

City of St. Louis **Zoning Upgrade**

Project Update & Development Standards Overview

Code Connect, July 22, 2026

The Zoning Section of The Building Division &
The Planning and Urban Design Agency of the City of St. Louis



TODAY'S PRESENTATION

1

Project Overview & Timeline Update

2

Public Feedback Themes (Modules 1-2)

3

Draft Development Standards (Module 3)

Project Overview & Timeline Update

THE ZONING UPGRADE

St. Louis's zoning code **dates back to the 1950s**. Today, it is being updated **for the first time in 70 years**.

The Zoning Upgrade is a major opportunity to think deeply about how St. Louis will **regulate its land use and built form in the future**.

PROJECT GOALS



Drive Successful Implementation

Ensure **consistency with the SLUP** and other ongoing or adopted planning efforts



High Quality Built Form

Improve the **built environment** and provide new and improved standards that focus on **urban form**



Economic Development

Facilitate **development activity, remove zoning barriers** and **streamline** the approval process



Equity & Fairness

Establish rules and processes that are easily **understandable, fair, and approachable** by everyone in our community



Organization & Usability

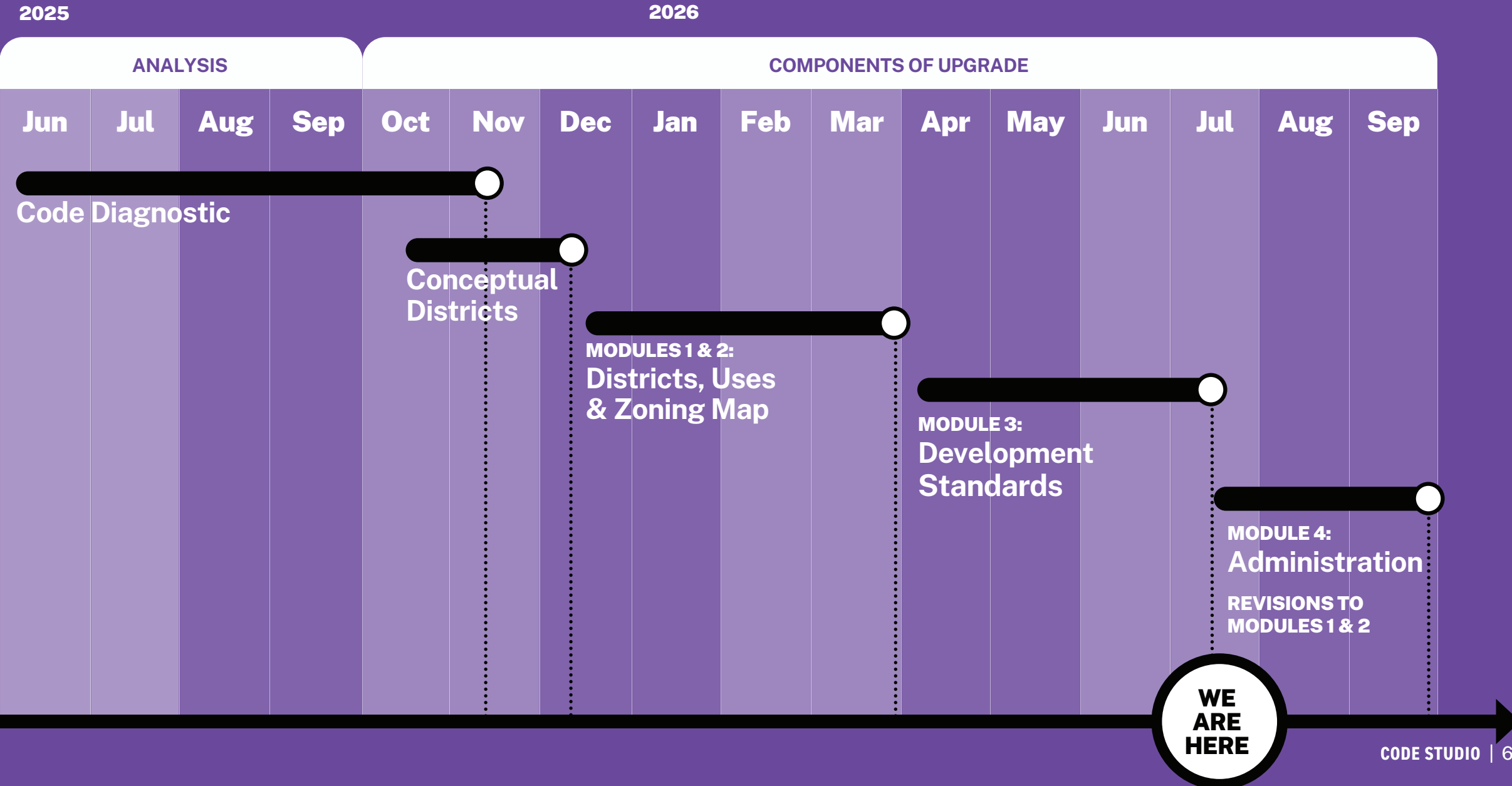
Modernize and improve the **organization, usability & user-friendliness** of the code



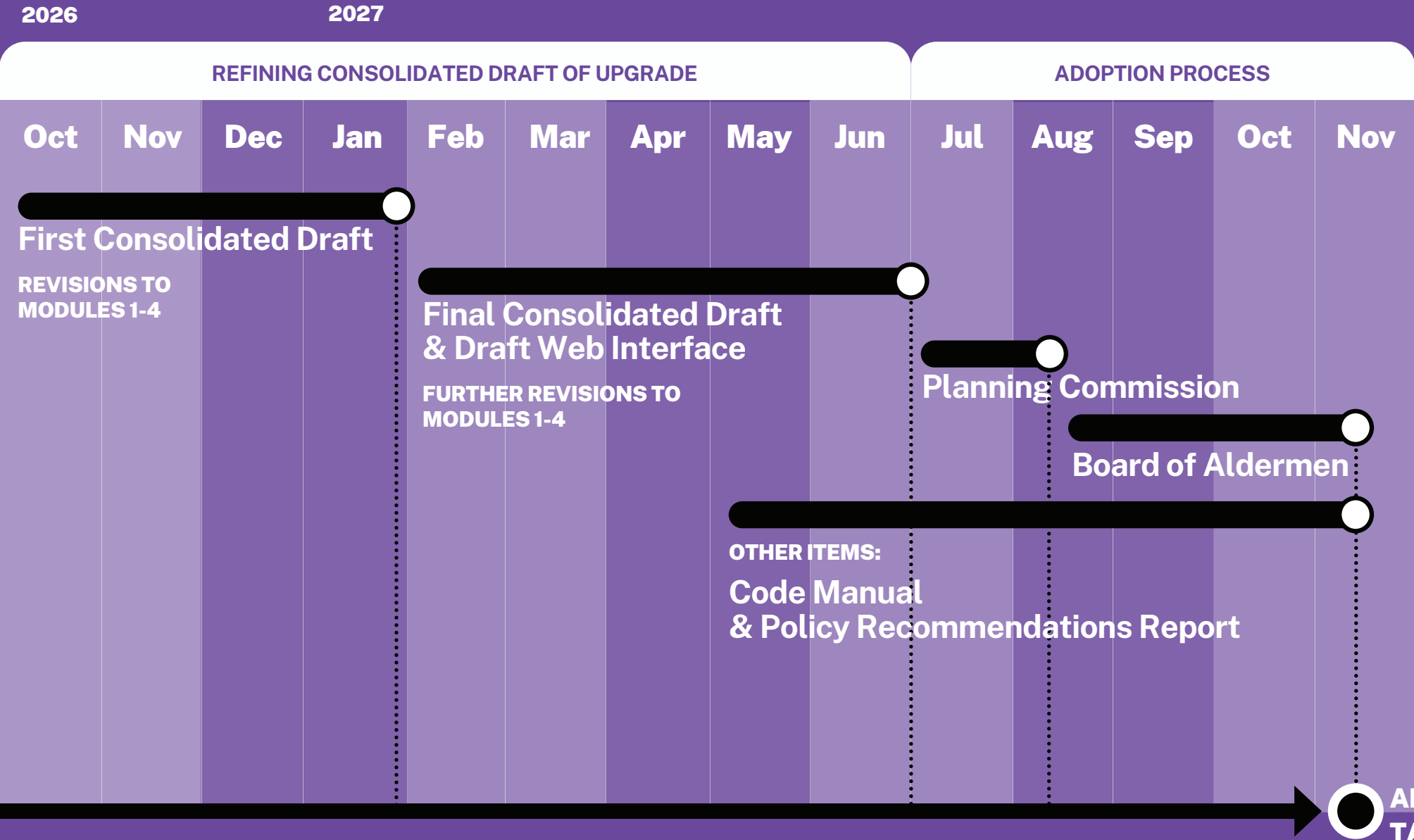
Recovery & Resilience

Mitigate environmental risks like flooding and urban heat island effects, and **remove barriers to rebuilding** after a disaster

PHASE 1 TASKS



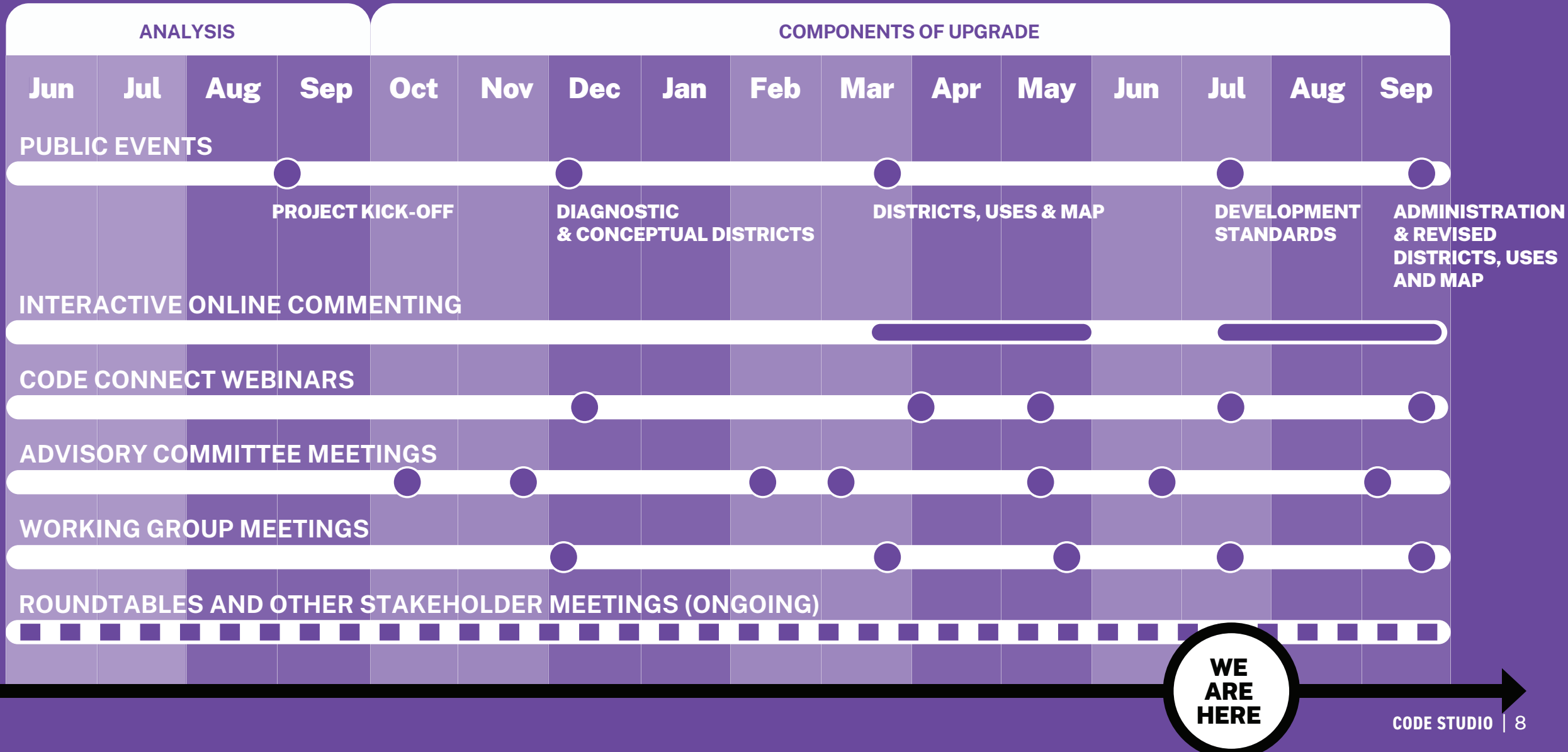
PHASE 2 TASKS (TENTATIVE)



PHASE 1 ENGAGEMENT

2025

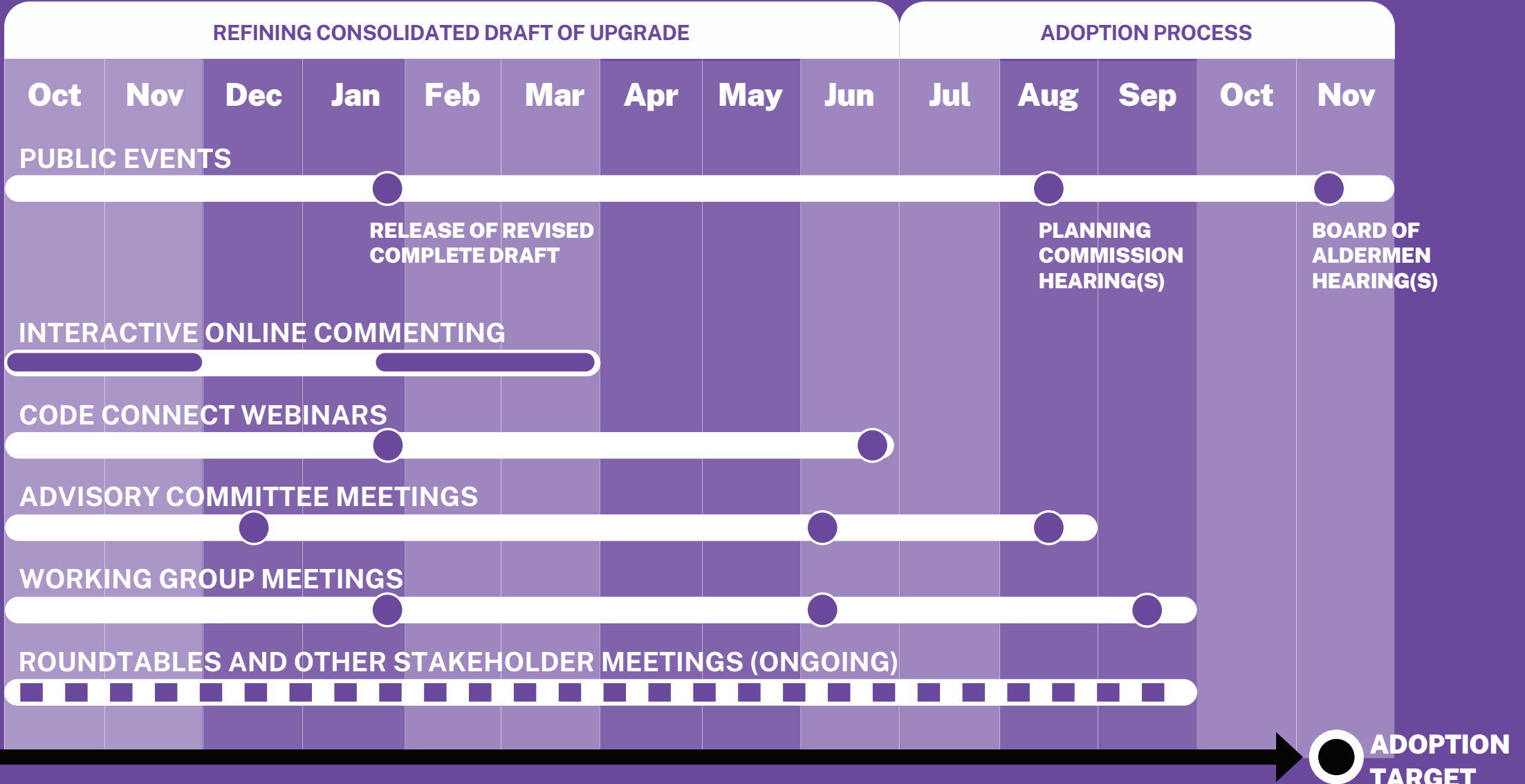
2026



PHASE 2 ENGAGEMENT (TENTATIVE)

2026

2027



UPCOMING PUBLIC ENGAGEMENT EVENTS

First Draft Development Standards (Module 3)

- + **Online comment period on draft:**
 - Last week until end of September

First Draft Administration (Module 4) & Second Draft Districts, Uses and Map (Modules 1-2)

- + **Public Workshop(s), Code Connect webinar and online commenting:**
 - End of September / beginning of October, exact date(s) and location(s) TBA

First Complete Consolidated Draft of Code (including revisions to all Modules)

- + **Public Workshop(s), Code Connect webinar and online commenting:**
 - January of 2027, exact dates TBA

Public Feedback Themes (Modules 1-2)

PUBLIC FEEDBACK

An initial **'rough draft'** of the zoning districts, standards and **uses** were released **March 25**, and left online for comment until **May 31**. Comments on the interactive documents are now closed until the release of the next draft, although residents are still welcome to email their thoughts.

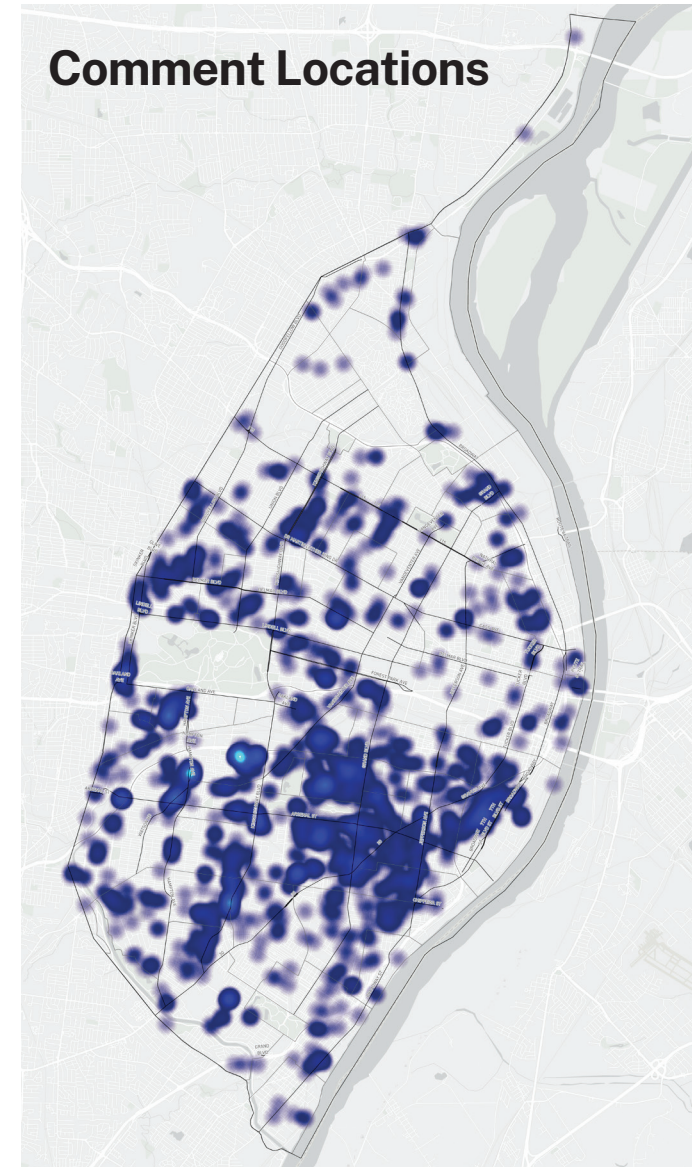
Every comment is being read by the project team, and will be considered in the next draft, which will be posted for comment again.

See the boards for a **summary of the major comment themes so far**.

BY THE NUMBERS

Online Comments on Map (March 26-May 31)

- + Total comments: **1,097**
- + Unique commenters: **112**
- + Top neighborhoods for comments:
 - Tower Grove South: **104**
 - Shaw: **73**
 - The Hill: **67**
- + No comments on Cheltenham, Kings Oak, Mark Twain



BY THE NUMBERS

Online Comments on Draft Documents (March 26-May 31)

- + Total comments: **316**
- + Unique commenters: **92**

Many additional comments were received **by email** and in **meetings with stakeholder groups**.

COMMENT THEMES

Palette of Districts

- + The lack of a **single family-only** zoning district, equivalent to A today (support and opposition)
- + Concerns about having an **auto-oriented commercial district** (CG)
- + Needing to better understand **goals of new zoning districts**– Cottage (N-CT), Industrial Mixed Use (IX), Agriculture (AG), Campus (CA), some questions about their intents and standards
- + Interest in adding **more contextually varied heights to IX**

Standards

- + **Height, coverage, units per lot** being allowed in, or around, some neighborhoods (mostly concern about overbuilding and inconsistency with existing neighborhoods, but some felt it should go further)
- + Concerns about **parking impact** of allowing more intensification

Uses

- + Allowing limited **commercial uses in some neighborhoods** (some concern, while others felt it should go further)
- + Concern about **prohibition of residential uses in CG**
- + Wanting even more **restrictions on certain uses**, including gas stations, auto-oriented businesses, drive-thrus
- + Some concerns about **bars and outdoor patios** as well
- + General concern about **enforcement with nuisance uses**

COMMENT THEMES

Mapping

- + **Specific adjustments to where N and NM districts were mapped** (some concerns about the draft map going too far with intensity, but others felt it didn't go far enough and left some existing buildings non-conforming)
- + **Specific adjustments to where MX districts were mapped** (wanting more or less height in some places)
- + Observation that some of the draft zoning **didn't match existing and proposed Historic Districts** and might cause confusion (or even incentivize loss of historic buildings)
- + Insufficiently **aggressive rezoning of industrial areas**
- + **Too much CG**, and some inconsistency in the logic of where it was mapped
- + Some **errors in open space mapping**, suggestion that Other Open Space (OS) be mapped more cautiously
- + Too much density being given to **some areas at risk of flooding**

Needing Clarity

- + Questions about:
 - **Use definitions**
 - **Use standards**
 - Full **rules of interpretation** for dimensional standards
 - Specific **development standards**
 - **Principal** versus **accessory use**
 - Timeline and opportunities for **further comment**

NEXT STEPS

Outreach and Communication

- + Ongoing:
 - Continue to **intensively engage with the public and stakeholders** through multiple means
 - Look for **opportunities to better engage less involved neighborhoods**, especially those that received fewer comments in the first round of review

Districts, Standards and Uses

- + For September revised draft:
 - Adjust the **palette of draft districts** where needed
 - Update the **district standards and uses** where needed
 - Clarify the standards by **adding full rules of interpretation**
 - Clarify the uses by **adding use definitions and use standards**

Map

- + For September revised draft:
 - Substantially **update the map** for the next draft, including adjusting the locations of the various **N-, NM-, MX- and CG districts, amongst others**

Draft Development Standards (Module 3)

WHAT ARE DEVELOPMENT STANDARDS?

Development standards are intended to provide **consistent, comprehensive, feasible standards** that ensure development contributes to key goals like **walkability, mitigating urban heat, and creating an attractive, welcoming urban environment.**

They are located separately in the zoning code from zoning districts, **augmenting their rules with more general provisions.**

In the draft being released this week:

- + Pedestrian and bicycle access
- + Bicycle parking
- + Clear pedestrian zone
- + Vehicle access
- + Parking lot dimensions & landscaping
- + Vehicle use areas
- + Transitions & transition screens
- + Frontage screens & site element screens
- + Tree canopy
- + Walls and fences
- + Signs and lighting

Vehicular parking standards are not in this draft, but will be added later **following more public input.**

APPLICABILITY OF DEVELOPMENT STANDARDS

Development standards are **not necessarily applied in every situation.**

Most apply only for **certain types of changes** (e.g. new construction, but not all types of modifications)

Draft Applicability Table

Development Standards	Project Activity						
	New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance and Repair
Pedestrian / Bicycle Access	●	○	○	○	○	○	○
Bicycle Parking	●	●	○	○	●	●	○
Clear Pedestrian Zone	●	○	○	○	○	○	○
Vehicle Access	●	○	●	○	○	○	○
Vehicle Parking	●	○	○	○	●	○	○
Parking Lot Dimensions	●	○	●	○	○	○	○
Parking Lot Landscaping	●	○	●	○	○	○	○
Vehicle Use Areas	●	○	●	○	○	○	○
Transitions	●	○	○	○	○	○	○
Transition Screens	●	○	○	○	○	○	○
Frontage Screens	●	○	○	○	●	○	○
Site Element Screens	●	○	○	○	●	○	○
Tree Canopy	●	○	●	○	○	○	○
Fences and Walls	●	○	●	○	●	○	○

● = Standards may apply ○ = Standards do not apply

APPLICABILITY OF DEVELOPMENT STANDARDS

+ **New Construction**

- Fully new construction
- Relocation of existing buildings
- Additions 25,000+ sf
- Change to 50%+ of a building's structure
- Change of 50%+ of site area, or 25,000+ sf

+ **Additions**

- Adding up to 25,000 sf of new floor area

+ **Site Modification**

- Change to up to 50% of site area, up to 25,000 sf

+ **Facade Modification**

- Change affecting 250 sf+ of facade

+ **Change of Use**

- Partial or full change of use
- Increase in intensity of use

+ **Renovation**

- Change that not expand the current building or modify its structure by 50%+

+ **Maintenance & Repair**

- Upkeep without modification of outward appearance

PEDESTRIAN & BICYCLE ACCESS

Current Code

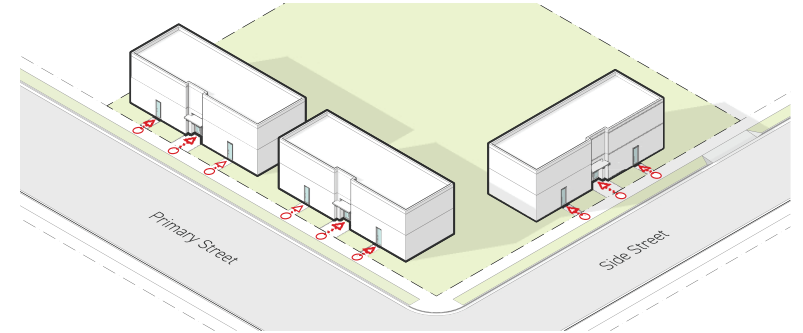
- + **Not regulated** in current zoning code

Goals of Draft

- + Improve and facilitate safe, accessible and convenient **pedestrian circulation** on private property, ultimately supporting walkability
- + Increase **external and internal connectivity** in and around development sites depending on zoning classification
- + Prevent safety issues associated with **conflicts between vehicles and pedestrians**

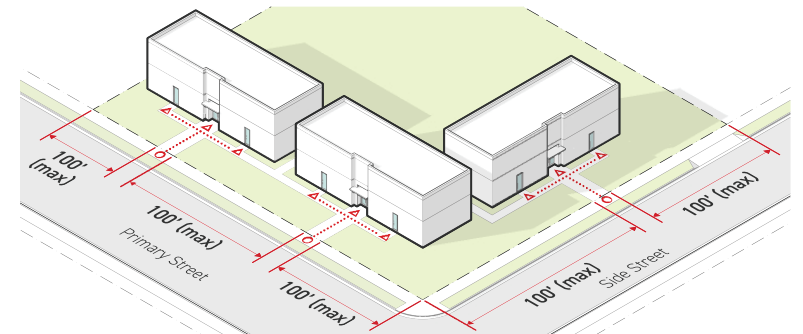
TYPE 1

MX-Districts



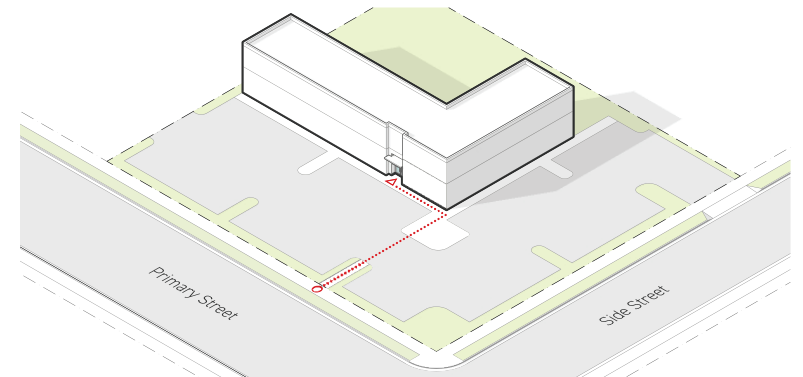
TYPE 2

N-, NM-, IX, CA-Districts



TYPE 3

CG District



BICYCLE PARKING

Current Code

- + Required, but **with lower numbers than proposed**
- + For residential uses, **kicks in at 12 units** (versus proposed 5)
- + Does not distinguish between **short-term and long-term parking**
- + Not required in the “I” **Central Business District**

Goals of Draft

- + Promote **multi-modal transportation** by requiring adequate bicycle parking for various **land use** contexts
- + Encourage property owners to provide **sufficient bicycle parking** to meet both the **short- and long-term needs** of cyclists (public/visitor versus employee/resident)
- + Provide instructions for creating **safe and accessible bicycle parking facilities**
- + Apply standards to **across all districts**

USES	Spaces Required (min)	
	Short-Term	Long-Term
Residential Uses		
Household living		
1-4 units	None	None
5-8 units	None	1 per 2 units
9-49 units	1 per 10 units	1 per 3 units
50+ units	1 per 20 units	1 per 4 units
Special residential uses	1 per 10 beds	1 per 20 beds
Public and Institutional Uses		
Civic	1 per 5,000 SF of floor area	1 per 10,000 SF of floor area
Day care	1 per 5,000 SF of floor area	1 per 10,000 SF of floor area
Education	4 per classroom	1 per 10 classrooms
Parks and open space		
Public parks	1 per acre	None
All other open spaces	None	None
Utility service	None	None
Commercial Uses		
Adult business	None	None
Agriculture	None	None
Entertainment and recreation	1 per 5,000 SF of floor area	1 per 10,000 SF of floor area
Food and beverage	1 per 5,000 SF of floor area	1 per 10,000 SF of floor area
Lodging	1 per 8 rooms	1 per 16 rooms
Marijuana		
Dispensary	1 per 5,000 SF of floor area	1 per 10,000 SF of floor area
All other marijuana uses	1 per 20,000 SF of floor area	1 per 10,000 SF of floor area
Medical	1 per 5,000 SF of floor area	1 per 5,000 SF of floor area
Office	1 per 10,000 SF of floor area	1 per 5,000 SF of floor area
Parking	None	None
Personal service	1 per 5,000 SF of floor area	1 per 10,000 SF of floor area
Retail	1 per 5,000 SF of floor area	1 per 10,000 SF of floor area
Vehicle sales and service	1 per 10,000 SF of floor area	1 per 10,000 SF of floor area
Manufacturing and Industrial Uses		
Data centers	None	None
Industrial	1 per 20,000 SF of floor area	1 per 10,000 SF of floor area
Transportation	1 per 20,000 SF of floor area	1 per 10,000 SF of floor area
Warehouse and distribution	1 per 20,000 SF of floor area	1 per 20,000 SF of floor area
Waste-related	None	None

CLEAR PEDESTRIAN ZONE

Current Code

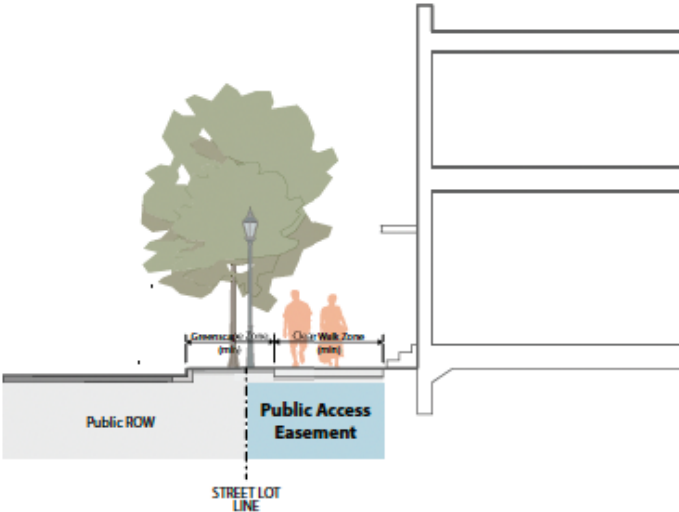
- + **Not regulated** in current zoning code

Goals of Draft

- + Establish minimum **requirements for sidewalks** in front of a new development to ensure accessibility and sufficient room for increased pedestrian traffic
- + In some cases, require that **landowners provide a public easement to extend the sidewalk** if it falls below the standard

MINIMUM CLEAR PEDESTRIAN ZONE

All residential uses	
1-49 units	5'
50+ units	8'
All public and institutional uses	
Except for parks and open space uses	10'
All commercial uses	
Except for agriculture uses	No requirement
Manufacturing and industrial uses	
	5'



VEHICLE ACCESS

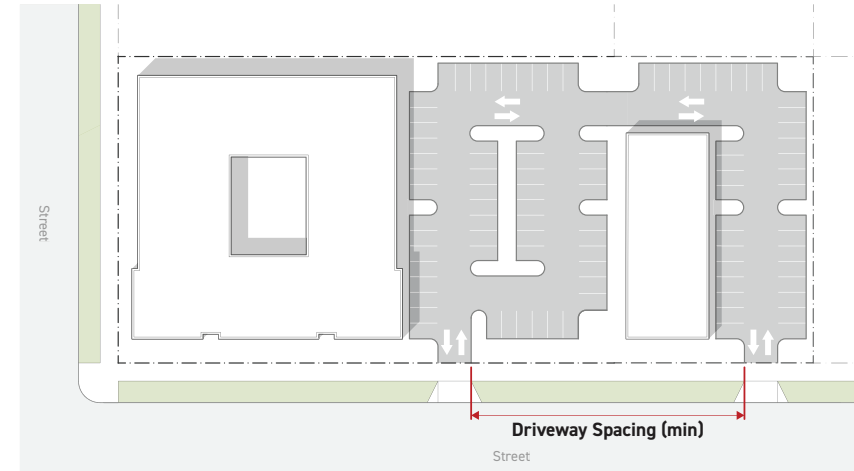
Current Code

- + **Not regulated** in current zoning code (some **limited regulation is provided in City traffic code**)

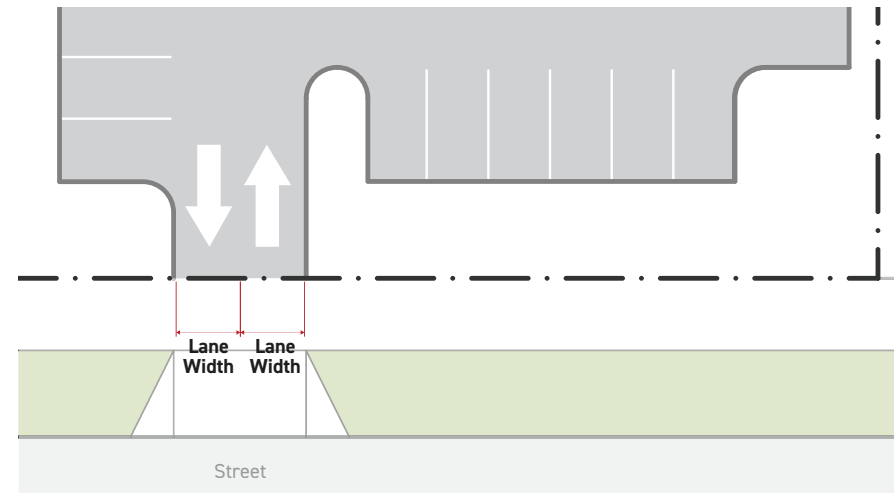
Goals of Draft

- + Establish **Driveway spacing** standards in zoning help create sufficient distance between adjacent driveways to **enable vehicle circulation** and **reduce conflicts** with other **vehicles, pedestrians, and cyclists**
- + Incorporate **reduced driveway width** standards to promote walkability in the public realm by **reducing pedestrian crossing distances** across **vehicle access ways**

MINIMUM DRIVEWAY SPACING



MINIMUM DRIVEWAY WIDTH



PARKING LOT DIMENSIONS & LANDSCAPING

Current Code

- + General zoning regulations section **establishes some minimums for parking space and aisle dimensions**
- + Parking lot landscaping generally **not regulated**

Goals for Draft

- + Develop **safe, accessible, and visually-appealing parking lots** that enhance parking efficiency and contribute positively to the overall built environment
- + Regulate **landscape and surface design** in parking lots to **minimize their visual impact** by requiring **perimeter and interior landscaping**

MINIMUM DIMENSIONS

Parking Space (min)			One-Way Drive (min)		Two-Way Drive (min)	
Angle	Width	Depth	Drive Aisle	Bay Width	Drive Aisle	Bay width
0°	8.5'	20'	10'	18.5'	20'	37'
60°	8.5'	18'	18'	54'	--	--
90°	8.5'	18'	--	--	22'	58'

LANDSCAPING



VEHICLE USE AREAS

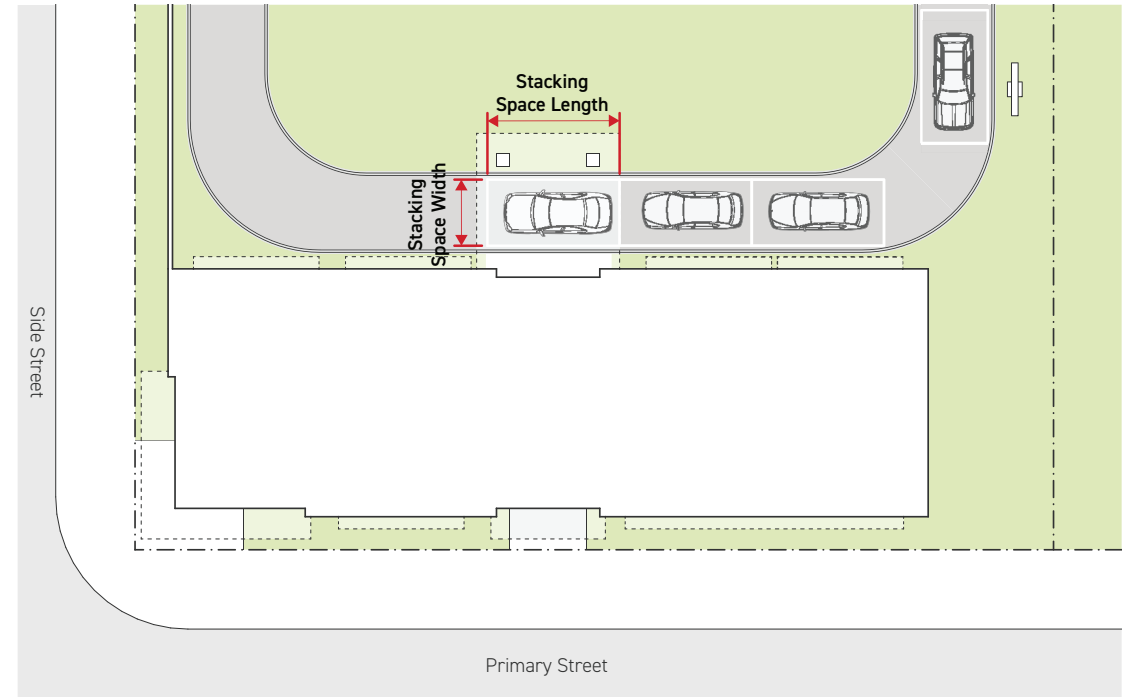
Current Code

- + Off-street loading spaces are **required for some uses in current zoning code**
- + Stacking is **not regulated** in current zoning code (limited regulation elsewhere in City traffic code)

Goals of Draft

- + Ensuring vehicle use areas are designed in a manner that does not detract from the **safety, comfort, or enjoyment** of users of neighboring lots or the public realm
- + **No longer requiring off-street loading**, unless mandated by City engineer
- + Establishing standards for **off-street loading** when it is constructed as well as for **vehicle stacking areas**

STACKING SPACES AT DRIVE-THROUGHS OR GATES



TRANSITIONS

Current Code

- + **Not regulated** in current zoning code

Goals of Draft

- + To transition to between zoning districts of **different levels of intensity** where they touch each other directly or across an alley
- + Encourage a **wide range of new development**, varying in mass and scale, while helping to **ensure compatibility** with surrounding neighborhoods
- + Use tools such as **building setbacks, upper-story stepbacks, and landscaping** to help improve land use transitions

TRANSITION REQUIREMENTS

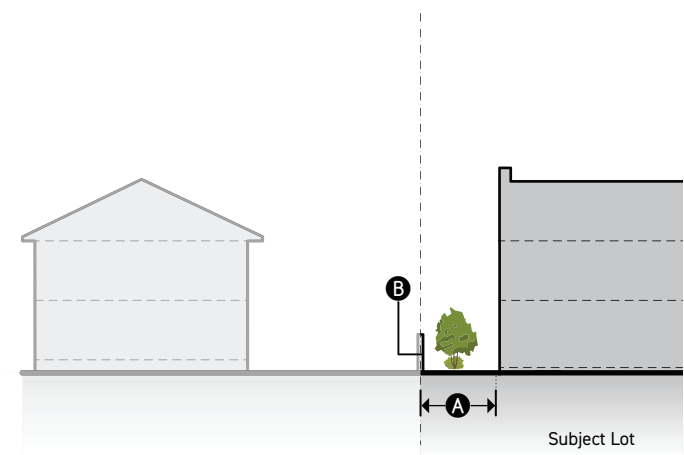
Subject Lot	Zoning of Abutting Property (including across an alley)															
	N-	NM-3	NM-5	NM-8	MX-3	MX-5	MX-8	MX-15	MX-U	CG	IX	IL	IH	CA-5	CA-25	PK
N-	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--
NM-3	A	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--
NM-5	C	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--
NM-8	C	C	--	--	--	--	--	--	--	--	--	--	--	--	--	--
MX-3	A	A	--	--	--	--	--	--	--	--	--	--	--	--	--	--
MX-5	C	C	A	--	--	--	--	--	--	--	--	--	--	--	--	--
MX-8	C	C	C	A	--	--	--	--	--	--	--	--	--	--	--	--
MX-15	C	C	C	C	C	C	--	--	--	--	--	--	--	C	--	--
MX-U	C	C	C	C	C	C	C	C	--	--	--	--	--	C	--	--
CG	B	B	B	B	B	B	B	B	B	--	--	--	--	B	B	--
IX	C	C	C	C	C	B	B	B	B	--	--	--	--	B	B	--
IL	C	C	C	C	C	B	B	B	B	B	B	--	--	B	B	B
IH	C	C	C	C	C	B	B	B	B	B	B	B	--	B	B	B
CA-5	C	C	--	--	--	--	--	--	--	--	--	--	--	--	--	--
CA-25	C	C	C	C	C	C	C	--	--	--	--	--	--	--	--	--
PK	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--
OS	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--
AG	B	B	B	B	--	--	--	--	--	--	--	--	--	--	--	--

Key:

A = Type A transition type required
 B = Type B transition type required
 C = Type C transition type required
 -- = No transition required for subject lot

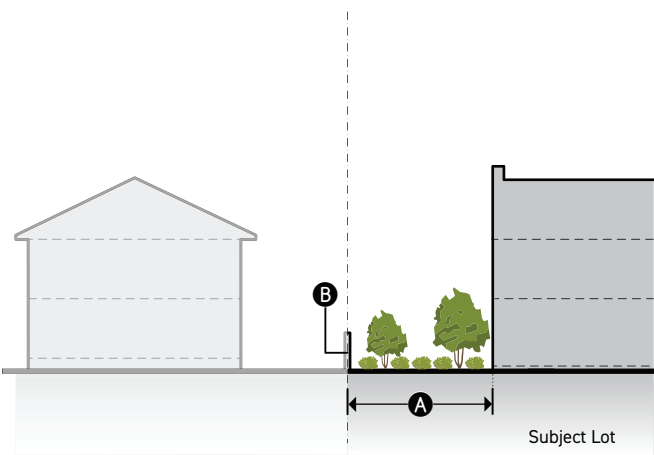
TRANSITIONS

TYPE A



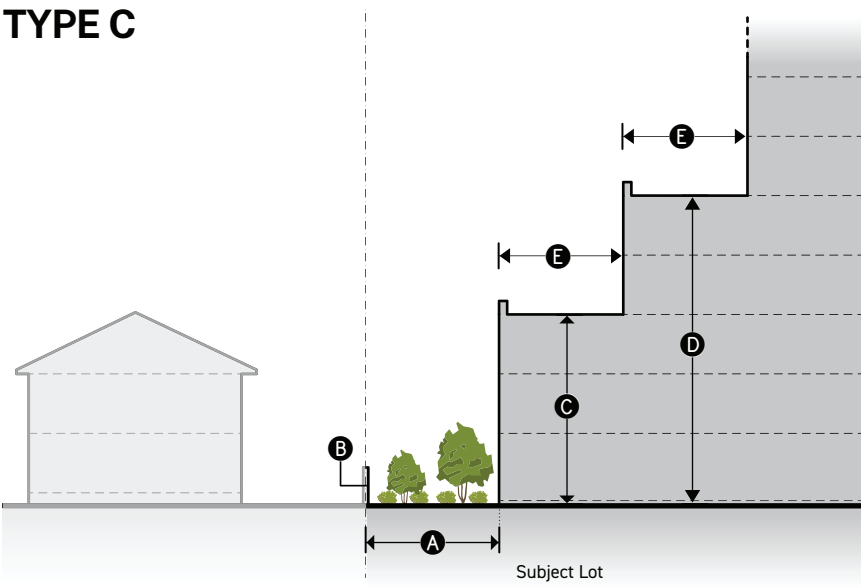
TRANSITION AREA	Alley	No Alley
A Depth (min)	3'	10'
B Transition screen (see X.X.X.)	None	Light

TYPE B



TRANSITION AREA	Alley	No Alley
A Depth (min)		
CG, IX, IL, AG	3'	20'
IH	30'	30'
B Transition screen (see X.X.X.)		
CG, IX, IL, AG	None	Moderate
IH	Heavy	Heavy

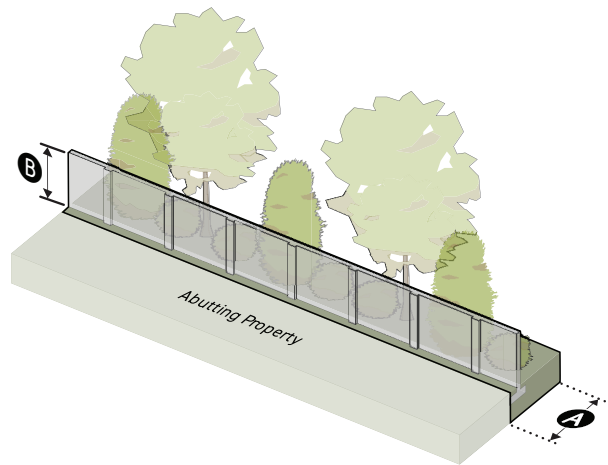
TYPE C



TRANSITION AREA	Alley	No Alley
A Depth (min)		
NM-, MX-, IX, IL, CA-	3'	20'
IH	30'	30'
B Transition screen (see X.X.X.)		
NM-, MX-, IX, IL, CA-	None	Moderate
IH	Heavy	Heavy
UPPER STORY STEP-BACK		
C 1st step-back (max stories/feet)	3/35'	
D 2nd step-back (max stories/feet)	5/60'	
E Upper-story setback (min)	15'	

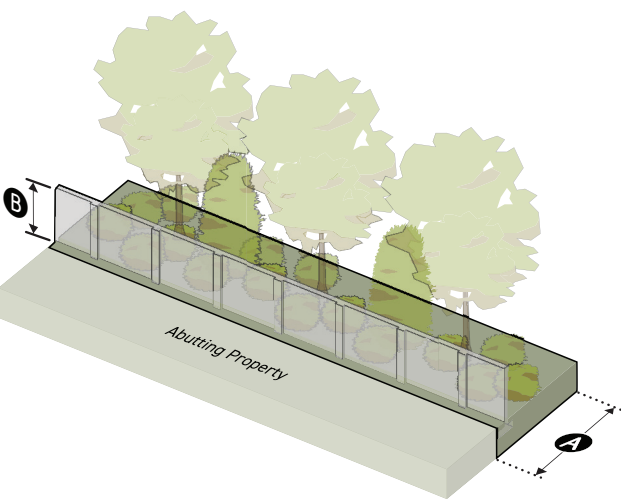
TRANSITION SCREENS

LIGHT



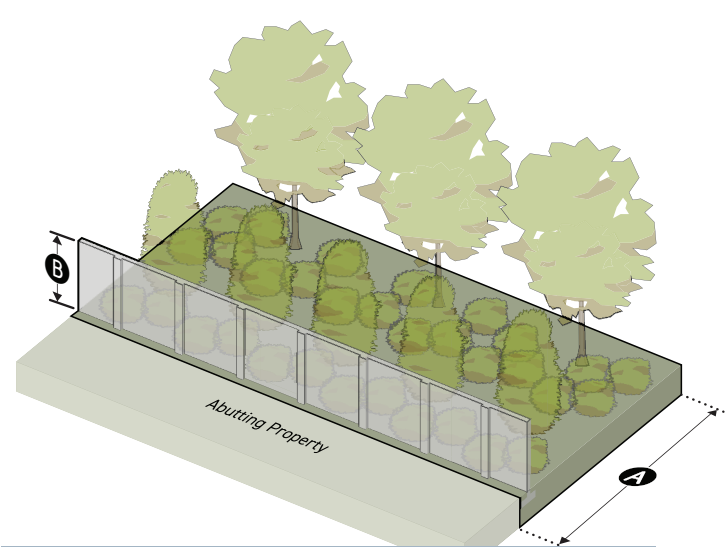
LANDSCAPE	
A Depth (min)	10'
Landscaping (min per 50')	
Canopy trees	2
Understory trees	3
Shrubs	5
WALL OR FENCE	
B Height (min)	6'
Opacity (min)	90%
Setback from property line (min)	0'

MODERATE



LANDSCAPE	
A Depth (min)	20'
Landscaping (min per 50')	
Canopy trees	3
Understory trees	2
Shrubs	16
WALL OR FENCE	
B Height (min)	6'
Opacity (min)	90%
Setback from property line (min)	0'

HEAVY



LANDSCAPE	
A Depth (min)	30'
Landscaping (min per 50')	
Canopy trees	3
Understory trees	5
Shrubs	24
WALL OR FENCE	
B Height (min)	8'
Opacity (min)	90%
Setback from property line (min)	0'

FRONTAGE SCREENS

Current Code

- + **Not regulated** in current zoning code
- + **Fences are required around certain uses** elsewhere in the City code

Goals of Draft

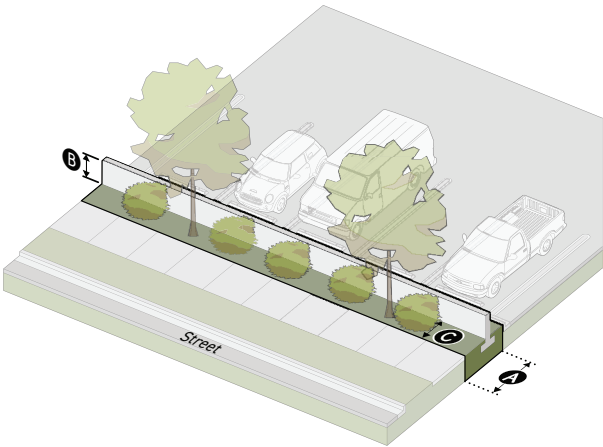
- + **Reducing the impact of certain uses and site elements** on the public realm
- + Providing **multiple options** to landowners to meet standards
- + Opportunity for additional **landscaping and tree canopy**

FRONTAGE SCREEN TYPE

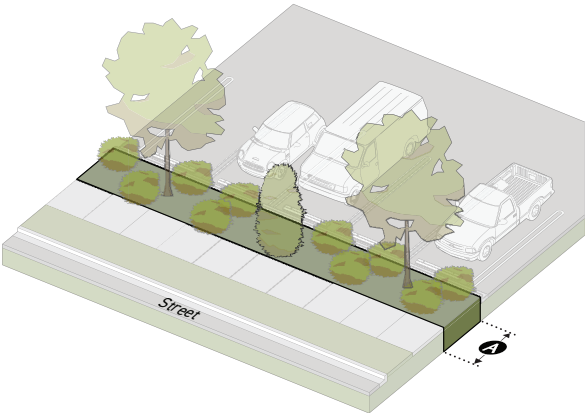
Outdoor Storage Areas	
Minor outdoor storage area	Moderate
Major outdoor storage area	Heavy
Vehicle Use Areas	
Loading/service area	Moderate
Drive-through area	Light
Parking area	Light
Vehicle sales area	Light
Utility Areas	
Utility area	Moderate

FRONTAGE SCREENS

LIGHT

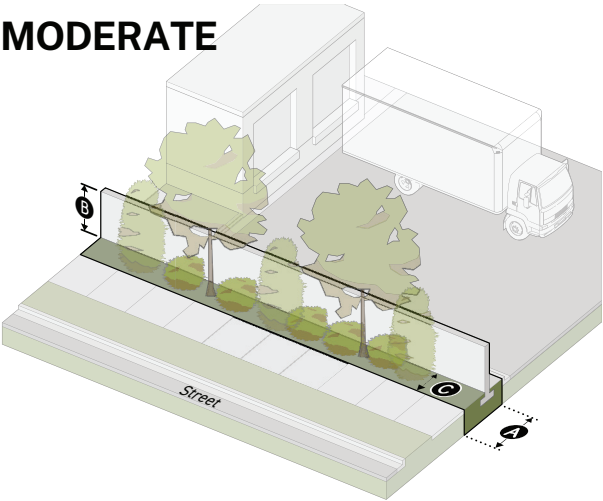


OPTION 1

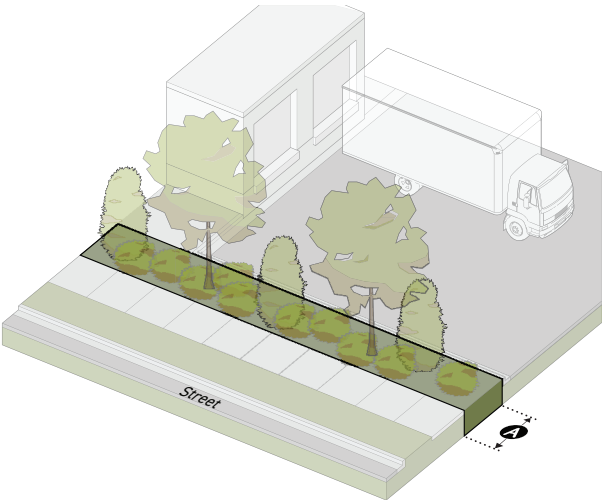


OPTION 2

MODERATE

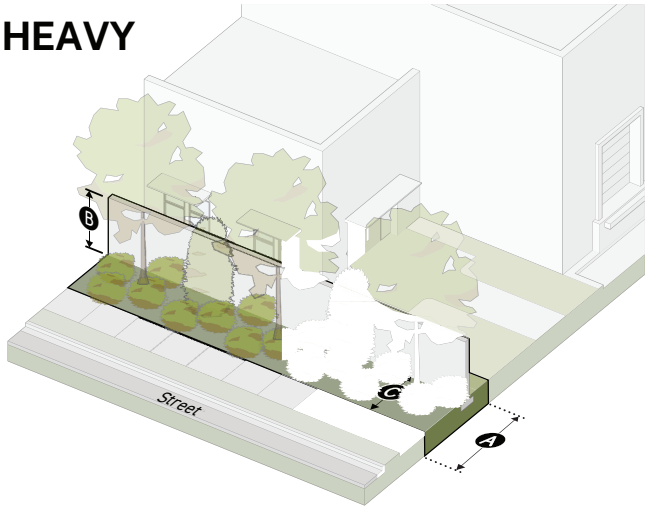


OPTION 1

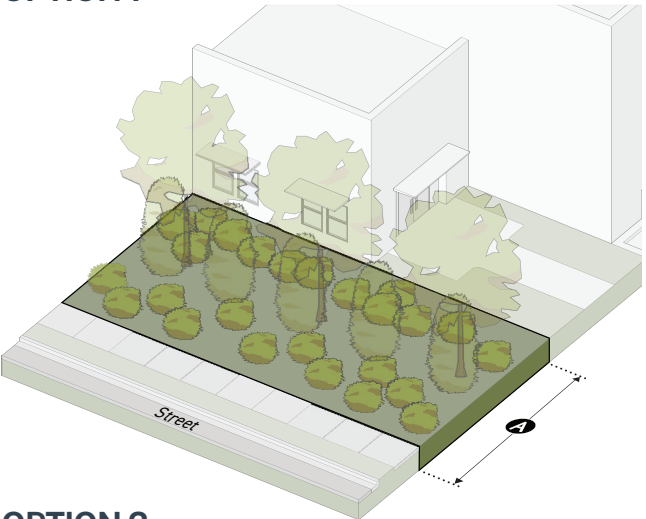


OPTION 2

HEAVY



OPTION 1



OPTION 2

SITE ELEMENT SCREENS

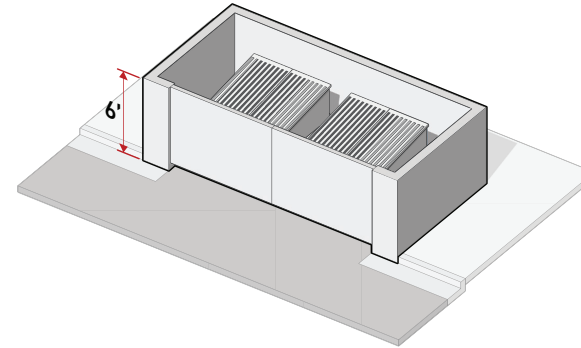
Current Code

- + **Not regulated** in current zoning code

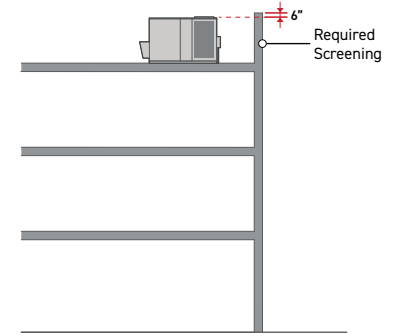
Goals of Draft

- + Conceal and **reduce the visibility** of site elements such as **waste, mechanical, electrical, and utility equipment** from the public realm and neighboring properties

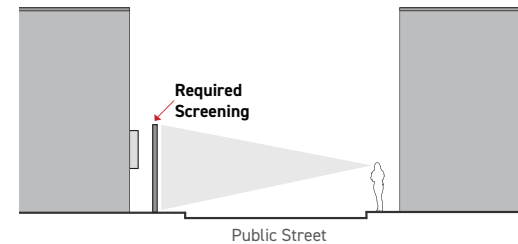
DUMPSTER AND RECYCLING AREAS



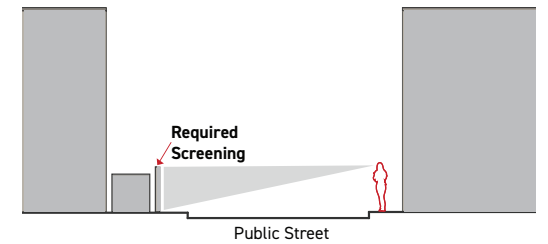
ROOF-MOUNTED EQUIPMENT



WALL-MOUNTED EQUIPMENT



GROUND-MOUNTED EQUIPMENT



TREE CANOPY

Current Code

- + Not regulated in current zoning code

Goals of Draft

- + Add shade, reduce “urban heat island” effect, provide natural habitat **through the retention and planting of large canopy trees**
- + Introduce a **minimum canopy tree planting requirement per square foot of lot area for each zoning district, with standards for species and planting location**
- + Incentivize the retention of existing canopy trees by **lowering number of trees required where healthy, mature trees can be preserved**
- + **Applied only on new construction and with small lots and individual homeowners exempted** to avoid imposing an undue burden

WALLS AND FENCES

Current Code

- + Building code **limits residential front yard fences to 4 ft, side and rear to 8 ft and commercial fences to 10 ft**
- + **Not regulated in current base zoning code**, although Form-Based Districts and Special Use Districts include some standards

Goals of Draft

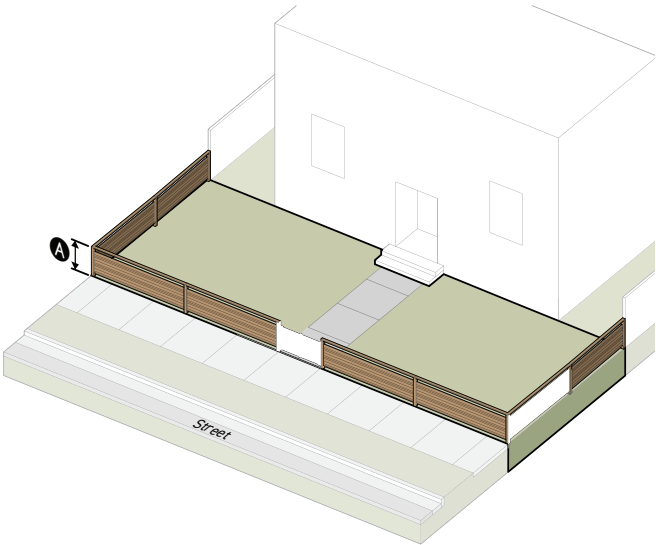
- + Provide property owners with options to **balance visual interest** along the public realm with **security and privacy**
- + Establish **design and installation standards** for various fence and wall types

FENCE TYPES ALLOWED

	N-	NM-	MX-	CG	IX	IL	IH	CA-	PK	OS	AG
Front	A	A	A	A	A	C	C	A	B	C	C
Side street	B	B	B	C	C	C	C	B	B	C	C
Side/rear/alley	B	B	B	C	C	C	C	B	B	C	C

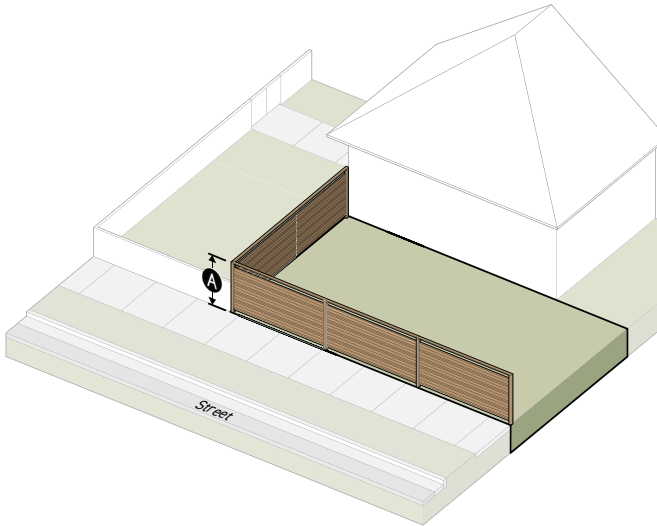
WALLS AND FENCES

TYPE A



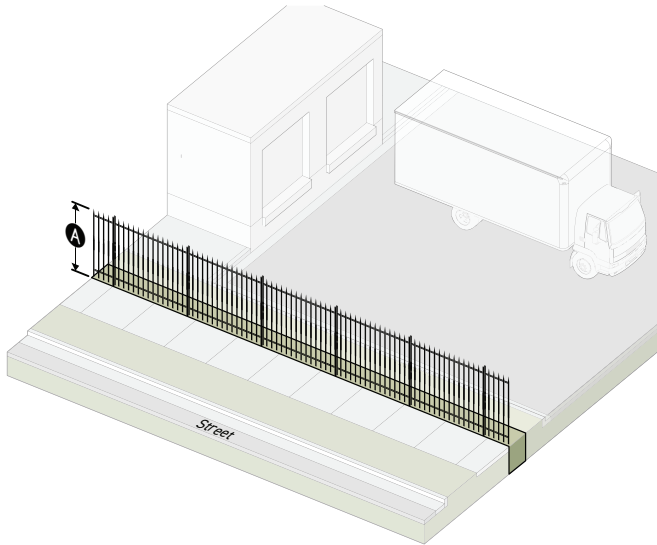
DIMENSIONAL STANDARDS	
A Height (max)	4'

TYPE B



DIMENSIONAL STANDARDS	
A Height (max)	6.5'

TYPE C



DIMENSIONAL STANDARDS	
A Height (max)	8'

Current Code

- + Several sign types regulated, with sign area typically calculated by **multiplying building frontage by factor based on distance from street centerline**
- + Rules difficult to follow and **major source of variances today**

Goals of Draft

- + Promote the **effective use of signs for communication** to attract business, improve pedestrian and traffic safety, and reduce visual clutter in the public realm
- + Introduce a new set of sign types with simpler rules for size, mostly based on **zoning district and building length**

SIGN TYPES ALLOWED BY DISTRICT

	N-	NM-	MX-, IX	CG	IL, IH	CA-	PK, OS, AG
Building Signs							
Awning sign	○	□	■	■	■	■	○
Canopy sign	○	□	■	■	■	■	○
Pedestrian sign	○	□	■	■	■	■	□
Projecting sign	○	□	■	■	■	■	□
Roof sign	--	--	■	■	■	■	--
Suspended sign	□	□	■	■	■	■	■
Wall sign	□	□	■	■	■	■	■
Freestanding Signs							
Bracket sign	□	□	■	■	■	■	■
Monument sign	○	○	■	■	■	■	■
Pylon sign	--	--	--	■	■	--	--
Special Signs							
Crown sign	--	--	■	■	■	■	--
Outdoor General Advertising Devices							
	--	--	--	--	--	--	--

■ = Allowed

□ = Allowed for permitted Public & Institutional, Commercial, and Manufacturing & Industrial uses

○ = Allowed for permitted Public & Institutional uses only

-- = Not allowed

WALL SIGN



1. Definition

A building sign that is painted on or attached to a wall or parapet wall, window or other vertical surface of a building, which is parallel or nearly parallel to the surface to which the sign is attached.

2. General Standards

A wall sign must be located below the window sills of the 2nd story on a multi-story building or below the roof line on a single-story building.

A wall sign cannot obscure distinctive or unique architectural elements

No wall sign located in a MX-, CG, IX, IL or IH district can face an abutting lot located in an N- or NM-district unless separated by an off-street parking area serving the lot in the MX-, CG, IX, IL or IH district.

The total area of all wall signs painted on a building wall cannot exceed 25% of the area of the wall.

A wall sign can be externally or internally illuminated - see X.X.X.

3. Number of Signs

There is not limit on the number of wall signs

1. Permitted Sign Area

Allocation of permitted sign area

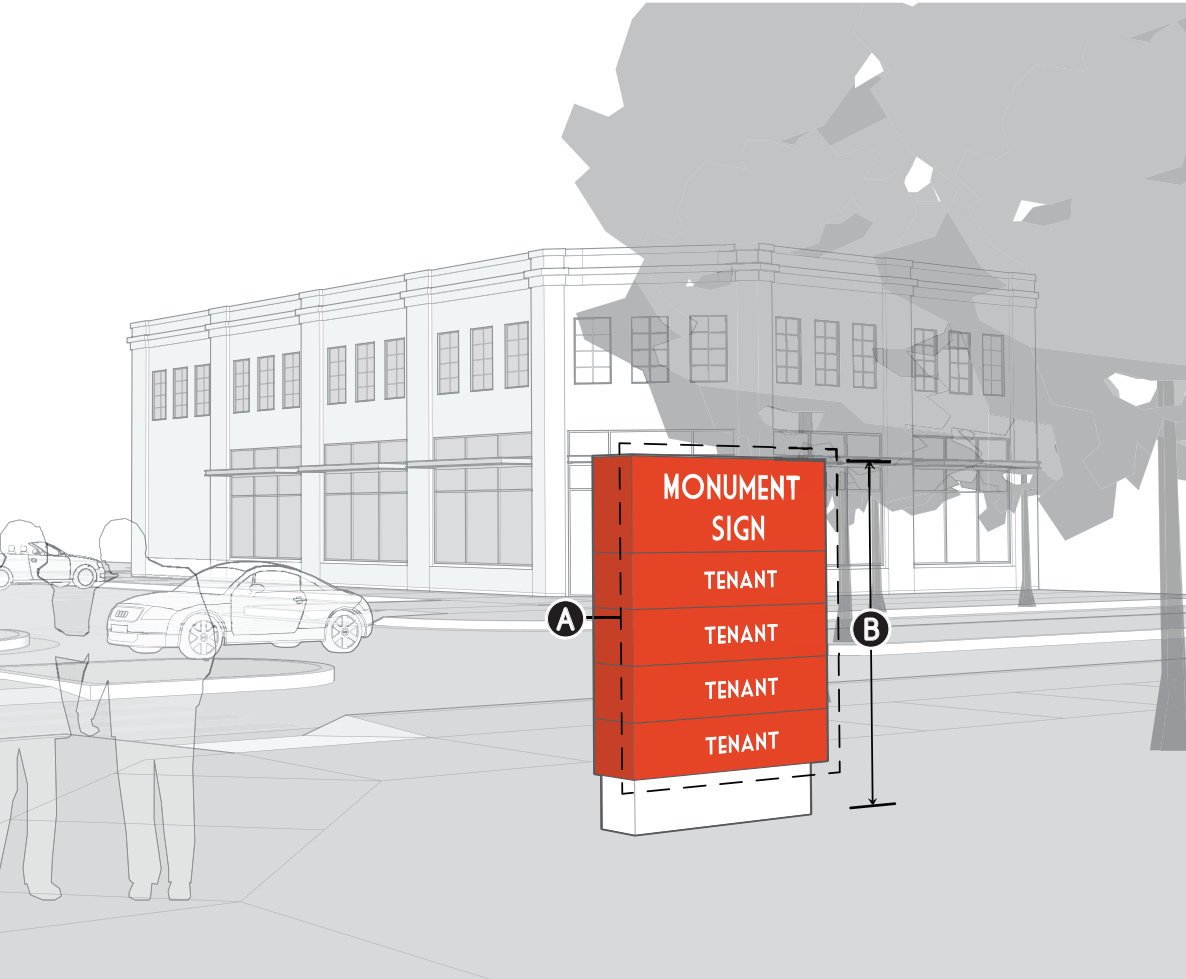
See X.X.X.

Any portion of the permitted sign area may be allocated to wall signs attached to a building and oriented to an alley abutting the lot, provided that any sign adjacent to or across an alley from an N- or NM-district cannot be illuminated.

2. Individual Sign Dimensions

A Area (max)	--
B Depth (max)	1.25'

MONUMENT SIGN



1. Definition

A low freestanding sign attached to the ground along its entire length.

2. General Standards

A monument sign must be located at least 50 feet from any other freestanding sign

A monument sign must be set back at least 10 feet from any lot line.

A monument sign can be externally or internally illuminated - see X.X.X.

3. Number of Signs

Maximum of 1 monument or pylon sign per street frontage.

Shopping centers with multiple street frontages get one additional monument sign per street frontage (this is in addition to the total permitted sign area for the district)

1. Permitted Sign Area

Allocation of permitted sign area

See X.X.X.

2. Individual Sign Dimensions

A Area (max)	32 SF
B Height (max)	8'

LIGHTING

Current Code

- + **Not regulated** in current zoning code

Goals of Draft

- + Promote a **safe, secure, and accessible environment** by regulating exterior lighting in **nonresidential and multifamily developments**
- + Prohibit specific light sources and manage lighting levels to **enhance visibility and security** at night, while **minimizing light pollution**

