



Urban Planning and Land Use

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To: Unified Government Board of Commissioners
From: City Staff
Date: January 31, 2013
Re: **Rosedale Business Park Design Guidelines and City-wide Design Standards (060006)**

GENERAL INFORMATION

The first major new piece of design Standards and Guidelines is the result of Rosedale Development Association's (RDA) work with their community to develop a set of Design Guidelines and Standards to foster high quality business park and industrial development within that community. RDA met extensively with a core group of businesses and held community meetings to discuss the concepts. RDA representatives will be present at the meeting to further describe this process.

Additionally, RDA endeavored to assimilate all of the City's design criteria into a single document. This includes the multi-family design criteria the Planning Commission directed staff to codify early in 2012. This comprehensive document puts all existing standards into a single document so that the City can offer a one stop design document. The document includes the new Rosedale Business Park Standards and Guidelines, the new Multi-Family Design Standards, Residential Design Criteria from the Master Plan and the existing Commercial Design Guidelines.

PLANNING COMMISSION RECOMMENDATION

The Planning Commission voted 9 to 0 to recommend **APPROVAL** of the design guidelines.

STAFF COMMENTS AND SUGGESTIONS

Public input - As the vast majority of these items have been previously approved, or have been publicly debated, staff did not conduct any special meetings on this topic.

One Stop Design Document - Staff feels this will help design professionals to quickly identify how they can guide their clients to a quick and successful approval.

Rosedale Business Park Design Standards and Guidelines – These new provisions will only apply to the areas incorporated in the Rosedale and Rosedale Green Corridor Plans initially. If they seem to be successful, staff will initiate a process to make them applicable city-wide.

STAFF RECOMMENDATION

Staff recommends that the Board of Commissioners make the findings contained within the staff report related to *Factors to be Considered*, and *Key Issues* and recommends **APPROVAL** of the **Design Guidelines** subject to all comments and suggestions outlined in this staff report.

ATTACHMENTS

Draft Rosedale Business Park Standards and Design Guidelines
Draft Standards and Guidelines document (separate electronic attachment)

REVIEW OF INFORMATION AND SCHEDULE

<u>Action</u>	<u>Planning Commission</u>	<u>Board of Commissioners</u>
Public Hearing	January 14, 2013	January 31, 2013
Final Plan	Approval	

STAFF CONTACT: **Rob Richardson rrichardson@wycokck.org**

MOTIONS

I move the Unified Government Board of Commissioners **APPROVE** the **Design Guidelines** as meeting all the requirements of the City code and being in the interest of the public health, safety and welfare subject to such modifications as are necessary to resolve to the satisfaction of City Staff all comments contained in the Staff Report; and the following additional requirements:

1. _____;
2. _____; And
3. _____.

OR

I move the Unified Government Board of Commissioners **DENY** the **Design Guidelines**, as they are is in compliance with the City Ordinances and as it will not

promote the public health, safety and welfare of the City of Kansas City, Kansas; and other such reasons that have been mentioned.

JANUARY 14, 2013 CITY PLANNING COMMISSION MINUTES:

060006 ORDINANCE AMENDMENT - SYNOPSIS: Certain amendments to Chapter 27, Section 498 through Chapter 27-591, Planning and Development of the Kansas City, Kansas Code of Ordinances, generally to update certain commercial overlay districts and to add multi-family, mixed use and business park design guidelines. All of these standards are currently incorporated in the City's Master Plan and will be included in the City Code.

On motion by Dr. Serda, seconded by Mr. Ellison, the Planning Commission voted as follows to recommend **APPROVAL of this Ordinance Amendment:**

Carson	Aye
Dercher	Not Present
Ellison	Aye
Ernst	Aye
Escobar	Aye
Huey	Aye
Hurrelbrink	Aye
Schwartzman	Aye
Serda	Aye
Walden	Chairman
Walker	Aye

Motion to recommend APPROVAL Passed: 9 to 0

DRAFT BUSINESS PARK STANDARDS AND GUIDELINES

This section of the Design Standards and Guidelines focuses on site planning and design guidance for the Business Park/Industrial Parks. Details on site design and building design are included in these guidelines to promote sensitive site planning and low impact development to preserve significant natural features and overall community character.

SITE CHARACTER AND DESIGN INTENT:

Site character includes consideration of physical and natural features of land; building placement; vehicular access; circulation and parking; pedestrian access; preservation and buffering of views; surrounding development; and community character. Emphasis on the siting of buildings should be placed on preserving open space and significant natural features as community amenities, and to take advantage of opportunities to reflect and express the community's character through the arrangement of buildings and landscaping.

1. Development should be sited in a manner consistent with and be appropriate for many of the existing conditions of the site.
2. Parking and circulation should account for pedestrians and vehicles.
3. Building and site layout should define a cohesive development.
4. Site design should recognize and relate to adjacent streets and adjacent developments.
5. Multi-lot/building developments shall comply with applicable site design standards and guidelines outlined for larger scaled commercial development as determined by the Planning Director.

Building Orientation

1. Buildings should be oriented with consideration to the visual impact from the perspective of the driver or pedestrian on the primary roadway.
2. Buildings shall be developed with principal facades on the primary street. Front setbacks shall be a minimum of 10 feet and a maximum 20 feet from property line to establish a streetscape defined by attractive buildings located near the street's edge within a landscape setting.
3. Buildings should be sited in ways which make their entries or intended use clear to visitors. Sole building entries from parking lots are discouraged.
4. Set buildings back from corner property lines at intersections to allow for more generous sidewalk, additional street landscaping and business signage.

Grading and Drainage

1. Where possible, new development should maintain the natural topography of the existing site. Extensive grading (more than 70% of the site) or unusual site improvements are strongly discouraged.
2. Site drainage patterns shall be designed to prevent surface drainage from collecting on and/or flowing across pedestrian areas.

3. Use of stepped retaining walls is required where necessary along public streets and other visible areas of the site to reduce the steepness of manmade slopes and to provide pockets or terraces for re-vegetation and landscaping. Every wall over 6 feet in height shall be “stepped”. Four feet of terrace is required for every 8 feet of wall.
4. Detention ponds, when provided, should be designated as a project amenity.

Circulation

1. There should be a designated walkway or clear pathway to the main entrance of a building so that pedestrians are not required to walk through parking lots.
2. Buildings should be located in such a manner as to minimize conflicts between pedestrians and automobiles.
3. Projects shall be designed to minimize any increased traffic use of neighborhood streets.
4. Curb-cuts should be minimized and comply with access standards.
5. Internal vehicular, bicycle and pedestrian circulation shall connect in a manner obvious to users.
6. To the maximum extent possible, there shall be pedestrian circulation from the perimeter of the site to the principal entrance to all buildings.
7. Sidewalks in front of buildings shall be designed to accommodate pedestrian activity and any pedestrian public open space that should include benches, seat walls or intended limited outdoor sales pursuant to applicable ordinances.
8. Sidewalks that are within reasonable proximity to an identified trail system should connect to that system and accommodate the uses anticipated on the trail (e.g., pedestrian, bicycle).
9. Buildings, walls, trees, topography, and other site features shall be oriented and arranged to define circulation areas and lend a human scale to the development.

Parking Areas

1. Parking should not be located between the front of buildings and street right-of-ways. To the maximum extent possible parking should be located toward sides and behind buildings. Parking that must be located in front of buildings shall provide an additional 20 feet of landscaped area in addition to the required setback.
2. Parking lots should not abut street intersections (corner lots).
3. Pedestrian walkways through the parking area to building entrances should be clearly marked pursuant to Section C.4.1.
4. Parking shall be screened from adjacent street by walls, shrubs, trees, or other design elements.
5. Parking lot curb cuts shall be designed and minimized to reduce conflicts between pedestrians and vehicles.
6. Accessible parking shall be provided according to Unified Government requirements.
7. Dead-end parking without a designated turn-around area) should be avoided and shall not be permitted on any new projects that are not infill or redevelopment.
8. Parking should be divided into blocks of 40-50 spaces. Where this is not easily defined, groups of 20 spaces should be divided by a landscape island at least the size of one stall.

9. Shared parking between adjacent or closely related developments is strongly encouraged, provided each development complies with Unified Government parking requirements.
10. Unless otherwise allowed (i.e. deferred parking) all required off-street parking areas and access drives shall be surfaced with asphalt, concrete or other surface material approved by the UG Development Engineer. In no event shall vehicles be parked in any open space or yard area.

Outdoor Refuse/Mechanical Equipment

1. All trash receptacles shall be enclosed with a screening wall or fence constructed of the same material(s) as the primary structure. The screen shall be a minimum of six feet in height on all sides and designed with the metal gates, facing away from streets and preferably adjacent land uses within close proximity.
2. Ground mounted mechanical equipment visible from public streets or adjacent use, shall be screened with architectural screening walls and/or landscaping.
3. All screening materials shall be well maintained at all times.

Loading and Outdoor Storage

1. Loading, docks, bay doors and associated aisles shall be located on the side or rear of primary structures to minimize views from public streets. The Planning Director may determine that site conditions, building function or other factors unique to the site make alternative locations (to side and rear yard) impractical.
2. Maneuvering areas should be designed to permit vehicle access in a single movement and no portion of the right-of-way shall be used for maneuvering or unloading.
3. All business activities or services shall be conducted within completely enclosed buildings. This shall include, but not be limited to, the manufacture and processing of materials. Storage may be permitted outdoors when shown on the final plan, but it shall be effectively screened so that the materials, services, activities or products will not be easily visible from any public right of way or adjoining property. All means available should be taken to minimize the impact on adjacent residential structures of outdoor activity areas.
4. Outdoor storage areas should be consolidated into a single area, and screened as required in the landscape provisions. No sales, repair work or dismantling shall be permitted in such storage areas.
5. Fences and walls used to provide screening shall be maintained in a neat, clean, safe and structurally sound condition. Materials stored within the enclosure shall not be permitted to exceed the height of the fence or wall. No signs or advertising devices shall be placed upon fences or walls used to provide visual screening of outside storage areas.

Site Lighting

1. Lighting is an important aspect of overall site development as it contributes to a feeling of safety and consistent site vocabulary to create a 'campus' identity. Short masted and local area lighting is the preferred lighting standard. Short masted lights shall not exceed a maximum of 16 feet in height (including a maximum 3 ft base). Parking lot lighting shall not exceed 30 feet in overall height.

2. Mount site lighting required for loading, staging and storage area on the building facades if facing towards the site. The lighting shall not be oriented towards any public right-of-way or adjacent properties.
3. All lighting fixtures shall have flat lenses (no droop lenses) to address glare. Fixtures shall not have tilting head capabilities. Flood lighting and flooding wall pack units are prohibited.
4. Low light ornamental building and architectural lighting may be approved by the Planning Director.

Fencing

1. Fences shall be placed no closer to the front lot line than the front yard established by the building or building setback line. Decorative fences (including split rail and wrought-iron) not exceeding 3 ft in height may be located anywhere on a site, including all front yard areas.
2. Barbed wire fencing is strongly discouraged and only permitted with approval of final plans for outside storage. Razor ribbon or similar types of barbed wire assemblies shall be prohibited.

Signage

1. Pole signs are prohibited. Grounds sign shall be no taller than XX ft, with placement being an integral part of the overall site design.
2. The base of any monument sign shall be planted with shrubs.

Phasing of Improvements

1. Developments built in phases, shall include an appropriate share of the proposed streets and circulation system, landscaping and outdoor spaces, screening, and other site and architectural amenities of the entire project. The extent of these improvements shall be determined for each phase of a specific project at time of development approval, and may not be based solely upon proportional or equal improvements to accommodate the necessary public infrastructure to adequately screen the site.

ARCHITECTURAL AND BUILDING DESIGN INTENT:

Architectural design should create harmony through the use of different textures, complementary colors, shadow lines and contrasting shapes. These guidelines emphasize a consistent theme to unify the site with complementary landscaping, open spaces areas, signage and building design. Design emphasis is placed on building massing to complement the specific site, while distinctive design of an individual building(s) can add quality and variety in character. This section is intended to ensure that:

1. Design relates buildings to each other and to the community.
2. Good design incorporates and combines design theme, building façade materials, colors, roof, and equipment.
3. Similar to site design, building design at street level must be oriented to people and cars.
4. Consider each building as a high-quality, long term addition to the city.
5. Large, monolithic buildings are discouraged.

Overall Design

1. Architectural design shall create or contribute to uniqueness or sense of a specific place.
2. Building elevation design determinations must consider the character of the surrounding architecture and neighborhood and incorporate design elements that further reflect or enhance community character. Where community character is difficult to determine, Planning Staff will work with the applicant to identify any relevant features.

Building Elements

1. Main building entrances should be oriented primarily to the street or main internal drive.
2. Provide well-marked, articulated building entrances oriented to public spaces. Accentuate the entrance(s) to a building's main lobby or interior space. Main entrances should be prominent in terms of size and use of materials.
3. Break down the scale and massing of larger buildings by varying the building into smaller modules where possible. Terracing floors on multi-story buildings to reduce bulk and increase amenity spaces is encouraged.
4. Where applicable, step buildings down towards adjacent residential uses and orient massing towards taller buildings nearby.
5. Design rooflines to complement building forms of adjacent development.
6. Corner buildings at gateways or prominent intersections shall be designed to emphasize the gateway or intersection location. This may include major architectural expression in the façade roof form and/or massing, such as:
 - a. Larger bulk
 - b. Tower forms
 - c. Peaked roofs and/or
 - d. Over-sized windows
7. Use of unusual shapes, color and other characteristics that cause buildings to call excessive attention to themselves and create disharmony shall be avoided.

Building Façade

1. Business Park development should take into account the architectural design of all building elevations – 360 degrees. Quality design should be expressed on all elevations of a building. Adjacent land uses, visibility from public streets and use of screening devices (walls, berms, landscaping) are criteria to be considered when varying from this 360 treatment.
2. Maintain or complement adjacent developments use of quality materials, architectural style and scale with new construction.
3. Where large structures with overly-long facades (walls) are proposed, such as warehouses, building mass should be articulated with variations in the building plane and parapet height and through the use of other unique design or site plan features.
4. Protected covered overhang shall be included at all entrance and exit doors. Covered overhang shall be a minimum of 3 ft.

Design Theme

1. Monotony of design in single or multiple building projects shall be avoided. Variation of detail and form shall be used to provide visual interest.
2. To further enhance the appearance and prominence of a building's main entrance, the use of higher quality materials is encouraged.
3. Placement of building signage should not be an afterthought. Placement should be determined in the facades design.
4. Accessory structures shall incorporate matching design and materials of the primary building.

Building Materials

1. Building materials shall be durable, economically-maintained, and of a quality that will retain its appearance over time, including but not limited to: natural or synthetic stone; brick; stucco; integrally-colored, textured, or glazed concrete masonry units; high quality pre-stressed concrete systems; cementitious siding (Hardy board); or glass. The Director may approve other high-quality materials.
2. Use of substantial amounts of masonry materials (brick, stucco, stone) is encouraged. The use of aluminum/vinyl siding, metal ribbed panels and extensive mirrored glass surfaces are discouraged. Evaluation of building materials shall be based on the quality of its design and relationship and compatibility to building materials in the immediate neighborhood.
3. Exterior building material shall be continued down to within nine inches of finished grade on any elevation. Exterior masonry materials shall be continued to the top of grade.

Building Color

1. The use of building walls in a single color, with little detailing or completely blank is discouraged.
2. Color should be used to tie building elements together.
3. All building projections shall match or complement in color the permanent color of the surface from which they project.
4. Intense, bright, black or fluorescent colors shall be used sparingly and only as accents.

Building Roof

1. Careful consideration of durable materials, proportions and shapes, emphasizing the importance of roofs as integral and embracing elements of the over-all design is particularly important.
2. Rooftop equipment shall be screened from public views with vertical extensions of the building walls, with parapets or other complementary architectural design features.

Windows

1. Provide a clear pattern of building openings. Windows, doors and other openings should unify a building's façade while adding to the buildings character and quality. For new construction, windows, windows with awnings, and covered pedestrian walkways should total at least 30% of the building frontage along public streets or main parking areas.

2. Reflective or mirrored glass for use as windows is prohibited, unless determined otherwise by the Director. Window painting, signage, or view blocking techniques are not permitted.

LANDSCAPING AND SCREENING INTENT:

Landscaping offers many benefits including providing color and shade, buffering wind, sun and bad views and reducing glare. Landscaping also integrates structures and uses with the site while reducing the visual impact of development on adjacent uses. Overall:

1. Landscaping is important to completing the design picture.
2. Landscaping is a working component of the development, serving to screen, buffer, soften and energize the buildings, streets and parking.
3. Landscaping identifies street frontage and maintains character for rights-of-way.
4. Landscaping is an on-going requirement for healthy development.
5. Landscaping shall exceed the typical code requirement by at least 50%.

Streets and Drives

1. Landscape berms and/or continuous rows of shrubs are required to screen parking from adjacent development or public streets. Shrubs used in this area shall not exceed a maximum height of thirty (30) inches at maturity.
2. In general, formal, stand-alone trees are encouraged to be planted in landscape zones along major streets and medians. These trees should be planted as follows:
 - a. One tree with a minimum caliper of 2 inches (ornamental) evergreen trees must be at least 6 feet tall when planted) provided for every thirty (30) feet of street frontage.
 - b. Street trees should be planted no closer than 55 feet and no further than 65 feet apart. Groupings of ornamental trees and shrubs should be placed in between the street trees.

Design

1. Unity of design should be achieved by repetition of certain plant varieties and other materials and by coordination with other landscaping where appropriate.
2. Plant selection should be appropriate to planting zone, hydrozone, specific site conditions, and ability to provide year-round ornamental value.
3. The choice, placement and scale of plants should relate to the architectural and site design of the project. Plantings should be used to screen, accent focal points and entries, to contrast with or reinforce building design, to break-up expanses of paving or wall, to define on-site circulation, to provide seasonal interest, and to provide shade.
4. Landscape area located between business park districts and residential districts shall provide 100% sight-obscuring year-round buffer using plant material or a combination of fence, berm and plant material.
5. Landscape and streetscape design should be used to enhance the frontage of primary roadways.

Buildings

1. At least 75% of the length of building foundation facing public streets, the exterior of the development, or common spaces shall be planted with ornamental plant material such as ornamental trees, flowering shrubs, perennials, and groundcovers.
2. Planting shall be massed and scaled as appropriate for the entryway size and space.
3. Landscaping should breakdown in scale and increase in detail, color and variety to mark entryways into developments.

Parking

1. Parking lot landscaping shall be used to minimize the expansive appearance of parking lots, provide shaded parking areas, and mitigate any negative acoustic impacts of motor vehicles.
2. Parking lot landscaping should reinforce pedestrian and vehicular circulation, especially lot entrances, end of driving aisles and pedestrian walkways leading through parking lots. A landscaped island the size of one stall shall be at the ends of each parking row.
3. Groups of parking of between 40 and 50 spaces should be separated by a ten foot wide landscaped median or berm, or pedestrian walkway within a landscaped median.
4. Parking area that cannot be grouped should include one landscaped island the size of one stall separating each twenty spaces.
5. The primary landscaping material used in parking lots shall be trees that provide shade or are capable of providing shade at maturity. Shrubbery, hedges and other planting materials may be used to complement the tree landscaping, but shall not be the sole means of landscaping.

Loading and Storage

1. Masonry screening should be used to provide 100% opaque screening to public views of outdoor loading and service areas from other properties or public streets. Berming and landscaping may also be used to provide additional visual screening.
2. Approved outdoor storage areas may be screened with a combination of fencing or walls, berming and landscaping. Landscape buffer widths and plantings may be determined with final plan approval. Determination shall be based on the intensity of the adjacent land use and public views of the storage area.

Maintenance

1. All new development landscaping shall be irrigated with an automatic system approved by the Planning Department.
2. Rehabilitation development shall either have an irrigation system or a watering plan with access to water within 100ft.
3. Plants that die shall be replaced as quickly as possible, but in no event longer than four months.

Phasing

1. The first phase of construction should include perimeter landscaping, entry drives, and detention ponds. Future phases must indicate interim landscaping.

2012

STANDARDS & GUIDELINES

Review Draft

Funding for this Compendium Document was provided through a grant from the Health Care Foundation of Greater Kansas City and in cooperation with the Unified Governments Urban and Land Use Planning Department and the Rosedale Development Association

7/2/2012



DEVELOPMENT STANDARDS AND GUIDELINES

These standards and guidelines apply to new development and redevelopment located within Wyandotte County and Kansas City, Kansas.

Developers are strongly encouraged to meet with City staff during the schematic design phase of a project or building to discuss the applicable design standards and guidelines. All concept plans, preliminary plans and final plans shall be evaluated for conformance with the design standards and guidelines as provided by applicable code of ordinances. In addition, mixed-use projects, in conjunction with the approval of the project's development agreement with the City and plan, may have its own set of specific design standards and guidelines that may address, in more detail, elements such as building materials, colors, pedestrian lighting, street furniture, awnings, signage, building lighting, landscaping, and artwork.

The design standards & guidelines in this document are to be used in conjunction with the other regulatory requirements of the applicable zoning district. The text of each section indicates whether the proposed criteria are standards or guidelines. Standards ("shall") are mandatory; and Guidelines ("should", "preferred", "may", "encouraged" or "discouraged") are advisory, but strongly recommended.

This document is a compendium of regulatory guidelines. In 2006 the Unified Government established Design Guidelines with Ordinance 0-50-06 for a specified area in western Kansas City, Kansas (for commercial and office uses west of 94th street). With adoption of the City Wide Master Plan in 2008 the Land Use Plan section provided for the 2006 guidelines to be met throughout the City for the following land uses categories:

- Neighborhood Commercial (page 34)
- Community Commercial (page 36)
- Regional Commercial (page 37)
- In addition amenity guidelines were now required for the following uses:
- Low-Density (page 29), must meet the minimum Amenity guidelines (on page 42)
- Medium-Density (page 30),
- High- Density (page 32) and
- Urban Residential (page 31) uses must comply with the Amenity guidelines if 50 units or more (on page 42) and the Multi-Family design guidelines (pages 45-46)

Finally, with adoption of the Rosedale Master Plan in 2005, Chapter Seven provides additional guidelines to be used specifically for the Rainbow Corridor and surrounding study area. These guidelines were meant to provide guidance for more urbanized verses suburban design for the study area.

AMENITY STANDARDS AND GUIDELINES

Amenities within residential developments are an important factor when potential home buyers consider purchasing a home. Amenities enhance the overall value of a neighborhood and allow residents to meet and get to know one another.

Single-Family Residential

Amenities are required for each residential subdivision. The requirements are based on the number of units within the subdivision. Residential developments of any unit type with fewer than 50 dwelling units are required to have one (1) Small Amenity. Residential developments with 50-to-200 dwelling units are required to have two (2) Amenities. Only one (1) of the required amenities may be a Small Amenity.

Residential developments with more than 200 dwelling units are required to have three (3) Amenities, of which one (1) amenity may be considered a Small Amenity. All amenities will be built in the first phase of the development.

Multi-Family Residential

Multi-family developments shall incorporate recreational amenities based on the number of units within the development. Multi-family developments with less than 25 dwelling units are required to have one (1) Small Amenity. Multi-family developments with 25-to-150 dwelling units are required to have two (2) amenities. Only one (1) of the required amenities may be a Small Amenity. Multi-family development projects with more than 150 dwelling units are required to have three (3) amenities, of which one (1) amenity may be considered a Small Amenity. All amenities shall be built in the first phase of the development.

Residential Amenity Reference Table

Small:	
	Basketball, volleyball, or other court sport.
	Open play area of at least 15,000 square feet with maximum of three (3) percent slope and tow benches and one play structure.
	One picnic area with a minimum size of five-thousand (5,000) square feet and including a minimum of two (2) picnic tables, one (1) shelter, and one (1) barbeque grill/pit per area.
	Option provided by owner, but must be considered equal to one of the other small options.
Regular:	
	Swimming pool
	Golf Course
	Residential Clubhouse
	Two (2) basketball, volleyball, or other court sports.
	Two (2) tot lots with a minimum size of four-thousand (4,000) square feet per area, one (1) play structure per lot, one (1) bench per lot.
	Two (2) picnic areas with a minimum size of five-thousand (5,000) square feet and including a minimum of two (2) picnic tables, one (1) shelter, and one (1) barbeque grill/pit per area.
	Trail(s) for pedestrians and/or bicycles that connect(s) to the overall trail network within the area. This trail may be within preserved natural corridor.
	Option provided by owner, but must be considered equal to one of the other regular options.

MULTI-FAMILY RESIDENTIAL STANDARDS AND GUIDELINES

The following design guidelines apply to all new multi-family developments.

SITE CHARACTER AND DESIGN

Building Orientation

To the maximum extent feasible, garage entries, carports, parking areas, and parking structures shall be internalized in building groupings or oriented away from the arterial or collector street frontage.

Circulation

All Pedestrian walkways shall be designed to provide direct access and connection to and between the following:

- The primary entrance or entrances to each principal multi-family building;
- To any sidewalks or walkways on adjacent properties that extend to the boundaries shared with the multi-family development.
- Any adjacent commercial land uses, including but not limited to retail shopping centers, office buildings, restaurants, or personal service establishment; and
- Any adjacent public park, greenway, or other public/semi-public use including but not limited to schools, libraries, churches, parks, etc.

Pedestrian walkways and sidewalks shall be a minimum of six-feet (6').

ARCHITECTURAL AND BUILDING DESIGN

Overall Design

There should be a consistency in architectural style among multiple buildings within a development and surrounding area. Each building should have a definitive and consistent style. Mixing of various architectural styles on the same building or buildings dilutes the character of the area.

Building Elements

Provide distinctive, quality, consistent, architectural character and style in new multi-family development that avoids monotonous and featureless building massing and design.

The maximum length of a multi-family residential building shall be 200 feet.

No more than six (6) townhome units shall be attached in any single row.

All building entries adjacent to an arterial, collector or local street or private drive with on-street parking shall be pedestrian-scaled. Pedestrian-scaled entries are those that provide an expression of human activity or use in relation to building size. Doors, windows, entrance-ways, and other features such as corner, setbacks, and offsets can be used to create pedestrian scale.

Building Façade

All sides of a multi-family building shall display a similar level of quality and architectural interest. The majority of a building's architectural features and treatments shall not be restricted to a single façade.

Fronts of buildings should be articulated through the use of bays, insets, balconies, porches, or stoops related to entrances and windows.

Building Materials

Unity of design will be maintained through the use of similar materials and colors throughout all multifamily developments.

High-quality building materials will be used that are durable, attractive, and have low maintenance requirements.

For all multi-family buildings including duplexes, triplexes, fourplexes and townhomes, an amount equal to forty percent (40%) of the total net exterior wall area of each building elevation, excluding gables, windows, door, and related trim, shall be brick or stone. The balance of next exterior wall may be lap siding (excluding vinyl lap siding) and/or stucco.

Exterior building materials shall not include the following:

- Board and batten wood
- Smooth-faced or gray concrete block
- Painted concrete block
- Tilt-up concrete panels
- Field painted or pre-finished standard corrugated metal siding
- Standard single or double tee concrete systems
- Vinyl siding

The rehabilitation of existing multi-family structures shall require the use of alternate materials subject to approval by the City Planning Commission.

Building Roof

On buildings where sloping roofs are the predominant roof type, each building shall have a variety of roof forms. For instance, a gable or hip configuration should be used with complimentary

sheds, dormers, and other minor elements. Other roof forms will be considered on a case-by-case basis. On buildings where flat roofs are the predominant roof type, parapet walls shall vary in height and/or shape at least one every fifty-feet (50') of building wall length.

Predominant roof materials shall be high quality, durable material such as, but not limited to:

- Wood shake shingles
- Clay or concrete tiles
- Composition shingles
- Asphalt shingles
- Other materials considered on a case-by-case basis

Windows

All multi-family building elevations shall contain windows, except when necessary to assure privacy for adjacent property owners. Windows should be located to maximize the possibility of occupant surveillance of entry-ways, recreation areas, and laundry areas.

LANDSCAPING AND SCREENING

Parking and Service Area

Landscaping is required to screen all parking areas and service entries.

MIXED-USE DESIGN STANDARDS AND GUIDELINES

SITE CHARACTER AND DESIGN

Building Orientation

A minimum of 75% of buildings should have a zero foot setback.

Where buildings are set back from the right-of-way, the open areas should be enhanced and used as public spaces such as a plaza or courtyard.

The frontage of all mixed-use buildings should include pedestrian-orientated elements such as:

- Transparent display windows
- Outdoor seating for dining area
- Public art and pedestrian amenities such as fountains, benches, etc.

Circulation

Streets within these areas shall be designed to be low-speed and bicycle and pedestrian friendly through provision of wide sidewalks and pedestrian amenities such as street trees, landscaping, benches, trash receptacles, etc.

Parking

When practical, parking requirements should be decreased within these areas to encourage transit ridership.

On-site parking shall be located behind the buildings.

Signage

Commercial uses shall be permitted one (1) wall sign and one (1) monument sign. Within a development, consolidation of signage is highly encouraged.

Freestanding pole/pylon signs shall not be permitted.

ARCHITECTURAL AND BUILDING DESIGN

Overall Design

Each development shall have an identifiable center that includes defined ‘people places’ for residents, shoppers, workers and visitors to gather, interact and recreate.

Housing choices shall be provided by offering a diversity of product types and price points to meet the needs of multiple demographic groups.

Transit connections and facilities shall be included within the overall design of the site. Development densities for commercial, office and residential uses shall be greater within these areas to encourage transit use.

Auto-oriented uses such as drive-through restaurants and banks shall be discouraged.

Building Elements

In multi-tenant, single-story buildings, each use should have at least one ground floor entrance directly visible and accessible from the street.

In multi-tenant, multi-story buildings, at least one, lobby entrance at the ground floor should be provide having direct visibility and access from the street.

Design Theme

Signs should be made of high quality and durable materials such as concrete, brick, stone metal panels or heavy-weighted plastic panels. Materials such as plywood or painted masonry are not permitted.

Low-scale signs such as wall signs, awnings and building signs should be used for retail and office uses.

The size and look of the sign shall be governed by the Sign Chapter of the Unified Government Zoning Code. The applicant or Development Review Board may create more restrictive regulation. Less restrictive regulation may only be approved by the Unified Government Board of Commissioners through a separate Special Use Permit.

Building Materials

High quality masonry building materials approved for this district are stone, brick, cast stone and stucco. Synthetic stone, such as re-manufactured fiberglass, cultured stone, or glass-fiber reinforced concrete is permitted, provided that it is identical in appearance and of equal or greater durability to natural stone. These masonry materials shall be required on 65% of the sum total of all building facades, except single-family houses, which shall have 25% of the sum total of all facades.

Stucco in a mixed-use development shall mean traditional stucco or gypsum concrete/plaster materials with a smooth sand finish. Cement board siding may be used to fulfill the masonry requirement but the percentage of masonry becomes 100% excluding trim. Exterior insulation and Finish Systems (EIFS) or pre-manufactured panels are not permitted.

All accessory units and garages shall be constructed from the same materials as the main structure.

LANDSCAPING AND SCREENING

Streets and Drives

Trees are required in the public right-of-way along street, at a minimum of one (1) shade tree every forty (40) feet.

Design

Buffers shall be provided as a necessary transition when a mixed-use development is located adjacent to an existing lower-intensity or higher-intensity use and or when fronting a highway or expressway by one or a combination of the following:

- Establish a 22-foot landscape easement for a 3-foot berm and a row of evergreen trees every thirty (30) feet and a row of three (3) gallon evergreen shrubs every four (4) feet on center.
- Establish a 16-foot landscape easement for a 2-foot berm and a row of evergreen trees every thirty (30) feet.
- Establish a 10 foot landscape easement for a 6-foot high solid wood fence or masonry wall and a row of evergreen trees every thirty (30) feet.
- The applicant submits a landscaping plan that adequately addresses softening the development, buffering traffic sound, headlight glare, and identifies how the landscaping would be maintained and who is responsible for that maintenance.

Parking and Service

Landscaping is required to screen all parking areas and service entries.

COMMERCIAL STANDARDS AND GUIDELINES

SITE CHARACTER AND DESIGN

INTENT:

To encourage on-site and off-site compatibility of development while considering the relationship between site design and the existing environment. Site character includes consideration of: physical and natural features of land; building placement; vehicular access; circulation and parking; pedestrian access; preservation and buffering of views; surrounding development; and community character.

- Development should be sited in a manner consistent with and be appropriate for many of the existing conditions of the site.
- Parking and circulation should account for pedestrians and vehicles.
- Building and street layout should define a cohesive development.

General Layout

Multi-lot or multi-building developments shall be designed as unified projects with a sense of place reflected through development layout and architectural design

Linear or strip development is discouraged, including linear open air centers or strip centers, either of which front parking lots.

Large retail establishments (big box) are subject to these Guidelines with the following specific requirements:

- All big box developments shall include at least three retail establishments located in a complex that is planned and managed as a single unit.
- No more than 80% of the off-street parking may be located in the front of the development, if more than 80% is in front then the number of landscaping islands will increased by 50%.
- At least two sides – the two sides that are projected to have the highest level of pedestrian activity – of a big box store (of more than 120,000 square feet) shall include customer entryways. Additional stores located within the development shall be defined with at least three of the following features:
 1. Canopy or portico
 2. Overhangs
 3. Recesses/ projections
 4. Raised cornice parapets over door(s)
 5. Peaked roof forms
 6. Arches
 7. Outdoor patios
 8. Display windows
 9. Architectural details such as tile work or moldings that are integrated into the building or structure
 10. Integral planters or wing walls that incorporate landscaped areas and/or places for seating

Grading and Drainage

Where possible, new development should maintain the natural topography of the existing site. Extensive grading

(more than 70% of the site) or unusual site improvements are strongly discouraged.

Site drainage patterns shall be designed to prevent surface drainage from collecting on and/or flowing across pedestrian areas.

Use of stepped retaining walls is required where necessary along public streets and other visible areas of the site to reduce the steepness of manmade slopes and to provide pockets or terraces for re-vegetation and landscaping. Every wall over 6 feet in height shall be “stepped”. Four feet of terrace is required for every 8 feet of wall.

Detention ponds should not be contained within a lot or parcel that contains a building site. One detention area may be required to serve multiple lots.

Detention ponds should be designated as a project amenity.

Circulation

Projects shall be designed to minimize any increased traffic use of neighborhood streets.

Curb-cuts should be minimized and concentrated at mid-block.

A sense of entry or approval shall be created at primary entryways into the development. Building placement, landscaping, gates, entry monuments, specialty lighting, and other design elements can be used to create this design effect.

Driveway configuration and design should be determined based on the size of development and capacity of streets. For example, a large, traffic-generating development with a multi-neighborhood drawing radius should provide significantly more driveway space for ingress and egress with turn lanes than a smaller, neighborhood –oriented development.

The number of external entrances should be consistent with existing or anticipated design of adjacent streets.

To reduce the need for multiple street access points and to allow for the potential future reduction of driveways consistent with access management principals, access points and driveways shall be planned and shared between properties, access easements noted on plats or other recorded document.

There shall be a hierarchy of internal circulation beginning with site access from the public street.

- Access driveways shall feed into driving lanes which shall divide into parking lanes and parking areas.
- There shall be limited access to driveways, which shall be provided from driving lanes, not parking areas, wherever possible.
- Circulation patterns within parking areas shall be defined by curbs and landscaped islands.
- Where possible, groups of buildings should be serviced by dedicated service access lanes.

Internal vehicular, bicycle and pedestrian circulation shall connect in a manner obvious to users.

To the maximum extent possible, there shall be pedestrian circulation from the perimeter of the site to the principal customer entrance to all buildings. Within the site, there shall be pedestrian connections provided to all pedestrian activities, including transit stops, street crossings, open space, building and store entry points, and adjacent pedestrian systems.

Sidewalks in front of buildings shall be designed to accommodate pedestrian activity both for that use and for movement between uses. This may include café seating and outdoor sales pursuant to the Sidewalk Vending Ordinance.

Internal pedestrian walkways within parking lot or drive areas shall be distinguished from other surfaces.

Pedestrian connections shall be clearly defined in a combination of two or more of the following ways:

- Six inch vertical curb
- Trellis
- Special railing
- Bollards
- Special paving
- Low seat wall or other architectural features
- Pedestrian scale lighting
- Traffic calming devices

Site design should integrate and facilitate access to public transit.

Sidewalks that are within reasonable proximity to an identified trail system should connect to that system and

accommodate the uses anticipated on the trail (e.g., pedestrian, bicycle).

Parking

The majority of all parking and all drive through facilities should be located to the maximum extent possible behind buildings or in the interior of a block.

Pedestrian walkways through the parking area to building entrances should be clearly marked pursuant to Section C.4.1.

Parking located between front of building and street right-of-way shall provide an additional 20 feet of landscaped area in addition to the required setback.

Parking shall be screened from adjacent street by walls, shrubs, trees, or other design elements.

Parking lot curb cuts shall be designed and minimized to reduce conflicts between pedestrians and automobiles.

Accessible parking shall be provided according to Unified Government requirements.

Dead-end parking without a designated turn-around area) should be avoided and shall not be permitted on any new projects that are not infill or redevelopment.

Parking should be divided into blocks of 40-50 spaces. Where this is not easily defined, groups of 20 spaces should be divided by a landscape island at least the size of one stall.

Structured parking:

- Structured parking adjacent to a street shall provide an active front with pedestrian-oriented uses.
- Structured parking shall integrate with adjacent buildings using similar materials, alignments, and architectural finishes.

Cart corrals should be low-profile, created with pavement (e.g., curbs), may include a bollard to deflect parking, and should have low-profile identification signs, no taller than four feet.

Outdoor Storage Areas/Mechanical Equipment

Masonry screen walls are required to provide 100% opaque screening to public views of loading and service areas from other properties or public streets.

Service areas and docking facilities should be located to the side or rear of the building away from public streets and main circulation and drives when possible.

All trash receptacles shall be enclosed with a screening wall or fence constructed of the same material(s) as the primary structure. The screen shall be a minimum of six feet in height on all sides and designed with the gate facing away from streets or adjacent land uses. All screening materials shall be well maintained at all times.

Auto-Oriented Uses

Drive-up and drive-through facilities, order stations, pickup windows, bank teller windows, money machines, etc. shall be located on the side or rear of primary structures to minimize views from public streets. Drive-up and drive-through lanes should not be located between the front of

the primary structure and the adjacent streets or sidewalks. Drive up facilities including drive lanes shall not be located within 150 feet of an existing residential structure; all means available should be taken to minimize the impact on adjacent residential structures.

Phasing of Improvements

Developments built in phases, shall include an appropriate share of the proposed streets and circulation system, landscaping and outdoor spaces, screening, and other site and architectural amenities of the entire project. The extent of these improvements shall be determined for each phase of a specific project at time of development approval, and may not be based solely upon proportional or equal improvements to accommodate the necessary public infrastructure to adequately screen the site.

ARCHITECTURAL AND BUILDING DESIGN

INTENT:

To create and enhance community image through thoughtful design development. This section is intended to ensure that:

- Design relates buildings to each other and to the community.
- Good design incorporates and combines design theme, building façade materials, colors, roof, and equipment.
- Similar to site design, building design at street level must be oriented to people and cars.

Overall Design

Architectural design shall create or contribute to uniqueness or sense of a specific place.

Building elevation design determinations must consider the character of the surrounding architecture and neighborhood and incorporate design elements that further reflect or enhance community character. Where community character is difficult to determine, Planning Staff will work with the applicant to identify any relevant features.

Building Elements

There should be a designated walkway or clear pathway to the main entrance of a building so that pedestrians are not required to walk through parking lots.

Buildings should be located in such a manner as to minimize conflicts between pedestrians and automobiles.

Buildings should be oriented primarily to the street.

Retail shops at street level should have direct access to and from the sidewalk.

Entrances should be easily identifiable as primary points of access to buildings.

Corner buildings at gateways or prominent intersections shall be designed to emphasize the gateway or intersection location. This may include major architectural expression in the façade roof form and/or massing, such as:

- Larger bulk
- Tower forms

- Peaked roofs and/or
- Over-sized windows

Pad sites shall be clustered together to define street edges and entry points or to enclose and create interesting places between buildings, such as public outdoor seating, landscaped areas, or other focal points.

Buildings, walls, trees, topography, and other site features shall be oriented and arranged to define circulation areas and lend a human scale to the development.

Shared parking between adjacent or closely related developments is strongly encouraged, provided each development complies with Unified Government parking requirements.

Building Façade

Commercial development should take into account the architectural design of all building elevations – 360 degrees. Quality design should be expressed on all elevation of a building.

In order to break-up the monotonous appearance of long facades, a building wall no more than 45' in length should be divided into increments of no more than 45' through articulation of the façade. This can be achieved through combinations of at least three of the following techniques:

- Divisions or breaks in materials
- Building offsets (projections, recesses, niches)
- Window bays
- Separate entrances and entry treatment
- Variation in roof lines

The scale of individual building facades components should relate to one another and the human scale, particularly at street level.

Design Theme

A single building development with multiple buildings shall maintain a consistent style/architectural theme.

Architectural design building materials, colors, forms, roof style and detailing should all work together to express consistent design. This includes all pads within a retail development, as well as gasoline pump canopies or other accessory structures.

Large buildings adjacent to small buildings should consider and incorporate architectural design elements and details such that the scale of the larger building appears compatible with that of the smaller building.

The composition of a building more than three stories tall shall include a clearly recognizable base, middle, and top. The base of a building should be weightier in appearance than the rest of the building. This can be accomplished with use of heavier, large, or darker building materials. The top of the building may include, among other things, cornice treatments, sloping roof, or stepped parapets.

Buildings in a grouped development should approximately align horizontally in their main architectural elements – windows, sills, cornices, banding, etc., although these lines may be carried from building to building by different elements.

A single, large dominant building mass shall be avoided. Changes in mass should be related to entrances, the integral structure, and/or the organization of spaces and activities.

Building elements shall not function as signage. The appearance of “franchise architecture” where buildings function as signage is discouraged. Incorporation of franchise or business design elements unique or symbolic or a particular business must be unobtrusive and secondary to the overall architectural design.

New primary structures that express a standardized corporate identity shall incorporate at least three of the following elements to create a façade and building design similar to those on an existing primary structure visible from the new primary structure and located within five (500) feet of the new primary structure. Significant departures from “off-the-shelf” buildings, either locally or by national chains, may be required to meet this standard.

- A similar roofline or roof material
- Similar façade colors and materials
- Similar pedestrian entry locations and entryway architecture
- Similar amounts of glazing on facades visible from the public street

Accessory structures shall incorporate matching design and materials of the primary building.

Building Materials

Building materials shall be durable, economically-maintained, and of a quality that will retain its appearance

over time, including but not limited to: natural or synthetic stone; brick; stucco; integrally-colored, textured, or glazed concrete masonry units; high quality pre-stressed concrete systems; cementitious siding (Hardy board); or glass. The Director may approve other high-quality materials.

- Building design should avoid large expansions of highly reflective surfaces and mirror glass exterior walls.
- Highly tinted glass or glass tinted in unnatural colors should be avoided.

Exterior building materials shall not include the following:

- Split shakes, rough sawn, or board and batten wood
- Vinyl siding
- Smooth-faced grey concrete block, painted or stained concrete block, tilt-up concrete panels
- Field painted or pre-finished corrugated metal siding
- Standard single-or double-tee concrete systems
- EIFS at the ground level or comprising more than 15% of any façade

Exterior building material shall be continued down to within nine inches of finished grade on any elevation. Exterior masonry materials shall be continued to the top of grade.

All building facades shall be at least 50% masonry. Cementitious siding may be used to meet 50% of the total masonry requirement.

Building Color

Color should be used to tie building elements together.

All building projections shall match or complement in color the permanent color of the surface from which they project.

Intense, bright, black or fluorescent colors shall be used sparingly and only as accents.

Building Roof

Buildings should have a defined top. This can be accomplished with cornices, caps, parapets or roofs.

Three-dimensional rooftops are encouraged. Variation in roofline is suggested to reduce the scale of large buildings.

Sloped roofs or canopies shall be covered with high quality roofing material such as approved by the Director. Metal roofing is preferred, especially for small articulations. Asphalt is discouraged and wood roofing materials are prohibited.

Windows

For new construction, windows, windows with awnings, and covered pedestrian walkways should total at least 60% of the building frontage along public streets or parking lots. Windows should be for display purposes or to allow viewing both into and out of the interior. Exceptions may be made for individual tenants in excess of 20,000 sf gross floor area or the rear elevation of a building that backs up to a public street, where the window percentage should be 25% of the linear building frontage.

Glass

Reflective or mirrored glass for use as windows is prohibited, unless determined otherwise by the Director. Clear glass shall be used for storefronts, windows, and

doors. Window painting, signage, or view blocking techniques are not permitted.

LANDSCAPING AND SCREENING

INTENT:

Landscaping offers many benefits including providing color and shade, buffering wind, sun and bad views and reducing glare. Landscaping also integrates structures and uses with the site while reducing the visual impact of development on adjacent uses. Overall:

- Landscaping is important to completing the design picture.
- Landscaping is a working component of the development, serving to screen, buffer, soften and energize the buildings, streets and parking.
- Landscaping identifies street frontage and maintains character for rights-of-way.
- Landscaping is an on-going requirement for healthy development.
- Landscaping shall exceed the typical code requirement by at least 75%.

Streets and Drives

New construction shall provide at least a twenty-five foot landscape zone between structure(s) and/or parking lot and all public streets and access easements forty feet wide or greater. This requirement may be reduced to 12 feet where there is no paving, other than a sidewalk, between a building and the right of way. The distance is to be

measured from the public right-of-way or curb line of a private easement.

Landscape berms and/or continuous rows of shrubs are required to screen parking from adjacent development or public streets. Shrubs used in this area shall not exceed a maximum height of thirty (30) inches at maturity.

In general, formal, stand-alone trees are encouraged to be planted in landscape zones along major streets and medians. These trees should be planted as follows:

- One tree with a minimum caliper of 2 inches (ornamental) evergreen trees must be at least 6 feet tall when planted) provided for every thirty (30) feet of street frontage.
- Street trees should be planted no closer than 55 feet and no further than 65 feet apart. Groupings of ornamental trees and shrubs should be placed in between the street trees.

Design

Unity of design should be achieved by repetition of certain plant varieties and other materials and by coordination with other landscaping where appropriate.

Plant selection should be appropriate to planting zone, hydrozone, specific site conditions, and ability to provide year-round ornamental value.

The choice, placement and scale of plants should relate to the architectural and site design of the project. Plantings should be used to screen, accent focal points and entries, to contrast with or reinforce building design, to break-up

expanses of paving or wall, to define on-site circulation, to provide seasonal interest, and to provide shade.

Landscape area located between commercial districts and residential districts shall provide 100% sight-obscuring year-round buffer using plant material or a combination of fence, berm and plant material.

Landscape and streetscape design should be used to enhance the frontage of primary roadways.

Buildings

At least 75% of the length of building foundation facing public streets, the exterior of the development, or common spaces shall be planted with ornamental plant material such as ornamental trees, flowering shrubs, perennials, and groundcovers.

Planting shall be massed and scaled as appropriate for the entryway size and space.

Landscaping should breakdown in scale and increase in detail, color and variety to mark entryways into developments.

Parking

Parking lot landscaping shall be used to minimize the expansive appearance of parking lots, provide shaded parking areas, and mitigate any negative acoustic impacts of motor vehicles.

Parking lot landscaping should reinforce pedestrian and vehicular circulation, especially lot entrances, end of driving

aisles and pedestrian walkways leading through parking lots.

Groups of parking of between 40 and 50 spaces shall be separated by a ten foot wide landscaped median or berm, or pedestrian walkway within a landscaped median.

Parking area that cannot be grouped shall include one landscaped island the size of one stall separating each twenty spaces.

The primary landscaping material used in parking lots shall be trees that provide shade or are capable of providing shade at maturity. Shrubbery, hedges and other planting materials may be used to complement the tree landscaping, but shall not be the sole means of landscaping.

Maintenance

All new development landscaping shall be irrigated with an automatic system approved by the Planning Department. Rehabilitation development shall either have an irrigation system or a watering plan.

Plants that die shall be replaced as quickly as possible, but in no event longer than four months.

Phasing

The first phase of construction should include perimeter landscaping, entry drives, and detention ponds. Future phases must indicate interim landscaping.

BUSINESS PARK STANDARDS AND GUIDELINES

This section of the Design Standards and Guidelines focuses on site planning and design guidance for the Business Park/Industrial Parks. Details on site design and building design are included in these guidelines to promote sensitive site planning and low impact development to preserve significant natural features and overall community character.

SITE CHARACTER AND DESIGN

INTENT:

Site character includes consideration of physical and natural features of land; building placement; vehicular access; circulation and parking; pedestrian access; preservation and buffering of views; surrounding development; and community character. Emphasis on the siting of buildings should be placed on preserving open space and significant natural features as community amenities, and to take advantage of opportunities to reflect and express the community's character through the arrangement of buildings and landscaping.

- Development should be sited in a manner consistent with and be appropriate for many of the existing conditions of the site.
- Parking and circulation should account for pedestrians and vehicles.
- Building and site layout should define a cohesive development.
- Site design should recognize and relate to adjacent streets and adjacent developments.

- Multi-lot/building developments shall comply with applicable site design standards and guidelines outlined for larger scaled commercial development as determined by the Planning Director.

Building Orientation

Buildings should be oriented with consideration to the visual impact from the perspective of the driver or pedestrian on the primary roadway.

Buildings shall be developed with principal facades on the primary street. Front setbacks shall be a minimum of 10 feet and a maximum 20 feet from property line to establish a streetscape defined by attractive buildings located near the street's edge within a landscape setting.

Buildings should be sited in ways which make their entries or intended use clear to visitors. Sole building entries from parking lots are discouraged.

Set buildings back from corner property lines at intersections to allow for more generous sidewalk, additional street landscaping and business signage.

Grading and Drainage

Where possible, new development should maintain the natural topography of the existing site. Extensive grading (more than 70% of the site) or unusual site improvements are strongly discouraged.

Site drainage patterns shall be designed to prevent surface drainage from collecting on and/or flowing across pedestrian areas.

Use of stepped retaining walls is required where necessary along public streets and other visible areas of the site to reduce the steepness of manmade slopes and to provide pockets or terraces for re-vegetation and landscaping. Every wall over 6 feet in height shall be “stepped”. Four feet of terrace is required for every 8 feet of wall.

Detention ponds, when provided, should be designated as a project amenity.

Circulation

There should be a designated walkway or clear pathway to the main entrance of a building so that pedestrians are not required to walk through parking lots.

Buildings should be located in such a manner as to minimize conflicts between pedestrians and automobiles.

Projects shall be designed to minimize any increased traffic use of neighborhood streets.

Curb-cuts should be minimized and comply with access standards.

Internal vehicular, bicycle and pedestrian circulation shall connect in a manner obvious to users.

To the maximum extent possible, there shall be pedestrian circulation from the perimeter of the site to the principal entrance to all buildings.

Sidewalks in front of buildings shall be designed to accommodate pedestrian activity and any pedestrian public open space that should include benches, seat walls or

intended limited outdoor sales pursuant to applicable ordinances.

Sidewalks that are within reasonable proximity to an identified trail system should connect to that system and accommodate the uses anticipated on the trail (e.g., pedestrian, bicycle).

Buildings, walls, trees, topography, and other site features shall be oriented and arranged to define circulation areas and lend a human scale to the development.

Parking Areas

Parking should not be located between the front of buildings and street right-of-ways. To the maximum extent possible parking should be located toward sides and behind buildings. Parking that must be located in front of buildings shall provide an additional 20 feet of landscaped area in addition to the required setback.

Parking lots should not abut street intersections (corner lots).

Pedestrian walkways through the parking area to building entrances should be clearly marked pursuant to Section C.4.1.

Parking shall be screened from adjacent street by walls, shrubs, trees, or other design elements.

Parking lot curb cuts shall be designed and minimized to reduce conflicts between pedestrians and vehicles.

Accessible parking shall be provided according to Unified Government requirements.

Dead-end parking without a designated turn-around area) should be avoided and shall not be permitted on any new projects that are not infill or redevelopment.

Parking should be divided into blocks of 40-50 spaces. Where this is not easily defined, groups of 20 spaces should be divided by a landscape island at least the size of one stall.

Shared parking between adjacent or closely related developments is strongly encouraged, provided each development complies with Unified Government parking requirements.

Unless otherwise allowed (i.e. deferred parking) all required off-street parking areas and access drives shall be surfaced with asphalt, concrete or other surface material approved by the UG Development Engineer. In no event shall vehicles be parked in any open space or yard area.

Outdoor Refuse/Mechanical Equipment

All trash receptacles shall be enclosed with a screening wall or fence constructed of the same material(s) as the primary structure. The screen shall be a minimum of six feet in height on all sides and designed with the metal gates, facing away from streets and preferably adjacent land uses within close proximity.

Ground mounted mechanical equipment visible from public streets or adjacent use, shall be screened with architectural screening walls and/or landscaping.

All screening materials shall be well maintained at all times.

Loading and Outdoor Storage

Loading, docks, bay doors and associated aisles shall be located on the side or rear of primary structures to minimize views from public streets. The Planning Director may determine that site conditions, building function or other factors unique to the site make alternative locations (to side and rear yard) impractical.

Maneuvering areas should be designed to permit vehicle access in a single movement and no portion of the right-of-way shall be used for maneuvering or unloading.

All business activities or services shall be conducted within completely enclosed buildings. This shall include, but not be limited to, the manufacture and processing of materials. Storage may be permitted outdoors when shown on the final plan, but it shall be effectively screened so that the materials, services, activities or products will not be easily visible from any public right of way or adjoining property. All means available should be taken to minimize the impact on adjacent residential structures of outdoor activity areas.

Outdoor storage areas should be consolidated into a single area, and screened as required in the landscape provisions. No sales, repair work or dismantling shall be permitted in such storage areas.

Fences and walls used to provide screening shall be maintained in a neat, clean, safe and structurally sound condition. Materials stored within the enclosure shall not be permitted to exceed the height of the fence or wall. No

signs or advertising devices shall be placed upon fences or walls used to provide visual screening of outside storage areas.

Site Lighting

Lighting is an important aspect of overall site development as it contributes to a feeling of safety and consistent site vocabulary to create a 'campus' identity. Short masted and local area lighting is the preferred lighting standard. Short masted lights shall not exceed a maximum of 16 feet in height (including a maximum 3 ft base). Parking lot lighting shall not exceed 30 feet in overall height.

Mount site lighting required for loading, staging and storage area on the building facades if facing towards the site. The lighting shall not be oriented towards any public right-of-way or adjacent properties.

All lighting fixtures shall have flat lenses (no droop lenses) to address glare. Fixtures shall not have tilting head capabilities. Flood lighting and flooding wall pack units are prohibited.

Low light ornamental building and architectural lighting may be approved by the Planning Director.

Fencing

Fences shall be placed no closer to the front lot line than the front yard established by the building or building setback line. Decorative fences (including split rail and wrought-iron) not exceeding 3 ft in height may be located anywhere on a site, including all front yard areas.

Barbed wire fencing is strongly discouraged and only permitted with approval of final plans for outside storage. Razor ribbon or similar types of barbed wire assemblies shall be prohibited.

Signage

Pole signs are prohibited. Grounds sign shall be no taller than 15 ft, with placement being an integral part of the overall site design.

The base of any monument sign shall be planted with shrubs.

Phasing of Improvements

Developments built in phases, shall include an appropriate share of the proposed streets and circulation system, landscaping and outdoor spaces, screening, and other site and architectural amenities of the entire project. The extent of these improvements shall be determined for each phase of a specific project at time of development approval, and may not be based solely upon proportional or equal improvements to accommodate the necessary public infrastructure to adequately screen the site.

ARCHITECTURAL AND BUILDING DESIGN

INTENT:

Architectural design should create harmony through the use of different textures, complementary colors, shadow lines and contrasting shapes. These guidelines emphasize a

consistent theme to unify the site with complementary landscaping, open spaces areas, signage and building design. Design emphasis is placed on building massing to complement the specific site, while distinctive design of an individual building(s) can add quality and variety in character. This section is intended to ensure that:

- Design relates buildings to each other and to the community.
- Good design incorporates and combines design theme, building façade materials, colors, roof, and equipment.
- Similar to site design, building design at street level must be oriented to people and cars.
- Consider each building as a high-quality, long term addition to the city.
- Large, monolithic buildings are discouraged.

Overall Design

Architectural design shall create or contribute to uniqueness or sense of a specific place.

Building elevation design determinations must consider the character of the surrounding architecture and neighborhood and incorporate design elements that further reflect or enhance community character. Where community character is difficult to determine, Planning Staff will work with the applicant to identify any relevant features.

Building Elements

Main building entrances should be oriented primarily to the street or main internal drive.

Provide well-marked, articulated building entrances oriented to public spaces. Accentuate the entrance(s) to a building's main lobby or interior space. Main entrances should be prominent in terms of size and use of materials.

Break down the scale and massing of larger buildings by varying the building into smaller modules where possible. Terracing floors on multi-story buildings to reduce bulk and increase amenity spaces is encouraged.

Where applicable, step buildings down towards adjacent residential uses and orient massing towards taller buildings nearby.

Design rooflines to complement building forms of adjacent development.

Corner buildings at gateways or prominent intersections shall be designed to emphasize the gateway or intersection location. This may include major architectural expression in the façade roof form and/or massing, such as:

- Larger bulk
- Tower forms
- Peaked roofs and/or
- Over-sized windows

Use of unusual shapes, color and other characteristics that cause buildings to call excessive attention to themselves and create disharmony shall be avoided.

Building Façade

Business Park development should take into account the architectural design of all building elevations – 360 degrees.

Quality design should be expressed on all elevations of a building. Adjacent land uses, visibility from public streets and use of screening devices (walls, berms, landscaping) are criteria to be considered when varying from this 360 treatment.

Maintain or complement adjacent developments use of quality materials, architectural style and scale with new construction.

Where large structures with overly-long facades (walls) are proposed, such as warehouses, building mass should be articulated with variations in the building plane and parapet height and through the use of other unique design or site plan features.

Protected covered overhang shall be included at all entrance and exit doors. Covered overhang shall be a minimum of 3 ft.

Design Theme

Monotony of design in single or multiple building projects shall be avoided. Variation of detail and form shall be used to provide visual interest.

To further enhance the appearance and prominence of a building's main entrance, the use of higher quality materials is encouraged.

Placement of building signage should not be an afterthought. Placement should be determined in the facades design.

Accessory structures shall incorporate matching design and materials of the primary building.

Building Materials

Building materials shall be durable, economically-maintained, and of a quality that will retain its appearance over time, including but not limited to: natural or synthetic stone; brick; stucco; integrally-colored, textured, or glazed concrete masonry units; high quality pre-stressed concrete systems; cementitious siding (Hardy board); or glass. The Director may approve other high-quality materials.

Use of substantial amounts of masonry materials (brick, stucco, and stone) is encouraged. The use of aluminum/vinyl siding, metal ribbed panels and extensive mirrored glass surfaces are discouraged. Evaluation of building materials shall be based on the quality of its design and relationship and compatibility to building materials in the immediate neighborhood.

Exterior building material shall be continued down to within nine inches of finished grade on any elevation. Exterior masonry materials shall be continued to the top of grade.

Building Color

The use of building walls in a single color, with little detailing or completely blank is discouraged.

Color should be used to tie building elements together.

All building projections shall match or complement in color the permanent color of the surface from which they project.

Intense, bright, black or fluorescent colors shall be used sparingly and only as accents.

Building Roof

Careful consideration of durable materials, proportions and shapes, emphasizing the importance of roofs as integral and embracing elements of the over-all design is particularly important.

Rooftop equipment shall be screened from public views with vertical extensions of the building walls, with parapets or other complementary architectural design features.

Windows

Provide a clear pattern of building openings. Windows, doors and other openings should unify a building's façade while adding to the buildings character and quality. For new construction, windows, windows with awnings, and covered pedestrian walkways should total at least 30% of the building frontage along public streets or main parking areas.

Reflective or mirrored glass for use as windows is prohibited, unless determined otherwise by the Director. Window painting, signage, or view blocking techniques are not permitted.

LANDSCAPING AND SCREENING

INTENT:

Landscaping offers many benefits including providing color and shade, buffering wind, sun and bad views and reducing glare. Landscaping also integrates structures and uses with

the site while reducing the visual impact of development on adjacent uses. Overall:

- Landscaping is important to completing the design picture.
- Landscaping is a working component of the development, serving to screen, buffer, soften and energize the buildings, streets and parking.
- Landscaping identifies street frontage and maintains character for rights-of-way.
- Landscaping is an on-going requirement for healthy development.
- Landscaping shall exceed the typical code requirement by at least 50%.

Streets and Drives

Landscape berms and/or continuous rows of shrubs are required to screen parking from adjacent development or public streets. Shrubs used in this area shall not exceed a maximum height of thirty (30) inches at maturity.

In general, formal, stand-alone trees are encouraged to be planted in landscape zones along major streets and medians. These trees should be planted as follows:

- One tree with a minimum caliper of 2 inches (ornamental) evergreen trees must be at least 6 feet tall when planted) provided for every thirty (30) feet of street frontage.
- Street trees should be planted no closer than 55 feet and no further than 65 feet apart. Groupings of ornamental trees and shrubs should be placed in between the street trees.

Design

Unity of design should be achieved by repetition of certain plant varieties and other materials and by coordination with other landscaping where appropriate.

Plant selection should be appropriate to planting zone, hydrozone, specific site conditions, and ability to provide year-round ornamental value.

The choice, placement and scale of plants should relate to the architectural and site design of the project. Plantings should be used to screen, accent focal points and entries, to contrast with or reinforce building design, to break-up expanses of paving or wall, to define on-site circulation, to provide seasonal interest, and to provide shade.

Landscape area located between business park districts and residential districts shall provide 100% sight-obscuring year-round buffer using plant material or a combination of fence, berm and plant material.

Landscape and streetscape design should be used to enhance the frontage of primary roadways.

Buildings

At least 75% of the length of building foundation facing public streets, the exterior of the development, or common spaces shall be planted with ornamental plant material such as ornamental trees, flowering shrubs, perennials, and groundcovers.

Planting shall be massed and scaled as appropriate for the entryway size and space.

Landscaping should breakdown in scale and increase in detail, color and variety to mark entryways into developments.

Parking

Parking lot landscaping shall be used to minimize the expansive appearance of parking lots, provide shaded parking areas, and mitigate any negative acoustic impacts of motor vehicles.

Parking lot landscaping should reinforce pedestrian and vehicular circulation, especially lot entrances, end of driving aisles and pedestrian walkways leading through parking lots. A landscaped island the size of one stall shall be at the ends of each parking row.

Groups of parking of between 40 and 50 spaces should be separated by a ten foot wide landscaped median or berm, or pedestrian walkway within a landscaped median.

Parking area that cannot be grouped should include one landscaped island the size of one stall separating each twenty spaces.

The primary landscaping material used in parking lots shall be trees that provide shade or are capable of providing shade at maturity. Shrubbery, hedges and other planting materials may be used to complement the tree landscaping, but shall not be the sole means of landscaping.

Loading and Storage

Masonry screening should be used to provide 100% opaque screening to public views of outdoor loading and

service areas from other properties or public streets. Berming and landscaping may also be used to provide additional visual screening.

Approved outdoor storage areas may be screened with a combination of fencing or walls, berming and landscaping. Landscape buffer widths and plantings may be determined with final plan approval. Determination shall be based on the intensity of the adjacent land use and public views of the storage area.

Maintenance

All new development landscaping shall be irrigated with an automatic system approved by the Planning Department.

Rehabilitation development shall either have an irrigation system or a watering plan with access to water within 100ft.

Plants that die shall be replaced as quickly as possible, but in no event longer than four months.

Phasing

The first phase of construction should include perimeter landscaping, entry drives, and detention ponds. Future phases must indicate interim landscaping.