



## Commercial Residential & Senate Bill 6 (SB6) Standards Residential Development in Commercial Zoning

	<i>STANDARDS</i>	
	<b>Commercial Residential Ordinance</b> Allows residential dwellings or the combination of residential dwellings and commercial uses	<b>SB6</b> SB 6 allows residential development on property zoned for retail and office space without requiring a rezoning, and allows project applicants to utilize the Housing Accountability Act (HAA) to limit local discretion to deny or condition approval
<i>Zones allowed</i>	Inland Zones: C-1, C-2, C-3, CH, MB, Coastal Zones: CN, CG, MB* <b>Special Permit required for areas not served by public water and sewer</b>	Zones where office, retail, or parking are a principally permitted use (Inland Zones: C-1, C-2, C-3, CH, MB, ML, MH; Coastal Zones: CN, CG, MB)
<i>Density</i>	Maximum: 30 units per acre Minimum: 15 units per acre for vacant lots No minimum for developed lots	Minimum: 15 units per acre
<i>Location</i>	Legal parcel Not on/adjacent to sites with more than 1/3 industrial use	Legal parcel wholly within an urban cluster Not on/adjacent to sites with more than 1/3 industrial use
<i>CEQA</i>	Exempt from CEQA	Not exempt, unless another exemption applies
<i>Project Type</i>	Multi-family residential or mixed-use	Multi-family residential or mixed-use with minimum 50% residential
<i>Labor Requirements</i>	None	Prevailing wage required Skilled and trained workforce required -Projects less than 10 units are exempt
<i>Existing Commercial</i>	Conversion of existing commercial space into residential space cannot result in the eviction of existing businesses.	Must provide notice to commercial tenants and relocation assistance to certain qualifying independently-owned commercial tenants.
<i>Contact</i>	Humboldt County Planning and Building	<a href="mailto:planningbuilding@co.humboldt.ca.us">planningbuilding@co.humboldt.ca.us</a>

\*Coastal Version of Commercial Residential Ordinance has not been certified by the CA Coastal Commission yet and is not yet effective.