

ARTICLE 5. COMMERCIAL DISTRICTS

- 5.0 PURPOSE STATEMENTS**
- 5.1 USES**
- 5.2 DIMENSIONAL STANDARDS**
- 5.3 C-5 AND C-6 DISTRICT SPECIFIC DEVELOPMENT STANDARDS**
- 5.4 DESIGN STANDARDS**
- 5.5 GENERAL STANDARDS OF APPLICABILITY**

5.0 PURPOSE STATEMENTS

1. C-1 Neighborhood Commercial District

The C-1 Neighborhood Commercial District is intended for primarily retail uses that serve the adjacent neighborhoods. The C-1 District applies to clusters of commercial uses that are pedestrian-oriented in close proximity to residential neighborhoods.

2. C-2 Community Commercial District

The C-2 Community Commercial District is intended for areas with a variety of high-intensity highway-oriented commercial uses, generally serving a wider geographic area. The C-2 District accommodates a range of commercial uses and building types, including, but not limited to, freestanding retail and office buildings and retail centers.

3. C-3 Heavy Commercial District

The C-3 Heavy Commercial District is intended for areas of auto-oriented, heavy commercial uses typically sited along major arterial thoroughfares and sufficiently separated from residential neighborhoods, including, but not limited to, office buildings, motor vehicle dealerships, and other heavy commercial retail or service. The C-3 District standards are intended to enhance the appearance of these areas, and provide adequate buffering between any residential and lower-intensity commercial properties located adjacent to the district.

4. C-4 Village Center District

The C-4 Village Center District is intended to preserve and enhance Gurnee's historical village center by providing for a mix of commercial and residential uses, including, but not limited to, retail sales and service, office, and multi-family housing, that serves the residents of the Village and surrounding areas. Future mixed-use development is encouraged, and residential dwelling units are permitted above the ground- floor.

5. C-5 Regional Recreation District

The purpose of the C-5 Regional Recreation District is to accommodate the development and operation of a regional amusement theme park, including a variety of ancillary facilities necessary to its function. The C-5 District requires significant buffers to mitigate the impacts of the amusement theme park against adjacent uses.

6. C-6 Regional Commercial District

The purpose of the C-6 Regional Commercial District is to accommodate the development and operation of a regional shopping center of significant land area, including a variety of ancillary facilities necessary to its function. The C-6 District requires significant buffers to mitigate the impacts of the shopping center against adjacent uses and controls on outparcel development along the perimeter of the site.

5.1 USES

Article 8 lists permitted and special principal uses and temporary uses for the commercial districts.

5.2 DIMENSIONAL STANDARDS

Table 5-1: Commercial Districts Dimensional Standards establishes the dimensional standards for the commercial districts. These regulations apply to all uses within each district unless a different standard is listed for a specific use.

Table 5-1: Commercial Districts Dimensional Standards						
	C-1	C-2	C-3	C-4	C-5	C-6
Bulk Standards						
Minimum Lot Area	None	None	None	None	None	None
Minimum Building Height	14'	14'	None	None	None	None
Maximum Building Height	45'	45'	45'	35'	Buildings: 45' Amusement Devices: 200' unless within 500' of a residential district, then 125'	45'
Specific Development Standards	None	None	None	None	Section 5.3	Section 5.3
Design Standards	Section 5.4	Section 5.4	Section 5.4	Section 5.4	N/A	Section 5.3.2

Table 5-1: Commercial Districts Dimensional Standards						
	C-1	C-2	C-3	C-4	C-5	C-6
Minimum Setbacks						
Front Setback	15'	15'	15'	30'	Section 5.3.1	Section 5.3.2
Interior Side Setback	None	None	None	None	Section 5.3.1	None
Corner Side Setback	15'	15'	15'	30'	Section 5.3.1	Section 5.3.2
Rear Setback	None	None	None	None	Section 5.3.1	None
Transition Yard	20'	20'	20'	None	Section 5.3.1	Section 5.3.2

5.3 C-5 AND C-6 DISTRICT SPECIFIC DEVELOPMENT STANDARDS

1. C-5 District Specific Development Standards

- a. The minimum district size is 300 acres.
- b. All amusement devices existing as of the effective date of this Ordinance that exceed the height limit are deemed conforming. The height of amusement devices may exceed the district height limit through special use permit (Section 16.1).
- c. The following setbacks are required for all structures and parking areas:
 - (1) 100 feet when abutting any residential district, which must be maintained in a natural state. This buffer yard replaces any other buffer yard required by this Ordinance. When groups of trees die in any buffer yard adjacent to residential that result in the opening of views into the park, landscape material must be installed to fill such gap, as mutually determined by the site user and Village Administrator.
 - (2) 50 feet from Washington Street.
 - (3) 150 feet from Route 21 and I-94.
 - (4) 150 feet from Grand Avenue and Six Flags Parkway. Signs are permitted in this setback when permitted by Article 13.
- d. The exterior lighting standards of Section 10.1 are modified per this section for the C-5 District. Parking lot light poles are limited to 40 feet in height. The maximum wattage of fixtures is 1,000 watts and the maximum number of light fixtures per pole is four.

2. C-6 District Specific Development Standards

- a. The minimum district size is 300 acres.

- b.** The height of structures may exceed the district height limit through special use permit (Section 16.1). Any structures existing as of the effective date of this Ordinance that exceed the height limit are deemed conforming.
- c.** As of the effective date of this Ordinance, the following setbacks for all structures and parking areas are required along any part of the C-6 District located east of Hunt Club Road:

 - (1)** 50 feet from Grand Avenue and I-94
 - (2)** 150 feet from Stearns School Road
 - (3)** From Hunt Club Road:

 - (a)** 100 feet starting 290 feet north of Westbrook Lane
 - (b)** 50 feet for the remaining frontage
 - (4)** 50 feet from any residential districts unless superseded by any specific setback noted above
 - (5)** 25 feet from all internal private streets
- d.** As of the effective date of this Ordinance, the following setbacks are required along any part of the C-6 District located west of Hunt Club Road:

 - (1)** 50 feet from Grand Avenue and Hunt Club Road for all structures and parking areas
 - (2)** 200 feet along the north property line for all structures and parking areas
 - (3)** 165 feet along the west property line for all structures
 - (4)** 95 feet along the west property line for all parking areas abutting residential districts
 - (5)** 40 feet along the west property line for all parking areas abutting non-residential districts
- e.** Any through lots located along the perimeter of Gurnee Mills Circle must meet the front yard requirement along any lot line abutting a public street. However, this does not replace any required transition yard.
- f.** A buffer yard is required along any lot line that abuts Stearns School Road and Hunt Club Road, along any lot line that abuts a residential district, and along any lot line where a residential district is located on the opposite side of the street. The yard must contain an undulating berm of 10 to 15 feet in height and must be planted with a minimum of nine understory trees, six shade trees, 19 evergreen trees, and 36 shrubs for every 100 linear feet.

- g. The parking lot interior landscape requirements of Section 12.5.2 do not apply to the C-6 District. However, 720 square feet of landscape area planted with three canopy trees, two understory trees, and six shrubs are required for every 24 parking spaces for parking lots in the C-6 District.
- h. The exterior lighting standards of Section 10.1 are modified per this section for the C-6 District. Parking lot light poles are limited to 30 feet in height in building setbacks areas and 45 feet in height in all other areas. The maximum wattage of fixtures is 400 watts and the maximum number of light fixtures per pole is four. Full illumination of the parking lot is permitted until one hour after close of business. All fixtures must have cut-offs. Wal-pacs cannot have a light source visible to the eye.
- i. The following building materials are prohibited as primary surface finish material but may be used as decorative or detail elements, or as part of the exterior construction that is not used as a surface finish material.

- (1) Corrugated metal

- (2) Aluminum, steel or other metal sidings

- (3) Exposed aggregate (rough finish) concrete wall panels

- (4) Exterior insulating finish systems (EIFS); however, use of EIFS is prohibited as a primary or decorative building material at any point up to four feet in height on a structure's facade

- (5) Plastic

- (6) Vinyl

- j. The following building materials are prohibited:

- (1) Plain concrete block

- (2) T-111 composite plywood siding

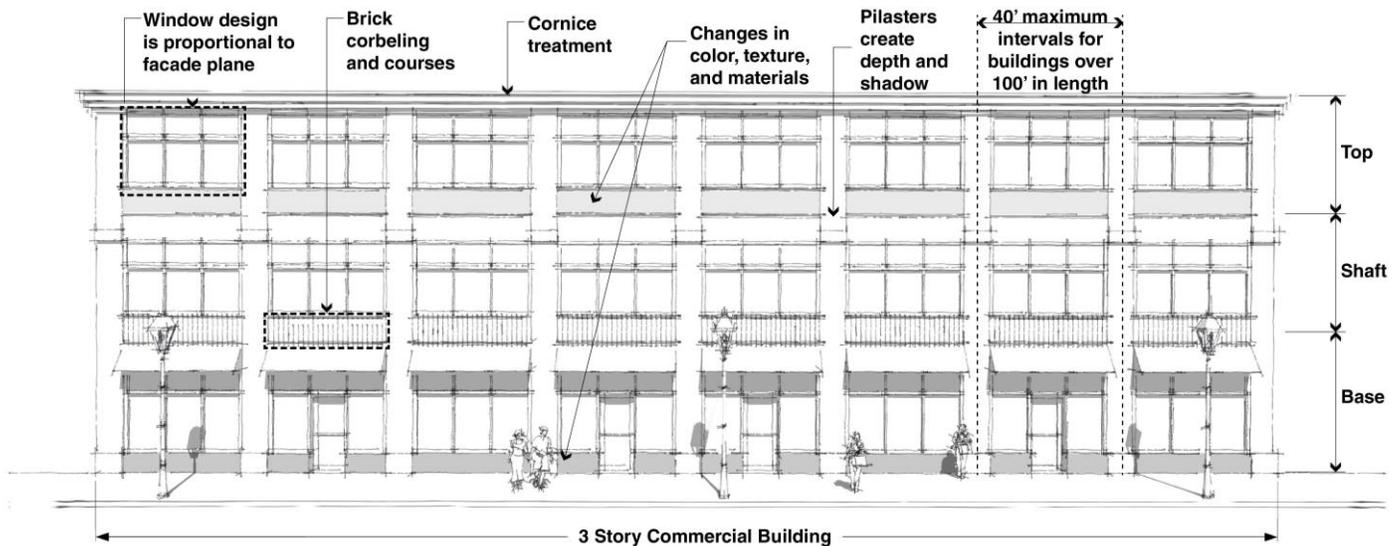
5.4 DESIGN STANDARDS

The following design standards apply to new construction, substantial repair or rehabilitation meant to remedy damage or deterioration of the exterior façade of an existing structure, and additions to an existing structure. However, only those standards that relate to the specific repair, rehabilitation or addition apply. These standards do not apply to interior remodeling.

1. C-1 and C-2 District Design Standards

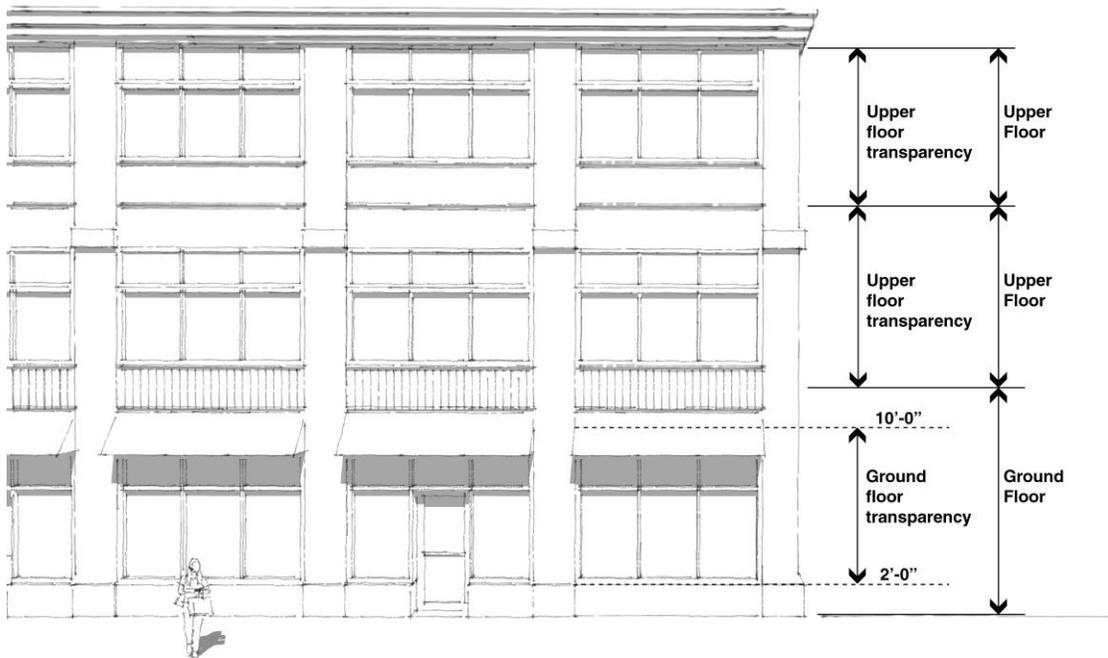
a. Façade Design

- (1) All structures over two stories must be designed with a definable base, shaft, and top, through the use of architectural features, such as cornice treatments, recesses, corbeling, brick courses, and window designs.
- (2) Building facades along public rights-of-way in excess of 100 feet must include a repeating pattern with no less than two of the following elements: color change, texture change, material module change, or a wall articulation change of no less than two feet in depth, such as a reveal, pilaster, or projecting rib. All elements must repeat at intervals of no more than 40 feet.
- (3) In the case of outparcel buildings, the above standards apply to all facades.



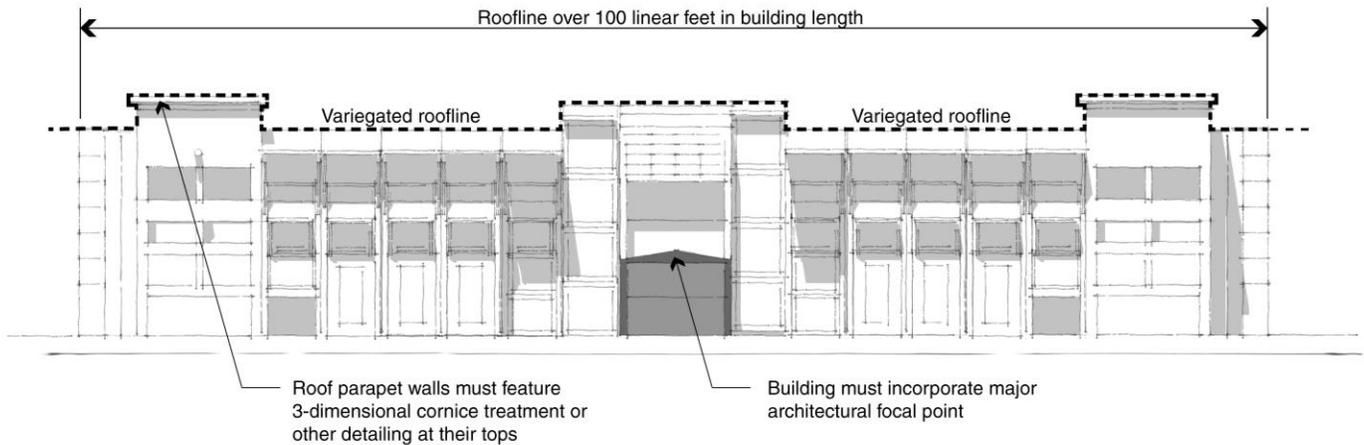
b. Fenestration Design

- (1) Windows must be punched with a recess no less than two inches or projected out from the façade plane to provide depth and shadow. Windows should include visually prominent sills, lintels, or other appropriate forms of framing.
- (2) The ground floor must maintain a minimum transparency of 50%, measured between two and ten feet in height from grade. Upper floors must maintain a minimum transparency of 25% of the wall area of the story. Windows must be constructed of clear or lightly tinted glass. The use of tinted glass above 20% and reflective glass is prohibited.



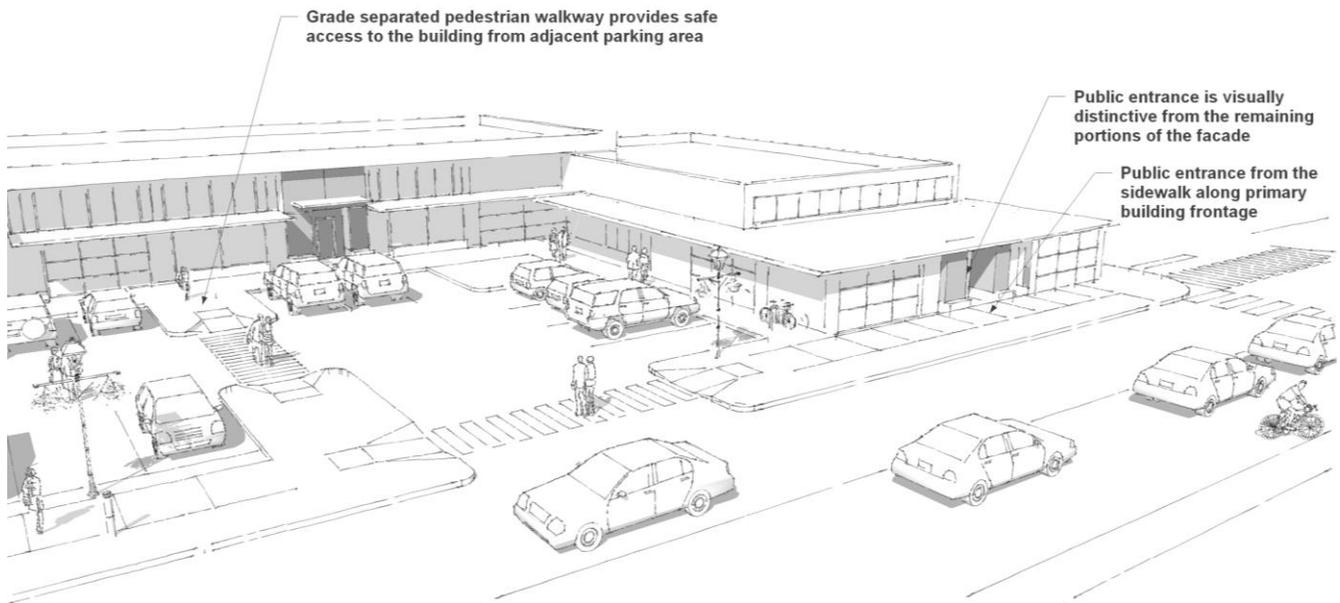
c. Roof Design

- (1) Rooflines of buildings that are over 100 linear feet in facade length must be variegated. Said variation in roof height must repeat on-center no more than every 50 linear feet of building frontage, with a minimum dimension of 2 feet for vertical variation.
- (2) Parapet walls must feature three-dimensional cornice treatments or other shadow-creating details along their tops.
- (3) Green roof, blue roof, and white roof designs are encouraged.
- (4) The following roof materials are prohibited:
 - (a) Corrugated metal (standing seam metal roofs are permitted)
 - (b) Reflective surfaces that produce glare (this does not include solar panels)



d. Entrance Design and Siting

- (1) All buildings must have a public entrance from the sidewalk along the primary building frontage. Public entrances must be visually distinctive from the remaining portions of the façade along which it is located.
- (2) Parking areas that are directly adjacent to a building façade that contains a public entrance must be designed with grade separated pedestrian walkways that provide safe access to the building.
- (3) A pedestrian link to existing public right-of-way sidewalks and any commercial development in order to ensure safe pedestrian access to the commercial development is required.
- (4) If outparcel buildings are part of a larger commercial development, said buildings must define the street frontage by placement near the street with the inclusion of showcase windows and entrances oriented toward the street and to the interior parking lot.
- (5) A pedestrian link is required to existing public right-of-way sidewalks and any adjacent commercial development to ensure safe pedestrian access between the development and adjacent commercial uses outside the development.



e. Building Materials

- (1) The following building materials are prohibited as primary surface finish material but may be used as decorative or detail elements, or as part of the exterior construction that is not used as a surface finish material.
 - (a) Corrugated metal
 - (b) Aluminum, steel or other metal sidings
 - (c) Exposed aggregate (rough finish) concrete wall panels
 - (d) Exterior insulating finish systems (EIFS); however, use of EIFS is prohibited as a primary or decorative building material at any point up to four feet in height on a structure's facade
 - (e) Plastic
 - (f) Vinyl
- (2) The following building materials are prohibited:
 - (a) Plain concrete block
 - (b) T-111 composite plywood siding

2. C-3 District Design Standards

a. Façade Design

Building facades along public rights-of-way in excess of 100 feet must include a repeating pattern with no less than two of the following elements: color change, texture change, material module change, or a wall articulation change of no less than two feet in depth, such as a reveal, pilaster, or projecting rib. All elements must repeat at intervals of no more than 40 feet.

b. Fenestration Design

The ground floor must maintain a minimum transparency of 40%, measured between two and ten feet in height from grade. Windows must be constructed of clear or lightly tinted glass. The use of tinted glass above 20% and reflective glass is prohibited.

c. Entrance Design

(1) All buildings must have a public entrance at the primary building frontage.

(2) A pedestrian link to existing public right-of-way sidewalks and any commercial development in order to ensure safe pedestrian access to the commercial development is required.

d. Building Materials

(1) The following building materials are prohibited along any façade that abuts a public right-of-way as primary surface finish material but, such materials may be used as decorative or detail elements, or as part of the exterior construction that is not used as a surface finish material.

(a) Corrugated metal

(b) Aluminum, steel or other metal sidings

(c) Metal wall panels

(d) Exposed aggregate (rough finish) concrete wall panels

(e) Exterior insulating finish systems (EIFS); however, use of EIFS is prohibited as a primary or decorative building material at any point up to four feet in height on a structure's facade

(f) Plastic

(g) Vinyl

(2) The following building materials are prohibited:

(a) Plain concrete block

(b) T-111 composite plywood siding

3. C-4 District Design Standards

- a. The design standards of Section 5.4.1 above apply to new non-residential construction in the C-4 District.
- b. The conversion of any structure originally designed for a residential use must maintain the existing residential character of the structure. The quality of exterior design must be equal on all facades of the structure, and the materials on all facades must be of the same or comparable quality.

5.5 GENERAL STANDARDS OF APPLICABILITY

1. Site Development Standards

See Article 10 (Site Development Standards) for additional on-site development standards and requirements, such as exterior lighting, accessory structures and uses, fences and walls, and permitted encroachments.

2. Off-Street Parking and Loading

See Article 11 (Off-Street Parking and Loading) for off-street parking and loading standards and requirements.

3. Landscape

See Article 12 (Landscape) for landscape, buffering, and screening standards and requirements.

4. Signs

See Article 13 (Signs) for standards governing signs.