

Village of Cambridge, New York Design Guidelines

April 2005



Village of Cambridge, New York Design Guidelines

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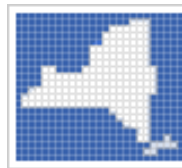
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Village of Cambridge, New York

Design Guidelines

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Introduction

The Village of Cambridge has prepared this document as part of its efforts to implement the Village Comprehensive Plan adopted by the Board of Trustees on May 3, 2004. The Comprehensive Plan recognized that Cambridge is a small urban community, with a pleasant and walkable Main Street and attractive residential neighborhoods. It is a community that has preserved an attachment to its past, and is well positioned to thrive in the future. Its unique sense of place is valued by residents and business owners, and recognized by those who visit. The Comprehensive Plan points out that the choice for Cambridge is not whether or not to change – change will occur. The choice is about how to change. The Comprehensive Plan seeks to ensure that change occurs in a manner that maintains, and even improves the Village’s character and quality of life.

The Comprehensive Plan also notes that maintaining and enhancing community character and quality of life should be understood as more than just nice ideas. Instead, these should be viewed as the keys to the Village’s long-term economic success. These are the community’s primary strengths. They are what sets Cambridge apart from “Anyplace USA.” In an economy that is more mobile and increasingly competitive in terms of attracting and retaining talented labor, quality of life has come to be recognized as a real criterion for economic development.

Among other things, the Comprehensive Plan recommended that Design Guidelines be established for specific areas. There were several reasons for this recommendation.

Why establish design guidelines for the Village of Cambridge?

- > To illustrate how new development, and major alterations to existing sites, can contribute positively, and enhance the unique character of this vibrant, walkable Main Street community.
- > To assure that the small urban community characteristics that make Cambridge a special place to live, work, and visit, are consistently applied and supported for mutual benefit.
- > To clearly articulate development expectations, and ensure predictability in the development review process.
- > To attract businesses and developers who recognize opportunities, and desire to invest with confidence, in a community that actively reinforces its character and quality of life.

The Comprehensive Plan recommended that design guidelines be established for areas of the Village designated as Main Street Mixed Use, Residential Transition, and Gateway Commercial on the Concept Plan map. The Concept Plan map is reproduced on page 4.

The Comprehensive Plan recommended different design characteristics for each of these areas as follows:

> *Main Street Mixed Use:*

- o “The [design] guidelines would illustrate some of the basic urban design elements that are necessary ingredients for a small urban mixed-use district. For example, buildings should be built to the sidewalk, should occupy all or most of their lot frontage, and have multiple stories. Parking, when provided for individual buildings, should be located behind the buildings on the interior of lots. Additional issues, such as well-designed lighting and signage, could also be addressed through the [design] guidelines.
- o “Streetscape elements might be organized to create a more “formal” character... sidewalks should be wide (8 feet or more when possible) and should extend to the curb. Street trees, located within tree grates, and pedestrian-scaled streetlights should be spaced at regular intervals. Street furniture such as benches and trash receptacles should be located as appropriate. Ideally, above ground power lines could be under-grounded or moved to the rear of parcels in these three areas.”

> *Residential Transition:*

- o “Here the buildings should sit back from the sidewalk with small front and side yards. Building massing and general architectural features should be consistent with

residential buildings. For example, architectural features such as pitched roofs and front porches (transitional spaces between the public and private realms) would be encouraged.”

- o “Streetscape enhancements should seek to achieve a “less formal” character. These areas tend to be more residential in nature. Even structures that are used for non-residential purposes tend to have a residential character (many were formally residences). Buildings tend to be setback farther from the street resulting in small front yards. The “less formal” treatment of these areas would consist of narrower sidewalks (at least 4 feet – 5 feet is ideal where possible) with a grass planting-strip between the sidewalk and the curb. Street trees would be located within the planting strip at regular intervals. Street furniture (such as benches) would not be located in these areas in most cases.”

> *Gateway Commercial:*

- o “The use of the word “gateway” indicates that these areas occupy important entranceways to the community from the north and the south. As such, they play an important role in creating a positive impression of the Village.”
- o “The form of development recommended for Park Street could be somewhat different than Main Street. For example, a small amount of convenience parking might be permitted in front of the building, and single-story

structures would be considered more favorably. And the [design] guidelines would ensure that the design of projects in these areas would be accommodating to pedestrians, would incorporate good access management, and would contain provisions for landscaping, buffering, and signage.”

For each of the three areas, this document provides recommendations regarding site organization, site design, and architecture:

- > *Site Organization* addresses issues related to building placement, street layout, parking location and access.
- > *Site Design* addresses issues related to the aesthetics and function of a site to be developed, and the potential impact of the development on neighboring properties. Design elements such as screening and buffers, lighting, sidewalks and other public spaces, signage, and utilities are covered here.
- > *Architecture* addresses general building elements such as scale and proportion, roof style, façade treatment and fenestration, awnings and canopies, specialty equipment, and broad recommendations for color and material.

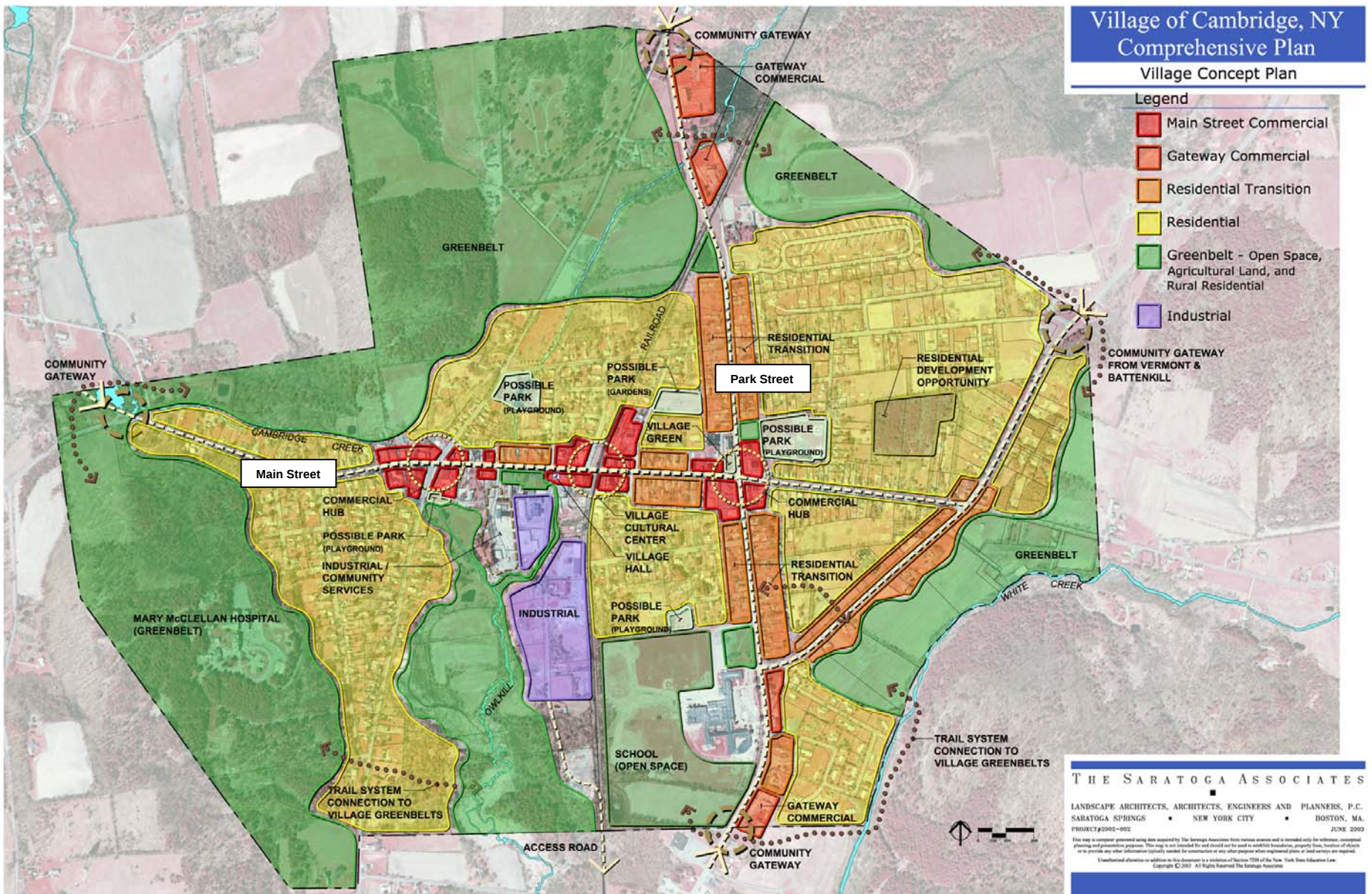
Applicability

This Design Guidelines document has been crafted to serve as an educational tool. It provides text and illustrations that describe what the Village of Cambridge desires from new development and major

alterations to existing sites and structures. It is hoped that this document will be useful to developers who intend to invest in the community, to the volunteer members of the Village Board of Trustees, Planning Board, and Zoning Board of Appeals who are charged with the difficult task of reviewing proposed projects, and to the public as a whole.

It is also important to recognize that the Village of Cambridge is home to a National Register Historic District that was established in the late 1970’s. The Historic District contains 240 primary structures from the early, mid and late-nineteenth century. Currently most buildings remain in an exceptional state of preservation.

These Design Guidelines **do not** address the specific historic architectural characteristics of buildings in the historic district. Instead, the design guidelines are organized around the more general characteristics of site organization, site design, and architecture that contribute to the small, urban community character of the Village. The Comprehensive Plan suggests that the Village consider in the future the option of seeking designation by the NYS Office of Parks, Recreation, and Historic Preservation (NYS OPRHP) as a Certified Local Government (CLG). To receive such designation, the Village would be required to enact local preservation legislation, establish a qualified citizen body to administer the law, and enter into a formal partnership with the State Historic Preservation Office. More detailed architectural design guidelines/standards for historic district properties could be developed if the Village decided to pursue the CLG option in the future.



Section 1:
Site Organization

Site Organization

Design Element	Mixed-Use Nodes	Residential Transition Districts	Gateway Commercial Districts
Building Placement – Front Yard Setback See Graphics – pages 9 to 13	Orientation - Buildings must present their main façade and entrance toward the street. Buildings should be oriented parallel or perpendicular to the public sidewalk and allow for parking in the rear or side of the proposed structure. - Buildings shall not exceed a setback of greater than two feet from the public right-of-way or property line.	Orientation Same as Mixed-Use Nodes Buildings shall not exceed a setback established by the majority of buildings located on the street where the proposed project will be located. Proposed buildings may be located closer than the majority of the structures located on the same street	Orientation Same as Mixed-Use Nodes Small front yard setback of between 10 and 20 feet. No off-street parking in the front yard.
Street Organization, On-Street Parking and Restrictions See Graphics – pages 9 and 14	New Streets If new streets are developed, they shall create or continue an interconnected network of streets laid out in walkable blocks. Cul-de-sacs and dead end streets are strongly discouraged, except where topography or natural features make these necessary.	New Streets Same as Mixed-Use Nodes	New Streets Same as Mixed-Use Nodes

Site Organization

Design Element	Mixed-Use Nodes	Residential Transition Districts	Gateway Commercial Districts
Street Organization, On-Street Parking and Restrictions (continued)	<i>On-Street Parking</i> On-street parking is encouraged, with bulb-outs of the sidewalk at the end of each block.	<i>On-Street Parking</i> On-street parking is encouraged	<i>On-Street Parking</i> Does not apply
Off - Street Parking See Graphics – pages 9 to 13	<i>Location</i> ▪ Rear of building, if on-site parking is provided. ▪ Side of building, if additional parking is necessary. ▪ If at side of building: Minimum five (5) foot landscape buffer between parking area and back edge of the sidewalk. ▪ Landscape materials: trees, hedges, shrubs, or low walls of brick, wood, wrought iron, or an acceptable substitute. ▪ Encourage shared access points to reduce curb cuts where appropriate. Cross-easements should be used to formalize shared access arrangements. ▪ In no case shall parking be allowed on access roads. ▪ Parking in front yards is strongly discouraged ▪ Spillover parking areas with	<i>Location</i> Same as Mixed-Use Nodes	<i>Location</i> Same as Mixed-Use Nodes

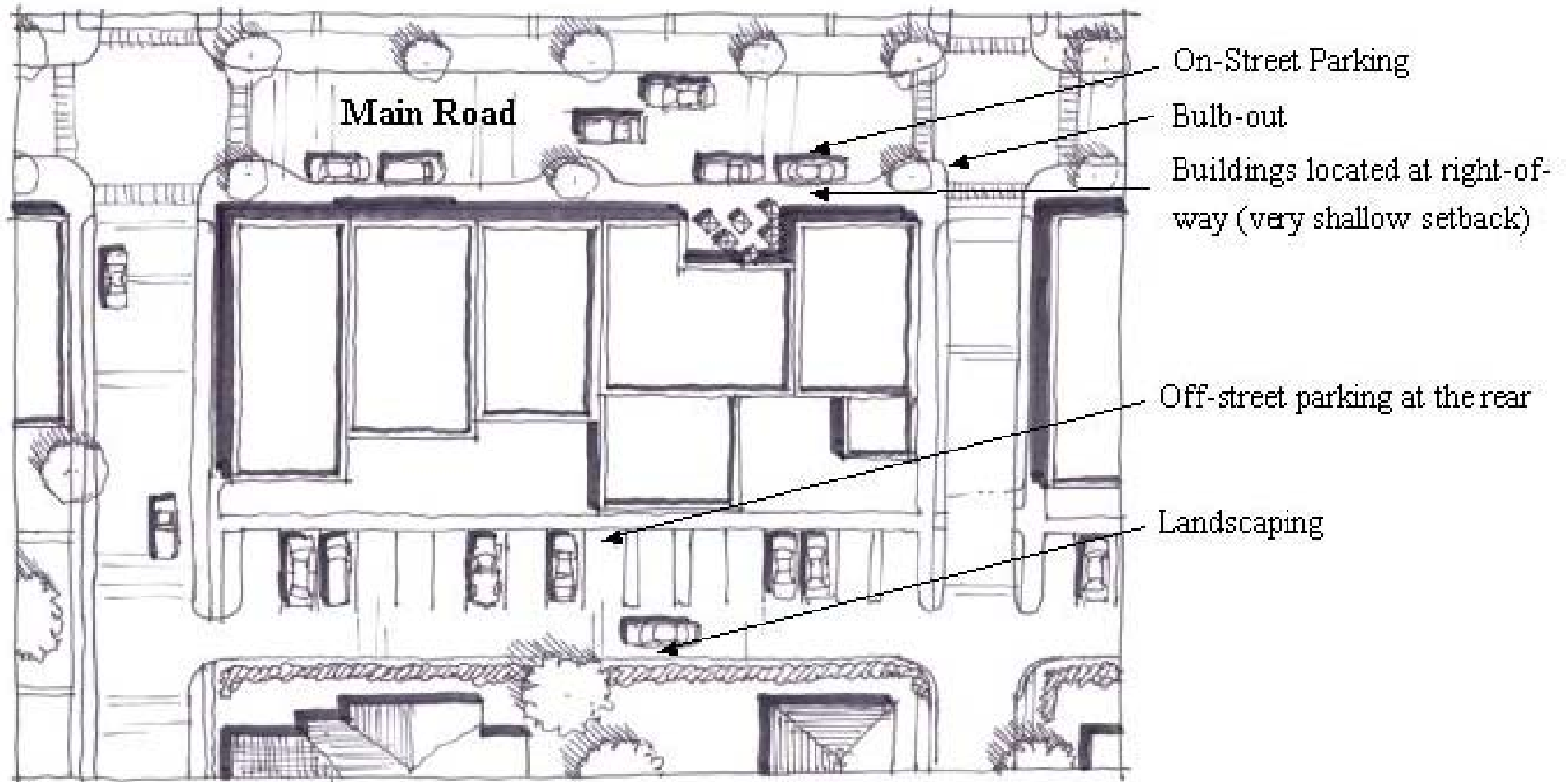
Site Organization

Design Element	Mixed-Use Nodes	Residential Transition Districts	Gateway Commercial Districts
Off - Street Parking (continued)	alternate pervious paving materials are encouraged and could include grass pavers and gravel Parking Area Landscaping ▪ Landscape island equal to one parking space for every ten spaces. Landscape island must equal two spaces if adjacent to two perpendicular spaces. ▪ No parking space shall be more than 75 feet from a large deciduous tree. Landscape requirements: ▪ Canopy/Deciduous trees: 4” caliper ▪ Small flowering trees: 2” caliper ▪ Large shrubs: 30” height ▪ Trees shall be planted so that trunk is a minimum of 2.5’ from curb edge.	Parking Area Landscaping Same as Mixed-Use Nodes Landscape requirements: Same as Mixed-Use Nodes	Parking Area Landscaping Same as Mixed-Use Nodes Landscape requirements: Same as Mixed-Use Nodes

Site Organization

Site Organization Graphics

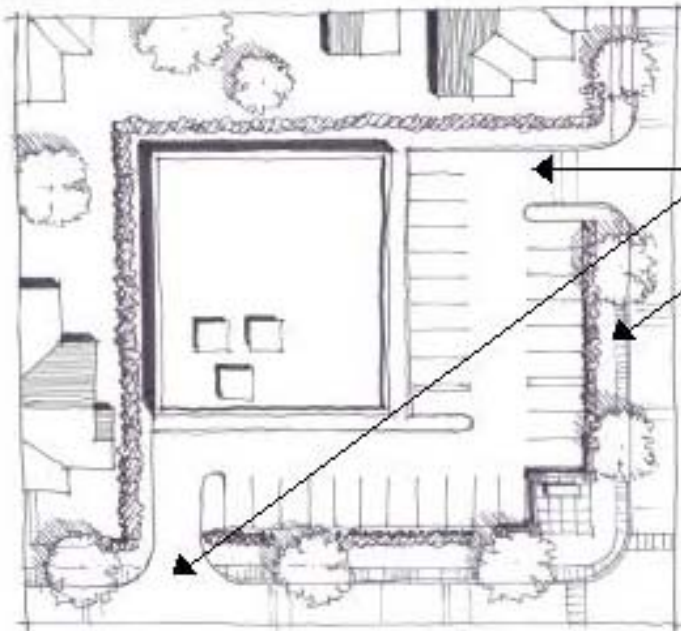
Mixed-Use Nodes



Site Organization

Mixed-Use Nodes (continued)

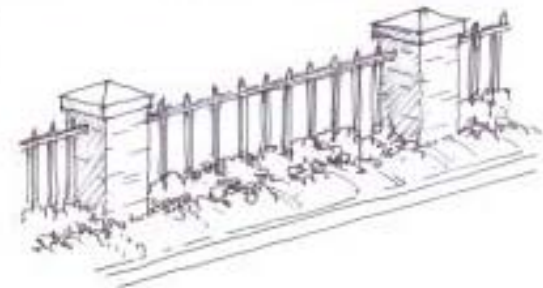
Short-term Treatment



If improvements are being made to an existing building that is not located at the sidewalk edge:

Consolidate points of access from the street

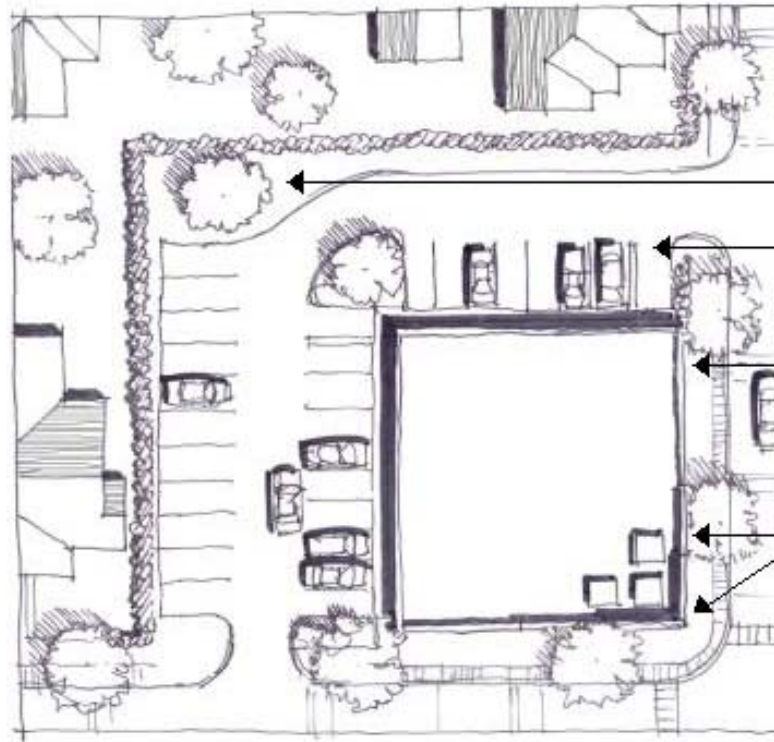
Use landscaping – such as hedges, shrubs, or low walls of stone, wood, wrought iron, or an acceptable substitute – to screen parking and create an edge along the sidewalk



Site Organization

Mixed-Use Nodes (continued)

Long-term Treatment



If an existing building like the one above (short-term) will be substantially altered or replaced:

Interior parking area landscaping

Off-street parking at the side or rear

Building located at the right-of-way (very shallow setback from sidewalk edge)

Main façade and entrance facing the street. On corner lot, main facades along both streets, and entrance at the corner. A secondary entrance to rear parking is strongly encouraged.

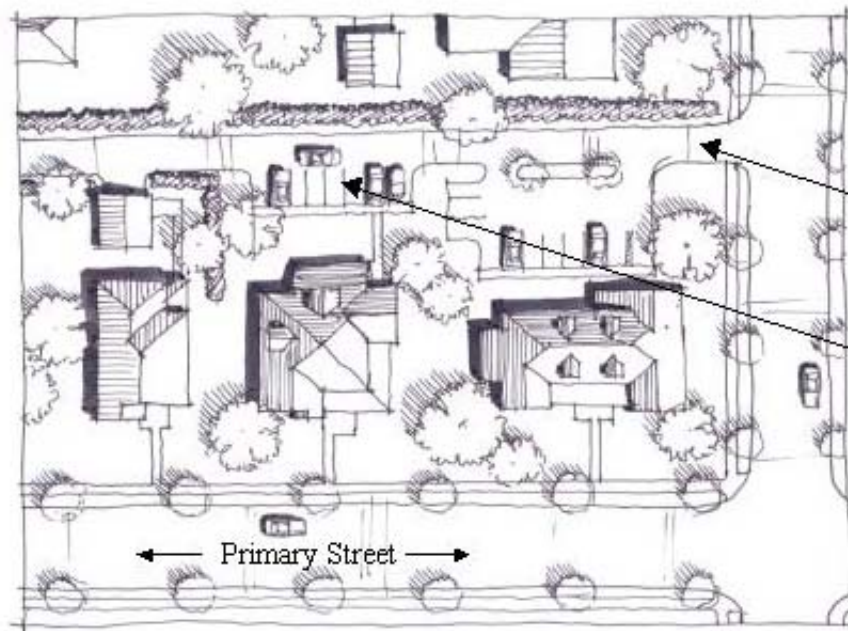
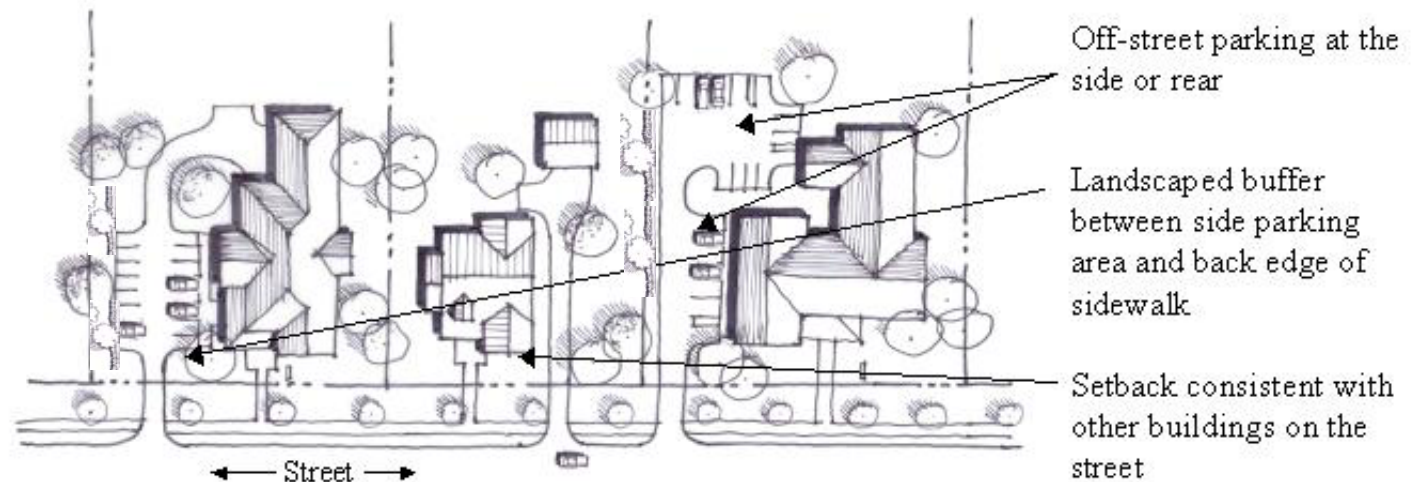
Interior parking area landscaping



Site Organization

Site Organization Graphics

Residential Transition



In a case where adjoining parcels are converted to non-residential use:

- Use cross-easements to provide shared access to parking when possible
- Rear parking preferred

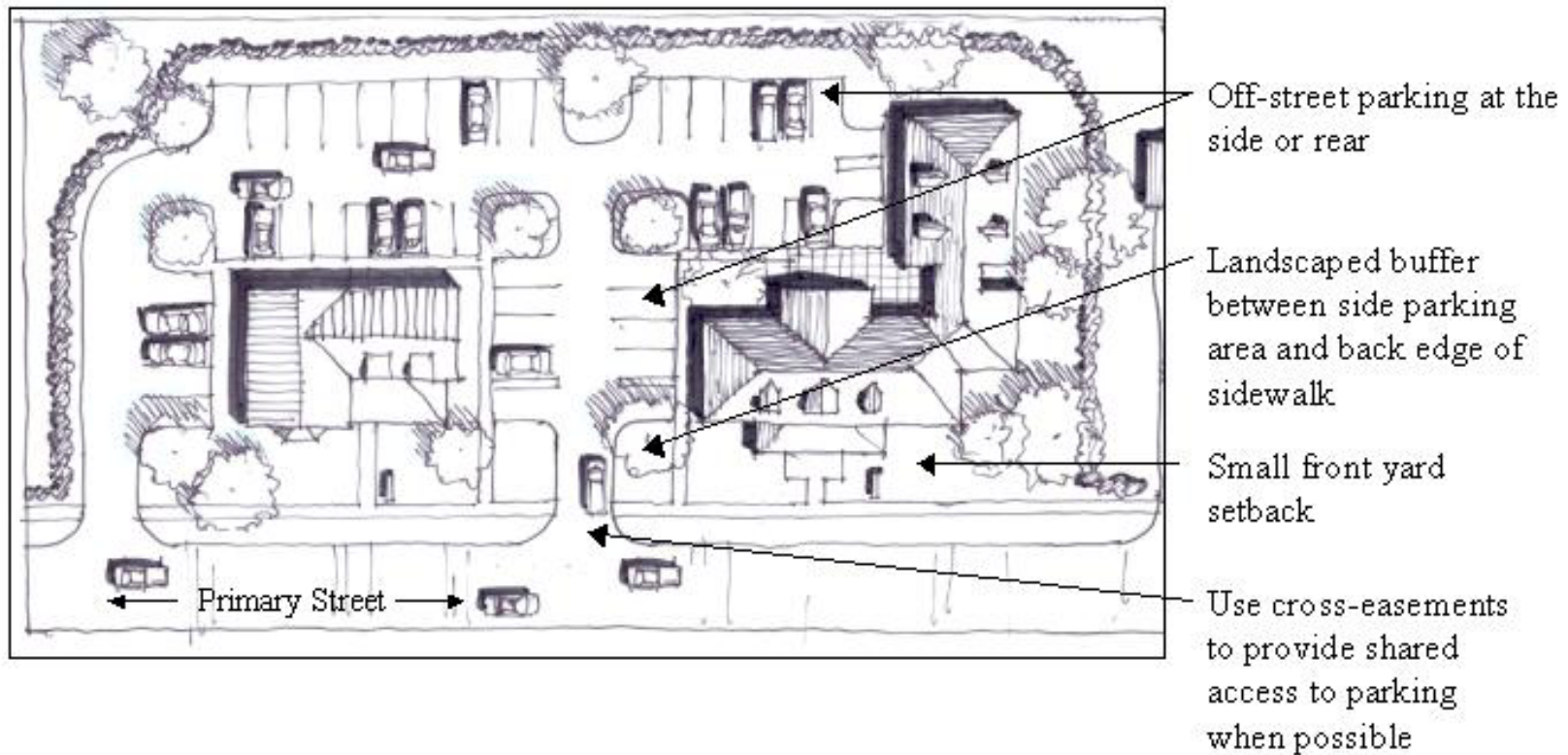
Cross access easement:

An easement allowing access to and from adjacent properties. Cross access can be in the form of a driveway or a service drive providing vehicular access between two or more contiguous sites so a driver need not enter the public street system.

Site Organization

Site Organization Graphics

Gateway Commercial



Site Organization

Site Organization Graphics

New Streets

This

Interconnected
streets
Walkable
blocks
Few, if any,
cul-de-sacs or
dead end
streets

Neotraditional Street Layout

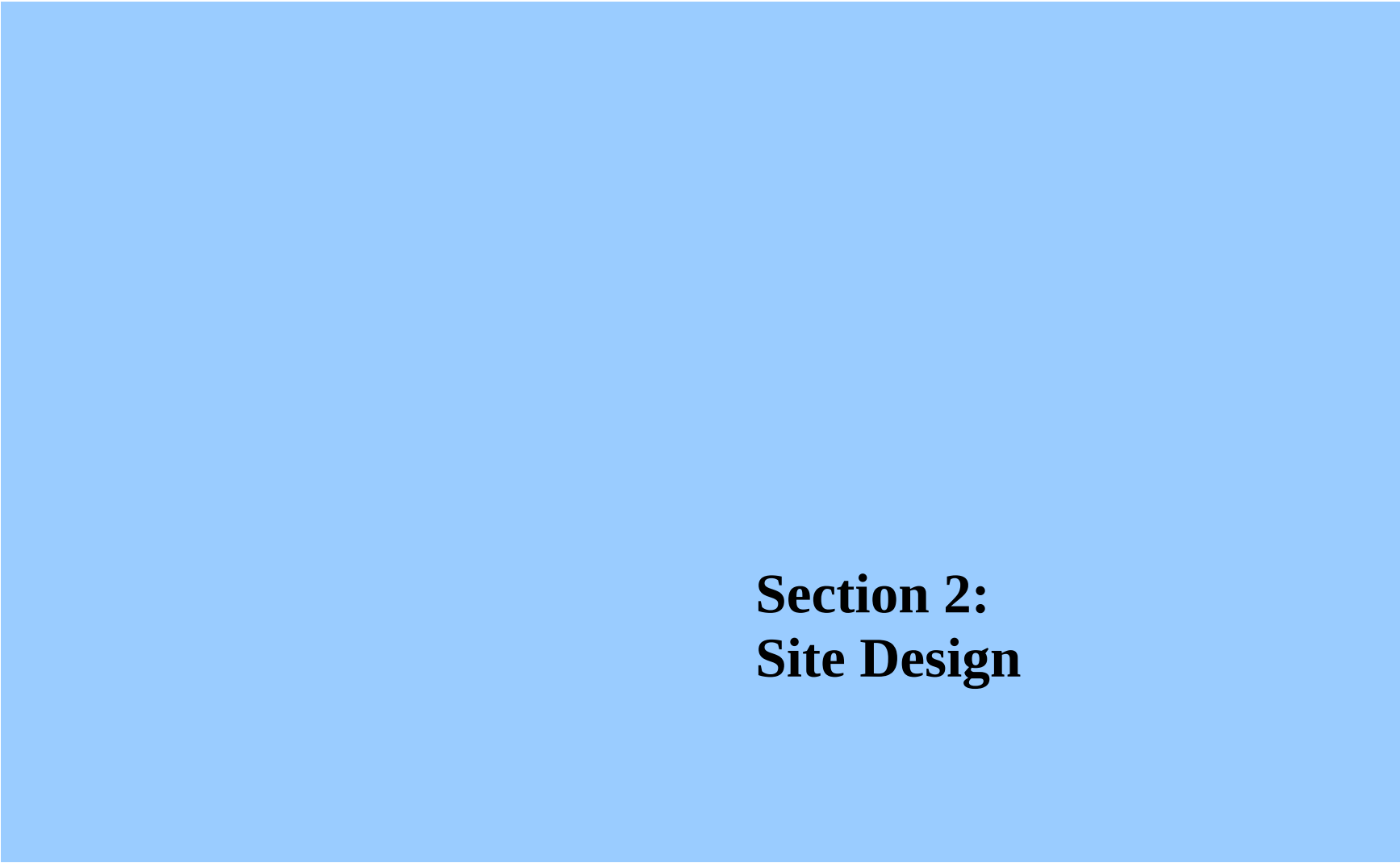


Not This

Poor
connectivity
Difficult to
Walk
Many cul-de-
sacs and
dead end
streets

A conventional suburban-style street layout has a hierarchical system of streets, with feeder, collector and arterial streets. This system has very poor street connectivity, as all traffic is funneled onto the arterial street. As a result, only one possible (and often longer) route exists for most trips, creating congestion on the arterial street and making it impracticable to walk anywhere. A neotraditional street layout has a high degree of street connectivity. Many more possible and more direct routes are available for any given trip, and traffic is spread out over the entire street network, reducing congestion. If shopping is centrally located within a neotraditional neighborhood, it becomes possible for shoppers to walk to the store. A centrally located school not only makes it possible for kids to walk to school, but also makes school athletic and playground equipment easily accessible to the members of the neighborhood in the evening and on the weekends.

From the Transportation and Growth Management (TGM) Program - a joint effort of the Oregon Department of Transportation (ODOT) and the Oregon Department of Land Conservation and Development (DLCD).



Section 2: Site Design

Site Design

Design Element	Mixed-Use Nodes	Residential Transition Districts	Gateway Commercial Districts
Screening and Buffers See Graphic – page 23	▪ Landscape screening and buffers should be designed to separate business/commercial and residential land uses. ▪ Adequacy, type, size, and arrangement of trees, shrubs, and other landscaping should constitute a visual screen and/or buffer between the project site and adjoining land use properties, and should include the maximum retention of desirable or specimen existing vegetation. Parking, service, and loading/maneuvering areas should be reasonably landscaped and screened from view of adjacent properties and from within the project site.	Same as Mixed-Use Nodes	Same as Mixed-Use Nodes
Site Lighting See Graphic – pages 23 and 24	Height ▪ Pedestrian scale and area lighting required. ▪ Pedestrian Lighting = 10 – 12' (maximum) ▪ Area Lighting = 18' or building height whichever is less	Height Same as Mixed-Use Nodes	Height Same as Mixed-Use Nodes

Site Design

Design Element	Mixed-Use Nodes	Residential Transition Districts	Gateway Commercial Districts
Site Lighting (continued)	Lighting Type - Preferred in following order: metal halide, high-pressure sodium, low-pressure sodium. Mixtures should be avoided. Footcandles - Light source (i.e., bulb) shall not be visible from any angle. - Fixtures designed to shield glare from adjacent streets, properties and sky. - No lights shall produce glare so as to cause illumination beyond the boundaries of the property on which it is located in excess of five-tenths (0.5) footcandle. - Flashing or intrinsically bright sources of illumination shall be prohibited.	Lighting Type Same as Mixed-Use Nodes Footcandles Same as Mixed-Use Nodes	Lighting Type Same as Mixed-Use Nodes Footcandles Same as Mixed-Use Nodes

Site Design

Design Element	Mixed-Use Nodes	Residential Transition Districts	Gateway Commercial Districts
Public Spaces See Graphic – pages 25 and 26	<i>Sidewalk Material</i> - Constructed of concrete, brick or concrete pavers. <i>Sidewalk Width and Location-</i> - Minimum 10' wide, with 3' brick accent strip at curb suggested. - Connecting to residential districts = minimum 5' wide with minimum 5' planting strip between the curb and the sidewalk. <i>Sidewalk Connections</i> - Where sidewalk crosses a parking lot access drive, the concrete paving pattern shall continue uninterrupted. - New sidewalks must connect to adjacent properties <i>Sidewalk Landscaping</i> - When no planting strip is present, street trees should be planted between the curb and the building line. All street tree planting areas should be covered with a porous hard surfaced grate. Trees should	<i>Sidewalk Material</i> Same as Mixed-Use Nodes <i>Sidewalk Width and Location</i> - minimum 5' wide sidewalk with minimum 5' planting strip between the curb and the sidewalk. <i>Sidewalk Connections</i> Same as Mixed-Use Nodes <i>Sidewalk Landscaping</i> - Street trees should be planted in the planting strip. - One large deciduous tree for each 40' of linear road frontage. - Tree species may include ash, sugar maple, locust, red oak,	<i>Sidewalk Material</i> Same as Mixed-Use Nodes <i>Sidewalk Width and Location</i> - minimum 5' wide sidewalk with minimum 5' planting strip between the curb and the sidewalk. <i>Sidewalk Connections</i> Same as Mixed-Use Nodes <i>Sidewalk Landscaping</i> - Street trees should be planted in the planting strip. - One large deciduous tree for each 40' of linear road frontage. - Tree species may include ash, sugar maple, locust, red oak,

Site Design

Design Element	Mixed-Use Nodes	Residential Transition Districts	Gateway Commercial Districts
Public Spaces (continued)	not be planted closer than 7' to the building line. - When a planting strip is present between the sidewalk and the curb, street trees should be planted in the planting strip. - One large deciduous tree for each 40' of linear road frontage. - Tree species may include ash, sugar maple, locust, red oak, or as approved by the Village	or as approved by the Village	or as approved by the Village
Sidewalk Retail See Graphic – page 27	- Sidewalk retail strongly encouraged. - Merchandise should be removed at the close of business. - No retail activity should extend beyond five (5) feet into the required 10' sidewalk. - When buildings are setback from the right-of-way / property line, sidewalk retail may occur in the front yard.	Sidewalk retail is not encouraged.	Sidewalk retail is not encouraged.

Site Design

Design Element	Mixed-Use Nodes	Residential Transition Districts	Gateway Commercial Districts
Public Plazas and Outdoor Dining See Graphic – page 27	Plazas Definition: An open space that is continuously accessible to the public that may be landscaped or paved and is typically surrounded by buildings or streets and open to the sky. Plazas usually provide amenities such as seating, ornamental fountains, lighting, art, and landscaping for use by pedestrians. ▪ Strongly encouraged. ▪ Area should be landscaped with trees, perennials, annuals, herbaceous shrubbery, ornamental lighting, and benches. ▪ Area should be constructed on side of building that receives the most sunlight when possible. Outdoor Dining Definition: A dining area of a designated size with seating and/or tables located outdoors of a restaurant, coffee shop, or other food service establishment, which is a) located entirely outside the	Plazas Not encouraged Outdoor Dining Not encouraged	Plazas Not encouraged Outdoor Dining Not encouraged

Site Design

Design Element	Mixed-Use Nodes	Residential Transition Districts	Gateway Commercial Districts
Public Plazas and Outdoor Dining (continued)	walls of the subject building; b) enclosed on two sides or fewer by the walls of the building with or without a solid roof cover; or c) enclosed on three sides by the walls of the building without a solid roof cover. The seating may be in addition to the indoor seating or it may be the only seating available for the restaurant. The outdoor dining area must be visually and architecturally integrated pursuant to the design standards. ▪ Strongly encouraged. ▪ Building should be permitted to be set back from the required build-to line. However, in no case should the building be set back more than a maximum of 10 feet. ▪ Sidewalk cafes should be temporary structures and dismantled during winter months. ▪ Structures should be consistent with existing state regulations for safety. ▪ Cafes should not extend more than five (5) feet beyond the		

Site Design

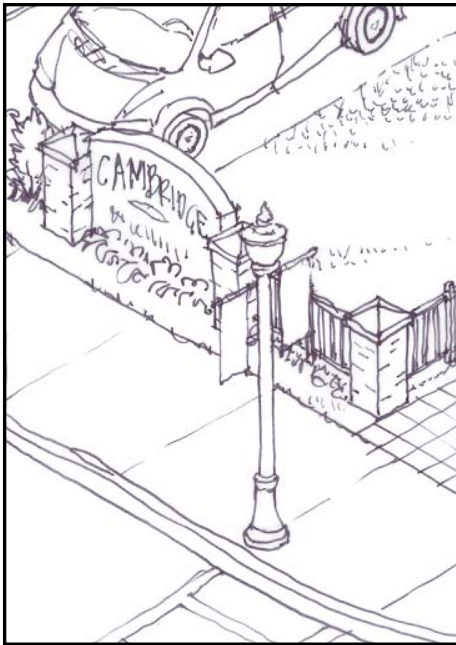
Design Element	Mixed-Use Nodes	Residential Transition Districts	Gateway Commercial Districts
Public Plazas and Outdoor Dining (continued)	established build-to line. ▪ If at side of building, an edge matching the line of the building façade should be created; the edge should be made of transparent fence made of wood or wrought iron at a maximum height of 4'. ▪ In no case should the fence/railing combination prohibit views from the sidewalk into the café area.		
Signage See Graphics – pages 28 and 29	Refer to the Code of the Village of Cambridge for Sign Regulations. Graphic examples of Projecting, Wall, Freestanding, and Monument signs are provided below.	Same as Mixed-Use Nodes	Same as Mixed-Use Nodes
Utilities	All utilities shall be placed underground.	Same as Mixed-Use Nodes	Same as Mixed-Use Nodes

Site Design

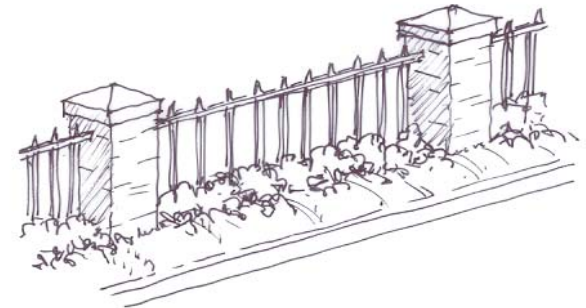
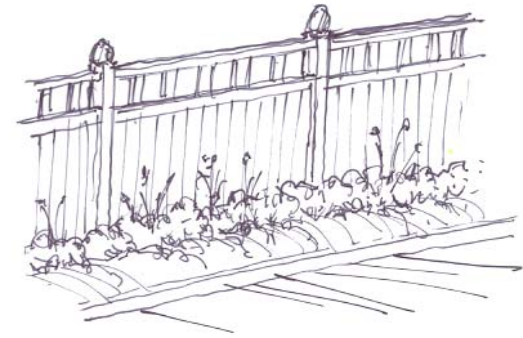
Site Design Graphics

Screening and Buffers

Lighting



Pedestrian scale lighting

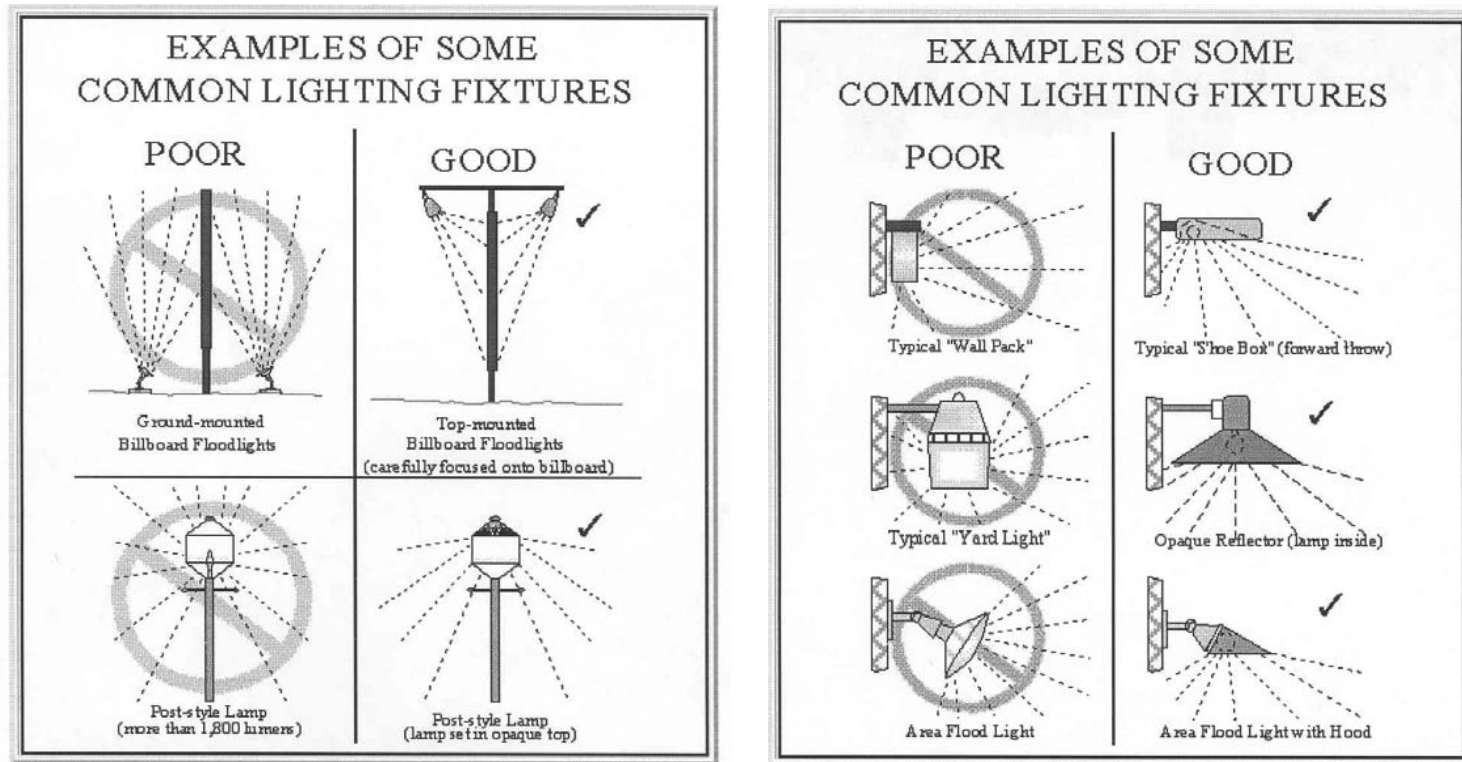


Examples of screening and buffers designed to separate business/commercial sites and parking areas from adjoining residential properties

Site Design

Site Design Graphics

Lighting (continued)



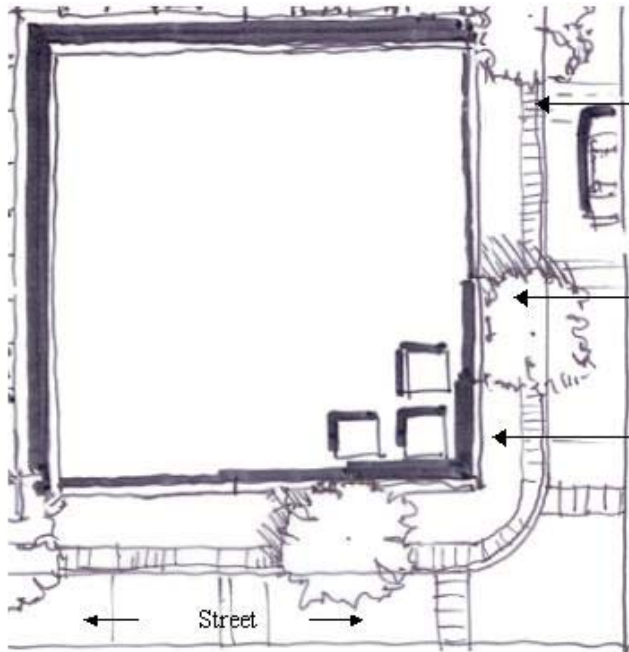
Promote “good lighting” that does its intended job well with minimum adverse impact on the environment. Outdoor lighting is used to illuminate roadways, parking lots, yards, sidewalks, public meeting areas, signs, work sites, and buildings. It provides for better visibility and a sense of security. But if outdoor lighting is not well-designed and properly installed, it can be costly, inefficient, glary, and harmful to the nighttime environment. “Good lighting”, as described by the New England Light Pollution Advisory Group and the International Dark-Sky Association, has four distinct characteristics:

1. It provides adequate light for the intended task, but never over-lights.
2. It uses “fully-shielded” lighting fixtures, fixtures that control the light output in order to keep the light in the intended area.
3. It has the lighting fixtures carefully installed to maximize their effectiveness on the targeted property, and to minimize the area and/or point of illumination’s adverse effects on neighboring properties.
4. It uses fixtures with high-efficiency lamps, while still considering the color and quality as essential design criteria.

Site Design

Site Design Graphics

Public Spaces (Mixed-Use Nodes)



Brick accent strip at curb suggested

Street trees should be planted between the curb and the building line. All street tree planting areas should be covered with a porous hard surfaced grate.

Wide sidewalk – from building front to curb

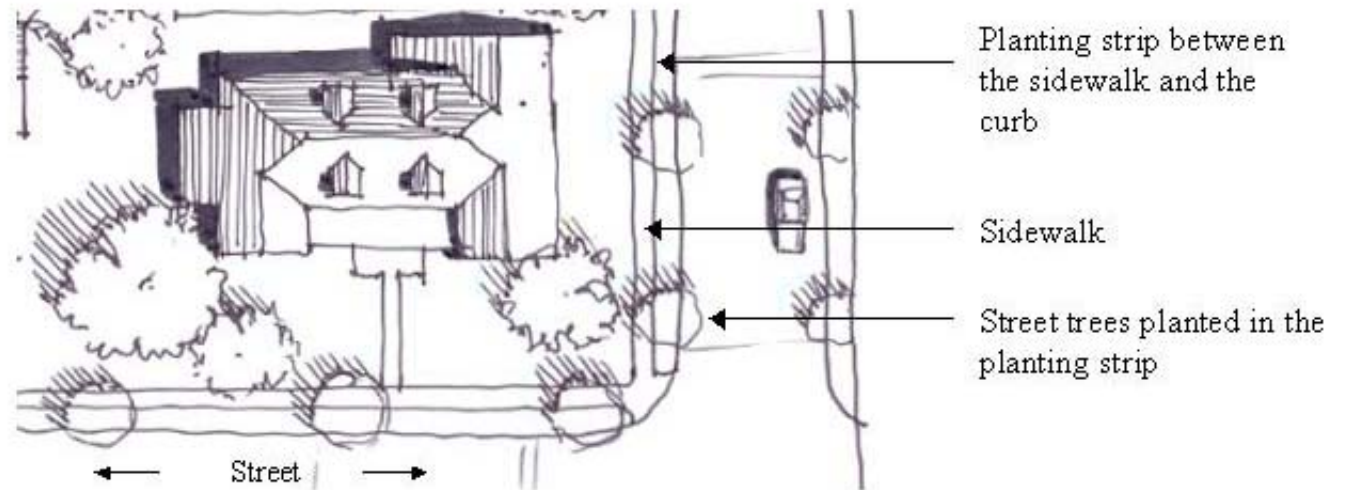
Streetscape elements such as benches, planting pots, and flowerbeds contribute to the attractiveness of public spaces



Site Design

Site Design Graphics

Public Spaces (Residential Transition and Gateway Commercial)



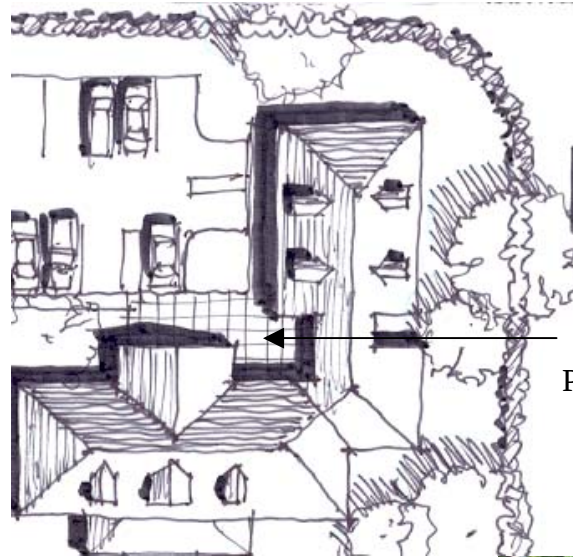
Site Design

Site Design Graphics

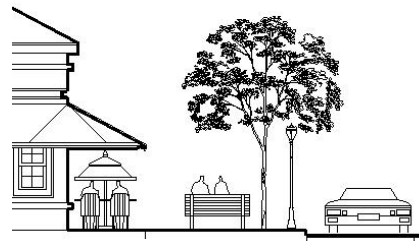
Sidewalk Retail



Public Plazas and Outdoor Dining



Public Plaza



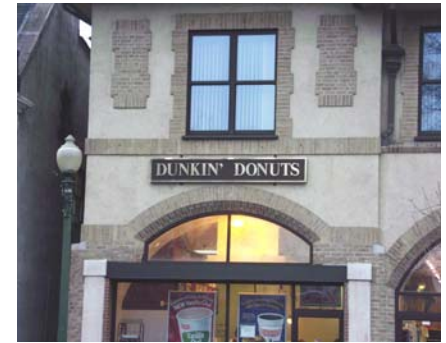
Outdoor Dining



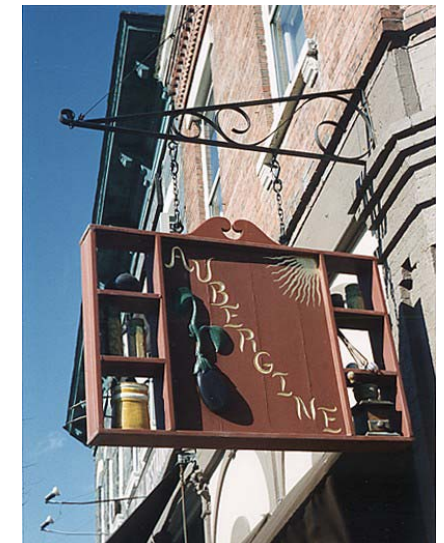
Site Design

Site Design Graphics

Signage Examples



Projecting Signs



Site Design

Site Design Graphics

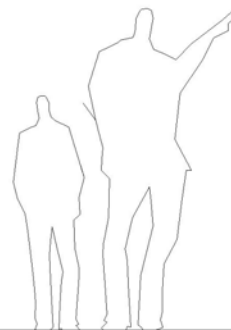
Signage Examples (continued)



Wall Signage

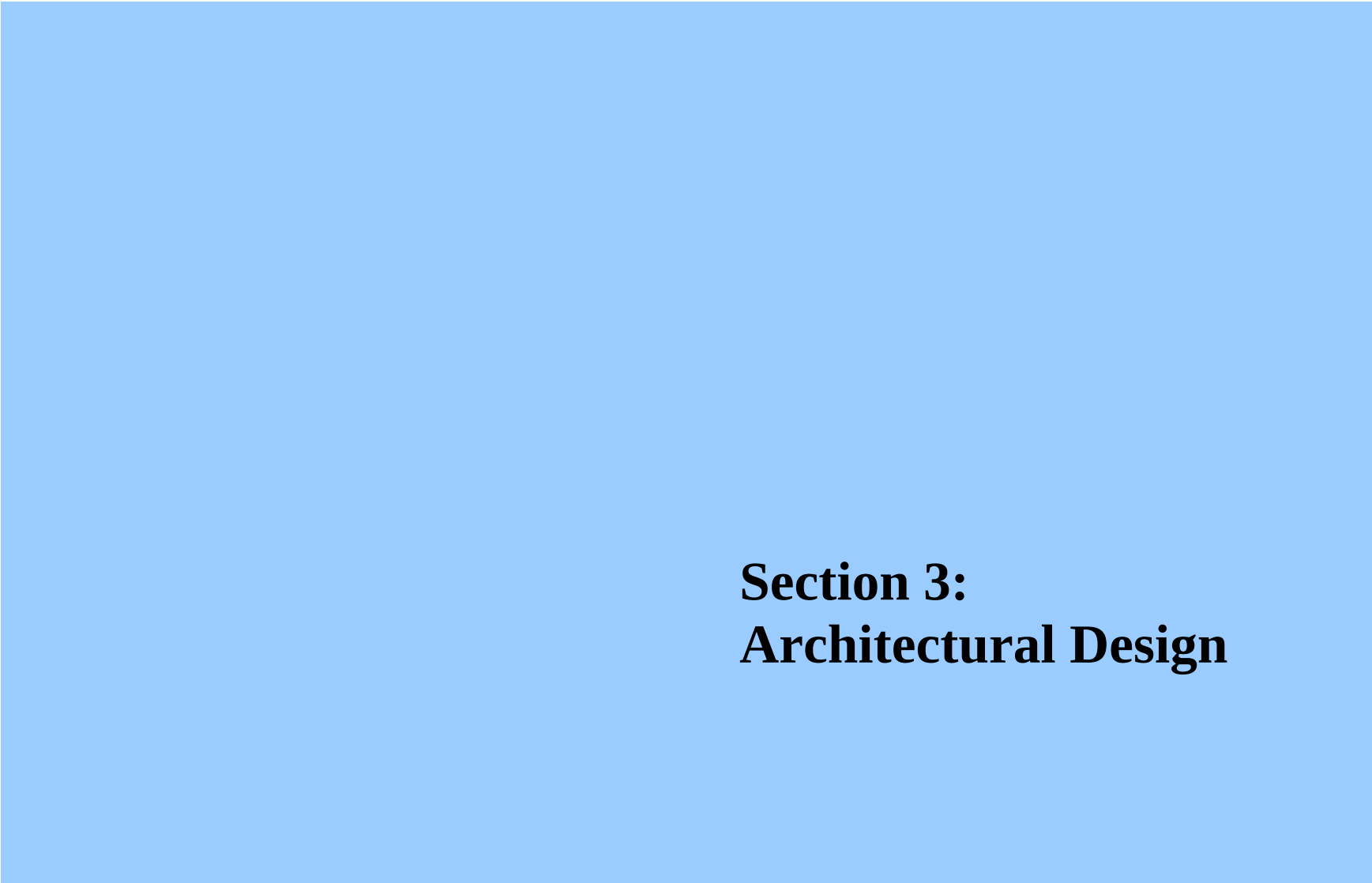


Freestanding Signs



Monument Signage





Section 3: **Architectural Design**

Architectural Design

Note: See graphics on pages 36 and 37 for additional explanation/guidance about some of the elements described below.

Design Element	Mixed-Use Nodes	Residential Transition Districts	Gateway Commercial Districts
Proportion	▪ Multiple story buildings are strongly encouraged. ▪ Maximum 4 functional stories ▪ Max height = 65 feet ▪ Building: maximum 40,000 Gross Square Feet; maximum 10,000 square foot building footprint ▪ First story height should be a minimum of 12 feet measured floor to floor.	▪ Multiple story buildings are strongly encouraged. ▪ Maximum 3 functional stories ▪ Max height = 45 feet ▪ Building: maximum 12,000 Gross Square Feet; maximum 5,000 square foot building footprint ▪ First story height should be a minimum of 12 feet measured floor to floor.	▪ Multiple story buildings are strongly encouraged. ▪ Maximum 2 functional stories ▪ Max height = 30 feet ▪ Building: maximum 20,000 Gross Square Feet; maximum 10,000 square foot building footprint ▪ First story height shall be a minimum of 12 feet measured floor to floor.
Roof	▪ Pitched, flat, gambrel or mansard roofs recommended. Flat Roofs ▪ Incorporate a parapet with cornice details along facades facing public streets. ▪ Plain parapets discouraged. Pitched Roofs ▪ Should complement overall style of the building. ▪ Materials should not be reflective. ▪ Colors should complement the overall character of the	Same as Mixed-Use Nodes	Same as Mixed-Use Nodes

Architectural Design

Design Element	Mixed-Use Nodes	Residential Transition Districts	Gateway Commercial Districts
Roof (continued)	building. Should incorporate measures to prevent falling snow and ice onto the sidewalk.		
Façade Treatment and Fenestration	- Overall façade composition should break the building down into smaller distinct portions to provide a small-scale impression. - Building transparency is important at the street level, consequently, ground floor level should have a minimum 50% glass surface that is oriented vertically. - Floor to ceiling windows are strongly discouraged. - Second floor windows should relate to the first in shape, form, and pattern. - Second floor windows should make up at least 30% of the façade. - Storefront construction should be recessed enough at the point of entry to allow the door to swing out without obstructing the sidewalk. - Windows should not be mounted flush to the exterior	- Overall façade composition should break the building down into smaller distinct portions to provide a small-scale impression. - Floor to ceiling windows are strongly discouraged. - Second floor windows should relate to the first in shape, form, and pattern. - Windows should make up at least 30% of the façade on all floors. - Windows should not be mounted flush to the exterior of the façade. - The architectural treatment of the front building façade should be continued in its major features, around all visible sides from the primary street. - Blank, windowless walls are strongly discouraged.	- Overall façade composition should break the building down into smaller distinct portions to provide a small-scale impression. - Floor to ceiling windows are strongly discouraged. - Second floor windows should relate to the first in shape, form, and pattern. - Windows should make up at least 30% of the façade on all floors. - Windows should not be mounted flush to the exterior of the façade. - The architectural treatment of the front building façade should be continued in its major features, around all visible sides from the primary street. - Blank, windowless walls are strongly discouraged.

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Design Element	Mixed-Use Nodes	Residential Transition Districts	Gateway Commercial Districts
Façade Treatment and Fenestration (continued)	of the façade. ▪ The architectural treatment of the front building façade should be continued in its major features, around all visible sides from the primary street. ▪ Blank, windowless walls are strongly discouraged.		
Awnings and Canopies	▪ Strongly encouraged on building facades that face public streets. ▪ Awnings should be fastened to the façade of the building and not supported from the ground; they should not extend more than seven (7) feet from the façade; and no portion of the awning should be nearer than seven (7) feet from the ground. <u>Awning Materials:</u> ▪ Should be constructed of canvas. ▪ Plastic and metal awnings are strongly discouraged. ▪ Internal lighting or backlighting strongly discouraged.	Not strongly encouraged, but when used, recommendations are the same as Mixed-Use Nodes	Not strongly encouraged, but when used, recommendations are the same as Mixed-Use Nodes

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Design Element	Mixed-Use Nodes	Residential Transition Districts	Gateway Commercial Districts
Awnings and Canopies (continued)	- Color schemes should be consistent with the colors outlined under materials and colors below. - Retractable awnings are acceptable.		
Specialty Equipment	<i>Rooftop Mechanical Equipment, Satellite Dishes, Antennas, etc.</i> - Should be screened from public view with the use of architecturally compatible materials, parapet, or wall <i>Ground level equipment such as dumpsters and loading docks:</i> - Should be screened from public view with landscaping materials, natural material walls and opaque fencing, or other design treatments compatible with the finishes of the principle structure.	Same as Mixed-Use Nodes	Same as Mixed-Use Nodes
Materials and Color	<i>Preferred Façade Materials</i> - Common red brick - Architectural masonry units (colored, textured, painted). - Natural stone, stone veneer, or cast stone. - Wood - Vinyl siding of high quality	Same as Mixed-Use Nodes, though residential character of this area suggests greater use of wood.	Same as Mixed-Use Nodes

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Design Element	Mixed-Use Nodes	Residential Transition Districts	Gateway Commercial Districts
Materials and Color (continued)	simulating a natural material. <i>Strongly Discouraged Materials:</i> ▪ Plain (bare) masonry units ▪ Plain vinyl or metal siding ▪ Imitation stone, plastic, composite, or resin products. <i>Trim Materials:</i> ▪ Finish-grade painted or stained wood. ▪ Bare, lumber grade wood strongly discouraged. ▪ Windows should have anodized aluminum or wood frame, not bare aluminum frame. <i>Building Colors:</i> ▪ Colors should be chosen from a commercial paint distributor's historic color pallet. Fluorescent colors are strongly discouraged.		

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