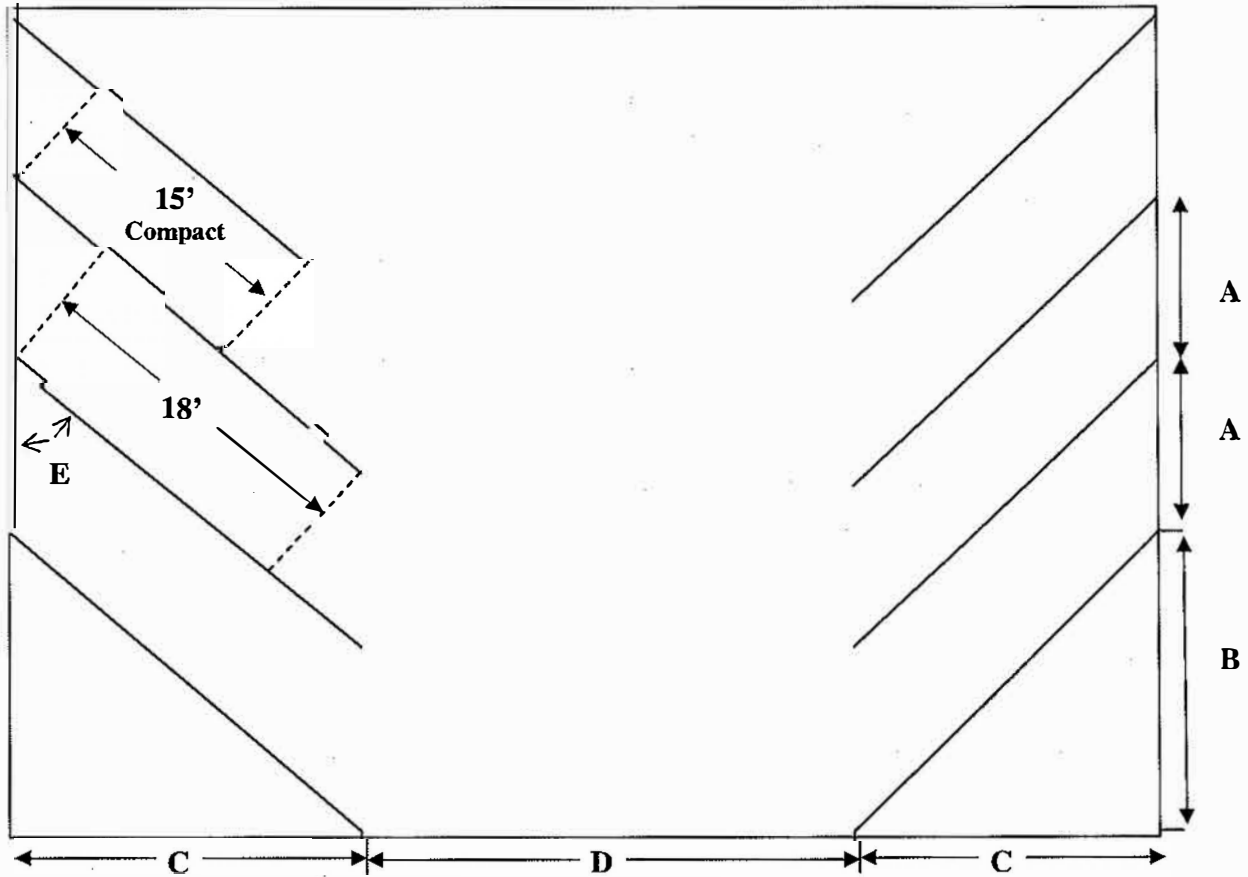




**Parking Lot Dimensions**  
**Commercial and Manufacturing Uses**  
**All Parking Structures and Underground Parking**  
 Also refer to Title 17 (Zoning) and Chapter 17.44 (Off-street Parking)



**Table of Measurements**

<b>E</b> Angle (Degrees)	<b>A</b> Space Width Standard/Compact	<b>B</b> Standard/Compact	<b>C</b> Standard/Compact	<b>D</b> Aisle Width Standard/Compact
90°	8.5' / 7.5'	0' / 0'	18' / 15'	25' / 20'
60°	9.8' / 8.7'	11.5' / 10.2'	19.9' / 16.8'	18' / 14'
45°	12.0' / 10.6'	18.7' / 16.6'	18.7' / 15.9'	15' / 11'
30°	17.0' / 15.3'	28.4' / 25.4'	16.4' / 14.0'	11' / 10'

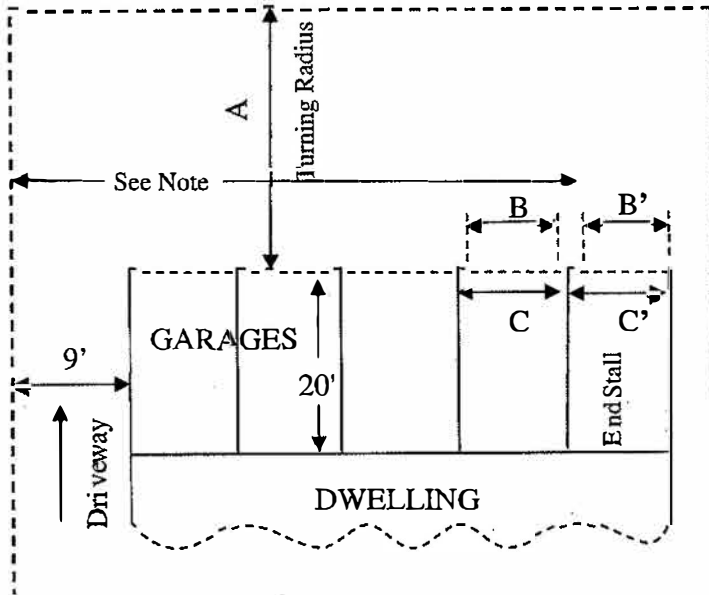
Notes:

1. Distances are in feet.
2. Parking lots/structures with 10 or more spaces are allowed up to 30% compact spaces.
3. Space Width is measured parallel to drive aisle.
4. Disabled persons spaces/improvements: Per Building Code.
5. Turning radius may be reduced if stall width is increased. Variations shall be determined by the Community Development Director.

**Parking Lot Design Standards**

**Residential Unenclosed and Garage Parking  
 Turning Radius and Stall Opening**

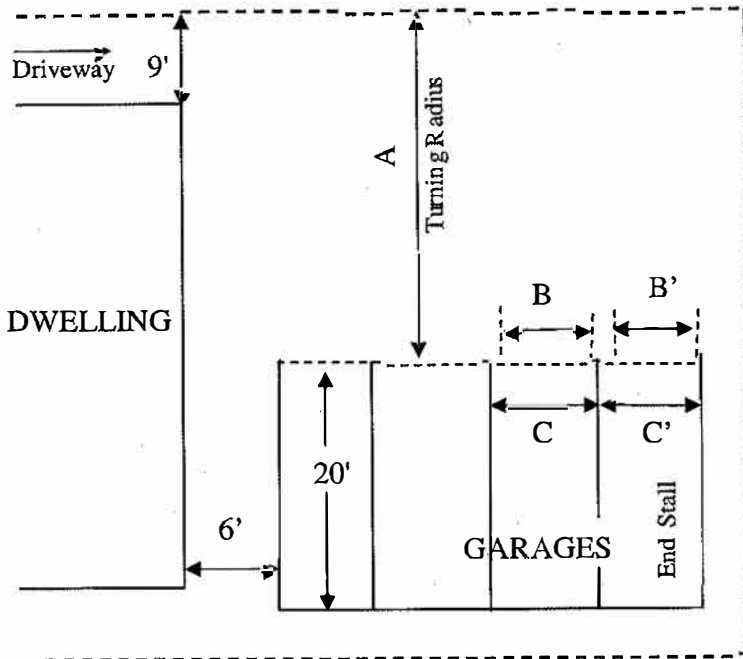
(Excludes parking structures and underground parking, Page 1 of 2)



**CASE I-180° TURN**

Turning radius	Interior stalls		End stalls	
	Garage opening width	Stall width	Garage opening width	Stall width
<b>A</b>	<b>B</b>	<b>C</b>	<b>B'</b>	<b>C'</b>
26'	8.0'	8.5'	8.5'	9.0'
25'	8.5'	9.0'	9.0'	9.5'
24'	9.0'	9.5'	9.5'	10.0'
23'	9.5'	10.0'	10.0'	10.5'
22'	10.0'	10.5'	10.0'	10.5'

- Notes:
1. If distance from edge of driveway to beginning of stall opening is 50' or more, turning radius in Case II shall apply.
  2. Turning radii for situations not shown determined by Community Development Director.
  3. Disabled persons spaces: Per Building Code
  4. Unenclosed parking stalls minimum 8' 6" x 18' and when parallel to alley 9' x 22'.



**CASE II- 90° TURN**

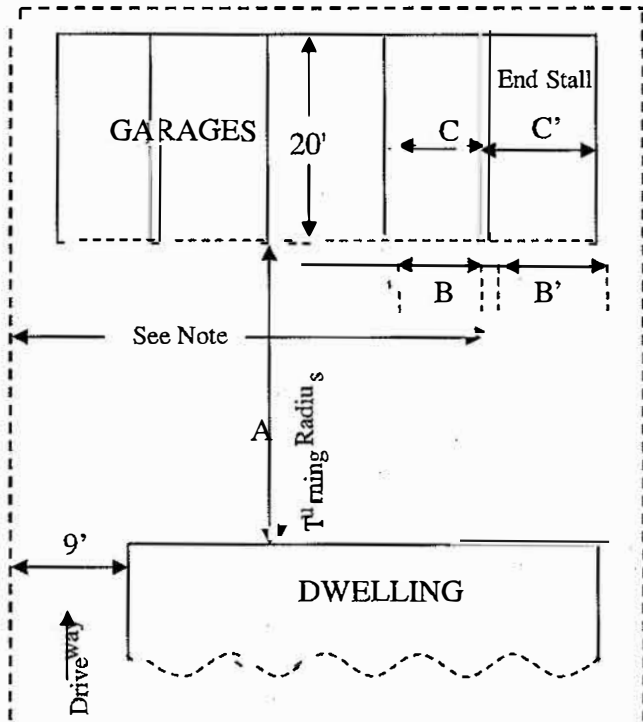
Turning radius	Interior stalls		End stalls	
	Garage opening width	Stall width	Garage opening width	Stall width
<b>A</b>	<b>B</b>	<b>C</b>	<b>B'</b>	<b>C'</b>
25'	8.0'	8.5'	8.0'	8.5'
24'	8.0'	8.5'	8.5'	9.0'
23'	8.5'	9.0'	9.0'	9.5'
22'	9.0'	9.5'	9.5'	10.0'
21'	9.5'	10.0'	10.0'	10.5'
20'	10.0'	10.0'	10.0'	10.5'

- Notes:
1. Turning radii for situations not shown determined by Community Development Director.
  2. Disabled persons spaces: Per Building Code
  3. Unenclosed parking stalls minimum 8' 6" x 18' and when parallel to alley 9' x 22'.

**Parking Lot Design Standards**

**Residential -Unenclosed and Garage Parking  
 Turning Radius and Stall Opening**

(Excludes parking structures and underground parking, Page 2 of 2)

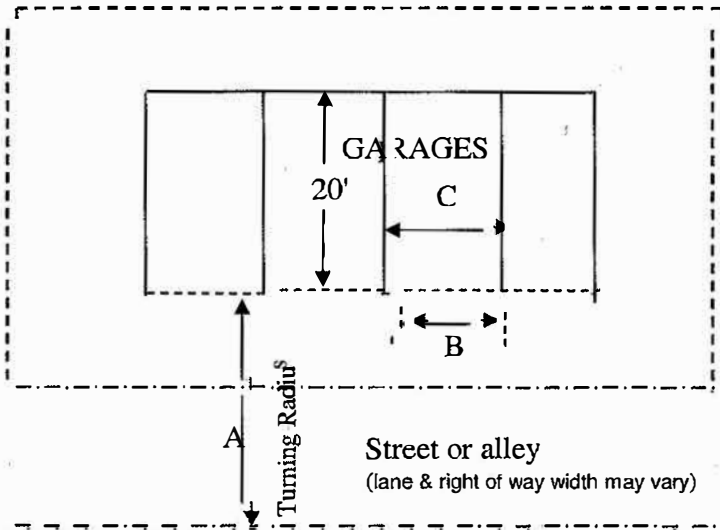


**CASE III- "S" TURN**

Turning radius	Interior stalls		End stalls	
	Garage opening width	Stall width	Garage opening width	Stall width
A	B	C	B'	C'
28'	8.0'	8.5'	8.5'	9.0'
27'	8.5'	9.0'	9.0'	9.5'
26'	9.0'	9.5'	9.5'	10.0'
25'	9.5'	10.0'	10.0'	10.5'
24'	10.0'	10.5'	10.0'	10.5'

**Notes:**

1. First two stalls on driveway side may have 8.0' garage opening for any turning radius if built in compliance with side yard minimum.
2. If distance from edge of driveway to stall opening is 50' or more, turning radius in Case II shall apply.
3. Turning radii for situations not shown determined by Community Development Director.
4. Disabled persons spaces: Per Building Code
5. Unenclosed parking stalls minimum 8' 6"x 18' and when parallel to alley 9'x 22'.



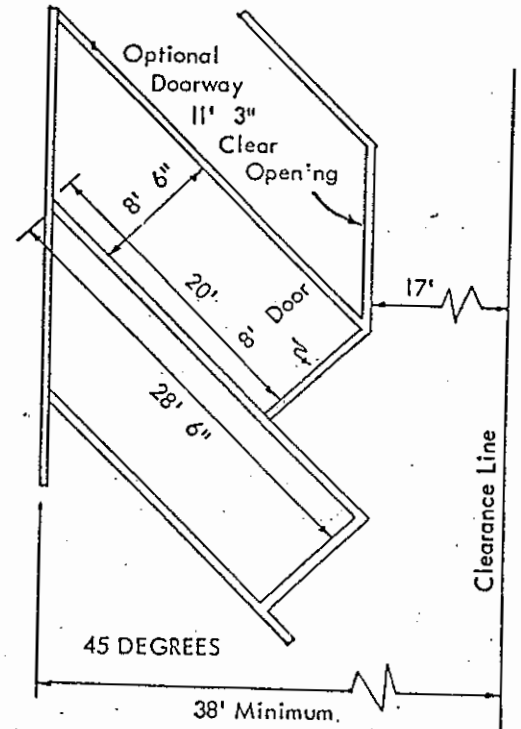
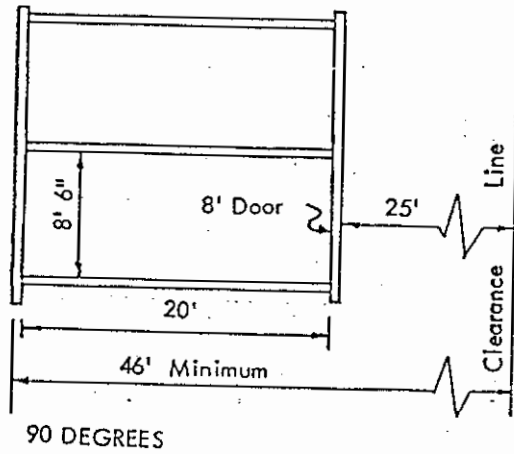
**CASE IV- GARAGE OFF STREET OR ALLEY**

Turning radius	Garage opening width	Stall width
A	B	C
23'	8.0'	8.5'
22'	8.5'	9.0'
21'	9.0'	9.5'
20'	9.5'	10.0'
19'	10.0'	10.5'

**Note:**

1. Turning radii for situations not shown determined by Community Development Director .
2. Disabled persons spaces: Per Building Code
3. Unenclosed parking stalls minimum 8' 6"x 18' and when parallel to alley 9'x 22'.

Parking Lot Design Standards  
**GARAGE PARKING STANDARDS**  
 Residential Garages



Note: Turning radius may be reduced if width of door opening and garages is increased. These variations shall be determined by the Chief Building Inspector.

