

EXHIBIT E-1
JMC RS/DS Development Standards

Single Family
with Attached Sidewalk⁴

Single Family
with Separated Sidewalk^{2, 4}

Lot Size (minimum)		
Area, Interior Lot	3,000 sq. ft.	2,800 sq. ft. ²
Area, Corner Lot	3,300 sq. ft.	3,000 sq. ft. ²
Width, Interior	45 ft.	45 ft.
Width, Corner	52.5 ft.	47.5 ft.
Permitted Density (maximum per lot)		
Residential Density	1 dwelling; 1 second unit	1 dwelling; 1 second unit
Setbacks (minimum)		
Front ³	14 ft. to living space or side wall of garage; 18 ft. min. driveway depth w/roll up garage door	9 ft. to single-story living space or side wall of garage 18 ft. min. driveway depth w/roll up garage door
Sides ^{3, 5}	5 ft. interior; 12.5 ft. street side on corner	5 ft. interior; 7.5 ft. street side on corner
Rear	10 ft. to 1 st -story wall 15 ft. to 2 nd story wall	10 ft. to 1 st -story wall 15 ft. to 2 nd story wall
Coverage (maximum)		
Site Coverage	None & no min. usable open space required	None & no min. usable open space required
Height (maximum)		
Height	35 ft.	35 ft.
Other Provisions		
Front Yard Stagger	None required, but optional per unit design	None required, but optional per unit design
2 nd -story wall separation	10 ft.	10 ft.
Two-story unit mix	No limit	No limit
Stagger for 3 rd car garages	2 ft. between 3 rd car bay and two-car garage	2 ft. between 3 rd car bay and two-car garage

1 Items in italics represent modifications to City Zoning Ordinance standards

2 Sidewalk separated from back of curb by 5-foot planter strip

3 Front setback (and side setback where adjacent to street) measured from back of walk. If no sidewalk is present, setbacks measured from back of curb. Minimum separation between two-story elements shall be 10 ft.

4. A DRRS permit (required for neighborhoods greater than 7 du/ac) will be used to ensure compliance with the standards above.

5. Fence side yard setback is 5' from back of walk where facing a street with an attached sidewalk. Fence side yard setback is 2.5' from back of walk where facing a street with a detached sidewalk.