4 acre and the maximum shall be 2 acres.</p>	 <div style="float: right; text-align: center;"> <p>T40</p> <p>T5</p> <p>T50</p> <p>T6</p> </div>
<p>e. Playground: An Open Space designed and equipped for the recreation of children. A playground may include an open shelter. Playgrounds shall be interspersed within Residential areas and may be placed within a <i>Block</i>. Playgrounds may be included within parks and greens. There shall be no minimum or maximum size.</p>	 <div style="float: right; text-align: center;"> <p>T1</p> <p>T2</p> <p>T3</p> <p>T4 T40</p> <p>T5 T50</p> <p>T6</p> </div>

TABLE 13B: CIVIC SPACE

<p>a. Promontory: A small open space located at the edge of a bluff or cliff primarily for viewing the natural landscape. It may be located to terminate streets or at intermittent intervals along edge streets. It may be of any shape. It is largely hardscaped with little planting. There shall be no minimum or maximum size for such a space.</p>	
<p>b. Rambla: A linear open space between one-way streets that extends for at least three successive blocks. The space largely hard-scaped with intermittent or potted planting and always lined with trees at the edges. The tree canopies typically cover the entire width of the space creating a shaded zone for communal activity. This space can be used flexibly on a daily, weekly or seasonal basis. It may be striped for parking during normal hours, converted into a farmer's market or closed with bollards for communal functions. Playgrounds may not be located within the Rambla. The minimum width of such a space shall be 16 feet, and the maximum shall be 40 feet.</p>	
Empty cell	Empty cell
Empty cell	Empty cell
Empty cell	Empty cell

T50

TABLE 15E. FORM-BASED CODE GRAPHICS - T50



(see Table 1)

BUILDING FUNCTION (see Table 10 & Table 12)

a. Residential	open use
b. Lodging	open use
c. Office	open use
d. Retail	open use

BUILDING CONFIGURATION (see Table 8)

a. Principal Building	6 stories max, 2 min.
b. Outbuilding	2 stories max.

LOT OCCUPATION

a. Lot Width	18 ft. min 180 ft. max.
b. Lot Coverage	90% max.

BUILDING DISPOSITION (see Table 9)

a. Edgeyard	not permitted
b. Sideyard	permitted
c. Rearyard	permitted
d. Courtyard	permitted

SETBACKS - PRINCIPAL BUILDING

a. Front Setback (P)	0 ft. min. 12 ft. max.
b. Front Setback (S)	0 ft. min. 12 ft. max.
c. Side Setback	0 ft. min. 24 ft. max.
d. Rear Setback	0 ft. min.*
Frontage Buildout	80% min. at setback

SETBACKS - OUTBUILDING

a. Front Setback	40 ft. max. from rear prop.
b. Side Setback	0 ft.
c. Rear Setback	3 ft. max.

PRIVATE FRONTAGES (see Table 7)

a. Common Law	not permitted
b. Porch & Fence	not permitted
c. Terrace or L.C.	permitted
d. Forecourt	permitted
e. Stoop	permitted
f. Shopfront & Awning	permitted
g. Gallery	permitted
h. Arcade	permitted

Refer to Summary Table 14

PARKING REQUIREMENTS

See Table 10 & Table 11

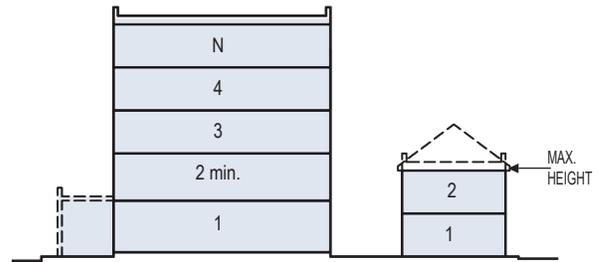
* or 15 ft. from center line of alley

Graphics are illustrative only. Refer to metrics for Setback and height information.

"N" stands for any Stories above those shown, up to the maximum. Refer to metrics for exact minimums and maximums.

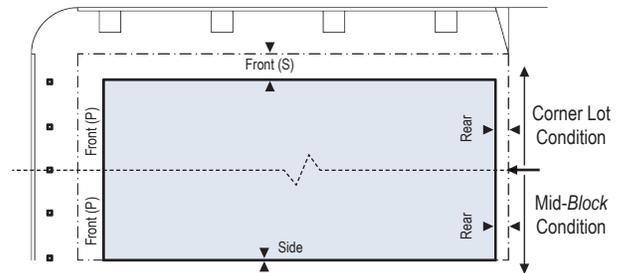
BUILDING CONFIGURATION

1. Building height shall be measured in number of Stories, excluding Attics and raised basements.
2. Stories may not exceed 14 feet in height from finished floor to finished ceiling, except for a first floor Commercial function which must be a minimum of 11 ft with no maximum.
3. Height shall be measured to the eave or roof deck as specified on Table 8.
4. Expression Lines shall be as shown on Table 8.



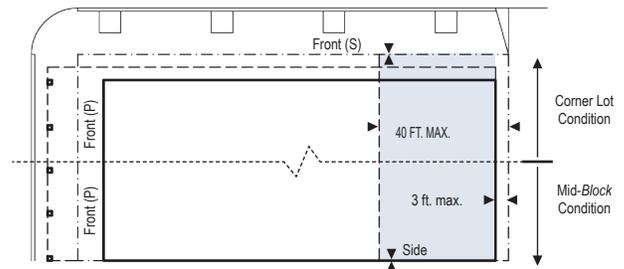
SETBACKS - PRINCIPAL BLDG.

1. The Facades and Elevations of Principal Buildings shall be distanced from the Lot lines as shown.
2. Facades shall be built along the Principal Frontage to the minimum specified width in the table.



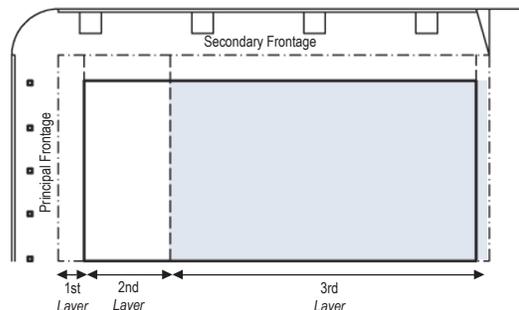
SETBACKS - OUTBUILDING

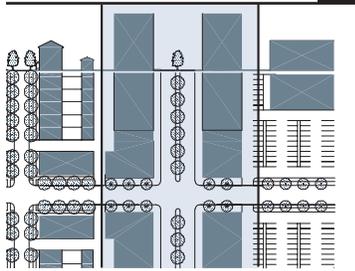
1. The Elevation of the Outbuilding shall be distanced from the Lot lines as shown.



PARKING PLACEMENT

1. Uncovered parking spaces may be provided within the 2nd and 3rd Layer as shown in the diagram (see Table 17d).
2. Covered parking shall be provided within the 3rd Layer as shown in the diagram (see Table 17d).
3. Trash containers shall be stored within the 3rd Layer.





(see Table 1)

BUILDING FUNCTION (see Table 10 & Table 12)

a. Residential	open use
b. Lodging	open use
c. Office	open use
d. Retail	open use

BUILDING CONFIGURATION (see Table 8)

a. Principal Building	2 min.
b. Outbuilding	N/A

LOT OCCUPATION

a. Lot Width	18 ft. min 700 ft. max.
b. Lot Coverage	100% max.

BUILDING DISPOSITION (see Table 9)

a. Edgeyard	not permitted
b. Sideyard	not permitted
c. Rearyard	permitted
d. Courtyard	not permitted

SETBACKS - PRINCIPAL BUILDING

a. Front Setback (P)	0 ft. min. 8 ft. max.
b. Front Setback (S)	0 ft. min. 8 ft. max.
c. Side Setback	0 ft. min. 8 ft. max.
d. Rear Setback	0 ft. min.*
Frontage Buildout	90% min. at setback

SETBACKS - OUTBUILDING

a. Front Setback	N/A
b. Side Setback	N/A
c. Rear Setback	N/A

PRIVATE FRONTAGES (see Table 7)

a. Common Law	not permitted
b. Porch & Fence	not permitted
c. Terrace or L.C.	not permitted
d. Forecourt	permitted
e. Stoop	permitted
f. Shopfront & Awning	permitted
g. Gallery	permitted
h. Arcade	not permitted

Refer to Summary Table 14

PARKING REQUIREMENTS

See Table 10 & Table 11

* or 15 ft. from center line of alley

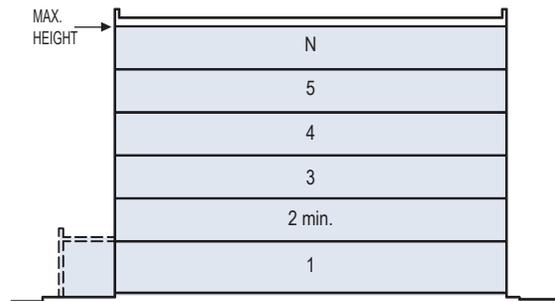
Graphics are illustrative only. Refer to metrics for Setback and height information.

"N" stands for any Stories above those shown, up to the maximum. Refer to metrics for exact minimums and maximums.

TABLE 15F. FORM-BASED CODE GRAPHICS - T6

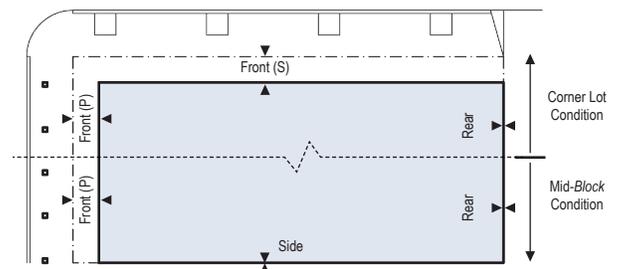
BUILDING CONFIGURATION

1. Building height shall be measured in number of Stories, excluding Attics and raised basements.
2. Stories may not exceed 14 feet in height from finished floor to finished ceiling, except for a first floor Commercial function which must be a minimum of 11 ft with no maximum.
3. Height shall be measured to the eave or roof deck as specified on Table 8.
4. Stepbacks and Recess Lines shall be as shown on Table 8.



SETBACKS - PRINCIPAL BLDG.

1. The Facades and Elevations of Principal Buildings shall be distanced from the Lot lines as shown.
2. Facades shall be built along the Principal Frontage to the minimum specified width in the table.



PARKING PLACEMENT

1. Uncovered parking spaces may be provided within the 3rd Layer as shown in the diagram (see Table 17d).
2. Covered parking shall be provided within the 3rd Layer as shown in the diagram (see Table 17d).
3. Trash containers shall be stored within the 3rd Layer.

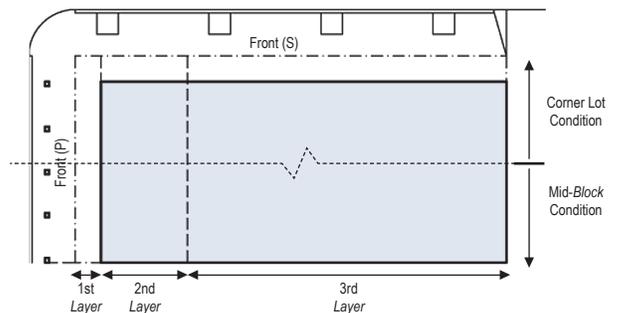


TABLE 16: SPECIAL DISTRICT STANDARDS

The metrics for each column of this table (SD1, SD2, etc.) are to be filled in for each Special District as they currently exist, or as they are permitted. More pages can be added. Special Districts that do not have provisions within this Code shall be governed by the standards of the pre-existing zoning.

	SD1 UTEP	SD2 Hospital	SD3 Airport T5.1	SD4 Airport T5.2	SD5 Airport ST	SD6 MCA	SD7
a. ALLOCATION OF ZONES							
CLD	NA	NA	NA	NA	NA	NA	
TND	NA	NA	NA	NA	NA	NA	
TOD	NA	NA	NA	NA	NA	NA	
ARD	NA	NA	80% max.	50% max.	NA	NA	
AED	NA	NA	NA	50% max.	80% max.	NA	
b. BASE RESIDENTIAL DENSITY							
By Right	24	24	NA	NA	NA	48	
Other Functions	50 - 70%	50 - 70%	NA	NA	NA	NA	
c. BLOCK SIZE							
Block Perimeter	3000 ft. max. *	3000 ft. max. *	2400 ft. max. *	3000 ft. max. *	4000 ft. max. *	2000 ft. max. *	
d. THOROUGHFARES							
HW	not permitted	not permitted					
BV	permitted	not permitted	permitted	permitted	permitted	permitted	
AV	permitted	permitted	permitted	permitted	permitted	permitted	
CS	permitted	permitted	permitted	permitted	permitted	permitted	
DR	permitted	permitted	permitted	permitted	permitted	permitted	
ST	permitted	permitted	permitted	permitted	permitted	permitted	
RD	not permitted	not permitted					
Rear Lane	not permitted	not permitted					
Rear Alley	permitted	permitted	permitted	permitted	permitted	permitted	
Path	permitted	permitted	not permitted	not permitted	not permitted	permitted	
Passage	permitted	permitted	permitted	permitted	permitted	permitted	
Bicycle Trail	permitted	not permitted	not permitted	not permitted	not permitted	not permitted	
Bicycle Lane	permitted	permitted	permitted	permitted	permitted	permitted	
Bicycle Route	permitted	permitted	permitted	permitted	permitted	permitted	
e. CIVIC SPACES							
Park	permitted	permitted	permitted	permitted	permitted	not permitted	
Green	permitted	permitted	permitted	permitted	permitted	permitted	
Square	permitted	permitted	permitted	permitted	permitted	permitted	
Plaza	permitted	permitted	permitted	permitted	permitted	permitted	
Playground	permitted	permitted	NA	NA	NA	permitted	
f. LOT OCCUPATION							
Lot Width	NA	NA	NA	NA	NA	18 ft. min. 700 ft. max.	
Lot Coverage	NA	NA	90% max.	90% max.	90% max.	100% max.	
g. SETBACKS - PRINCIPAL BUILDING							
Front Setback	0 ft. min., 30 ft. max.	0 ft. min., 30 ft. max.	0 ft. min., 12 ft. max.	0 ft. min., 12 ft. max.	8 ft. max. or 25 ft. max.**	0 ft. min., 8 ft. max.	
Side Setback	0 ft. min.	0 ft. min.	0 ft. min., 24 ft. max.	0 ft. min., 24 ft. max.	8 ft. max. or 15 ft. max.**	0 ft. min.0	
Rear Setback	3 ft. min.	3 ft. min.	3 ft. min.	3 ft. min.	3 ft. min. or 20 ft. min.**	3 ft. min.	
h. BUILDING DISPOSITION							
Edgeyard	permitted	permitted	permitted	permitted	permitted	permitted	
Sideyard	permitted	permitted	permitted	permitted	permitted	permitted	
Rearyard	permitted	permitted	permitted	permitted	permitted	permitted	
i. PRIVATE FRONTAGES							
Common Yard	permitted	not permitted	permitted	not permitted	permitted	permitted	
Porch & Fence	not permitted	not permitted	permitted	not permitted	not permitted	not permitted	
Terrace or L.C.	permitted	permitted	permitted	permitted	permitted	permitted	
Forecourt	permitted	permitted	permitted	permitted	permitted	permitted	
Stoop	permitted	permitted	permitted	permitted	permitted	permitted	
Shopfront	permitted	permitted	permitted	permitted	permitted	permitted	
Gallery	permitted	permitted	permitted	permitted	permitted	permitted	
Arcade	permitted	permitted	permitted	permitted	not permitted	permitted	
Parking Lot	permitted	permitted	not permitted	not permitted	permitted	not permitted	
j. BUILDING CONFIGURATION							
Principal Building	6 Stories, max.	8 Stories, max.	6 Stories, max. **	6 Stories, max. **	3 Stories, max. **	NA	
Outbuilding	NA	NA	3 Stories, max. **	3 Stories, max. **	2 Stories, max. **	NA	
k. BUILDING FUNCTION							
Residential	open use	open use	not applicable	not applicable	not applicable	open use	
Lodging	open use	open use	open use ****	not applicable	not applicable	open use	
Office	open use	open use					
Retail	open use	open use					
Industrial	not applicable	not applicable	not applicable	open use	open use		

DISPOSITION

CONFIGURATION

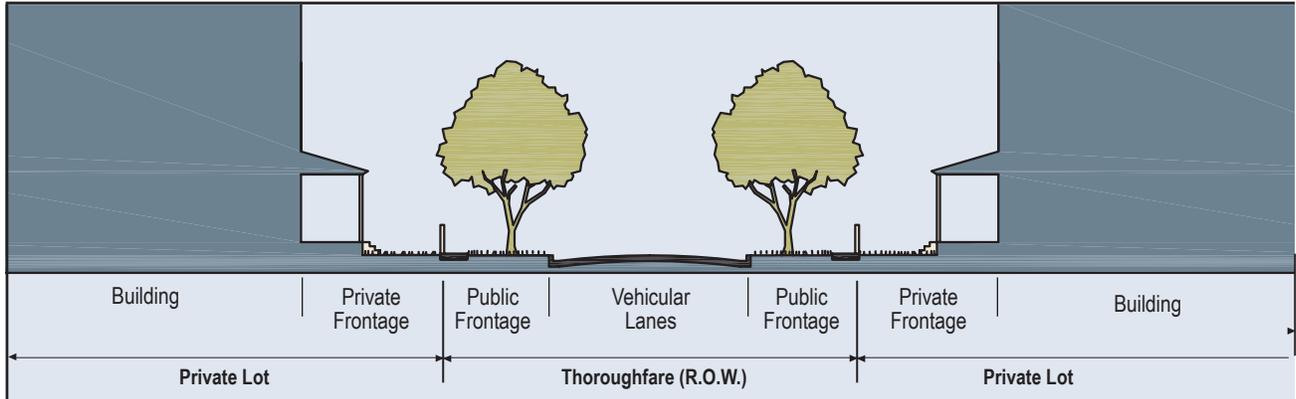
FUNCTION

* a Path or Passage may be used to determine Block size
 ** The 8 ft. and 3 ft. setbacks are for A Streets and the larger setbacks are for B Streets.
 *** Building heights shall be limited to the height requirements established in Federal Aviation Regulations Part 77 or successor regulations for the Airport. Exclusions to this rule may be permitted by the Department of Aviation. SD5 shall be limited to 70 ft.
 **** Lodging in SD Airport T5.1 shall be limited to areas indicated on the Airport Master Plan.

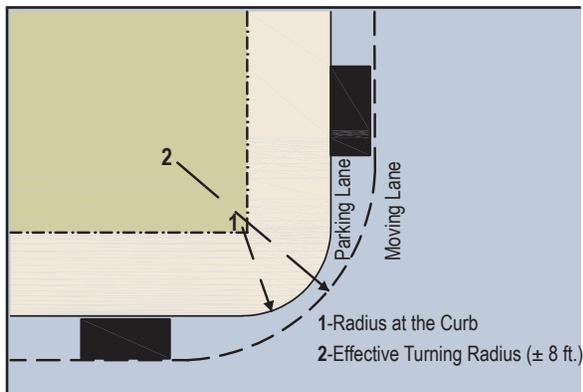
El Paso, Texas

TABLE 17. DEFINITIONS ILLUSTRATED

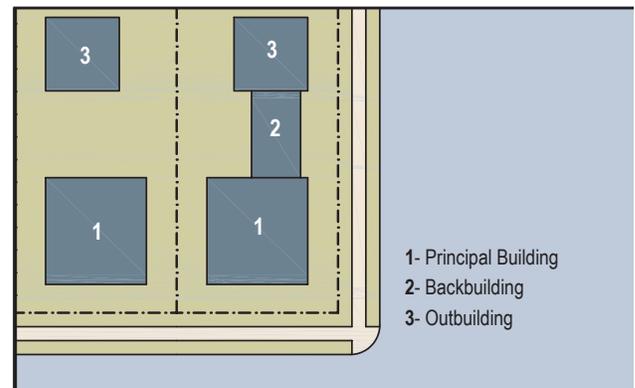
a. THOROUGHFARE & Frontages



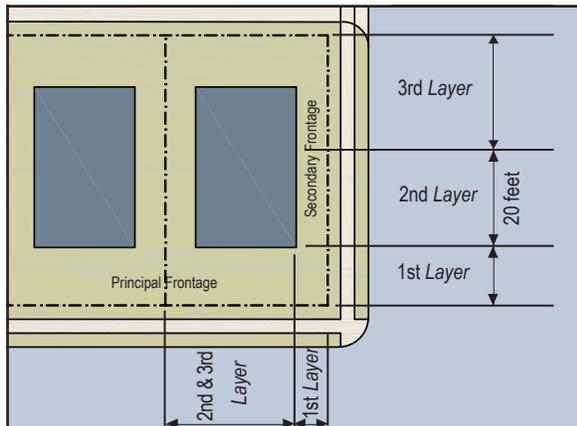
b. TURNING RADIUS



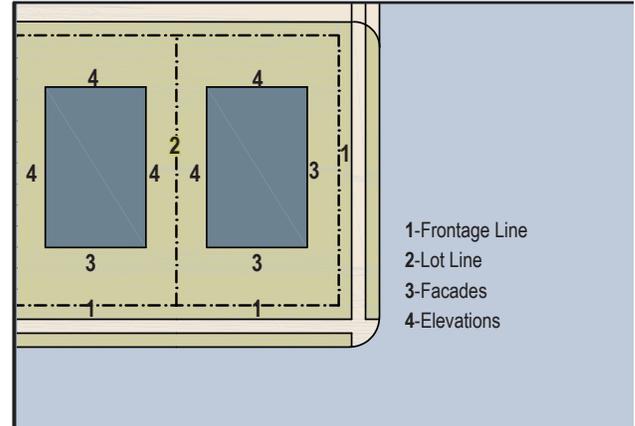
c. BUILDING DISPOSITION



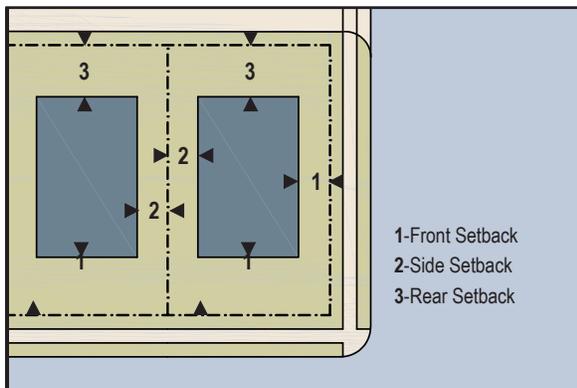
d. LOT Layers



e. FRONTAGE & LOT LINES



f. SETBACK DESIGNATIONS



g. NETWORK PEDESTRIAN SHED

