

CITY of LOMPOC

2030 General Plan

URBAN DESIGN ELEMENT

INTRODUCTION AND AUTHORITY

The Urban Design Element is an optional element that addresses the visual character of Lompoc. The Urban Design Element provides additional direction, beyond that of the Land Use Element, regarding the planning area's development pattern, form, structure, and sense-of-place. The Urban Design Element also provides the basis for aesthetic regulation of public as well as private land and structures.

The purpose of the Urban Design Element is to establish goals, policies and implementation measures to maintain a high quality appearance in the existing and future built environment by protecting the natural features and landmarks of the valley, enhancing and protecting the "small town" character of Old Town and ensuring high quality design and development.

The City of Lompoc desires to preserve and protect its historic heritage and established form, as well as seeks to offer opportunities for creative development. The topics addressed in this Urban Design Element include:

- ❖ Natural features and landmarks of the Lompoc Valley
- ❖ Old Town
- ❖ Residential neighborhoods
- ❖ Urban streetscapes and public places
- ❖ Design and development

GOALS AND POLICIES

Goal 1

Protect and enhance the natural features and landmarks of the Lompoc Valley.

Policies

- Policy 1.1 The City shall define, protect, and link urban features, rural features, and open space areas in the Lompoc Valley including those identified on the Urban Design Features Map (Figure UD-1).
- Policy 1.2 The City shall seek to protect ridgelines and hillsides which lie in view corridors, including those ridgelines identified on the Scenic Ridgelines and Roads Map (Figure UD-2).

URBAN DESIGN ELEMENT

- Policy 1.3 The City shall seek to protect and enhance the views along the scenic roads noted on the Scenic Ridgelines and Roads Map.
- Policy 1.4 The City shall create a visual edge to maintain awareness of the community's setting in the Lompoc Valley by establishing and maintaining open space buffers along the western and eastern portions of the Urban Limit Line.

Goal 2

Protect and enhance the "small town" character of the Old Town.

Policies

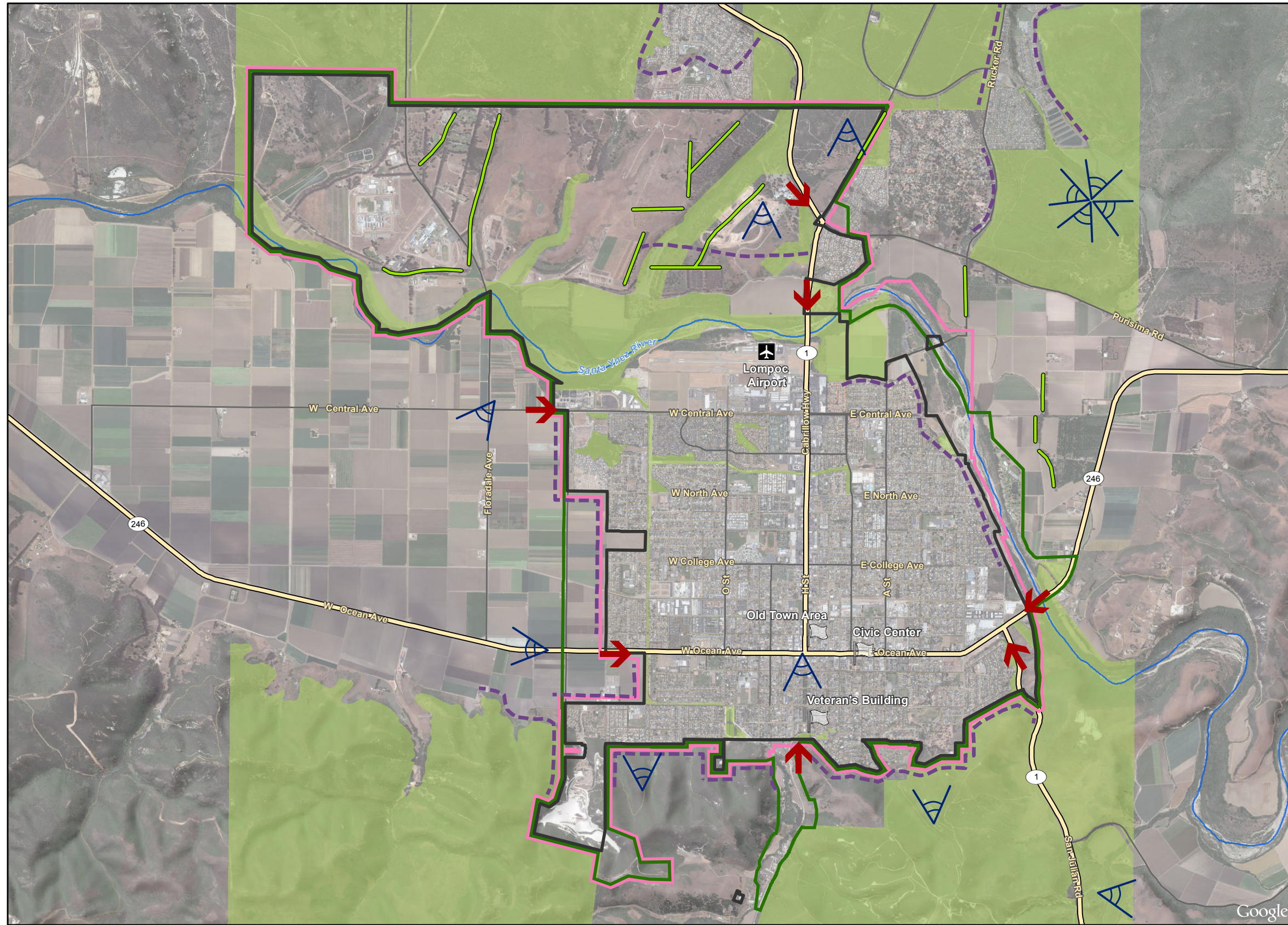
- Policy 2.1 The City shall support, maintain, and enhance the historical character, scale, and architecture of the Old Town area.
- Policy 2.2 The City shall ensure that all development in the Old Town area is designed in a manner that maintains, encourages, and enhances pedestrian activity between various uses and activities. This includes the design of buildings, street corridors, plazas, and pedestrian spaces.
- Policy 2.3 The City shall provide for sufficient and conveniently located public parking to allow the Old Town area to function as a pedestrian-oriented business district without on-site parking.
- Policy 2.4 The City shall ensure that parking lots in the Old Town area are located and designed to avoid breaking the continuity of building facades.
- Policy 2.5 The City shall encourage existing commercial facilities to improve their appearance and condition, and ensure that all new development contributes toward an overall positive and cohesive visual identity.

Goal 3

Protect and enhance the positive identity of Lompoc's residential neighborhoods.

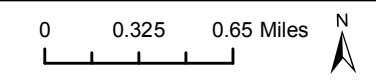
Policies

- Policy 3.1 The City shall require infill development to respect the scale and character of existing neighborhoods.
- Policy 3.2 The City shall encourage the protection of structures and neighborhoods which possess locally significant architectural styles or historic values. Infill development in such areas shall be architecturally compatible with surrounding structures.
- Policy 3.3 The City shall encourage and support the efforts of homeowner and neighborhood associations to improve the visual appearance of residential neighborhoods.



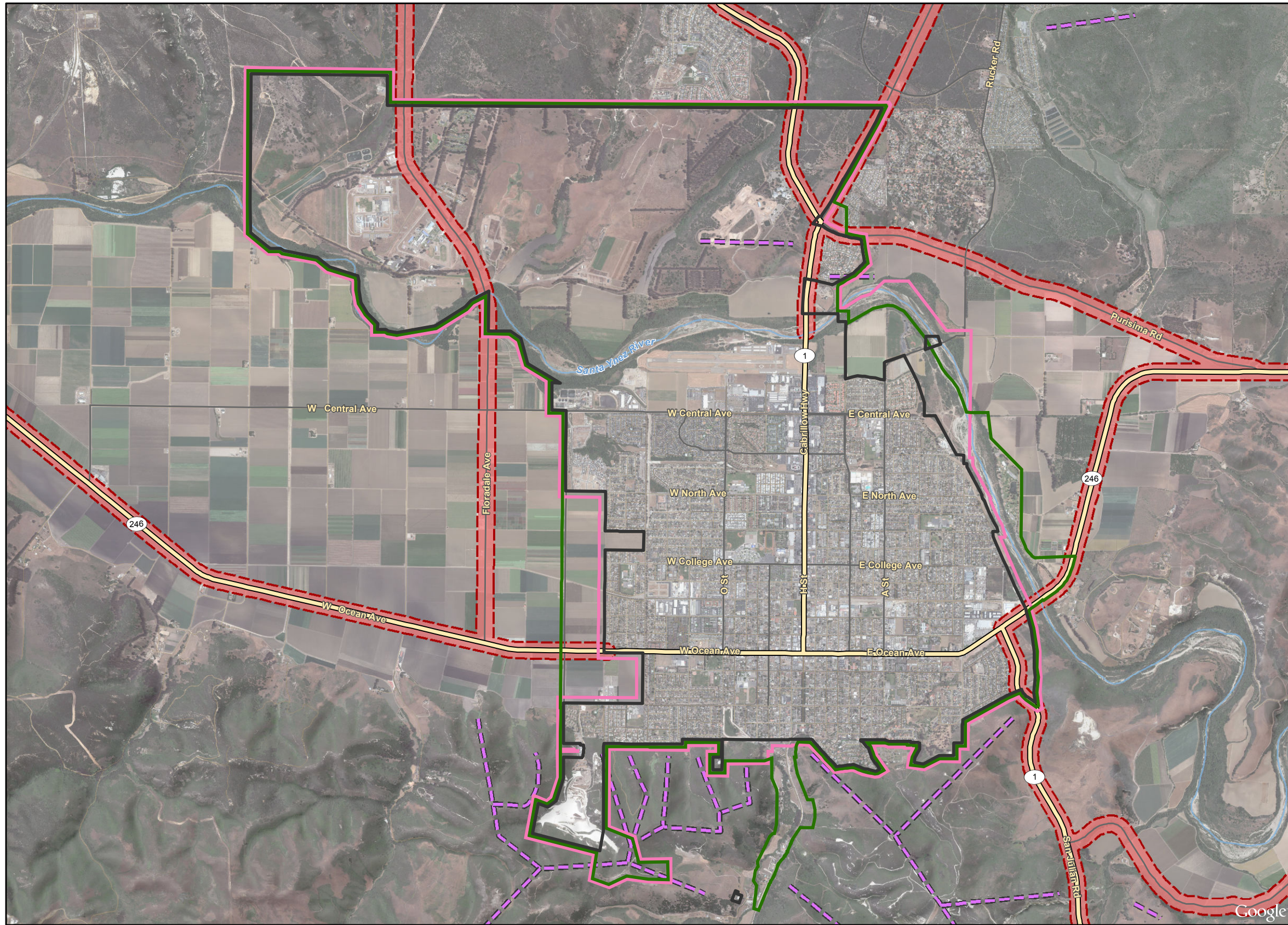
- Legend**
- City Limits
 - City Urban Limit Line
 - City Sphere of Influence
- Urban Design Elements**
- Visual Edge
 - Windrow
 - ➔ City Entry
 - ▣ Landmark
 - A Vista (Direction)
 - Open Space

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 City limit layers by City of Lompoc, 2014.
 General Plan Urban Design Element, Figure 41.
 RRM Design Group, 2008.



Urban Design Features

Figure UD-1
 City of Lompoc



- Legend**
- City Limits
 - City Urban Limit Line
 - City Sphere of Influence
 - Scenic Ridgeline
 - Scenic Road Corridor

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City limit layers by City of Lompoc, 2014.
Scenic elements by RRM Design Group, 2008

0 0.325 0.65 Miles



Scenic Ridgelines and Roads

URBAN DESIGN ELEMENT

Goal 4

Protect and enhance the visual qualities of Lompoc's urban streetscapes and public places.

Policies

- Policy 4.1 The City shall support efforts to improve the appearance of arterial roadway corridors.
- Policy 4.2 The City shall promote cleanliness and regular maintenance of all neighborhoods and public places.
- Policy 4.3 The City shall require signage to enhance the visual qualities of the urban streetscape.
- Policy 4.4 The City shall continue to encourage provision of art in public places.
- Policy 4.5 The City shall encourage the owners and/or operators of land uses and activities which are unsightly to clean up the affected area or to use landscaping and other design measures to soften or screen the area.
- Policy 4.6 The City shall promote the development of the urban forest along streetscapes and in public places.
- Policy 4.7 The City shall encourage the provision of open space in all public places.

Goal 5

Ensure high-quality design and development.

Policies

- Policy 5.1 The City shall ensure that all public and private improvements or development projects are consistent with the City's architectural, landscaping, and site design requirements.
- Policy 5.2 The City shall periodically review and update its architectural, landscaping, and site plan review process, as well as any associated guidelines.

IMPLEMENTATION MEASURES

- Measure 1 The Beautification Commission shall establish policies and programs to define and enhance the entryways into the City in cooperation with Caltrans, Santa Barbara County, and the affected property owners. [Policies 1.1, 1.3 and 4.1]
- Measure 2 The City shall require new homeowner associations to maintain and preserve natural areas within their respective developments. [Policy 1.1]
- Measure 3 The City shall require buffer areas between new developments and bordering land designated by the City for agricultural uses. [Policies 1.1, 1.4]
- Measure 4 The City shall retain ridgelines identified in the Scenic Ridgelines and Roads Map in the "Open Space District". [Policy 1.2]

URBAN DESIGN ELEMENT

- Measure 5 The City shall amend the Zoning Ordinance to establish standards for development in hillside areas. These shall address issues such as design, allowable uses, developable areas, safety concerns, parcel sizes, grading, landscaping, visual resources, open space, drainage, infrastructure requirements, and evacuation plans. [Policies 1.1 and 1.2]
- Measure 6 The City shall periodically review and update the architectural, landscape, and site plan review guidelines. [Policies 1.3, 2.1, 2.2, 3.1, 3.2, 5.1 and 5.2]
- Measure 7 The City shall amend the Zoning Ordinance to establish design guidelines for the Southside Old Town to preserve historic structures, encourage rehabilitation, and ensure that new construction and rehabilitation are compatible with surrounding historic structures. [Policy 2.1, 2.2, and 2.5]
- Measure 8 The City shall explore methods to ensure sufficient off-site parking in the Old Town area. [Policies 2.2 and 2.3]
- Measure 9 The City shall continue to enforce the City Code maintenance standards for commercial and industrial facilities. [Policy 2.5]
- Measure 10 The City shall review the street-naming and street-numbering policy for future developments. [Policy 3.1]
- Measure 11 The City shall continue to review development proposals on a project-specific basis with added attention to avoidance of degradation of objects of aesthetic and/or historical significance. New development shall be subject to design review as part of the City's project approval process. [Policy 3.3]
- Measure 12 The City shall establish a citywide street tree median and parkstrip planting program, if funding is available. Landscaped areas shall be located and designed to maintain vehicular and pedestrian safety, to beautify the roadways, and to maintain traffic-flow efficiency. [Policy 4.1]
- Measure 13 The City shall explore the establishment of landscape maintenance districts, community facility districts, homeowner associations, particularly in new developments. [Policy 4.1]
- Measure 14 The City shall use landscaping to screen unsightly land uses or activities on City-owned land. [Policies 4.1, 4.2 and 4.5]
- Measure 15 The City shall review the Sign Ordinance, and update as necessary. [Policy 4.3]
- Measure 16 The Planning Commission and Beautification Commission shall review existing consistency with the policies of the Urban Design Element. [Policies 2.2, 2.3, 3.1, 4.1 and 5.1]
- Measure 17 The City shall condition approval of individual development proposals within the H Street Corridor Infill Area to assure that development provide an inviting pedestrian-oriented environment. [Policy 3.1]
- Measure 18 The City shall condition approval of individual development proposals to assure that development shall preserve important view corridors, where feasible, by identifying and

URBAN DESIGN ELEMENT

preserving the attributes of the view corridor that characterize its significance (e.g. framing elements and presence or absence of impinging details) as seen from roadways, pedestrian paths or other public vantage points to avoid view obstruction. Buildings shall be sited so as to minimize view obstruction from sensitive vantage points. This measure shall be accomplished through amendment of the zoning ordinance to include standards for view protection as indicated in this measure. [Policy 1.1 and 1.2]

- Measure 19 The City shall amend the Zoning Ordinance so the following glare reduction measures are applied when reviewing new development on a parcel specific basis:
- Utilize trees or other forms of vegetation to screen and visually soften parking areas. This measure would reduce the amount of heat and glare generated from painted and chrome automobile surfaces and prevent expanses of stationary and moving automobiles;
 - Require use of hooded lights on focused-beam lamps for nighttime illumination in parking areas, shipping and receiving docks and within industrial developments. These lights direct the light beam towards the ground, which if a dark pavement, will not reflect light and cause spillage into neighboring areas; and
 - Require use of materials which reduce or diminish glare for windows in new developments. [Policy 5.1]
- Measure 20 The City shall continue to review development proposals on a project-specific basis with added attention to avoidance to degradation of objects of aesthetic and/or historical significance. New development shall be subject to design review as part of the City's project approval process.
- Measure 21 The City staff shall coordinate planning, design, and maintenance of roadway medians, parkstrips, and open space areas with the Parks and Recreation Divisions through the Development Review Board process. [Policy 4.1, 4.6 and 4.7]
- Measure 22 The City shall require that outdoor lighting around buildings, in parking lots, and along streets be placed and designed to prevent excessive overspill of lighting into residential areas. [Policy 5.1]

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