

# City of McKinney Town Center Code

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## **1. PURPOSE AND INTENT**

The Town Center Development Code is intended to implement the Town Center Vision and Master Plan adopted by City Council in \_\_ 2008. It facilitates pedestrian oriented, mixed-use urban development, providing shopping, employment, housing, and business and personal services. The Town Center is intended to be the center of life in the community. This is achieved by promoting an efficient, compact land use pattern; encouraging pedestrian activity; reducing the reliance on private automobiles; positioning the Town Center as a viable transit-oriented development (TOD); promoting a more functional and attractive community through the use of recognized principles of urban design; and allowing developers flexibility in land use and site design. A high level of attention to site and building design is required to promote an attractive Town Center as envisioned in the Master Plan.

While revitalization of the Town Center area is a high priority, it must be accomplished in a manner that preserves and perpetuates the history and heritage of this community. It is the city's goal to enhance the attractiveness of the city's inner core to residents, tourists and visitors and serve as a support and stimulus to business and industry.

The Town Center Development Code is created to support economic development, sustainable tax base, and job creation by establishing adjacency predictability of private development that supports and leverages public investment in downtown McKinney.

## 2. COMPONENTS OF THE CODE

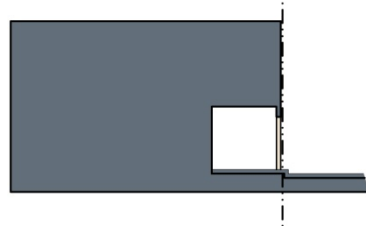
- 2.1 The Town Center Development Code shall apply to boundaries as established in the Regulating Plan unless otherwise specified in the Code.
- 2.2 The Regulating Plan for the Town Center shall be the official zoning map for downtown. It shall establish the development standards for all lots within the Town Center including:
- 2.2.1 Character Districts – the Town Center is further distinguished into “Character Districts”. A Character District is intended to preserve and/or create a distinct urban form different from other Character Districts. Each Character District shall establish use and building standards including height, bulk, building and parking location, and functional design for all lots within that Character District. The Regulating Plan classifies all lots within the Town Center into one of six Character Districts. The different Character Districts are based on historic and regional architectural traditions and development intent to create a built environment that is consistent with the vision for the Town Center.
  - 2.2.2 Special Requirements – Special Requirements shall designate or recommend site specific requirements for some unique sites within the Town Center.
  - 2.2.3 Street Designations – The Street Designations on the Regulating Plan shall distinguish between Pedestrian Priority “A” and Pedestrian Priority “B” Streets within the Town Center. In addition they shall identify the location of recommended new streets within the Town Center by street type.
- 2.3 Town Center Development Code Text: The *Town Center Development Code text* (the text portion of this Ordinance) shall enumerate the use and development standards with text and graphics including Character districts, Special Requirements, street type, civic space, landscape, architectural, signage, lighting, and all related standards for all public and private development.
- 2.4 The development standards under \_\_\_ of the City of McKinney, as amended, shall not apply to the Town Center except as specifically referenced herein. Development standards not addressed in this ordinance shall be governed by the City of McKinney Zoning Ordinance to the extent they are not in conflict with the intent of the Town Center Development Code.
- 2.5 Using this Code:
- In order to understand what the Ordinance allows on property within each Station Area there are three basic steps:
- 2.5.1 Find the subject property on the Regulating Plan. Identify the Character district the property is located in and the Street Type designation along all its street frontages. In addition identify any Special Requirements applicable to the subject property.
  - 2.5.2 The Schedule of Permitted Uses by Character district is listed in Table 6.2 and for Building Form and Development Standards refer to the corresponding district standards in Section 7 of this ordinance.
  - 2.5.3 Refer to Section 5.4 for Special Requirements, Section 9 for Street Type and Streetscape Standards, and Section 8 Building Design Standards.

The information from the above listed three steps explains where the building will sit on the lot, the limits on its three dimensional form, the range of uses, and the palette of materials that will cover it. For exact dimensions specific to a particular property or application process, consult with City Staff.

### 3. DEFINITIONS.

The following definitions shall apply to uses and to other terms used in this Code only. For terms not specifically defined under this subsection, \_\_\_ Definitions of the McKinney Zoning Ordinance shall apply.

*Arcade:* is a portion of the main façade of the building is at or near the front property line and a colonnade supports the upper floors of the building. Arcades are intended for buildings with ground floor commercial or retail uses and the arcade may be one or two stories.



*Image of an arcade*

*Attics/Mezzanines:* is the interior part of a building contained within a pitched roof structure or a partial story between two main stories of a building.

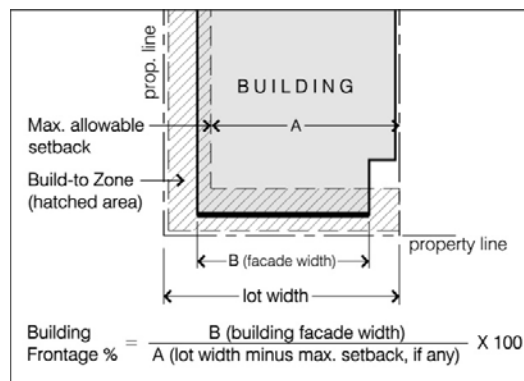
*Auto-Related Sales and Service Uses:* are establishments that provide retail sales and services related to automobiles including, but not limited to, cars, tires, batteries, gasoline, etc.

*Build-to Line:* the line at which the principal building's front and/or side façades shall be built.

*Build-to Zone:* the area within which the principal building's front and/or side façades are to be built.

*Building Form Standards:* the standards established for each Character district that specifies the height, bulk, orientation, and elements for all new construction and redevelopment.

*Building Frontage:* the percentage of the building's front façade that is required to be located at the front Build-to Line or Zone as a proportion of the lot's width along that public street. Parks, plazas, squares, improved forecourts, and pedestrian breezeway frontages shall be considered as buildings for the calculation of building frontage.



*Image showing how a lot's building frontage is calculated .*

*Character district:* each Character district is intended to create a distinct urban form different from other Character districts.

*Civic/Open Space:* means publicly accessible open space in the form of parks, paseos, courtyards, forecourts, plazas, greens, pocket parks, playgrounds, etc. They may be privately or publicly owned. For all residential uses, privately accessible open spaces such as courtyards, porches, and balconies may also be considered as Civic/Open Space for the purposes of this ordinance.

*Green* means a civic/open space intended for unstructured recreation, spatially defined by landscaping rather than building frontages.

*Park* means a civic/open space that is a natural preserve available for unstructured recreation.

*Plaza* means a primarily hardscaped civic/open space with formal landscaping, available for civic purposes and commercial activities. A plaza shall be spatially defined by buildings.

*Playground* means a civic/open space designed and equipped for children's recreation. A playground may be fenced and may include an open shelter. Playgrounds may be located within residential areas and may be placed within a block. They may be included in other civic/open spaces.

*Square* means a civic/open space available for unstructured recreation and civic purposes. A square is spatially defined by buildings. Its landscape shall consist of landscaping, hardscaping, water features, pathways, and pedestrian amenities arranged in formal and informal patterns. Squares shall be located at the intersection of important streets.

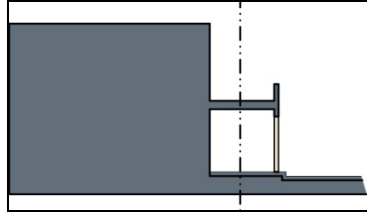
*Cottage Manufacturing:* includes small scale assembly and light manufacturing of commodities (incl. electronics) fully enclosed within the building (no greater than 10,000 sq.ft.) without producing any noise, noxious odors, gas, or other pollutants. This category shall include workshops and studios for cottage industries such as pottery, glass-blowing, metal working, screen printing, weaving, etc.

*Design Modification:* shall be any request to amend any standard other than a dimensional standard (height, width, length of structure and size of yards and open space required) within this ordinance.

*Development Review Committee:* is a committee composed of key city and other public entity staff to provide a coordinated and centralized technical review process to ensure compliance with all applicable regulations for development within the City of McKinney.

*Encroachment:* any structural or non-structural element such as a sign, awning, canopy, terrace, or balcony, that breaks the plane of a vertical or horizontal regulatory limit, extending into a Setback, into the Public R-O-W, or above a height limit.

*Gallery:* is an extension of the main façade of the building that is at or near the front property line and the gallery may overlap the public sidewalk.



*Image of a Gallery*

**Historic Building:** is a building that has been designated as a historic landmark by local, state, or federal government.

**Illustrative Master Plan:** is the building scale master plan that provides the guidance for future development and redevelopment of McKinney's Town Center. It indicates the general location of buildings, uses, streets, open spaces, and parking within McKinney's Town Center.

**Institutional Uses:** are uses that are related to non-profit organizations dedicated to religious or social functions.

**Live-Work Unit:** a dwelling unit that is also used for work purposes, provided that the 'work' component is restricted to the uses of professional office, artist's workshop, studio, or other similar uses and is located on the street level and constructed as separate units under a condominium regime or as a single unit. The 'live' component may be located on the street level (behind the work component) or any other level of the building. Live-work unit is distinguished from a home occupation otherwise defined by this ordinance in that the work use is not required to be incidental to the dwelling unit, non-resident employees may be present on the premises and customers may be served on site.

**Living Fence:** shall be a Street Screen composed of landscaping in the form of vegetation.

**Permanent Menu Boards:** are menus for restaurants and cafes that are posted in a permanent frame next to the entrance to the establishment or on the sidewalk café fence.



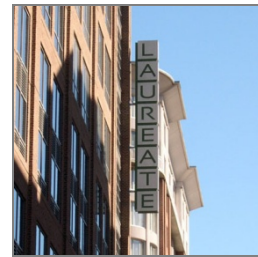
*Images of permanent menu boards*

**Retail Ready Standards:** means space constructed at a minimum interior height of 14 feet which may be used for noncommercial uses and can be converted into retail/commercial use. Prior to the issuance of a certificate of occupancy for a retail/commercial use in a Retail-Ready space, the space must comply with all building and construction codes for that use. The intent of Retail-Ready space is to provide the flexibility of occupying a space in accordance with market demand and allowing the use in such space to change to retail/commercial uses accordingly.

*Retail Sales* Retail establishments are the final step in the distribution of merchandise. They are organized to sell in small quantities to many customers. Establishments in stores operate as fixed point-of-sale locations, which are designed to attract walk-in customers. Retail establishments often have displays of merchandise and sell to the general public for personal or household consumption, though they may also serve businesses and institutions. Some establishments may further provide after-sales services, such as repair and installation. Included in, but not limited to this category, are durable consumer goods sales and service, consumer goods, other grocery, food, specialty food, beverage, dairy, etc, and health and personal services.

*Service Uses* means a category for limited personal service establishments which offer a range of personal services that include (but not limited to) clothing alterations, shoe repair, dry cleaners, laundry, health and beauty spas, tanning and nail salons, hair care, etc.

*Sign, Building Blade:* is a pedestrian-oriented sign that is affixed perpendicular to the corner of a building or along the front façade of a building above the ground floor to provide identification for the whole building.



*Image of a Building Blade Sign*

*Sign, Cabinet Box:* A three-dimensional structure which includes a frame, borders and sign panel face that gives it a box-like appearance and generally includes internal lighting upon which the sign letters and logos are placed or etched.



*Image of a Cabinet Box Sign*

*Sign, Tenant Blade:* is a smaller pedestrian-oriented sign that is affixed perpendicular to the building façade under a canopy or awning or immediately over a tenant space and provides identification for individual tenants within a building.



*Image of a Tenant Blade Signs*

*Sign, Freestanding:* shall include both permanent and temporary signs placed within a building's front yard. Freestanding signs may be Pole or Monument Signs.

*Sign, Marquee:* is a sign structure placed over the entrance to a theatre or other public gathering venue. It has signage stating either the name of the establishment or, in the case of theatres or other public venues, the name of the event, artist, and other details of the event appearing at that venue. The marquee is often identifiable by a surrounding cache of light bulbs, usually yellow or white, that flash intermittently or as chasing lights. Marquee signs may often be combined with Building Blade signs.



*Image of a Marquee sign with a Building Blade Sign*

*Sign, Monument:* is any sign which is connected to the ground and which has no clear space for the full width of the sign between the bottom of the sign and the surface of the ground. A monument sign may include a sign face and sign structure, and may also include a sign base and sign cap.



*Image of a Monument Sign*

*Sign, Sandwich Board:* is a portable sign consisting of two panels of equal size, which are hinged at the top or one panel with a support and placed on the ground or pavement so as to be self-supporting.



*Images of sandwich board signs.*

*Special Frontage Requirements:* are standards applied to certain properties as indicated in the Regulating Plan in order to address specific requirements and transitions based on street frontage and adjacency in addition to the underlying Character district standards.

*Street Screen:* a freestanding wall or living fence built along the frontage line or in line with the building façade along the street. It may mask an internal court, a parking lot or a loading/service area from view or provide privacy to a side yard and/or strengthen the spatial definition of the public realm.





*Image of a combination masonry and living streetscreen*

*Street Type:* is a specific designation for streets in the McKinney Town Center that establish a certain development context to improve walkability within downtown.

*Street Wall:* is the existence of a continuous “wall” along a public street with buildings placed immediately adjacent to the street/sidewalk.

*Town Center Development Coordinator:* shall be the person who is a single point of contact to facilitate development within the Town Center and appointed by the Planning Director to administer this Code and other applicable city ordinances.

*Town Center Master Plan:* shall be a component element of the City of McKinney Comprehensive Plan that establishes the vision and blueprint for growth and development specifically within the Town Center area.

*Town Center Regulating Plan (Regulating Plan):* is a regulatory map that is adopted for McKinney’s Town Center as the Official Zoning Map for the area and shows the Character districts, Civic/Open Spaces, location of Special Requirements, and Street Designations applicable to the area subject to the standards in this Ordinance.

*Town Center Zoning District:* is the zoning designation that applies the Town Center Development Code to implement the McKinney Town Center Vision. It is composed of several “Character districts” with corresponding development standards to implement the design goals of the Master Plan.

*Town Center Development Code:* shall be this specific section of the McKinney Municipal Code, Chapter 146 Zoning Regulations that establishes the development regulations for the Town Center Zoning District.

#### 4. ADMINISTRATION

4.1 This section sets forth the provisions for reviewing and approving development applications within the McKinney Town Center Zoning District. The intent is to ensure that all development and redevelopment is consistent with the provisions of this ordinance and the McKinney Town Center Study Phase I Report. All sections of this ordinance shall be applied during the review process.

#### 4.2 Overview of the Downtown Development Review Process.

4.2.1 All the following applications for development and redevelopment within the McKinney Town Center Zoning District shall meet the requirements of this Code as established in Table 4.2:

- i. Additions to existing structures; or new buildings or outbuildings.
- ii. Changes to any street facing facades (except alleys).
- iii. Demolition of any building or portion of any building.
- iv. Construction of roof top additions or decks.
- v. Alteration of accessory structures such as garages.
- vi. Installation of exterior access stairs.
- vii. Installation of antennas and satellite receiving dishes that are visible from adjoining public rights-of-way (except alleys).
- viii. Installation or alteration of any exterior sign, or alteration of any sign contributing to the significance of a structure.
- ix. Site features other than vegetation, including without exception fencing, lighting and lighting fixtures, paving and grading.

Table 4.2 Town Center Code Applicability Matrix

Code Section	Land Use Matrix	Building Form - Placement	Building Form - Height	Building Form - Parking & Service	Building Form - Street Screen	Building Form - Encroachments	Building Form - Residential Transition		Building Design Standards	Landscaping	Streetscaping	Lighting	Signage	Civic/Open Space and Private Open Space
<b>Type of Development</b>														
Commercial (retail, office, restaurant), mixed use building, apartment/multi-family building (3 or more units per lot), and live-work uses														
New Construction	X	X	X	X	X	X	X		X	X	X	X	X	X
Change of Use/Expansion of use*	X			X	X									
Expansion of Building Area														
0% - 49% increase in building area AND less than 50% increase in building value • Standards in applicable sections shall apply only to the expansions	X	X	X	X	X	X	X		X	X			X	X
50% or greater increase in building area AND less than 50% increase in building value • Standards in applicable sections shall apply only to the expansions	X	X	X	X	X	X	X		X	X			X	X
Any increase of building area AND 50% or greater increase in building value • Standards in applicable sections shall apply the entire building including retrofitting of	X	X	X	X	X	X	X		X	X	X	X	X	X

Code Section	Land Use Matrix	Building Form - Placement	Building Form - Height	Building Form - Parking & Service	Building Form - Street Screen	Building Form - Encroachments	Building Form - Residential Transition		Building Design Standards	Landscaping	Streetscaping	Lighting	Signage	Civic/Open Space and Private Open Space
Type of Development														
the existing building if non-conforming														
Expansion of parking area only (not in conjunction with a building or use expansion)														
Upto 10 spaces				X	X									
11 or more additional spaces				X	X				X					
Façade changes to existing buildings														
Pedestrian Priority 'A' Street façade of a non-contributing building								X					X	
All other street facades of a non-contributing building														
Residential Uses (single family attached and detached buildings)														
New construction	X	X	X	X	X	X			X	X	X	X	X	X
Change of Use*	X			X	X				X				X	
Expansion of use/structure (any building addition, deck, porch, etc.)	X	X	X			X			X					X
Expansion of use/structure (new accessory building/structure on the lot or pool)	X	X												X
Façade changes														
Pedestrian Priority 'A' Street façade of a non-contributing building								X						
All other street facades of a non-contributing building														

\* with no expansion of building

4.3 Historic Preservation: Any changes to historic buildings within the Town Center Zoning District shall meet the City's Historic Preservation Overlay District Standards in Section \_\_ of the City of McKinney Zoning Ordinance.

4.4 Town Center Development Coordinator. The Town Center Development Coordinator (TCDC) shall be responsible for the following:

- 4.4.1 Reviewing all applications for development as required by this Ordinance;
- 4.4.2 Making decisions on the application and interpretation of regulations, standards, and requirements of this Code;
- 4.4.3 Requiring the applicant to submit any additional information that may be reasonably necessary to review and determine whether the proposed development complies with the requirements of this Code;
- 4.4.4 Advise and assist property owners and other persons, including neighborhood or business organizations interested in Downtown Development; and
- 4.4.5 Forward any applications to the Planning and Zoning Commission for any appeals, design exceptions and/or additional design direction.

4.5 All applications for development and redevelopment within the Town Center Zoning District shall require the following:

- 4.5.1 The applicant shall prepare a site plan demonstrating compliance with the corresponding Character District standards and Illustrative Master Plan for administrative review. A site

plan application shall include maps (to an appropriate scale) and/or reports that include the following information:

- i. Title block containing the name of the site plan, type of application, name and address of the applicant, plan preparer, and owner and a written and graphic scale.
- ii. Location of the subject property including delineation of Character districts, required and recommended streets (if any), and any special frontage requirements (if any).
- iii. When subdivision of land is required, the layout of proposed blocks, lots, streets, easements, alleys, and trails, if any, consistent with this Code and other city ordinances and plans;
- iv. The location of all physical improvements, both existing and proposed, including but not limited to buildings, sidewalks, driveways, parking, landscaping, open space, etc.
- v. All proposed uses on the property and/or buildings.
- vi. Street designation along all public frontages of the property and compliance with the building form and development standards for the specific Character district the property is located in.
- vii. Screening, landscaping, and private open space provision as required by this Code.
- viii. Site plans, building plans, architectural elevations and renderings of proposed building(s) including demonstration of compliance with Building Design Standards.
- ix. Any other information that may be reasonably necessary to review and determine whether the proposed development complies with this Code.

4.6 All development and/or redevelopment applications that meet the standards for development in this Code and other city ordinances may be approved administratively by the TCDC. Approval of the development and/or redevelopment application does not constitute approval of a building permit for construction. An applicant may submit plans for building permit approval concurrently with the development application. However, no building permit application may be approved prior to development application approval.

4.7 Minor Modifications to the Town Center Development Code:

The Planning Director or designee shall have the authority to approve a request for minor modifications to Town Center Development Code that:

- 4.7.1 Does not materially change the circulation and building location on the site;
- 4.7.2 Does not increase the building area permitted under this Code;
- 4.7.3 Does not change the relationship between the buildings and the street;
- 4.7.4 Does not allow a use not otherwise authorized in this Code;
- 4.7.5 Does not allow greater height of any building or reduction of any parking requirement established in this Code; or
- 4.7.6 Changes to established street cross sections per Table 4.8 below and Section \_\_ of this Code.

The Planning Director or designee shall also have the authority to approve minor modifications outlined in Table 4.8. Any appeals to the decisions of the Planning Director or designee on minor modifications shall be heard by the City Council. Any City Council denials of minor modifications or any changes beyond those that meet the criteria above, and the thresholds established in Table 4.8 shall be processed as an amendment to this Code under \_\_ of the City of McKinney Zoning Ordinance.

Table 4.8 Minor Modifications Allowed

<i>Standard</i>	<i>Minor Modification Allowed</i>	<i>Comments</i>
Boundary of Character districts (including any Mandatory Civic/Open Spaces)	Allow the increase or decrease of a specific character district by no more than ¼ the area of a specific Town Center block.	<ul style="list-style-type: none"> <li>• Shall not eliminate any Character district</li> <li>• Modified area shall be contiguous with</li> </ul>

		<p>the corresponding character district that is changed and shall be changed to only one of the adjacent character districts.</p> <ul style="list-style-type: none"> <li>Any modification of character districts shall include entire lots and if the lot is greater than ¼ the block, then the lot will be subdivided to be ¼ or less than the block before the minor modification is permitted.</li> </ul>
Location of any Mandatory Street	Location shall not move more than 25' in any direction	<ul style="list-style-type: none"> <li>Shall maintain the connectivity intended by the Regulating Plan</li> </ul>
<b>Building Form and Development Standards</b>		
Build to line /Build to zones	No more than a 15% change in the build-to line or zone as established in the corresponding Character district Building Form and Development Standards	<ul style="list-style-type: none"> <li>Changes to the build-to lines and build-to zones may only be due to any changes to the street cross sections or change in the width of a sidewalk</li> <li>In no case shall the sidewalk be less than 6 feet in width.</li> </ul>
Building Frontage	No more than a 10% reduction in the required building frontage along each block of a Pedestrian Priority 'A' Street	<ul style="list-style-type: none"> <li>Any reduction in the required building frontage shall be to accommodate Porte-cocheres for drop-off and pick-up.</li> </ul>
Street screen	Waiver of Street screen requirement along a Pedestrian Priority 'B' Street	<ul style="list-style-type: none"> <li>Requirement for a street screen may only be waived along a Pedestrian Priority 'B' Street along the frontage of any interim surface parking lot (off-street) that is planned to be in-filled with a parking structure.</li> <li>In no case shall any portion of the surface parking have frontage along a Pedestrian Priority 'A' Street without a required street screen</li> <li>In no case shall the (off-street) surface parking lot be located at a street intersection for a minimum depth of 30' along each street (regardless of the Street Type).</li> </ul>
Street Cross Sections	Cross sections of streets may be adjusted with respect to number of lanes, lane widths, on-street parking configuration, pedestrian accommodation, and street tree planting	<ul style="list-style-type: none"> <li>Any changes in the street cross sections shall be based on specific development context such as vegetation, natural features, drainage, and fire access and is subject to approval by the City.</li> </ul>

4.8 Appeals and Design Exceptions. Any decision of the TCDC or requests for Design Exceptions to standards in this Code may be appealed to the Planning and Zoning Commission within 30 days of such a decision in writing by the TCDC. All requests for appeals or Design Exceptions shall be heard by the Planning and Zoning Commission (P&Z) within 30 days of such a request or at the next available regularly scheduled meeting of the P&Z, whichever occurs first. Appeals of decisions of the P&Z shall be made to District Court of Collin County. All appeals shall be taken in the District Court within thirty (30) days after the action or decisions of the P&Z and all decisions which have not been appealed within thirty (30) days shall become final. After the appeal is taken, the procedure shall be governed by the rules of civil procedure.

4.9 Planning and Zoning Commission Review Considerations: In providing design direction and clarification, reviewing Design Exception requests or hearing appeals, the P&Z shall use the following criteria:

- 4.9.1 the goals and intent of Town Center Study;
- 4.9.2 whether the proposal fits the adjoining design context by providing appropriate transitions;
- 4.9.3 extent to which the application provides public benefits such as usable civic and open spaces, livable streets, structured and/or shared parking, and linkages to transit;
- 4.9.4 does not hinder future opportunities for higher intensity downtown development; and
- 4.9.5 considerations of health and welfare of the general public

4.10 Plats. In addition to the requirements of this Code, all requirements for subdivision and plat approval as established in City of McKinney Subdivision Regulations shall also apply based on the type of development and Table 4.12 that establishes public improvement triggers within the Town Center Zoning District. Any vacations of public rights-of-way shall meet Section \_\_ of the City of McKinney Subdivision Regulations.

Table 4.12 Public Improvement Triggers

Public Improvement	Streetscape improvements (sidewalks, street trees)	Partial street improvements including partial reconstruction or new street construction	Street improvements including reconstruction or new street construction (including all utilities)	Utility service lines	Storm water drainage and detention/retention	Water/Sewer mains/extensions	Open/Civic Space
Type of Development							
Redevelopment/new development on 4 lots or less or on an area that is less than 1 acre (total) (whichever is greater)	Required along the subject lots' street frontage or provide fee in lieu	Provide fee in lieu	Provide fee in lieu	Required to service subject development only	No on-site detention/retention; pay regional drainage fee	Provide fee in lieu and/or impact fees	May provide fee in lieu for residential uses only
Redevelopment/new development on 5 or greater lots or on an area greater than 1 acre (total) (whichever is greater)	Required along the subject lots' street frontage or provide fee in lieu	Provide fee in lieu	Provide fee in lieu	Required to service subject development only	No on-site detention/retention; other on-site drainage improvements may be required; pay regional drainage fee	Provide fee in lieu and/or impact fees	May provide fee in lieu for residential uses only
Redevelopment/new development on at least 50% of the area of a typical Town Center block impacting only one side of the any public street(s)	Required along the subject lots' street frontage	Required if the other half of the street is in the CIP for improvement or is being reconstructed by another property owner; or provide fee in lieu	Required if street (or any portion thereof) is in the CIP for improvement or is being reconstructed by another property owner; or provide fee in lieu	Required to service subject development; extensions/easements to adjoining property may be required	No on-site detention/retention; other on-site drainage improvements may be required; pay regional drainage fee	Required if utility line (or any portion thereof) is in the CIP for improvement or is being reconstructed by another property owner; or provide fee in lieu	May provide fee in lieu for residential uses only
Redevelopment/new development on at least 50% of the area of a typical Town Center block impacting both sides of the any public street(s)	Required along both sides of the street along the subject lots' street frontage	Required if street (or any portion thereof) is in the CIP for improvement or is being reconstructed by another property owner; or provide fee in lieu	Required if street (or any portion thereof) is in the CIP for improvement or is being reconstructed by another property owner; or provide fee in lieu	Required to service subject development; extensions/easements to adjoining property may be required	No on-site detention/retention; other on-site drainage improvements may be required; pay regional drainage fee	Required if utility line (or any portion thereof) is in the CIP for improvement or is being reconstructed by another property owner; or provide fee in	May provide fee in lieu for residential uses only

Public Improvement	Streetscape improvements (sidewalks, street trees)	Partial street improvements including partial reconstruction or new street construction	Street improvements including reconstruction or new street construction (including all utilities)	Utility service lines	Storm water drainage and detention/retention	Water/Sewer mains/extensions	Open/Civic Space
Type of Development							
Redevelopment/new development of an entire Town Center block(s)	Required along both sides of the street along all public street frontages	Required if development is only impacting a partial block	Required if street is to service the proposed development/redevelopment	Required to service subject development; extensions/easements to adjoining property may be required	No on-site detention/retention; other on-site drainage improvements may be required; pay regional drainage fee	lieu Required in conjunction with any new public street construction	May provide fee in lieu for residential uses only

4.11 Variances. All final decisions on variances shall be made by the Board of Adjustment only after a recommendation on the requested variance by the Planning and Zoning Commission.

4.12 Non-Conforming Buildings, Uses, and Signs:

4.12.1 Regardless of transfer of ownership, existing Non-Conforming Buildings with a Non-Conforming Use that do not conform to the provisions of this Code may continue as they are until:

- i. the building is reconstructed or substantially modified such that the collective reconstructions or modifications within any continuous three (3) year period are valued at more than either \$50,000 or a total of fifty (50) % of the assessed value of the structure in the most recently certified tax rolls, whichever is greater; or
- ii. any building façade on a designated Pedestrian Priority “A” Street is changed. These may include changes to architectural elements, sidewalks, windows, doors, or any other feature that alters that façade (excluding façade colors, window/glass replacement and maintenance of existing signage).

4.12.2 Regardless of transfer of ownership, existing Non-Conforming Buildings that do not conform to the provisions of this Code may change use within the same building, provided the new use is permitted in Table 6.2 in this Code until:

- i. the building is reconstructed or substantially modified such that the collective reconstructions or modifications within any continuous three (3) year period are valued at more than either \$50,000 or a total of fifty (50) % of the assessed value of the structure in the most recently certified tax rolls, whichever is greater;
- ii. any building façade on a designated Pedestrian Priority “A” Street is changed. These may include changes to architectural elements, sidewalks, windows, doors, or any other feature that alters that façade (excluding façade colors, window/glass replacement and maintenance of existing signage).

4.12.3 Regardless of transfer of ownership, existing Non-Conforming Signs that do not conform to the provisions of this Code may continue as they are until the sign is reconstructed or substantially modified such that the modifications are valued at more than fifty (50) % of the replacement value of the sign.

4.12.4 Regardless of transfer of ownership, existing Non-Conforming Buildings and Non-Conforming Uses that have lost their Non-Conforming status as determined by \_\_\_\_

may continue or change use within the same building, provided the new use is permitted in Table 6.2 of this Code, only with a successful appeal by the Board of Adjustment after a recommendation on the requested variance by the P&Z.

- 4.12.5 Any reconstruction or modification of or change to a Pedestrian Priority “A” Street façade of a non-conforming building or non-conforming sign shall meet the provisions of this Code unless a Design Exception and/or variance is granted by the P&Z or the Board of Adjustment. In granting or denying Design Exception and/or Variance for such modifications, the P&Z and the Board of Adjustment shall evaluate the extent to which the proposed modifications result in greater or lesser conformance with the specifications of this Code and the extent to which the modifications meet the vision and intent of the Town Center Study.



## 5. REGULATING PLAN

The Regulating Plan (Appendix A) is hereby adopted as the official zoning map for McKinney's Town Center. The standards in this Code shall apply mandatorily to all properties within the boundaries of the Town Center Regulating Plan.

5.1 Character Districts Established – the following Character Districts are established. The boundaries of the specific Character Districts are established in the Regulating Plan.

5.1.1 Historic Core: The Historic Core District is intended to preserve and enhance the existing National Register Historic District in and around the Historic Square. Development standards in this district will require new buildings and additions to existing buildings to be consistent with the historic architectural traditions of the area.

5.1.2 Downtown Core: The Downtown Core District is intended to encourage the redevelopment of the area immediately surrounding the Historic Core. Development standards in this district will emphasize a pedestrian orientation and street walls along Virginia, Louisiana, Hunt, Lamar, Davis, Kentucky, Tennessee, Chestnut, and McDonald Streets.

5.1.3 Downtown Edge: The Downtown Edge District is intended to provide for a range of small scale commercial (retail, office, and live-work) and residential transitions between the Downtown Core and neighborhoods to the north, south, and west. Development standards will emphasize keeping a smaller scale for residential uses and limiting building types to be compatible with the adjoining neighborhoods.

5.1.4 Transit Village Core: The Transit Village Core District is intended to provide the highest intensity of residential and commercial uses around the future rail transit stop. Development standards will emphasize pedestrian frontages along Virginia and Louisiana Streets.

5.1.5 Transit Village Edge: The Transit Village Edge District is intended to provide for a range of commercial (retail, office, light/cottage industrial and live-work) as a transition between the Transit Village Core and the adjoining neighborhoods. Development standards will emphasize transitioning of existing heavier industrial uses to ones more compatible with adjoining neighborhoods.

5.1.6 Cotton Mill: The Cotton Mill District is intended to provide for a range of commercial, institutional, or residential uses based on specific market conditions. The mix of uses and development standards within the character district are based on the concept plans for the Cotton Mill property in the City of McKinney Economic Development Plan.

5.2 Street Designations Established – The Regulating Plan establishes the following Street Designations.

5.2.1 Pedestrian Priority 'A' Streets – Pedestrian Priority 'A' Streets are intended to be the primary pedestrian streets and buildings along Pedestrian Priority 'A' Streets shall be held to the highest standard of pedestrian-oriented design.

5.2.2 Pedestrian Priority 'B' Streets – Pedestrian Priority 'B' Streets are intended to balance pedestrian orientation with automobile orientation. Buildings along Pedestrian Priority 'B' Streets may be permitted to accommodate some service and auto-related functions.

5.2.3 Service Streets and Alleys – Service Streets and Alleys are intended to provide auto-related and service functions such as loading, unloading, trash pick-up, and similar uses. Buildings and lot frontages along Service Streets and Alleys may be designed based on utility and functionality over pedestrian orientation.

5.2.4 Street and Alley Vacations – The Street Vacations indicate where public rights-of-way may be abandoned for private development.

- 5.3 Recommended Streets by Street Type – The Street network indicates recommended streets needed to implement the Town Center Illustrative Master Plan. The Regulating Plan designates the type and location of streets. All new and reconstructed streets in the Town Center Zoning District shall meet the street design standards established in Section 9.
- 5.4 Special Requirements. The Regulating Plan shall establish the following Special Requirements:
- 5.4.1 Designated Civic Building Sites - The Designated Civic Building Sites shall be the location of existing and proposed civic buildings (public and community buildings).
  - 5.4.2 Designated Civic/Open Space - The Designated Civic/Open Spaces shall be the location of existing and proposed civic/open spaces (including parks, plazas, greens, and squares).
  - 5.4.3 Required Commercial Frontage: Ground floors of all buildings designated as Required Commercial Frontage on the Regulating Plan shall not be occupied by residential units and/or lodging rooms in hotels to a minimum depth of 30 ft. as measured from the front building line.
  - 5.4.4 Recommended Civic Building Sites - The Recommended Civic Building Sites designation indicates the locations of desired civic buildings (public and community buildings) to implement the Town Center Illustrative Master Plan.
  - 5.4.5 Recommended Civic/Open Space - The Recommended Civic/Open Space designation indicates the locations of desired civic and open spaces (including parks, plazas, greens and squares) to implement the Town Center Illustrative Master Plan.
  - 5.4.6 Recommended Rail Platform – The Recommended Rail Platform designation indicates the location of desired train station platform needed to implement the Town Center Illustrative Master Plan.
  - 5.4.7 Recommended Terminated Vistas – This requirement identifies locations that terminate key streets or view corridors. At these locations, special attention should be given to the design of new buildings and sites to take advantage of the key location.

## 6. SCHEDULE OF PERMITTED USES

6.1 Generally: Due to the emphasis on urban form over land uses in the McKinney Town Center, general use categories have been identified by character district. Uses not listed in the following schedule, but are substantially similar, may be permitted upon the approval of the Planning Director or designee, subject to appeal directly to the City Council.

### 6.2 Land Use Matrix

Table 6.2

<i>Character District</i>	<b>HC</b>	<b>DT-C</b>	<b>DT-E</b>	<b>TV-C</b>	<b>TV-E</b>	<b>CM</b>
<i>Use</i>						
<b>Commercial Uses (Office, Retail, Sales and Service Uses)</b>						
Retail Sales with <u>no drive through facility</u> (includes alcohol sales). Excluded from this category are retail sales and service establishments geared towards the automobile	P	P	P	P	P	P
Auto-related Retail Sales or Service establishments	NP	NP	NP	NP	P/C	NP
Finance, Insurance, and Real Estate establishments including banks, credit unions, real estate, and property management services, with <u>no drive through facility</u>	P	P	P	P	P	P
Offices for business, professional, administrative, corporate and technical services such as accountants, architects, lawyers, doctors, etc.	P	P	P	P	P	P
Research laboratory headquarters, laboratories and associated facilities	NP	NP	NP	NP	P	NP
Food Service Uses such as full-service restaurants, cafeterias, bakeries and snack bars with <u>no drive through facilities</u> Included in this category is café seating within a public or private sidewalk area with no obstruction of pedestrian circulation. <b>Also included in this category is the sale of alcoholic beverages.</b>	P	P	P	P	P	P
Pet and animal sales or service (except veterinary)	P	P	P	P	P	P
Personal Service uses with <u>no drive through facilities</u>	P	P	P	P	P	P
Any permitted use with a drive through facility	NP	P/C	P/C	P/C	P/C	P/C
<b>Arts, Entertainment, and Recreation Uses</b>						
Art galleries	P	P	P	P	P	P
Art, antique, furniture or electronics studio (retail, repair or fabrication; excludes auto electronics sales or service)	P	P	P	P	P	P
Games arcade establishments	P	P	NP	P	P	P
Theater, cinema, dance, or music establishment	P	P	NP	P	P	P
Museums and other special purpose recreational institutions	P	P	NP	P	P	P
Fitness, recreational sports, gym, or athletic club	P	P	NP	P	P	P
Parks, greens, plazas, squares, and playgrounds	P	P	P	P	P	P
<b>Educational, Public Administration, Health Care and Other Institutional Uses</b>						
Business associations and professional membership organizations	P	P	P	P	P	P
Child day care and preschools	P/C	P/C	P/C	P/C	P	P/C
Schools, libraries, and community halls	P/C	P/C	P/C	P/C	P	P/C
Universities and Colleges	NP	P/C	NP	P/C	P/C	P/C
Technical, trade, and specialty schools	NP	P	NP	P	P	P
Hospitals and nursing establishments	NP	NP	NP	NP	P/C	NP
Civic uses	P	P	P	P	P	P
Social and fraternal organizations	P	P	P	P	P	P
Social services and philanthropic organizations	P	P	NP	P	P	P
Public administration uses (including local, state, and federal government uses, public safety, health and human services)	P	P	NP	P	P	P
Religious Institutions	P	P	P	P	P	P
Funeral homes	NP	P	P	P	P	P
<b>Residential Uses</b>						
Home Occupations	P/A	P/A	P/A	P/A	P/A	P/A
Multi-family residential						

<i>Character District</i>	<b>HC</b>	<b>DT-C</b>	<b>DT-E</b>	<b>TV-C</b>	<b>TV-E</b>	<b>CM</b>
<i>Use</i>						
Ground floor	NP	P/C	P	P/C	P	P/C
Upper floors	P	P	P	P	P	P
Residential Lofts	P	P	P	P	P	P
Single-family residential attached dwelling unit (Townhomes)	NP	P/C	P	P/C	P	P/C
Single-family residential detached dwelling unit	NP	NP	P	NP	P	NP
Accessory residential unit	NP	NP	P	NP	P	NP
Live-work unit	P	P	P	P	P	P
<b>Manufacturing, transportation, communication, and utility Uses</b>						
Miscellaneous manufacturing (included in this category are jewelry, glass and ceramics, silverware, personal metal goods, flatware, dolls, toys, games, musical instruments, office supplies, and signs.)	NP	NP	NP	NP	P/C	NP
Warehouse and storage services	NP	NP	NP	NP	P/A	NP
Publishing (newspaper, books, periodicals, software)	NP	NP	NP	P	P	NP
Motion picture and sound recording	NP	NP	NP	P	P	NP
Telecommunications and broadcasting (radio, TV, cable, wireless communications, telephone, etc)	NP	NP	NP	NP	P	NP
Information services and data processing	NP	P	NP	P	P	P
<b>Other Uses</b>						
Model homes for sales and promotion <sup>**</sup>	P	P	P	P	P	P
Bed and breakfast establishment	NP	NP	P	P	P	NP
Hotels	P	P	NP	P	P	P
Parking, surface (primary use of property)	NP	P	NP	P	P	P
Parking, surface (accessory use of property)	P	P	P	P	P	P
Parking, structured	P	P	NP	P	P	P
Private attached garage	P	P	P	P	P	P
Private detached garage	NP	NP	P	NP	P	NP
Sales from kiosks	P	P	NP	P	P	P
Veterinary clinic	NP	P	NP	P	P	P
Community garden	P	P	P	P	P	P
Incidental Outdoor Display (subject to standards in ___ of the Code)	P/C	P/C	P/C	P/C	P	P/C
Antennas including cell, accessory, and mounted on top of buildings.	P/C	P/C	P/C	P/C	P	P/C
Wind energy equipment	P/C/A	P/C/A	P/C/A	P/C/A	P/C/A	P/C/A
Solar energy equipment	P/C/A	P/C/A	P/C/A	P/C/A	P/C/A	P/C/A
Special Event	P/SUP	P/SUP	P/SUP	P/SUP	P/SUP	P/SUP

<b>P =</b>	<b>PERMITTED USES:</b> Uses listed and other uses (not otherwise listed in table) substantially similar to those listed are deemed permitted by right.	<b>A =</b>	<b>ACCESSORY USES:</b> Uses and structures permitted which are customarily accessory, clearly incidental and subordinate to permitted uses.
<b>P/SUP =</b>	<b>PERMITTED WITH A SPECIFIC USE PERMIT:</b> Uses listed are permitted only with a Specific Use Permit under ___ (section of the Zoning Ordinance)	<b>NP =</b>	<b>NOT PERMITTED:</b> Uses listed that are not permitted within the character district.
<b>P/C =</b>	<b>PERMITTED WITH CRITERIA:</b> Uses listed are permitted only if they meet the criteria established in Table 6.3		
<b>HC</b>	Historic Core	<b>DT-C</b>	Downtown Core
<b>DT-E</b>	Downtown Edge	<b>TV-C</b>	Transit Village Core
<b>TV-E</b>	Transit Village Edge	<b>CM</b>	Cotton Mill

<sup>\*\*</sup> Model homes are limited to a time period until all the homes are sold in the development.

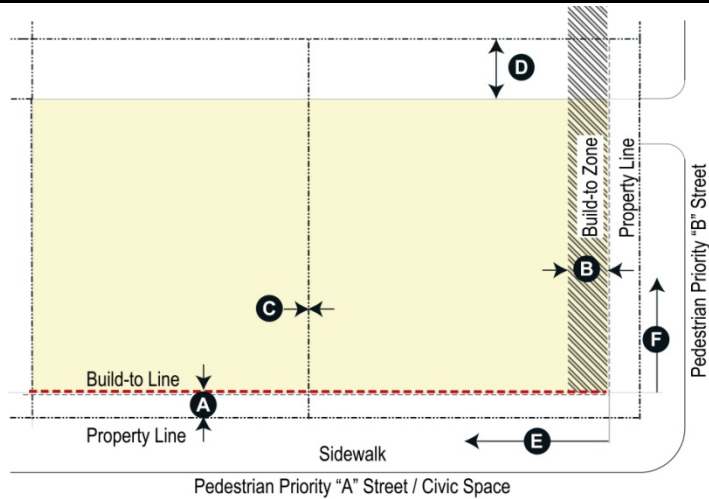
### 6.3 Land Use Criteria Table

Table 6.3 – Use Criteria		
<i>Use</i>	<i>Character District</i>	<i>Location &amp; Design Criteria</i>
Child day care and preschools	HC, DT-C, DT-E, TV-C, CM	<ul style="list-style-type: none"> <li>Schools shall be limited to elementary schools within the district.</li> <li>All other uses shall be limited to 10,000 sq. ft.</li> </ul>
Schools, libraries, and community halls		
Universities and Colleges	DT-C, TV-C, TV-E, CM	<ul style="list-style-type: none"> <li>Shall be required to provide structured parking as part of the build-out for the university/college campus</li> </ul>
Any use with a drive-through facility	DT-C, DT-E, TV-C, CM, and TV-E	<ul style="list-style-type: none"> <li>All drive through access (driveways) shall be from Pedestrian Priority 'B' Streets or from Service Streets/Alleys.</li> <li>Drive through lanes and/or canopies shall not have frontage along on or be located along any Pedestrian Priority 'A' Streets.</li> <li>Drive through areas screened by a 4' high Street Screen.</li> </ul>
Auto-related Retail Sales or Service establishments	TV-E	<ul style="list-style-type: none"> <li>Auto-oriented service bays shall not be oriented towards Pedestrian Priority 'A' Streets.</li> <li>In no case shall gas pumps and canopies be located with any frontage along a Pedestrian Priority 'A' Street.</li> <li>Along Pedestrian Priority 'B' Streets gas pumps and canopies shall not exceed 50% of that lot's street frontage.</li> </ul>
<b>Residential Uses</b>		
Multi-family residential - Ground floor	DT-C, CM, and TV-C	<ul style="list-style-type: none"> <li>Ground floors shall be built to retail ready standards including floor to floor heights and floors at-grade to the sidewalk.</li> </ul>
Single-family residential attached dwelling unit (Townhomes)	DT-C, CM, and TV-C	<ul style="list-style-type: none"> <li>Ground floors shall be built to retail ready standards including floor to floor heights and floors at-grade to the sidewalk.</li> </ul>
<b>Other Uses</b>		
Miscellaneous manufacturing	TV-E	<ul style="list-style-type: none"> <li>Shall be located in buildings less than 10,000 sq.ft.</li> <li>All out door storage areas shall be screen from any adjacent public right-of-way.</li> </ul>
Parking, surface (accessory use)	All	<ul style="list-style-type: none"> <li>Building form standards shall apply based on character district</li> </ul>
Parking, structured	All	<ul style="list-style-type: none"> <li>All structured parking shall be built to be lined by active uses along the entire ground floor frontage of all Pedestrian Priority 'A' streets.</li> <li>Driveways into the garages shall be from Pedestrian Priority 'B' Streets or Service Streets or Alleys only.</li> </ul>

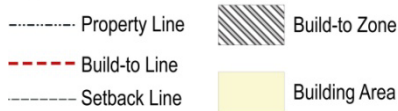
## **7. BUILDING FORM AND DEVELOPMENT STANDARDS**

7.1 Historic Core  
(insert map of the Historic Core District here)

## 7.1.1 Building Placement



### Legend



### (i) Build-to Line/Zone (BTL/Z) (Distance from property line to edge of the zone)

Front (Pedestrian Priority "A" Street / Civic Space) (see #11)	5'	<b>A</b>
Front (Pedestrian Priority "B" /Service Street) (see #11)	5' – 10' (see #1)	<b>B</b>

### (ii) Setback

Front (Pedestrian Priority "A" Street / Civic Space) (see #11)	5' (min. and max.)	<b>A</b>
Front (Pedestrian Priority "B" /Service Street) (see #11)	5' (min.) 10' (max.)	<b>B</b>
Side	0' min.; (see #2)	<b>C</b>
Rear	5' min.	<b>D</b>

### (iii) Building Form

Building Frontage required along Pedestrian Priority "A" Street/civic space BTL	95% (min.) (see #3 and #6)	<b>E</b>
Building Frontage required along Pedestrian Priority "B" /Service Street BTZ	75% (min.) (see #3 and #6)	<b>F</b>

### Notes

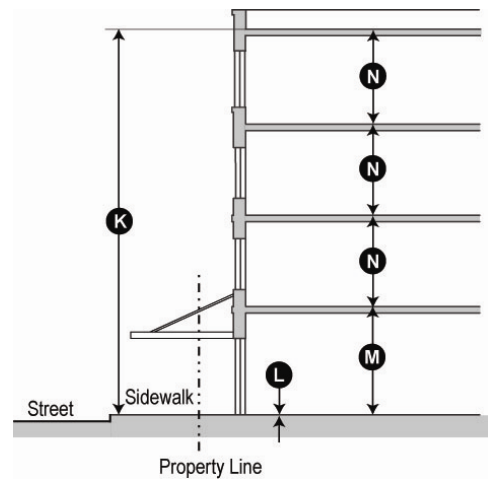
#1 – Area between the building and the edge of the BTL/BTZ at the public sidewalk shall be paved to be flush with the sidewalk. Civic buildings shall be exempt from this requirement.

#2 – Side setbacks shall be based on minimum fire separation required between buildings, if applicable.

#3 – Corner building street facades must be built to the BTL/BTZ for a minimum of 25' from the corner along both streets or the width of the corner lot, whichever is less. Recessed entrances are permitted as long as the upper floors meet the build-to zone or build-to line standards.

#4 – First floor heights shall not apply to parking structures.

## 7.1.2 Height



• Building minimum	2 stories min. on the blocks fronting on the Historic Square 1 story min. along all other street frontages	<b>K*</b>
• Building maximum	4 stories (see #5 and #7)	<b>K</b>
• First floor to floor height	Match adjoining historic building (if any) or no less than 15' (see #4)	<b>M</b>
• Ground floor finish level	12 inches max. above sidewalk (for ground floor Retail Ready buildings)	<b>L</b>
• Upper floor(s) height	10' min.	<b>N</b>

## 7.1.3 Commercial Frontage Requirements

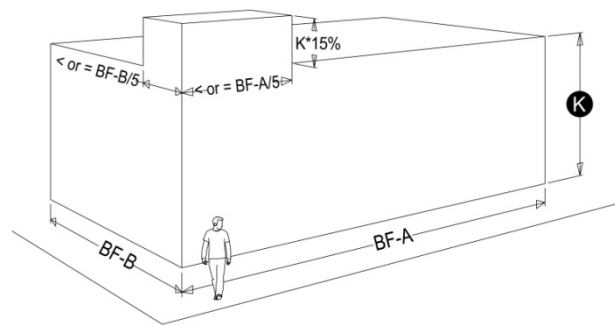
(i) Ground floor uses, to a minimum depth of 25', along all streets fronting on the Historic Square in the Historic Core shall be limited to commercial (retail, restaurant, and office), art/dance/music studio, or civic uses only. Residential uses may be located behind or above the commercial use. Lodging uses shall not have any rooms located along the Historic Square frontage.

### Notes

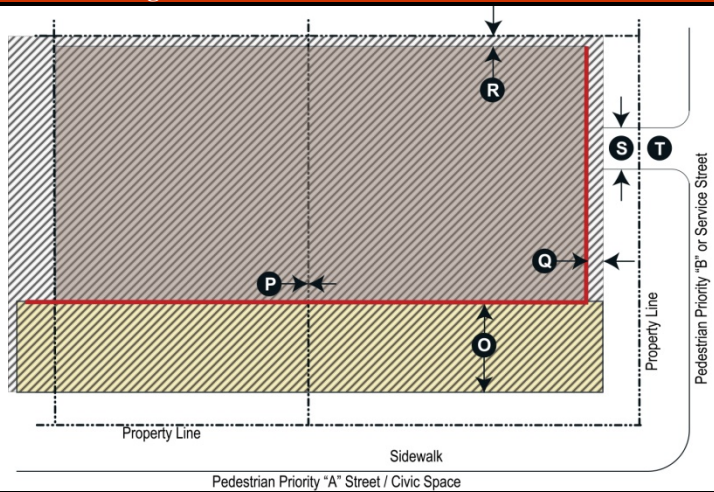
#5 – Attics and mezzanines less than 7' (avg.) height shall not be counted as a story.

#6 – Any frontage along a public street (except alleys) not defined by a building at the BTZ shall be defined by a 4' high Street Screen of either the same building material as the principal structure on the lot or masonry.

#7 – Corner buildings may exceed the maximum building height by 15% for 20% of the building's frontage along each corresponding street façade.



## 7.1.4 Parking & Service Access



### Legend

Property Line	Below Grade Parking Area
Parking Setback	Building Footprint
At or Above Grade Parking Area	

### (i) Parking Location (distance from property line)

#### At & Above Grade Parking

Front setback (Pedestrian Priority "A" Street)	Shall be located behind the principal building	<b>O</b>
Side setback	0' min.	<b>P</b>
Pedestrian Priority "B" /Service Street setback	Min. of 3' behind the building facade line along that street	<b>Q</b>
Rear setback	0' min.	<b>R</b>

#### Below Grade Parking

Allowed up to R-O-W/Property Line  
Allowed below Civic Space if providing public parking

### (ii) Required Off-Street Parking Spaces

No off-street parking is required for all existing uses and buildings (non-residential and residential). Conversions of non-residential uses into residential uses in existing buildings shall also be exempt from the off-street parking requirement.

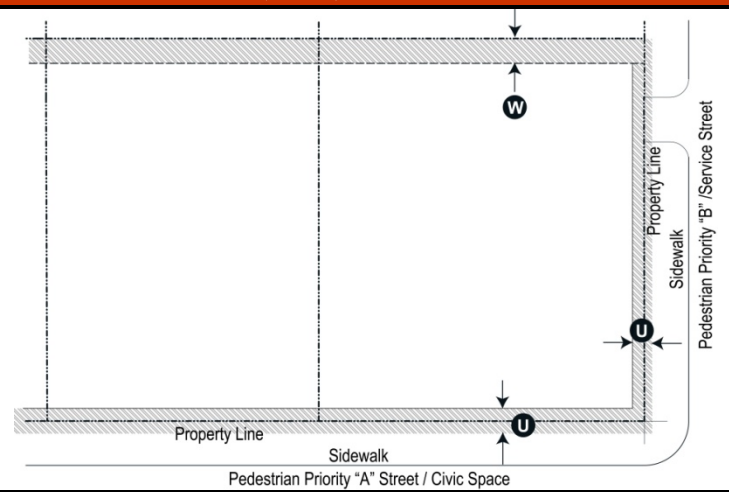
New Construction (including building additions):

- Non-residential uses are not required to provide any off-street parking.
- All residential uses shall provide 1 off-street parking space per residential unit.
- Shared parking may be permitted within 1,200 feet of the lot for both residential and non-residential uses. Shared parking agreements shall be required for both public and private shared parking.

### (iii) Driveways and Service Access

Parking driveway width	24' max. (at the throat)	<b>S</b>
Driveways and off-street loading and unloading shall not be located on a Pedestrian Priority "A" or "B" Street unless the property has no feasible access to either a vehicular alley or a Service Street.		<b>T</b>
If driveway and/or off-street loading and unloading access is provided from a Pedestrian Priority "A" or "B" Street, such access may be deemed as temporary and cross access easements along the rear of the property shall be required when adjoining properties are undeveloped.		
Shared driveways and cross access easements are encouraged between lots to minimize curb cuts.		

## 7.1.5 Encroachments (see #9)



### Legend

Property Line	
Encroachment Area	

### (i) Location

Pedestrian Priority "A" Street / Civic Space (Front)	50% of the depth of the sidewalk or 6' (whichever is greater)	<b>U</b>
Pedestrian Priority "B" Street (Side)	(see #9)	
Rear	3' max.	<b>W</b>

### 7.1.6 Applicability

Building Form and Development Standards in this Section shall apply to new construction, additions, or substantial modifications.

### Notes

#8 – \_\_\_ of the City of McKinney Zoning Ordinance shall apply for design of off-street parking areas.

#9 – Canopies, awnings, signs, galleries, and balconies may encroach over the BTZ and setback areas as indicated in the shaded areas as long as the vertical clearance is a minimum of 8' from the finished sidewalk elevation. In no case shall an encroachment be located over an on-street parking or travel lane.

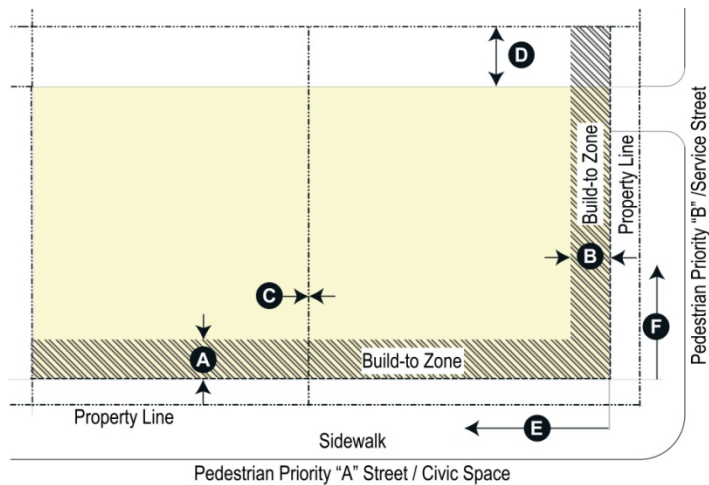
#10 - Ground and roof mounted mechanical equipment shall be screened from direct ground level view from adjoining public rights-of-way. In addition to a parapet wall no higher than 42", the perimeter of any visible roof mounted mechanical equipment shall be circumscribed by a wall or permanent screen that is at least as tall as the equipment itself.

#11 – Setbacks and build-to lines on recessed entries and arcade buildings shall be measured from the front of façade with the recessed entry or arcade.



7.2 Downtown Core  
(insert map of the DT Core District here)

## 7.2.1 Building Placement



### Legend



### (i) Build-to Line/Zone (BTL/Z) (Distance from property line to edge of the zone)

Front (Pedestrian Priority "A" Street / Civic Space) (see #11)	5' – 10' (see #1)	<b>A</b>
Front (Pedestrian Priority "B" /Service Street) (see #11)	5' – 10' (see #1)	<b>B</b>

### (ii) Setback

Front (Pedestrian Priority "A" Street / Civic Space) (see #11)	5' (min.) 10' (max.)	<b>A</b>
Front (Pedestrian Priority "B" /Service Street) (see #11)	5' (min.) 10' (max.)	<b>B</b>
Side	0' min.; (see #2)	<b>C</b>
Rear	5' min.	<b>D</b>

### (iii) Building Form

Building Frontage required along Pedestrian Priority "A" Street/civic space BTZ	95% (min.) (see #3 and #6)	<b>E</b>
Building Frontage required along Pedestrian Priority "B" /Service Street BTZ	75% (min.) (see #3 and #6)	<b>F</b>

### Notes

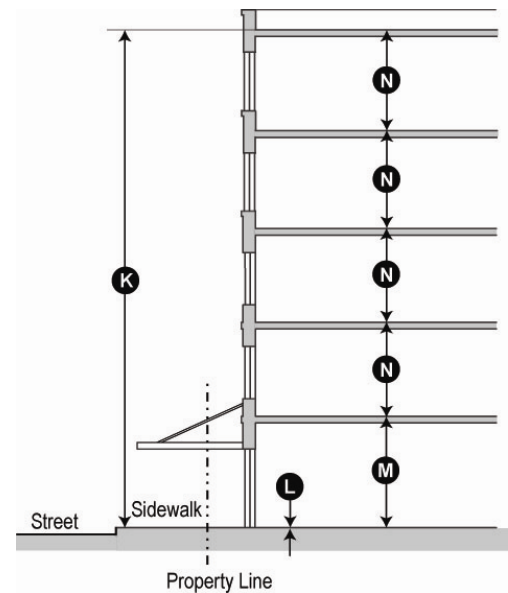
#1 – Area between the building and the edge of the BTZ at the public sidewalk shall be paved to be flush with the sidewalk. Civic buildings shall be exempt from this requirement.

#2 – Side setbacks shall be based on minimum fire separation required between buildings, if applicable.

#3 – Corner building street facades must be built to the BTZ for a minimum of 25' from the corner along both streets or the width of the corner lot, whichever is less. Recessed entrances are permitted as long as the upper floors meet the build-to-zone standards.

#4 – First floor heights shall not apply to parking structures.

## 7.2.2 Height



(i) Building minimum	None	
(ii) Building maximum	5 stories (see #5 and #7)	<b>K</b>
(iii) First floor to floor height (along Pedestrian Priority "A" Streets)	15' (min.) (see #4)	<b>M</b>
(iv) First floor to floor height (fronting on all other streets)	10' min.	<b>M</b>
• Ground floor finish level (for ground floor Retail Ready buildings)	12 inches max. above sidewalk	<b>L</b>
(v) Upper floor(s) height	10' min.	<b>N</b>

## 7.2.3 Commercial Frontage Requirements

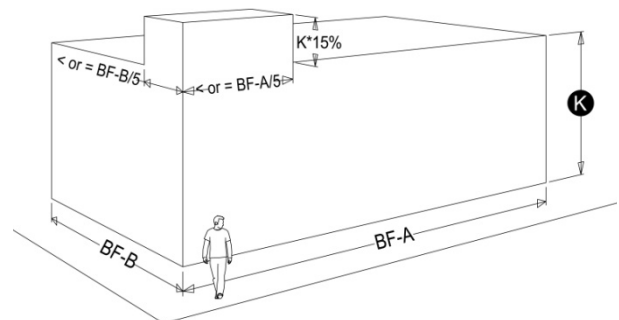
(i) Ground floors of all buildings fronting on Pedestrian Priority "A" Streets shall be built to Retail Ready standards including first floor-to-floor height, ingress and egress, handicap access, and first floor elevation flush with the sidewalk.

### Notes

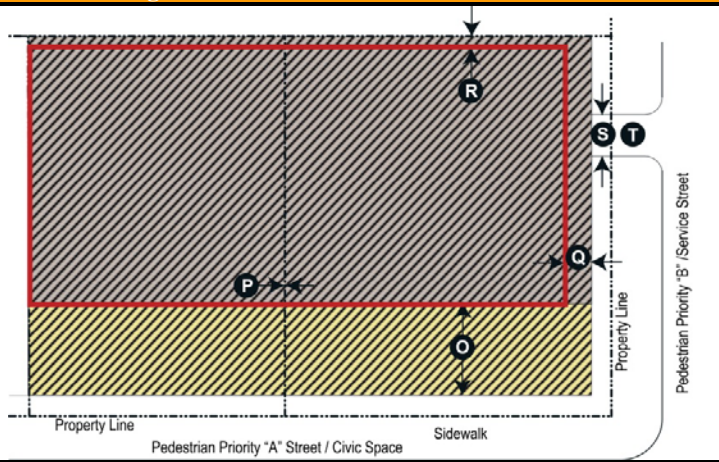
#5 – Attics and mezzanines less than 7' (avg.) height shall not be counted as a story.

#6 – Any frontage along a public street (except alleys) not defined by a building at the BTZ shall be defined by a 4' high Street Screen of either the same building material as the principal structure on the lot or masonry.

#7 – Corner buildings may exceed the maximum building height by 15% for 20% of the building's frontage along each corresponding street façade.



## 7.2.4 Parking & Service Access



### Legend



### (i) Parking Location (distance from property line)

#### Surface/At Grade Parking

Pedestrian Priority "A" Street setback	Shall be located behind the principal building	<b>O</b>
Pedestrian Priority "B"/ Service Street setback	Min. of 3' behind the building facade line along that street	<b>Q</b>
Side setback	0' min.	<b>P</b>
Rear setback	0' min.	<b>R</b>

#### Above Grade Parking

Setback along Pedestrian Priority "A" Street	Shall be located behind the principal building	<b>O</b>
All other setbacks	0' min.	

#### Below Grade Parking

Allowed up to R-O-W/Property Line  
 Allowed below Civic Space if providing public parking

### (ii) Required Off-Street Parking Spaces

No off-street parking is required for all existing uses and buildings (non-residential and residential). Conversions of non-residential uses into residential uses in existing buildings shall also be exempt from the off-street parking requirement.

New Construction (including building additions):

- Non-residential uses are not required to provide any off-street parking.
- All residential uses shall provide 1 off-street parking space per residential unit.
- Shared parking may be permitted within 1,200 feet of the lot for both residential and non-residential uses. Shared parking agreements shall be required for both public and private shared parking

### (iii) Driveways and Service Access

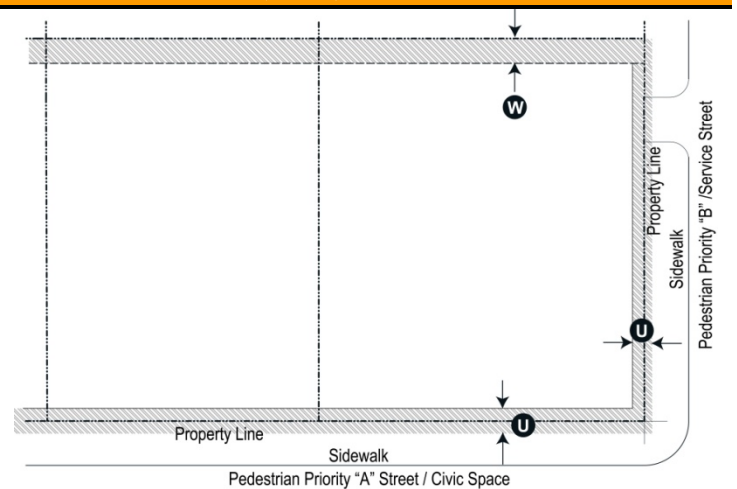
Parking driveway width	24' max. (at the throat)	<b>S</b>
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Driveways and off-street loading and unloading shall not be located on a Pedestrian Priority "A" or "B" Street unless the property has no feasible access to either a vehicular alley or a Service Street. **T**

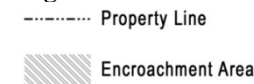
If driveway and/or off-street loading and unloading access is provided from a Pedestrian Priority "A" or "B" Street, such access may be deemed as temporary and cross access easements along the rear of the property shall be required when adjoining properties are undeveloped.

Shared driveways and cross access easements are encouraged between lots to minimize curb cuts.

## 7.2.5 Encroachments (see #9)



### Legend



### (i) Location

Pedestrian Priority "A" Street / Civic Space (Front)	50% of the depth of the sidewalk or 6' (whichever is greater)	<b>U</b>
Pedestrian Priority "B" Street (Side)		
Rear	3' max.	<b>W</b>

## 7.2.6 Applicability

Building Form and Development Standards in this Section shall apply to new construction, additions, or substantial modifications.

### Notes

#8 – \_\_\_ of the City of McKinney Zoning Ordinance shall apply for design of off-street parking areas.

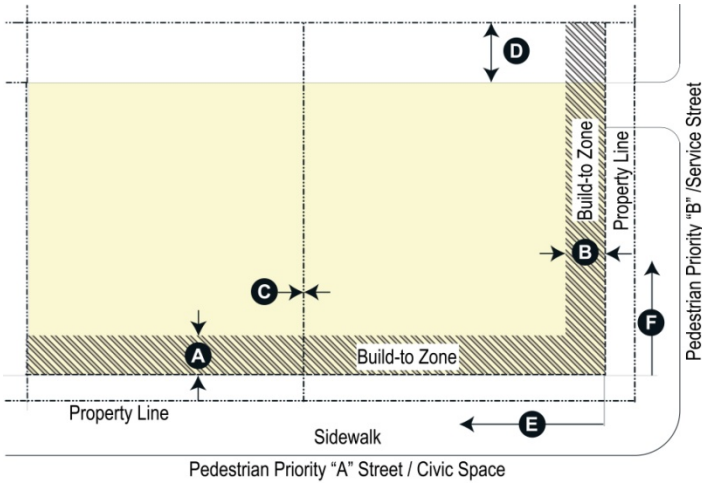
#9 – Canopies, awnings, signs, galleries, and balconies may encroach over the BTZ and setback areas as indicated in the shaded areas as long as the vertical clearance is a minimum of 8' from the finished sidewalk elevation. In no case shall an encroachment be located over an on-street parking or travel lane.

#10 - Ground and roof mounted mechanical equipment shall be screened from direct ground level view from adjoining public rights-of-way. In addition to a parapet wall no higher than 42", the perimeter of any visible roof mounted mechanical equipment shall be circumscribed by a wall or permanent screen that is at least as tall as the equipment itself.

#11 – Setbacks and build-to lines on recessed entries and arcade buildings shall be measured from the front of façade with the recessed entry or arcade.

7.3 Downtown Edge  
(insert map of the DT Edge District here)

### 7.3.1 Building Placement



#### Legend

- Property Line
- Setback Line
- Build-to Zone
- Building Area

#### (i) Build-to Zone (BTZ) (Distance from property line to edge of the zone)

Front (Pedestrian Priority "A" Street / Civic Space)	5' – 10'	<b>A</b>
Front (Pedestrian Priority "B" /Service Street)	5' – 10'	<b>B</b>

#### (ii) Setback

Front (Pedestrian Priority "A" Street / Civic Space)	5' (min.) 10' (max.)	<b>A</b>
Front (Pedestrian Priority "B"/Service Street)	5' (min.) 10' (max.)	<b>B</b>
Side	0' min.; (see #1)	<b>C</b>
Rear	5' min.	<b>D</b>

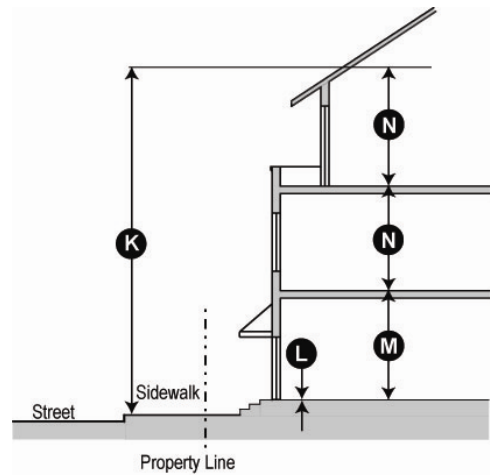
#### (iii) Building Form

Building Frontage required along Pedestrian Priority "A" Street/civic space BTZ	75% (min.) (see #2 and #5)	<b>E</b>
Building Frontage required along Pedestrian Priority "B" /Service Street BTZ	60% (min.) (see #2 and #5)	<b>F</b>

#### Notes

- #1 – Side setbacks shall be based on minimum fire separation required between buildings, if applicable.
- #2 – Corner building street facades must be built to the BTZ for a minimum of 25' from the corner along both streets or the width of the corner lot, whichever is less. Recessed entrances are permitted as long as the upper floors meet the build-to zone standards.
- #3 – First floor heights shall not apply to parking structures.
- #4 – Attics and mezzanines less than 7' (avg.) height shall not be counted as a story.
- #5 – Any frontage along a public street (except alleys) not defined by a building at the BTZ shall be defined by a 4' high Street Screen of either the same building material as the principal structure on the lot or masonry.

### 7.3.2 Height



#### (i) Principal Building Standards

Building minimum	None	
Building maximum	3 stories (see #4, and #6)	<b>K</b>
First floor to floor height (along Pedestrian Priority "A" Streets)	15' (min.) (see #3)	<b>M</b>
First floor to floor height (fronting on all other streets)	10' min.	<b>M</b>
Ground floor finish level	12 in. max. above sidewalk (for ground floor commercial uses); 18 in. min. (for ground floor residential uses)	<b>L</b>
Upper floor(s) height	10' min.	<b>N</b>

#### (ii) Accessory Building Standards

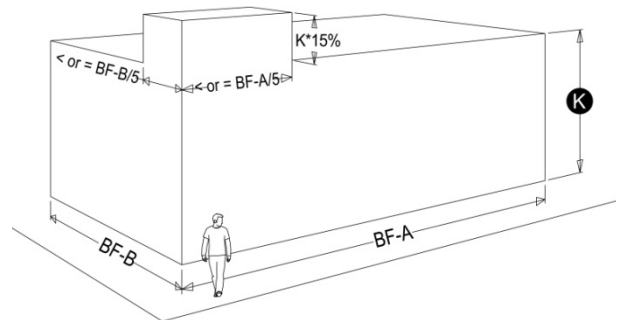
Building maximum	2 Stories
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### 7.3.3. Commercial Frontage Requirements

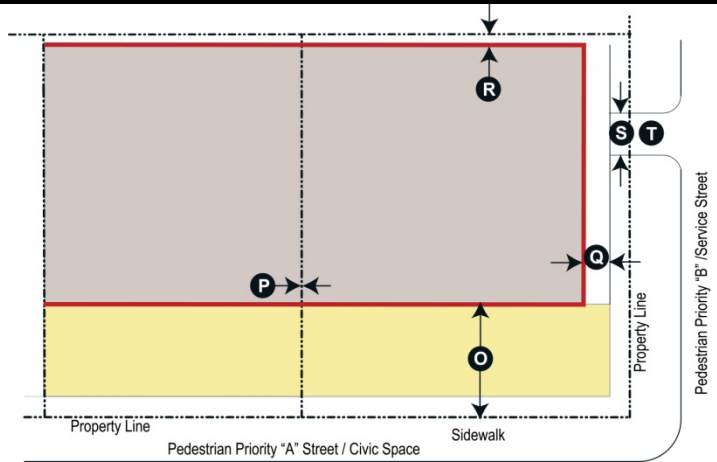
- (i) Ground floors of all buildings fronting on Pedestrian Priority "A" Streets shall be built to Retail Ready standards including first floor-to-floor height, ingress and egress, handicap access, and first floor elevation flush with the sidewalk.

#### Notes

- #6 – Corner buildings may exceed the maximum building height by 15% for 20% of the building's frontage along each corresponding street façade.



### 7.3.4 Parking & Service Access



#### Legend

-----	Property Line		Surface Parking Area
	Parking Setback		Building Footprint

#### (i) Parking Location (distance from property line)

Pedestrian Priority "A" Street setback	Behind the principal structure on the lot or a minimum of 25' (whichever is greater)	<b>O</b>
Pedestrian Priority "B" /Service Street setback	Min. of 3' behind the building facade line along that street	<b>Q</b>
Side setback	0' min.	<b>P</b>
Rear setback	0' min.	<b>R</b>

#### (ii) Required Off-Street Parking Spaces

Non-residential uses (existing and new construction): shall provide 1 off-street parking space per 500 gross square feet. The first 2,000 gross square feet of every non-residential building or portion thereof may be exempt from this parking requirement.

Shared parking may be permitted within 1,200 feet of the lot for non-residential uses only. Shared parking agreements are required for both public and private shared parking.

Residential uses (existing and new construction): shall provide 1 off-street parking space per residential unit.

#### (iii) Driveways and Service Access

Parking driveway width	24' max. (at the throat)	<b>S</b>
Driveways and off-street loading and unloading shall not be located on a Pedestrian Priority "A" or "B" Street unless the property has no feasible access to either a vehicular alley or a Service Street.		<b>T</b>

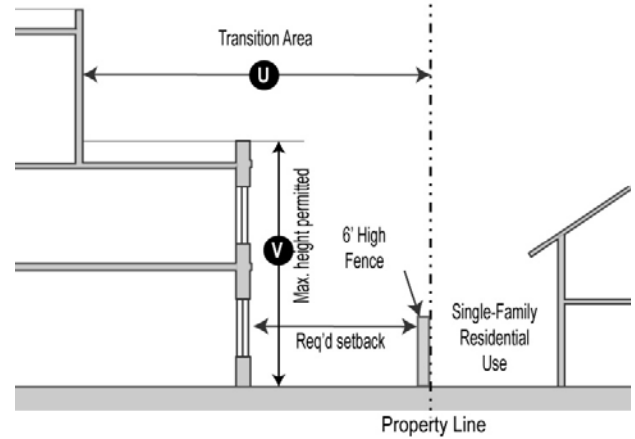
#### Notes

#7 - \_\_\_ of the City of McKinney Zoning Ordinance shall apply for design of off-street parking areas.

#8 - Ground and roof mounted mechanical equipment shall be screened from direct ground level view from adjoining public rights-of-way. In addition to a parapet wall no higher than 42", the perimeter of any visible roof mounted mechanical equipment shall be circumscribed by a wall or permanent screen that is at least as tall as the equipment itself.

#9 - Setbacks and build-to lines on recessed entries and arcade buildings shall be measured from the front of façade with the recessed entry or arcade.

### 7.3.5 Residential Transition Standards



The following applies to all buildings located adjacent to an existing, single-family detached residential use.

Transition Area	25' (min.)	<b>U</b>
Max. Building Height at within Transition Area	2 stories	<b>V</b>

A 6 ft. high fence shall be installed at the property line adjacent to the existing residential use.

### 7.3.6 Encroachments

Corner Lots: Canopies, signs, awnings, galleries, and balconies may encroach over the R-O-W/sidewalk as long as the vertical clearance is a minimum of 8 ft. and the encroachment does not exceed 50% of the required sidewalk width. In no case shall an encroachment be located over an on-street parking or travel lane.

Interior lots: Porches, stoops, awnings, signs, galleries, balconies, bay windows and other architectural features may encroach into required yards, provided they do not encroach over the front property line.

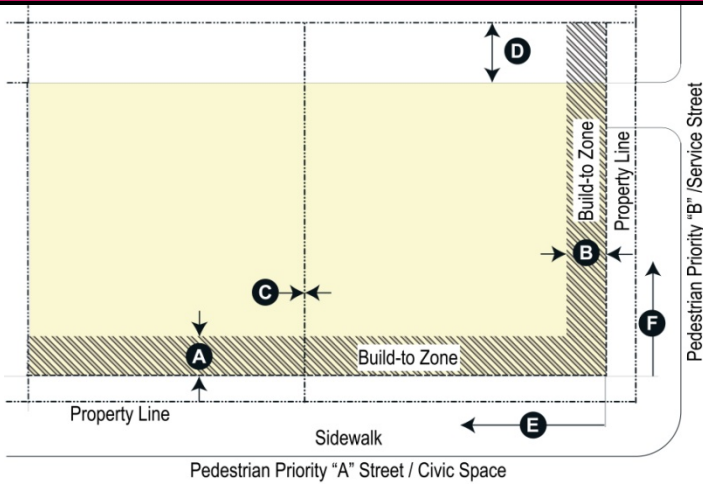
### 7.3.7 Applicability

Building Form and Development Standards in this Section shall apply to new construction, additions, or substantial modifications.

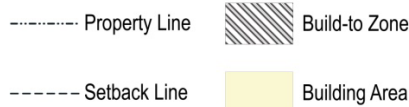
7.4 Transit Village Core  
(insert map of the Transit Village Core District here)



### 7.4.1 Building Placement



#### Legend



#### Build-to Zone (BTZ) (see #17) (Distance from property line to edge of the zone)

Front (Pedestrian Priority "A" Street / Civic Space)	5' – 10' (see #1)	<b>A</b>
Front (Pedestrian Priority "B" /Service Street)	5' – 10' (see #1)	<b>B</b>

#### Setback

Front (Pedestrian Priority "A" Street / Civic Space)	5' (min.) 10' (max.)	<b>A</b>
Front (Pedestrian Priority "B" /Service Street)	5' (min.) 10' (max.)	<b>B</b>
Side	0' (min.) (see #2)	<b>C</b>
Rear	5' (min.)	<b>D</b>

#### Building Frontage

Building Frontage required along Pedestrian Priority "A" Street/civic space BTZ	85% (min.) (see #3 and #6)	<b>E</b>
Building Frontage required along Pedestrian Priority "B" /Service Street BTZ	60% (min.) (see #3 and #6)	<b>F</b>

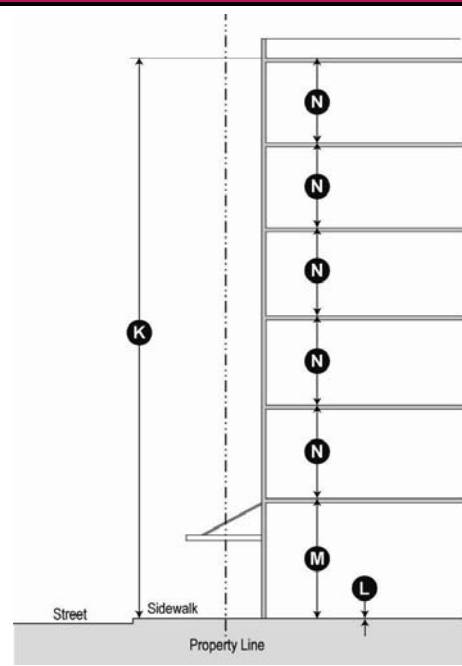
### 7.4.2 Block Standards

Block face dimensions	300 ft. (maximum)
Block perimeter	1000 ft. (maximum)

#### Notes

- #1 - The area between the building and the edge of the BTZ at the public sidewalk shall be paved flush with the sidewalk.
- #2 - Side setbacks shall be based on minimum fire separation required between buildings, if applicable.
- #3 - Corner building street facades must be built to the BTZ for a minimum of 25' from the corner along both streets or the width of the corner lot, whichever is less. Recessed entrances are permitted as long as the upper floors meet the build-to zone standards.
- #4 - First floor heights shall not apply to parking structures.
- #5 - Attics and mezzanines less than 7' (avg.) height shall not be counted as a story.

### 7.4.3 Building Height



#### (i) Principal Building Standards

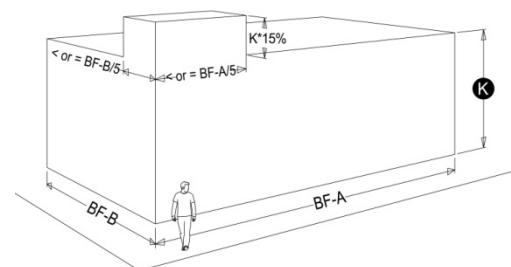
Building minimum	None	
Building maximum (see #11 for Bonus Provisions)	6 stories (see #5, #7, and #11)	<b>K</b>
First floor to floor height (along Pedestrian Priority "A" Streets)	15' (min.) (see #4)	<b>M</b>
First floor to floor height (fronting on all other streets)	10' min.	<b>M</b>
Ground floor finish level	12 in. max. above sidewalk (for ground floor commercial buildings); 18 in. min. (for ground floor residential uses)	<b>L</b>
Upper floor(s) height	10' min.	<b>N</b>

### 7.4.4 Commercial Frontage Requirements

- (i) Ground floors of all buildings fronting on Pedestrian Priority "A" Streets shall be built to Retail Ready standards including first floor-to-floor height, ingress and egress, handicap access, and first floor elevation flush with the sidewalk.

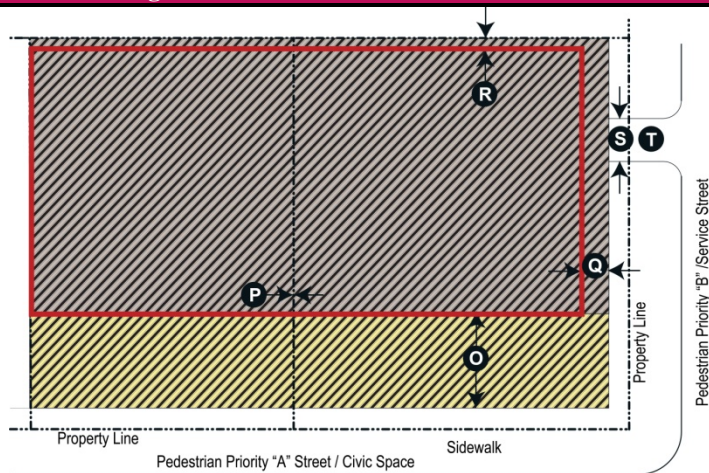
#### Notes

- #6 - Any frontage along a public street (except alleys) not defined by a building at the BTZ shall be defined by a 4' high Street Screen of either the same building material as the principal structure on the lot or masonry.
- #7 - Corner buildings may exceed the maximum building height by 15% for 20% of the building's frontage along each corresponding street façade.





## 7.4.5 Parking & Service Access



### Legend

Property Line	Below Grade Parking Area
Surface Parking Area	Building Footprint
Above Grade Parking Area	

### (i) Parking Location (distance from property line)

#### Surface/At Grade Parking

Pedestrian Priority "A" Street setback	Shall be located behind the principal building	
Pedestrian Priority "B" /Service Street setback	Min. of 3' behind the building facade line along that street	
Side setback	0' min.	
Rear setback	0' min.	

#### Above Grade Parking

Setback along Pedestrian Priority "A" Street	Shall be located behind the principal building	
All other setbacks	0' min.	

#### Below Grade Parking

Allowed up to R-O-W/Property Line  
 Allowed below Civic Space if providing public parking

### (ii) Required Off-Street Parking Spaces

Non-residential uses (existing and new construction): Shall provide 1 off-street parking space per 500 gross square feet. The first 2,000 gross square feet of every existing non-residential building or portion thereof may be exempt from this parking requirement.

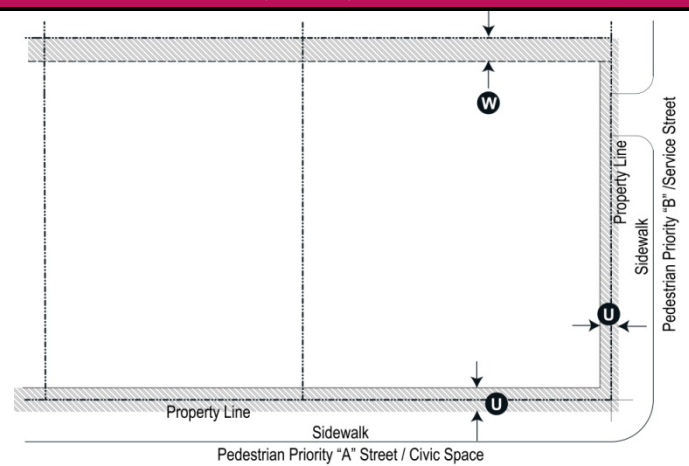
Shared parking may be permitted within 1,200 feet for non-residential uses only. Shared parking agreements are required for both public and private shared parking.

Residential uses: All residential uses (conversions in existing buildings and new construction) shall provide 1 off-street parking space per residential unit.

### (iii) Driveways and Service Access

Parking driveway width	24' max. (at the throat)	
Driveways and off-street loading and unloading shall not be located on a Pedestrian Priority "A" or "B" Street unless the property has no feasible access to either a vehicular alley or a Service Street.		
If driveway and/or off-street loading and unloading access is provided from a Pedestrian Priority "A" or "B" Street, such access shall be deemed as temporary and cross access easements along the rear of the property shall be required when adjoining properties are undeveloped.		

## 7.4.6 Encroachments (see #10)



### Legend

Property Line	
Encroachment Area	

### (i) Location

Pedestrian Priority "A" Street / Civic Space (Front)	50% of the depth of the sidewalk or 6' (whichever is greater)	
Pedestrian Priority "B" /Service Street (Side)		
Rear	3' max.	

## 7.4.7 Applicability

Building Form and Development Standards in this Section shall apply to new construction, additions, or substantial modifications.

### Notes

#8 - Ground and roof mounted mechanical equipment shall be screened from direct ground level view from adjoining public rights-of-way. In addition to a parapet wall no higher than 42", the perimeter of any visible roof mounted mechanical equipment shall be circumscribed by a wall or permanent screen that is at least as tall as the equipment itself.

#9 - Setbacks and build-to lines on recessed entries and arcade buildings shall be measured from the front of façade with the recessed entry or arcade.

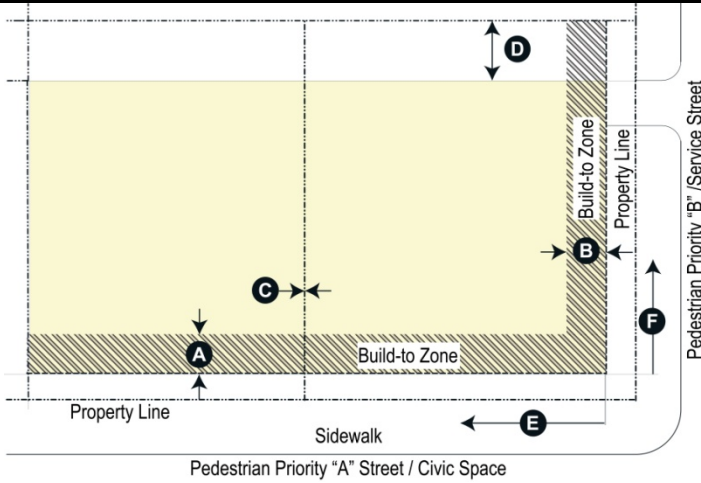
#10 - Canopies, awnings, signs, galleries, and balconies may encroach over the BTZ and setback areas as indicated in the shaded areas as long as the vertical clearance is a minimum of 8' from the finished sidewalk elevation. In no case shall an encroachment be located over an on-street parking or travel lane.

#11 - Bonus Provisions to exceed maximum height - Building heights over 6 stories may be permitted with the following amenities with City Council consideration only (see Section \_\_ for application process):

- Provision of plazas, squares, or civic open spaces based on the Town Center Master Plan
- Provision of structured parking and shared parking
- Building stepbacks required at the 6<sup>th</sup> story level

7.5 Transit Village Edge District  
(insert map of the Transit Village Edge District here)

## 7.5.1 Building Placement



### Legend

----- Property Line	Build-to Zone
----- Setback Line	Building Area

### Build-to Zone (BTZ) (see #17) (Distance from property line to edge of the zone)

Front (Pedestrian Priority "A" Street / Civic Space)	5' – 15'	<b>A</b>
Front (Pedestrian Priority "B" /Service Street)	5' – 15'	<b>B</b>

### Setback

Front (Pedestrian Priority "A" Street / Civic Space)	5' (min.) 15' (max.)	<b>A</b>
Front (Pedestrian Priority "B") /Service Street	5' (min.) 15' (max.)	<b>B</b>
Side	0' (min.) (see #1)	<b>C</b>
Rear	5' (min.)	<b>D</b>

### Building Frontage

Building Frontage required along Pedestrian Priority "A" Street/civic space BTZ	85% (min.) (see #2 and #5)	<b>E</b>
Building Frontage required along Pedestrian Priority "B" /Service Street BTZ	60% (min.) (see #2 and #5)	<b>F</b>

## 7.5.2 Block Standards

Block face dimensions	300 ft. (maximum)
Block perimeter	1000 ft. (maximum)

### Notes

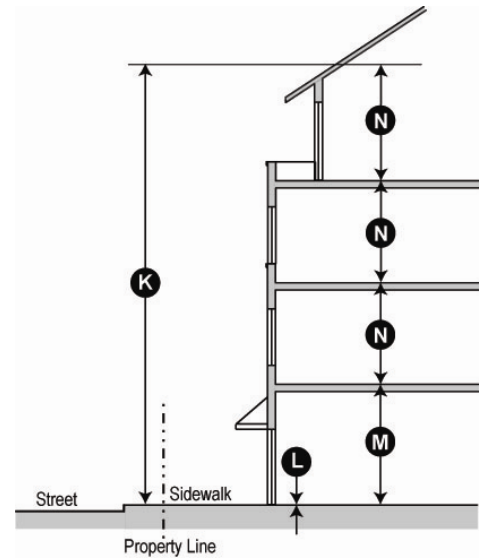
#1 – Side setbacks shall be based on minimum fire separation required between buildings, if applicable.

#2 – Corner building street facades must be built to the BTZ for a minimum of 25' from the corner along both streets or the width of the corner lot, whichever is less. Recessed entrances are permitted as long as the upper floors meet the build-to zone standards.

#3 – First floor heights shall not apply to parking structures.

#4 – Attics and mezzanines less than 7' (avg.) height shall not be counted as a story.

## 7.5.3 Building Height



### (i) Principal Building Standards

Building minimum	None	
Building maximum	4 stories (see #4 and #6)	<b>K</b>
First floor to floor height (along Pedestrian Priority "A" Streets)	15' (min.) (see #3)	<b>M</b>
First floor to floor height (fronting on all other streets)	10' min.	<b>M</b>
Ground floor finish level	12 in. max. above sidewalk (for ground floor commercial buildings and along Pedestrian Priority "A" Streets); 18 in. min. (for ground floor residential uses)	<b>L</b>
Upper floor(s) height	10' min.	<b>N</b>

### (ii) Accessory Building Standards

Building maximum	2 stories
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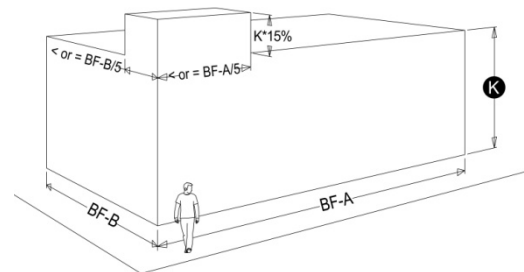
## 7.5.4 Commercial Frontage Requirements

- (i) Ground floors of all buildings fronting on Pedestrian Priority "A" Streets shall be built to Retail Ready standards including first floor-to-floor height, ingress and egress, handicap access, and first floor elevation flush with the sidewalk.

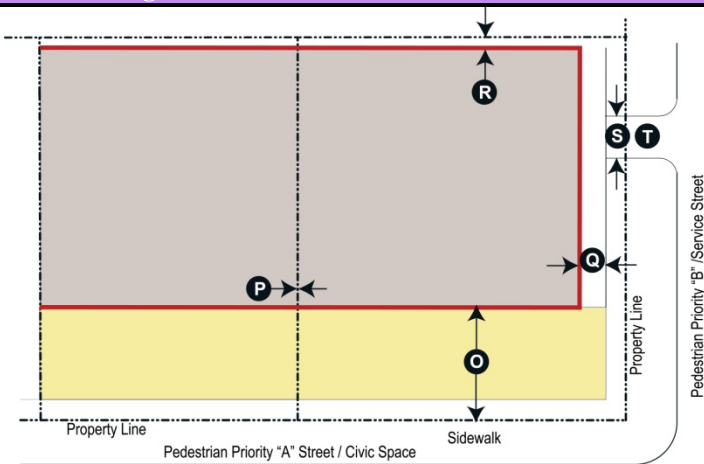
### Notes

#5 – Any frontage along a public street (except alleys) not defined by a building at the BTZ shall be defined by a 4' high Street Screen of either the same building material as the principal structure on the lot or masonry.

#6 – Corner buildings may exceed the maximum building height by 15% for 20% of the building's frontage along each corresponding street façade.



## 7.5.5 Parking & Service Access



### Legend

Property Line	Surface Parking Area
Parking Setback	Building Footprint

### (i) Parking Location (distance from property line)

Pedestrian Priority "A" Street setback	Behind the principal structure on the lot or a minimum of 25' (whichever is greater)	<b>O</b>
Pedestrian Priority "B" /Service Street setback	Min. of 3' behind the building facade line along that street	<b>Q</b>
Side setback	0' min.	<b>P</b>
Rear setback	0' min.	<b>R</b>

### (ii) Required Off-Street Parking Spaces

Non-residential uses (existing and new construction): shall provide 1 off-street parking space per 500 gross square feet. The first 2,000 gross square feet of every non-residential building or portion thereof may be exempt from this parking requirement

Shared parking may be permitted within 1,200 feet of the lot for non-residential uses only. Shared parking agreements are required for both public and private shared parking.

Residential uses (existing and new construction): shall provide 1 off-street parking space per residential unit

### (iii) Driveways and Service Access

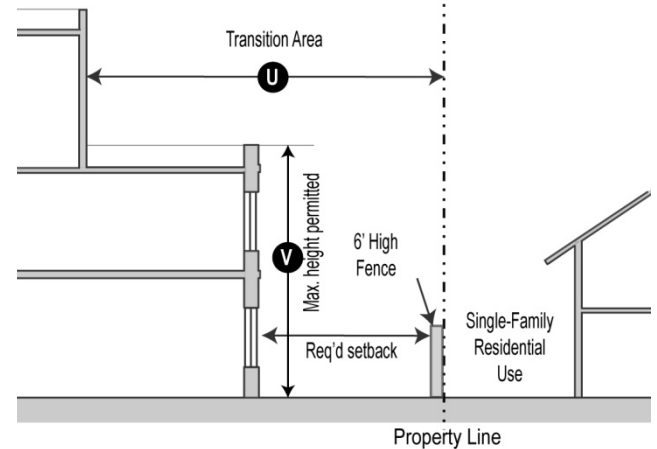
Parking driveway width	24' max. (at the throat)	<b>S</b>
Driveways and off-street loading and unloading shall not be located on a Pedestrian Priority "A" or "B" Street unless the property has no feasible access to either a vehicular alley or a Service Street.		<b>T</b>

### Notes

#7 - Ground and roof mounted mechanical equipment shall be screened from direct ground level view from adjoining public rights-of-way. In addition to a parapet wall no higher than 42", the perimeter of any visible roof mounted mechanical equipment shall be circumscribed by a wall or permanent screen that is at least as tall as the equipment itself.

#8 - Setbacks and build-to lines on recessed entries and arcade buildings shall be measured from the front of façade with the recessed entry or arcade.

## 7.5.6 Residential Transition Standards



The following applies to all buildings located adjacent to an existing, single-family detached residential use.

Transition Area	25' (min.)	<b>U</b>
Max. Building Height at within Transition Area	2 stories	<b>V</b>

A 6 ft. high fence shall be installed at the property line adjacent to the existing residential use.

## 7.5.7 Encroachments

Corner Lots: Canopies, signs, awnings, galleries, and balconies may encroach over the R-O-W/sidewalk as long as the vertical clearance is a minimum of 8 ft. and the encroachment does not exceed 50% of the required sidewalk width. In no case shall an encroachment be located over an on-street parking or travel lane.

Interior lots: Porches, stoops, awnings, signs, galleries, balconies, bay windows and other architectural features may encroach into required yards, provided they do not encroach over the front property line.

## 7.5.8 Applicability

Building Form and Development Standards in this Section shall apply to new construction, additions, or substantial modifications.

7.6 Cotton Mill District  
(insert map of the Cotton Mill District here)



## 8. BUILDING DESIGN STANDARDS

Photographs used in this section are for illustration and informational purposes only. Specifically, they are intended to show how the standards would apply.

### 8.1 General to all Character Districts

#### 8.1.1 Building Orientation

Buildings shall be oriented towards Pedestrian Priority “A” Streets, where the lot has frontage along Pedestrian Priority “A” Streets. All other buildings shall be oriented towards Pedestrian Priority “B” Streets or Civic Spaces.

Primary entrances to buildings shall be located on the street along which the building is oriented. At intersections, corner buildings may have their primary entrances oriented at an angle to the intersection.

All primary entrances shall be oriented to the public sidewalk for ease of pedestrian access. Secondary and service entrances may be located from internal parking areas or alleys.

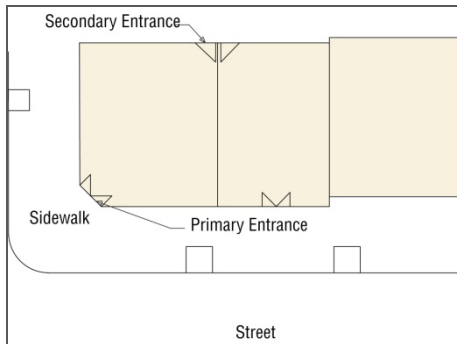


Figure showing required building orientation and location of primary entrances

#### 8.1.2 Design of Parking Structures

All frontages of parking structures located on Pedestrian Priority “A” and “B” Streets shall be lined by active commercial uses on the ground floor to a minimum depth of 25’.

Parking structure facades on all public streets (except alleys) shall be designed with both vertical (façade rhythm of 20’ – 30’) and horizontal (aligning with horizontal elements in the block) articulation.

Where above ground structured parking is located at the perimeter of a building; it shall be screened in such a way that cars are not visible from adjacent buildings or the street on all parking levels. Parking garage ramps shall not be visible from any public street. Ideally, ramps shall not be located along the perimeter of the parking structure. Architectural screens shall be used to articulate the façade, hide parked vehicles, and shield lighting.



Images showing appropriate design of Parking Structures

#### 8.1.3 Design of Automobile Related Building and Site Elements

Drive-through lanes for commercial uses shall not be located along or visible from any Pedestrian Priority “A” Street. Along Pedestrian Priority “B” Streets, no more than two drive-through lanes shall be permitted along that lot’s street frontage. Drive-through lanes shall be hidden behind a Street Screen along the Type “B” street frontage. There shall be no limit to the number of drive-through lanes located along service streets or alleys.

All off-street loading, unloading, and trash pick up areas shall be located along alleys or service streets only unless permitted in the character district building form and development standards in Section 6. Any off-street loading, unloading, or trash pick up areas shall be screened using a 5’ (min.) high Street Screen at the BTZ of either the same building material as the principal structure on the lot or masonry.

### 8.2 Specific to Historic Core (new construction and additions to existing buildings only), Downtown Core, Cotton Mill, and Transit Village Core Districts

#### 8.2.1 Building Massing and Scale

Commercial and mixed use buildings shall be simple, rectilinear forms with a clear base, middle, and top.



Rooflines shall be simple using flat or basic gable, hip, shed, or combination of these basic roof forms. Mansard roofs shall be prohibited.

Roofing materials visible from any public right-of-way: copper, factory finished standing seam metal, slate, synthetic slate, or similar materials.



#### 8.2.2 Façade Composition

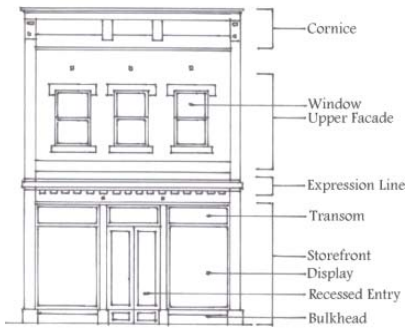
Buildings facades along all Pedestrian Priority “A” and “B” streets and civic/open spaces shall maintain the traditionally prevalent façade rhythm of 20’ – 30’.

This rhythm may be expressed by changing materials, or color, or by using design elements such as fenestration, columns and pilasters, or by varying the setback of portions of the building façade.



Image showing appropriate building rhythm.

For retail storefront buildings, a transom, display window area, and bulkhead at the base shall be utilized.



*Required design of Storefront buildings*

Infill buildings shall generally maintain the alignment of horizontal elements along the block.



*Figure showing how horizontal elements should match in the design of infill buildings.*

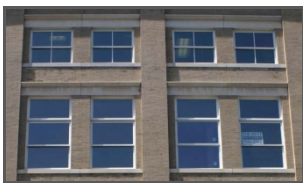
Corner emphasizing architectural features, pedimented gabled parapets, cornices, awnings, blade signs, arcades, colonnades and balconies should be used along commercial storefronts to add pedestrian interest.



*Buildings with architectural features and storefront elements that add interest along the street.*

**8.2.3 Windows and Doors**

Windows and doors on street (except alleys and service streets) fronting facades shall be vertically proportioned that are similar in size and shape to those used historically. Residentially sized (e.g., 3'X5') and proportioned windows shall not be permitted.



*Images showing appropriate window and door designs and proportions for new construction.*

All ground floor front facades for commercial and mixed use buildings along all streets (except alleys and service streets) shall have transparent storefront windows covering no less than 65% of the façade area. Each upper floor of the same building façades facing a street or plaza shall contain transparent windows covering at least 35% of the façade area. All other street facing side facades (except alleys and service streets), shall have transparent windows covering at least 30% of the façade area for all floors.



*Images showing appropriate storefront display windows with transparency*

First floor store front windows shall NOT be of a residential type (double hung or casement). First floor windows shall NOT be reflective, tinted or mirrored glass.

**8.2.4 Building Materials**

**Historic Core Character District:** At least 85% of each street facing façade (except alleys and service streets) of all new buildings (excluding doors and windows) shall be externally finished with the traditionally used material of masonry (brick, stone, marble, granite, etc.). Additions to existing buildings, to the extent possible, shall match the existing external finish materials and corresponding proportions of the same.

All other non-traditional materials will be considered on a case-by-case basis and may only be approved by the TCDC. When any other materials are used, they should appear similar in character to those used traditionally. Such alternative materials should also have demonstrated durability.

No more than 15% of each street facing facade shall use accent materials such as wood, architect metal panel, split-face concrete block, tile, stucco, or Exterior Insulating Finishing System (EIFS). EIFS may not be used on any ground floor façade.

**Downtown Core and Transit Village Core Districts:** At least 85% of each street facing (except alleys and service streets) façade, of all new buildings (excluding doors and windows) shall be finished in one or more of the following materials:

- Masonry (brick, stone, cast stone, rock, marble, granite, or glass block).
  - Pre-cast concrete panels made to look like stone.
- Additions to existing buildings, to the extent possible, shall match the existing external finish materials and corresponding proportions of the same.

Other materials will be considered as primary building materials on a case-by-case basis and may only be approved by the TCDC.

No more than 15% of each street facing facade shall use accent materials such as wood, architect metal panel, split-face concrete block, tile, stucco, or Exterior Insulating Finishing System (EIFS). EIFS may not be used on any ground floor façade.





Images showing appropriate building materials within the Historic and Downtown Cores.



Images showing appropriate building materials within the Transit Village Core.

Side facades and rear facades (that front on alleys or service streets and/or no public streets) shall be of a similar finished quality and color that blend with the front of the building. In addition to the primary and accent façade materials listed above, rear facades may be painted EIFS or painted concrete block matching the same color of the rest of the building if the rear façade faces an alley or is not viewable from a public street or right-of-way.



Images showing the side and rear façades buildings finished to match the color and materials of the front facades

### 8.3 Specific to Downtown Edge District

#### 8.3.1 Building Massing and Scale

Commercial and mixed use buildings shall be simple, rectilinear forms with a clear base, middle, and top.



Rooflines shall be simple using flat or basic gable, hip, shed, or combination of these basic roof forms. Mansard roofs shall be prohibited.

Roofing materials visible from any public right-of-way: copper, factory finished standing seam metal, slate, synthetic slate, or similar materials.

Residential Buildings shall have relatively flat fronts and simple roofs with most building wing articulations set at the rear of the structure. Window projections, stoops, porches, balconies, and similar extensions are exempt from this standard.

Gable roofs, if provided for residential buildings, shall have a minimum pitch of 5/12. When hipped roofs are used, the minimum pitch shall be 5/12. Other roof types shall be appropriate to the architectural style of the building. Porch roofs may be a minimum pitch of 3/12.

Mansard roofs shall be prohibited.



Images showing appropriate massing and scale for Residential Buildings

#### 8.3.2 Building Orientation

Section 6 shall regulate the location of surface parking on the lot.

Garages for Residential Buildings shall be located on alleys at the rear of residential buildings; pull-through garages are allowed if the garage door is set back behind the rear façade of the main structure. If front-loaded garages or carports are utilized on residential uses, the garages and carports shall be no greater than 12 feet wide and set back at least 20 feet measured from the face of the main structure closest to the garage/carport or rotated 90 degrees with windows on the wall facing the street.

All garage doors shall be divided into single bays separated by at least a 16-inch pier or column. Front-loaded garages on residential lots less than 40 feet wide shall not be allowed. Town homes and courtyard apartments shall utilize rear-loaded garages.

#### 8.3.3 Façade Composition

Buildings shall maintain the traditionally prevalent façade rhythm of 20' – 30' or multiples thereof.

This rhythm may be expressed by changing materials, or color, or by using design elements such as columns and pilasters, or by varying the setback of portions of the building façade.

Commercial and Mixed use building facades shall be designed with a distinct base, middle, and top and shall maintain the alignment of horizontal elements along the block.

For retail storefronts, a transom, display window area, and bulkhead at the base shall be utilized.

Awnings, blade signs, arcades, colonnades, café seating, and balconies should be used along commercial storefronts to add pedestrian interest.

At least one of the following: porches, stoops, eaves, or balconies, shall be added along residential facades to add pedestrian interest along the street.



If the residential building is setback less than 10' from the front property line, the grade of the slab or first floor elevation shall be elevated at least 18 inches above the grade of the sidewalk. If the residential structure is setback 10' or more from the front property line and is not elevated above the grade of the sidewalk, a 3' high fence of wood picket or wrought iron shall be provided at the front property line.



Residential buildings with porches, balconies, and stoops to add interest along the street.

### 8.3.4 Windows and Doors

Windows and doors shall be vertically oriented.

Windows may have jack arch, keystone arch, flat arch, or ornamental arches.



Images showing appropriate window designs and proportions for new construction.

All ground floor front building facades for commercial and mixed use buildings along all Pedestrian Priority "A" streets shall have transparent storefront windows covering no less than 65% of the façade area. Each upper floor of the same building façades facing a street or plaza shall contain transparent windows covering at least 35% of the façade area. All other street facing side façades (except service streets and/or alleys), shall have transparent windows covering at least 30% of the façade area for all floors.

All building facades of residential buildings fronting on all streets or civic / open spaces, except service streets or alleys, shall have transparent windows covering at least 30% of each façade.

### 8.3.5 Building Materials

#### Commercial and Mixed Use Buildings:

The following materials shall NOT be permitted on any façade:

- Use of lap or shingle siding of any material including wood, vinyl, cementitious, or painted or corrugated metal, or roofing materials.

At least 75% of the street facing (except service streets or alleys) facades of all new buildings (excluding doors and windows) shall be finished in one or more of the following materials:

- Masonry (brick, stone, terra cotta, stucco, cast stone, rock, marble, granite, glass block and/or tile).
- Split face concrete block or pre-cast, or poured in place concrete.

- Cementitious-fiber clapboard (not sheet) with at least a 50-year warranty may only be used on the upper floors.
- Tilt-up concrete panels that have a grid like appearance
- Architectural metal panels

Other materials will be considered as primary building materials on a case-by-case basis and may only be approved by the HPO.

No more than 25% of the street facing facades shall use accent materials such as wood, metal, or Exterior Insulating Finishing System (EIFS).

Side facades and rear facades (that do not front on any Pedestrian Priority "A" or "B" streets) shall be of finished quality and of the same color and materials that blend with the front of the building. Rear facades may be painted EIFS or painted concrete block matching the same color of the rest of the building if the rear façade faces an alley or is not viewable from a public street or right-of-way.

Roofing materials (visible from any public right-of-way): copper, factory finished painted metal, slate, synthetic slate, terra cotta, and asphalt shingles.



Images showing the side and rear façades buildings finished to match the color and materials of the front facades

#### Residential Buildings:

The following shall be permitted finishes for all street fronting facades (except service streets or alleys) of residential buildings. No more than three different materials shall be used on any single facade:

- Cementitious-fiber clapboard (not sheet) with at least a 50-year warranty;
- Lap-sided wood;
- Masonry (brick; stone; man-made stone, or stucco utilizing a three-step process).
- Vinyl siding (permitted in Downtown Transition Character District only)
- Architectural metal panels

The following may only be allowed up to 40% as an accent material:

- Exterior Insulating Finishing System (EIFS) or similar material over a cementitious base, rock, glass block and tile.

Side and rear facades shall be of finished quality and of the same color and materials that blend with the front of the building.

Roofing materials (visible from any public right-of-way): copper, factory finished painted metal, slate, synthetic slate, terra cotta, and asphalt shingles.

## 8.4 Specific to the Transit Village Edge District

### 8.4.1 Building Massing and Scale

Commercial, mixed use, and cottage industrial buildings shall be simple, rectilinear forms with a clear base, middle, and top.



Rooflines shall be simple using flat or basic gable, hip, shed, or combination of these basic roof forms. Mansard roofs shall be prohibited.

Roofing materials visible from any public right-of-way: copper, factory finished standing seam metal or painted metal, slate, synthetic slate, terra cotta, asphalt shingles, or similar materials.

Residential buildings shall have relatively flat fronts and simple roofs with most building wing articulations set at the rear of the structure. Window projections, stoops, porches, balconies, and similar extensions are exempt from this standard.

Gable roofs, if provided for residential buildings, shall have a minimum pitch of 5/12. When hipped roofs are used, the minimum pitch shall be 5/12. Other roof types shall be appropriate to the architectural style of the building. Porch roofs may be a minimum pitch of 3/12.

Mansard roofs shall be prohibited.



Images showing appropriate massing and scale for Residential Buildings

### 8.4.2 Building Orientation

Section 6 shall regulate the location of surface parking on the lot.

Garages for residential buildings shall be located on alleys at the rear of residential buildings; pull-through garages are allowed if the garage door is set back behind the rear façade of the main structure. If front-loaded garages or carports are utilized on residential uses, the garages and carports shall be no greater than 12 feet wide and set back at least 20 feet measured from the face of the main structure closest to the garage/carport or rotated 90 degrees with windows on the wall facing the street. On corner lots, the garage may be rotated with windows facing the primary street with driveway access from the secondary street.

All garage doors shall be divided into single bays separated by at least a 16-inch pier or column. Front-loaded garages on residential lots less than 40 feet wide shall not be allowed. Town homes and courtyard apartments shall utilize rear-loaded garages.

Buildings shall have relatively flat fronts and simple roofs with most building wing articulations set at the rear of the structure. Window projections, stoops, porches, balconies, and similar extensions are exempt from this standard.

Gable roofs, if provided, shall have a minimum pitch of 5/12. When hipped roofs are used, the minimum pitch shall be 5/12. Other roof types shall be appropriate to the architectural style of the building. Porch roofs may be a minimum pitch of 3/12. Mansard roofs shall be prohibited.



Images of appropriately scaled and designed buildings in the Transit Village Edge District

### 8.4.3 Façade Composition

On residential buildings, at least one of the following shall be utilized: porches, stoops, bay windows, balconies, masonry clad chimneys, attached pergolas or colonnades. Those architectural elements may encroach beyond the setback line.

If the residential structure is setback less than 10' from the front property line, the grade of the slab or first floor elevation shall be at least 18 inches above the grade of the sidewalk. If the residential structure is setback 10' or more from the front property line and is not elevated above the grade of the sidewalk, a 3' high fence shall be provided at the front property line. Fence cannot be chain-link or vinyl.

Architectural embellishments that add visual interest to the roofs, such as dormers and masonry chimneys may be provided.

All new residential buildings shall have windows or doors covering no less than 30% of all street facing façades.

If window shutters are used they shall be approximately half the window width and the same height of the associated opening (including casing for masonry walls; not including casing for siding walls). All shutters shall be louvered, paneled, or constructed of boards as appropriate to the style of the building.

### 8.4.4 Building Materials

The following shall be permitted finishes for all street fronting façades (except service streets or alleys) of all buildings. No more than three different materials shall be used on any single facade:

- Cementitious-fiber clapboard (not sheet) with at least a 50-year warranty;
- Lap-sided wood;
- Masonry (brick; stone; man-made stone, or stucco utilizing a three-step process);
- Tilt-up concrete panels that have a grid like appearance;
- Split face concrete block or pre-cast, or poured in place concrete; and
- Architectural metal panels.

Other materials will be considered as primary building materials on a case-by-case basis and may only be approved by the HPO.

The following may only be allowed up to 40% as an accent material:

- Exterior Insulating Finishing System (EIFS), or similar material over a cementitious base, rock, glass block and tile.
- Other metal finishes

Side and rear façades shall be of finished quality and of the same color and materials that blend with the front of the building.

## 9.0 STREET AND STREETScape STANDARDS

9.1 Generally: Streets in the McKinney Town Center Zoning District need to support the overall goal of a mixed use, compact, pedestrian oriented district. They should balance all forms of mobility while maximizing convenience for residents and visitors.

The Regulating Plan designates the required and recommended street network within the Town Center. This section specifies the typical configuration of streets within the McKinney Town Center. The specifications address vehicular lane width, parkway widths, R.O.W widths, number of travel lanes, on-street parking, and pedestrian accommodation. The character of streets in the Town Center will vary based on the location. State Highway 5 (S.H. 5) is under the purview of TxDOT while the remaining streets are city streets.

9.2 New Streets: This section specifies standards for all new and reconstructed streets in the McKinney Town Center. New streets and reconstructed streets shall be designed based on their respective designation on the Regulating Plan.

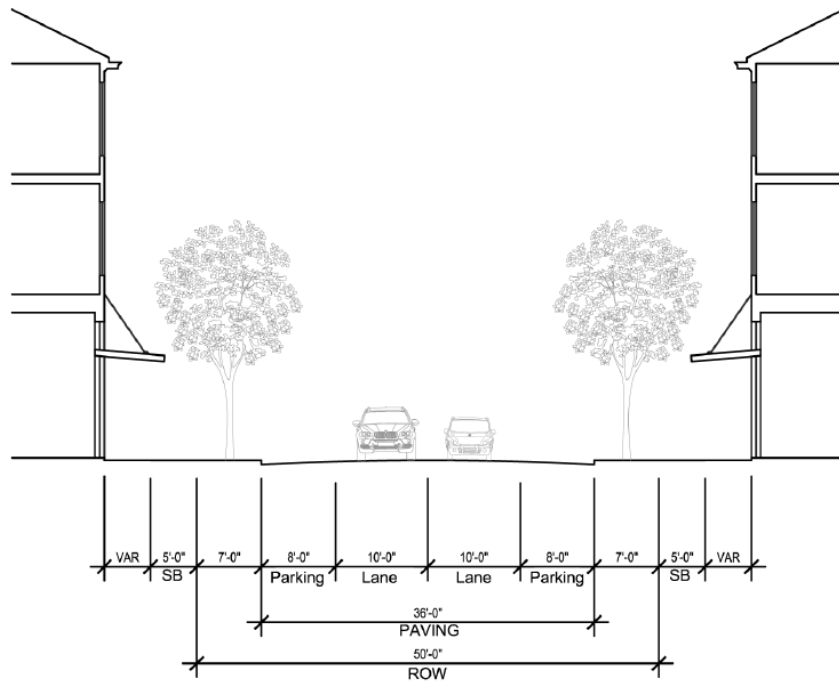
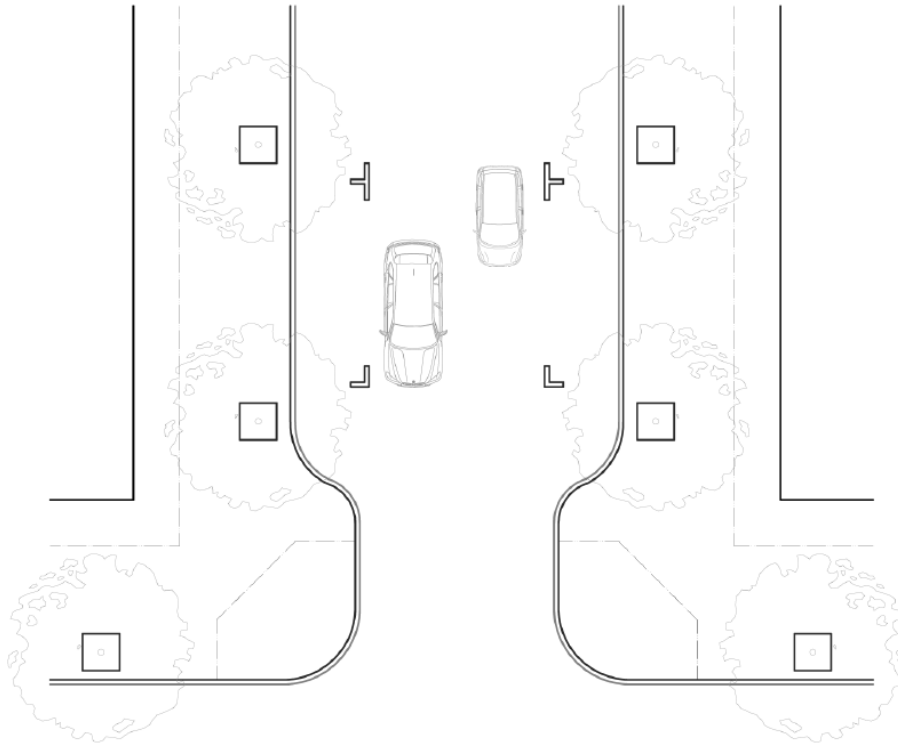
9.3 Street Classification Established: Table 9.1 and associated cross sections shall establish the cross sections for each street type. The cross sections may be adjusted to fit existing contexts with the approval of the City Engineer. In addition, the proposed cross sections may be adjusted to meet the needs of the Uniform Fire Code as adopted by the City.

Table 9.1 Town Center Street Classification

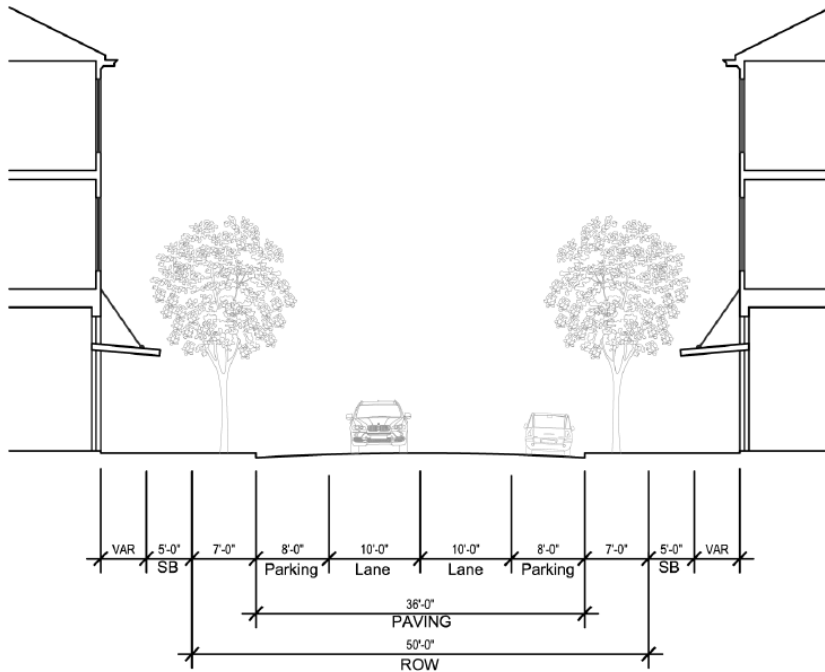
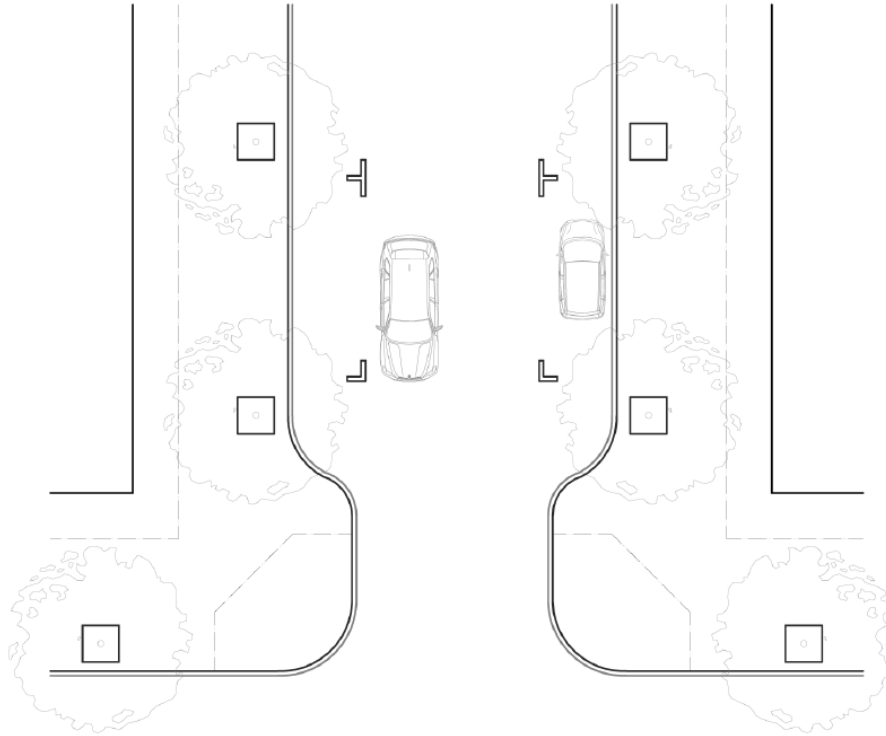
Elements Street Classification	Street Width (Recommended minimum)		Number of Vehicular Lanes	Turn Radius	Vehicular Lane Widths	Design Speed	On-Street Parking	Pedestrian Sidewalk Width (min.)	Parkway/ Tree Well
	R.O.W	Pedestrian Easement width							
Town Center 1-Way Main	50 feet	5 feet on each side	2	20 feet	10 feet	20 mph	Yes, both sides, parallel	12 feet (including easement)	Tree Well, 5 X 5 feet min.
Town Center 2-Way Main	50 feet	5 feet on each side	2	20 feet	10 feet	20 mph	Yes, both sides, parallel	12 feet (including easement)	Tree Well, 5 X 5 feet min.
Town Center 2-Way General	50 feet	None	2	20 feet	10 feet	20 mph	Yes, both sides, parallel	7 feet	Trees on landowner property
Alley	26 feet (16 feet of paving)	None	N/A	15 feet	N/A	15 mph	None	None	None

## 9.4 Street Cross Sections

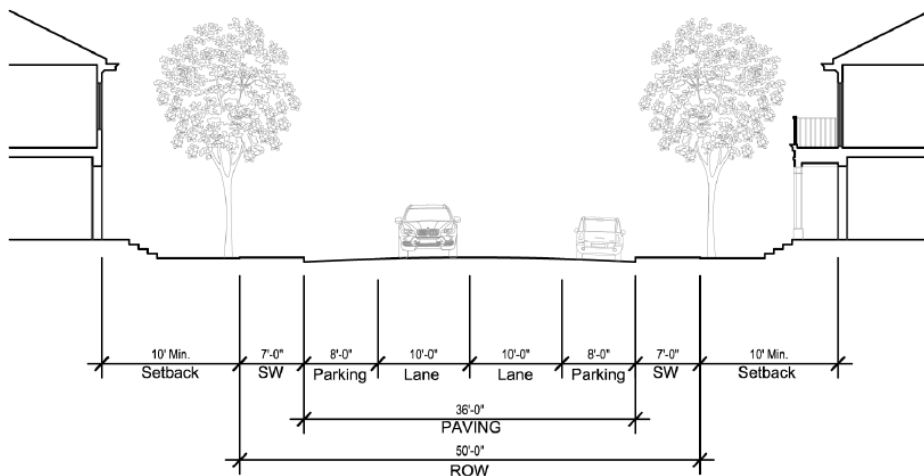
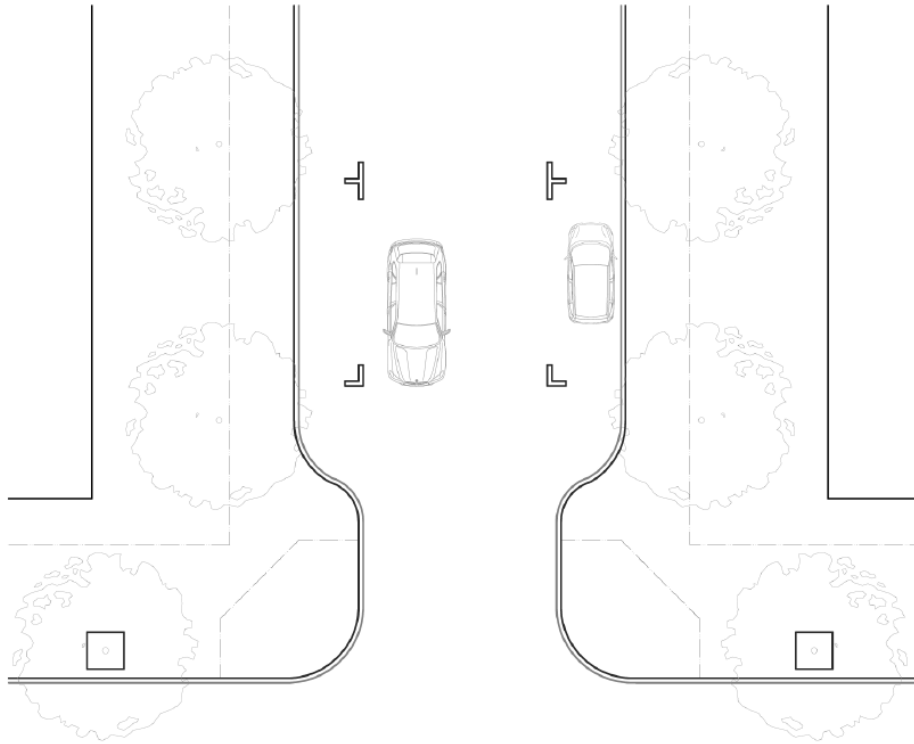
### 9.4.1 Town Center One-way Main Street



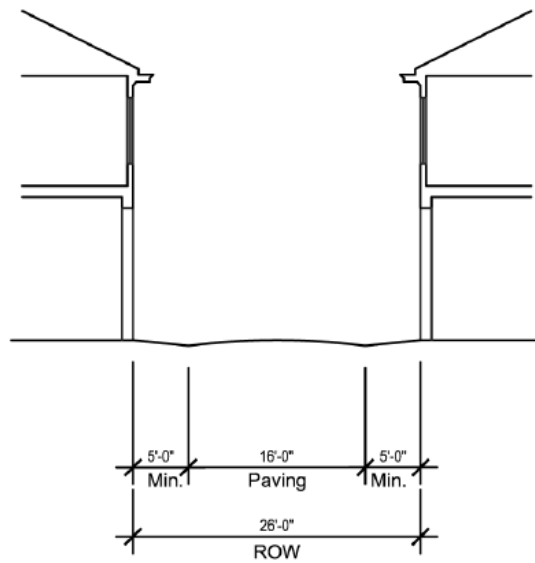
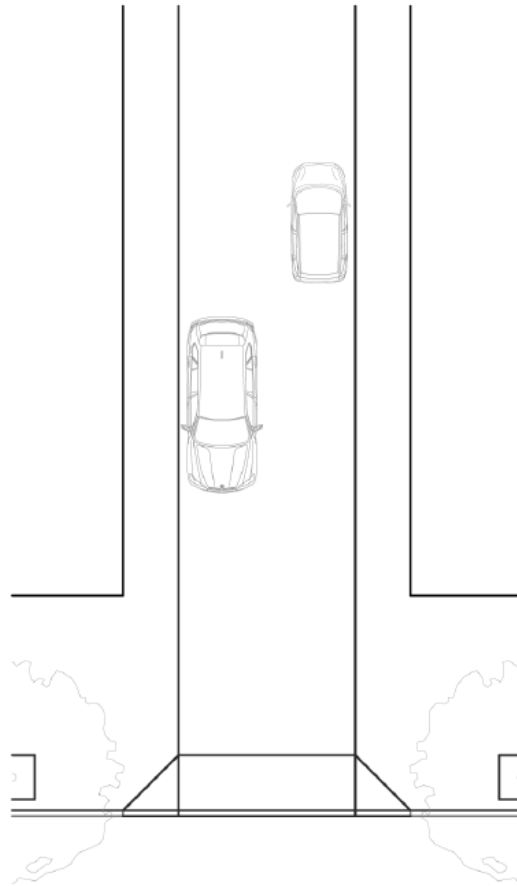
### 9.4.2 Town Center Two-Way Main Street



### 9.4.3 Town Center Two-Way General



### 9.4.4 Town Center Alley





9.5 Streetscape & Landscape Standards: Streetscape standards shall apply to all streets within the McKinney Town Center. Streetscape standards shall address all elements between the building face and edge of the curb. Typical streetscape elements addressed are street trees, lighting, street furniture and pedestrian amenities, and materials.

9.6 Street Trees and Landscaping:

9.6.1 Street trees shall be required on all Town Center streets (except on service roads and alleys)

9.6.2 Street trees shall be planted approximately 3 feet behind the curb line.

9.6.3 Spacing shall be an average of 30 feet on center (measured per block face) along all streets except service streets and alleys.

9.6.4 The minimum caliper size for each tree shall be 3 in. and shall be a minimum of 12 feet in height at planting. Each tree shall be planted in a planting area no less than 36 sq. feet. However, the tree well area may be no smaller than 25 sq.ft.

9.6.5 Parking lot landscaping: All surface parking lots that accommodate more than 10 cars shall be required to plant one canopy tree and three shrubs per every 1,000 sq. ft. of paved area. Trees and shrubs shall be planted in landscape islands no smaller than 200 sq. ft. each. In addition, each tree shall be required a minimum of 40 sq. ft. of planting area. Trees and shrubs shall be selected from the planting list in \_\_\_\_\_ of the City of McKinney Zoning Ordinance.

9.6.6 All lot frontages along a public street (except service streets and alleys) not defined by a building at the Build-to Zone may plant a 4 ft. high (min.) living fence in as the required Street Screen. Such a living fence shall be composed of shrubs planted at 2 ft. on center and 2 ft. high when planted. Species shall be selected from the Planting List in \_\_\_\_ of the City of McKinney Zoning Ordinance. The required Street Screen shall be located within the build-to zone along the corresponding street frontage.

9.6.7 Turf and groundcover: When clearly visible from the street and alleys, all unpaved ground areas shall be planted with low growing shrubs or ground cover, ornamental grasses, or a combination thereof. Turf grass must be installed as solid sod and not seeded on.

9.6.8 Species shall be selected from the Planting List in \_\_\_\_\_.

9.6.9 Maintenance of all landscape materials shall meet the requirements of the City of McKinney \_\_\_\_ ordinance.

9.7 Street Furniture, Lighting, and Materials:

9.7.1 Pedestrian scale lighting shall be required along all Town Center streets (except on alleys). They shall be no taller than 20 feet.

9.7.2 Street lights shall be placed at 50 feet on center, approximately 3 feet behind the curb line.

9.7.3 The light standard selected shall be compatible with the design of the street and buildings.

9.7.4 Trash receptacles and bike racks shall be required along all Pedestrian Priority 'A' Streets. A minimum of one each per block face shall be required.

9.7.5 Street furniture and pedestrian amenities such as benches are recommended along all Pedestrian Priority 'A' Streets.

9.7.6 All street furniture shall be located in such a manner as to allow a clear sidewalk passageway of a minimum of 6 feet.

9.7.7 Materials selected for paving and street furniture shall be of durable quality and require minimal maintenance.



## 10. SIGNAGE STANDARDS

Except as specifically listed below, all other signage and sign standards must comply with Chapter 134 of the City of McKinney Code of Ordinances, as amended.

10.1 For conforming uses and new signs for non-conforming uses, the standards in Table 10.1 shall apply and sign permits may be approved administratively unless specifically noted in this section.

10.2 An applicant has the option to establish unique sign standards including size, color, type, design, and location based upon specific performance criteria. Such sign standards shall be reviewed by the Planning and Zoning Commission and is subject to approval of the Planning and Zoning Commission. Non conforming signs shall meet Section \_\_ of the City of McKinney Code of Ordinances.

10.3 Prohibited Signs: The following types of signs shall be prohibited in the McKinney Town Center Zoning District:

10.3.1 Pole signs

10.3.2 Animated signs

10.3.3 Temporary streamers

10.4 General Sign Standards: Signs within the Town Center Zoning District shall be designed to be compatible with not just the historic character of the area but convey quality and permanence. To this end, the following general sign standards shall apply:

10.4.1 All signs (with the exception of temporary signs) shall be designed and constructed to withstand a wind pressure of not less than thirty (30) pounds per square foot of area and shall be constructed to receive dead loads as required by the City’s currently adopted Building Code. The sign permit application must include a statement signed by the applicant which states compliance with this requirement.

10.4.2 All permanent signs shall be manufactured professionally by a duly licensed contractor.

Table 10.1

Character District	Historic Core	DT Core TV Code	DT Edge TV Edge	Standard
Sign Type				
<b>Permanent Signs</b>				
(1) Attached Building Signs	P	P	P (commercial and institutional uses only)	<ul style="list-style-type: none"> <li>For all ground floor commercial uses (retail, office, and restaurant): One sign per tenant space; area to be calculated at 1.0 sq. ft. per linear foot of public street frontage for the tenant space with a maximum of 50 sq. ft.</li> <li>Second floor commercial uses may also be permitted one second floor wall sign per tenant space per public street frontage; area to be calculated at 1.0 sq. ft. per linear foot of second or upper floor frontage along that public street with a maximum of 60 sq.ft.</li> <li>Institutional uses (non-profits and churches): One sign per tenant space; area to be calculated at 1.0 sq. ft. per linear foot of public street frontage with a maximum of 50 sq. ft.</li> <li>Live-Work and Home occupations: One sign limited to an area of 20 sq. ft. max.</li> <li>Building sign may encroach a maximum of 12” on to a sidewalk while maintaining a vertical clearance of 8 ft. from the finished sidewalk.</li> <li>Building signs may be internally or externally lit. However, translucent cabinet box signs shall not be permitted.</li> <li>If a sign uses an electrical raceway or conduit, they shall be hidden from public view. It shall be mounted internally behind the finished exterior wall or integrated into the overall design of the sign.</li> <li>In the Downtown and Transit Village Edge districts, wall signs are only permitted for commercial and institutional uses (including the “work” component of live-work uses).</li> <li>Changeable copy signs shall not be permitted with the following</li> </ul>



Character District	Historic Core	DT Core TV Code	DT Edge TV Edge	Standard
Sign Type				
				exceptions: <ul style="list-style-type: none"> <li>○ Institutional and educational uses may be permitted to have a nonflashing changeable copy sign subject to the sign area and number limitations above.</li> <li>○ Marquee signs as permitted below.</li> </ul>
(2) Monument Signs	NP	NP	P	<ul style="list-style-type: none"> <li>● One monument sign per lot per street frontage (no more than 2 per lot separated by at least 100 ft.) limited to a maximum of 50 sq. ft. per sign face and 6 ft. max. in height.</li> </ul>
(3) Building Blade Signs	P	P	P (commercial uses only)	<ul style="list-style-type: none"> <li>● One per building (commercial and mixed use buildings only)</li> <li>● Area = 30 sq. ft. maximum per sign face.</li> <li>● May encroach a maximum of 6 ft. over a public sidewalk, but shall not encroach over any parking or travel lane.</li> <li>● Building blade signs may be attached to the building at the corners of building or along any street facing façade above the first floor facade.</li> </ul>
(4) Tenant Blade Signs	P	P	P (commercial uses only)	<ul style="list-style-type: none"> <li>● One per commercial tenant space (retail, office, or restaurant use)</li> <li>● Area = 16 sq.ft. maximum per sign face</li> <li>● May encroach a maximum of 3 ft. over a public sidewalk, but shall not encroach over any parking or travel lane.</li> <li>● Tenant blade signs shall be oriented perpendicular to the building façade and hung under the soffit of an arcade or under a canopy/awning or attached to the building façade immediately over the ground floor tenant space while maintaining a vertical clearance of 8 ft. from the finished sidewalk.</li> </ul>
(5) Marquee Signs	P	P	NP	<ul style="list-style-type: none"> <li>● Permitted for theatres, auditoriums, and other public gathering venues of 100 persons or more</li> <li>● Marquee signs shall be attached to the building or located above or below a canopy only</li> <li>● Area = 100 sq.ft. maximum</li> <li>● Message board may be changeable copy (electronic and non-electronic). Electronic message boards shall be non-flashing. If LED signs are used for the Marquee, they shall be covered by a lens or diffuser.</li> </ul>
(6) Window Signs	P	P	P (commercial and live/work uses only)	<ul style="list-style-type: none"> <li>● Limited to 10% of the window area.</li> </ul> The following shall be exempt from this limitation: <ul style="list-style-type: none"> <li>● Addresses, closed/open signs, hours of operation, credit card logos, real estate signs, and now hiring signs;</li> <li>● Mannequins and storefront displays of merchandise sold; and</li> <li>● Interior directory signage identifying shopping aisles and merchandise display areas.</li> </ul>
(7) Permanent menu boards	P (restaurants and cafes only)			<ul style="list-style-type: none"> <li>● Permanent menu boards may be mounted on the railing of the sidewalk café or on the wall next to the entrance door into the restaurant or café.</li> <li>● The menu board and framing shall not exceed a total of 240 sq. inches.</li> <li>● Such menu boards may be illuminated by the smallest light fixture needed to provide appropriate illumination.</li> </ul>
(8) Directory signs	P	P	P	<ul style="list-style-type: none"> <li>● Shall be allowed for all multi-tenant commercial and mixed use buildings only mainly to provide signage to upper floor tenants.</li> <li>● One directory sign per multi-tenant building limited to 12 sq. ft. in area.</li> <li>● The directory sign shall be affixed on the ground floor façade of the building next to the doorway or entrance that provides access to the upper floor tenants.</li> </ul>
<b>Temporary Signs</b>				
(9) Sandwich board signs	P	P	P	<ul style="list-style-type: none"> <li>● Permitted only for retail, service, or restaurant uses and sign shall be placed in front of the respective tenant space.</li> <li>● Limited to 12 sq. ft. per sign face per storefront.</li> <li>● Sign may not exceed 4 ft. in height.</li> <li>● A minimum of 6 ft. of sidewalk shall remain clear.</li> <li>● Chalkboards may be used for daily changing of messages. Readerboards (electronic and non-electronic) shall be prohibited.</li> <li>● Sign shall be removed every day after the business is closed.</li> </ul>





Character District	Historic Core	DT Core TV Code	DT Edge TV Edge	Standard
<b>Sign Type</b>				
(10) Light Pole Banners	P	P	P	<ul style="list-style-type: none"> <li>• 10 sq. ft. per sign face.</li> <li>• Limited to one per light pole</li> <li>• All light pole banners shall be approved by the appropriate utility company prior approval by the TCDC.</li> <li>• Light pole banners shall be limited to publicize community-wide events, festivals, holiday celebrations, public art, and other city sponsored events.</li> </ul>

## 11. Civic and Open Space Standards

- 11.1 This chapter establishes the public Civic Space and private Open Space Standards for the McKinney Town Center Zoning District. The Regulating Plan designates several areas for different designated and recommended public Civic Space Types within the Town Center. The detailed Civic Space Standards for each type are included in this Section. These standards include general character, typical size, frontage requirements, and typical uses.
- 11.2 Private Open Space Standards: Given the infill nature of development within the context of the historic Town Center, all residential development within the Town Center Zoning District shall meet the private open space standards established in this Section in lieu of the park dedication requirement in Section \_\_ of the City of McKinney Subdivision Ordinance. Table 11.2 establishes the types of private open space permitted and Table 11.3 establishes the private open space requirement based on the proposed intensity of residential development.

Table 11.2 Private Open Space Types

<i>Private Open Space Type</i>	<i>Description and Image</i>	<i>Standards and criteria</i>
Balconies and patios	<p><b>Balcony</b> is a platform projecting from a second or higher story interior or exterior wall of a building, usually enclosed for privacy and protection by a rail. A balcony usually has French or sliding glass doors leading out to it, and can be entered from a living room or bedroom.</p>  <p>A <b>Patio</b> is an outdoor space for dining or recreation that adjoins a residence and is often paved. It may also be a roofless inner courtyard within a residence, typically found in Spanish and Spanish-style dwellings.</p> 	<p>Balconies that are not flush shall be a minimum of 5 feet clear in depth and a minimum of 8 feet in width</p> <p>Balconies may be semi-recessed or recessed. Projecting metal or slab balconies are only permitted if they have some means of visible support.</p> <p>Patios shall be a minimum of 100 sq.ft.</p> <p>Patios shall have a clear sense of enclosure and separation from the public realm.</p>
Courtyard	<p>A <b>Courtyard</b> is a landscaped open space in the center of the block with no street frontage, surrounded by walls or buildings on all sides. It shall be large enough to allow for public activities and have sunlight during midday. It should be designed to connect to adjacent buildings or to the public sidewalk through a pedestrian passage.</p>	<p>Courtyards shall be surrounded on all sides by buildings with at least one pedestrian connection to an adjoining building or public sidewalk.</p> <p>The courtyard shall be a minimum of 200 square feet.</p> <p>Courtyard may be landscaped or a combination of landscape and hardscape. However, they shall contain amenities for residents such as seating, water features, etc.</p>

		
Forecourt	<p>A <b>Forecourt</b> is similar to a Courtyard, however, it is located in the front of a building such that the forecourt is surrounded on two or three sides by wings of the building.</p> 	<p>A Forecourt shall be surrounded on at least two sides by buildings.</p> <p>A Forecourt shall be a minimum of 150 square feet.</p>
Pedestrian Passage	<p>A <b>Pedestrian Passage</b> is an intimate street level passage way for pedestrians from the interior of one block or building to a public sidewalk. These paths provide direct pedestrian access to residential addresses and create unique spaces for frontages to engage and enter off of. A pedestrian passage may be used to visually reduce the impact of a large development block. Building edges may accommodate active uses such as shops and restaurants. Pedestrian passages should consist of a hardscape pathway activated by frequent entries and exterior stairways. The edges may simply be landscaped with minimal planting and potted plants.</p>	<p>The minimum width shall be 10 feet wide.</p>
		
Playground	<p><b>Playgrounds</b> shall be permitted in parks and greens to provide open space designed and equipped for the recreation of children. These playgrounds should serve as quiet, safe places -- protected from the street and typically located where children do not have to cross major to access. Playgrounds may be fenced. An open shelter, play structures or interactive art and fountains may be included with landscaping between. Shaded areas and seating shall be provided. Playground equipment and design must be reviewed and approved by the City prior to installation.</p> <p>A larger playground may be incorporated into the park, whereas a more intimate playground may be incorporated into the green.</p>	<p>Playgrounds shall be a minimum of 400 sq.ft.</p>
		



Community Garden	<p>A <b>Community Garden</b> is a small to medium size garden cultivated by members of an area for small scale agricultural uses for the benefit of the same people. It may consist of individually tended plots on a shared parcel or may be communal (everyone shares a single plot).</p>	<p>Maximum size shall be 1 acre</p> <p>Gardens shall be enclosed by a fence on all open sides.</p> <p>Fences should be installed straight and plumb, with vertical supports at a minimum of 8' on center. Chicken wire, if used, should be continuously supported along all edges.</p> <p>Fencing Materials:  <u>Permitted</u>: pressure treated wood (must be painted or stained medium to dark color), chicken wire, wrought iron, painted galvanized steel  <u>Not permitted</u>: chain link, bobbed wire, vinyl, un-painted/stained pressure treated wood, plywood</p>
		
Roof terraces	<p>Roof terraces are flat areas on top of a building which are accessible for use as a recreation space for the residents and users of the building.</p>	<p>A Roof Terrace shall at least be 50% of the building footprint area. A Roof Terrace shall provide landscaping in the form of potted plants, seating, and other amenities for the users of the building. A Roof Terrace may also include a portion of the roof as a green roof which may or may not have public access.</p>
		
Other (pool, play courts, picnic area, etc.)	<p>Other private open space could include a pool (swimming, lap pool, spa area), play courts (basket ball), or picnic areas with shade structures.</p>	<p>Such private open space may be incorporated with roof terraces or courtyards based on the appropriateness of the design and accommodation of privacy.</p>

Table 11.3 Private Open Space Standard

<i>Number of Residential Units proposed</i>	<i>Private Open Space Standard Proposed</i>
1 – 12	<p>The development shall provide:</p> <ul style="list-style-type: none"> <li>At least 50% of all residential units fronting on a street, civic space, fore court, or courtyard shall provide one balcony or patio; <u>or</u></li> <li>One playground or other private open space amenity</li> </ul> <p>All other private open spaces are optional.</p>
13 – 30	<p>The development shall provide:</p> <ul style="list-style-type: none"> <li>At least 50% of all residential units fronting on a street, civic space, fore court, or courtyard shall provide one balcony or patio; <u>and</u></li> <li>One playground area or other private open space amenity</li> </ul> <p>All other private open spaces are optional</p>
31 – 50	<p>Any 3 of the private open spaces in the list above</p>
Over 50 units	<p>Shall provide at least one public civic space such as a plaza, square or green</p>



11.3 Public Civic Space Standards. The following section shall apply to all public Civic Space proposed within the Town Center Zoning District.

11.3.1 Plaza Standards



Plazas add to the vibrancy of streets within the more urban districts and create formal open spaces available for civic purposes and commercial activity. Building frontages shall define these spaces. The landscape should consist primarily of hardscape. If trees are included, they should be formally arranged and of appropriate scale. Casual seating, along with tables and chairs, should be provided. Plazas typically should be located at the intersection of important streets.

**Typical Characteristics**

**General Character**

- Formal open space
- Primarily hardscape surfaces
- Trees and shrubs optional
- Spatially defined by building frontages

**Location and Size**

- Plazas are appropriate in the Historic Core, Downtown Core, and Transit Village Core.
- Size shall range from 0.25 ac to 1 ac.
- Shall front on at least one (1) street.

**Typical Uses**

- Commercial and civic uses
- Casual seating
- Tables and chairs for outdoor dining
- Retail and food kiosks

### 11.3.2 Square Standards



A square serves as an open space available for civic purposes, commercial activity, unstructured recreation and other passive uses. The square should have a more urban, formal character and be defined by the surrounding building frontages and adjacent tree-lined streets. All buildings adjacent to the square shall front onto the square. Adjacent streets shall be lined with appropriately scaled trees that help to define the square. The landscape shall consist of lawns, trees, and shrubs planted in formal patterns and furnished with paths and benches. Shaded areas for seating should be provided. A civic element or small structure such as an open shelter, pergola, or fountain may be provided within the square.

#### Typical Characteristics

##### General Character

- Formal open space
- Spatially defined by buildings and tree-lined streets.
- Open shelters, paths, lawns, and trees formally arranged
- Walkways and plantings at all edges
- Located at important intersection

##### Location and Size

- Plazas are appropriate in the Historic Core, Downtown Core, and the Transit Village Core
- Size shall range from 0.5 ac. to 2 ac.

##### Typical Uses

- Unstructured and passive recreation
- Casual seating
- Commercial and civic uses



**11.3.3 Green Standards**



Greens are available for civic purposes, commercial activity, unstructured recreation and other passive uses. Greens shall primarily be naturally landscaped with many shaded places to sit. Appropriate paths, civic elements, fountains or open shelters may be included and shall be formally placed within the green. Mixed use or urban residential buildings shall front onto and activate this space.

**Typical Characteristics**

**General Character**

- Open space
- Spatially defined by landscaping and building frontages
- Lawns, trees and shrubs naturally disposed
- Open shelters and paths formally disposed

**Location and Size**

Greens are appropriate in the Downtown Core, Downtown Edge, Transit Village Core, and Transit Village Edge districts.  
Size shall range from 0.5 ac. to 5 ac.

**Typical Uses**

- Unstructured and passive recreation
- Casual seating
- Commercial and civic uses
- Residential address