PERTINENT PROVISIONS OF EXISTING LAW LIMITING ACCESSORY DWELLING UNITS IN EQUINEKEEPING DISTRICTS

Muni. Code Section 12.01.W Authority of the Zoning Administrator for Conditional Uses/Initial Decision. The following uses and activities may be permitted in any zone, unless restricted to certain zones or locations, if approved by the Zoning Administrator as the initial decision-maker or the Area Planning Commission as the appellate body. The procedures for reviewing applications for these uses shall be those in Subsections B. through Q. in addition to those set out below. (First Para. Amended by Ord. No. 173,992, Eff. 7/6/01.)

Muni. Code Section 12.01.W 43. Second dwelling unit in the A, RA, RE, RS, R1, RMP or RW1 Zones, provided that:

....... (g) (Amended by Ord. No. 173,492, Eff. 10/10/00.) A second dwelling unit shall not be located in a Hillside Area, as defined in Section 91.7003 of this Code, in an Equinekeeping District, along a Scenic Highway designated in the General Plan, or where the width of the adjacent street is below current standards as defined in Section 12.37H.

Muni. Code Section 12.01.W 44. Second dwelling unit on large lots in the RA, RS or R1 Zones provided that, in addition to the findings otherwise required by this section, a Zoning Administrator shall also find that:

- (a) The lot has a depth of 180 feet or more;
- (b) In the RA Zone, the lot has an area of 35,000 square feet or more; in the RS Zone the lot has an area of 15,000 square feet or more; and in the R1 Zone, the lot has an area of 10,000 square feet or more;
- (c) One dwelling unit is on the front of the lot and one dwelling unit is on the rear of the lot, and the distance between the front and rear dwelling is at least 20 feet;
 - (d) The rear dwelling is located at least 50 feet from the rear lot line;
- (e) Both dwellings are located so as to comply with all other area regulations of the zone in which the property is located;
 - (f) The lot is not located in a "H" Hillside or Mountainous area or in a "K" Equinekeeping District;