



PALM DESERT

CITY OF PALM DESERT

Multifamily and Mixed-Use Objective Design Standards

MARCH 2024



PALM DESERT

ACKNOWLEDGMENTS

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INTRODUCTION

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- 1.2 Palm Desert Setting and Character
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- 1.5 Applicability
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1.1 What are Objective Design Standards (ODS)?

Design standards regulate development intensity, style, mass, bulk, and orientation. “Objective design standards” (ODS) are defined under State of California (State) law as “standards that involve no personal or subjective judgement by a public official and are uniformly verifiable by reference to an external and uniform benchmark or criterion available and knowable by both the development applicant or proponent and the public official prior to submittal” (California Government Code, Section 65913.4).

The City of Palm Desert (‘City’ or ‘Palm Desert’) has traditionally relied on a combination of design guidelines and discretionary design review by the Architectural Review Commission at regularly scheduled public meetings to regulate the design of projects, including housing developments such as multifamily and mixed-use projects, to ensure development met community design expectations.

The City has developed objective design standards to support and guide the development of housing throughout Palm Desert. The ODS in this policy must comply with recent State legislation which has been adopted to reduce obstacles to housing production and streamline the approval of projects that include multifamily housing - projects with buildings that contain three or more dwelling units, apartments, and mixed-use projects that include a residential component.

Senate Bill 35 and Senate Bill 330, gone into effect in 2018 and 2020 respectively, have disallowed the use of “should” statements that require additional discretionary review, such as

the review of an architectural review body, if the prospective project otherwise meets all of the City’s zoning standards.

Since the adoption of this legislation, multifamily and mixed-use developments may now only be approved utilizing quantifiable, measurable, and objective design standards or “shall” policies. For instance, a design standard that states, “No facade shall exceed 36 feet in length without at least a two-foot planar offset that is a minimum of six feet in length,” establishes a “yes” or “no” evaluative criteria for both the applicant or City of Palm Desert Staff (Staff) that respectively design or review a prospective project.

Per State legislation, if a project with a multifamily or mixed-use residential component meets the criteria of the design standard, all other objective planning criteria are met, and the project does not otherwise trigger a discretionary review (e.g. a tract map review and approval), Staff must approve the project.

Given the requirements described above, and that many projects are by-right and do not require discretionary actions, it is key that the design values and policies of a city be reflected in quantifiable design standards that are utilized by a city’s staff to ministerially approve projects. The ODS of this policy align with Palm Desert’s design goals and establish a measurable and quantifiable basis for ministerial design approvals that help designers, applicants, and City reviewers ensure that new multifamily and mixed-use developments conserve and enhance this community’s setting and character.

1.2 Palm Desert Setting and Character

The City of Palm Desert is situated on a gently downward-sloping, north-to-south geographic plane in the Coachella Valley. Set in a low northwestern extension of the Sonoran Desert, the City's climate is warm throughout the year and hottest from May through October. Days are typically clear and cloudless with bright sunshine. Though there is typically little rain, there is potential for flooding during winter and summer storms. Strong prevailing winds typically blow in from west to east from mid-March through mid-July, and from north to south from mid-November through mid-February.

The City enjoys views of high mountains to the south, west, and north, with snow caps visible at the highest elevations during the winter months. While water-intensive lawns and non-native plants do well in the sunny environment, given increasing water scarcity and long-term predictions of drought, drought-tolerant and native fauna increasingly define newer landscapes.

The City's General Plan, adopted in 2016, defines and establishes many guiding themes regarding the design character of future development in this City's desert environment. Design-centric goals from the General Plan that shape this overarching planning policy document include:

- The protection and enhancement of natural surroundings.
- Accessibility and connectivity.
- Planning and designing at a moderate density and scale so that the pedestrian experience is the primary focus.

More specific General Plan design-oriented goals, such as high-quality landscaping, walkable block lengths, neighborhood transitions and scale, and shaded sidewalks are also addressed by the design standards found within this policy.



Golf course in Palm Desert.



1.3 Multifamily and Mixed-Use ODS Goals and Objectives

To achieve a best, safe, comfortable, and energy-efficient fit between the natural desert circumstance of Palm Desert and its newer buildings, landscapes, and human environments, new multifamily and mixed-use projects shall be shaped by design standards that incorporate understandings of this community’s unique environmental, geographic, and climatic place factors.

The following objectives to shape the development of new multifamily and mixed-use design standards were based upon this environmental design goal and formulated through a three-month public outreach process that included input from local residents, builders, and members of the Architectural Review Commission, Planning Commission, and City Council (See [Appendix A-1: Public Outreach](#)).

1. Link new multifamily and mixed-use structures to the natural environment through optimized building design that conserves or opens onto mountain views from public open spaces and rights-of-way.
2. Create human-scale connectivity between new multifamily and mixed-use projects, the outdoor environment, and existing buildings and neighborhoods through project design that supports walkability, alternative transit uses including bicycles and transit stops, and safe, pedestrian-oriented sidewalks and pathways.
3. Design building environments with open space and landscapes that provides shade and protection from the desert sun and wind.
4. Orient new multifamily and mixed-use structures to existing and new street frontages, sidewalks, and the prevailing settings of existing districts, neighborhoods, and buildings.
5. Utilize native and/or drought-tolerant landscape as an integral design component of new multifamily and mixed-use projects, particularly within passive and active recreational open spaces, along parkways, pathways and public sidewalks, at buffers abutting adjacent sites, and at parking areas.
6. Plant shade trees with each new multifamily and mixed use project to reduce the impact of urbanized heat islands, foster walkability, outdoor gathering, and comfort.
7. Reflect the local desert environment through use of architectural details that provide shelter from direct sunlight and prevailing winds, as well as use of materials and colors that are seen in local natural settings.

The multifamily and mixed-use design standards of this policy are based upon the above goal and objectives. Use of this policy’s design standards by applicants as they plan and design projects will foster, new building by new building, a consistently applicable design quality related to General Plan policies, a greater desert-oriented integration of architecture with the City’s desert setting, and increased project-by-project identity that enhances the value of Palm Desert’s built environment.

1.4 Multifamily and Mixed-Use Housing in Palm Desert

The Palm Desert Municipal Code defines any project that includes three or more units as a multifamily development. Home to a range of multifamily housing types, from triplexes surrounding the downtown area to medium-density apartments and higher-intensity planned developments to the north of the City’s core, future multifamily residential developments will best maintain a high-quality standard of design through use of massing and scale, architectural components, details, landscape, materials and colors that grow out of an appreciation of and fit with the Sonoran Desert surrounds.

The Multifamily Typology Transect (Figure 1) illustrates a range of housing types that fit the Palm Desert context, from the Downtown area with its infill parcels to larger undeveloped parcels. The transect begins with triplexes and increases incrementally to include quadplexes, attached townhomes, then courtyard, garden and tuck-under apartments, and finally higher-intensity residential multiplexes that are no taller than three stories. Any multifamily typology of higher density is not generally applicable in Palm Desert unless achieved through allowed housing bonuses that provide for affordable housing.

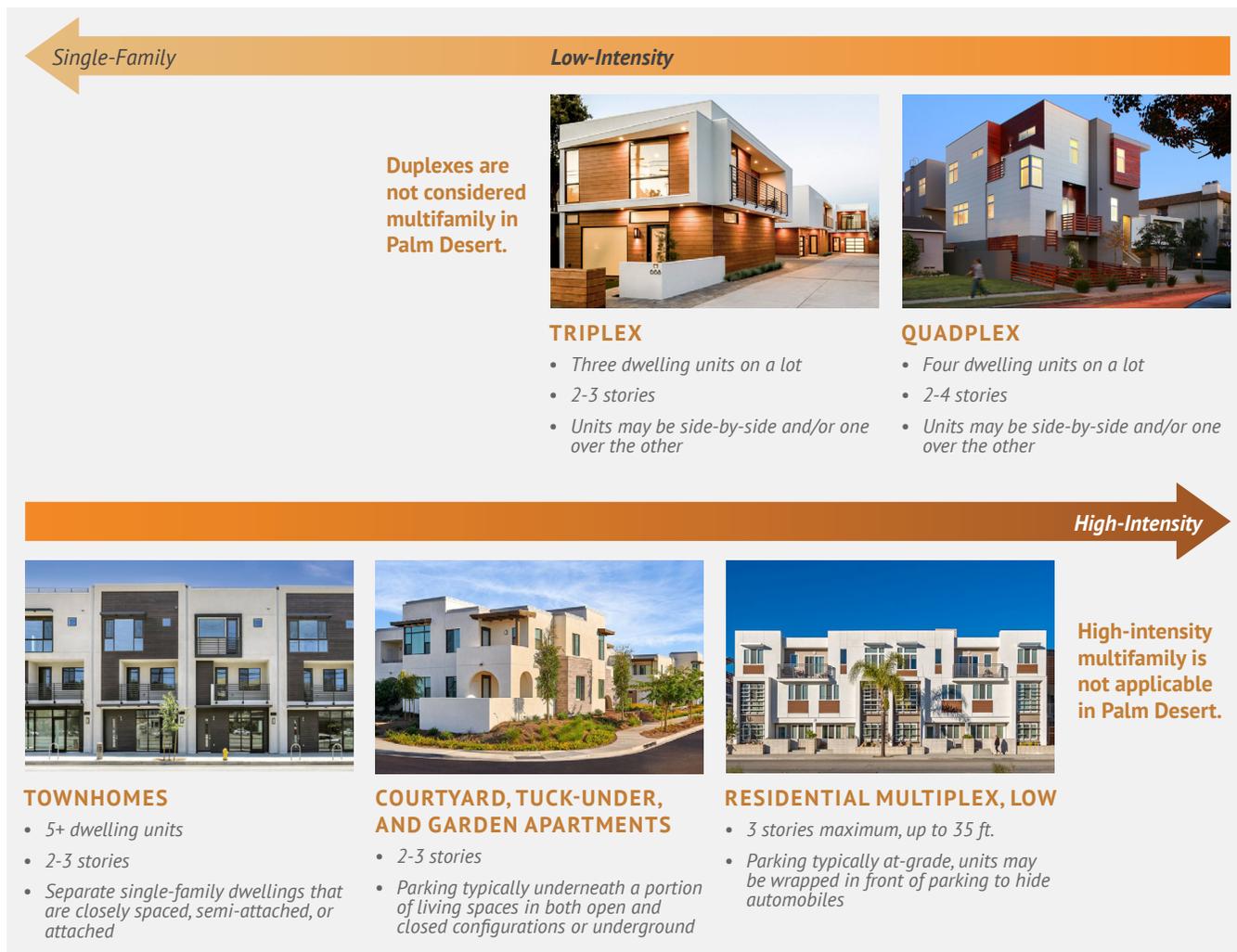


Figure 1: Multifamily Typology Transect.

Mixed-use developments, while not a prevalent typology in Palm Desert, are allowed in multiple land uses per the City’s General Plan, including all of the City’s “Centers”, the “Town Center Neighborhood”, and the “Regional Retail District” designations. The Mixed-Use Typology Transect (Figure 2) defines a range of typical mixed-use building types that may be approved in Palm

Desert, starting with lower-intensity live-work projects followed by horizontal and vertical mixed-use typologies. In Palm Desert, the tallest vertical mixed-use precedent is a five-story design only permitted at key intersections in the City Center/Downtown area and not applicable to this policy.



Figure 2: Mixed-Use Typology Transect.

1.5 Applicability

The ODS of this policy shall apply to Qualifying Housing Development projects identified by California Government Code Section 65559.5. Qualified Housing Developments include:

- Multi-family housing developments.
- Residential Mixed-Use Housing developments with a minimum of two-thirds of (2/3) the square footage designated for residential use.
- Supportive and transitional housing development.

The ODS of this policy shall also apply to said housing developments located in the following Palm Desert zoning designations:

- Mixed Residential District (R-2).

- Multifamily Residential District (R-3).
- Planned Residential District (PR).
- Office Professional (OP).
- Planned Commercial (PC).
 - Specialty Commercial Center (PC-1).
 - District Commercial Center (PC-2).
 - Regional Commercial Center (PC-3).
 - Resort Commercial Center (PC-4).

The ODS are not applicable to the Downtown District (D), Downtown Core Overlay District (D.O.), Downtown Edge District (D.E.), and Downtown Edge Transition Overlay (D.E.-O) zones, nor do they apply to single-family homes, duplexes, accessory dwelling units, or projects approved pursuant to Senate Bill 9. This policy also does not apply to non-residential development.



If a residential development project with three or more units, or a mixed-use project with at least two-thirds ($\frac{2}{3}$) of the gross floor area square footage dedicated to housing, or a supportive/transitional housing project is located in a Specific Plan area or Overlay District, the ODS of this policy shall only apply if objective design standards particular to the Specific Plan or Overlay District area have not been adopted.

When a design standard of this policy is more restrictive than a design standard that addresses the same criteria as noted in Title 25 of the Municipal Code, then the more restrictive standard of this policy shall prevail. When a design standard of this policy is less restrictive than a design standard that addresses the same criteria as noted in Title 25 of the Municipal Code, then the more restrictive standard of the Municipal Code shall prevail.

1.6 How to Use the Standards

This policy is a primary design reference and tool to use when designing new multifamily or mixed-use projects in Palm Desert. The design standards of this policy assist project applicants and their designer's understanding of the minimum design standards that shall be met. The ODS are described in Chapters 2-5 and are organized as follows:

- Chapter 2: Project Site Objective Design Standards, consisting of project orientation and frontage requirements.
- Chapter 3: Open Space Objective Design Standards, defining landscape requirements, open space amenities, and fencing and walls bordering project sites.
- Chapter 4: Building Architecture Objective Design Standards, focusing on building form, roofscapes, architectural components, and exterior materials and colors.
- Chapter 5: Parking Design Standards, setting criteria for surface parking lots and parking garages.

All multifamily and mixed-use projects that are by-right developments shall be in compliance with these standards. Compliance with the standards will help ensure a streamlined and consistent review and approval process by Staff.

The below steps should be followed at the start of designing new projects.

1. Review the Palm Desert General Plan to understand the goals and policies for new development.
2. Review the Palm Desert Municipal Code to determine the applicable zoning code land use requirements that will shape the site and building design.
3. Review the design standards in Chapters 2-5 in this policy to identify the applicable design standards for a multifamily or mixed-use project. All ODS in this policy apply to both multifamily and mixed-use projects unless otherwise indicated in the specific standard.
4. Throughout the design process utilize the applicable checklist in Chapter 7, Objective Design Standards Compliance Checklists, to ensure that all design criteria are met before submission to the City for approval.

To determine compliance with the ODS, Staff will use the same checklists to consistently review the City's design standards in relation to by-right multifamily and mixed-use residential project applications. If a project application is determined to be in compliance with the objective design standards, Staff will approve or recommend approval of the project design. An approved



project design will still be subject to all other applicable code requirements before a building permit may be issued.

Should a multifamily or mixed-use project not comply with one or more of the ODS, the project applicant may choose to proceed with one of the following actions:

- Receive an explanation from Staff regarding the non-compliance, revise the building design to be in compliance, and resubmit their application for approval.

- Choose a discretionary review process and meet with the Architectural Review Commission for project design approval.
- Withdraw their application.

Discretionary projects require approval from the Architectural Review Commission. The City of Palm Desert Director of Development Services may expand upon and/or regularly update the objective design standards in this policy as per their discretion. The removal of any objective design standards in this policy can only be decided upon by the Planning Commission or City Council.

2

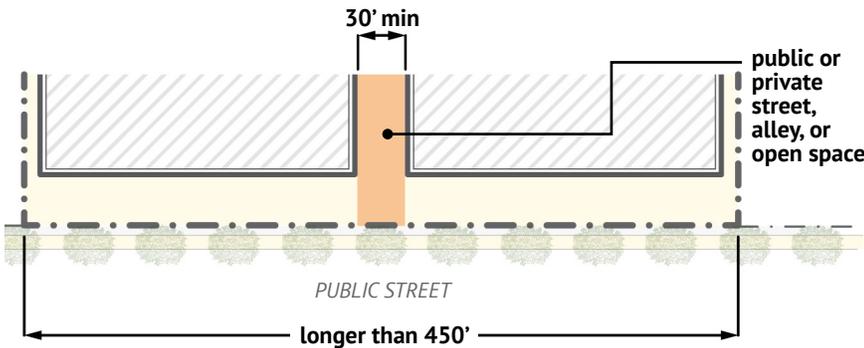
PROJECT SITE OBJECTIVE DESIGN STANDARDS

- 2.1 Project Frontage
- 2.2 Project Orientation
- 2.3 Project Fences and Walls
- 2.4 Project Entries
- 2.5 Project Sidewalks and Pathways
- 2.6 Project Curb Cuts, Vehicular
- 2.7 Project Alleys

The intent of the following project site objective design standards is to enhance the pedestrian experience between multifamily and mixed-use developments and their public-facing frontages, prioritizing the orientation of buildings towards public streets, accessibility from public rights-of-way, and the versatility of bordering fences and walls.

2.1 PROJECT FRONTAGE

2.1.1. **Maximum frontage length without break.** Public street frontages longer than 450 feet in length shall be separated by a public or private street, alley, or a minimum 30-foot wide and open-to-the-sky landscaped open space inclusive of pedestrian pathways.



◀ Building breaks along the public-facing street frontage create opportunities for circulation and connectivity on larger sites. See ODS 2.1.1.

2.2 PROJECT ORIENTATION

2.2.1. **Project orientation.** Multifamily and mixed-use projects shall be oriented toward and overlook public streets. To determine that a multifamily or mixed-use project overlooks the public street, such projects shall incorporate a minimum of two of the following project orientation components.

- a. A landscaped setback that is a minimum of 20 feet deep as measured from the frontage property line, or greater as determined by the setback requirements in Title 25 of the Palm Desert Municipal Code. The landscaped setback shall be generally parallel to the project frontage and incorporate shade trees, planted a maximum of 30 feet on center, within the first 20 feet of depth along the public street frontage.
- b. At least one open space that is a minimum of 20 feet in depth as measured perpendicular to the public street, the size of which is in relation to the project's total public street frontage length, per the table below.



▲ This multifamily project is oriented towards and incorporates one open space facing the public street. See ODS 2.2.1(b).

Street Frontage	Minimum Open Space
Less than or equal to 150 feet	600 square feet
Greater than 150 feet and less than 450 feet	1,500 square feet
Greater than or equal to 450 feet	20% of the total frontage length times 25 feet



- c. Fences, walls, and/or permanent planter boxes greater than 42 inches in height shall not exceed 20 percent of the total length of the public street frontage.
- d. At the ground level of buildings generally parallel to and located within ten feet of a public-street-facing frontage setback: street-facing and covered pedestrian entities, stoops, and/or a minimum eight-foot-clear width and depth porches, open-to-the-air galleries, recesses, ramadas, and/or open arcades along a minimum of 20 percent of the public street frontage.

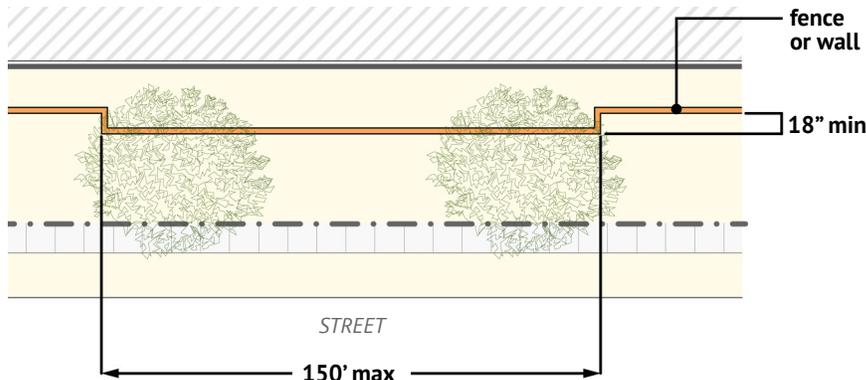
2.3 PROJECT FENCES AND WALLS

2.3.1. **Fence and wall placement.** Fences and walls on public-street-facing lots shall meet the placement requirements correlated to the project’s lot size, per the table below.

Lots in Palm Desert should not appear to be walled off from the public realm. See ODS 2.3.1.

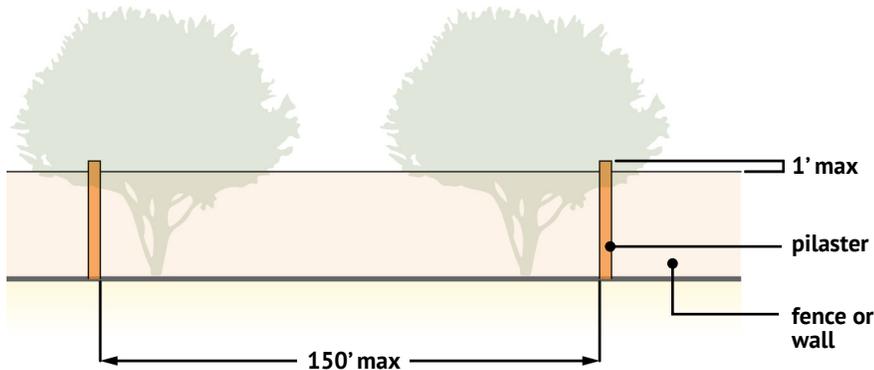
Project Lot Size	Fence and Wall Placement Requirements
Less than or equal to 15,000 square feet	No fence, wall, or pedestrian gate shall be placed within the required front yard setback.
Greater than 15,000 feet and less than one acre	No fence, wall, or gate shall be placed within the frontage setback along public streets. Fences, walls, and gates, placed to the rear of the frontage setback and greater than 42 inches in height, shall not exceed 60 percent of the total frontage length as measured along the setback line.
Greater than or equal to one acre	No fence, wall, or gate shall be placed within the frontage setback along public streets. Fences, walls, and gates, placed to the rear of the frontage setback and greater than 42 inches in height, shall not exceed 80 percent of the total frontage length as measured along the setback line.

Modulating a perimeter fence or wall provides versatility at eye-level so that pedestrians are not walking alongside a flat wall. See ODS 2.3.2(b).



2.3.2. **Fence and wall modulation.** Fences and walls shall incorporate at least one of the following modulation components.

- a. Change in material for every 150 lineal feet of fence or wall.
- b. Offset at least 18 inches or incorporate a pilaster not to exceed the height of the fence or wall by more than one foot for every 150 lineal feet of fence or wall.



◀ *Pilasters segment a perimeter fence or wall, also providing variety from the pedestrian perspective. See ODS 2.3.2(b).*

2.3.3. **Fence and wall materials.** Fences and walls adjoining public streets or rights-of-way shall be constructed of the following materials or any combination of the following materials.

- a. Aluminum, painted.
- b. Brick.
- c. Concrete.
- d. Metal tube.
- e. Stone, face stone, and/or veneer stone.
- f. Wrought iron.

Use of corrugated metal for fences is prohibited.

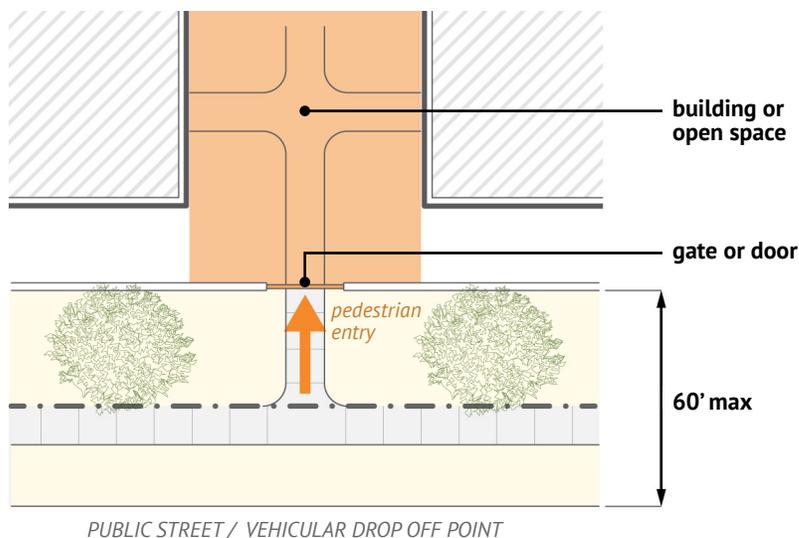
2.3.4. **Rear and interior side yard fences and walls.** All new residential construction shall include walls or fences of a minimum of 5 feet in height enclosing rear and interior side yards.

2.4 PROJECT ENTRIES

2.4.1. **Publicly visible gate or door.** At least one project entry shall be a publicly visible gate or door that provides direct entry to a building or open space, open-to-the-air plaza, patio, or courtyard. This project entry shall be within 60 feet of the curb of a public street or public vehicular drop off point.



Gates and doors into projects within close proximity of the public street create more connectivity into larger sites. See ODS 2.4.2.



2.4.2. **Number of project entries.** The number of project entries to an indoor or outdoor area, lobby, and/or dwelling unit that is visible from the public street frontage shall be determined by the total length of public street frontage on a site, per the table below.

Total Length of Public Street Frontage	Minimum Number of Project Entries
Less than or equal to 150 feet	1
Greater than 150 feet and less than 450 feet	2
Greater than or equal to 450 feet	2 project entries for each 450 of total length up to a total length of 1,350 feet, after which there is no additional project entry requirement.

2.4.3. **Pedestrian entrances.** A minimum of one pedestrian entrance to the project shall be provided for each 450 feet of total frontage along public streets.



▲ On-site pathways connect entries into this multifamily project. See ODS 2.5.2.

2.5 PROJECT SIDEWALKS AND PATHWAYS

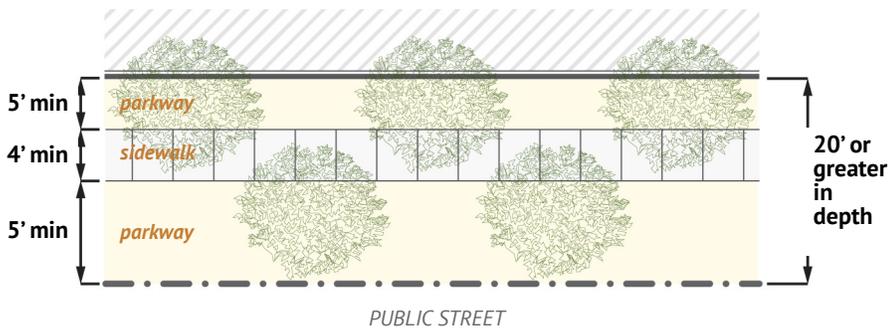
2.5.1. **Site connectivity, public sidewalks.** All on-site buildings, entries, facilities, amenities, and vehicular and bicycle parking areas shall be internally connected by on-site sidewalks and as-needed pathways that may include use of the public sidewalk.

2.5.2. **Site connectivity, public streets.** Intersecting public and private streets, access drives, drive aisles, alleys, and marked crosswalks shall link to all public streets adjoining a project.

2.5.3. **Sidewalk width.** On-site sidewalks shall be at least four feet in unobstructed width.

2.5.4. **Parkways.** A minimum five-foot width parkway shall be provided along at least one side of all on-site sidewalks and pathways.

2.5.5. **Landscape parkways.** When an on-site sidewalk or pathway is provided within a required public street frontage or setback that is 20 feet or greater in depth, a minimum five-foot width landscape parkway shall be provided along both sides of the sidewalk or pathway.



◀ This diagram shows a four-foot minimum on-site sidewalk (See ODS 2.5.3) within a public street frontage that is 20 feet or greater in depth (See ODS 2.5.5), resulting in a landscape parkway on both sides of the sidewalk and increased area for canopy tree shade.

2.5.6. **Landscape parkway with ground-floor architectural component.** Notwithstanding ODS 2.13 above, only one parkway is required at a project when at least one of the following architectural components is placed along 60 percent of the ground floor building frontage that adjoins a public street, required front yard, or public street frontage setback.

- a. Stoops.
- b. Minimum eight-foot clear depth porches.
- c. Arcades, galleries, and/or ramadas.
- d. Eight-foot minimum depth recesses.
- e. 30-inch minimum depth overhangs, trellises, and/or awnings.

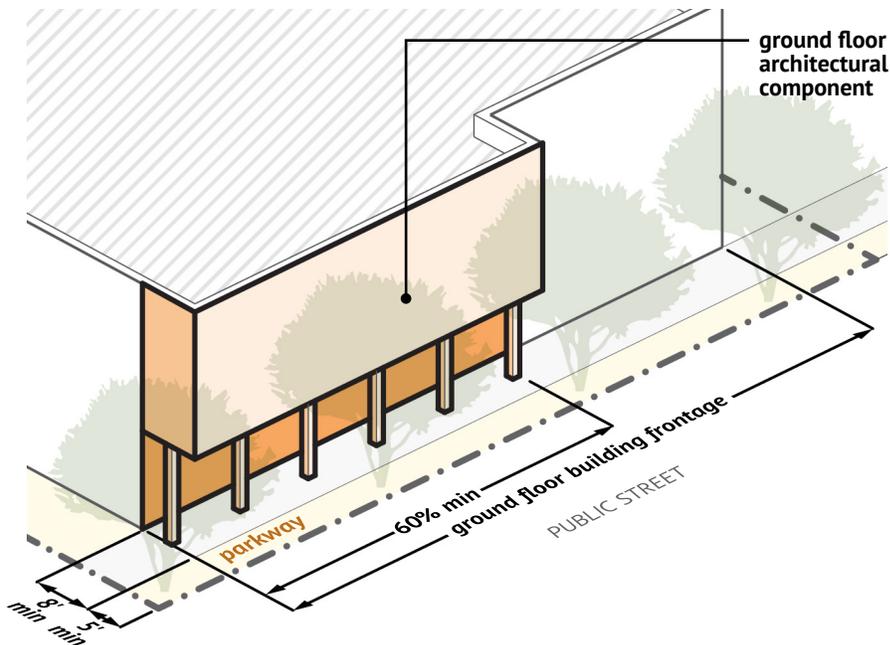
2.5.7. **Driveway access and sidewalks.** Vehicular driveways that access any public right-of-way shall be adjoined by sidewalks with a four-foot-wide, curb-adjacent landscape area on at least one side of the vehicular access drive.



▲ Stoops, like the photo above, would permit buildings to only require one landscape parkway if the stoops constitute at least 60 percent of the ground floor frontage. See ODS 2.5.6(a).



► The arcade in this diagram extends at least 60% of the ground floor building frontage and incorporates a shading element into the building design, which permits the building to only require one parkway. See ODS 2.5.6(c).



2.6 PROJECT CURB CUTS, VEHICULAR

2.6.1. **Number of curb cuts.** The maximum number of curb cuts permitted on a site shall be determined by the total length of public street frontage, per the table below.

Total Length of Public Street Frontage	Maximum Number of Curb Cuts
Between 50 and 150 feet	1
Greater than 150 feet	1 curb cut for each 450 feet of public street frontage

2.6.2. **Curb cut width.** On sites where the public street frontage is less than 450 feet in length, the maximum width of a curb cut shall be no greater than 36 feet.

2.6.3. **Curb cut medians.** Any site that requires more than a 36-foot curb cut shall divide the curb cut with a minimum five-foot width median such that no segment of the cut is more than 36 feet in width.

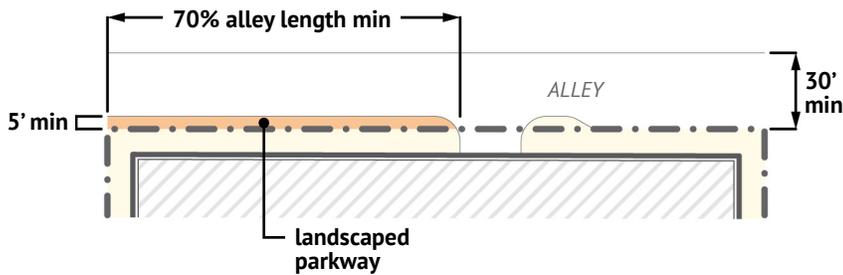
2.6.4. **Curb cuts, parking area.** Any curb cut that leads to a parking area with less than 25 spaces shall be no more than 24 feet in width.



▲ This multifamily project provides a landscaped median with signage in between two curb cuts, which serve as a vehicular entry and exit to the project. See ODS 2.6.3.

2.7 PROJECT ALLEYS

- 2.7.1. **Alley entry.** Projects abutting an alley shall provide all vehicular access, including service access, from the alley.
- 2.7.2. **Alley parkways.** If a new alley greater than 30 feet in width is provided, at least one minimum five-foot landscaped parkway shall be provided along 70 percent of the total length of the alley, exclusive of the length of curb cuts for driveways, garages, required red curbs for fire access, and vehicular access aisles.



◀ A five-foot minimum parkway between the project boundary line adds landscaping along new alleyways. See ODS 2.7.2.

3

LANDSCAPE & OPEN SPACE

OBJECTIVE DESIGN STANDARDS

- 3.1 Site Landscaping
- 3.2 Canopy Trees
- 3.3 Specimen Trees
- 3.4 Shrubs and Perennials
- 3.5 Landscape Islands
- 3.6 Inorganic Groundcover
- 3.7 Boulders
- 3.8 On-Site Lighting
- 3.9 Passive and Active Amenities

The intent of the following landscape and open space objective design standards is to cultivate over time a pedestrian-oriented open space along the public rights-of-way adjacent to multifamily and mixed-use developments, with a visual and natural identity inspired by the surrounding native landscape of the California Sonoran Desert.

3.1 SITE LANDSCAPING

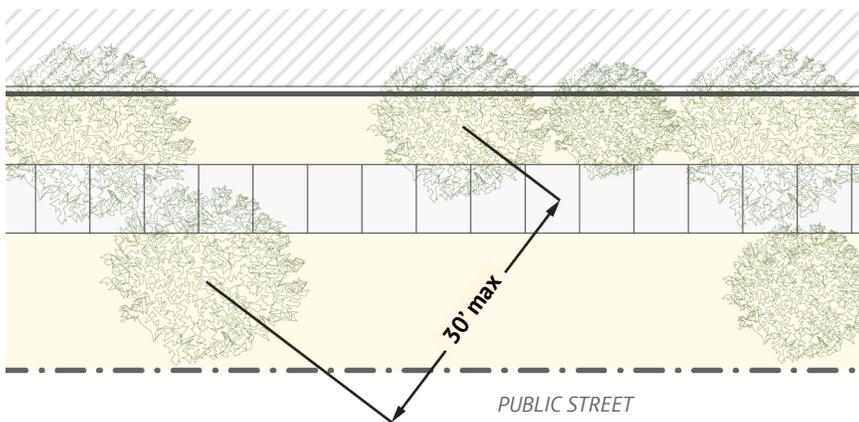
- 3.1.1. **Frontages.** All frontages adjoining public and private streets shall be landscaped.
- 3.1.2. **Setbacks.** All front yard, side yard, street-facing side yard, and rear yard setbacks shall be landscaped.

3.2 LANDSCAPE ISLANDS

- 3.2.1. **Landscape island dimensions.** See [ODS 5.1.4](#).
- 3.2.2. **Landscape islands, end parking stalls.** See [ODS 5.1.5](#).
- 3.2.3. **Landscape islands, surface parking.** See [ODS 5.1.6](#).

3.3 CANOPY TREES

- 3.3.1. **Canopy trees at public street-adjoining frontages.** A minimum of one irrigated, 24-inch box tree shall be planted a maximum of 30 feet on center along frontages adjoining public streets.



- 3.3.2. **Canopy trees at front yards.** Where a front yard setback is required, a minimum of one irrigated, 24-inch box tree shall be planted for each 900 square feet of setback area, less the area of any driveways and sidewalks that cross and/or are within the front yard area.
- 3.3.3. **Canopy trees at on-site surface parking.** See [ODS 5.1.8](#).
- 3.3.4. **Canopy tree distribution at on-site surface parking.** See [ODS 5.1.9](#).



▲ 'Desert Museum' Palo Verde, a permitted canopy tree. See [ODS 3.3.5](#).



▲ Sweet Acacia, a permitted canopy tree. See [ODS 3.3.5](#).

◀ Frequent canopy trees provide shade and enhance both the pedestrian experience and public street frontage. See [ODS 3.3.1](#).



▲ The selection and balance of canopy trees and organic and inorganic groundcover create a landscape identity for specific to Palm Desert multifamily and mixed-use projects.



▲ Texas Ebony, a permitted canopy tree. See ODS 3.3.5.



▲ Thornless Cascalote, a permitted canopy tree. See ODS 3.3.5.



▲ Smoke Tree, a permitted specimen tree. See ODS 3.4.2.



▲ Honey Mesquite is a permitted specimen tree, but must be a thornless cultivar inclusive of *Prosopis glandulosa* 'Maverick' or *Prosopis glandulosa* 'AZT.' See ODS 3.4.2.

3.3.5. **Canopy tree selection.** Along frontages adjoining public streets and public rights-of-way and yards where canopy trees are required, utilize a minimum of three species from the following list and/or approved list of drought resistant canopy trees with no more than 50 percent of all selected canopy trees comprising the same species.

- a. 'Desert Museum' Palo Verde. *Parkinsonia (Cercidium) x* 'Desert Museum.'
- b. Ironwood. *Olneya tesota*.
- c. Palo Brea. *Parkinsonia praecox*.
- d. Sweet Acacia. *Acacia smallii*.
- e. Texas Ebony. *Pithecellobium flexicaule*.
- f. Thornless Cascalote. *Caesalpinia cacalaco* 'Smoothie.'

3.3.6. **Canopy tree shade on sidewalks.** Within required frontages and front yard setbacks with sidewalks and pathways, all canopy trees shall be planted to cast shade onto the sidewalk for a minimum of three hours a day during the months of June, July, and August within five years of planting.

3.4 SPECIMEN TREES

3.4.1. **Specimen trees at frontage areas.** In addition to canopy trees, a minimum of one irrigated, 24-inch box specimen tree shall be planted for each 900 square feet of frontage adjoining a public street and/or right-of-way, exclusive of the area of driveways and sidewalks.

3.4.2. **Specimen tree selection.** Select a minimum of two species from the following list of drought-resistant specimen trees, with no more than 50 percent of all specimen trees planted in required frontages adjoining public streets and public rights-of-way comprising the same species.

- a. Smoke Tree. *Psoralea (Dalea) spinosus*.
- b. Honey Mesquite. *Prosopis glandulosa*. Must be a thornless cultivar inclusive of *Prosopis glandulosa* 'Maverick' or *Prosopis glandulosa* 'AZT.'
- c. Soaptree. *Yucca elata*.



3.5 SHRUBS AND PERENNIALS

3.5.1. **Shrub and perennial groundcover.** For each continuous area of required frontage and/or required front yard area, all ground surfaces without inorganic groundcover shall be covered by live plant material within five years of planting. See [ODS 3.6.1](#).

3.5.2. **Shrub and perennial groundcover selection.** Select a minimum of five species from the list of drought-resistant shrub and perennial groundcover below, with no more than 30 percent of all live plant material in required frontage areas and/or front yards comprising the same species. A minimum of three of the selected species shall be woody plants.



▲ Wild Marigold, a regional native, is an example of a permitted groundcover.

Species		Regional Native
GROUNDCOVER		
Wild Marigold	<i>Baileya multiradiata</i>	✓
Prostrate Acacia	<i>Acacia redolens</i>	
Flattop Buckwheat	<i>Eriogonum fasciculatum v. poliofolium</i>	✓
Germander Sage	<i>Salvia chamaedryoides</i>	
PERENNIALS		
Desert Sand Verbena	<i>Abronia villosa</i>	✓
Wild Marigold	<i>Baileya multiradiata</i>	✓
Lyreleaf Greeneyes	<i>Berlandiera lyrata</i>	✓
Hartweg's Sundrops	<i>Calylophus hartwegii</i>	
Lanceleaf Coreopsis	<i>Coreopsis lanceolata</i>	✓
Golden Dyssodia	<i>Dyssodia pentachaeta</i>	✓
California Golden Poppy	<i>Eschscholzia californica</i>	✓
Western Sundance Daisy	<i>Hymenoxys acaulis</i>	
Blackfoot Daisy	<i>Melampodium leucanthum</i>	
Siskiyou Mexican Evening Primrose	<i>Oenothera berlandieri</i>	
Tufted Evening Primrose	<i>Oenothera caespitosa</i>	
Firecracker Penstemon	<i>Penstemon eatonii</i>	✓
Superb Penstemon	<i>Penstemon superbus</i>	
Whitestem Paperflower	<i>Psilotrophe cooperi</i>	✓
Desert Globemallow	<i>Sphaeralcea ambigua</i>	✓
Mexican Marigold	<i>Tagetes lemonii</i>	
Plains Zinnia	<i>Zinnia grandiflora</i>	

▲ List of permitted shrub and perennial groundcover for multifamily and mixed-use projects. See [ODS 3.5.2](#).

Species		Regional Native
SHRUBS		
Triangle-leaf Bursage	<i>Ambrosia deltoidea</i>	✓
White Bursage	<i>Ambrosia dumosa</i>	✓
Shadscale	<i>Atriplex canescens</i>	✓
Big Saltbush	<i>Atriplex lentiformis</i>	
Prostrate Coyote Bush	<i>Baccharis x 'Thompson'</i> TM	
Woolly Butterfly Bush	<i>Buddleia marrubifolia</i>	
Baja Fairy Duster	<i>Calliandra californica</i>	
Fairy Duster	<i>Calliandra eriophylla</i>	✓
Rubber Rabbitbrush	<i>Chrysothamnus nauseosus</i>	
Littleleaf Cordia	<i>Cordia parviflora</i>	
Silver Prairie Clover	<i>Dalea bicolor</i>	
Black Dalea	<i>Dalea frutescens 'Sierra Negra'</i>	
Indigo Bush	<i>Dalea pulchra</i>	✓
Brittlebrush	<i>Encelia farinosa</i>	
Turpentine Bush	<i>Ericameria laricifolia</i>	
Apache Plume	<i>Fallugia paradoxa</i>	
San Marcos Hibiscus	<i>Gossypium harknessii</i>	✓
Desert Lavender	<i>Hyptis emoryii</i>	✓
Chuparosa	<i>Justicia californica</i>	✓
Creosote Bush	<i>Larrea tridentata</i>	
Thunder Cloud Sage	<i>Leucophyllum candidum 'Thundercloud'</i> TM	
Texas Sage	<i>Leucophyllum frutescens</i>	
Rio Bravo Texas Sage	<i>Leucophyllum langmaniae 'Rio Bravo'</i> TM	
Chihuahuan Sage	<i>Leucophyllum laevigatum</i>	
Fragrant Sage	<i>Leucophyllum pruinatum 'Sierra Bouquet'</i>	
Blue Ranger	<i>Leucophyllum zygophyllum 'Cimarron'</i> TM	
Barbados Cherry	<i>Malpighia glabra</i>	✓
Sugar Bush	<i>Rhus ovata</i>	
Baja Ruellia	<i>Ruellia peninsularis</i>	✓
Cleveland Sage	<i>Salvia clevelandii</i>	✓
Jojoba	<i>Simmondsia chinensis</i>	



▲ *Flattop Buckwheat, a regional native groundcover, along a pathway and adjacent to other shrubs and perennials.*



▲ *While this landscape uses a variety of inorganic ground cover, it would not be permitted if the setback was along a required public street frontage or front yard because more than 50 percent of landscape is inorganic. See ODS 3.6.1.*



▲ *This landscape setback along a public street incorporates irregularly-spaced shrub and perennial groundcover as well as boulders.*

3.5.3. **Use of thorned, serrated-edged, sharp-toothed, or sharp-edged plant materials.** Thorned, serrated-edged, sharp-toothed, or sharp-edged plant materials shall not be planted so as to grow within two feet of a sidewalk or pathway and ten feet from a children’s play area.

3.6 INORGANIC GROUND COVER

- 3.6.1. **Inorganic groundcover.** Within required frontages adjoining public streets and front yard setbacks, a maximum of 50 percent of ground surfaces shall be covered with gravel, cobble, or boulders.
- 3.6.2. **Gravel and cobble type.** Select a minimum of one type of gravel and one type of cobble with no more than fifty percent of all surfaces covered in inorganic groundcover comprising the same material.
- 3.6.3. **Groundcover placement.** Shrub and perennial groundcovers shall be planted next to and not within a bed of cobble.
- 3.6.4. **Inorganic groundcover color.** Any inorganic material utilized within a required frontage adjoining a public street or right-of-way shall be of a color and value (light versus dark) that reflects more light than it absorbs.

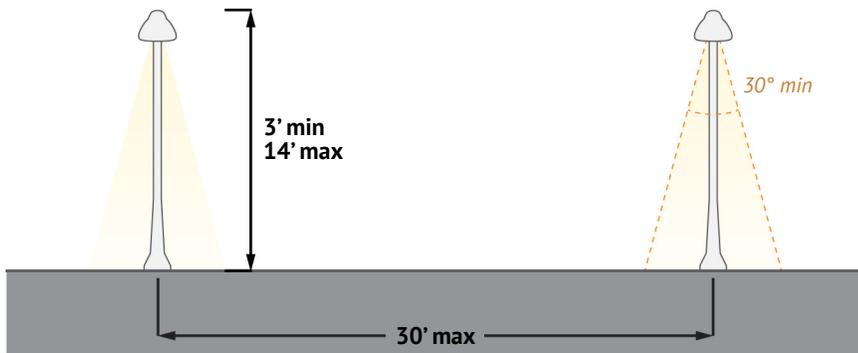
3.7 BOULDERS

- 3.7.1. **Required boulders.** For each continuous area of parkway and landscaped setback, locate a minimum of one boulder for each 500 square feet of landscaped setback area, exclusive of the area of driveways and sidewalks.
- 3.7.2. **Irregular spacing.** Boulders shall be spaced irregularly.
- 3.7.3. **Buried below grade.** The bottom third of boulders shall be buried below grade.

3.8 ON-SITE LIGHTING

- 3.8.1. **Dark sky compliant.** All exterior lighting shall be dark sky compliant and/or fully shielded.
- 3.8.2. **Fully shielded.** Exterior lighting shall be fully shielded and arranged so that the source of the light can not be viewed directly.

- 3.8.3. **Uplighting.** Exterior uplighting is prohibited, unless used to feature an architectural or landscape element pursuant to Section 24.16.020 of the Palm Desert Municipal Code.
- 3.8.4. **Lighting angle below the horizon.** Exterior lighting shall restrain light from the source to a minimum 30 degrees below the horizontal plane of the light source.
- 3.8.5. **Pedestrian-oriented lighting, location.** Pedestrian-oriented lighting shall be provided along all on-site sidewalks and pathways and exterior amenity spaces.
- 3.8.6. **Pedestrian-oriented lighting, placement.** Light fixtures shall be placed along all on-site sidewalks and pathways at a spacing of no more than 30 lineal feet on center.
- 3.8.7. **Pedestrian-oriented lighting, illumination.** On-site sidewalks, walkways, pathways, and paseos shall be illuminated to a minimum of 1 foot-candle to ensure safe nighttime conditions.
- 3.8.8. **Stand-alone exterior lighting.** Stand-alone exterior lighting fixtures shall be a minimum of three feet and a maximum of 14 feet in height.



◀ Exterior lighting must be placed along all on-site sidewalks (see ODS 3.8.5), be between three and 14 feet in height (see ODS 3.8.8), and have a minimum 30-degree light beam (see ODS 3.8.4).

3.9 PASSIVE AND ACTIVE AMENITIES

- 3.9.1. **Passive amenities.** Projects shall incorporate the minimum required number of passive amenities per the table below.

Number of Dwelling Units (DUs)	Number of Required Passive Amenities
Less than 20 DUs	1
Between 20 and 50 DUs	2
Between 51 and 99 DUs	3
100 DUs and greater	4



▲ Seating area with loose single chairs.



▲ Picnic shelter in a multifamily project courtyard.

3.9.2. **Types of passive amenities.** Passive amenities shall be from the list below. A passive amenity may be used multiple times and each passive amenity provided counts as one amenity.

- a. Gazebo.
- b. Passive water amenity, including but not limited to fountain, waterfall, stream, or pond.
- c. Picnic shelter.
- d. Seating area(s) with benches and/or loose single chairs a minimum of 12 feet wide in one dimension and 144 square feet in area per the following requirements.

Number of Dwelling Units (DUs)	Number of Required Seating Areas
Less than 20 DUs	1
Between 20 and 50 DUs	2
Between 51 and 99 DUs	3
100 DUs and greater	4

- e. Seating walls a minimum of eight feet in length per the following requirements.

Number of Dwelling Units (DUs)	Number of Required Seating Walls
Less than 20 DUs	1
Between 20 and 50 DUs	2
Between 51 and 99 DUs	3
100 DUs and greater	4

- f. Secured package lockers contained within an outdoor shelter.

3.9.3. **Active amenities.** Projects shall incorporate the minimum required number of active amenities per the table below.

Number of Dwelling Units (DUs)	Number of Required Active Amenities
Between 20 and 50 DUs	2
Between 51 and 99 DUs	3
100 DU	4
Between 101 and 149 DUs	5
150 DUs and greater	One additional active amenity for each additional 100 units

3.9.4. **Types of active amenities.** Active amenities shall be from the list below. A water amenity must be one of the required number of active amenities. An active amenity may be used multiple times and each active amenity provided counts as one amenity.

- a. Active water amenity, including but not limited to a pool, spa, hot tub, splash pad, and/or misting area (must be one of the required number of active amenities)
- b. Barbecue
- c. Clubhouse and/or recreation room that opens onto an outdoor amenity area
- d. Community garden
- e. Court game facility
- f. Exercise area and/or par course
- g. Jogging and/or par course
- h. Pet area and/or run and/or wash
- i. Play area, children's



▲ Fenced off pet area in a multifamily apartment courtyard.



▲ Children's play area.



▲ The clubhouse in this multifamily project opens up to the pool.



▲ Bocce ball lawn.

4

BUILDING ARCHITECTURE

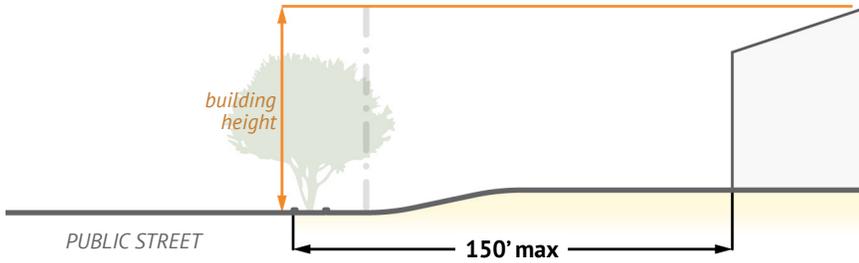
OBJECTIVE DESIGN STANDARDS

- 4.1 Building Height
- 4.2 Building Length
- 4.3 Building Modulation
- 4.4 Building Roofs
- 4.5 Building Materials
- 4.6 Building Openings, Multifamily
- 4.7 Building Openings, Mixed-Use
- 4.8 Building Windows
- 4.9 Building Balconies and Stairwells
- 4.10 Building Utilities
- 4.11 Building Facade Colors
- 4.12 Building Water Drainage Devices
- 4.13 Building Trash/Recycling Bins and Enclosures
- 4.14 Building Design Components

The intent of the following building architecture objective design standards is to connect multifamily and mixed-use projects to the existing natural and physical surrounds, including but not limited to architectural components and facade modulation that prioritize shade and the use of materials and colors that reflect the desert environment.

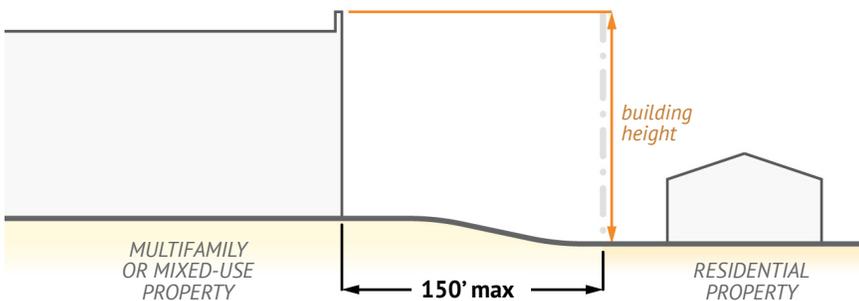
4.1 BUILDING HEIGHT

- 4.1.1. **Building height measurement along public streets.** The maximum building height of a multifamily or mixed-use structure within 150 feet of the curb of a public street shall be established by a vertical measurement from the average elevation of the street curb adjacent to the property to the highest point of the structure, provided that a roof shall be measured to the highest point of the roof.



◀ Measuring the building height from the public street is intended to prevent a building from feeling taller or “towering” over the public realm, specifically when the building is placed near the public street and the property is at a higher elevation than the public street.

- 4.1.2. **Building height measurement adjoining a residential zoned property.** The maximum building height of a multifamily or mixed-use structure within 150 feet of a residential property line shall be established by a vertical measurement from the elevation of the finished grade along the property line of the residential zoned property or the finished grade along the property line of the project site, whichever is lower in elevation, to the highest point of the roof of the structure.



◀ In this diagram, the single-family zoned property has a lower elevation than the adjoining multifamily or mixed-use property. The height of the higher density building, in order to minimize the visual impact, is measured from the finished grade along the property line of the single-family lot.

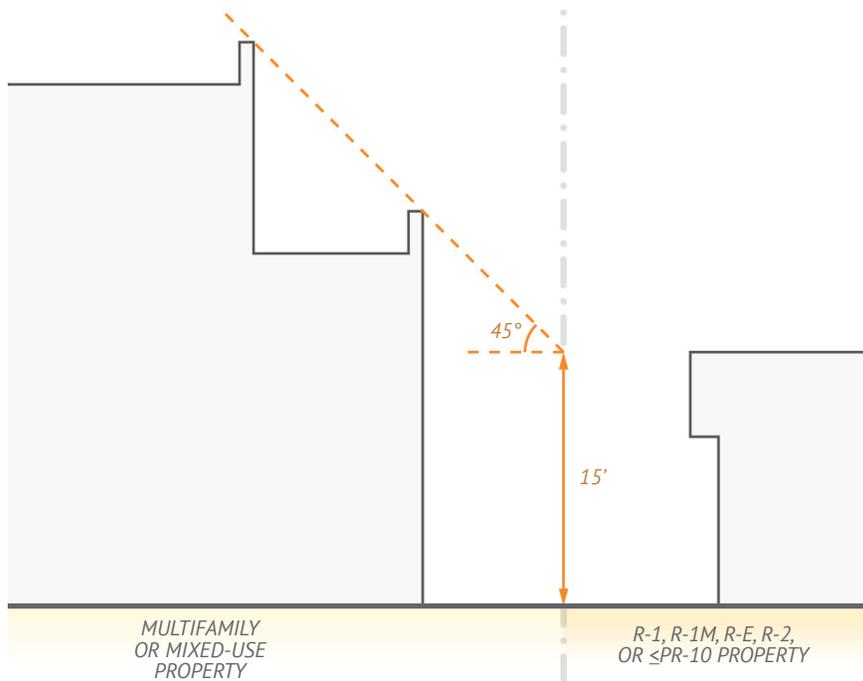
- 4.1.3. **Transitional height abutting a single-family zoned property.** When a multifamily or mixed-use building is placed on a lot that abuts or is across a right-of-way from a R-1, R-1M, R-E, R-2, or PR regulation properties with a density of PR-10 or lower property line, the otherwise allowed building height shall be modulated by an inward-leaning 45-degree angled plane inclined towards the multifamily or mixed-use building as measured from a horizontal plane originating 15 feet above grade at the abutting property line.



The arcade in this diagram extends at least 60% of the ground floor building frontage, which permits the building to only require one parkway. See ODS 4.1.3.



This multifamily project drops down to a single story at the rear of the site because of a transitional height requirement mandating a transition between the building and the adjacent single-family neighborhood.



4.1.4. Maximum building height at public-street-facing frontages.

In addition to the minimum horizontal setbacks otherwise required by the Municipal Code, the maximum height of a building abutting a public street frontage shall be determined by its distance from the street-facing setback line, per the table below.

Distance from Street-Facing Setback (feet)	Maximum Building Height (feet/stories)
Less than or equal to 30 feet	24 feet / 2-stories (w/ flat roof)
Greater than 30 feet	Per Municipal Code

4.2 BUILDING LENGTH

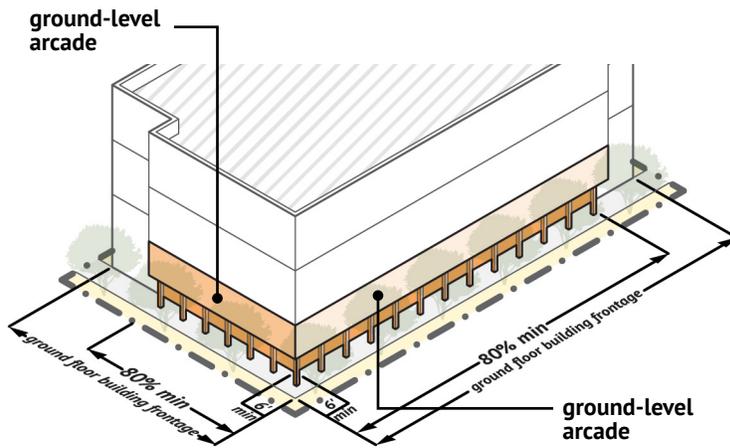
4.2.1. Building wall, maximum length. For both new structures and existing structures with an addition, no building wall shall exceed 425 feet in length.

4.2.2. Building breaks, open to the sky. When building breaks are required, a minimum 30-foot open-to-the-sky separation shall be provided between resulting structures. These open-to-the-sky building breaks shall provide for landscaped public and private rights-of-way, courts, passageways, paseos, and/or other active and/or passive landscaped open spaces.

4.3 BUILDING MODULATION

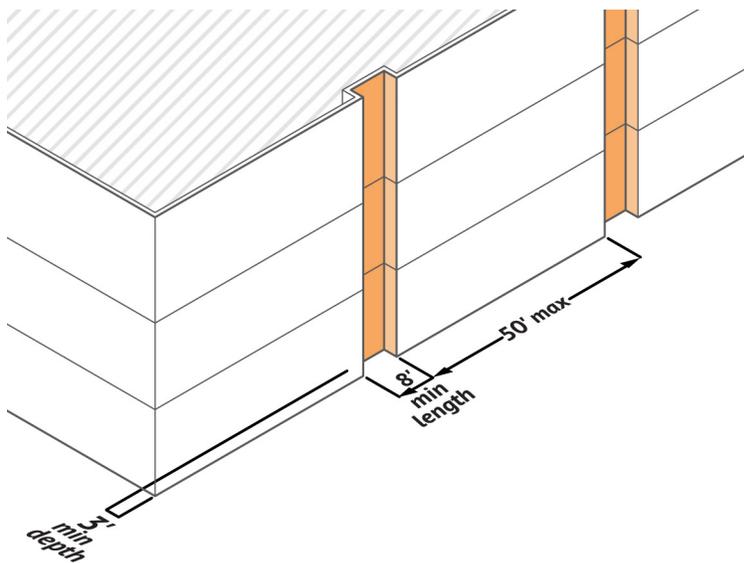
4.3.1. **Building modulation.** Buildings shall be broken into major and minor masses and/or feature architectural modulation utilizing at least two of the following.

- a. Minimum six-foot-clear width ground-level arcades, open-to-the-air galleries, colonnades, porches, recesses, ramadas, and trellis structures placed along a minimum of 80 percent of the ground-floor length of two building faces.



◀ If ODS 4.3.1(a) is incorporated into a project to meet modulation requirements, a ground-level arcade along 80 percent of two sides of a multifamily or mixed-use building as shown in the diagram is permitted.

- b. For each 50 feet of building wall length, incorporation of open-to-the-sky recesses in mass and bulk, or projections of mass and bulk, that are a minimum of eight feet in length and three feet in depth.

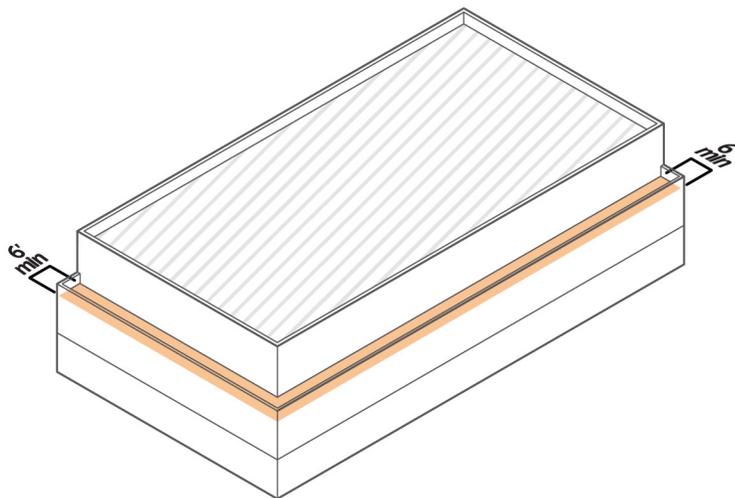


◀ This diagram shows open-to-the-sky recesses in the building mass that is at least three feet deep and eight feet long every 50 feet of building wall length. See ODS 4.3.1(b).



- c. Use of minor building masses contrasted with major building masses where the wall area of the minor masses is a maximum of 40 percent of the total wall area.
- d. At the top floor of the building, a minimum six-foot-clear width setback from the floor immediately below along at least two sides of the building.

The top floor of multifamily and mixed-use buildings may be set back at least six feet on two sides to achieve a building modulation requirement. See ODS 4.3.1(d).

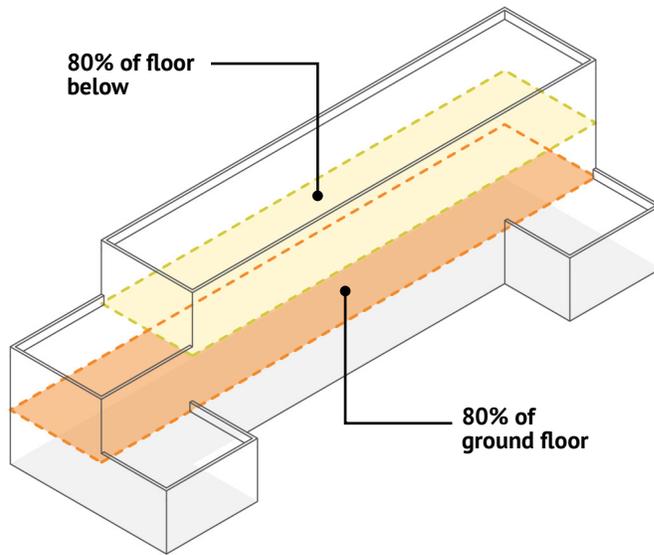


▲ This multifamily project incorporates sliding wood screens into the facade design to provide shade. See ODS 4.3.1(e).



▲ This mixed-use project highlights a base, middle, and top massing by the use of multiple materials. See ODS 4.3.1(f).

- e. Utilization of sun-screening elements, including sunshades, awnings, and canopies, on windows, doors, and openings at south- and west-facing building walls.
- f. Covered and open-to-the-air balconies where the area of the projections or recesses of the balconies constitute a minimum of 15 percent of the building walls.
- g. Roof overhangs or projections that provide a minimum of eight feet of vertical shaded wall at noon on the summer solstice.
- h. Vertical and irrigated landscaping that is located within five feet of a wall, screens at least two walls and 30 percent of the perimeter of the structure, and achieves per specification a minimum 20 feet of height after five years of growth.
- i. Utilization of two or more building wall materials, where the first material constitutes a maximum of 30 percent of the building's total wall area less openings and is non-cementitious, and a second material constitutes no more than 70 percent of the total wall area less openings.
- j. Buildings where the building footprint immediately below the top floor constitutes no more than 80 percent of the building footprint immediately below.



◀ ODS 4.3.1(j) creates modulation of the building mass by decreasing the ground floor building square footage as more floors are added. In this diagram, the second floor footprint (orange) is 80 percent less than the ground floor footprint, and the top floor footprint is 80 percent less than the second floor footprint.

- k. Inclusion of one or more tower elements that are no more than half the height of the floor-to-floor height of the tallest building story. The tower element shall be recessed or projected from the rest of the building mass by a minimum of two feet.

Two-story buildings that do not front a public street or public right-of-way are not required to meet the modulation requirements of this section.



▲ This multifamily project incorporates recessed tower elements that create modulation in the building mass. See ODS 4.3.1(k).

4.3.2. **Vehicle entrances.** Where vehicle entries are incorporated into a building wall facing a public street, the facade shall incorporate two of the following components:

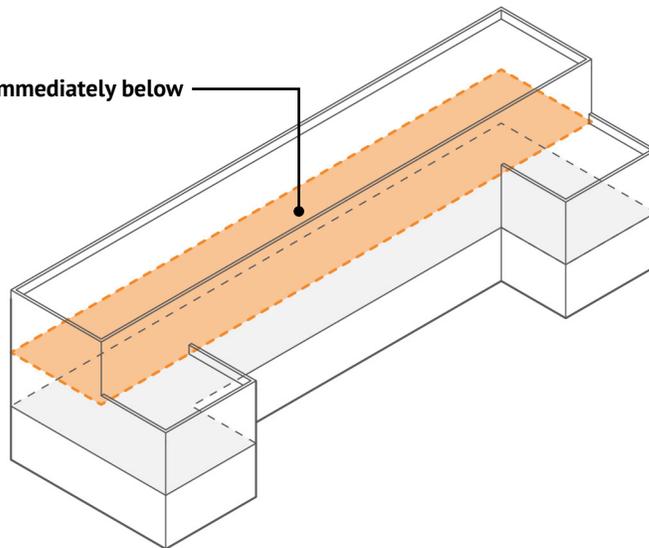
- a. A vehicle entrance that is set back a minimum of 20 feet from the back of sidewalk or required setback, whichever results in the furthest distance from the public street.
- b. Where a pedestrian entrance is provided adjacent to the garage opening, a minimum five-foot wide sidewalk leading to the public street and sidewalk.
- c. At least one landscaped area, a minimum five feet in width, adjoining the vehicle access drive and leading from the public street to the garage entrance.

4.3.3. **Upper story floor area limit.** The gross area of the top story of buildings including exterior walls and roof projections and overhangs shall be a maximum of 80 percent of the floor immediately below, inclusive of required stair structures, mechanical and utility penthouses, elevator overrides, towers, and rooftop common area structures including trellises and overhangs.



The top floor of multifamily and mixed-use buildings is 80 percent of the footprint of the floor immediately below. See ODS 4.3.3.

80% of the floor immediately below



4.4 BUILDING ROOFS

4.4.1. **Roof types.** The following roof types, or a combination of the following roof types, shall be utilized for multifamily and mixed-use buildings.

- a. Butterfly roof.
- b. Clerestory roof.
- c. Conical roof.
- d. Cross-hipped roof.
- e. Curved/barrel vaulted roof.
- f. Dome roof.
- g. Flat roof.
- h. Gable roof.
- i. Hexagonal roof.
- j. Hip and valley roof.
- k. Intersecting gable roof.
- l. Hip roof.
- m. M-shaped roof.
- n. Monitor roof.
- o. Pyramid hip roof.
- p. Sawtooth roof.
- q. Skillion roof.
- r. Shed roof.



▲ The use of both flat and pitched roofs in this multifamily project adds versatility to the roofline. See ODS 4.4.1.

No other roof types or forms are permitted.



4.4.2. **Roof slopes.** The pitch of sloped roofs, other than conical roofs, curved/barrel vaulted roofs, or dome roofs, shall be no less than 2:12 and no greater than 4:12.

4.4.3. **Sloped roof materials.** Sloped roofs shall utilize one of the following materials.

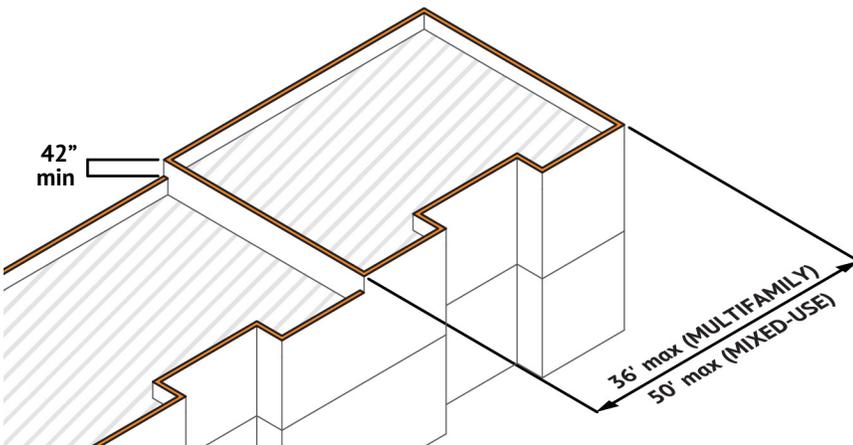
- a. Concrete or lightweight concrete tile.
- b. Metal that is non-reflective.
- c. Solar panel tiles, solar roof tiles, or solar shingles.
- d. Natural tone or slate tile.
- e. Terracotta tile or simulated terracotta tile.

4.4.4. **Prohibited roof materials.** The following roof materials are not permitted.

- a. Asphalt-shingle roofs.
- b. Glass roofs or skylights that comprise more than 10 percent of the total gross area of the floor below.
- c. Corrugated metal roofing.

4.4.5. **Flat roof modulation.** Flat roofs shall be modulated vertically per the table below.

Type of Modulation	Multifamily Buildings	Mixed-Use Buildings
Flat Roof Vertical Modulation	A minimum of 42 inches at least once every 36 feet.	A minimum of 42 inches at least once every 50 feet.

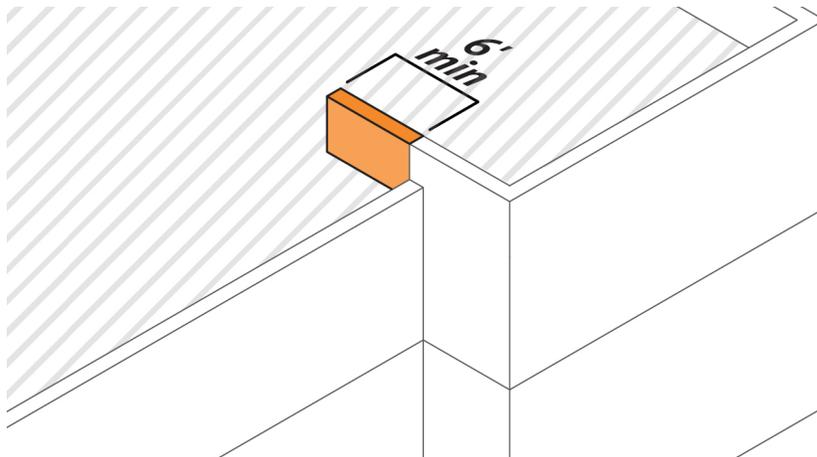


◀ For every 36 feet in multifamily building width and every 50 feet in mixed-use building width, the height of the building should increase or decrease by at least 42 inches, not to exceed the maximum height limit. See ODS 4.4.5 for flat roof modulation and ODS 4.1.1-4.1.4 for building height requirements.



- 4.4.6. **Greenhouses.** Greenhouses that are incorporated into a multifamily or mixed-use structure and whose total floor area is 10 percent or less of the total gross floor area of the building are exempt from the roof type, slope, modulation, and materials requirements of these design standards.
- 4.4.7. **Parapet return.** Parapets that extend beyond the wall plane due to horizontal building modulation must return and extend a minimum six feet past the wall plane and inwards towards the building.

The parapet in this diagram extends an additional six feet past the wall plane where the building modulation extends forward. See ODS 4.4.7.



▲ This multifamily project uses multiple stucco colors and a face stone for the entirety of the ground floor. See ODS 4.5.1(a), 4.5.1(c), and 4.5.1(g).

4.5 BUILDING MATERIALS

4.5.1. **Building wall materials.** A building shall utilize at least two of the following exterior wall materials.

- a. Cementitious or acrylic stucco, or an exterior insulating and finish system with a cementitious finish.
- b. Two stucco textures. If a float finish is utilized for one of the stucco textures, the second stucco texture shall be a float or dash finish stucco and shall be utilized at a minimum of 10 percent of the total wall area.
- c. Two stucco colors with at least one of the stucco colors utilized at a minimum of 10 percent of the total wall area.
- d. Metal panels that are non-reflective.
- e. Natural stone or manufactured stone veneer at a minimum of 10 percent of the total wall area.
- f. Terra cotta tile and/or rain screens.
- g. Colored precision block, glazed block, face brick, face stone, split face block, shot blast block, or slump stone at a minimum of 10 percent of the total wall area.



▲ This townhome project uses multiple colors of stucco, metal paneling and railings, and precision and split face block. See ODS 4.5.1(a), 4.5.1(c), 4.5.1(d), and 4.5.1(g).

4.5.2. **Wall material transitions.** Transitions between differing material and colors on the walls of a building facade shall utilize at least one of the following design methodologies.

- a. An inside corner where planes intersect.
- b. Utilization of a reveal, projecting band, and or planar offset to mark the transition between the base, middle, and top of the building.
- c. Use of a building detail, such as a cornice, belt course, roof projection or eave, and/or habitable or decorative projections.
- d. Utilization of recesses or projections at windows a minimum of 3 inches in depth at all windows and openings.
- e. An offset in a plane where the material transition or color occurs with a minimum depth of five inches.

4.5.3. **Prohibited building wall materials.** 100 percent glass buildings are prohibited.

4.6 BUILDING OPENINGS, MULTIFAMILY

4.6.1. **Ground-level architectural component, multifamily only.** Multifamily buildings facing public streets shall provide ground floor porches, ramadas, colonnades, or recesses that are a minimum of six feet in clear depth and seven feet in height along a minimum of 30 percent of the building length.

4.6.2. **Upper-level glazing, multifamily only.** Multifamily buildings shall provide a minimum 15 percent and a maximum of 30 percent transparent glazing and/or openings at building walls above the ground level as measured from the finish floor level to the underside of the floor or roof above.

4.6.3. **Openings, multifamily only.** For multifamily buildings, the area of openings in walls above the first level, inclusive of doors and windows and exclusive of any floor-to-floor and floor-to-roof wall area shaded by porches, verandas, arcades, galleries, ramadas, trellises, open-to-the-air recesses, continuous brise-soleil and other open-to-the-air architectural screening elements, shall constitute a minimum of 15 percent and a maximum of 40 percent of the total wall area above the first level.



▲ This multifamily project uses multiple building materials through various transition techniques. Materials change at the inside corner of two building planes intersecting and a belt course horizontally divides the building and changes material. See ODS 4.5.2(a) and 4.5.2(c).



▲ The ground level of this multifamily building is recessed to provide shade along the street frontage. See ODS 4.6.1.



▲ This multifamily building keeps the number of wall openings above the ground level below 40 percent. See ODS 4.6.3.



▲ More than sixty percent of the ground level of this mixed-use building is glazing. See ODS 4.7.1(a).

4.7 BUILDING OPENINGS, MIXED-USE

4.7.1. **Ground-level transparency or frontage component, mixed-use only.** The ground level of mixed-use buildings shall comprise at least one of the following elements.

- a. Glazing at the ground level of walls that face a public street shall constitute a minimum of 60 percent of the total wall length and such glazing shall be a minimum of 8-feet in height.
- b. A porch, veranda, arcade, gallery, ramada, projecting trellis, open-to-the-air recess, and/or permanent overhang that is a minimum of eight feet in clear depth along at least 80 percent of the length of any wall that faces a public street.



▲ The glazing at the upper levels of this mixed-use development is at least 15 percent of the total wall area. See ODS 4.7.2.

4.7.2. **Upper-level glazing, mixed-use only.** At upper levels of mixed-use buildings, the total area of glazing shall be a minimum of 15 percent of the total wall area.

4.7.3. **Openings, mixed-use only.** The combined surface area of windows, doors, or other openings inclusive of continuous glass systems shall comprise no more than 60 percent of the total wall area of any individual mixed-use building face.

4.8 BUILDING WINDOWS

4.8.1. **Window and door details.** Building windows and doors shall utilize at least two of the following:



▲ This multifamily development has recessed windows of at least three distinct size. See ODS 4.8.1(a) and 4.8.1(c).

- a. Three distinct sizes of windows.
- b. Shading devices including shutters, exterior blinds, awnings, brise-soleil, sun screens and/or decorative architectural details that create a distinct shadow line at a minimum 60 percent of openings.
- c. Recesses or projections a minimum of three inches in depth at a minimum of 60 percent of all openings.
- d. Trim around the opening that is no less than four inches in width and creates a projection or recess no less than two inches in depth.
- e. Use of metal-clad, thermally-broken metal or steel, and/or wood windows or doors at all openings.
- f. Exterior shades.

- 4.8.2. **Windows, storage, utilities, and screening.** Where windows open onto a utility or storage use or occupancy, the window opening shall be provided with interior or exterior screening such as an interior or exterior shade, and/or decorative and/or obscuring glass.

4.9 BUILDING BALCONIES AND STAIRWELLS

- 4.9.1. **Balcony depth.** Balconies shall be a minimum of six feet in clear depth.
- 4.9.2. **Balcony design.** Balconies shall be recessed or shaded by balconies or roof projections immediately above and/or by minimum four-foot deep awnings, canopies, ramadas, recesses, and/or trellises.
- 4.9.3. **Stairwells.** All building stairwells shall be internal to the building or screened by materials with a 50 percent opacity.

4.10 BUILDING UTILITIES

- 4.10.1. **Electrical utilities.** All electrical utility equipment, electrical meters, and junction boxes shall be placed within a utility room.
- 4.10.2. **Mechanical and electrical equipment screening.** With the exception of ground-mounted transformers that shall meet the requirements of the utility provider, all mechanical equipment, including new and replacement equipment that is free-standing, and wall mounted equipment, shall be fully screened from all views by one of the following:
- Solid parapets and/or walls that are a minimum of one foot taller than the mechanical equipment as measured from the roof deck to the highest point of the equipment.
 - Louvers equipment boxes that are incorporated into a wall.
 - Walls that are a minimum 50 percent opaque and that are set within landscape areas that in plan provide a landscape border a minimum 18 inches wide around the perimeter of at least two sides of the equipment pad.

Window mounted equipment is permitted at existing buildings that include an addition if not visible from any public street.



▲ The courtyard-facing balconies in this multifamily development are shaded by the balconies immediately above. See ODS 4.9.2.



▲ This project extends a wall surface and uses landscaping to screen mechanical equipment.



▲ This multifamily development uses a variety of earth tone and neutral colors. See ODS 4.11.1.

4.11 BUILDING FACADE COLORS

4.11.1. **Color palette.** Building exteriors shall utilize neutral, earth tone, and/or neutral or earth tone Sonoran Desert regional colors as published by third parties or the City of Palm Desert. To demonstrate compliance with this requirement, applicants shall include samples or printouts of selected exterior colors with their application, provide a key to color use on elevation drawings, and provide third party material and/or color chart(s), brochure(s), web page(s) addresses, or other publication(s) materials that relate the proposed building color(s) to a neutral, earth tone, and/or Sonoran Desert color choice.

4.11.2. **Accent colors.** A maximum of ten percent of the building facade area, including but not limited to walls, doors, window details, cornices, and belt courses, may be with accent colors not considered a neutral, earth tone, and/or Sonoran Desert color choice.

4.11.3. **Prohibited colors.** Except as an accent color or a window, trim, fence, or gate color, the use of black color on buildings is prohibited.



▲ Shades of white and brown are used in this townhome typology. See ODS 4.11.1.

4.12 BUILDING WATER DRAINAGE DEVICES

4.12.1. **Water drainage devices, multifamily only.** At multifamily buildings, gutters, downspouts, and other water drainage components shall utilize one of the following design methodologies.

- a. Remain an unpainted natural metal material.
- b. Be painted the same color of the immediately-adjointing facade.
- c. Not be visible from the exterior of the building walls facing public streets.

4.12.2. **Water drainage devices, mixed-use only.** At mixed-use buildings, gutters, downspouts, and other water drainage components, with the exception of required overflow devices, shall not be visible from the exterior of the building walls facing public streets.



▲ These townhomes use yellow and orange accent colors to highlight minor massing elements within the design. See ODS 4.11.2.

4.13 BUILDING TRASH/RECYCLING BINS AND ENCLOSURES

4.13.1. **Trash/recycling bin placement.** Trash and recycling bins shall meet the placement requirements correlated to the project’s lot size per the table below.

Project Lot Size	Trash/Recycling Bin Requirements
Less than or equal to 7,500 square feet	Trash/recycling bins shall be designated, open-to-the-sky enclosures shall be permitted, but no trash/recycling bin or enclosure shall be placed in required setbacks or visible from a public street.
Greater than 7,500 square feet and less than 22,500 square feet	Trash/recycling bins shall be placed within fully enclosed structures which may be open to the sky. Trash enclosures may not be visible from a public street, may project into a required side or rear yard setback, but may not be placed within five feet of a property line or within a setback adjacent to a public street or single-family designated lot.
Greater than 22,500 square feet	Trash/recycling bins shall be designated, fully enclosed, may be open to the sky, and shall not be placed within required setbacks or visible from a public street.



▲ This trash enclosure is located away from required setbacks and public streets, and has architectural details that relate back to the development it is serving. See ODS 4.13.1.

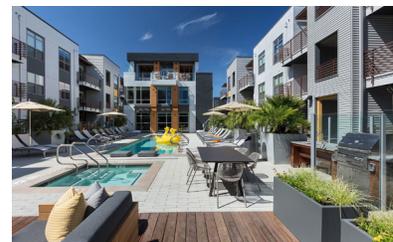
4.14 BUILDING DESIGN COMPONENTS

4.14.1. **Architectural continuity.** A development project with multiple buildings shall maintain architectural consistency at all building and accessory building facades or implement at least three of the following architectural components consistently throughout all buildings and accessory buildings in the project:

- a. Consistent use of roof forms and if sloped, roof materials and coloring at all buildings and accessory buildings.
- b. Consistent use of building overhangs, recesses, and architectural projections including porches, arcades, ramadas, galleries and building screening that create shade at south, east, and west facing facades.
- c. Consistent use of facade materials at all buildings and accessory buildings.
- d. Consistent use of color at all buildings and accessory buildings.
- e. Consistent use of proportions and details at 60 percent of building openings.
- f. Consistent use of sun shading architectural components at all buildings visible from a public street.



▲ The buildings of this development project utilize similar facade materials and colors. See ODS 4.14.1(b) and 4.14.1(c).



▲ The buildings in this multifamily project are not identical, but are similar in proportion and mix-and-match balconies and recesses and materials and colors to build consistency. See ODS 4.14.1(c) and 4.14.1(e).



▲ *This multifamily project has exaggerated roof eaves throughout the design. See ODS 4.14.2(f).*



▲ *This multifamily project accents the massing at all corners with a veneer stone. See ODS 4.14.2(g).*



▲ *This multifamily project has shade trees, visible from the public street, along the project frontage. See ODS 4.14.2(i).*

4.14.2. Inclusion of Palm Desert architectural and landscape components. In consideration of the desert landscape, buildings shall incorporate at least four of the following design components.

- a. Buildings oriented on an east-west axis such that the wall area of both the east and west facades is not more than 60 percent of the area of the area of south facing walls.
- b. Site walls, building massing, and landscape windbreaks that protect project open spaces from west to east prevailing summer winds.
- c. Site walls, building massing, and landscape windbreaks that protect project open spaces from north to south prevailing winds that occur from mid-November through mid-February.
- d. Covered open-to-the-air arcades, colonnades, galleries, or other permanent coverings or projections that provide shade at all building walls visible from public streets.
- e. Overhangs or recesses at building entries that are a minimum of four feet in clear depth.
- f. Minimum 24-inch deep roof eaves.
- g. Use of natural stone or veneer stone at a minimum of 10 percent of the total building wall area.
- h. Use of recessed windows at a minimum 60 percent of openings.
- i. Use of shade trees at varying distances apart, but in no case more than 30 feet on center, to shade the length of east, south, and west facing building walls visible from a public street.
- j. Public street frontages that are a minimum 20 percent greater than the otherwise required frontage, front yard, and street-facing side yard requirements.



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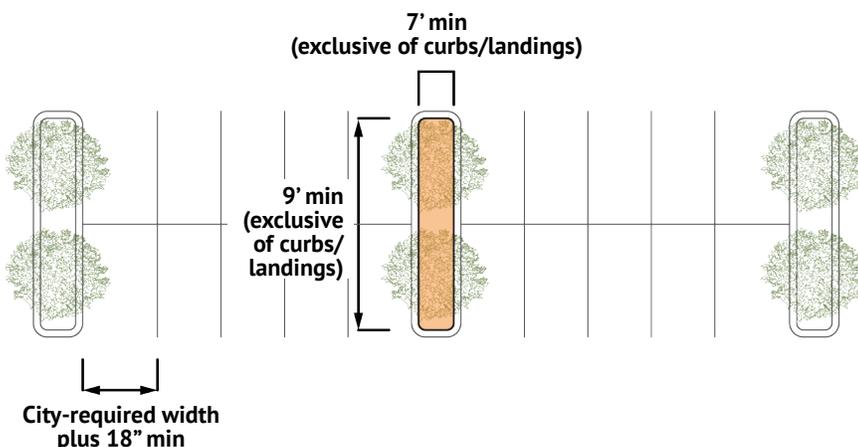
PARKING OBJECTIVE DESIGN STANDARDS

- 5.1 Surface Parking Design
- 5.2 Mechanical Parking
- 5.3 Parking Shelters
- 5.4 Parking Garages
- 5.5 Bicycle Parking

The intent of the following parking objective design standards is to create landscaping, shade, and pedestrian circulation at surface parking lots and architectural continuity between project buildings and parking garages.

5.1 SURFACE PARKING DESIGN

- 5.1.1. **Surface parking placement.** No surface parking shall be placed within a required public street frontage setback or between primary building frontages and the public street.
- 5.1.2. **Surface parking visibility.** All surface parking lots shall be hidden from the public right-of-way using one of the following techniques.
 - a. Locating all surface parking lots behind buildings. Where more than one building is placed on a lot and the buildings screen the surface parking, no separation between buildings screening the surface parking may be more than 30 feet wide.
 - b. Locating all surface parking lots behind a fence or wall that complies with [2.3 Project Fences and Walls](#).
 - c. Locating all surface parking lots behind a landscape buffer a minimum of ten feet in depth that creates a vegetation screen through the use of bushes, hedges, and trees.
- 5.1.3. **Surface parking along side or rear property lines.** Surface parking areas adjacent to side or rear property lines shall provide a perimeter landscaped strip at least five feet wide.
- 5.1.4. **Landscape island dimensions.** Landscape islands at on-site surface parking, inclusive of the landscape islands that must be adjacent to end parking stalls, shall be no less than nine feet in length and seven feet in width, exclusive of curbs and landings.
- 5.1.5. **End parking stalls, width.** End parking stalls shall be increased in City-required width by a minimum of 18 inches.
- 5.1.6. **Landscape islands, end parking stalls.** All end parking stalls shall be adjacent to a landscape island.



◀ The length and width of landscape islands on surface parking lots must be seven feet exclusive of curbs and landings (see ODS 5.1.4) and end parking stalls must be at least 18 inches wider than the standard stall width (see ODS 5.1.5).



▲ This continuous landscape planter is located in between parking rows. See ODS 5.1.7(b).



▲ Desert Museum Palo Verde canopy trees are planted in the landscape islands of this surface parking lot to increase shade. See ODS 5.1.8.



▲ The frequency of canopy trees in this surface parking lot provides more opportunities for shade. See ODS 5.1.9.



▲ This mechanical parking is placed behind the building it is serving so that it is not visible from the public street frontage. See ODS 5.2.2.

5.1.7. **Landscape islands, surface parking with more than 30 spaces.** For surface parking lots with more than 30 parking spaces, a minimum 10 percent of the area of a surface parking lot shall be landscape islands, achieved by one of the following.

- a. The use of finger islands at endcaps and a landscape island every ten parking spaces.
- b. A minimum five-foot continuous landscape planter located within the center of parking rows, running between endcap finger islands.

5.1.8. **Canopy trees at on-site surface parking.** Projects shall incorporate one canopy tree for every three uncovered parking spaces and one canopy tree for every eight covered parking spaces.

5.1.9. **Canopy tree distribution at on-site surface parking.** Canopy trees at surface parking areas shall be uniformly distributed across the surface area of the lot so that no parking space is more than 30 feet from the center of a canopy tree.

5.1.10. **Parking space building separation.** Parking spaces shall be separated from buildings by a minimum five-foot wide pedestrian sidewalk and a minimum five-foot wide landscape strip, as measured from the curb face.

5.1.11. **Pathways, surface lots with more than 50 spaces.** For surface parking areas with more than 50 parking spaces, a minimum of one publicly-accessible pathway or sidewalk that provides access across the lot to a public sidewalk is required for each 200 feet of surface parking area fronting a public street.

5.1.12. **Pathway enhancements, surface lots with more than 50 spaces.** For surface parking areas with more than 50 parking spaces, enhanced or textured paving or striping shall be included where pedestrian crossing occurs.

5.2 MECHANICAL PARKING

5.2.1. **Mechanical parking placement.** Open-to-the-air mechanical parking spaces shall not be placed within 20 feet of a public street frontage.

5.2.2. **Mechanical parking screening.** Open-to-the-air mechanical parking spaces placed between 20 to 150 feet from a street frontage shall be minimally screened from the view of the public street by walls that are a minimum 15 percent open or transparent and no more than 40 percent open or transparent.

5.2.3. **Structures with mechanical parking.** The design of fully enclosed buildings or structures that contain mechanical parking shall meet the Building Architecture Objective Design Standards in Chapter 4 of this policy.

5.3 PARKING SHELTERS

5.3.1. **Parking shelter placement.** No parking shelter shall be placed within a required setback.

5.3.2. **Parking shelter materials and colors.** When visible from a public right-of-way, parking shelters shall utilize the same colors and roof materials as the main buildings of a site.

5.3.3. **Parking shelter length.** No individual parking shelter shall exceed 65 feet in length.



▲ This covered parking shelter uses the same orange-red as the main building facade, seen behind the shelter.

5.4 PARKING GARAGES

5.4.1. **Architectural continuity, parking garages.** Parking garages and those portions of buildings that incorporate a parking garage occupancy shall be architecturally treated and meet the Building Architecture Objective Design Standards in Chapter 4 of this policy.

5.4.2. **Vehicular entry gates.** Any vehicular entry gate to a parking structure shall provide a minimum of 20 feet between the gate and the back of the sidewalk to minimize conflicts between sidewalk use by pedestrians and vehicle queuing.

5.4.3. **Ground-floor openings at parking garages and utility and mechanical areas.** Openings at parking garages and utility and mechanical rooms adjoining public street frontages shall be screened from view by at least one of the following.

- a. Vertical landscape and/or climbing vines on metal screens, and/or wires that cover at least 60 percent of the openings of any parking deck, and/or mechanical or utility room opening.
- b. Use of decorative, non-reflective metal grills, glass, or panels with a minimum opacity of 50 percent that cover at least 60 percent of the openings of any parking deck, and/or mechanical or utility room opening.



▲ Vehicles entering this multifamily building can queue in the covered passageway and turn right into the garage, avoiding blocking the sidewalk. See ODS 5.4.2.



▲ Decorative metal grills screen this parking opening from view along the street frontage. See ODS 5.4.3(b).



▲ *This multifamily development provides uncovered bike racks at the entrance to the building. See ODS 5.5.1.*

5.5 BICYCLE PARKING

5.5.1. **Short-term bicycle parking.** Required bicycle racks for short-term parking shall be located within 50 feet of at least one public entrance to a multifamily or mixed-use building.

5.5.2. **Long-term bicycle parking.** Required long-term bicycle parking must be covered and secured and shall be located within 150 feet of at least one entrance to multifamily or mixed-use building.



▲ *This multifamily building provides a dedicated indoor bicycle storage room. See ODS 5.5.2.*



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6

ODS COMPLIANCE CHECKLISTS

Multifamily Compliance Checklist

Mixed-Use Compliance Checklist



CITY OF PALM DESERT

Multifamily Compliance Checklist



PALM DESERT

The Objective Design Standards (ODS) assist project applicants and designers to achieve multifamily design objectives. As a project is designed, applicants and designers must utilize the ODS outlined in Chapters 2-5 of the City of Palm Desert Multifamily and Mixed Use Objective Design Standards, as well as the Multifamily Compliance Checklist, to determine compliance in advance of submittal and formal review for compliance by the City.

Applicants must fill out the sections of the following pages and check “compliance” or “not applicable (N/A)” as appropriate. In cases where an explanation is required, describe how the multifamily project complies with the ODS or how the ODS is not applicable to the project. If the applicant requires additional space for any explanation and/or chooses to illustrate compliance to an ODS, attachments may be submitted along with this form. Once the form is completed, it must be submitted to the City along with the application submittal package. The City will fill out the sections designated “City use only” in their review upon the applicant’s submission of this checklist and other application materials.

PROJECT INFORMATION

Proposed Project Name:

Date:

CONTACT INFORMATION

Applicant Name:

Please check one.

Property Owner

Representative

Design Firm/Architect

Engineer

Other (please specify):

Email:

Phone:

CITY USE ONLY

Reviewed by:

Date:

City Comments (Optional):

OVERALL COMPLIANCE FINDING

YES:

NO:



MULTIFAMILY PROJECT SITE DESIGN

New multifamily projects shall meet all of the below Project Site standards per Chapter 2 of the City of Palm Desert Multifamily and Mixed Use Objective Design Standards policy.

2.1. PROJECT FRONTAGE			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
2.1.1.	Max. frontage length without break. 30' wide open-to-the-sky landscaped open space separating public-facing street frontages longer than 450'.		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required).</i></p> <p><i>This comment box may also be used for further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
2.1. PROJECT FRONTAGE		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		

2.2. PROJECT ORIENTATION			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
2.2.1.	<p>Project orientation. Select a minimum of two of the following:</p> <ul style="list-style-type: none"> a. Min. 20' deep landscaped setback, parallel to project frontage, with 30' on-center shade trees within the first 20' of depth along public street frontage. b. Min. one, 20' in depth open space, sized according to the table in Section 2.2b. c. Max. 42" fences, walls, and/or permanent planter boxes to not exceed 20% of total public street frontage length. d. Use of a ground-level design component listed in Section 2.2d within 10' of public-street-facing frontage setback and along min. 20% of the total public-street-facing frontage. 		
<p><i>Applicant comments and/or further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
2.2. PROJECT ORIENTATION		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		



2.3. PROJECT FENCES AND WALLS			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
2.3.1.	<p>Fence and wall placement. Select the appropriate placement requirement from the options below.</p> <ul style="list-style-type: none"> a. Project lot size ≤ 15,000 SF: no fence, wall, or gate placed within required front-yard setback. b. Project lot size greater than 15,000 SF and less than 1 acre: no fence, wall, or gate placed within frontage setback along public streets. Fences, walls, and gates greater than 42” and behind frontage setback not to exceed 60% of frontage length. c. Project lot size ≥ 1 acre: no fence, wall, or gate placed within frontage setback along public streets. Fences, walls, and gates greater than 42” and behind frontage setback not to exceed 80% of frontage length. 		
2.3.2.	<p>Fence and wall modulation. Select one of the following:</p> <ul style="list-style-type: none"> a. Change in material every 150’ of fence wall. b. Offset every 18” or pilaster every 150’ of fence wall. 		
2.3.3.	<p>Fence and wall materials. Select fence or wall material(s) used.</p> <ul style="list-style-type: none"> a. Aluminum, painted. b. Brick. c. Concrete. d. Metal tube. e. Stone, face stone, and/or veneer stone. f. Wrought iron. 		
2.3.4.	<p>Rear and interior side yard fences and walls. Min. 5’ height for all fences and walls enclosing rear and interior side yards.</p>		
<p><i>If “Not Applicable” was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required). This comment box may also be used for further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
2.3. PROJECT FENCES AND WALLS		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		



2.4. PROJECT ENTRIES			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
2.4.1.	Publicly visible gate or door. Min. 1 publicly visible gate or door that provides direct entry to a building or open space, within 60' of the curb of a public street or public vehicular drop off point.		
2.4.2.	Number of project entries. Select the appropriate minimum number of project entries requirement from the options below. <ul style="list-style-type: none"> a. Public street frontage ≤ 150 ft.: min. 1 project entry. b. Public street frontage greater than 150 ft. and less than 450 ft.: min. 2 project entries. c. Public street frontage ≥ 450 ft.: 2 project entries for each 450 of total length up to a total length of 1,350 feet. 		
2.4.3.	Pedestrian entrances. Min. 1 for each 450' total frontage along public streets.		
<i>Applicant comments and/or further explanations of compliance (optional).</i>			

CITY USE ONLY		
2.4. PROJECT ENTRIES		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<i>City comments (optional).</i>		



2.5. PROJECT SIDEWALKS AND PATHWAYS			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
2.5.1.	Site connectivity, public sidewalks. All on-site buildings, entries, facilities, amenities, and vehicular and bicycle parking areas are internally connected by on-site sidewalks and as-needed pathways.		
2.5.2.	Site connectivity, public streets. Intersecting public and private streets, access drives, drive aisles, alleys, and marked crosswalks link to all public streets adjoining the project.		
2.5.3.	Sidewalk width. On-site sidewalks are a min. 5' in unobstructed width.		
2.5.4.	Parkways. Min. 5' width, provided along at least one side of all on-site sidewalks and pathways.		
2.5.5	Landscape parkways. Min. 5' width, provided along both sides of the sidewalk or parkway if on-site sidewalk or pathways is provided within a required public street frontage or setback that is $\geq 20'$ in depth.		
2.5.6.	Landscape parkway with ground-floor architectural component. Min. 1 parkway required if at least one of the architectural components is placed along 60% of the ground floor building frontage that adjoins a public street, required front yard, or public street frontage setback. <ul style="list-style-type: none"> a. Stoops b. Min. 8'-clear depth porches c. Arcades, galleries, and/or ramadas d. Min. 8' depth recesses e. Min. 30" depth overhangs, trellises, and/or awnings 		
2.5.7.	Driveway access and sidewalks. Vehicular driveways that access any public right-of-way are adjoined by sidewalks with a 4' wide, curb-adjacent landscape area on at least one side of the vehicular access drive.		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required).</i></p> <p><i>This comment box may also be used for further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
2.5. PROJECT SIDEWALKS AND PATHWAYS		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		



2.6. PROJECT CURB CUTS, VEHICULAR			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
2.6.1.	<p>Number of project entries. Select the appropriate requirement from the options below.</p> <ul style="list-style-type: none"> a. Public street frontage between 50 and 150 ft: max. 1 curb cut. b. Public street frontage greater than 450 ft: max. 1 curb cut for each 450' of public street frontage. 		
2.6.2.	Curb cut width. Max. 36' width curb cut if public street frontage is less than 450' in length.		
2.6.3.	Curb cut medians. If site requires more than a 36' curb cut, it is divided with a min. 5' width median such that each segment of the curb cut is a max. 36' in width.		
2.6.4.	Curb cuts, parking area. Max. 24' in width if curb cut leads to a parking area with less than 25 parking spaces.		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required). This comment box may also be used for further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
2.6. PROJECT CURB CUTS, VEHICULAR		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		

2.7. PROJECT ALLEYS			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
2.7.1.	Alley entry. Projects abutting an ally provide all vehicular access from the alley.		
2.7.2.	Alley parkways. If a new alley >30' in width is provided, at least 1, min. 5' landscaped parkway provided along 70% of the total length of the alley, exclusive driveway curb cut lengths, garages, required red curbs for fire access, and vehicular access aisles.		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required). This comment box may also be used for further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
2.7. PROJECT ALLEYS		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		



MULTIFAMILY LANDSCAPE AND OPEN SPACE DESIGN

New multifamily projects shall meet all of the below Project Landscape and Open Space standards per Chapter 3 of the City of Palm Desert Multifamily and Mixed Use Objective Design Standards policy.

3.1. SITE LANDSCAPING			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
3.1.1.	Frontages. All frontages adjoining public and private streets are landscaped.		
3.1.2.	Setbacks. All front yard, side yard, street-facing side yard, and rear yard setbacks are landscaped.		
<i>Applicant comments and/or further explanations of compliance (optional).</i>			

CITY USE ONLY		
3.1. SITE LANDSCAPING		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<i>City comments (optional).</i>		

3.3. CANOPY TREES			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
3.3.1.	Canopy trees at public street-adjoining frontages. Min. 1 irrigated, 24” box tree planted a max. 30’ on center along frontages adjoining public streets.		
3.3.2.	Canopy trees at front yards. Where front yard setback is required, min. 1 irrigated, 24” box tree planted for each 900 SF of setback area.		
3.3.5.	<p>Canopy trees selection. Select a min. 3 of the following species utilized along frontages adjoining public streets and public right-of-ways, with no more than 50% of all selected canopy trees comprising of the same species.</p> <ul style="list-style-type: none"> a. ‘Desert Museum’ Palo Verde. Parkinsonia (Cercidium) x ‘Desert Museum.’ b. Ironwood. Olneya tesota. c. Palo Brea. Parkinsonia praecox. d. Sweet Acacia. Acacia smallii. e. Texas Ebony. Pithecellobium flexicaule. f. Thornless Cascalote. Caesalpinia cacalaco ‘Smoothie.’ 		
CANOPY TREES CONTINUES ON THE NEXT PAGE			

CITY USE ONLY		
3.3. CANOPY TREES		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT



3.3. CANOPY TREES (CONT.)			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
3.3.5.	Canopy tree shade on sidewalks. All canopy trees planted within required frontages and front yard setbacks with sidewalks and pathways cast shade on the sidewalk for a min. 3 hours a day during the months of June, July, and August within 5 years of planting.		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required). This comment box may also be used for further explanations of compliance (optional).</i></p>			

3.3. CANOPY TREES (CONT.)		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		

3.4. SPECIMEN TREES			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
3.4.1.	Specimen trees at frontage areas. Min. 1 irrigated, 24" box specimen tree planted for each 900 SF of frontage adjoining a public street and/or right-of-way.		
3.4.2.	<p>Specimen trees selection. Select a min. 2 of the following species, with no more than 50% of all selected specimen trees planted in required frontages adjoining public streets and public right-of-ways comprising the same species.</p> <ul style="list-style-type: none"> a. Smoke Tree. <i>Psoralea arguta</i> (Dalea) spinosus. b. Honey Mesquite. <i>Prosopis glandulosa</i>. Must be a thornless cultivar inclusive of <i>Prosopis glandulosa</i> 'Maverick' or <i>Prosopis glandulosa</i> 'AZT'. c. Soaptree. <i>Yucca elata</i>. 		
<p><i>Applicant comments and/or further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
3.4. SPECIMEN TREES		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		



3.5. SHRUBS AND PERENNIALS			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
3.5.1.	Shrub and perennial groundcover. Ground surfaces in required frontages without inorganic groundcover are covered by live plant material within 5 years of planting.		
3.5.2.	Shrub and perennial groundcover selection. Select min. 5 species from list of drought-tolerant shrub and perennial groundcover in ODS 3.14., with max. 30% of all live plant material comprising of the same species and a min. 3 selected species are woody plants.		
3.5.3.	Use of thorned, serrated-edged, sharp-toothed, or sharp-edged plant materials. Planted more than 2' from a sidewalk or pathway and more than 10' from a children's play area.		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required).</i></p> <p><i>This comment box may also be used for further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
3.5. SHRUBS AND PERENNIALS		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		

3.6. INORGANIC GROUNDCOVER			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
3.6.1.	Inorganic groundcover. Max. 50% ground surfaces within required frontages adjoining public streets and front yard setbacks covered with gravel, cobble, or boulders.		
3.6.2.	Gravel and cobble type. Min. 1 type of gravel and min. 1 type of cobble with max. 50% of all surfaces comprising the same material.		
3.6.3.	Groundcover placement. Planted next to and not within a bed of cobble.		
3.6.4.	Inorganic groundcover color. Inorganic material utilized within a required frontage adjoining a public street or right-of-way shall be of a color and value that reflects more light than it absorbs.		
<p><i>Applicant comments and/or further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
3.6. INORGANIC GROUNDCOVER		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		



3.7. BOULDERS			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
3.7.1.	Required boulders. Min. 1 boulder for each 500 SF of continuous area of parkway and landscaped setback area.		
3.7.2.	Irregular spacing. Boulders are spaced irregularly.		
3.7.3.	Buried below grade. Bottom third of boulders are buried below grade.		
<i>Applicant comments and/or further explanations of compliance (optional).</i>			

CITY USE ONLY		
3.7. BOULDERS		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<i>City comments (optional).</i>		

3.8. ON-SITE LIGHTING			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
3.8.1.	Dark-sky compliant. Exterior lighting is dark-sky compliant and/or fully shielded.		
3.8.2.	Fully shielded. Exterior lighting is fully shielded and arranged so that light source cannot be viewed directly.		
3.8.3.	Uplighting. Prohibited, unless used to feature an architectural or landscape element pursuant to Section 24.16.020 of the Palm Desert Municipal Code.		
3.8.4.	Lighting angle below the horizon. Exterior lighting restrains light from source to a min. 30° below horizontal plane of light source.		
3.8.5.	Pedestrian-oriented lighting, location. Provided along all on-site sidewalks and pathways and exterior amenity spaces.		
3.8.6.	Pedestrian oriented lighting, placement. Spaced a max. 30 lineal feet on center.		
3.8.7.	Pedestrian-oriented lighting, illumination. Min. 1' candle on all on-site sidewalks, walkways, pathways, and paseos.		
3.8.8.	Stand-alone exterior lighting. Min. 3' and max. 14' in height.		
<i>Applicant comments and/or further explanations of compliance (optional).</i>			

CITY USE ONLY		
3.8. ON-SITE LIGHTING		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<i>City comments (optional).</i>		



3.9. PASSIVE AND ACTIVE AMENITIES				CITY USE ONLY		
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT	NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
3.9.1.	<p>Passive amenities. Select the appropriate requirement per the options below.</p> <ul style="list-style-type: none"> a. Less than 20 DUs: min. 1 required passive amenity b. Between 20-50 DUs: min. 2 required passive amenities c. Between 51-99 DUs: min. 3 required passive amenities d. 100 DUs and greater: min. 4 required passive amenities 					
3.9.2.	<p>Types of passive amenities. Select from the list below.</p> <ul style="list-style-type: none"> a. Gazebo b. Passive water amenity c. Picnic shelter d. Seating area(s) with benches and/ or loose chairs a min. 12' wide in one dimension and 144 SD in area per below: <ul style="list-style-type: none"> i. Less than 20 DUs: 1 required seating area ii. Between 20-50 DUs: 2 required seating areas iii. Between 51-99 DUs: 3 required seating areas iv. 100 DUs and greater: 4 required seating areas e. Seating walls a min. 8' in length per below: <ul style="list-style-type: none"> i. Less than 20 DUs: 1 required seating wall ii. Between 20-50 DUs: 2 required seating walls iii. Between 51-99 DUs: 3 required seating walls iv. 100 DUs and greater: 4 required seating walls 					
PASSIVE AND ACTIVE AMENITIES CONTINUES ON THE NEXT PAGE						



3.9. PASSIVE AND ACTIVE AMENITIES (CONT.)			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
3.9.3.	<p>Active amenities. Select the appropriate requirement per the options below.</p> <ul style="list-style-type: none"> a. Between 20-55 DUs: min. 2 required active amenities b. Between 51-99 DUs: min. 3 required active amenities c. 100 DUs: min. 4 required active amenities d. Between 101-149 DUs: min. 5 active amenities e. 150 DUs and greater: 1 additional active amenity for each additional 100 units 		
3.9.4.	<p>Types of passive amenities. Select from the list below, one of which must be an active water amenity.</p> <ul style="list-style-type: none"> a. Active water amenity b. Barbecue c. Clubhouse and/or recreation room that opens onto an outdoor amenity area d. Community garden e. Court game facility f. Exercise area and/or par course g. Jogging and/or par course h. Pet area and/or run and/or wash i. Play area, children's 		
<p><i>Applicant comments and/or further explanations of compliance (optional).</i></p>			

3.9. PASSIVE AND ACTIVE AMENITIES (CONT.)		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		



MULTIFAMILY BUILDING ARCHITECTURE DESIGN

New multifamily projects shall meet all of the below Building Architecture standards per Chapter 4 of the City of Palm Desert Multifamily and Mixed Use Objective Design Standards policy.

4.1. BUILDING HEIGHT				CITY USE ONLY		
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT	NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
4.1.1.	Building height measurement along public streets. Max. building height within 150' of the curb of a public street is established by a vertical measurement from the average elevation of the street curb adjacent to the property to the highest point of the structure.					
4.1.2.	Building height measurement adjoining a residential zoned property. Max. building height within 50' of a residential zoned property line is established by a vertical measurement from the elevation of the finished grade along the property line of the residential zoned property or the finished grade along the property line of the project site, whichever is lower in elevation, to the highest point of the roof of the structure.					
4.1.3.	Transitional height abutting a single-family zoned property. If building abuts or is across a right-of-way from a single-family zoned property, the allowed building height is modulated by an inward-leaning 45° angled plane inclined towards the building as measured from a horizontal plane originating 15' above grade at the abutting property line.					
4.1.4.	Maximum building height at public-street-facing frontages. Select the appropriate requirement per options below. <ul style="list-style-type: none"> a. Building distance from street-facing setback is ≤ 30 ft: max. building height is 24' and 2-stories with flat roof b. Building distance from street-facing setback is > 30 ft: max. building height per Municipal Code 					
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required).</i></p> <p><i>This comment box may also be used for further explanations of compliance (optional).</i></p>				<p><i>City comments (optional).</i></p>		



4.2. BUILDING LENGTH			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.2.1.	Building wall, maximum length. Max. 425' in length.		
4.2.2.	Building breaks, open to the sky. Min. 30' open-to-the-sky separation provided when building breaks are required, programmed as either public/private rights-of-way, courts, passageways, paseos, and/or other active and/or passive landscaped open spaces.		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required). This comment box may also be used for further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
4.2. BUILDING LENGTH		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		



4.3. BUILDING MODULATION			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.3.1.	<p>Building modulation. Select at least two of the following.</p> <ul style="list-style-type: none"> a. Min. 6’ clear width ground-level arcades, open-to-the-air galleries, colonnades, porches, recesses, ramadas, and trellis structures placed along a min. 80% ground floor length of two building faces. b. Min. 8’ length and min. 3’ depth open-to-the-sky recesses for each 50’ of building wall length. c. Major and minor massing, with wall area of the minor massing a max. 40% of total wall area. d. Min. 6’ clear width setback of top floor along at least 2 sides of the building. e. Sun-screening elements on windows, doors, and openings at south- and west-facing building walls. f. Min. 15% of building walls are covered and open-to-the-air balconies. g. Roof overhangs or projections that provide a min. 8’ of vertical shaded wall at noon on the summer solstice. h. Vertical and irrigated landscaping located within 5’ of a wall, screens min. 2 walls and 30% of structure perimeter, and min. 20’ height after 5 years of growth. i. Min. 2 wall materials, first material a max. 30% of total wall area and second material a max. 70% of total wall area. j. Building footprint immediately below top floor is max. 80% of the building footprint immediately below. k. Min. 1 tower element that is max. half of the floor-to-floor height of the tallest building story, and recessed or projected from the rest of the building mass by a min. 2’. 		

CITY USE ONLY		
4.3. BUILDING MODULATION		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT

BUILDING MODULATION CONTINUES ON THE NEXT PAGE



BUILDING MODULATION (CONT.)			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.3.2.	<p>Vehicle entrances. If vehicle entries are incorporated into a building wall facing a public street, select at least two of the following.</p> <ul style="list-style-type: none"> a. Vehicle entrance set back a min. 20' from the back of sidewalk or required setback, whichever results in the furthest distance from the public street. b. Where a pedestrian entrance is provided adjacent to the garage opening, a min. 5' wide sidewalk leading to the public street and sidewalk. c. Min. one, 5' width landscaped area adjoining the vehicle access drive and leading from the public street to the garage entrance. 		
4.3.3.	<p>Upper story floor area limit. Top story gross area of buildings are a max. 80% of the floor immediately below.</p>		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required). This comment box may also be used for further explanations of compliance (optional).</i></p>			

BUILDING MODULATION (CONT.)		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		



4.4. BUILDING ROOFS			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.4.1.	Roof types. Select from the options below. <ul style="list-style-type: none"> a. Butterfly roof b. Clerestory roof c. Conical roof d. Cross-hipped roof e. Curved/barrel vaulted roof f. Dome roof g. Flat roof h. Gable roof i. Hexagonal roof j. Hip and valley roof k. Intersecting gable roof l. Hip roof m. M-shaped roof n. Monitor roof o. Pyramid hip roof p. Sawtooth roof q. Skillion roof r. Shed roof 		
4.4.2.	Roof slopes. Pitch of sloped roofs, other than conical, curved/barrel vaulted, or dome roofs, is min. 2:12 and max. 4:12.		
4.4.3.	Sloped roof materials. Select one . <ul style="list-style-type: none"> a. Concrete or lightweight concrete tile. b. Metal that is non-reflective. c. Solar panel tiles, solar roof tiles, or solar shingles. d. Natural tone or slate tile. e. Terracotta tile or simulated terracotta tile. 		
4.4.4.	Prohibited roof materials. Asphalt-shingle roofs, glass roofs or skylights comprising of more than 10% of the total gross area of the floor below, and corrugated metal roofing are not utilized in the project.		
4.4.5.	Flat roof modulation. Modulate the roof vertically a min. 42" at least once every 50'.		

CITY USE ONLY		
4.4. BUILDING ROOFS		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT

BUILDING ROOFS CONTINUES ON THE NEXT PAGE



4.4. BUILDING ROOFS (CONT.)			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.4.6.	Greenhouses. Exempt from roof type, slope, modulation, and materials requirements if total floor area of the greenhouse is ≤ 10% of the total gross floor area of the building.		
4.4.7.	Parapet return. Parapets that extend beyond the wall plane must return and extend a min. 6' past the wall plane and inwards towards the building.		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required). This comment box may also be used for further explanations of compliance (optional).</i></p>			

4.4. BUILDING ROOFS (CONT.)		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		

4.5. BUILDING MATERIALS			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.5.1.	<p>Building wall materials. Select at least two of the following.</p> <ul style="list-style-type: none"> a. Cementitious or acrylic stucco, or an exterior insulating and finish system with a cementitious finish. b. 2 stucco textures. If a float finish is utilized for one of the stucco textures, the second stucco texture is a float or dash finish stucco and utilized for a min. 10% of the total wall area. c. 2 stucco colors with min. 1 of the stucco colors utilized at a min. 10% of the total wall area. d. Non-reflective metal panels. e. Natural stone or manufactured stone veneer at a min. 10% of the total wall area. f. Terra cotta tile and/or rain screens. g. Colored precision block, glazed block, face brick, face stone, split face block, shot blast block, or slump stone at a min. 10% of the total wall area. 		
<p>BUILDING MATERIALS CONTINUES ON THE NEXT PAGE</p>			

CITY USE ONLY		
4.5. BUILDING MATERIALS		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT



4.5. BUILDING MATERIALS (CONT.)			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.5.2.	<p>Wall material transitions. Select at least one of the following methodologies when transitioning between different materials and colors.</p> <ul style="list-style-type: none"> a. An inside corner where planes intersect. b. A reveal, projecting band, and/or planar offset to mark the transition between the base, middle, and top of the building. c. Use of a building detail and/or habitable or decorative projections. d. Utilization of recesses or projections at windows a min. 3” in depth at all windows and openings. e. An offset in a plane where the material transition or color occurs with a min. 5” depth. 		
4.5.3.	Prohibited wall materials. Project is not a 100% glass building.		
<i>Applicant comments and/or further explanations of compliance (optional).</i>			

4.5. BUILDING MATERIALS (CONT.)		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<i>City comments (optional).</i>		

4.6. BUILDING OPENINGS			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.6.1.	Ground-level architectural component. Min. 6’ clear depth and min. 7’ height along a min. 30% of the building length.		
4.6.2.	Upper-level glazing. Min. 15% and max. 30% transparent glazing and/or openings at building walls above the ground level.		
4.6.3.	Openings. Min. 15% and max. 40% of total wall area above the first level.		
<i>Applicant comments and/or further explanations of compliance (optional).</i>			

CITY USE ONLY		
4.6. BUILDING OPENINGS		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<i>City comments (optional).</i>		



4.8. BUILDING WINDOWS			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.8.1.	<p>Window and door details. Select at least two of the following.</p> <ul style="list-style-type: none"> a. 3 distinct window sizes. b. Shading devices that create a distinct shadow line at a min. 60% of openings. c. Recesses or projections a min. 3" in depth at a min. 60% of all openings. d. Min. 4"-width trim around opening that creates a projection or recess no less than 2" in depth. e. Use of metal-clad, thermally-broken metal or steel, and/or wood windows or doors at all openings. f. Exterior shades. 		
4.8.2.	<p>Windows, storage, utilities, and screening. Interior or exterior screening for windows that open onto a utility or storage use or occupancy.</p>		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required). This comment box may also be used for further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
4.8. BUILDING WINDOWS		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		

4.9. BUILDING BALCONIES AND STAIRWELLS			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.9.1.	<p>Balcony depth. Min. 6' in clear depth.</p>		
4.9.2.	<p>Balcony design. Recessed or shaded by balconies or roof projections immediately above and/or by min. 4' deep awnings, canopies, ramadas, recesses, and/or trellises.</p>		
4.9.3.	<p>Stairwells. Internal to the building, screened by materials with a 50% opacity.</p>		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required). This comment box may also be used for further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
4.9. BUILDING BALCONIES AND STAIRWELLS		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		



4.10. BUILDING UTILITIES			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.10.1.	Electrical utilities. Electrical utility equipment, electrical meters, and junction boxes placed within a utility room.		
4.10.2.	Mechanical and electrical equipment screening. Except for ground-mounted transformers, all mechanical equipment is fully screened from all views by one of the following: <ul style="list-style-type: none"> a. Solid parapets and/or walls that are a min. 1' taller than the mechanical equipment. b. Louvers equipment boxes incorporated into a wall. c. Min. 50% opaque walls that are set within landscape areas, that in plan provide a min. 18" wide landscape border around the perimeter of at least 2 sides of the equipment pad. 		
<i>Applicant comments and/or further explanations of compliance (optional).</i>			

CITY USE ONLY		
4.10. BUILDING UTILITIES		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<i>City comments (optional).</i>		

4.11. BUILDING FACADE COLORS			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.11.1.	Color palette. Neutral, earth tone, and/or neutral or earth tone Sonoran Desert regional colors, samples or printouts of which attached to the application and key to color use on elevation drawings.		
4.11.2.	Accent colors. Max. 10% building facade may be a color not considered neutral, earth tone, and/or Sonoran Desert color choice.		
4.11.3.	Prohibited colors. Black is only used as an accent color or a window, trim, fence, or gate color.		
<i>Applicant comments and/or further explanations of compliance (optional).</i>			

CITY USE ONLY		
4.11. BUILDING FACADE COLORS		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<i>City comments (optional).</i>		



4.12. BUILDING WATER DRAINAGE DEVICES			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.12.1.	Water drainage devices. Gutters, downspouts, and other water drainage components are not visible from the exterior building walls facing public streets, be an unpainted neutral metal material, or be painted the same color of the immediately-adjoining facade.		
<i>Applicant comments and/or further explanations of compliance (optional).</i>			

CITY USE ONLY		
4.12. BUILDING WATER DRAINAGE DEVICES		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<i>City comments (optional).</i>		

4.13. BUILDING TRASH/RECYCLING BINS AND ENCLOSURES			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.13.1.	Trash/recycling bin placement. Select the appropriate requirement per options below. <ul style="list-style-type: none"> a. Lots ≤ 7,500 SF: trash/recycling bins are designated, open-to-the-sky enclosures permitted, but no trash/recycling bin or enclosure placed in required setbacks or visible from the public street. b. Lots 22,500 SF > 7,500 SF: trash/recycling bins placed within fully enclosed structures that may be open to the sky, are not visible from a public street, may project into a required side or rear yard setback but not placed within 5’ of a property line or within a setback adjacent to a public street or single-family lot. c. Lots > 22,500 SF: trash/recycling bins are designated, fully enclosed, may be open to the sky, but not placed within required setbacks or visible from a public street. 		
<i>Applicant comments and/or further explanations of compliance (optional).</i>			

CITY USE ONLY		
4.13. BUILDING TRASH/RECYCLING BINS AND ENCLOSURES		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<i>City comments (optional).</i>		



4.14. BUILDING DESIGN COMPONENTS			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.14.1.	<p>Architectural continuity. Development projects with multiple buildings maintain architectural consistency through at least three of the following.</p> <ul style="list-style-type: none"> a. Consistent use of roof forms and if sloped, roof materials and coloring at all buildings and accessory buildings. b. Consistent use of building overhangs, recesses, and architectural projections including porches, arcades, ramadas, galleries and building screening that create shade at south, east, and west facing facades. c. Consistent use of facade materials at all buildings and accessory buildings. d. Consistent use of color at all buildings and accessory buildings. e. Consistent use of proportions and details at min. 60% of building openings. f. Consistent use of sun shading architectural components at all buildings visible from a public street. 		

CITY USE ONLY		
4.14. BUILDING DESIGN COMPONENTS		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT

BUILDING DESIGN COMPONENTS CONTINUES ON THE NEXT PAGE



4.14. BUILDING DESIGN COMPONENTS (CONT.)

ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.14.2.	<p>Inclusion of Palm Desert architectural and landscape components. Select at least four of the following.</p> <ul style="list-style-type: none"> a. Buildings oriented on an east-west axis such that the wall area of both the east and west facades is a max. 60% of the area of the area of south facing walls. b. Site walls, building massing, and landscape windbreaks that protect project open spaces from west to east prevailing summer winds. c. Site walls, building massing, and landscape windbreaks that protect project open spaces from north to south prevailing winds that occur from mid-November through mid-February. d. Covered open-to-the-air arcades, colonnades, galleries, or other permanent coverings or projections that provide shade at all building walls visible from public streets. e. Overhangs or recesses at building entries that are a min. 4' in clear depth. f. Min. 24" deep roof eaves. g. Use of natural stone or veneer stone at a min. 10% the total building wall area. h. Use of recessed windows at a min. 60% of openings. i. Use of shade trees at varying distances apart, but in no case more than 30' on center, to shade the length of east-, south-, and west-facing building walls visible from a public street. j. Public street frontages that are a min. 20% greater than the otherwise required frontage, front yard, and street-facing side yard requirements. 		

Applicant comments and/or further explanations of compliance (optional).

CITY USE ONLY

4.14. BUILDING DESIGN COMPONENTS (CONT.)

NOT APPLICABLE	COMPLIANT	NON-COMPLIANT

City comments (optional).



MULTIFAMILY PARKING DESIGN

New multifamily projects shall meet all of the below Parking standards per Chapter 5 of the City of Palm Desert Multifamily and Mixed Use Objective Design Standards policy.

5.1. SURFACE PARKING DESIGN				CITY USE ONLY		
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT	NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
5.1.1.	Surface parking placement. No surface parking within a required public street frontage setback or between primary building frontages and the public street.					
5.1.2.	Surface parking visibility. Select one of the following. <ul style="list-style-type: none"> a. All surface parking lots are behind buildings. When more than 1 building is placed on a lot and the buildings screen the surface parking, a max. 30' wide separation between buildings screening the surface parking. b. All surface parking lots behind a fence or wall. c. All surface lots behind a min. 10' depth landscape buffer using bushes, hedges, and trees. 					
5.1.3.	Surface parking along side or rear property lines. Min. 5' width perimeter landscape strip along surface parking areas adjacent to side or rear property lines.					
5.1.4.	Landscape island dimensions. Min. 9' length and 7' width, exclusive of curbs and landings.					
5.1.5.	End parking stalls, width. Increased in City-required width by min. 18".					
5.1.6.	Landscape islands, end parking stalls. All end parking stalls are adjacent to a landscaped island.					
5.1.7.	Landscape islands, surface parking with more than 30 spaces. Min. 10% of lot is landscape islands by one of the following. <ul style="list-style-type: none"> a. Use of finger islands at endcaps and a landscape island every 10 parking spaces. b. Min. 5' continuous landscape planter located within the center of parking rows, running between endcap fingers and islands. 					
5.1.8.	Canopy trees at on-site surface parking. Min. 1 canopy tree for every 3 uncovered parking spaces and 1 canopy tree for every 8 covered parking spaces.					

SURFACE PARKING DESIGN CONTINUES ON THE NEXT PAGE



5.1. SURFACE PARKING DESIGN (CONT.)			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
5.1.9.	Canopy tree distribution at on-site surface parking. Uniformly distributed across surface are of lot so that no parking space is more than 30' from the center of a canopy tree.		
5.1.10.	Parking space building separation. Min. 5' pedestrian sidewalk and min. 5' wide landscape strip measured from the curb face separating parking spaces from buildings		
5.1.11.	Pathways, surface lots with more than 50 spaces. Min. 1 publicly-accessible pathway or sidewalk that provides access across the lot to a public sidewalk for each 200' of surface parking area fronting a public street.		
5.1.12.	Pathway enhancements, surface lots with more than 50 spaces. Enhanced or textured paving or striping included where pedestrian crossing occurs.		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required).</i> This comment box may also be used for further explanations of compliance (optional).</p>			

5.1. SURFACE PARKING DESIGN (CONT.)		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		

5.2. MECHANICAL PARKING			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
5.2.1.	Mechanical parking placement. Open-to-the-air mechanical parking placed more than 20' from a public street frontage.		
5.2.2.	Mechanical parking screening. Open-to-the-air mechanical parking spaces placed between 20'-150' from a street frontage are minimally screened from view of the public street by walls that are a min. 15% open/transparent and max. 40% open/transparent.		
5.2.3.	Structures with mechanical parking. Fully enclosed buildings with mechanical parking meet the Building Architecture ODS in Chapter 4 of the Multifamily and Mixed-Use Objective Design Standards policy.		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required).</i> This comment box may also be used for further explanations of compliance (optional).</p>			

CITY USE ONLY		
5.2. MECHANICAL PARKING		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		



5.3. PARKING SHELTERS			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
5.3.1.	Parking shelter placement. No parking shelters within required setbacks.		
5.3.2.	Parking shelter materials and colors. When visible from a public right-of-way, parking shelters are the same colors and roof materials as the main buildings of a site.		
5.3.3.	Parking shelter length. Max. 65' in length.		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required).</i> <i>This comment box may also be used for further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
5.3. PARKING SHELTERS		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		

5.4. PARKING GARAGES			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
5.4.1.	Architectural continuity, parking garages. Parking garages are architecturally treated and meet the Building Architecture ODS in Chapter 4 of the Multifamily and Mixed-Use Objective Design Standards policy.		
5.4.2.	Vehicular entry gates. Min. 20' between gate and back of the sidewalk.		
5.4.3.	Ground-floor openings at parking garages and utility and mechanical areas. Screen parking garages and utility/mechanical room openings from public street frontages with one of the following. <ul style="list-style-type: none"> a. Vertical landscape and/or climbing vines on metal screens, and/or wires that cover a min. 60% of the openings. b. Decorative, non-reflective metal grills, glass, or panels with a min. 50% opacity that covers a min. 60% of the openings. 		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required).</i> <i>This comment box may also be used for further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
5.4. PARKING GARAGES		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		



5.5. BICYCLE PARKING			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
5.5.1.	Short-term bicycle parking. Required bicycle racks located within 50' of at least 1 public building entrance.		
5.5.2.	Long-term bicycle parking. Required bicycle racks are covered and secured, located within 150' of at least one building entrance.		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required).</i></p> <p><i>This comment box may also be used for further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
5.5. BICYCLE PARKING		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		

FINAL APPLICANT COMMENTS (OPTIONAL)

CITY USE ONLY
FINAL CITY COMMENTS (OPTIONAL)



CITY OF PALM DESERT

Mixed-Use Compliance Checklist



PALM DESERT

The Objective Design Standards (ODS) assist project applicants and designers to achieve mixed-use design objectives. As a project is designed, applicants and designers must utilize the ODS outlined in Chapters 2-5 of the City of Palm Desert Multifamily and Mixed Use Objective Design Standards, as well as the Mixed-Use Compliance Checklist, to determine compliance in advance of submittal and formal review for compliance by the City.

Applicants must fill out the sections of the following pages and check "compliance" or "not applicable (N/A)" as appropriate. In cases where an explanation is required, describe how the mixed-use project complies with the ODS or how the ODS is not applicable to the project. If the applicant requires additional space for any explanation and/or chooses to illustrate compliance to an ODS, attachments may be submitted along with this form. Once the form is completed, it must be submitted to the City along with the application submittal package. The City will fill out the sections designated "City use only" in their review upon the applicant's submission of this checklist and other application materials.

PROJECT INFORMATION

Proposed Project Name:

Date:

CONTACT INFORMATION

Applicant Name:

Please check one.

Property Owner

Representative

Design Firm/Architect

Engineer

Other (please specify):

Email:

Phone:

CITY USE ONLY

Reviewed by:

Date:

City Comments (Optional):

OVERALL COMPLIANCE FINDING

YES:

NO:



MIXED-USE PROJECT SITE DESIGN

New mixed-use projects shall meet all of the below Project Site standards per Chapter 2 of the City of Palm Desert Multifamily and Mixed Use Objective Design Standards policy.

2.1 PROJECT FRONTAGE			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
2.1.1.	Max. frontage length without break. 30' wide open-to-the-sky landscaped open space separating public-facing street frontages longer than 450'.		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required).</i></p> <p><i>This comment box may also be used for further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
2.1 PROJECT FRONTAGE		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		

2.2 PROJECT ORIENTATION			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
2.2.1.	<p>Project orientation. Select a minimum of two of the following:</p> <ul style="list-style-type: none"> a. Min. 20' deep landscaped setback, parallel to project frontage, with 30' on-center shade trees within the first 20' of depth along public street frontage. b. Min. one, 20' in depth open space, sized according to the table in Section 2.2b. c. Max. 42" fences, walls, and/or permanent planter boxes to not exceed 20% of total public street frontage length. d. Use of a ground-level design component listed in Section 2.2d within 10' of public-street-facing frontage setback and along min. 20% of the total public-street-facing frontage. 		
<p><i>Applicant comments and/or further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
2.2 PROJECT ORIENTATION		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		



2.3 PROJECT FENCES AND WALLS			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
2.3.1.	<p>Fence and wall placement. Select the appropriate placement requirement from the options below.</p> <ul style="list-style-type: none"> a. Project lot size ≤ 15,000 SF: no fence, wall, or gate placed within required front-yard setback. b. Project lot size greater than 15,000 SF and less than 1 acre: no fence, wall, or gate placed within frontage setback along public streets. Fences, walls, and gates greater than 42” and behind frontage setback not to exceed 60% of frontage length. c. Project lot size ≥ 1 acre: no fence, wall, or gate placed within frontage setback along public streets. Fences, walls, and gates greater than 42” and behind frontage setback not to exceed 80% of frontage length. 		
2.3.2.	<p>Fence and wall modulation. Select one of the following:</p> <ul style="list-style-type: none"> a. Change in material every 150’ of fence wall. b. Offset every 18” or pilaster every 150’ of fence wall. 		
2.3.3.	<p>Fence and wall materials. Select fence or wall material(s) used.</p> <ul style="list-style-type: none"> a. Aluminum, painted. b. Brick. c. Concrete. d. Metal tube. e. Stone, face stone, and/or veneer stone. f. Wrought iron. 		
2.3.4.	<p>Rear and interior side yard fences and walls. Min. 5’ height for all fences and walls enclosing rear and interior side yards.</p>		
<p><i>If “Not Applicable” was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required). This comment box may also be used for further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
2.3 PROJECT FENCES AND WALLS		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		



2.4 PROJECT ENTRIES			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
2.4.1.	Publicly visible gate or door. Min. 1 publicly visible gate or door that provides direct entry to a building or open space, within 60' of the curb of a public street or public vehicular drop off point.		
2.4.2.	Number of project entries. Select the appropriate minimum number of project entries requirement from the options below. <ul style="list-style-type: none"> a. Public street frontage ≤ 150 ft.: min. 1 project entry. b. Public street frontage greater than 150 ft. and less than 450 ft.: min. 2 project entries. c. Public street frontage ≥ 450 ft.: 2 project entries for each 450' of total length up to a total length of 1,350 feet. 		
2.4.3.	Pedestrian entrances. Min. 1 for each 450' total frontage along public streets.		
<i>Applicant comments and/or further explanations of compliance (optional).</i>			

CITY USE ONLY		
2.4 PROJECT ENTRIES		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<i>City comments (optional).</i>		



2.5 PROJECT SIDEWALKS AND PATHWAYS			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
2.5.1.	Site connectivity, public sidewalks. All on-site buildings, entries, facilities, amenities, and vehicular and bicycle parking areas are internally connected by on-site sidewalks and as-needed pathways.		
2.5.2.	Site connectivity, public streets. Intersecting public and private streets, access drives, drive aisles, alleys, and marked crosswalks link to all public streets adjoining the project.		
2.5.3.	Sidewalk width. On-site sidewalks are a min. 5' in unobstructed width.		
2.5.4.	Parkways. Min. 5' width, provided along at least one side of all on-site sidewalks and pathways.		
2.5.5	Landscape parkways. Min. 5' width, provided along both sides of the sidewalk or parkway if on-site sidewalk or pathways is provided within a required public street frontage or setback that is $\geq 20'$ in depth.		
2.5.6.	<p>Landscape parkway with ground-floor architectural component. Min. 1 parkway required if at least one of the architectural components is placed along 60% of the ground floor building frontage that adjoins a public street, required front yard, or public street frontage setback.</p> <ul style="list-style-type: none"> a. Stoops b. Min. 8'-clear depth porches c. Arcades, galleries, and/or ramadas d. Min. 8' depth recesses e. Min. 30" depth overhangs, trellises, and/or awnings 		
2.5.7.	Driveway access and sidewalks. Vehicular driveways that access any public right-of-way are adjoined by sidewalks with a 4' wide, curb-adjacent landscape area on at least one side of the vehicular access drive.		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required).</i></p> <p><i>This comment box may also be used for further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
2.5 PROJECT SIDEWALKS AND PATHWAYS		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		



2.6 PROJECT CURB CUTS, VEHICULAR			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
2.6.1.	<p>Number of project entries. Select the appropriate requirement from the options below.</p> <ul style="list-style-type: none"> a. Public street frontage between 50 and 150 ft: max. 1 curb cut. b. Public street frontage greater than 450 ft: max. 1 curb cut for each 450' of public street frontage. 		
2.6.2.	Curb cut width. Max. 36' width curb cut if public street frontage is less than 450' in length.		
2.6.3.	Curb cut medians. If site requires more than a 36' curb cut, it is divided with a min. 5' width median such that each segment of the curb cut is a max. 36' in width.		
2.6.4.	Curb cuts, parking area. Max. 24' in width if curb cut leads to a parking area with less than 25 parking spaces.		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required). This comment box may also be used for further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
2.6 PROJECT CURB CUTS, VEHICULAR		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		

2.7 PROJECT ALLEYS			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
2.7.1.	Alley entry. Projects abutting an ally provide all vehicular access from the alley.		
2.7.2.	Alley parkways. If a new alley >30' in width is provided, at least 1, min. 5' landscaped parkway provided along 70% of the total length of the alley, exclusive driveway curb cut lengths, garages, required red curbs for fire access, and vehicular access aisles.		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required). This comment box may also be used for further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
2.7 PROJECT ALLEYS		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		



MIXED-USE LANDSCAPE AND OPEN SPACE DESIGN

New mixed-use projects shall meet all of the below Project Landscape and Open Space standards per Chapter 3 of the City of Palm Desert Multifamily and Mixed Use Objective Design Standards policy.

3.1. SITE LANDSCAPING			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
3.1.1.	Frontages. All frontages adjoining public and private streets are landscaped.		
3.1.2.	Setbacks. All front yard, side yard, street-facing side yard, and rear yard setbacks are landscaped.		
<i>Applicant comments and/or further explanations of compliance (optional).</i>			

CITY USE ONLY		
3.1. SITE LANDSCAPING		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<i>City comments (optional).</i>		

3.3. CANOPY TREES			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
3.3.1.	Canopy trees at public street-adjoining frontages. Min. 1 irrigated, 24” box tree planted a max. 30’ on center along frontages adjoining public streets.		
3.3.2.	Canopy trees at front yards. Where front yard setback is required, min. 1 irrigated, 24” box tree planted for each 900 SF of setback area.		
3.3.5.	<p>Canopy trees selection. Select a min. 3 of the following species utilized along frontages adjoining public streets and public right-of-ways, with no more than 50% of all selected canopy trees comprising of the same species.</p> <ul style="list-style-type: none"> a. ‘Desert Museum’ Palo Verde. Parkinsonia (Cercidium) x ‘Desert Museum.’ b. Ironwood. Olneya tesota. c. Palo Brea. Parkinsonia praecox. d. Sweet Acacia. Acacia smallii. e. Texas Ebony. Pithecellobium flexicaule. f. Thornless Cascalote. Caesalpinia cacalaco ‘Smoothie.’ 		
CANOPY TREES CONTINUES ON THE NEXT PAGE			

CITY USE ONLY		
3.3. CANOPY TREES		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT



3.3. CANOPY TREES (CONT.)			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
3.3.5.	Canopy tree shade on sidewalks. All canopy trees planted within required frontages and front yard setbacks with sidewalks and pathways cast shade on the sidewalk for a min. 3 hours a day during the months of June, July, and August within 5 years of planting.		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required). This comment box may also be used for further explanations of compliance (optional).</i></p>			

3.3. CANOPY TREES (CONT.)		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		

3.4. SPECIMEN TREES			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
3.4.1.	Specimen trees at frontage areas. Min. 1 irrigated, 24" box specimen tree planted for each 900 SF of frontage adjoining a public street and/or right-of-way.		
3.4.2.	<p>Specimen trees selection. Select a min. 2 of the following species, with no more than 50% of all selected specimen trees planted in required frontages adjoining public streets and public right-of-ways comprising the same species.</p> <ul style="list-style-type: none"> a. Smoke Tree. <i>Psoralea arguta</i> (Dalea) spinosus. b. Honey Mesquite. <i>Prosopis glandulosa</i>. Must be a thornless cultivar inclusive of <i>Prosopis glandulosa</i> 'Maverick' or <i>Prosopis glandulosa</i> 'AZT'. c. Soaptree. <i>Yucca elata</i>. 		
<p><i>Applicant comments and/or further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
3.4. SPECIMEN TREES		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		



3.5. SHRUBS AND PERENNIALS			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
3.5.1.	Shrub and perennial groundcover. Ground surfaces in required frontages without inorganic groundcover are covered by live plant material within 5 years of planting.		
3.5.2.	Shrub and perennial groundcover selection. Select min. 5 species from list of drought-tolerant shrub and perennial groundcover in ODS 3.14., with max. 30% of all live plant material comprising of the same species and a min. 3 selected species are woody plants.		
3.5.3.	Use of thorned, serrated-edged, sharp-toothed, or sharp-edged plant materials. Planted more than 2' from a sidewalk or pathway and more than 10' from a children's play area.		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required).</i></p> <p><i>This comment box may also be used for further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
3.5. SHRUBS AND PERENNIALS		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		

3.6. INORGANIC GROUNDCOVER			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
3.6.1.	Inorganic groundcover. Max. 50% ground surfaces within required frontages adjoining public streets and front yard setbacks covered with gravel, cobble, or boulders.		
3.6.2.	Gravel and cobble type. Min. 1 type of gravel and min. 1 type of cobble with max. 50% of all surfaces comprising the same material.		
3.6.3.	Groundcover placement. Planted next to and not within a bed of cobble.		
3.6.4.	Inorganic groundcover color. Inorganic material utilized within a required frontage adjoining a public street or right-of-way shall be of a color and value that reflects more light than it absorbs.		
<p><i>Applicant comments and/or further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
3.6. INORGANIC GROUNDCOVER		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		



3.7. BOULDERS			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
3.7.1.	Required boulders. Min. 1 boulder for each 500 SF of continuous area of parkway and landscaped setback area.		
3.7.2.	Irregular spacing. Boulders are spaced irregularly.		
3.7.3.	Buried below grade. Bottom third of boulders are buried below grade.		
<i>Applicant comments and/or further explanations of compliance (optional).</i>			

CITY USE ONLY		
3.7. BOULDERS		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<i>City comments (optional).</i>		

3.8. ON-SITE LIGHTING			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
3.8.1.	Dark-sky compliant. Exterior lighting is dark-sky compliant and/or fully shielded.		
3.8.2.	Fully shielded. Exterior lighting is fully shielded and arranged so that light source cannot be viewed directly.		
3.8.3.	Uplighting. Prohibited, unless used to feature an architectural or landscape element pursuant to Section 24.16.020 of the Palm Desert Municipal Code.		
3.8.4.	Lighting angle below the horizon. Exterior lighting restrains light from source to a min. 30° below horizontal plane of light source.		
3.8.5.	Pedestrian-oriented lighting, location. Provided along all on-site sidewalks and pathways and exterior amenity spaces.		
3.8.6.	Pedestrian oriented lighting, placement. Spaced a max. 30 lineal feet on center.		
3.8.7.	Pedestrian-oriented lighting, illumination. Min. 1' candle on all on-site sidewalks, walkways, pathways, and paseos.		
3.8.8.	Stand-alone exterior lighting. Min. 3' and max. 14' in height.		
<i>Applicant comments and/or further explanations of compliance (optional).</i>			

CITY USE ONLY		
3.8. ON-SITE LIGHTING		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<i>City comments (optional).</i>		



3.9. PASSIVE AND ACTIVE AMENITIES				CITY USE ONLY		
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT	NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
3.9.1.	<p>Passive amenities. Select the appropriate requirement per the options below.</p> <ul style="list-style-type: none"> a. Less than 20 DUs: min. 1 required passive amenity b. Between 20-50 DUs: min. 2 required passive amenities c. Between 51-99 DUs: min. 3 required passive amenities d. 100 DUs and greater: min. 4 required passive amenities 					
3.9.2.	<p>Types of passive amenities. Select from the list below.</p> <ul style="list-style-type: none"> a. Gazebo b. Passive water amenity c. Picnic shelter d. Seating area(s) with benches and/ or loose chairs a min. 12' wide in one dimension and 144 SD in area per below: <ul style="list-style-type: none"> i. Less than 20 DUs: 1 required seating area ii. Between 20-50 DUs: 2 required seating areas iii. Between 51-99 DUs: 3 required seating areas iv. 100 DUs and greater: 4 required seating areas e. Seating walls a min. 8' in length per below: <ul style="list-style-type: none"> i. Less than 20 DUs: 1 required seating wall ii. Between 20-50 DUs: 2 required seating walls iii. Between 51-99 DUs: 3 required seating walls iv. 100 DUs and greater: 4 required seating walls 					
PASSIVE AND ACTIVE AMENITIES CONTINUES ON THE NEXT PAGE						



3.9. PASSIVE AND ACTIVE AMENITIES (CONT.)			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
3.9.3.	<p>Active amenities. Select the appropriate requirement per the options below.</p> <ul style="list-style-type: none"> a. Between 20-55 DUs: min. 2 required active amenities b. Between 51-99 DUs: min. 3 required active amenities c. 100 DUs: min. 4 required active amenities d. Between 101-149 DUs: min. 5 active amenities e. 150 DUs and greater: 1 additional active amenity for each additional 100 units 		
3.9.4.	<p>Types of passive amenities. Select from the list below.</p> <ul style="list-style-type: none"> a. Active water amenity b. Barbecue c. Clubhouse and/or recreation room that opens onto an outdoor amenity area d. Community garden e. Court game facility f. Exercise area and/or par course g. Jogging and/or par course h. Pet area and/or run and/or wash i. Play area, children's 		
<p><i>Applicant comments and/or further explanations of compliance (optional).</i></p>			

3.9. PASSIVE AND ACTIVE AMENITIES (CONT.)		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		



MIXED-USE BUILDING ARCHITECTURE DESIGN

New mixed-use projects shall meet all of the below Building Architecture standards per Chapter 4 of the City of Palm Desert Multifamily and Mixed Use Objective Design Standards policy.

4.1. BUILDING HEIGHT				CITY USE ONLY		
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT	NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
4.1.1.	Building height measurement along public streets. Max. building height within 150' of the curb of a public street is established by a vertical measurement from the average elevation of the street curb adjacent to the property to the highest point of the structure.					
4.1.2.	Building height measurement adjoining a residential zoned property. Max. building height within 50' of a residential zoned property line is established by a vertical measurement from the elevation of the finished grade along the property line of the residential zoned property or the finished grade along the property line of the project site, whichever is lower in elevation, to the highest point of the roof of the structure.					
4.1.3.	Transitional height abutting a single-family zoned property. If building abuts or is across a right-of-way from a single-family zoned property, the allowed building height is modulated by an inward-leaning 45° angled plane inclined towards the building as measured from a horizontal plane originating 15' above grade at the abutting property line.					
4.1.4.	Maximum building height at public-street-facing frontages. Select the appropriate requirement per options below. <ul style="list-style-type: none"> a. Building distance from street-facing setback is ≤ 30 ft: max. building height is 24' and 2-stories with flat roof b. Building distance from street-facing setback is > 30 ft: max. building height per Municipal Code 					
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required).</i></p> <p><i>This comment box may also be used for further explanations of compliance (optional).</i></p>				<p><i>City comments (optional).</i></p>		



4.2. BUILDING LENGTH			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.2.1.	Building wall, maximum length. Max. 425' in length.		
4.2.2.	Building breaks, open to the sky. Min. 30' open-to-the-sky separation provided when building breaks are required, programmed as either public/private rights-of-way, courts, passageways, paseos, and/or other active and/or passive landscaped open spaces.		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required). This comment box may also be used for further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
4.2. BUILDING LENGTH		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		



4.3. BUILDING MODULATION			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.3.1.	<p>Building modulation. Select at least two of the following.</p> <ul style="list-style-type: none"> a. Min. 6’ clear width ground-level arcades, open-to-the-air galleries, colonnades, porches, recesses, ramadas, and trellis structures placed along a min. 80% ground floor length of two building faces. b. Min. 8’ length and min. 3’ depth open-to-the-sky recesses for each 50’ of building wall length. c. Major and minor massing, with wall area of the minor massing a max. 40% of total wall area. d. Min. 6’ clear width setback of top floor along at least 2 sides of the building. e. Sun-screening elements on windows, doors, and openings at south- and west-facing building walls. f. Min. 15% of building walls are covered and open-to-the-air balconies. g. Roof overhangs or projections that provide a min. 8’ of vertical shaded wall at noon on the summer solstice. h. Vertical and irrigated landscaping located within 5’ of a wall, screens min. 2 walls and 30% of structure perimeter, and min. 20’ height after 5 years of growth. i. Min. 2 wall materials, first material a max. 30% of total wall area and second material a max. 70% of total wall area. j. Building footprint immediately below top floor is max. 80% of the building footprint immediately below. k. Min. 1 tower element that is max. half of the floor-to-floor height of the tallest building story, and recessed or projected from the rest of the building mass by a min. 2’. 		

CITY USE ONLY		
4.3. BUILDING MODULATION		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT

BUILDING MODULATION CONTINUES ON THE NEXT PAGE



BUILDING MODULATION (CONT.)			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.3.2.	<p>Vehicle entrances. If vehicle entries are incorporated into a building wall facing a public street, select at least two of the following.</p> <ul style="list-style-type: none"> a. Vehicle entrance set back a min. 20' from the back of sidewalk or required setback, whichever results in the furthest distance from the public street. b. Where a pedestrian entrance is provided adjacent to the garage opening, a min. 5' wide sidewalk leading to the public street and sidewalk. c. Min. one, 5' width landscaped area adjoining the vehicle access drive and leading from the public street to the garage entrance. 		
4.3.3.	<p>Upper story floor area limit. Top story gross area of buildings are a max. 80% of the floor immediately below.</p>		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required). This comment box may also be used for further explanations of compliance (optional).</i></p>			

BUILDING MODULATION (CONT.)		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		



4.4. BUILDING ROOFS			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.4.1.	Roof types. Select from the options below. <ul style="list-style-type: none"> a. Butterfly roof b. Clerestory roof c. Conical roof d. Cross-hipped roof e. Curved/barrel vaulted roof f. Dome roof g. Flat roof h. Gable roof i. Hexagonal roof j. Hip and valley roof k. Intersecting gable roof l. Hip roof m. M-shaped roof n. Monitor roof o. Pyramid hip roof p. Sawtooth roof q. Skillion roof r. Shed roof 		
4.4.2.	Roof slopes. Pitch of sloped roofs, other than conical, curved/barrel vaulted, or dome roofs, is min. 2:12 and max. 4:12.		
4.4.3.	Sloped roof materials. Select one . <ul style="list-style-type: none"> a. Concrete or lightweight concrete tile. b. Metal that is non-reflective. c. Solar panel tiles, solar roof tiles, or solar shingles. d. Natural tone or slate tile. e. Terracotta tile or simulated terracotta tile. 		
4.4.4.	Prohibited roof materials. Asphalt-shingle roofs, glass roofs or skylights comprising of more than 10% of the total gross area of the floor below, and corrugated metal roofing are not utilized in the project.		
4.4.5.	Flat roof modulation. Modulate the roof vertically a min. 42" at least once every 50'.		

CITY USE ONLY		
4.4. BUILDING ROOFS		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT

BUILDING ROOFS CONTINUES ON THE NEXT PAGE



4.4. BUILDING ROOFS (CONT.)			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.4.6.	Greenhouses. Exempt from roof type, slope, modulation, and materials requirements if total floor area of the greenhouse is ≤ 10% of the total gross floor area of the building.		
4.4.7.	Parapet return. Parapets that extend beyond the wall plane must return and extend a min. 6' past the wall plane and inwards towards the building.		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required). This comment box may also be used for further explanations of compliance (optional).</i></p>			

4.4. BUILDING ROOFS (CONT.)		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		

4.5. BUILDING MATERIALS			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.5.1.	<p>Building wall materials. Select at least two of the following.</p> <ul style="list-style-type: none"> a. Cementitious or acrylic stucco, or an exterior insulating and finish system with a cementitious finish. b. 2 stucco textures. If a float finish is utilized for one of the stucco textures, the second stucco texture is a float or dash finish stucco and utilized for a min. 10% of the total wall area. c. 2 stucco colors with min. 1 of the stucco colors utilized at a min. 10% of the total wall area. d. Non-reflective metal panels. e. Natural stone or manufactured stone veneer at a min. 10% of the total wall area. f. Terra cotta tile and/or rain screens. g. Colored precision block, glazed block, face brick, face stone, split face block, shot blast block, or slump stone at a min. 10% of the total wall area. 		
<p>BUILDING MATERIALS CONTINUES ON THE NEXT PAGE</p>			

CITY USE ONLY		
4.5. BUILDING MATERIALS		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT



4.5. BUILDING MATERIALS (CONT.)			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.5.2.	<p>Wall material transitions. Select at least one of the following methodologies when transitioning between different materials and colors.</p> <ul style="list-style-type: none"> a. An inside corner where planes intersect. b. A reveal, projecting band, and/or planar offset to mark the transition between the base, middle, and top of the building. c. Use of a building detail and/or habitable or decorative projections. d. Utilization of recesses or projections at windows a min. 3” in depth at all windows and openings. e. An offset in a plane where the material transition or color occurs with a min. 5” depth. 		
4.5.3.	<p>Prohibited wall materials. Project is not a 100% glass building.</p>		
<p><i>Applicant comments and/or further explanations of compliance (optional).</i></p>			

4.5. BUILDING MATERIALS (CONT.)		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		

4.7. BUILDING OPENINGS			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.7.1.	<p>Ground-level transparency or frontage component. Select at least one of the following.</p> <ul style="list-style-type: none"> a. Min. 60% of total ground-level wall length glazing that is a min. 8’ tall. b. A min. 8’ clear depth architectural component along a min. 80% of wall length that faces a public street. 		
4.7.2.	<p>Upper-level glazing. Min. 15% glazing at building walls above the ground level.</p>		
4.7.3.	<p>Openings. Max. 60% of total wall area of any individual building face.</p>		
<p><i>Applicant comments and/or further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
4.7. BUILDING OPENINGS		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		



4.8. BUILDING WINDOWS			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.8.1.	<p>Window and door details. Select at least two of the following.</p> <ul style="list-style-type: none"> a. 3 distinct window sizes. b. Shading devices that create a distinct shadow line at a min. 60% of openings. c. Recesses or projections a min. 3" in depth at a min. 60% of all openings. d. Min. 4"-width trim around opening that creates a projection or recess no less than 2" in depth. e. Use of metal-clad, thermally-broken metal or steel, and/or wood windows or doors at all openings. f. Exterior shades. 		
4.8.2.	<p>Windows, storage, utilities, and screening. Interior or exterior screening for windows that open onto a utility or storage use or occupancy.</p>		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required). This comment box may also be used for further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
4.8. BUILDING WINDOWS		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		

4.9. BUILDING BALCONIES AND STAIRWELLS			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.9.1.	<p>Balcony depth. Min. 6' in clear depth.</p>		
4.9.2.	<p>Balcony design. Recessed or shaded by balconies or roof projections immediately above and/or by min. 4' deep awnings, canopies, ramadas, recesses, and/or trellises.</p>		
4.9.3.	<p>Stairwells. Internal to the building, screened by materials with a 50% opacity.</p>		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required). This comment box may also be used for further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
4.9. BUILDING BALCONIES AND STAIRWELLS		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		



4.10. BUILDING UTILITIES			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.10.1.	Electrical utilities. Electrical utility equipment, electrical meters, and junction boxes placed within a utility room.		
4.10.2.	Mechanical and electrical equipment screening. Except for ground-mounted transformers, all mechanical equipment is fully screened from all views by one of the following: <ul style="list-style-type: none"> a. Solid parapets and/or walls that are a min. 1' taller than the mechanical equipment. b. Louvers equipment boxes incorporated into a wall. c. Min. 50% opaque walls that are set within landscape areas, that in plan provide a min. 18" wide landscape border around the perimeter of at least 2 sides of the equipment pad. 		
<i>Applicant comments and/or further explanations of compliance (optional).</i>			

CITY USE ONLY		
4.10. BUILDING UTILITIES		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<i>City comments (optional).</i>		

4.11. BUILDING FACADE COLORS			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.11.1.	Color palette. Neutral, earth tone, and/or neutral or earth tone Sonoran Desert regional colors, samples or printouts of which attached to the application and key to color use on elevation drawings.		
4.11.2.	Accent colors. Max. 10% building facade may be a color not considered neutral, earth tone, and/or Sonoran Desert color choice.		
4.11.3.	Prohibited colors. Black is only used as an accent color or a window, trim, fence, or gate color.		
<i>Applicant comments and/or further explanations of compliance (optional).</i>			

CITY USE ONLY		
4.11. BUILDING FACADE COLORS		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<i>City comments (optional).</i>		



BUILDING WATER DRAINAGE DEVICES			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.37.	Water drainage devices. Gutters, downspouts, and other water drainage components, with the exception of required overflow devices, are not visible from the exterior building walls facing public streets.		
<i>Applicant comments and/or further explanations of compliance (optional).</i>			

CITY USE ONLY		
BUILDING WATER DRAINAGE DEVICES		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<i>City comments (optional).</i>		

4.13. BUILDING TRASH/RECYCLING BINS AND ENCLOSURES			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.13.1.	<p>Trash/recycling bin placement. Select the appropriate requirement per options below.</p> <ul style="list-style-type: none"> a. Lots ≤ 7,500 SF: trash/recycling bins are designated, open-to-the-sky enclosures permitted, but no trash/recycling bin or enclosure placed in required setbacks or visible from the public street. b. Lots 22,500 SF > 7,500 SF: trash/recycling bins placed within fully enclosed structures that may be open to the sky, are not visible from a public street, may project into a required side or rear yard setback but not placed within 5' of a property line or within a setback adjacent to a public street or single-family lot. c. Lots > 22,500 SF: trash/recycling bins are designated, fully enclosed, may be open to the sky, but not placed within required setbacks or visible from a public street. 		
<i>Applicant comments and/or further explanations of compliance (optional).</i>			

CITY USE ONLY		
4.13. BUILDING TRASH/RECYCLING BINS AND ENCLOSURES		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<i>City comments (optional).</i>		



4.14. BUILDING DESIGN COMPONENTS			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.14.1.	<p>Architectural continuity. Development projects with multiple buildings maintain architectural consistency through at least three of the following.</p> <ul style="list-style-type: none"> a. Consistent use of roof forms and if sloped, roof materials and coloring at all buildings and accessory buildings. b. Consistent use of building overhangs, recesses, and architectural projections including porches, arcades, ramadas, galleries and building screening that create shade at south, east, and west facing facades. c. Consistent use of facade materials at all buildings and accessory buildings. d. Consistent use of color at all buildings and accessory buildings. e. Consistent use of proportions and details at min. 60% of building openings. f. Consistent use of sun shading architectural components at all buildings visible from a public street. 		

CITY USE ONLY		
4.14. BUILDING DESIGN COMPONENTS		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT

BUILDING DESIGN COMPONENTS CONTINUES ON THE NEXT PAGE



4.14. BUILDING DESIGN COMPONENTS (CONT.)

ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
4.14.2.	<p>Inclusion of Palm Desert architectural and landscape components. Select at least four of the following.</p> <ul style="list-style-type: none"> a. Buildings oriented on an east-west axis such that the wall area of both the east and west facades is a max. 60% of the area of the area of south facing walls. b. Site walls, building massing, and landscape windbreaks that protect project open spaces from west to east prevailing summer winds. c. Site walls, building massing, and landscape windbreaks that protect project open spaces from north to south prevailing winds that occur from mid-November through mid-February. d. Covered open-to-the-air arcades, colonnades, galleries, or other permanent coverings or projections that provide shade at all building walls visible from public streets. e. Overhangs or recesses at building entries that are a min. 4' in clear depth. f. Min. 24" deep roof eaves. g. Use of natural stone or veneer stone at a min. 10% the total building wall area. h. Use of recessed windows at a min. 60% of openings. i. Use of shade trees at varying distances apart, but in no case more than 30' on center, to shade the length of east-, south-, and west-facing building walls visible from a public street. j. Public street frontages that are a min. 20% greater than the otherwise required frontage, front yard, and street-facing side yard requirements. 		

Applicant comments and/or further explanations of compliance (optional).

CITY USE ONLY

4.14. BUILDING DESIGN COMPONENTS (CONT.)

NOT APPLICABLE	COMPLIANT	NON-COMPLIANT

City comments (optional).



MIXED-USE PARKING DESIGN

New mixed-use projects shall meet all of the below Parking standards per Chapter 5 of the City of Palm Desert Multifamily and Mixed Use Objective Design Standards policy.

5.1. SURFACE PARKING DESIGN				CITY USE ONLY		
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT	NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
5.1.1.	Surface parking placement. No surface parking within a required public street frontage setback or between primary building frontages and the public street.					
5.1.2.	Surface parking visibility. Select one of the following. <ul style="list-style-type: none"> a. All surface parking lots are behind buildings. When more than 1 building is placed on a lot and the buildings screen the surface parking, a max. 30' wide separation between buildings screening the surface parking. b. All surface parking lots behind a fence or wall. c. All surface lots behind a min. 10' depth landscape buffer using bushes, hedges, and trees. 					
5.1.3.	Surface parking along side or rear property lines. Min. 5' width perimeter landscape strip along surface parking areas adjacent to side or rear property lines.					
5.1.4.	Landscape island dimensions. Min. 9' length and 7' width, exclusive of curbs and landings.					
5.1.5.	End parking stalls, width. Increased in City-required width by min. 18".					
5.1.6.	Landscape islands, end parking stalls. All end parking stalls are adjacent to a landscaped island.					
5.1.7.	Landscape islands, surface parking with more than 30 spaces. Min. 10% of lot is landscape islands by one of the following. <ul style="list-style-type: none"> a. Use of finger islands at endcaps and a landscape island every 10 parking spaces. b. Min. 5' continuous landscape planter located within the center of parking rows, running between endcap fingers and islands. 					
5.1.8.	Canopy trees at on-site surface parking. Min. 1 canopy tree for every 3 uncovered parking spaces and 1 canopy tree for every 8 covered parking spaces.					

SURFACE PARKING DESIGN CONTINUES ON THE NEXT PAGE



5.1. SURFACE PARKING DESIGN (CONT.)			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
5.1.9.	Canopy tree distribution at on-site surface parking. Uniformly distributed across surface are of lot so that no parking space is more than 30' from the center of a canopy tree.		
5.1.10.	Parking space building separation. Min. 5' pedestrian sidewalk and min. 5' wide landscape strip measured from the curb face separating parking spaces from buildings		
5.1.11.	Pathways, surface lots with more than 50 spaces. Min. 1 publicly-accessible pathway or sidewalk that provides access across the lot to a public sidewalk for each 200' of surface parking area fronting a public street.		
5.1.12.	Pathway enhancements, surface lots with more than 50 spaces. Enhanced or textured paving or striping included where pedestrian crossing occurs.		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required).</i> This comment box may also be used for further explanations of compliance (optional).</p>			

5.1. SURFACE PARKING DESIGN (CONT.)		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		

5.2. MECHANICAL PARKING			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
5.2.1.	Mechanical parking placement. Open-to-the-air mechanical parking placed more than 20' from a public street frontage.		
5.2.2.	Mechanical parking screening. Open-to-the-air mechanical parking spaces placed between 20'-150' from a street frontage are minimally screened from view of the public street by walls that are a min. 15% open/transparent and max. 40% open/transparent.		
5.2.3.	Structures with mechanical parking. Fully enclosed buildings with mechanical parking meet the Building Architecture ODS in Chapter 4 of the Multifamily and Mixed-Use Objective Design Standards policy.		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required).</i> This comment box may also be used for further explanations of compliance (optional).</p>			

CITY USE ONLY		
5.2. MECHANICAL PARKING		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		



5.3. PARKING SHELTERS			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
5.3.1.	Parking shelter placement. No parking shelters within required setbacks.		
5.3.2.	Parking shelter materials and colors. When visible from a public right-of-way, parking shelters are the same colors and roof materials as the main buildings of a site.		
5.3.3.	Parking shelter length. Max. 65' in length.		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required).</i> <i>This comment box may also be used for further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
5.3. PARKING SHELTERS		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		

5.4. PARKING GARAGES			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
5.4.1.	Architectural continuity, parking garages. Parking garages are architecturally treated and meet the Building Architecture ODS in Chapter 4 of the Multifamily and Mixed-Use Objective Design Standards policy.		
5.4.2.	Vehicular entry gates. Min. 20' between gate and back of the sidewalk.		
5.4.3.	Ground-floor openings at parking garages and utility and mechanical areas. Screen parking garages and utility/mechanical room openings from public street frontages with one of the following. <ul style="list-style-type: none"> a. Vertical landscape and/or climbing vines on metal screens, and/or wires that cover a min. 60% of the openings. b. Decorative, non-reflective metal grills, glass, or panels with a min. 50% opacity that covers a min. 60% of the openings. 		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required).</i> <i>This comment box may also be used for further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
5.4. PARKING GARAGES		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		



5.5. BICYCLE PARKING			
ODS	DESCRIPTION	NOT APPLICABLE	COMPLIANT
5.5.1.	Short-term bicycle parking. Required bicycle racks located within 50' of at least 1 public building entrance.		
5.5.2.	Long-term bicycle parking. Required bicycle racks are covered and secured, located within 150' of at least one building entrance.		
<p><i>If "Not Applicable" was selected in the above section, provide an explanation for why the ODS does not apply to the proposed project (required).</i></p> <p><i>This comment box may also be used for further explanations of compliance (optional).</i></p>			

CITY USE ONLY		
5.5. BICYCLE PARKING		
NOT APPLICABLE	COMPLIANT	NON-COMPLIANT
<p><i>City comments (optional).</i></p>		

FINAL APPLICANT COMMENTS (OPTIONAL)

CITY USE ONLY
FINAL CITY COMMENTS (OPTIONAL)



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7

GLOSSARY





A

Accessory Building or Structure. Any subordinate building or structure located on the building site, detached from or attached to the principle structure, the use and architectural style of which is customarily related to that of a main building.

Amenities, Active. Active amenities shall be outdoors and include the following;

- Active water amenity, including but not limited to a pool, spa, hot tub, splash pad, and/or misting area
- Barbecue
- Clubhouse and/or recreation room that opens onto an outdoor amenity area
- Community garden
- Court game facility exclusive of pickleball
- Exercise area and/or par course
- Jogging and/or par course
- Pet area and/or run and/or wash
- Play area, children's

Amenities, Passive. Passive amenities shall be outdoors and include the following;

- Gazebo
- Passive water amenity, including but not limited to a fountain, waterfall, stream, or pond
- Picnic shelter
- Seating area a minimum of 12 feet wide in one dimension and 144 square feet in area
- Seating walls
- Secured package lockers

Alley. A roadway that provides access to the rear or sides of a parcel.

Arcade. A pedestrian walkway defined by columns, pilasters, or short-length open-to-the-outside walls supporting a roof that provides shelter along its length.

B

Boulder(s). Using ISO 14688-1:2017, boulders are defined as stones and rocks that are approximately eight inches and larger in size.

Building. A structure having a roof supported by columns or walls.

Building Area. The square footage of the total footprint of the building, including all floors of the building.

C

Canopy Tree. An evergreen or semi-deciduous tree planted for the purposes of providing shade, reducing glare, and heat build up. These trees shall have a minimum 30-foot diameter canopy potential.

Cobble(s). Using ISO 14688-1:2017, cobble is defined as pebbles, stones, and rocks that are approximately two and one-half to eight inches in size.

D

Dark-Sky Compliant. Outdoor lighting that is designed to prevent light pollution by directing light towards the ground.

Decomposed Granite. Rock of granitic origin that has weathered and fractured into smaller pieces of weak rock. This rock crumbles into a mixture of igneous silt, sand, and gravel with some clay. The clay acts as a binder allowing the combination to support use.



E

Earth Tone Color. An earth tone color is a warm and muted or dull shade of brown, green, gray, or beige.

Elevation, Building. The flat side or external face of a building.

F

Facing a Public Street. A building wall, element, or component shall be considered to be facing a public street or right-of-way when a plane tangent to the wall, element, or component is no greater than 30 degrees in inclination from a line drawn tangent to the public street or right-of-way.

Fence. A freestanding structure of brick, stone, face stone, veneer stone, or any combination thereof resting on or partially buried in the ground level, and used for confinement, privacy, protection, screening, or partition purposes.

Frontage, Building. The building elevation that fronts on a public street, alley, driveway, parking area, pedestrian plaza, courtyard, or arcade.

Frontage, Public Street. The property line that adjoins a public street, alley, driveway, parking area, pedestrian plaza, courtyard, or arcade.

G

Grade, Average. The average elevation of the finished ground surface surrounding a building.

Gravel. Using ISO 14688-1:2017, gravel is defined as fine, medium, and coarse rock material. Fine gravel is typically one tenth of an inch to a quarter inch in size. Medium gravel is typically a quarter inch to three quarters of an inch in size. Coarse gravel is typically three quarters of an inch to two and one half inches in size.

M

Mass/Massing. The comprehensive bulk or three-dimensional form of a building or portion of a building as viewed from the exterior.

Mixed-Use Building. A permanent building that allows for a mix of uses, typically commercial and residential.

Modulation, Facade Plane. Adjustment and breaking of a facade plane(s) to realize variations in massing, scale, materials, color, and/or proportion, to introduce a sense of variety and major and minor building plane rhythms.

Multifamily Building. A permanent building containing three or more dwelling units.

N

Natural Metal Material. Natural metals include unpainted aluminum, copper, stainless steel, titanium, and zinc and natural metal finishes utilizing the same materials.

Neutral Color. A Palm Desert neutral color is a white, gray, or brown. Neutral colors include off-white, light to dark gray, and light to dark brown colors.

O

Objective Design Standards. A toolbox of a broad range of design approaches that assists project proponents and their design teams in reaching compliance with the desired character of the City of Palm Desert.

Openings. Windows and doors set within building planes.

Open to the sky. An uncovered outdoor area exclusive of any encroachments below 12 feet in height.



P

Parkway. A landscape strip adjoining a sidewalk or pathway.

Project. A multifamily or mixed-use building(s) planned and designed for a particular site, requiring City approval for construction.

Project Entries. A door that allows access into a project.

Public Art. A sculpture, mosaic, fountain, fine art craft, mixed-media, murals, drawings, paintings, monuments, or installations that are displayed in a public place.

R

Right-Of-Way. The right of a pedestrian, bicyclist, vehicle, or vessel to proceed over others in a single place.

Roof, Flat. The angle of the roof is sloped less than 15 degrees.

S

Setback. The distance between the building line and the property line or a distance between one building plane and a second building plane.

Street Frontage, Public-Facing. The linear distance of a site boundary that is generally parallel to a public street.

Slope, Roof. The incline of a roof, expressed as a ratio of the roof's vertical rise to the horizontal run. Other than conical roofs, curved roofs, barrel roofs, or dome roofs, roof slope shall be no less than 2:12 and no greater than 4:12.

Specimen Tree. A tree chosen as the focal point in a landscape design, typically due to its distinct shape, texture, color, or other feature that distinguishes it from other trees and shrubs in the landscape design.

Street, Public. A vehicular right-of-way in which the public has a right of use.

W

Wall. A continuous, upright, and planar structure that encloses, protects, and/or divides a site.

Wall, Building. The vertical face of a building or the vertical outer envelope of the structure.

Wall Area. The total vertical area, in square feet, of a wall.

Water Amenity, Active. A water-based attraction for active recreation, such as a pool, spa, hot tub, splash pad, or misting area.

Water Amenity, Passive. A decorative landscape design element with water as the central component, such as a fountain, waterfall, stream, or pond.

A

APPENDIX

Project Outreach

Image Sources



A-1 Project Outreach

The Consultant Team worked with the City of Palm Desert Staff to conduct a robust, 3-month community engagement process to support the development of multifamily and mixed-use objective design standards (Project). Three phases of outreach took place throughout the Project timeline.

- Phase 1: Project Introduction and Issue Identification (June 2023)
- Phase 2: Objective Design Standard Topics (July 2023)
- Phase 3: Public Review Draft Discussions (August and September 2023*)

*Phase 3 of the Project outreach was extended into the month of September due to Hurricane Hilary in August 2023.

OUTREACH PHASE 1 EVENTS

Community Open House (COH)

On June 19, 2023 from 11:00AM to 7:00PM, the Consultant facilitated a Community Open House (COH) hosted by the City of Palm Desert to listen to ideas from Palm Desert residents and stakeholders regarding multifamily and mixed-use development. The COH was a temporary exhibition consisting of printed boards displayed at the Palm Desert iHub. The boards showcased examples of multifamily housing, mixed-use development, existing multifamily in Palm Desert, recently-approved projects in Palm Desert, and classic “desert architecture”. Stickers were given to attendees to place on the boards indicating their like or dislike of the illustrated design concepts and typologies. Throughout the entire COH, City Staff and/or the Consultant team were available to walk attendees through the exhibition and listen to their reactions to multifamily and mixed-use typologies.

At 1:00PM and 5:00PM, formal presentations were conducted to introduce the Project and present Open House materials. Nick Melloni introduced the Project and John Kaliski presented a set of slides that elaborated on multifamily and mixed-use developments in Palm Desert. The presentation concluded with a list of Consultant findings and considerations, which transitioned into a public forum for discussion, answering questions, and gathering feedback. The 1:00PM presentation garnered approximately 11 attendees and the 5:00PM presentation had 4 attendees. Ideas heard in the public forums included, but were not limited to, the following:

Date: June 19, 2023

Location: Palm Desert iHub
(37023 Cook St.
Suite 102, Palm
Desert, CA 92211)

Time: 11:00AM-7:00PM
PST (formal Project
presentations
at 1:00PM
and 5:00PM)





- Older Palm Desert buildings on boards feel dated and should be “diluted” with newer buildings.
- More mixed-use is needed in Palm Desert.
- Consider a “tree hierarchy” to get more landscape, driven by the existing plant palette.
- Conserve views to mountains and natural surrounds.
- Avoid building “building canyons”.
- “Superblock” scale is too big.
- Ensure existing entitlements and design and development opportunities.
- Prioritize environmental elements in design standards: solar, wind, shade, etc.
- There should be an architectural coherence of various buildings within a development.
- How can ODS prevent “design laziness” and be a “defense against by-right abuse”?
- Water usage and drainage, such as internal vs. external downspouts and water features.
- Resist desert architecture that is clearly of other deserts (specifically mentioned: Santa Fe).
- More options for project edge design to create human scale and avoid “tunnels”.
- Concentrate on design vs. planning factors.

Date: June 19, 2023

Location: Virtual (via Zoom)

Individual Developer Meetings

During the COH, Staff and the Consultant team met with four developers in individual, 30-minute Zoom meetings to hear about their experiences.

Time	Contact	Development
11:00 AM	Kassie Inness	Millennium Apartments
11:30 AM	Mark Bigley	Urban Crossings
2:00 PM	Darren Berberian	Vitalia Apartments
3:00 PM	Mitch Slagerman	Palm Villas

Each developer had recently gone through the design approval process. To guide the conversation, the following questions were prepared in advance of the meeting and asked at all the meetings:



- Tell us about your relationship to Palm Desert development and design.
- What has worked well for you as you have gone through the development and design approval process?
- What has not worked well for you?
- What type of design standards do you think should be implemented?
- Are there design standards that we should avoid in order to facilitate housing design and development?

Feedback heard from developers included, but was not limited to, the following:

- City Staff was generally (not exclusively) praised.
- Mechanical screening standards in Palm Desert are not clear.
- Provide “solution-based” design standards.
- Concern (not exclusively) regarding the subjectivity of the design review process.
- Make distinction between affordable versus market-rate housing projects.
- Look for opportunities to speed up the approval process timeline, especially for affordable housing projects.
- Seek design and development “balance”.

Planning Commission (PC) Study Session

The day after the COH, Staff and the Consultant team participated in a study session with the PC. The Consultant team presented a condensed version of the slide deck presentation from the COH, and included a few slides that summarized what was heard and discussed at the COH. Following the presentation, the Commissioners provided additional feedback regarding multifamily and mixed-use development in Palm Desert. Topics of discussion included, but were not limited to, the following:

- The choice of architect who designs multifamily and mixed-use in Palm Desert is crucial to get better architecture in the City, particularly architects that understand the environment.
- Landscape is important, but maintenance is not emphasized enough - many projects in Palm Desert have aging landscaping.
- General approval of 3-story developments.
- University Park - an example of a neglected project during a time where more effort was put towards increased single-family housing.

Date: June 20, 2023

Location: Palm Desert City Hall

Time: 6:00PM-7:00PM PST



- Comparison to other cities - Santa Fe, Palm Springs, Scottsdale, leading to the importance of inventing standards that build the landscape into the logic of the zoning code.
- Use elements from the General Plan and convert “shoulds” to “shalls”.
- Design standards can be written as both “you shall” as well as “you shall not”.
- Continue to invite all members to public meetings about the project to avoid residents claiming to “not be knowledgeable” about the project (what happened during the General Plan update).

Date: June 28, 2023

Location: Virtual (via Zoom)

Time: 2:00PM-3:00PM PST

Planning Commission Small-Group Commissioner Meeting

The Consultant Team and City Staff had a breakout session with Planning Commissioners Gregory and Greenwood a week after the June 20th Planning Commission meeting to further gain insight on existing Palm Desert character and ideas regarding multifamily and mixed-use goals for the objective design standards. Topics discussed included the following:

- How do we find a balance to employ objective design standards to receive a more architecturally diverse and rich project without a developer doing the bare minimum?
- Will the ODS allow architects the flexibility and tools to create good projects?
- Importance of transitional heights, “strategic variation” of housing types, sufficient amounts of open space and good open space requirements.
- Examples of good architectural design in Palm Desert.
- Palm Desert-specific landscaping.

OUTREACH PHASE 2 EVENTS

Date: July 11, 2023

Location: Palm Desert City Hall

Time: 12:30PM-3:30PM PST

Architectural Review Commission (ARC) Study Session

The Consultant and City Staff met with the Architectural Review Commission (ARC) for a study session regarding potential focus areas for the objective design standards. The Consultant made a presentation that summarized their research of objective design standards in other surrounding cities (Tucson, Sedona, Coachella, and Indian Wells) and introduced four topic areas in which standards would be categorized - Site ODS, Building ODS, Open Space ODS, and Parking ODS. The Consultant also shared with the ARC a narrative of the Project goals and objectives to set the tone of the Project and guide the discussion. Feedback from ARC included, but was not limited to, the following:



- Ensuring quality-appropriate architecture that emphasized the desert.
- Recessing of apertures to create shadow lines and protection from the harsh environment.
- Standardizing building facade color to reflect the desert environment.
- Defining height to avoid towering multifamily, particularly in relation to single-family homes.
- Internal consistency of multiple buildings that make up a development project.
- Orientation of buildings to conserve views.
- Night standards, such as shielded fixtures and lighting.
- Important that the ODS do not stifle creativity.

Landscape Input with ARC

As a follow-up to the ARC meeting on July 11, the Consultant team and City Staff spoke to the ARC Commissioners Colvard, McAuliffe, and Sanchez about additional landscaping goals for the ODS. Their feedback included, but was not limited to, the following:

- Align species of trees, scale of trees, and growth of trees that will support walkability and general enjoyment of the outdoors.
- Choose tree species that will thrive in the desert.
- Landscaping should be thought of as a natural extension of building ideas, such as shade and versatility.
- Not every inch of sidewalk and pathway need to have tree cover.
- Avoid species that do not establish well in wind conditions.
- Consider standards that ensure dangerous plants (sponges, cactus, Madagascar palms) should not be close to sidewalks and open spaces, especially in developments where kids may be outdoors playing.
- Consider requiring high-branching trees deeper into fencing areas along pathways to avoid constant trimming and hazards for pedestrians.

Date: July 27, 2023

Location: Virtual (via Zoom)

Time: 10:00AM-11:00AM PST



OUTREACH PHASE 3 EVENTS

Date: August 24, 2023

Location: Palm Desert City Hall

Time: 2:30PM-3:30PM PST

City Council Study Session

The Consultant team and City Staff participated in a study session with the Palm Desert City Council (CC). CC was provided the draft of the Multifamily and Mixed-Use Objective Design Standards to review in advance of the meeting. The Consultant presented an overview of the Project, including several examples of ODS from each section of the document. During and after the presentation, CC provided comments that addressed the following concerns:

- The avoidance of an urban canyon as people are drawn to Palm Desert because of its sense of openness
- Mayor Kelly emphasized an approach to ODS that takes into consideration the status quo heights of downtown which may be modified. Avoidance of “memorializing,” a status quo that is about to change.
- Careful consideration of what canopy trees will be planted. Specifically, Mayor Pro Tem Quintanilla mentioned omitting eucalyptus trees from consideration.
- Due to the recent damage from Hurricane Hilary, emphasis should be placed on trees with more weather resistance.
- Councilmember Harnik questioned why height was described in stories rather than in feet.
- Councilmember Nestande referenced the recent hurricane again in regards to the choice of ground cover. Is there a type that is better than another? The selection of ground cover should be able to withstand heavy rain or wind.
- The question of what mechanical parking is was raised by Mayor Pro Tem Quintanilla and was answered.
- The fit between state standards and the Palm Desert ODS. Will the Palm Desert ODS comply with state standards?
- It was noted that Mayor Kelly would like to see more visuals in the next presentation.
- Specification of fences and wall heights and whether security fences are included in this specific standard.
- The utilization of plastic fences that resemble wood to be used since wooden fences are not permitted(?) since they are not reliable.
- Clarification of parking as an “amenity,” rather than a “necessity.”
- Due to the weather in the Coachella Valley, parking should be paid special attention to as Palm Desert is a car reliant town.



ARC/PC Joint Study Session

The Consultant and City Staff presented highlights from the public review draft of the Multifamily and Mixed-Use Objective Design Standards document to hear feedback from both the ARC and PC. Similar to the CC presentation on August 24th, the presentation to the commissioners recapped the Project goals and objectives and shared examples of ODS in each section of the document, as well as summarized the feedback received from City Councilmembers. Input from the ARC and PC included, but was not limited to, the following:

- Increasing the length of roof eaves from a minimum of 18 inches to 24 inches.
- Is 30 feet on center enough separation for Desert Museum trees?
- Concern of trees that have fallen during Hurricane Hilary.
- Confirm applicability requirements for ODS in SB 330.
- How are the ODS addressing circulation and landscaping between buildings?
- Ensure that higher-density projects do not lose separation between buildings.
- Consider a certain percentage of the building that doesn't require a canopy frontage in order to prioritize views of the architecture - balance architecture with pedestrian experience.
- Consider a maximum percentage of hardscape versus a minimum percentage of shrubs.
- Is 50 percent of live plant material too high?
- Are there screening requirements for balconies?
- Should water features be a passive amenity choice?
- Consider open space near street frontages to take away from the bulk and scale of buildings.

Date: September 7, 2023

Location: Palm Desert City Hall

Time: 12:30PM-3:30PM PST

Community Workshop

Following the Joint ARC/PC Study Session, the Consultant and City Staff held a workshop open to community members to gain their insight and perspective regarding the Multifamily and Mixed-Use Objective Design Standards document. The meeting was held at the Palm Desert City Hall but simultaneously streamed virtually to allow for in-person and virtual attendance. The Consultant team gave a presentation with slides similar to the decision-maker study sessions, yet spent more time explaining the intent behind the ODS and how the document should be read and utilized. The presentation was recorded and posted on the Project website.

Date: September 7, 2023

Location: Palm Desert City Hall

Time: 6:30PM-8:00PM PST



A-2 Image Sources

COVER

• Fred Waring Drive. Palm Desert, CA. Photo by JKA.

1

• The Enclave Rental Condominiums. Palm Desert, CA. Photo by JKA.

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• Golf course. Palm Desert, CA. Photo by JKA.

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• El Camino Triplex. San Mateo, CA. Photo via Todd Davis Architecture.
 • Mar Vista Four. Los Angeles, CA. Photo via KFA Architecture.
 • The E.R.B. Townhomes. Los Angeles, CA. Photo via KTGy.
 • Luminaira & Espira At Parasol Park. Irvine, CA. Photo via KTGy.
 • Citron Apartments. Ventura, CA. Photo via KYGY.

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• Santiago Lofts. Santa Ana, CA. Photo by JKA.
 • iHub. Palm Desert, CA. Google Earth aerial photography.
 • Westgate Apartments. Pasadena, CA. Photo by JKA.
 • The Earnest. San Diego, CA. Photo via FoundationForForm.

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• Sombra De La Montana Townhomes. Palm Desert, CA. Photo by JKA.

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• Roundhouse Place. San Luis Obispo, CA. Photo via roundhouseplace.com

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• Mason on Mariposa. San Francisco, CA. Photo via David Baker Architects.

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• 855 Brannan Apartments. San Francisco, CA. Photo via David Baker Architects.

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• The Asher. Fremont, CA. Photo via TCA Architects.

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• Catalina Garden Apartments. Palm Desert, CA. Photo by JKA.

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• Desert Museum Palo Verde. Photo via <https://waterwisegardenplanner.org/plants/parkinsonia-x-desert-museum/>.
 • Sweet Acadia. Photo via <https://www.pinterest.com/pin/341640321708500748/>.
 • Spanish Walk. Palm Desert, CA. Photo by JKA.

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• Texas Ebony. Photo via Gothic Landscape.
 • Thornless Cascalote. Photo via Tuscan Clean and Beautiful, Inc.
 • Smoke Tree. Photo by Millicent Harvey.
 • Honey Mesquite. Photo via Arid Zone Trees.

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• Wild Marigold. Photo by Waterwise Garden Planner for Southern California.

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• Flattop Buckwheat. Photo via Mountain States Wholesale Nursery.
 • El Rincon. Indio, CA. Photo by JKA.
 • Desert River Estates. Indio, CA. Photo by JKA.

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• Anton Landera Apartments. Mountain View, CA. Photo via <https://www.antonladera.com/>.
 • Apex on Central Apartments. Phoenix, AZ. Photo via Turnstone Capital.

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• Portico Apartments. Sunrise, FL. Photo via <https://www.porticoaptsunrisefl.com/>.
 • The Rolland Curtis Gardens. Los Angeles, CA. Photo via Abode Communities.
 • Catherine Santa Monica. Santa Monica, CA. Photo via KFA Architecture.
 • Six Oaks Apartments. Bothell, WA. Photo via Dahlin Group.

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• Multifamily on San Geronio Way. Palm Desert, CA. Photo by JKA.

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• LINC Fairview Heights. Inglewood, CA. Photo via KFA Architecture.

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• Hancock Lofts. West Hollywood, CA. Photo via Koning Eizenberg Architecture.
 • Abbot Kinney Lofts. Los Angeles, CA. Photo via Koning Eizenberg Architecture.

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• Avalon Apartments. Glendora, CA. Photo by JKA.

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• Kapolei Lofts. Oahu, HI. Photo via KTGy.

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• Elevation on Central. Phoenix, AZ. Photo via Todd+Associates.
 • Wardelle Townhouses. Las Vegas, NV. Photo by Michael Tessler Photography.

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• The Residences at Escaya. Chula Vista, CA. Photo via AO.
 • Five88. San Francisco, CA. Photo via David Baker Architects.
 • Valencia Vista. San Bernardino, CA. Photo via Humphreys & Partners Architects.

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• 1447 Lincoln. Santa Monica, CA. Photo via KFA Architecture.
 • 512 Rose. Venice, CA. Photo via KFA Architecture.
 • 300 Ivy. San Francisco, CA. David Baker Architects.

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• Residences at Sweetbay. Panama City, FL. Photo via Humphreys & Partners Architects.
 • Desert Willow Golf Resort mechanical screening. Palm Desert, CA. Photo by JKA.

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• Kalon. Phoenix, AZ. Photo via Todd+Associates.
 • The Mews Lofts. Venice, CA. Photo via EYRC.
 • Perch. Dublin, CA. Photo via KYGY.

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• Trash enclosure. Photo via City of Escondido.
 • Camden North End II. Phoenix, AZ. Photo via Todd+Associates.
 • Elan Menlo Park Apartments. Menlo Park, CA. Photo via KYGY.

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• Camden Sotelo. Tempe, AZ. Photo via Todd+Associates.
 • Tanager Apartments. Summerlin, NV. Photo via Humphreys & Partners Architects.
 • Compass Rose. Fullerton, CA. Photo by Humphreys & Partners Architects.

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• 40215 Harris Lane. Palm Desert, CA. Photo by JKA.

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• Charles Paddock Zoo Green Parking Lot. Atascadero, CA. Photo via Central Coast LIDI.
 • St. Mary's Hospital Parking Lot. Photo via Savor the Southwest Blog.
 • Living Desert Zoo and Gardens Parking Lot. Palm Desert, CA. Photo via Married to Plants Blog.
 • Stacker Parking System. Photo via MHE.

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• Desert Willow Golf Resort parking shelter. Palm Desert, CA. Photo by JKA.
 • Prado West. Dana Point, CA. Photo via AO.
 • A2 Apartments. Baltimore, MD. Photo via David Baker Architects.

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• Skye at McClintock Station. Tempe, AZ. Photo via <https://www.skyeatmcclintockstation.com/>.
 • Higby Apartments. Berkeley, CA. Photo via <https://livehighby.com/gallery/>.

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• 73430 San Geronio Way. Palm Desert, CA. Photo by JKA.

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• Laguna Palms Apartments. Palm Desert, CA. Photo by JKA.

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• 73-535 Santa Rosa. Palm Desert, CA. Photo by JKA.



PALM DESERT

**MULTIFAMILY AND MIXED-USE
OBJECTIVE DESIGN STANDARDS**