Design Guidelines Handbook

Adopted December 2014

Design Guidelines Handbook

Introduction

Southwick wishes to reestablish a thriving, traditional New England style town center, as directed in its Master Plan, Town Center Study recommendations and Image Preference Survey results. This Design Guidelines Handbook, used in cooperation with Southwick's zoning regulations, will help to accomplish this objective. The Handbook can be used as a guide by the planning board, the development community and others contemplating new construction, renovations or additions in the Town Center District. It provides design ideas to enhance character, aesthetics, pedestrian scale and safety. Applying these guidelines will, over time, make Southwick's town center increasingly more attractive, cohesive, economically healthy and accessible to all.

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Glossary of Terms

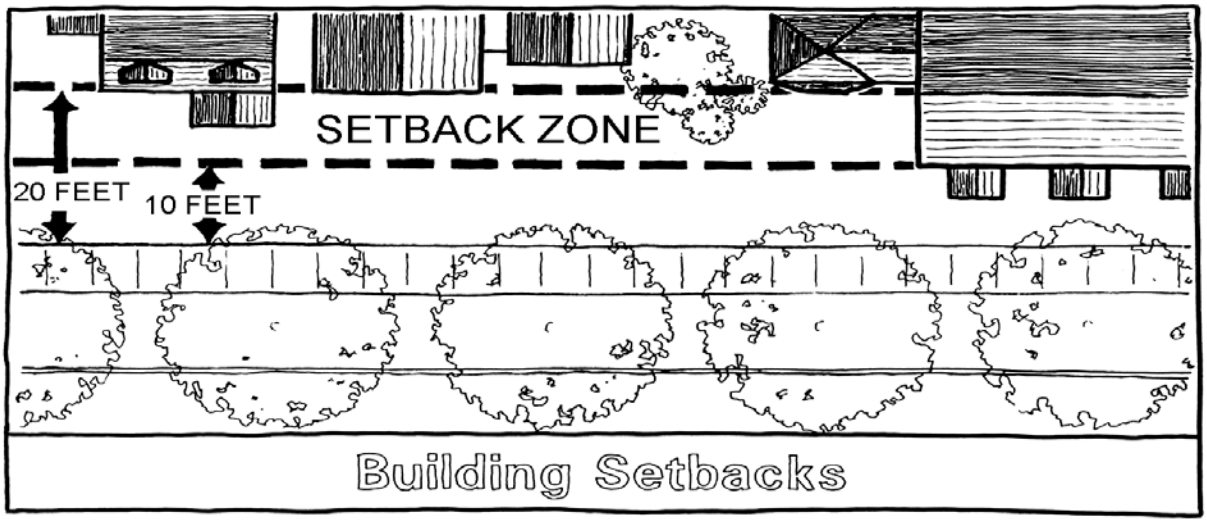
I. SITE LAYOUT

Perhaps nothing is more critical to the design of the town center district than the location and arrangement of buildings relative to the street. Without very basic guidelines regulating building placement and site design, the town center can become an unattractive and disfunctional place.

Building setbacks

New buildings should conform to a setback zone within 10 to 20 feet from the interior edge (as opposed to the street side or outer edge) of the sidewalk. This alignment contributes to a more pedestrian friendly environment, providing greater accessibility to businesses from the sidewalk. Public (government & institutional uses) and religious buildings should be exempt from this standard and should be set back farther than other buildings.

The building setback zone should only apply to the primary mass of the building. Minor building elements such as porches, bay windows, steps, and entry foyers should project into and be recessed from the setback zone to provide visual interest.



Encouraged: Typical town center "streetscape"

Encouraged: Building setback ten feet from sidewalk

Parking lots

Large open parking lots, particularly in front of buildings, destroy continuity, scale and safe walking space for pedestrians. They also detract from the appearance of the community.

Encouraged:Shade trees across lot area

Discouraged: Vast paved areas without trees

Encouraged Visual screening with plants

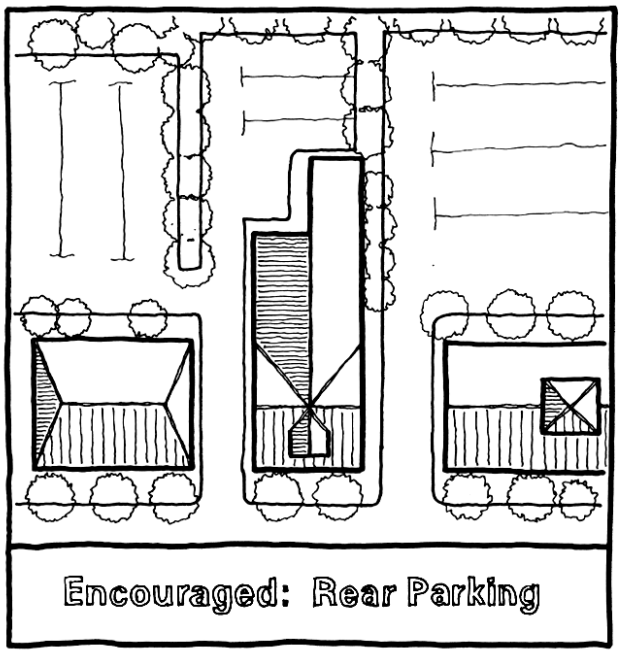
Discouraged: Parking in front of buildings

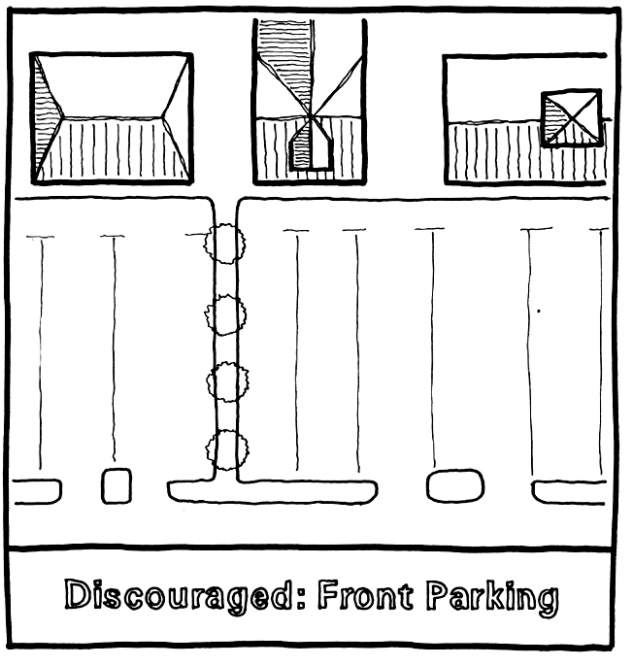
Encouraged:Plantings to interrupt paved area

Discouraged: Front parking; no pedestrian access

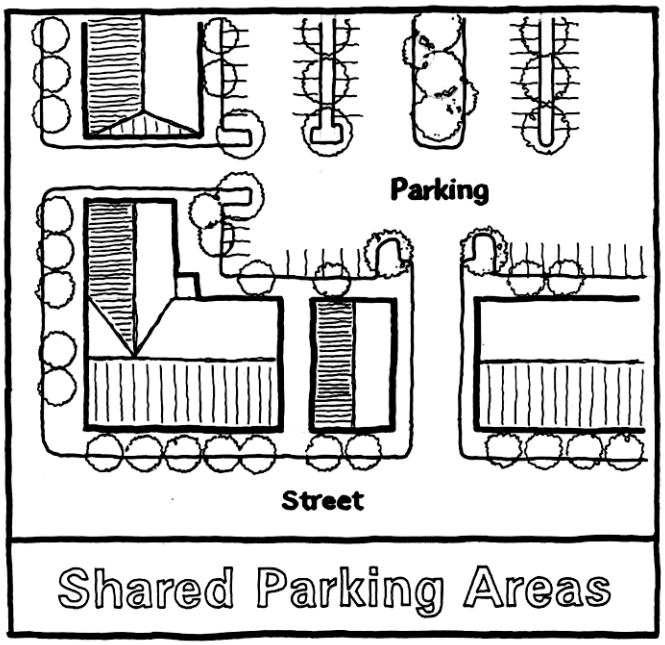
- Lot location: Locate parking lots to the rear of buildings or, if that is not possible, to the side. When located on the side of a building, the parking lot should be screened by landscaping (see Buffers & Screens) in order to minimize its visibility from the

street. A side parking lot in the Town Center District should be limited to [30 feet???] in width along the sidewalk.





- Connections to adjacent lots: Wherever possible, rear parking lots should be linked to one another. Links to pedestrian ways should be integrated into the design of the lots to make it easier for those visiting town center destinations.

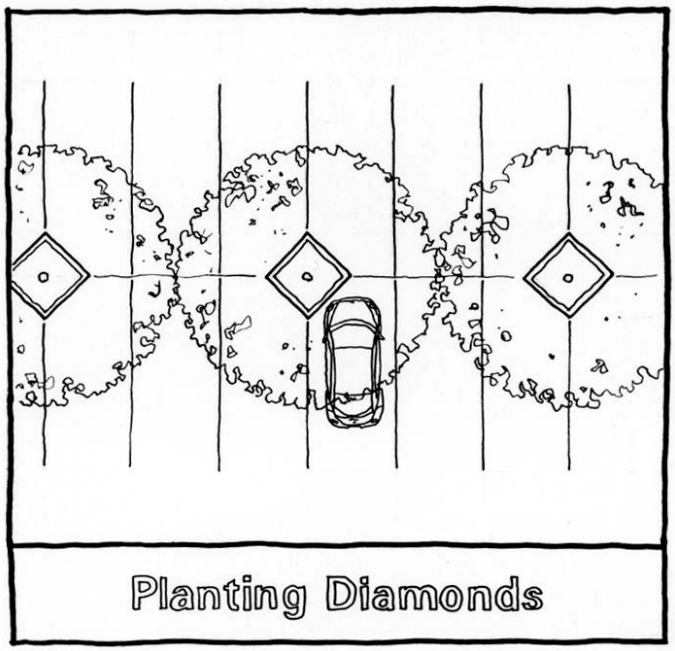


- Landscaping: As a general rule-of-thumb, fifteen percent of a parking area should be landscaped with a combination of planting strips, ground cover s, hedges, and trees.

Trees are particularly vital as they can greatly reduce the temperature extremes inside and outside of parked cars during the warmer months. Trees and other plantings also serve to humanize a town center by providing soft transition elements that bridge the gap between vehicles and pedestrians. As a guideline, there should be one deciduous tree for every eight (8) parking spaces. The use of the 'planting diamond' provides an excellent technique for providing shade trees in parking lots without sacrificing spaces.

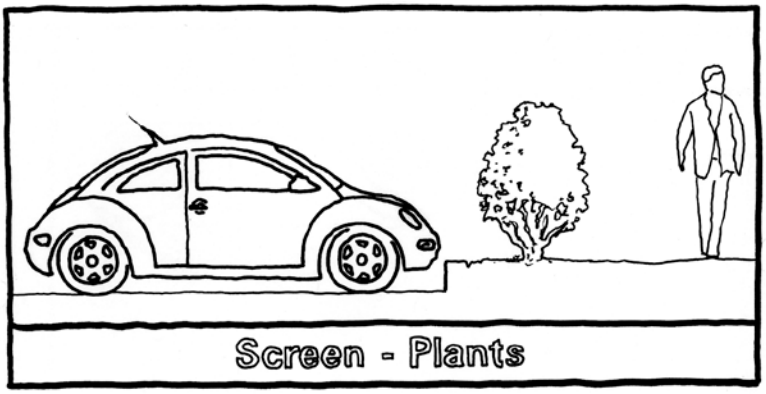
When mature, trees provide shaded parking areas

Evergreen plants provide year-round screen

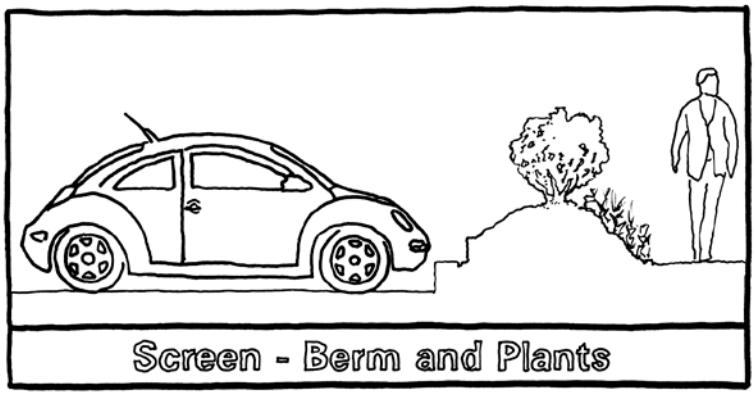


- <u>Buffers & Screens:</u> Planting strips should be used to screen parking areas from vehicular ways and pedestrian sidewalks. Hedges and other bushy vegetation can form a visual buffer and should be maintained at a height that screens the view of parked vehicles from the public ways. Most vehicles are screened at a height of five and a half feet. A small vegetated berm can increase the effectiveness of a screen and has the added benefit of providing a better physical barrier against inappropriate pedestrian traffic. Evergreen species should be used to provide year round visual

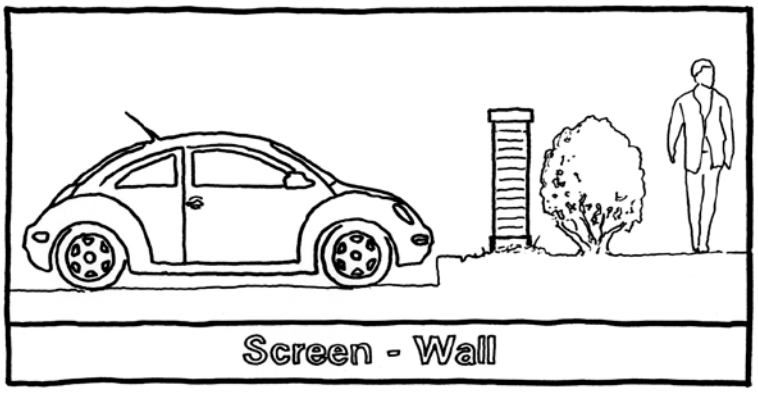
screening. Vegetation can also be used to provide a break where the parking area meets the building. Fences and walls which complement the architecture of adjacent buildings should be used to further screen parking areas particularly where physical constraints limit the use of plant material. The combination of a vegetative buffer and a structural screen (fence, wall, etc.) is highly preferred when used to screen a parking area from the view of a main commercial street.



Screen - Plants



Screen - Berm and Plants



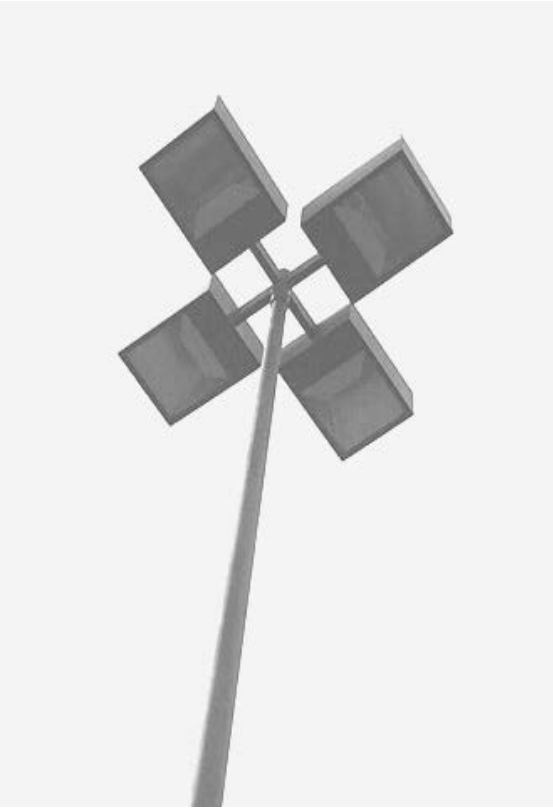
Screen - Wall

Lighting: In parking areas, the use of lighting should be limited to the type and amount necessary to provide a safe environment for vehicles and pedestrians. The following guidelines should be followed when designing lighting plans for parking areas:

a) under no circumstances shall fixtures be designed or positioned to cast light off of the immediate site; light should be cast downward and away from adjacent property boundaries
b) lighting fixtures should be chosen (or designed) for their compatibility with the scale and architectural context of the surrounding buildings. Though fixtures based on historic designs can add “age” to a new development, many newer designs will work as well.
c) to accomplish an adequate level of illumination in a parking area, the designer should utilize a greater number of shorter fixtures than is used in conventional designs eliminating out-of-scale tall fixtures when possible.
d) lighting should be used to illuminate pedestrian walkways and accesss points
e) Quality of the light should be as close to incandescent as possible. Multi-halide or color-corrected sodium are the preferred types. Non-color corrected low pressure sodium and mercury vapor light sources should be avoided.

Example: Traditional-style street lamp

Example: Traditional-style parking lot lighting



Discouraged: Inappropriate lighting fixtures

Discouraged: Towering mercury-halide lamps

Curb Cuts

Interruptions of the pedestrian sidewalk should be kept to a minimum. Individual curb cuts should be only one lane wide for most commercial uses. No parcel in the Town Center District should have more than one curb cut on College Highway. Shared or common driveways are encouraged on adjacent parcels.

Corner Lots

Buildings, tree belts and sidewalks should define the street corner. As important nodes of activity, street corners should be designed as pedestrian places. Corner parking lots and curb cuts on or near corners are strongly discouraged.

II. BUILDING DESIGN

Traditional New England Communities

The classic image of a typical New England town has become a reference point for planners and designers across the nation. New communities being developed from Florida to Washington have used a planning template which is based on the design and function of towns throughout our region. There is widespread appeal to the traditional layout and styles of the buildings that surround us. The traditional New England village layout is time-tested and quite appropriate for new development - even in the early years of a new century. The design of buildings in a traditional development should be respectful of surrounding structures while continuing the parallel New England tradition of individualism.

The design of individual buildings in a traditional village allows for individual expression while maintaining a respect for the structures and spaces, which precede them. The building design guidelines presented in this handbook offer the designer or developer a series of images and ideas that can be incorporated into any project developed in the town.

These guidelines do not dictate any particular design style. Good design requires creative analysis of physical surroundings, program requirements, and the rules set down by bylaws and ordinances. Designers are encouraged to use our guidelines to fuel their creativity and to help them to create a building that can enhance the Town of Southwick.

Guidelines for the Construction of New Buildings in Existing Neighborhoods

The following guidelines present ways in which new structures can be incorporated into older, existing neighborhoods in the Town as well as in the Planned Village District once development has begun.

New Construction

HEIGHT
Consider relating the overall height of a structure to that of adjacent buildings.
Avoid new construction that is either markedly higher or lower than adjacent buildings.

SCALE
Consider relating size and proportions to the scale of adjacent buildings.
Avoid over- or under-scaled construction that interrupts the pattern established by existing buildings.

MASSING
Consider breaking up uninteresting box-like forms into smaller, varied masses such as are common on most buildings from historic periods.
Avoid new construction that introduces large planar shapes that exceed the smaller massing of adjacent buildings.

DIRECTION
Consider relating the vertical, horizontal or non-directional façade character of new buildings to nearby structures.
Avoid introducing a directional façade that departs from its neighbors and breaks up the existing pattern.

SETBACK
Consider maintaining or restoring historic façade lines for new construction.
Avoid setting a new building back from the predominant setback, thereby creating a visually awkward gap.

ENTRY
Consider articulating the main entrance to the building with covered porches, porticos or well-defined door surrounds.
Avoid buildings with obscure entries that interrupt an assuring pattern of entry.

ROOF SHAPES
Consider relating roof forms of new buildings to those found in the area.
Avoid introducing new shapes that do not fit into the existing context for reasons of scale and massing.

OPENINGS
Consider respecting recurrent alternations of wall areas with door and window elements. Avoid changing the existing rhythm and size of openings in the façade wall.

IMITATION
Consider accurate restoration of missing elements or creation of visually compatible new elements that represent our own time.
Avoid trying to create historical features on buildings from a different period. They are often confusing, out of proportion, and visibly false.

Rehabilitation of Older and Historic Structures

- Respect the original design character of the building. Identify the elements of a building essential to its character. Don't try to make it appear older or younger in style than it really is.

- New uses that require the least change to an existing structure are encouraged.

- Deteriorated architectural features should be repaired rather than replaced wherever possible. The replacement of missing elements may be included in repair activities and they should duplicate the original features.

- Avoid altering or removing any historic material or significant architectural features such as porches, window sash and trim, chimneys, door trim, brackets, cornices, friezes, corner boards, and decorative shingle work.

- Use the same materials as used historically where feasible. When using alternate materials they should match the original as closely as possible. Avoid synthetic materials such as vinyl or aluminum siding even if it is said to have an "historic" finish.

- Preserve older alterations that have achieved historic significance themselves. More recent alterations may be reversed or removed.

- Surface cleaning of a building should use the mildest means possible.

- New additions, exterior alterations or related new construction should not destroy historic materials that characterize the property. New work should be differentiated from old work and should be reversible without destroying historic materials.

Non-Traditional Styles

Franchise or Trademark Buildings

Franchise buildings that identify the business by a trademarked architectural style are undesirable and discouraged. They take away from the character and distinctive identity of a community. Franchise buildings should be designed to harmonize with traditional New England architecture, incorporating local forms and motifs where possible. Most of the restaurant chains that pioneered the use of the "franchise design" have developed regional designs to accommodate communities with design criteria. In these cases it is likely that the company will not be generating an entirely new design and will be able to modify an existing set of appropriate plans.

Above: This fast food restaurant utilizes traditional architectural elements which invite pedestrian visitors from the public sidewalk and respect existing buildings.

Above and below: Typical franchise buildings are oriented to the automobile and generally make no effort to address pedestrians or local architectural conventions.

Strip Buildings

Long, horizontal, single story buildings with flat facades and flat roofs should be avoided in the Town Center District. The inappropriate scale and lack of character of these structures and the asphalt parking lots that are almost always sited in front of them strongly detract from the visual quality of the community. Strip buildings severely compromise the pedestrian environment by creating large gaps in the street facade and by favoring vehicular access over that of the walker or bicyclist. In addition, strip developments often neglect to provide street trees or other landscaping along the street Long voids and gaps created by these structures have a negative effect on street life as well by creating the impression that pedestrian destinations do not continue along the street.

The results of strip development along roads: a dehumanized, sterile and uninviting place.

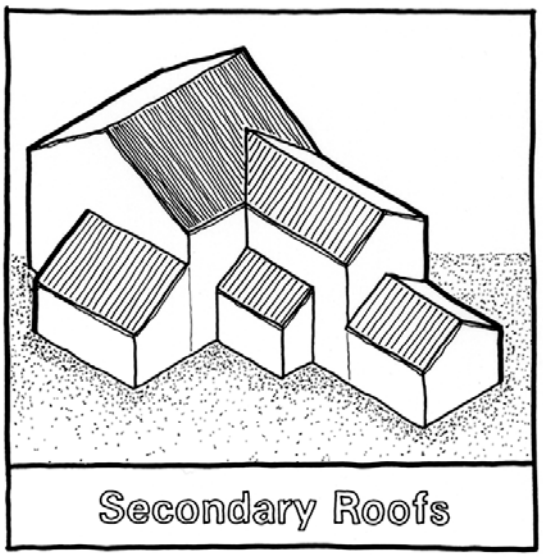
Discouraged: Long, horizontal unarticulated buildings with parking in front

Where large horizontal structures must be built, it is imperative that the design offer form and detail that is visually rich and responsive to the human scale. The use of elements such as pitched roofs, variations in rooflines and building heights, changes in floor level, clapboard or brick siding (natural materials), multi-paned windows and well designed architectural features such as bays, hoods, porticos, porches and decorative columns adds depth and interest to a structure.

Architectural Elements

Roof

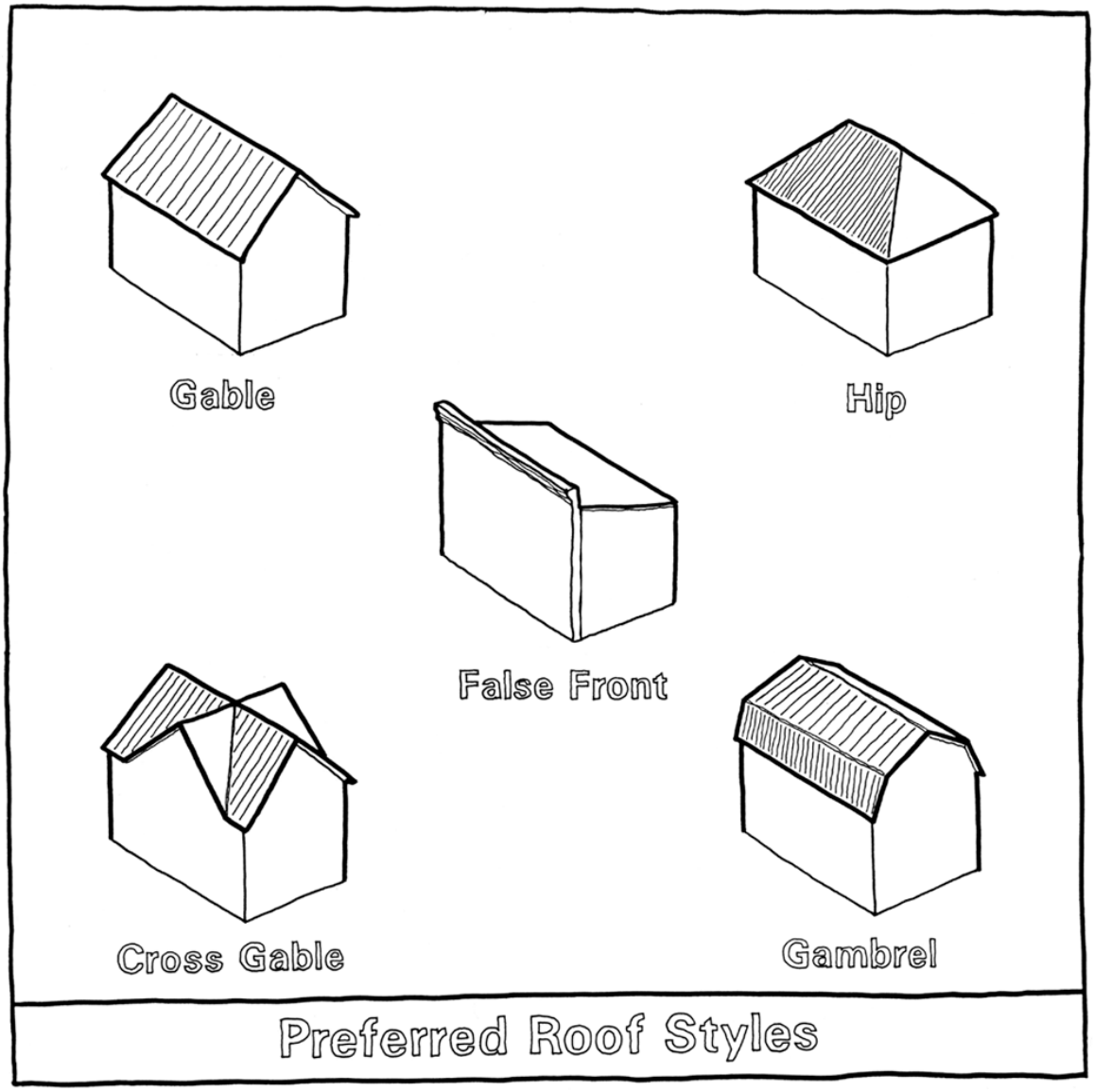
- Design: Simple roof types should be used in the design of small buildings. In larger buildings, a more complex arrangement of main roof and secondary roofs should be incorporated into the design to add visual interest in the neighborhood. Secondary roofs help to approximate the accumulation of building additions over time and can work to represent the characteristics of an established neighborhood.



- Style and Pitch: *Gable*, *hip* and *gambrel* roof styles are encouraged, as are *intersecting gables* and varying roof heights, creating a complex roofline. Another acceptable roof type in the commercial area is the *false front* consisting of a front facade extending upward to mask the actual sloped roof behind. Flat roofs and false mansard roofs attached to flat roofs should be avoided.

Use of a secondary roof for an entrance

Encouraged: Traditional gable and cross-gable roofs



- Materials and Colors: When visible from the public way, roof materials should be compatible with the design of the building and other structures in the neighborhood. The use of slate (including mineral fiber or ceramic slate substitutes), standing seam metal (copper, tin, terne-coated steel), wood shingles and shakes is encouraged. Asphalt shingles are acceptable. Roof colors should be traditional neutral shades varying from gray, charcoal and black to natural wood. In the case of tile or metal roofs, other colors traditionally employed in this type of construction shall be considered if their application is compatible with the architecture of the structure. Inappropriately colored and plastic roofs are discouraged.

Encouraged: Slate tile roof

Encouraged: Asphalt shingles in a neutral color

Encouraged: Secondary roof over entry

Encouraged: Terne metal roof

- <u>Roof Projections</u>: Mechanical equipment mounted on rooftops is not recommended. When unavoidable, it should be screened from public view or grouped at the rear of the structure where visibility from the public way is limited. Non-architectural projections should be avoided in new construction and removed during building restorations.

Building Height

Buildings that are at least two stories or 35 feet in height are encouraged. This height is consistent with the remaining historic architecture in Southwick's town center. The upper floor can be used for professional offices or residential apartments. Peaked roofs (such as gable, hipped and gambrel styles), cupolas, dormers, towers and pedimented porticos can enhance the height of a single story building, making it more interesting and compatible with the two story structures.

Encouraged: 2&1/2 story traditional building

Encouraged: Good use of architectural details to enhnace 1&1/2 story building

This building uses a cupola and a steeply pitched roof to enhance its modest height

- <u>Corner lot buildings:</u> Corner lots are significant for many reasons: they mark the intersection of streets, they are superior commercial sites because of their visibilty, and they form natural meeting places for pedestrians. Buildings located on a corner lot should be designed to address both streets by having two “front” facades. The use of a special architectural feature such as a tower should be encouraged on buildings at major corner sites to emphasize their location.

Encouraged: Buildings that address a corner through architectural mass and detail

Exterior Siding

Painted clapboard predominates on Southwick's historic commercial and residential structures. Its use is strongly encouraged on new construction and should be retained on existing buildings undergoing renovation or alteration. Red brick is also an appropriate material.

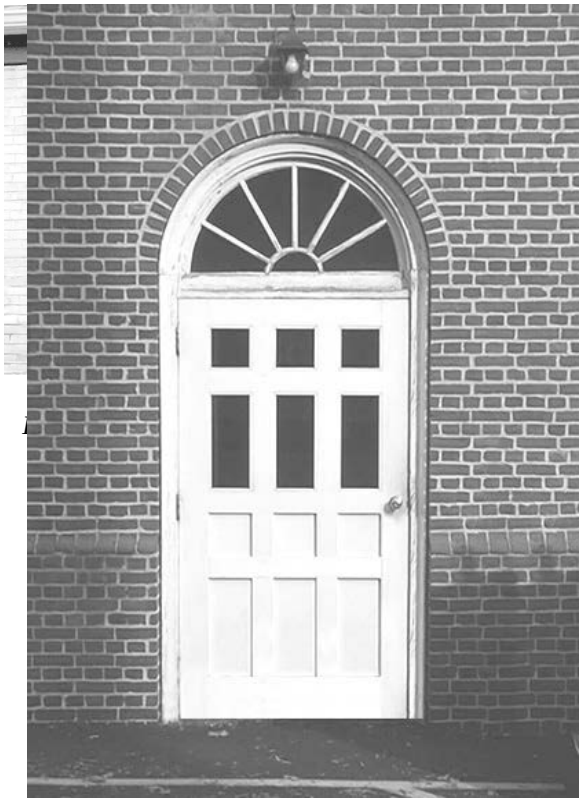
Plastic, metal, concrete block, cinder block, fake brick and asphalt siding materials are inappropriate and strongly discouraged. While stone is a natural material, historically it has rarely been used in Southwick and is, therefore, not recommended. Vinyl siding is discouraged, however, where unavoidable, its detailing should be consistent with traditional wood construction and reflect traditional New England colors appropriate to the building's period. When vinyl siding is used to renovate clapboard sided buildings, the vinyl should not cover existing architectural details including entablatures, cornices, window and door surrounds, brackets, cornerboards, fascias, soffits, pilasters or any other trim. If at all possible, vinyl siding should not be used in the front of the building.

Encouraged: Painted clapboard or vinyl siding which maintains existing patterns and details

Encouraged: Brick or brick-faced walls

Windows and Doors

- Shape: Following traditional patterns, windows and doors should be vertical in orientation, that is, taller than they are wide. The exception is shaped windows in a gable end which may be round, half-round or elliptical.



Encouraged: Transom windows (side windows) add an interesting element to a doorway

The architect of this building used modern window materials with a more traditional shape and arrangement

Encouraged: Multi-pane glass door with transom windows and awning

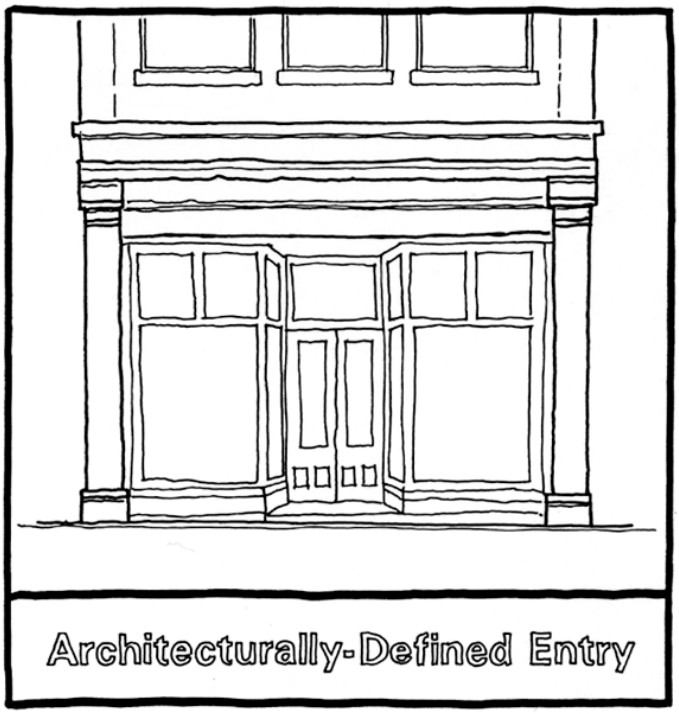
Encouraged: Traditional panel door with "sunburst" window above

- Style: Double-hung and multi-paned windows are encouraged. Display windows on the main floor of commercial uses are appropriate but the use of muntins is encouraged to break up the expanse of glass into smaller panes.

Encouraged: This commercial display window is framed and segmented to break up the large expanse of glass

Encouraged: Muntins are used to reflect the traditional use of smaller glass panes on New England buildings

- Detailing: Transoms, side lights and variations of such window detailing around doors is appropriate. Windows, door openings, ventilation openings and other forms of exterior fenestration on wood-clad buildings should be trimmed on the sides, top and bottom.



- <u>Materials:</u> On front facades, wooden doors or glass doors framed in wood are recommended; glass doors framed in metal and sliding glass doors are discouraged.

Encouraged: Doors and windows fashioned from natural materials

Discouraged: Glass doors framed in metal

- Shutters: Shutters can add scale to a facade when used properly. They should be sized to fit the window opening and provided for all windows on a given wall.

Encouraged: Appropriately proportioned and scaled shutters; if not operational, shutters should be sized to cover the glazing area

- Awnings: Retractable awnings at the ground level of a commercial building can enhance the structure and afford protection for pedestrians from sun and rain. They also provide surfaces for attractive, unobtrusive signs along the valance. Awnings should be made of canvas or a simulated canvas material and be properly located on a building so as not to obscure or obliterate architectural features. Fixed awnings which are back lighted are used primarily as signs and are strongly discouraged. The entire

awning is lit up after dark, creating an oversized sign that is out of character with a traditional New England village center.

Encouraged: Canvas awning (fixed or retractable)

Discouraged: Ill-proportioned, non-functional,vinyl or metal "awning"

- Garage/Service doors: Garage and service doors should not face the public street.

Decorative Features

Traditional New England architecture exhibits a variety of decorative features that add scale, dimension and character to a building. Where appropriate, some of these elements should be incorporated into new commercial construction in the Town Center District. These items include dormers, pedimented gables, porticoes, cornices, cupolas, corner boards, decorative columns, pilasters, brackets, bays, hoods, and towers.

Blank walls: Large expanses of blank wall without architectural detail or variation shall be strongly discouraged. in situations where the building code requires such expanses the designer should integrate architecturally articulated recesses or projections to add texture and rhythm to the surface of the structure.

Residential to Commercial Conversions

Residential buildings in the Town Center with architectural or historic significance should not be demolished or significantly altered. Instead, they should be reused potentially for commercial uses with professional offices or residential apartments on the upper floor(s). It is important that any alterations or renovation work respect the buildings original design and materials, and retain as much of the original facade elements as possible.

Encouraged: Conversions which retain the general massing and architectural character of the former-residential structure

Encouraged: Commercial conversion which maintains original or reproduction building details

III. SIGNAGE

Signs are an effective means of communicating simple locational information. Good signs inform people of where they are, where they are going, what is available in the streets and buildings surrounding them.

Commercial signs should be compatible with a traditional New England-style town center. The use of a simple geometric shape and a limited palette of two or three contrasting colors that complement the architecture are recommended. The sign should contain simple, legible lettering and as few words as possible.

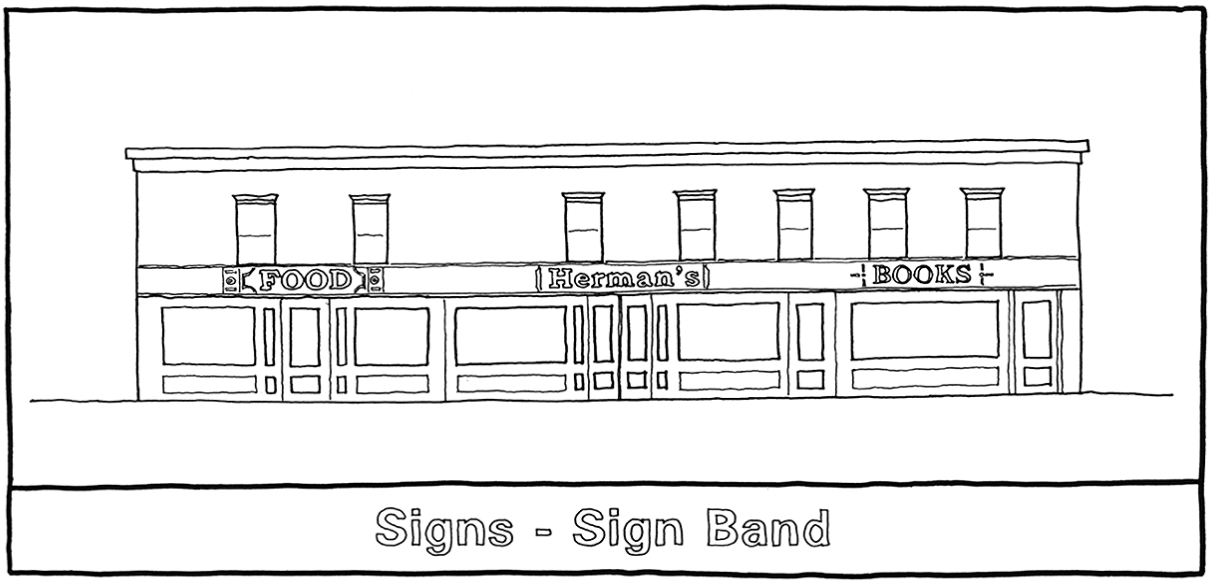
Encouraged: Compact signs constructed of natural material

Discouraged: Portable signs, large building signs, large non-architectural objects used as signs

Discouraged: Random placement of signs and markers on a building or buildings

Sign Type

- Projecting Signs and Wall Signs: Businesses located close to the road are encouraged to use projecting signs and/or wall signs, rather than freestanding signs. This will help to reduce sign clutter. Whenever possible, wall signs located on the same block should be positioned at the same height on the buildings to create a consistent "sign band".



Encouraged: Traditional sign types including maintenance of a "sign band" as shown in the sketch above; this technique serves to diminish the cluttered look of multiple signs

Encouraged: Sign integrated into architecture

Encouraged: Traditional projecting sign

- <u>Freestanding Signs:</u> If freestanding signs are used they should be close to the ground, mounted either on a solid base or on short legs.

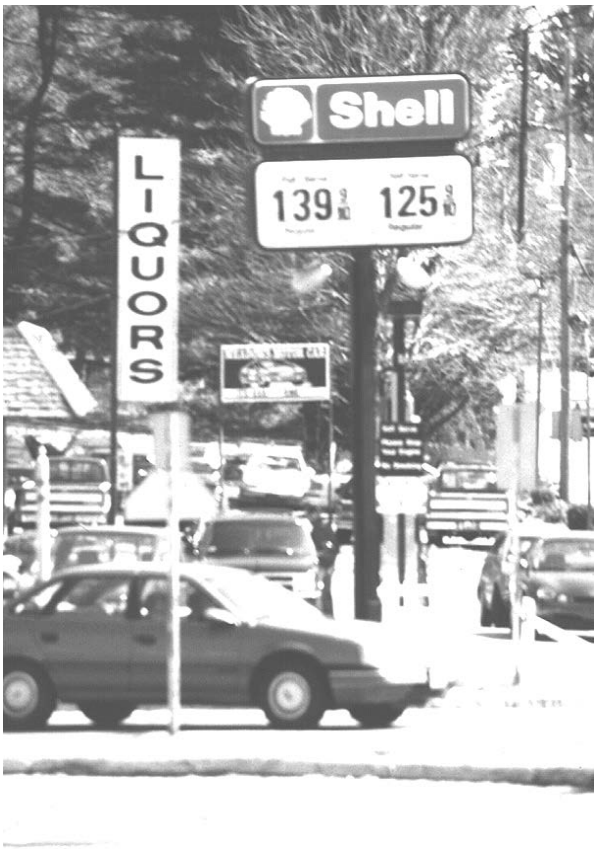
Encouraged: Signs integrated into traditional structuresor landscape; pedestrian oriented signs

Discouraged: Portable signs, changeable letters, interior lights (backlights)

Encouraged: Compact free-standing sign constructed of natural materials

Discouraged: "Goal post" signs; monopole signsover 8 feet tall

Freestanding pole signs: These are particularly obtrusive because of their height and incompatibility with a traditional New England town center. Their use is not recommended.

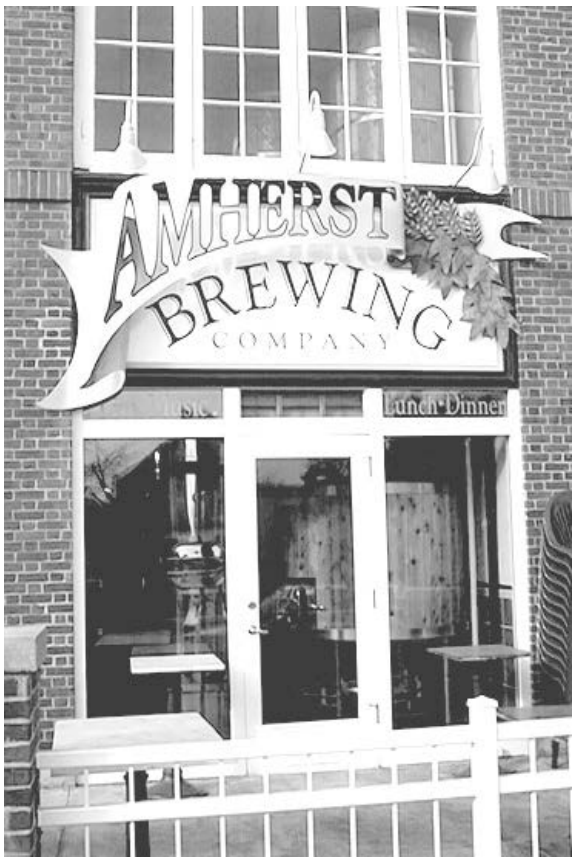


Discouraged: Auto-oriented pole (monopole & "goal post") signs

Encouraged: Signs which use natural materials, enhanced base design, traditional motifs, and compact size

Sign Materials

Signs made with high quality craftsmanship and natural materials enhance any commercial area. Wooden signs either carved or sand blasted are highly compatible with a traditional New England town center and are recommended. Plastic, vinyl, metal and glass are not appropriate sign materials for the Town Center District and should be avoided.



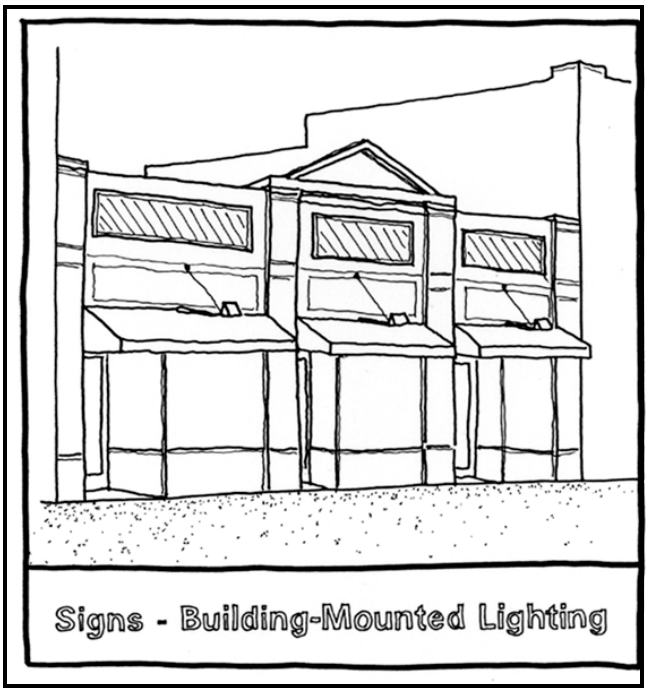
Encouraged: Use of stone, wood, and traditional design elements;design creativity is encouraged when it serves to reinforce the architectural character of the building or surrounding neighborhood

<u>Sign Illumination</u>

<u>Spot lighting:</u> Sign illumination should consist of white light only. Appropriate lighting for signs includes small gooseneck fixtures overhanging the top of the sign or spot lights mounted below the sign and screened from view. Light should be contained within the sign frame and should not spill over onto other portions of the building.

Encouraged: Lighting which illuminates the surface of the sign and heightens the architectural drama

Encouraged: Lighting which is directed onto the signwithout spillover onto the street



<u>Back-lighting:</u> Signs which are
back-lit should follow these guidelines:

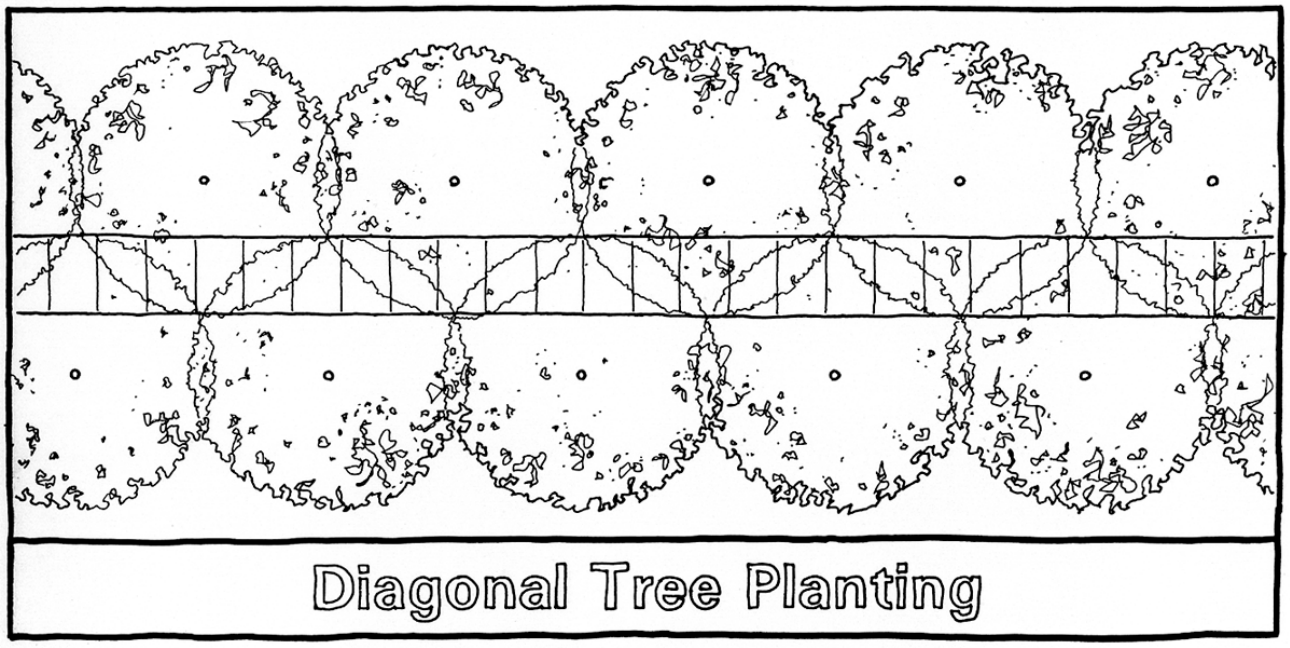
- Back-light should be from a diffused source
- Only the letters, characters, and graphics should be illuminated on a back-lit sign. The background should not illuminated.

IV. LANDSCAPING & FENCING

Plantings

Trees, bushes, flowers and other landscaping elements are critical in establishing a livable neighborhood. In addition to helping maintain a milder micro-climate by providing shade in the summer and windbreaks in the winter, trees and plants also soften the otherwise hard surfaces and textures of the man-made environment.

Street trees: Street trees are encouraged on both sides of the sidewalk in the town center district. A diagonal planting plan (see illustration) can create a pedestrian canopy that is both inviting and protecting. Tree species which are native to the area and are capable of reaching a height of fifty feet are recommended. Root guards should be used to protect sidewalk materials from damage in areas where trees are planted in close proximity to the pavement.



Encouraged: Diagonal tree planting which allows the planting of more trees in a given area; technique also creates tree canopy over road or walkway

Encouraged: Street trees planted on both sides of walkways

- Hedges & Natural screens: Hedges, bushy vegetation, and other planted borders or screens provide excellent separation between the public way (sidewalk and street) and the semi-public space of a front yard. While retail and commercial uses which rely on pedestrian traffic for success may not wish to plant or build buffers between the street and the building entrance, other users such as professional offices and medical services may find the natural screening to be beneficial for the building environment. Landscaping can be used as an effective visual buffer as well as a somewhat effective buffer of street sounds.

- General design: Generally, any addition to the living environment in the town center should be encouraged. Flower boxes, planters, ivy, garden trellises and other temporary structures for plants create an inviting place for shoppers, visitors, citizens, and workers in the town center district.

Encouraged: Hedge to screen vehicles and to obscure unsightly structure (lamp base)

Encouraged: Street planter

Walls & Fencing

Walls and fences in the town center district should be constructed of natural or traditional materials reflecting vernacular design and construction conventions of the region. The type of wall or fence constructed should be appropriate to the site.

- Walls: Though dry laid field stone walls are very common in New England, they are sometimes not appropriate in a town center context. If stone is used, local materials should be used to construct the wall. Typical appropriate walls use brick, or cut & mortared stone.

- Fences: Fencing styles in New England are limited to the use of sturdy, climate-appropriate materials and construction techniques. Appropriate fence types include painted (or stained) wooden picket, steel (traditionally iron) *picket*(?), and fence/wall combinations (which have been typically used in more formal applications). Chain link and split rail fences should not be allowed in the town center district.

Encouraged: Traditional metal fencing

Discouraged: Chain link fencing

Encouraged: Traditional wooden picket fence

Encouraged: Integration of fencing into lamp posts, appropriate signs, and other pedestrian oriented street furniture

THE VILLAGE
COMMONS
SHOPS
RESTAURANTS
THEATERS

V. LIGHTING

Lighting of structures and sites in the town center should be accomplished in a way that illuminates only those areas, objects, ways, and structures that require illumination for the convenience and safety of visitors and residents. Subtle and unobtrusive lighting will best accomplish the goal of maintaining the look of a traditional town or village center. Areas or buildings that are so brightly lit that they produce glare and unwanted reflected light will only serve to make the town center an uncomfortable and less attractive district.

Building

Storefronts should not be lighted with separate fixtures. After dark, display windows should be lit from within. This type of merchandise display serves as a form of advertising for merchants, adds visual richness to the streetscape, and provides visibility and security for the town center neighborhood. Facade lighting should be restricted to that used to illuminate the building sign, and any ambient light from street fixtures and internal display lighting.

Encouraged: Interior storefront lighting which illuminates the sidewalk with an indirect, ambient glow

Encouraged: Commercial storefronts lit to showcase products and services

Site

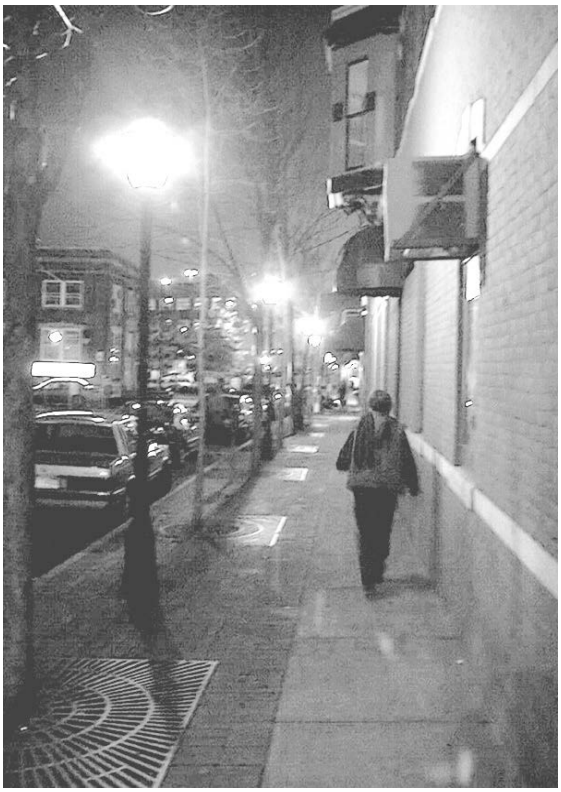
Security lighting should be provided for rear and side entrances and service areas. This lighting should be directed down and away from adjacent properties. Walkway or landscape lighting should be diffuse and of low intensity. Fixtures should be shielded to avoid glare.

A unique side entrance lamp

Street

When developing general street lighting it is the responsibility of the town to set a high standard for other lighting in the town center district by using the following guidelines:

- Utilize historically and architecturally appropriate lighting fixtures in the town center
- Too little light is better than too much light; avoid high intensity lighting (high footcandles)
- Limit height of fixtures to eight (8) to twelve (12) feet
- Place lights only at corners, along frequently used sidewalks, and in the retail core of the district



Encouraged: Low footcandle, pedestrian-scaled, traditional street lighting

Encouraged: Street lamps which light walkways

Parking Areas
See section I.b.3.for parking lot lighting guidelines

Signs
See section III.c. for sign illumination guidelines

Glossary of Terms

Arcade A series of arches supported by columns or piers.

Bay One unit of a building facade, defined either by columns or piers or single or grouped openings, such as windows.

Bay Window The window of a protruding bay.

Bracket A support element under the eaves or other overhangs, often more decorative than functional.

Clapboard A long, narrow board with one edge thicker than the other, overlapped to cover the outer walls of frame structures. Also known as weatherboard, lap siding, or bevel siding.

Column A vertical support.

Context The physical and historical surroundings of a building, street, town, or event.

Coping A cap or covering at the top edge of a wall designed to shed water.

Corbel A slightly projecting architectural element, usually in masonry, cantilevered from upper exterior walls; usually topped by a cornice or coping.

Cornice The upper projecting section or molding along the top of a building wall.

Cupola A small roof tower usually rising from the ridge of the roof.

Dormer A structure (very often a small window or ventilated opening with its own roof) that projects from a sloping roof.

Eaves The edge of a roof that projects beyond an outside wall.

Elevation One face or side of a building, generally on the exterior.

Facade The front, or principal, exterior face of a building. May refer to other building elevations facing the viewer.

False Front A facade that extends well above the rest of the building, generally to conceal a gabled roof and give the impression that a building is larger than its actual size.

Frieze A decorative, horizontal band set just below the cornice.

Gable A triangular wall segment at the end of a double pitched or gabled roof.

Gambrel Roof A ridged roof with two slopes on each side, with the lower slope having the steeper pitch. Sometimes referred to as a barn roof.

Hipped Roof A roof with slopes on all four sides.

Human Scale See **Scale**

Lintel A horizontal structural element, similar to a beam, which carries the weight of a wall over an opening such as a door or window.

Mansard Roof A roof with a double slope on all four sides, with the lower slope having a steeper pitch.

Masonry Materials such as stone, brick and adobe used for facing or structural support.

Mass The bulk and shape of a building including height, depth and width.

Panel A decorative element consisting of a usually horizontal band of color, texture, or material which adds interest to a facade. Carved stone and cast concrete panels were popular architectural elements in early twentieth

century commercial buildings often comprised of relief sculptural images or words.

Pent Roof See **Shed Roof**

Pediment A triangular crowning element used over doors, windows and openings; a wide low-pitched gable on the facade of a classical or neoclassical building.

Pier A vertical structural support of a building, usually rectangular in shape; A type of column.

Pilaster A rectangular column affixed to or embedded in a wall.

Pitch The angle of slope of a roof.

Portico A large porch or covered walkway with a roof supported by columns, piers or arches.

Rhythm A pattern in the spacing of buildings, architectural elements (doors, windows, piers, bays, etc.), or streetscape elements (lamp posts, trees, pavers) which creates a visual cadence.

Ridge The highest point of a roof; also, the horizontal line where two roof lines meet.

Scale The apparent size and mass of a building's facade and form in relation to nearby buildings. Important factors in establishing scale include the physical relationship of elements such as window area to wall area; the type and pattern of building materials; and details such as cornices and decorative trim. Also used to in the context of **Human Scale** to describe the relationship of buildings, open spaces, streets, vegetation, and street furniture to a typical human being.

Setback The distance between the edge of a structure and a given street or building line

Shed Roof A small roof with one predominant pitch, usually attached to the wall of a building below the principal roof or cornice line.

Street Facade The plane formed by the facades of buildings at a common setback from the street; sometimes referred to as a **Street Wall**.

Street Furniture Elements such as benches, fountains, lightposts, mailboxes, trash cans, bicycle racks, bus shelters, flags and banners, clocks, and vending machines which provide human scale and help to create a useful and interesting environment.

Texture The visual pattern on a facade created by building materials and details.

Transom A window, usually hinged, above a door or opening.

Vernacular Built according to traditional designs and methods, usually without the direct involvement of an architect.