City of San Mateo

Multi Family
Design Guidelines

November, 1994

Multi Family Design Guidelines

Contents

Introduction

San Mateo's Neighborhoods

San Mateo's neighborhoods help make it a great city. San Mateo is a city where walking is comfortable, where residents identify not just with their own home or building but with their neighborhood, and where people are proud of where they live. The components that make a neighborhood successful start from the built environment and consist of the street, sidewalk, street trees, and buildings. These guidelines primarily address the construction of new multi family buildings and how the building size, quality, style, and relationship to the street, contribute to successful neighborhoods. These guidelines are intended to ensure that new multi family developments have characteristics that improve the quality of life for existing and new residents wherever possible.

Relationship To The General Plan

The defining character of San Mateo is its great variety of quality housing. Of over 37,000 households, 42% live in multi family dwellings, and this percentage is expected to grow. By 2005, the number of multi family households will exceed those living in single family homes.

Property is often redeveloped from lower density housing to multi family homes by combining two or more smaller parcels for one larger project. These larger multi family projects can significantly alter the character of a neighborhood. The intent of these guidelines is to encourage the designers and developers of new multi family development to recognize the positive characteristics of San Mateo's neighborhoods, and to incorporate them into new developments. New development must respect and build upon the quality of existing neighborhoods.

Concerns for retaining and improving the visual quality of San Mateo's multi family neighborhoods were expressed during the General Plan process that concluded in July, 1990. The following are General Plan policies addressing multi family design which these guidelines implement:

> **UD 2.1 Multi Family Design.** Prepare specific guidelines for multi family development that address the preservation and enhancement of neighborhood character through building scale, materials, architectural style, quality of construction, open space, location of parking and lot size.
>
> **UD 2.2 Building Scale.** Ensure that new multi family developments respect the existing scale of the neighboring buildings by providing a change in the building face at spacings common to existing buildings and by stepping down building height towards the street to more closely match the height of existing buildings.
>
> **UD 2.3 Style and Materials.** Encourage the design of new multi family developments in areas with a dominant building style or dominant type of exterior building materials to complement the style and incorporate the common materials of the area.
>
> **UD 2.4 Multi Family Parking.** Encourage new multi family developments to place parking underground or towards the rear of the parcel to avoid blank, ground floor walls and to screen views of parking from the street.

UD 2.5 Multi Family Open Space. Require that a portion of required open space be usable for passive or active recreation.

H 1.1 Residential Protection. Protect established single family and multi family residential areas by the following actions:

4. Adopt design policies for multi family projects in areas which contain substantial numbers of single family homes to achieve projects more in keeping with the design character of single family dwellings.

Relationship to Other Codes

Zoning Code. The Zoning Code addresses development controls regarding height, bulk, setbacks, parking and various other controls. The design guidelines are intended to complement the Zoning Code to ensure that quality developments are built. Section II of these Guidelines illustrates major sections of the Zoning Code that affect multi family development.

Other Codes. Other City codes that may affect the design of multi family developments include but are not limited to: the Security Ordinance for all projects; the Public Works code for lot standards, subdivision requirements, and improvements in or meeting the public right-of-way; and the Building Code.

Americans With Disabilities Act (ADA). Considerations for implementing ADA legislation and providing access to all persons shall be considered in the design of multi family structures.

Where Applicable

New development on multi family zoned parcels (R-3, R-4, R-5, R-4D, R-5D, R-6D, /R-4, /R-5, and /R) is required to conform with the following design guidelines as adopted per Resolution No. 127 (1994). Multi family parcels zoned R-3, R-4, and R-5 which are less than 10,000 square feet in size and proposed to be developed with three or more total dwelling units, must also conform with the Small Lot Multi Family Design Guidelines.

Project Evaluation

Proposed developments will be reviewed for compliance with the Zoning Code and Design Guidelines. When unusual characteristics of the project, such as unique site configuration, or unique scale or character of development in the surrounding area, make the use of the guidelines inappropriate, the approving body may approve projects not in compliance with the Guidelines, determining that other solutions to the design issues addressed in the Guidelines better conform with the General Plan.

Format of the Guidelines

The Design Guidelines consist of eight major goals. Each goal includes a brief background discussion and specific *Design Objectives* that implement the goal. The accompanying drawings are intended to illustrate problems and solutions; they are not design examples to be copied.

The Guidelines represent minimum criteria for acceptable development. Other design problems specific to a site may also need to be addressed.

The appendices include a summary of major Zoning Code criteria that affect multi family development and several sections of the Zoning Code that would be commonly referenced when designing a multi family development. Consult the complete Zoning Code for all development regulations.

Professional Participation

The American Institute of Architects/San Mateo County, has reviewed and participated in the formation of these guidelines, and support the ideas presented herein. To achieve the goals and design objectives presented in the following pages, the AIA also strongly encourages that only certified design professionals participate in the planning and design of multi family developments.

III. Design Guidelines

A) Building Scale.

Scale refers to the width, height, and bulk of buildings. The dominant building form in San Mateo stems from the original lot pattern being about 50 to 60 feet wide. As the City grew it became a collection of many smaller buildings, providing constant architectural variation to every block. Both modern development economics and the City's zoning code encourage the aggregation of parcels to create larger developments. Recognizing the economic advantage of larger projects, these guidelines encourage new development to adopt the traditional scale of San Mateo neighborhoods, in a way that a variety of types and densities of housing may fit in existing neighborhoods.

Width. The dominant width of structures in the City is about 30 to 50 feet based on allowing for setbacks on the standard lots discussed above. New development should reflect this pattern in obvious ways. Architectural features such as changes in setback or roof form, recessed balconies, chimneys, bay windows, and entries should be used to visually divide a building into smaller sections.

Design Objective:

Visually divide buildings into sections compatible with the scale of neighborhood development, generally 30 to 50 feet in width. This may be accomplished in some combination of the following:

- ***Change in building setback of at least 2 feet;***
- ***Change in roof height of at least 2 feet;***
- ***Change in material or color;***
- ***Architectural features such as entries, porches, bay windows, and chimneys;***
- ***Each dwelling or group of dwellings should be constructed or articulated to a recognizable width.***

Appropriate:
Multi family development divided into distinct sections of several units each.

Not Appropriate:
Wide, multi family building that does not acknowledge the older, narrow lot pattern.

Building Scale. (Continued)

Longer building frontages reflect the surrounding scale of development better when the building mass is divided into smaller sections by changes in setback, height, and roofs, and the addition of balconies or bay windows.

Building Scale. (Continued)

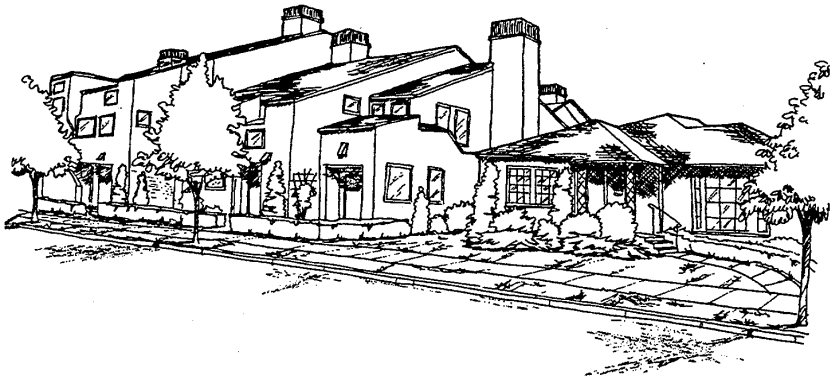
Height. Most multi family neighborhoods in San Mateo are 1 to 4 stories in height. When the changes in height are gradual, the scale is compatible and visually interesting. If height varies by more than 1 story between buildings, a transition or step in height is necessary. Any portion of a building constructed taller than surrounding structures should have the taller section built to a width that acknowledges the traditional building width pattern of the City -- generally 30 to 50 feet in width.

Design Objectives:

- ***Avoid changes in building height greater than one story from adjacent structures. If changes are greater, stepback upper floors to ease the transition.***

- ***Construct taller portions of buildings at traditional building widths, generally 30 to 50 feet wide.***

Appropriate:
Upper floors of the multi family building are steppedback where adjacent to a existing building that is two stories lower.



Not Appropriate:
Single and multi family building where height and width scales are incompatible.

B. Relationship of the Building to the Street.

A typical residential building in San Mateo has a front door facing the street for each living unit or small group of units, and ground level living room windows with a clear view of the sidewalk and street. Parking is located in a garage to the side or rear where it is less obvious. These components are essential parts of the neighborly character of San Mateo. Living areas facing the street also improve security by allowing residents to easily monitor the street in their vicinity.

Design Objectives:

- ***Locate living areas and front doors facing the street, and with a clear view of the sidewalk and street.***
- ***When adjacent to a street, locate living areas on or near the ground level.***
- ***Front doors and porches should have a strong appearance from the street.***

Appropriate:
Multi family development with front doors and living area windows facing the street.

Not Appropriate:
The street view of this building is dominated by garage doors and wide driveways, which also result in long curb cuts, and less obvious front doors.

C. Individual Identity to Living Units.

San Mateo's narrow lot pattern created the appearance of many residences in separate buildings on each street. The diversity of architecture and constantly changing facades give character to the neighborhoods and allow every block to have its own identity. Large multi unit buildings with a single building form and single entry can disrupt this pattern. Where possible, new development should maintain the character of individual residences by providing identity to each unit. In higher density developments, this can be done by providing identity to small groups of living units.

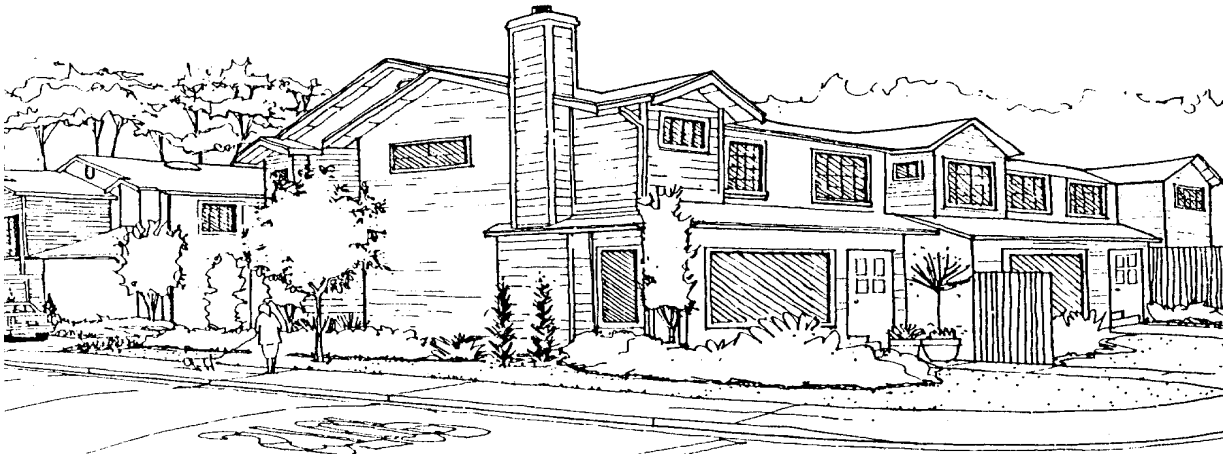
Developments (without stacked units) can provide individual identity with: a separate building form or identifiable section for each unit, private front doors, front porches, separate patios, individual chimneys, bay windows, changes in setback or roof form, and changes in building material. In larger developments, as small a number of units as possible should be grouped around these types of features, possibly to create the appearance of a collection of smaller multi unit buildings instead of a single large structure.

Note: In some high-rise neighborhoods where larger buildings are the dominant form, it may be appropriate for the project to have a single architectural form.

Design Objective:

Provide identity to individual dwelling units or small groups of dwelling units in higher density projects by some combination of the following:

- ***Individual building forms;***
- ***Separate entrances and porches;***
- ***Changes in setback or roof form;***
- ***Changes in color and material;***
- ***Other architectural detailing as appropriate;***



A multi family building with individual entry doors and patios allows resident to personalize their entryway and landscaping.

D. Architectural Qualities.

Style and Materials. The style of building architecture and type of exterior building materials can have an effect on how a building fits into a neighborhood. Some blocks are entirely mediterranean style with stucco siding and tile roofs. Another block may be craftsman style featuring large wood beams, posts, and wide window trim. In those neighborhoods where most buildings have a similar architectural style and type of materials, new buildings should incorporate the style and use similar materials. The intent is not to mimic the architecture of any area, but to reflect the common features that characterize the area. In areas where there is a greater mix of styles or materials, maintaining a particular style becomes less important.

Design Objective:
In neighborhoods with a dominant architectural style or type of materials, the design should acknowledge that style and/or materials.

Newer multi family building on the left adopted the roof-angle and window style of the adjacent single family home.

Architectural Qualities. (continued)

Detailing. More often than architectural style, neighborhoods in San Mateo can be characterized by having a similar intensity or amount of architectural detailing. This may be due to neighborhoods being developed at a similar period in time. Common detailing often includes recessed windows and doors, wood window trim, varied window and door shapes, and attractive balcony or porch railings. As with architectural style, new buildings should reflect the intensity of architectural detailing on nearby structures and the common features that characterize the area.

Design Objectives:

- ***New developments should reflect the intensity of architectural detailing found on structures in the area;***

- ***Details that characterize a neighborhood should be incorporated into new development, particularly windows and doors, which are generally recessed two to four inches.***

Architectural details found in many 'mediterranean' style buildings in San Mateo include clay tile roofs, stucco walls, deeply recessed windows and decorative tile inserts.

Detailing common to many homes and small apartment buildings located in neighborhoods north of the Downtown include deep recessed eaves, divided wood windows, and large posts or other heavy wood features.

Architectural Qualities. (continued)

Composition. The arrangement of doors, windows, and other architectural elements can make a building appear *busy* or *calm*, or larger or smaller. Large, older buildings often have a calm composition by repeating window and cornice forms, and appear less bulky than buildings without these characteristics. Similarly, too many different details or materials on a facade may appear to increase the size of the building. Buildings should be designed with consideration of the arrangement and quantity of architectural elements and materials, to create the appropriate scale and variety for the setting.

Design Objectives:

- ***The arrangement of doors, windows and other architectural elements should provide visual interest without the appearance of being overly busy;***

- ***Proportion, spacing and pattern should be considered in the arrangement of architectural elements.***

Multi family building with a variety of forms, stepbacks, and detailing, that are proportionally arranged to provide visual interest without the appearance of being overly busy.

E. Design for Security.

The thought of crime prevention generally involves heavy hardware, tall fences, and security bars. However, the layout of windows, doors, fences, and lighting can dramatically effect the potential for crime. Outdoor spaces that could conceal criminal activity should be avoided. Site layout and individual unit design should ensure the ability to survey private patios, entrances, sidewalks, and the street from within living units.

Note: Refer to the City's Security Ordinance for requirements for gating resident parking spaces and lighting.

Design Objectives:

- ***Entry walkways and front doors should be clearly visible from the street;***
- ***There should be a clear view of the sidewalk and street from within buildings;***
- ***Do not create publicly accessible areas that may conceal criminal activity;***

Appropriate:
Building that enjoys a clear view of the sidewalk and street from within.

Not Appropriate:
Front patio fence creates concealed areas for criminal activity and blocks view of the sidewalk.

F. Parking Location and Screening.

A typical residential building layout in San Mateo has living space on all levels facing the street, and the garage located to the side or rear of the property. The ground floor walls have windows, main pedestrian entries, and architectural detailing that clearly indicate the building as being residential. On buildings where parking is located on the ground level facing the street, ground level walls are often blank, living areas are separated from the street and garden, and the structure takes on a more anonymous character.

If parking is located at the rear of the property, underground, or at least one-half level below grade, the ground level can be more architecturally interesting, and the relationship of living areas being close to the street and garden can be maintained. Parking one-half level below grade should be screened to avoid the view of garage lights or cars. The portion of the garage above grade should architecturally become the base of the building, as opposed to making the living units appear to be built on a raised podium above parking.

Note: In some high-rise or downtown neighborhoods where larger buildings are the dominant form, it may be appropriate for the parking to be located on the ground level. Architectural detailing and landscaping should be provided to screen parking and enhance the appearance of the building along the sidewalk.

Design Objectives:

- ***Locate parking where it is least visible from public view. This may be at the interior or rear of the property, underground, or one-half level below ground.***

- ***Any portion of enclosed parking above grade should:***
  - ***Have cars and interior garage lighting substantially screened from pubic view;***
  - ***Appear as the base of the structure, with few visible openings.***

- ***Avoid garage entries that dominate the appearance of the building from the Street.***

Parking located at the rear of the property and accessed between building sections, helps to maintain the residential appearance from the street.

Parking Location and Screening. (continued)

Appropriate:
Multi family building with parking located one-half level below grade and screened by landscaping and low patio walls. The entries and living areas are clearly related to the street.

Not Appropriate:
Avoid garage entrances that dominate the appearance of the building from the street, and limit the ability of the entrance and living areas to relate to the street and neighborhood.

G. Usable Open Space.

The zoning code requires that open space be provided in R-3 zones at a rate per dwelling unit of 200 square feet for the first bedroom, and another 100 square feet for each additional bedroom. A specified square footage of open space is not required in R-4 or R-5 zones. However, all developments should include open space that is usable by the residents and is visually pleasing.

Where open space is required by the zoning code, it can be provided in the setback areas, on balconies and in other non-auto areas. Required open space must have a minimum horizontal dimension of 10 feet if it is located on the ground and 6 feet if it is located on a balcony.

Balcony Open Space. Where open space is located on a balcony, the railing should be solid to provide privacy for residents and avoid a cluttered appearance from the street. Where balconies are decorative only they may be of an open design.

Walkable vs. Planted Areas. Open space should be developed as a mixture of walkable and landscaped areas in order to be usable to residents and aesthetically contribute to the character of the neighborhood. When open space or setbacks are completely landscaped with groundcover or shrubs, few recreational opportunities are available. If the open space is all paved, it will lack the landscaping common to San Mateo neighborhoods that softens the appearance of buildings. For these reasons, the open space should be a mix of walkable and planted areas that are aesthetically arranged and can be used for passive and active recreation.

Design Objective:
Develop open space as a mixture of walkable and planted areas. Walkable areas may be decks, patios, lawn, or other similar surfaces.

Recreation Facilities. Larger multi family developments should provide a variety of recreation options for residents. Private balconies are good for sitting or barbecuing but their usefulness is limited by size and sun exposure. Developments with 20 or more units should provide some common outdoor recreation facilities that meet the broader needs of the residents. Facilities may include: picnic area, play structure, multi-use court, open lawn area, swimming pool, or a courtyard usable for different outdoor activities. Privacy of residents and neighbors should be considered when locating recreation facilities.

Design Objective:
In larger developments (generally 20 units or more) include common areas for some active or passive recreation to accommodate the needs of the residents.

Usable Open Space. (Continued)

Microclimate. Open space areas should be designed with consideration of the effects of sun, wind and noise. Usable open space should be provided with both sun and shade areas whenever possible, be shielded from strong winds, and be located away from heavy traffic areas. Patios should be located away from the edge of the north side of buildings to avoid total shading, and include shade trees when located adjacent to a south wall. Landscaping and fences can also be used to buffer wind and noise. In order to be properly located, the comfort of open space areas should be considered during the initial site layout.

Design Objective:
The design and location of open space areas should always consider the effects of sun, wind and noise in order to create comfortable and usable open space areas.

Open Space in the Front Setback. Where traffic is light, the front setback can be used as a small patio or recreational lawn area. A 3 foot wall, fence, or hedge located in the front yard provides a comfortable separation of private space from the public sidewalk, and is low enough to allow surveillance of the street from within the home, which is important for maintaining safe neighborhoods. A fence or hedge in the front yard may not be appropriate in neighborhoods where frontyards have a completely 'open' character along the street.

Design Objective:
In areas where traffic and neighborhood character permit, consider developing the frontyard as usable open space.

H. Screen Trash, Utility, and Service Functions.

Trash, recycling, utility, and other service functions should not be highly noticeable from the street or from adjoining properties. They should be located within the main structure whenever possible. If located outside of a building, trash and recycling should be shielded from view with a fence or wall. Utilities located outside may be screened with small walls or landscaping.

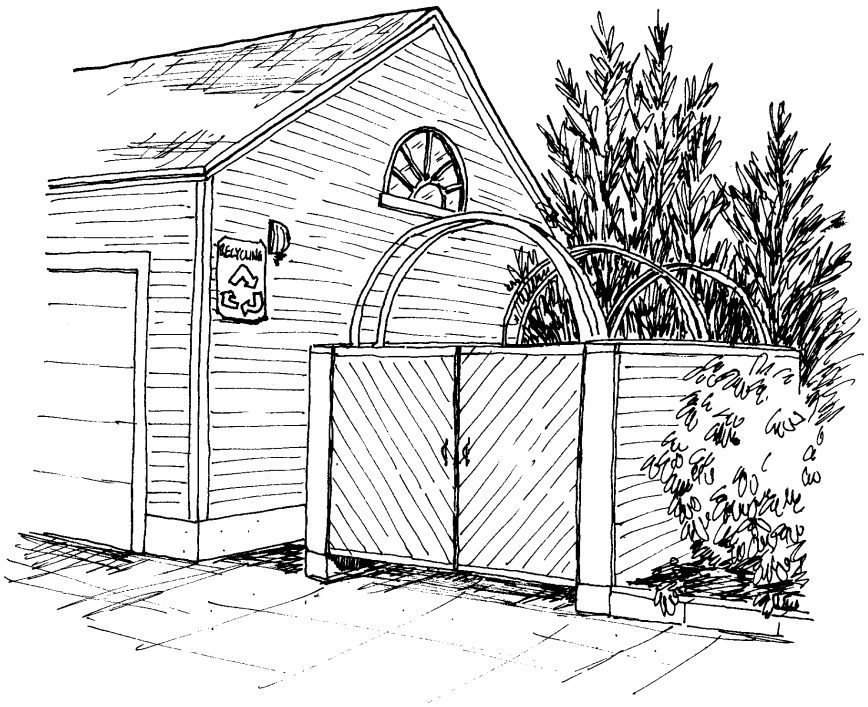
Design Objectives:

- ***Locate trash, recycling, utility, and other service functions within the main structure whenever possible;***

- ***If trash or recycling facilities are located outside of the main building, screen with a solid, durable enclosure that is architecturally related to the building.***

- ***Utilities located outside of the main structure may be screened with an enclosure or landscaping.***

- ***Consider the privacy of residents and neighbors when locating trash, recycling, utility and other service functions.***



Recycling and trash facility constructed to be compatible with the architecture of the building.

Multi Family Design Guidelines

Project Participants

City Council

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Deputy Mayor Claire Mack
Council Member Paul Gumbinger
Council Member Sue Lempert
Council Member Gary Yates

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Vice Chair Karen Herrel
Commissioner George Dolim
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The assistance of the Housing Committee of the American Institute of Architects/San Mateo County, is gratefully acknowledged, particularly that of:

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Philip J. Bona, AIA
Jack Mathews, AIA
Dale Meyer, AIA
Marc Srebnic, AIA

Appendices

Summary of Residential Zoning District Regulations

Zone	Minimum Lot Area	Minimum Lot Width	Lot Area/ Dwelling (a)	F.A.R. (b)	Setbacks				Percent Lot Coverage	Usable Open Space/Dwelling Unit (d)
					Front	Rear	Interior Side	Street Side		
R3	4,000 sf (e) 5,000 sf 8,000 sf 10,000 sf 15,000 sf	40' (e) 50' 65' 80' 100'	2,200 sf (e) 2,500 sf 2,000 sf 1,500 sf 1,250 sf	0.85 (f)	15' (g)	15' (g)	6' (h)	7.5' (h)	--	200 sf/bedroom for 1st unit 100 sf/bedroom for additional units
R4	4,000 sf (e) 5,000 sf 8,000 sf 10,000 sf 15,000 sf	40' (e) 50' 65' 80' 100'	2,200 sf (e) 2,500 sf 2,000 sf 1,000 sf 870 sf	1.5 (f)	15' (g)	15' (g)	6' (h)	7.5' (h)	--	None Required
R5	4,000 sf (e) 5,000 sf 8,000 sf 10,000 sf 15,000 sf	40' (e) 50' 65' 80' 100'	2,200 sf (e) 2,500 sf 2,000 sf 1,000 sf 870 sf	2.0 (f)	15' (g)	15' (g)	6' (h)	7.5' (h)	--	None Required
R4-D	4,400 sf (e) 5,000 sf 8,000 sf 10,000 sf 12,000 sf 15,000 sf	40' (e) 50' 65' 80' 100' 100'	2,200 sf (e) 2,500 sf 2,000 sf 1,000 sf 900 sf 870 sf	3.0	20' (i)	25% lot depth min 25' max. 40'	15'	15' (i)	45%	Private = 80 sf/du Common = 150% of Private (j)
R5-D	4,400 sf (e) 5,000 sf 8,000 sf 10,000 sf 15,000 sf	40' (e) 50' 65' 80' 100'	2,200 sf (e) 2,500 sf 2,000 sf 1,000 sf 870 sf	3.0	20' (i)	25'	15'	15' (i)	--	Private = 80 sf/du Common = 150% of Private (k)
R6-D	Downtown Density is 50 units per acre regardless of lot size.	--	--	3.0	20'	25'	15'	15'	55%	Private = 80 sf/du Common = 150% of Private (k)
/R4	See R4	--	--	2.0	(i) (l)	(l)	(l)	(i) (l)	Underlying zone (k)	Private = 80 sf/du Common = 150% of Private
/R5	See R5 Downtown Density is 50 units per acre regardless of lot size.	--	--	3.0	(i) (l)	(l)	(l)	(i) (l)	Underlying zone (k)	Private = 80 sf/du Common = 150% of Private
/R	4,000 sf (e) 5,000 sf 8,000 sf 10,000 sf 15,000 sf 20,000 sf (m) Downtown Density is 50 units per acre regardless of lot size.	40' (e) 50' 65' 80' 100' 100' (m)	2,200 sf (e) 2,500 sf 2,000 sf 1,000 sf 870 sf 582 sf (m)	See Bldg. Intensity Plan	(i) (l)	(i) (l)	(i) (l)	(i) (l)	Underlying zone (k)	Private = 80 sf/du Common = 150% of Private

Appendices

Notes:

a) To determine the maximum number of units permitted, take the lesser of either Minimum Lot Area or Minimum Lot Width and refer across Lot Area/Dwelling, then divide that number into your total lot area but do not round up, i.e., in an R-3 Zone, a 7,000 sq.ft. lot which is 80 ft. wide would allow 2,500 sq.ft. per dwelling unit, or a maximum of 2 units.

b) Floor Area Ratio (F.A.R.) is the maximum amount of gross floor area of building on a lot divided by the lot area.

c) Building height is measured to the plate line - the point at which the roof begins.

d) See definition of open space in Section 27.04.350.

e) This standard is only applicable for existing parcels recorded prior to March 3, 1947, and located east of El Camino Real.

f) F.A.R. bonus allowed - see Zoning Ordinance.

g) Setbacks for structures exceeding 3 stories equals a minimum of 1/2 building height. If adjacent to, or across from, R1 or R2 property, setback equals building height (minimum of 15 ft.). Properties from Ninth Avenue south to the City limits fronting on El Camino Real shall provide a 10' setback from El Camino for building exceeding 2 stories, and a setback of 1/2 building height when adjacent to residential.

h) Setbacks for structures exceeding 2 stories equals a minimum of 1/2 building height to a maximum of 25 feet. If adjacent to R1 or R2 property, setback equals 1/2 building height (minimum of 15 feet). Properties from Ninth Avenue south to the City limits fronting on El Camino Real shall provide a 10' setback from El Camino for buildings exceeding 2 stories, and a setback of 1/2 building height when adjacent to residential.

i) Setbacks for the Gateway area as defined in the Downtown Specific Plan shall have the following front and street side yard requirements:

- North side of Third Avenue: Buildings shall be set back a minimum of 20' from the Third Avenue property line for at least 60% of the building frontage;
- South side of Third Avenue and Fourth Avenue: Buildings shall be set back a minimum of 15' to a maximum of 20' from the Fourth Avenue property line for at least 60% of the building frontage. Portions of the building over 30' height shall be stepped back 8' minimum.
- Other north-south Gateway streets: Buildings shall be setback a minimum of 15' to a maximum of 20' from the street property line for at least 60% of the building frontage. Portions of the building over 25' height shall be stepped back 8' minimum.

j) Private open space minimum dimensions of 8 ft. and 80 sq.ft.; common open space minimum dimension of 20 ft. and 400 sq.ft.

k) Private open space minimum dimensions of 6 ft. and 75 sq.ft.; common open space minimum dimension of 15 ft. and 300 sq.ft.

l) For mixed use projects, underlying zone setbacks. For residential, use R3 setbacks.

m) Density above 50 units per acre up to 75 units per acre permitted where specific criteria are met as stated in General Plan Land Use Element.

Appendices

27.16.050 AFFORDABLE HOUSING.

(a) All projects which include more than 10 residential units, including mixed-use projects, shall be required to include 10 percent of the residential units for exclusive use as affordable housing units. For the purposes of this title, affordable housing shall be defined as dwelling units of appropriate size capable of being rented or purchased by households whose income does not exceed 120 percent of the San Francisco Primary Metropolitan Statistical Area median income level.

(b) The project proponent shall build the unit(s) on site, either in partnership with a public or nonprofit housing agency, or on its own. Off-site housing shall be allowed only if the proponent demonstrates that on-site construction is infeasible; and in any event, any off-site units must be built within the City of San Mateo. No in-lieu fees shall be allowed.

(c) The affordable units shall be as similar in exterior design and appearance as possible to the remaining units in the project.

(d) Affordable rental units shall carry deed restrictions which guarantee their affordability.

(e) Affordable for sale units shall have deed restrictions which allow for first right of refusal to the City, upon the sale of the unit.

(f) The provision, design, sale or rental and other factors relating to affordable units shall be further regulated by resolution adopted by the City Council. (Ord. 1992-2 § 1, 1992).