

PROJECT DATA TABLE

	EXISTING	PROPOSED	REQUIRED/ PERMITTED
General Plan	Industrial to Residential Medium Density	No Change	Industrial to Residential Medium Density
Zoning District	M-S/ITR/R-3/PD	Same	M-S/ITR/R-3/PD
Lot Size (s.f.)	39,617	39,405	8,000 min.
Gross Floor Area (s.f.)	7,381	42,476	No Max
Floor Area Ratio (FAR)	18.6%	107.8%	No Max
Lot Coverage	18.6%	37.2%	40% max.
No. of Units	N/A	20	21 max.
Density (units/acre)	N/A	22	24 max
Meets 75% min?	N/A	Yes	16 min.
Bedrooms/Unit	N/A	3	---
Unit Sizes (s.f.)	N/A	2,063-2,452 incl. garage	N/A
Lockable Storage/Unit	N/A	Within 2-car garage	300 cu. ft. min. storage or 2-car garage
No. of Buildings On-Site	5	4	N/A
Distance Between Buildings (ft.)	N/A	22 @ duplexes 26 @ driveway	26 min. for 3-story
Building Height (ft.)	18	39.4	40 max. with Green Building Incentive
No. of Stories	1	3	3 max.
Setbacks			
Front (ft.)	N/A	20	15 min./20 average
Side (ft.)	N/A	11 min.	12 min.
Combined/Total Side (ft.)	N/A	23 min.	27 min.
Rear (ft.)	N/A	20	20
Landscaping			
Total Landscaping (sq. ft.)	N/A	9,029	8,500 min.
Landscaping (sq. ft. per unit)	N/A	451 per unit	425 min. per unit

	EXISTING	PROPOSED	REQUIRED/ PERMITTED
Usable Open Space (sq. ft. per unit)	N/A	474 per unit	400 min. per unit
Parking Lot Area Shading	0%	67%	50% min. in 15 years
Water Conserving Plants	N/A	87.7% (0% turf)	80% min. (+ limit 25% turf)
Parking			
Total Spaces	Undetermined	2 Covered/ Assigned per unit 10 Unassigned	1 covered/ assigned per unit; 10 unassigned
Standard Spaces	N/A	100% Assigned 90% Unassigned	100% Assigned 90% Unassigned
Compact Spaces/ % of Total	N/A	1 space/10% of unassigned	1 space/10% max. unassigned
Accessible Spaces	N/A	Per Building Code	Per Building Code
Covered Spaces	N/A	2 per Unit	1 per Unit
Aisle Width (ft.)	N/A	20-26	20-26 min.
Bicycle Parking	N/A	20 Secured in Garages	5 Secured
Impervious Surface Area (sq. ft.)	29,519	15,044	None per zoning code
Impervious Surface (%)	75%	38%	None per zoning code

★ Starred items indicate deviations from Sunnyvale Municipal Code requirements.