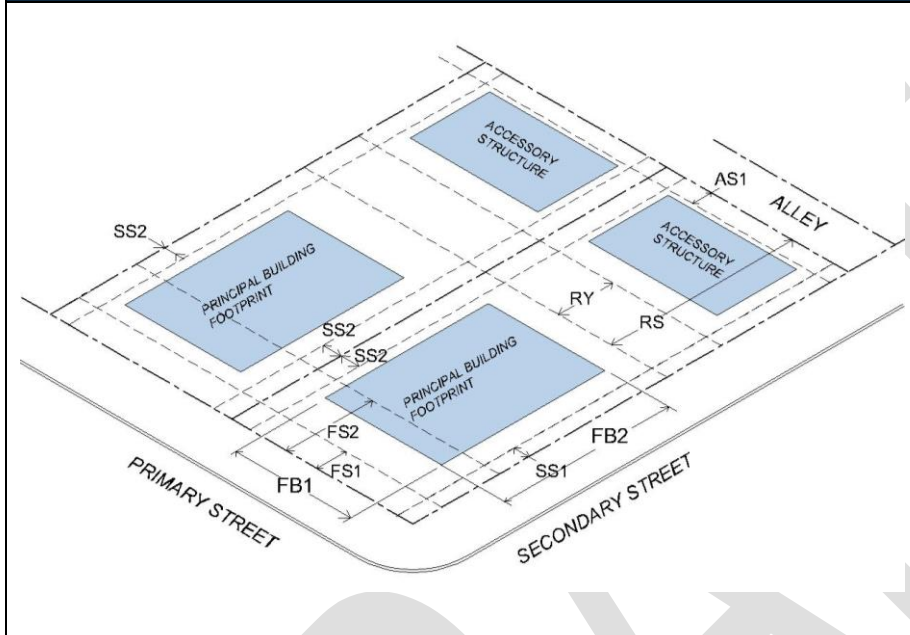


F. Traditional Neighborhood (TN)

GENERAL DESCRIPTION

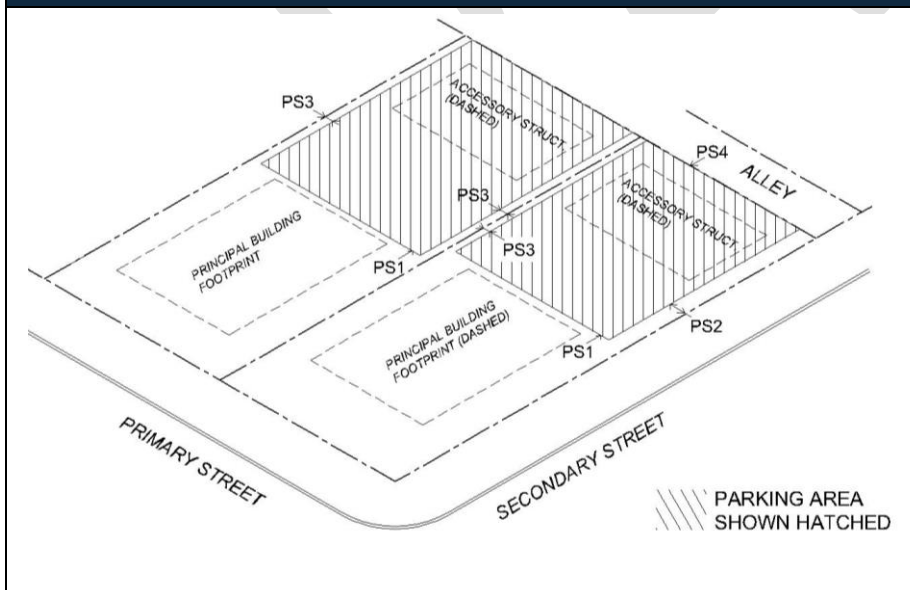
The Traditional Neighborhood (TN) District is intended to accommodate development and redevelopment within the older, established neighborhoods surrounding downtown Brownsville. This district allows for a range of single-family residential residential uses and corner commercial uses in keeping with the historic context of these neighborhoods.

BUILDING PLACEMENT



PRINCIPAL BUILDING SETBACKS		
FS1	Front Setback (min.)	10'
FS2	Front Setback (max.)	25'
SS1	Side Setback (min.) (secondary street)	10'
SS2	Side Setback (min.) (interior)	5'
RS	Rear Setback (min.)	5'
ACCESSORY BUILDING SETBACKS		
AS1	Alley or Rear Setback (min.)	0'
**Setback from the centerline of the alley is 15'		
AS2	Principal Building Setback (min.)	5'

PARKING PLACEMENT



PARKING SETBACKS		
PS1	Primary Street Setback (min.)	50'
	OR behind the Principal Building on the lot	
PS2	Secondary Street Setback (min.)	10'
PS3	Side Setback (min.)	3'
PS4	Rear Setback (min.)	0'
**Rear parking setback from the centerline of the alley is 15'		

RESIDENTIAL DENSITY		
MAXIMUM NUMBER OF DWELLING UNITS PER ACRE (NET DENSITY)	22	
BUILDING MASSING		
FB1 - PRIMARY STREET FACADE BUILDOUT	50%	
FB2 - SECONDARY STREET FACADE BUILDOUT	NONE	
BUILDING HEIGHT	35 Feet	
STREETScape STANDARDS		
ALL STREETS	See Table 3.4-23: Zoning Districts and Streetscaping Requirements	
PERMISSIBLE BUILDING TYPES	<input checked="" type="checkbox"/> Indicates Permitted by Right <input type="checkbox"/> Indicated Permitted with Conditions	LOT STANDARDS AND CONDITIONS
ACCESSORY BUILDING	<input checked="" type="checkbox"/>	
HOUSE	<input checked="" type="checkbox"/>	Min. Lot Width = 35'
COTTAGE COURT	<input checked="" type="checkbox"/>	Min. Lot Width = 100'
CORNER COMMERCIAL	<input type="checkbox"/>	On corner lots
CIVIC	<input type="checkbox"/>	Additional Design Criteria Apply per Section __
ADDITIONAL REQUIREMENTS WITHIN THE ZONING REGULATIONS		
4.4.3 Permitted Use Chart	4.6.5 Residential Adjacency	
4.5 Building Types	4.6.6 Innovative Residential Design	
4.6.2 Parking	4.6.7 Lighting	
4.6.3 Landscaping	4.6.8 Accessory Buildings	
4.6.4 Fencing and Screening	4.6.9 Wireless Transmission	