

(c) If, for any reason, any requirement of subsection (a) of this section is no longer fulfilled, the joint use of parking facilities shall cease, and the respective structures or uses shall comply with the remaining provisions of this Subtitle.

#### Section 13-320.5—Determination of Parking and Loading Requirements

(a) Parking and loading requirements per area shall be determined by the total gross floor area utilized for the main use (including incidental service, storage and mechanical areas).

(b) Parking and loading requirements per seat shall be determined by the number of the individual seats. For purposes of bench type seating, twenty inches (20") shall be the equivalent of one (1) seat.

(c) Parking and loading requirements per rated capacity shall be determined by the maximum capacity of a building ~~shall be~~ governed by the Anne Arundel County Fire Prevention Code.

(d) Parking and loading requirements shall be provided for any fraction in excess of fifty percent (50%) of the base measures set forth in Section 13-320.6 of this Article.

#### Section 13-320.6—Schedule of Loading and Parking Space Requirements

The base measures set forth in Subsections (b) through (f), inclusive, of this Subsection, are minimum requirements. They may be increased, based upon site plan review, or special exception approval. All parking and loading requirements for uses not specifically listed shall be the same as that required for the most similar specified use.

Use	Loading	Parking
(1) Residential Uses		
(a) Dwellings—Single family		2 spaces per dwelling unit
(b) Detached, semi-detached		
(c) Duplexes, and townhouses	0	
(d) Mobile homes		2 spaces per dwelling unit
(e) Multi-family dwelling		
(i) efficiency		1 space per dwelling unit
(ii) one-bedroom		1.25 spaces per dwelling unit
(iii) two-bedroom		1.5 spaces per dwelling unit
(iv) three-bedroom		2.0 spaces per dwelling unit
(v) four bedroom		1/2 space for each additional bedroom over three
(f) Multi-family structures		
(i) R-15—R-22 Districts	1	2 spaces for each building