

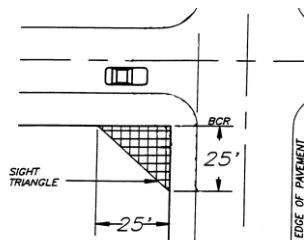


City of Oceanside Code Enforcement Division
ELECTION PERIOD SIGN REGULATIONS
March 3, 2020 Election

The following information is provided as a reference to assist candidates and initiative campaigns with the posting of signs during an election period. Please review the regulations for both public and private property prior to posting signs.

PUBLIC RIGHT-OF-WAY:

- **Allowable posting period:** 30 days prior through five days after an election. (February 2nd through March 8th for the March 3rd, 2020 Election)
- **Application:** A sign application (attached form) must be filed with the Code Enforcement Office prior to posting any signs.
- **Size limitation:** 6 square feet per sign. Signs may have messages on each side, i.e. a 2 ft. x 3 ft. sign with a message on each side counts as one 6 sq. ft. election sign.
- **Sign posting height:** 5 feet maximum from grade, except within a corner sight triangle (See item #3 below). Signs must be freestanding (See item #5 below).
- **Right-of-way defined:** The street right-of-way generally extends 10 feet back from the face of the curb or edge of pavement. Please note that crews performing regular maintenance may remove signs placed in landscaped areas along the right-of-way.
- **Posting limitations:**
 1. Signs are prohibited on sidewalks, center street medians, and in Caltrans right-of-ways, i.e. Highways 76, 78, and Interstate 5, including on/off ramp areas.
 2. Signs may not create a hazard to vehicular or pedestrian traffic.
 3. Signs may not exceed 30 inches in height within the triangular area defined by measuring back 25 feet from the beginning of the curb radius at the face of curb at street intersections. (See diagram below)



No election signs greater than 30 inches in height are permitted within sight triangle

4. Signs must be placed in the ground in a secure manner. Any fallen signs will be picked up and disposed of.
5. Signs may not be attached to light poles, utility poles, traffic control signs, trees, vegetation, and similar structures in the right-of-way. Signs must be freestanding.

PRIVATE PROPERTY:

1. **Residential, Open Space, Institutional, Agricultural Property:**
 - **Size limitation:** 6 square feet per sign. No limit on the number of signs.
 - **Sign Posting Height:** 5 foot from grade for freestanding signs. Other signs must meet permanent sign limitations.
 - May not create a traffic sight obstruction or other hazard.
 - May not be attached to vegetation.
 - **Permission must be obtained from the property owner**

2. **Commercial, Industrial Property:**
 - **Size limitation:** 16 square feet per sign. No limit on the number of signs.
 - **Sign Posting Height:** 5 foot from grade for freestanding signs. Other signs must meet permanent sign limitations.
 - May not create a traffic sight obstruction or other hazard.
 - May not be attached to vegetation.
 - **Permission must be obtained from the property owner**

ENFORCEMENT:

- A) **Public Property** – The City will remove signs located on public property in violation of these regulations immediately, without notice. **Signs that are removed will only be available for pick up after the election period.**

- B) **Private Property** – Notice will be given to the owner of the property on which the sign violation exists of the location, nature of the violation, and the remedial action necessary to correct the violation. The City may order the removal of the signs and cause such removal in accordance with the law.

- C) **Cost Recovery** – Additional costs may be assessed to cover the actual cost of removal of signs when necessary and authorized by the ordinance. The costs incurred by the City for removal of signs constitute a debt owed to the City.

A completed sign application can be mailed to:

City of Oceanside
Code Enforcement Division
300 N. Coast Highway
Oceanside CA 92054

Or, can be submitted in person to the Code Enforcement Office at 602 Civic Center Drive.

Specific questions about these regulations can be directed to the Code Enforcement Division at (760)435-3955.

