

Exhibit B: Proposed Zoning Code Amendments

Attachment 1 - Amendment to 21.78 Definitions

Attachment 2 - Amendment to 21.10.030 Old Town (OT) Zone

Attachment 3 - Amendment to 21.10.150 Pedestrian System (Map)

Attachment 4 - Amendment to 21.62.020 Downtown Design Standards

Attachment 5 - New Section 21.62.020.M Old Town Historic Core Overlay

Attachment 6 - Amendment to 21.44.020 Signs

ARTICLE VII DEFINITIONS

RZC 21.78 DEFINITIONS

H DEFINITIONS

Historic Landmark (or Landmark). A site or structure which has been designated under RZC 21.30, Historic and Archeological Resources, as a historic landmark and is listed on the Redmond Heritage Resource Register.

Historic Property (or Historic). Any prehistoric or historic district, site, building, structure, or object included in, or potentially eligible for inclusion on the local, regional, state, or national register.

Effective on: 4/16/2011

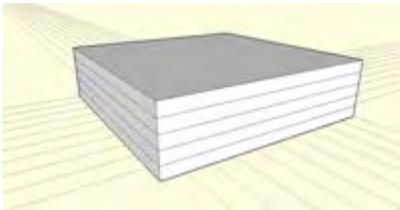
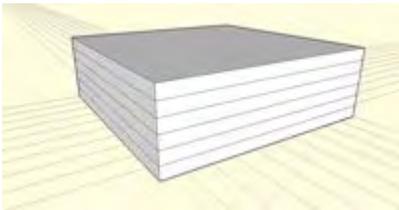
ARTICLE I ZONE BASED REGULATIONS

RZC 21.10 DOWNTOWN REGULATIONS

21.10.030 Old Town (OT) Zone

A. **Purpose.** The **Old Town** district is comprised of the original downtown and includes a number of historic structures and gathering places, including a central park. The Old Town district is established to be a center of pedestrian-oriented retail activity in the Downtown neighborhood. The regulations shaping development in this district provide for an urban village pattern and rhythm which encourages narrow ground floor storefronts, small blocks, narrow streets with curbside parking, mixed-use residential/office/service buildings, and pedestrian-scale architecture. The regulations also encourage the enhancement of existing older buildings in Old Town with small ground floor retail spaces, characterized by narrow bay spacing complementary to pedestrian activity and interest, and office or residential spaces in upper stories. The pedestrian nature of the area is emphasized through lower parking requirements and plans for creation of parking lots/structures in a few central locations at the edge of these areas. This district provides for a full range of retail uses such as specialty and comparison shopping, eating and entertainment establishments, as well as general and professional services, and residential uses.

B. **Maximum Development Yield.**

Table 21.10.030A Maximum Development Yield				
Allowed	Base	Maximum	Illustrations	
Height	5 stories	6 stories	Example of a 5-story building	Example of 6-story building
Lot Coverage	100 percent	100 percent		
These are office building examples using Transfer Development Rights and Green Building Program to achieve the maximum achievable floor area within the maximum allowed building height. Residential and mixed-use residential developments may have similar height, but volume will differ due to setback and open space requirements.				

C. **Regulations Common to All Uses.**

Table 21.10.030B Regulations Common to All Uses		
Regulation	Standard	Notes and Exceptions
Front Setback (distance from back of curb)		

Exhibit B – 2 Amendment to 21.10.030 Old Town (OT) Zone

Table 21.10.030B Regulations Common to All Uses		
Regulation	Standard	Notes and Exceptions
Front and side street (commercial use)	See Map 10.3, Downtown Pedestrian System	Setbacks along Downtown streets are regulated by the Downtown Pedestrian System which specifies street frontage standards between the street curb and the face of buildings, depending on site location.
Front and side street (residential use on ground floor)		Not permitted on ground floor street fronts of Type I pedestrian streets as shown on Map 10.3, <i>Downtown Pedestrian System</i> .
Setback Line (distance from property line)		
Side Commercial	0 feet	
Rear Commercial	0 feet	
Side Residential	See RZC 21.10.130.D, <i>Residential Setback Requirements</i>	
Rear Residential	10 feet	
Yard adjoining BNSF ROW or Parks	14 feet	
Yard adjoining Mid-Block Path	See Map 10.3, Downtown Pedestrian System	
Other Standards		
Minimum Building Height	n/a	
Maximum Building Height without TDRs	5 Stories	Building height is limited to three stories for some parcels fronting Leary Way. See RZC 21.10.110.B, <i>Height Limit Overlay</i> and RZC 21.62.020.M, <i>Old Town Historic Core Overlay</i> .
Maximum Building Height with TDRs and GBP	6 Stories	<ol style="list-style-type: none"> 1. Building height is limited to three stories for some parcels fronting Leary Way. See RZC 21.10.110.B, <i>Height Limit Overlay</i> and RZC 21.62.020.M, <i>Old Town Historic Core Overlay</i>. 2. One floor of additional height may be achieved with the use of Transfer Development Rights. See RZC 21.10.160, <i>Using Transfer Development Rights (TDRs)</i>, or through compliance with RZC 21.67, <i>Green Building and Green Infrastructure Incentive Program (GBP)</i>.
Maximum Lot Coverage	100 percent	For residential development without ground floor commercial/office, lot coverage shall be governed by the Downtown Residential Densities Chart, RZC 21.10.130.B.
Base FAR Without TDRs	1.25	<ol style="list-style-type: none"> 1. Maximum FAR without TDRs or the GBP for nonresidential space is 1.25. Residential space within a mixed-use building is exempt from TDR or GBP requirements. See RZC 21.10.160, <i>Using Transfer Development Rights (TDRs)</i>, and RZC 21.67, <i>Green Building and Green Infrastructure Incentive Program (GBP)</i>. 2. All legal lots are entitled to 10,000 square feet GFA without the use of TDRs or GBP, provided that other site requirements can be met.
Allowed Residential Density	Depends on Lot Size	See RZC 21.10.130.B, <i>Downtown Residential Densities Chart</i> .
Drive-through	n/a	Drive-through facilities are prohibited except where expressly permitted in the Allowed Uses and Basic Development Standards table below.

Exhibit B – 2 Amendment to 21.10.030 Old Town (OT) Zone

D. **Allowed Uses and Basic Development Standards.** The following table contains the basic zoning regulations that apply to uses. To use the chart, read down the left-hand column titled “Use.” When you have located the use that interests you, read across to find regulations that apply to that use. Uses are permitted unless otherwise specified in the Special Regulations column. Permitted uses may require land use permit approval. See RZC 21.76.020, *Overview of the Development Process*, for more information. Uses not listed are not permitted.

Table 21.10.030C Allowed Uses and Basic Development Standards			
Section	Use	Parking Ratio: Unit of Measure Minimum required, Maximum allowed	Special Regulations
Residential			
1	Multifamily Structure, Mixed-Use Residential	Dwelling Unit (1.0, 2.25) Plus one guest space per four units for projects with six units or more. Curbside parking along the site may be counted towards up to 25 percent of the required off- street parking.	<ol style="list-style-type: none"> Maximum density per lot dependent upon size and width of lot, per RZC 21.10.130.B, <i>Downtown Residential Densities Chart</i>. Not permitted on ground floor street fronts of Type I pedestrian streets as shown on Map 10.3, Downtown Pedestrian System, or where ground floor residences may be negatively impacted by nearby nonresidential uses. Residential uses may be allowed on ground floor streets fronts of Type II Pedestrian Streets, per RZC 21.62.020.F.5, <i>Ground Floor Residential Uses on Type II Pedestrian Streets</i>, but not within the shorter distance of 50 feet or a quarter-block length from a street intersection. Affordable Housing requirements apply to developments of 10 units or more. See RZC 21.20.020, <i>Applicability</i>.
2	Dormitory	Bed (0.5, 1.0)	
3	SRO		
4	Housing Services for the Elderly	See Special Regulations	Parking requirements are as follows: <ol style="list-style-type: none"> Multifamily housing for senior citizens: Unit (0.5, 2.0) Nursing home or long-term care facility: 4 patient beds (1.0, 1.0) Retirement residence with no skilled nursing facility: Unit (1.0, 1.0) Retirement residence with skilled nursing facility: Worker on largest shift (1.25, 1.25) A traffic mitigation plan is required. The plan shall address traffic control; parking management, including mitigation of overflow parking into adjoining residential areas; and traffic movement to the arterial street system.
General Sales or Service			

Exhibit B – 2 Amendment to 21.10.030 Old Town (OT) Zone

Table 21.10.030C Allowed Uses and Basic Development Standards			
Section	Use	Parking Ratio: Unit of Measure Minimum required, Maximum allowed	Special Regulations
5	General Sales or Services	1,000 square feet gfa (2.0, 2.0)	<ol style="list-style-type: none"> 1. Uses not permitted include: <ol style="list-style-type: none"> a. Gas station. b. Auto repair. c. Automobile sales with outdoor display and storage. d. Rental storage and mini-warehouses. e. Retail sales or services involving drive-through/drive-up facilities, except drive-through facilities confined within the garage of a multistory building of at least three stories shall be allowed when the drive-through lanes provide a queuing length adequate to serve peak demand without overflowing onto public sidewalks or streets, as determined by a professional traffic engineer and approved by the City. f. Uses which are materially detrimental to typical downtown office and residential uses in terms of excessive noise and vibration, truck traffic, fumes, and other potential impacts. 2. Parking standards for restaurant uses: <ol style="list-style-type: none"> a. Sit-down restaurant: 1,000 SF GFA (2.0, 9.0). b. Take-out restaurant: 1,000 SF GFA (2.0, 10.0). c. The Technical Committee may waive the parking requirement for restaurant/deli/café uses 1,000 square feet gfa, or less in area that support/enhance the City's vision for creating/enhancing Downtown as a pedestrian place provided: <ol style="list-style-type: none"> i. The use is located in an office building and primarily serves the occupants and guests of the office building; or ii. The use is visible from and within 100 feet of a promenade or Downtown park, such as Luke McRedmond Park, Anderson Park, O'Leary Park, The Edge Skate Park, or the 83rd Street Promenade, for example, or within 100 feet of a critical areas buffer of the Sammamish River and access to the River Trail, and the use is designed to enliven the pedestrian environment and primarily cater to pedestrians and outdoor patrons. 3. The maximum number of parking stalls allowed may be increased to 5.0 per 1,000 square feet of gross floor area for the retail components of mixed-use developments.
6	Hotels, Motels, and Other Accommodation Services	Rental room (1.0, 1.0)	
Transportation, Communication, Information, and Utilities			
7	Road, Ground Passenger, and Transit Transportation	1,000 square feet gfa (2.0, 2.0)	Regional light rail transit system and office uses only. No vehicle storage except light rail vehicles.
8	Rapid charging station	Adequate to accommodate peak use	Shall not be located on a parcel that abuts a residential zone.
9	Battery exchange station		

Exhibit B – 2 Amendment to 21.10.030 Old Town (OT) Zone

Table 21.10.030C Allowed Uses and Basic Development Standards			
Section	Use	Parking Ratio: Unit of Measure Minimum required, Maximum allowed	Special Regulations
10	Communications and Information	1,000 square feet gfa (2.0, 2.0)	
11	Local Utilities		
12	Large Satellite Dishes/Amateur Radio Tower	Adequate to accommodate peak use	See RZC 21.56 , <i>Wireless Communication Facilities</i>
13	Antenna Array and Base Station		A Conditional Use Permit may be required; see RZC 21.56 , <i>Wireless Communication Facilities</i> , for specific development requirements.
14	Antenna Support Structure		Requires a conditional use permit. See RZC 21.76.070.K , <i>Conditional Use Permit</i> .
Arts, Entertainment, and Recreation			
15	Arts, Entertainment, and Recreation	Adequate to accommodate peak use	
Education, Public Administration, Health Care, and Other Institutions			
16	Education, Public Administration, Health Care, and Other Institutions, except those listed below	See Special Regulations	Parking: The number of spaces must be adequate to accommodate the peak customer and employee shift, demonstrated by a parking study or other study submitted by the applicant and approved by the Code Administrator.
17	Day Care Center		Provisions for day care centers include: <ol style="list-style-type: none"> 1. Shall provide parking as follows: Employee on maximum shift (1.0, 1.0). 2. Play equipment shall be located no less than 10 feet from any property line. 3. Parking: The number of spaces must be adequate to accommodate the peak shift as determined by the Code Administrator after considering the probable number of employees, etc.
18	Religious Institutions	1,000 square feet gfa (10.0, 10.0) or 1/5 fixed seats	<ol style="list-style-type: none"> 1. A seat is one fixed seat or 18 inches on a pew or bench, or seven square feet in the general assembly area, including aisle space, but excluding stage, podium, lobby, and space for musical instruments. 2. A traffic mitigation plan is required. The plan shall address traffic control; parking management, including mitigation of overflow parking into adjoining residential areas; and traffic movement to the arterial street system.
19	Funeral Homes and Services		Excludes crematoriums.
Other			

Exhibit B – 2 Amendment to 21.10.030 Old Town (OT) Zone

Table 21.10.030C Allowed Uses and Basic Development Standards			
Section	Use	Parking Ratio: Unit of Measure Minimum required, Maximum allowed	Special Regulations
20	Vending Carts, Kiosks		<ol style="list-style-type: none"> 1. Shall not locate in required parking, landscaping, or drive aisle area, or any area that would impede emergency access. 2. Shall not reduce or interfere with functional use of walkway or plaza to below standards of Americans with Disabilities Act. 3. Structures shall be secured to prevent tipping and endangering public safety. 4. Maximum size is six feet wide by ten feet long. 5. Administrative design review required for structures.
21	Automobile Parking Facilities		Surface parking lots are prohibited.

(Ord. 2642; Ord. 2652; Ord. 2679; Ord. 2709)

ARTICLE I ZONE BASED REGULATIONS

RZC 21.10 DOWNTOWN REGULATIONS

21.10.150 Pedestrian System

- A. **Purpose.** The purpose of the Downtown pedestrian system is to:
1. Provide safe pedestrian routes removed from traffic;
 2. Enhance the appearance of buildings and their settings;
 3. Provide a unified design element to complement varying architectural styles;
 4. Soften the appearance of parking lots and service storage areas; and
 5. Provide for the planting of street trees and other vegetation appropriate for an urban setting.
- B. **Installation of Pedestrian System.** The various components of the pedestrian system are shown on Map 10.3, Downtown Pedestrian System; the tables and graphics included in RZC 21.10.150.C, *Pedestrian System Description*; Map 10.4, Town Center Pedestrian System; and the table in RZC 21.10.150.O, *Downtown Streets Cross Sections*, all of which are incorporated as a part of this section. As property is developed or redeveloped, corresponding portions of the systems shall be installed or otherwise provided for by the property owner/developer. The front yard distance specifies the minimum front yard setback measured from the back of sidewalk. Where the front yard distance is specified as zero feet, the building shall be built to the back of the sidewalk. The mid-block segments shown on the map represent desired connections between blocks. In order to provide flexibility, the actual alignment shall be determined through the site plan land use permit process.

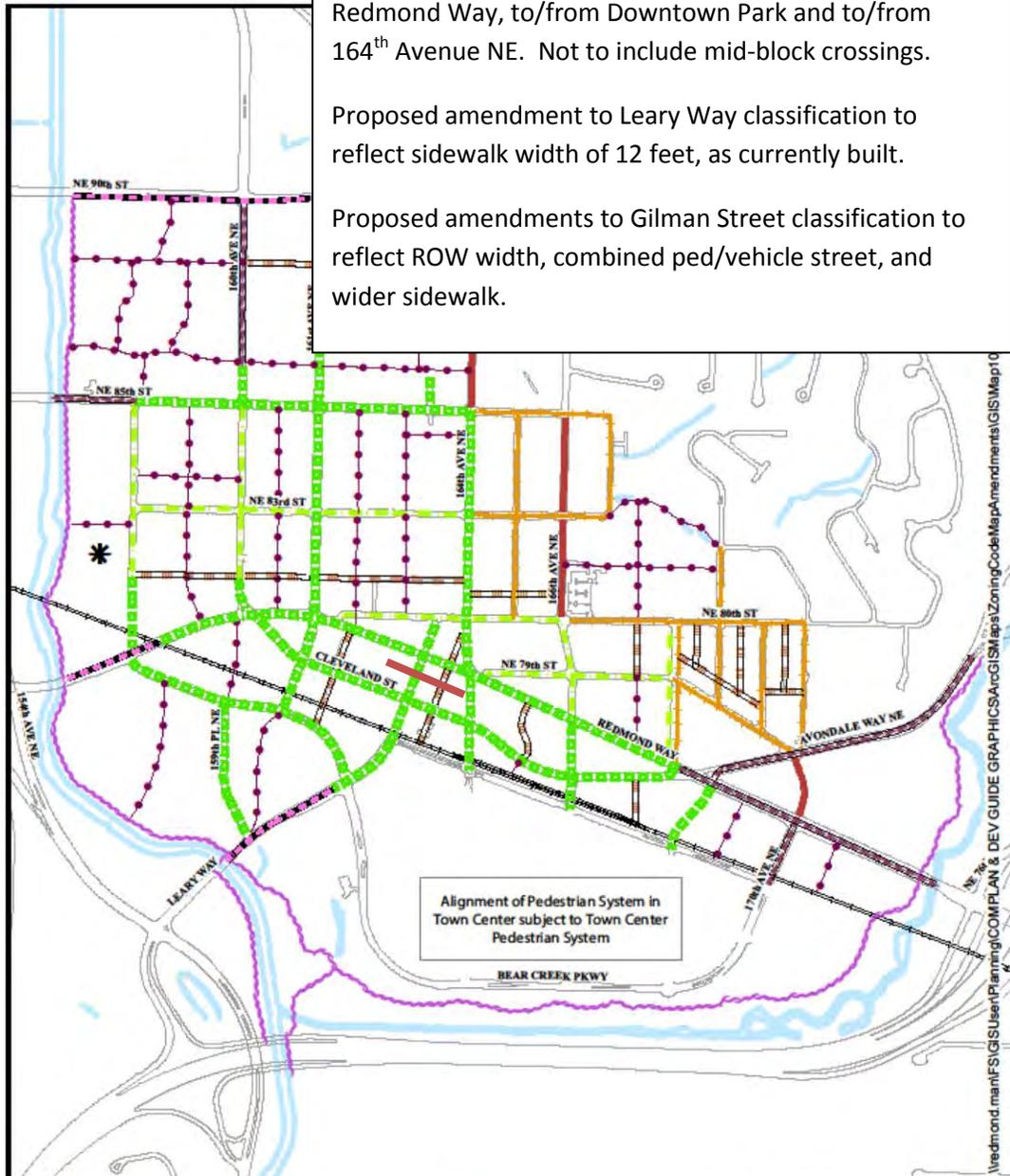
Map 10.3
Downtown Pedestrian System

Exhibit B – 3 Amendment to 21.10.150 Pedestrian System (Map)

Proposed amendments to map: pedestrian connection through Historic Core, between Cleveland Street and Redmond Way, to/from Downtown Park and to/from 164th Avenue NE. Not to include mid-block crossings.

Proposed amendment to Leary Way classification to reflect sidewalk width of 12 feet, as currently built.

Proposed amendments to Gilman Street classification to reflect ROW width, combined ped/vehicle street, and wider sidewalk.



Legend

- Type I: A 14-foot urban walkway with 4-feet for tree gates and pedestrian amenities, an 8-foot sidewalk, and a 2-foot setback area for planters and building modulation.
- Type II: A 14-foot urban walkway with 4-feet for tree gates and pedestrian amenities, an 8-foot sidewalk, and a 2-foot setback area for planters and building modulation.
- Residential uses may be allowed on street frontage (ground floor) of Type II Pedestrian Streets per multi-family regulations for Old Town, Anderson Park, Bear Creek, Sammamish Trail, Town Square, River Bend and River Trail zones, RZC 21.10.
- Type III: A 25-foot landscaped walkway with a 5-foot parkway for street trees, a 6-foot sidewalk, and 14-feet of landscaped yard area.
- Type IV: A 20-foot landscaped walkway with a 5-foot parkway for street trees, 8-foot sidewalk, and 7-feet of planting/plaza area.
- Type V: A 30-foot landscaped walkway with 5-foot planter strip for trees, 8-foot sidewalk and 17-feet of planting/plaza area.
- BNSF Railroad: Future urban trail
- Type VI: A 20-foot landscaped walkway with 4-feet for tree gates, 8-foot sidewalk and 8-feet of planting/plaza area.
- Type VII: A 30-foot wide shared pedestrian and vehicular lane.
- Type VIII: A 12-foot asphalt trail following natural elements such as rivers and streams, with pedestrian orientation on building side.
- Type IX: A pedestrian path that can be one of, or a combination of the following three standards:
 - 1) A 30-foot-wide mid-block pathway with an 8-foot sidewalk in the middle and 11 feet of landscaping/plaza on each side when outdoors between buildings.
 - 2) A 14-foot wide pathway when passing through a portal of a building that is at least 10 feet in height clearance and is well lit at night.
 - 3) The portal path is also allowed to be located on vehicular driveways when the ceiling height is at least 10 feet high, and the driveway is at least 20 feet wide and is paved with a textured concrete or pavers (not painted) to indicate that it is also a pedestrian path. Public access signage/plaques shall be installed at both ends of the path.

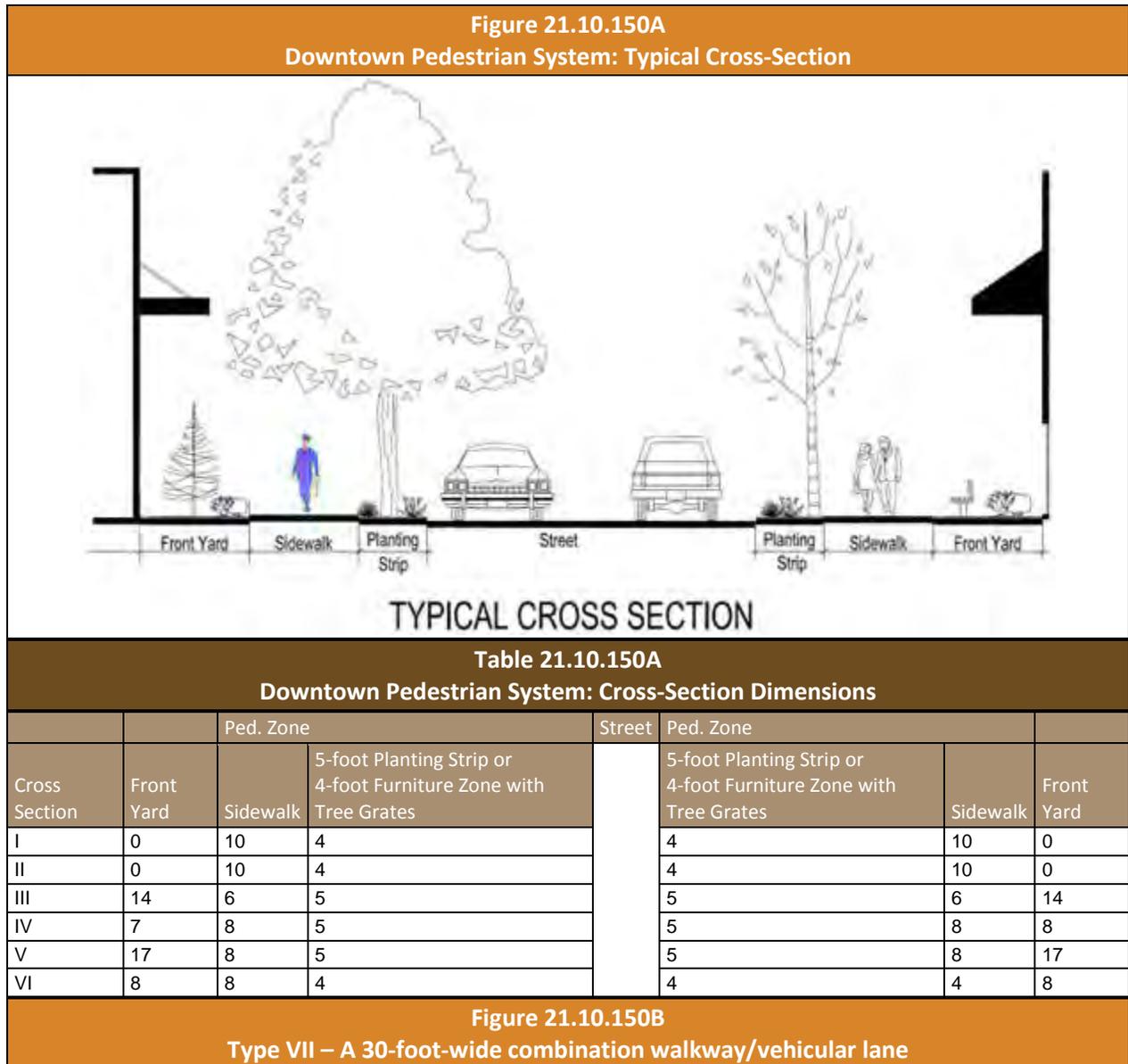
Map 10.3
Downtown Pedestrian System
 Effective: Month #, 2015

**Note: On Lot 6 of the Redmond Center Plat, buildings need not be located up to the sidewalk edge of the Type V Pedestrian System that is to about Lot 6's east edge.*

Note: Online users may click the map for a full-size version in PDF format.

Exhibit B – 3 Amendment to 21.10.150 Pedestrian System (Map)

C. **Pedestrian System Description.** The table and graphics below depict the various pedestrian system cross sections that are called out in the corresponding Map 10.3, Downtown Pedestrian System, above. Pedestrian System Types I through VI are grouped together in a common table as they are located along street fronts.



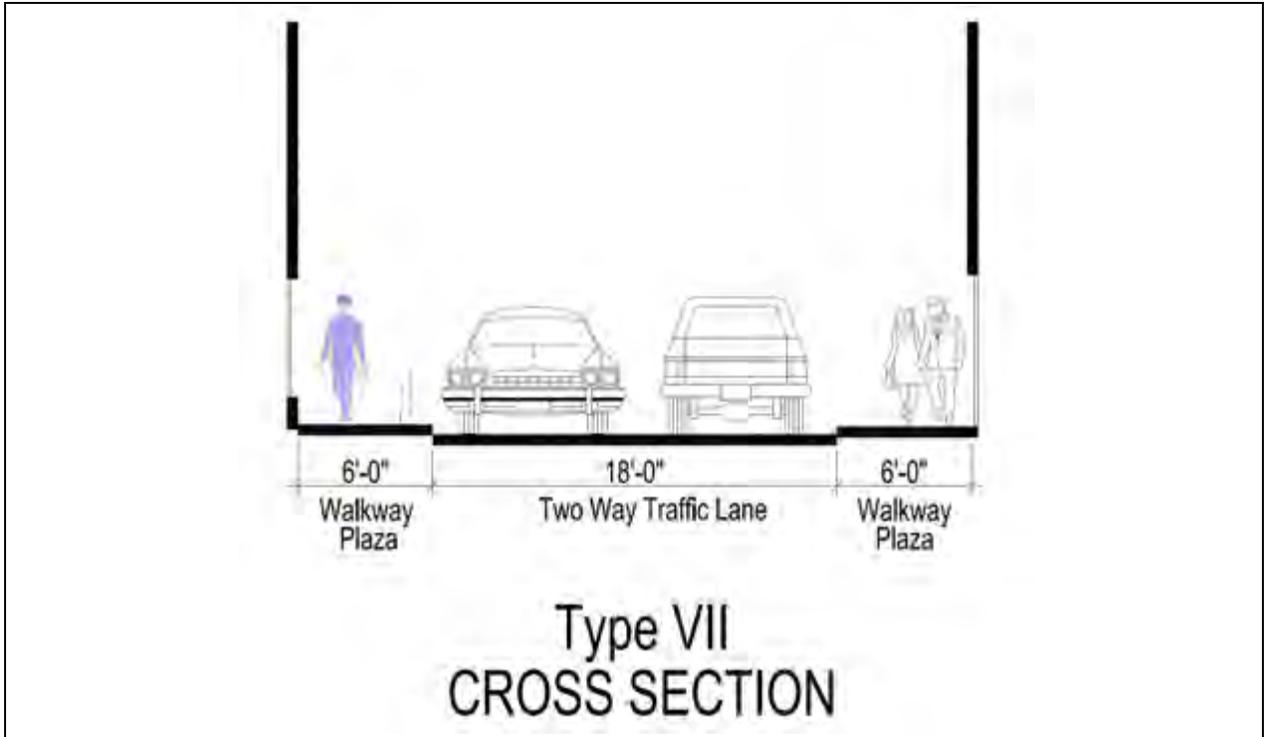


Figure 21.10.150C

Type VIII – A 12-foot asphalt trail following natural elements, such as rivers and streams, with pedestrian connection to buildings.

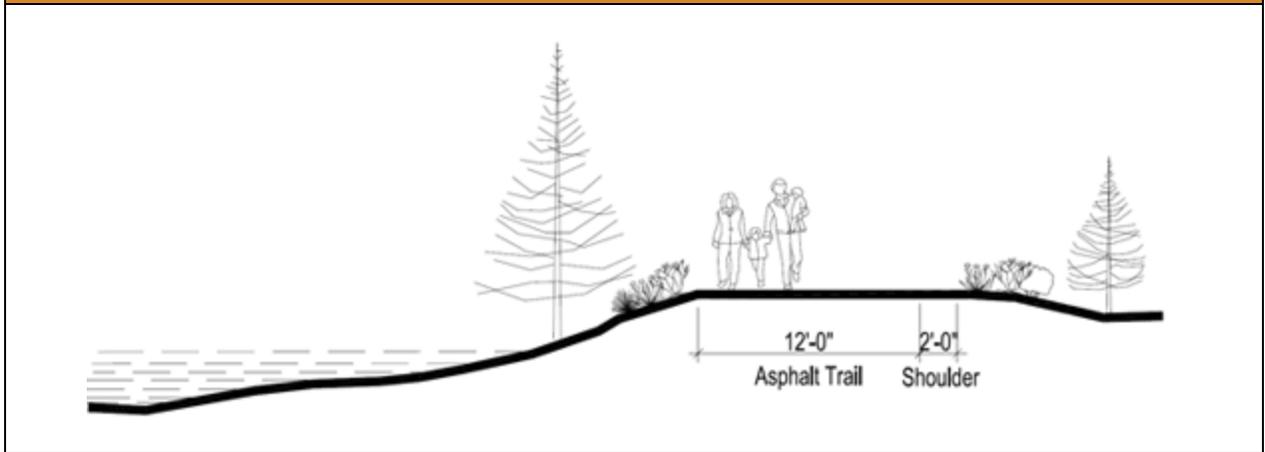


Figure 21.10.150D

Type IX - A 30-foot-wide mid-block pathway with an 8-foot sidewalk in the middle and 11 feet of landscaping/plaza on each side.

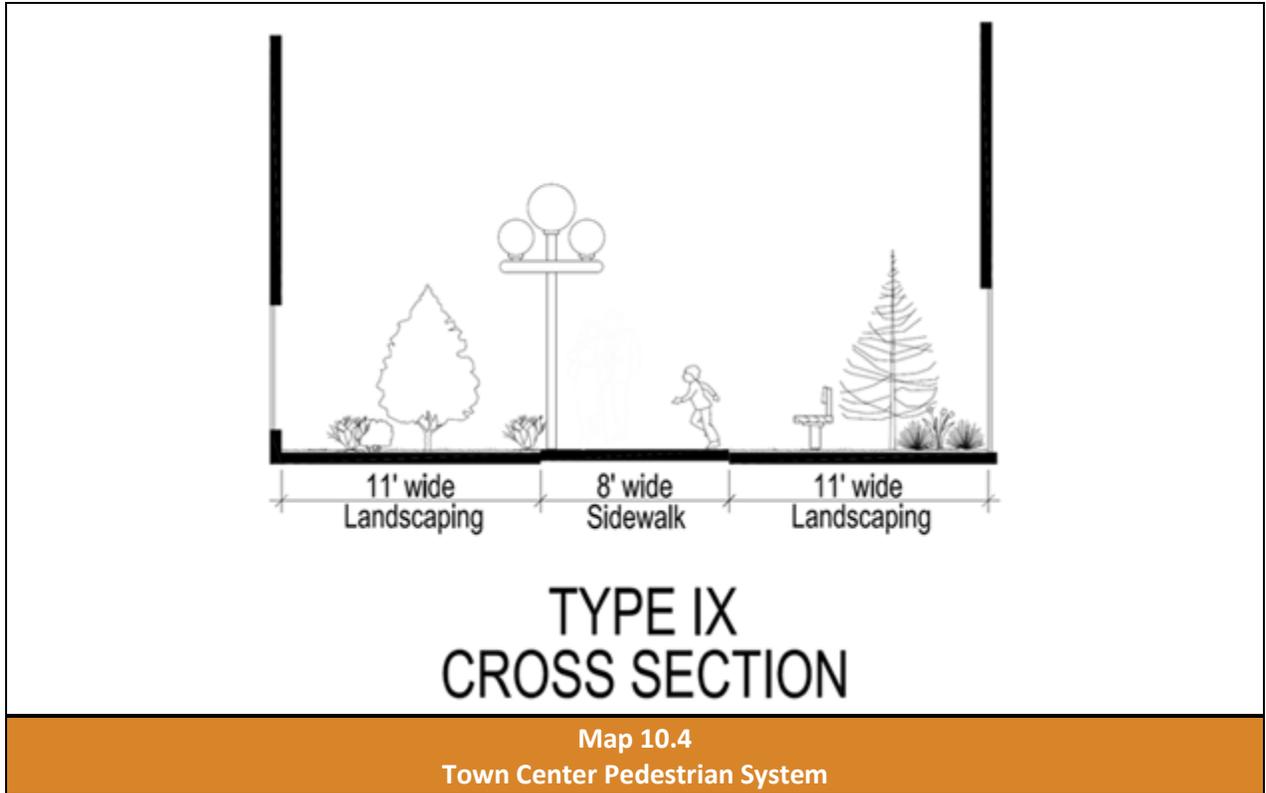
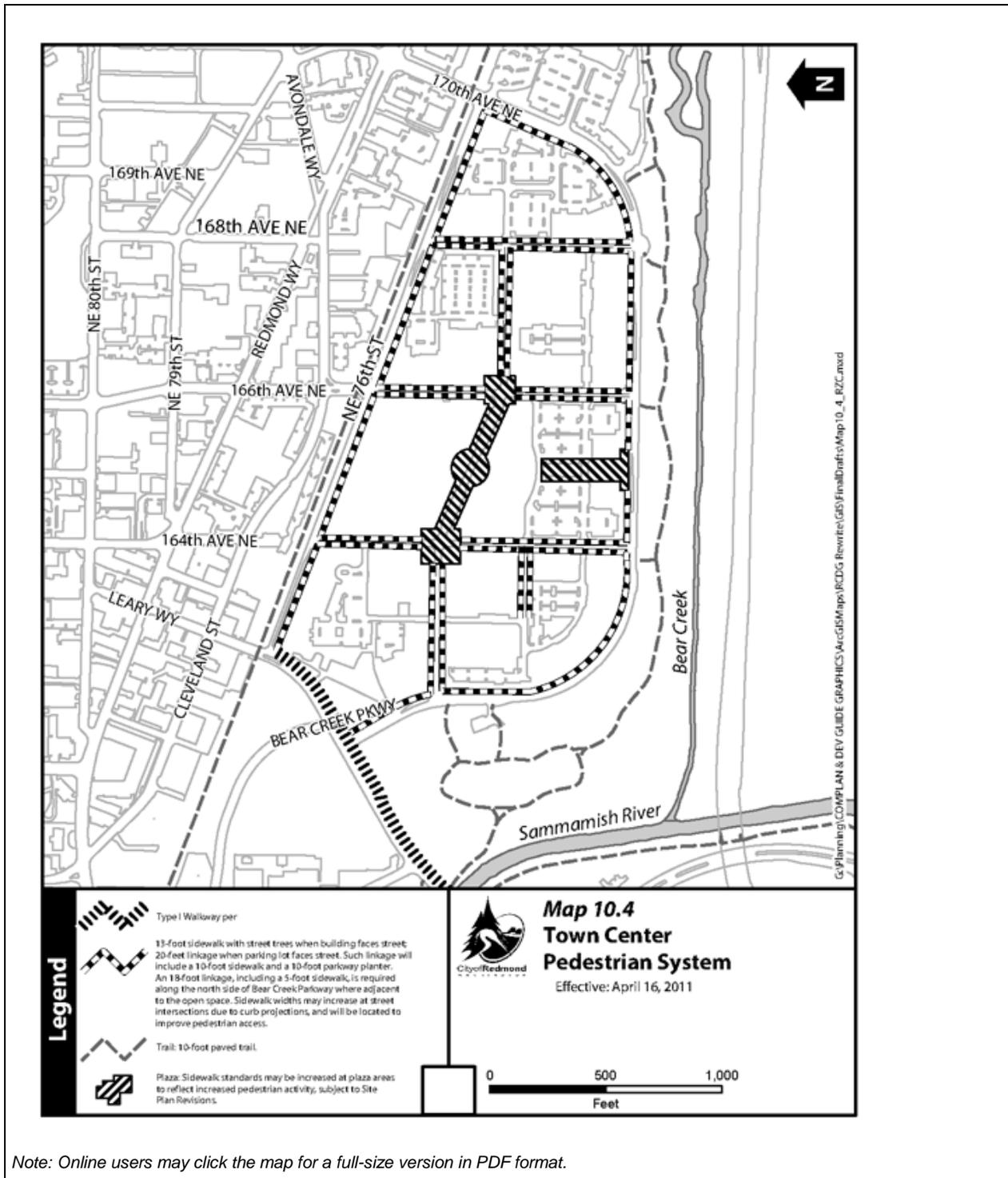


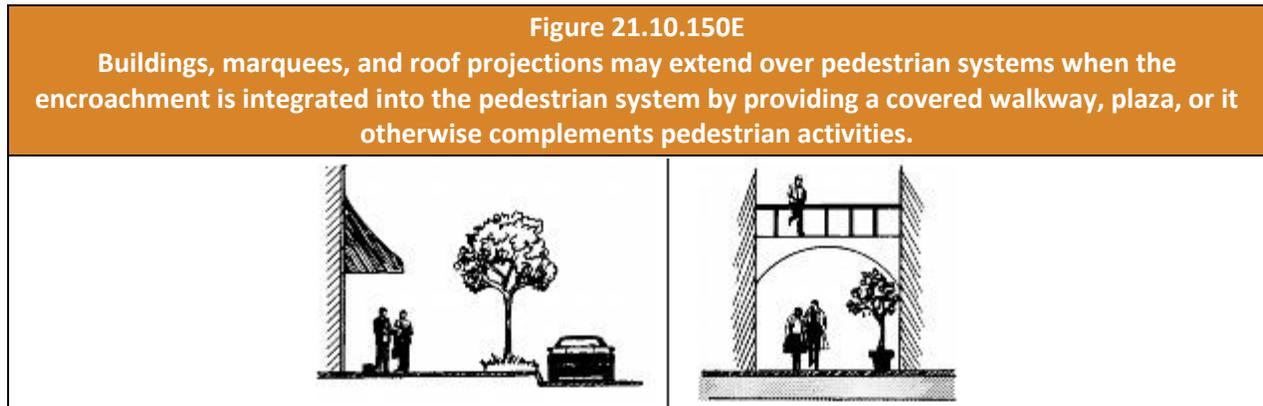
Exhibit B – 3 Amendment to 21.10.150 Pedestrian System (Map)



D. **Easements/Dedications.** Where a pedestrian system walkway exists or is required outside of a public right-of-way, an easement or the dedication to the City of Redmond may be required to provide continuity of the walkway to adjoining property. In case of dedication, residential density shall be calculated based on pre-dedication lot area.

Exhibit B – 3 Amendment to 21.10.150 Pedestrian System (Map)

- E. **Permitted Encroachments.** Upper floors of buildings, marquees, potted plants, awnings, blade signs, and roof projections may extend over the pedestrian system when the encroachment is integrated into the pedestrian system by providing a covered walkway, plaza, or it otherwise complements pedestrian activities. Buildings, marquees, and roof projections may extend over pedestrian systems when the encroachment is integrated into the pedestrian system by providing a covered walkway, plaza, or it otherwise complements pedestrian activities.



- F. **Width Measured from Back of Curb.** Where a pedestrian system adjoins a public street, the system's width shall be measured from the back of the existing or proposed curb.
- G. **Construction Standards.** Construction standards for sidewalks are identified in the City of Redmond's Standard Specifications and Details.
- H. **Driveway Crossings.** Driveways crossing the pedestrian system shall be minimized and joint use of driveways required, when feasible, to separate vehicles and pedestrians. Areas in driveways will not be calculated as part of the area required to be landscaped in the pedestrian system.
- I. **Access to Buildings.** Pedestrian access from the primary building to the pedestrian system along the street shall not be interrupted by vehicular circulation, parking, or other elements that discourage pedestrian use.
- J. **Interior Block Pedestrian System.** Interruptions of mid-block pedestrian systems by vehicular circulation or parking are not permitted.
- K. **Variations Not Meeting Standards.** Variations in the pedestrian system that do not meet minimum standards may be approved by the Technical Committee. Variations may be allowed after consideration of the following factors:
1. Existing right-of-way available to meet standards;
 2. Existing buildings encroaching in linkage area;
 3. Pedestrian and vehicular volumes anticipated;
 4. Existing vegetation;

Exhibit B – 3 Amendment to 21.10.150 Pedestrian System (Map)

5. Disruption of system continuity;
6. Accessibility to buildings.

L. **Street Trees Generally.** Street trees within the Downtown neighborhood shall be provided as noted on the map, Downtown Street Tree Plan, which is on file in the office of the Planning Department. As property is developed or redeveloped, trees shall be installed or otherwise provided for by the property owner/developer. For streets which do not list tree types or spacing requirements, refer to the City of Redmond Street Tree Plan.

M. **Requirements for Street Trees.**

1. Location. Trees shall be spaced on average as noted on the Downtown Street Tree Plan. Trees shall be planted in planter strips where they exist or are required per this section RZC 21.10.150, Pedestrian System. Where sidewalks are required to be contiguous with street curbs, trees shall be planted in irrigated tree wells, with City-approved root barriers, next to the street. Street trees may be grouped in larger planters near the curb, if found more appropriate through the Administrative Design Flexibility process. Street trees that cannot be placed next to the street due to inadequate planter strip width, street furniture, driveways, or utilities shall be planted in the abutting yard area.
2. Street trees shall be planted according to guidelines outlined in [RZC 21.32, Landscaping](#).

N. **Downtown Street Cross Sections.**

1. Guidelines for Application.
 - a. The Technical Committee shall review and approve each component of the street cross section on a project by project basis and has the authority to alter street cross section widths and uses.
 - b. Street cross section widths apply at the middle of the block.
 - i. The widths and existence of each component may vary at intersections, as determined by the Technical Committee.
 - ii. Intersection design shall be based upon the Pedestrian Program Plan and Bicycle System Plan chapters of the TMP; Bicycle Facilities Design Manual; the City's Construction Specifications in RZC Appendix 2, Construction Specification and Design Standards for Streets and Access; and any corridor study adopted by the City Council for the street(s) in question.
 - c. Dedicated right-of-way shall be 60 feet, except in cases where there is more than one general purpose lane going the same direction, wherein the dedicated right-of-way shall be determined by the Technical Committee. Any sidewalk width required by Map 10.3, Downtown Pedestrian System, exceeding the required right-of-way shall be provided through an easement.

Exhibit B – 3 Amendment to 21.10.150 Pedestrian System (Map)

- d. Provisions of medians and left turn lane access shall be determined on a project-by-project basis, based on traffic speeds, volumes, and collision history, and using recognized engineering standards, such as those published by AASHTO, ITE, or other recognized authority.
- e. Utilities, such as power, telephone, and cable, shall be placed under the sidewalk.
- f. When designing multimodal corridors refer to the Modal Integration section of the Transportation Master Plan. Corridors shall support all modes.
- g. See RZC 21.52.030.F, *Required Public Improvements*, to review additional options and requirements.

O. Downtown Streets Cross Sections.

Table 21.10.150B Downtown Streets Cross Sections												
Street	From	To	Southbound/Westbound				Northbound/Eastbound				Mid-Block Right-of-Way Width	Curb-to-Curb Width
			Street									
			On-Street Parking Width	Bike Lane Width	General Purpose Lanes Width	Median / Two Way Left Turn Lane Width	General Purpose Lanes Width	Bike Lanes Width	On-Street Parking Width			
158th Ave NE	NE 85th St	NE 83rd St	8	0	14	0	14	0	8	60	44	
158th Ave NE	NE 83rd St	Redmond Way	18	0	11	0	11	0	8	60	48	
159th Pl NE	Bear Creek Parkway	Leary Way	8	0	11	0	11	0	8	60	38	
160th Ave NE	NE 90th St	NE 85th St	8	0	12	12	12	0	0	60	44	
160th Ave NE	NE 85th St	NE 83rd St	8	0	14	0	14	0	8	60	44	
160th Ave NE	NE 83rd St	Redmond Way	0	0	11	11	11	0	0	60	33	
161st Ave NE	NE 90th St	NE 87th St	0	5.5	11	11	11	5.5	0	60	44	
161st Ave NE	NE 87th St	Redmond Way	0	6	12	12	12	6	8	60	56	
161st Ave NE	Redmond Way	Bear Creek Parkway	8	5.5	12	0	12	5.5	8	60	51	
164th Ave NE/ Red-Wood Rd	NE 90th St	NE 80th St	0	5.5	11	11	11	5.5	0	60	44	
164th Ave NE	NE 80th St	Redmond Way	0	0	12	12	12	0	0	60	36	
164th Ave NE	Redmond Way	NE 76th St	8	0	12	0	12	0	8	60	40	
165th Ave NE	NE 85th St	NE 80th St	8	0	11	0	11	0	8	60	38	
166th Ave NE	NE 85th St	NE 76th St	0	5.5	11	11	11	5.5	0	60	44	

Exhibit B – 3 Amendment to 21.10.150 Pedestrian System (Map)

167th Ave NE	NE 85th St	NE 83rd St	0	0	11	0	11	0	8	60	30
168th Ave NE	NE 80th St	Redmond Way	8	0	14	0	14	0	8	60	44
169th Ave NE	NE 82nd St	NE 79th St	8	0	12	0	12	0	8	60	40
170th Ave NE	NE 80th St	NE 79th St	8	0	11	0	11	0	8	60	38
170th PI NE	NE 80th St	Avondale Way	8	0	11	0	11	0	8	60	38
170th PI NE	Avondale Way	Redmond Way	0	0	11	12	11	0	0	60	34
Leary Way	NE 80th St	Cleveland St	8	0	12	0	12	0	8	60	40
Leary Way	Cleveland St	BNSF	0	0	11	11	11	0	0	60	33
Leary Way	BNSF	Bear Creek Parkway	0	0	12	12	24 (1)	0	0	78	48
Leary Way	Bear Creek Parkway	Sammamish River	0	0	24 (1)	0	24 (1)	0	0	72	48
Avondale Way	NE 80th St	Redmond Way	0	5.5	11	11	22 (1)	5.5	0	70	55
Avondale Way	Redmond Way	NE 76th St	0	0	11	12	11	0	0	60	34
NE 79th St	Redmond Way	168th Ave NE	8	0	12	0	12	0	8	60	40
NE 79th St	168th Ave NE	Avondale Way	8	0	13	0	13	0	8	60	42
NE 80th St	Redmond Way	Leary Way	8	0	14	0	14	0	8	60	44
NE 80th St	Leary Way	164th Ave NE	0	0	20	12	12	0	0	60	44
NE 80th St	164th Ave NE	170th PI NE	8	0	14	0	14	0	8	60	44
NE 83rd St	158th Ave NE	160th Ave NE	8	0	11	0	11	0	20	60	50
NE 83rd St	160th Ave NE	161st Ave NE	20	0	11	0	11	0	8	60	50
NE 83rd St	161st Ave NE	490 feet east of center of 161st Ave NE and NE 83rd Street intersection	12	0	14	0	14	0	12	60	52
NE 83rd St/Transit Center	490 feet east of center of 161st Ave NE and NE 83rd Street intersection	164th Ave NE	0	0	15	12	15	0	0	60	42
NE 83rd St	164th Ave NE	166th Ave NE	8	0	14	0	14	0	8	60	44
NE 83rd St	166th Ave NE	167th Ave NE	8	0	11	0	11	0	0	60	30
NE 85th St	Sammamish River	164th Ave NE	7	5	10.5	11	10.5	5	7	60	56
NE 85th St	164th Ave NE	166th Ave NE	0	5	11	12	11	5	0	60	44
NE 85th St	166th Ave NE	167th Ave NE	8	0	11	0	11	0	0	60	30
NE 87th St	161st Ave NE	164th Ave NE	8	0	16	0	16	0	8	60	48

Exhibit B – 3 Amendment to 21.10.150 Pedestrian System (Map)

NE 90th St	Sammamish River	161st Ave NE	0	5.5	22 (1)	0	22 (1)	5.5	0	82	55
NE 90th St	161st Ave NE	164th Ave NE/ Red-Wood Rd	0	6	12	12	12	6	0	60	48
Redmond Way	Sammamish River	160th Ave NE	0	0	24 (1)	12	24 (1)	0	0	102	60
Redmond Way	160th Ave NE	168th Ave NE	10	0	11	11	11	0	10	60	53
Redmond Way	168th Ave NE	NE 76th St	0	0	26 (1)	24 (2)	26 (1)	0	0	100	76
Cleveland St	Redmond Way	Redmond Way	8	0	11	0	11	0	8	60	38
Bear Creek Parkway	Redmond Way	Leary Way	8	0	11	12	11	0	8	60	42
Bear Creek Parkway	Leary Way	Bear Creek Parkway/170th Ave NE	0	0	11	12	11	0	0	60	34
Bear Creek Parkway	Bear Creek Parkway/170th Ave NE	Redmond Way	0	0	24	12	24	0	0	85	60

1. Width is taken up by two General Purpose lanes.
2. Width is taken up by two turn lanes. Width may define business access and/or right-turn lanes

ARTICLE III DESIGN STANDARDS

RZC 21.62 URBAN CENTER STANDARDS

21.62.020 Downtown Design Standards

C. Development Along Downtown Shorelines and Parks.

1. Intent.

- a. Downtown Park and ~~the~~ the shorelines and associated parklands of the Sammamish River and Bear Creek are assets to the Downtown neighborhood that should be enhanced, enjoyed, and highlighted.
- b. Development and uses along these water bodies and ~~their associated~~ parklands should enhance the natural features and open spaces.
- c. In addition to the design standards established for the individual zones, these criteria shall apply to Downtown properties that are in the Shoreline Jurisdiction and Downtown properties that adjoin parklands that are in the Shoreline Jurisdiction.

2. Design Criteria.

a. Building Orientation and Access.

- i. Development and uses adjoining the Downtown Park, Sammamish River, Bear Creek, and their associated parklands shall provide convenient pedestrian access through the site to these feature, excepting developments and uses lying between NE 83rd Street (if extended) and the BNSF ROW to the south, which shall provide a pathway or walkway between the development and the Sammamish River Trail, unless modified through an approved development agreement where access from the site to the river or creek/parkland is provided.
- ii. Buildings within 100 feet of a property line of a waterway or park, except single-story retail buildings, shall provide building entrances, balconies, or other such building features or site features (for example: plazas or pedestrian features) on the facade fronting waterways or parks to allow users of the buildings to interrelate with the waterway or park.
- iii. Buildings next to trails and walkways along waterways and parks shall incorporate pedestrian-scaled/friendly architectural features on the facades facing the trails/pathways.

Exhibit B – 4 Amendment to 21.62.020 Downtown Design Standards

b. Site and Building Design.

- i. Where a site adjoins a park, the development shall complement the park with connecting features, such as landscaping, plazas, and other pedestrian features.
- ii. Parking facilities next to parks and waterways shall be screened by natural-looking landscape buffers with tall trees and understory vegetation between the parking facilities and the parks or shoreline. Planter widths for these screening buffer areas shall be no less than 30 feet wide to accommodate the plant materials in a natural-looking planting pattern.
- iii. When surface stormwater facilities are placed near the shorelines and parks, they shall be designed to include naturally occurring ponds and amenities rather than barriers between the use and the shoreline or park.
- iv. Building height is encouraged to be modulated on sites next to shorelines and ~~their associated~~ parks, with lower portions of buildings being adjacent to the trails/parks and taller portions being beyond the Shoreline Jurisdiction and park edge.

REDMOND ZONING CODE: ARTICLE III DESIGN STANDARDS

RZC 21.62 URBAN CENTER STANDARDS

21.62.020 Downtown Design Standards

{New Code} M. Old Town Historic Core Overlay

1. Purpose.

The purpose of this section is to establish supplemental design criteria for properties in the Old Town Historic Core Overlay that will guide development to:

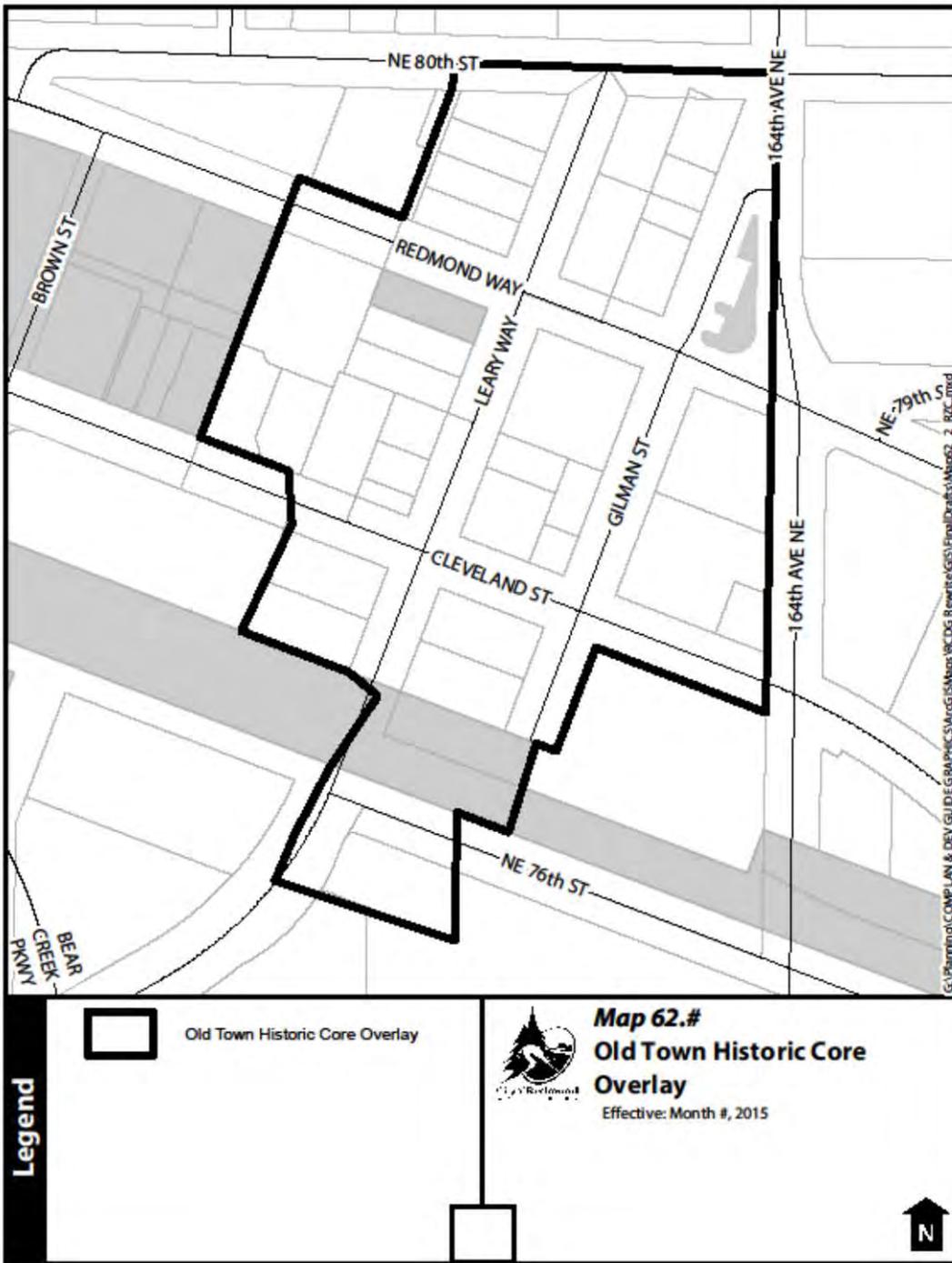
- A. Ensure a complementary transition between historic and modern structures;
- B. Implement the vision for this area as set out in the Comprehensive Plan; and
- C. Support the Core's historic character.

2. Applicability.

All projects within the Historic Core Overlay shall adhere to the standards in RZC 21.60, Citywide Design Standards, as well as the supplemental design standards identified below. If the Citywide and Historic Core Overlay standards conflict, the Historic Core Overlay standards shall prevail.

The supplemental design standards do not apply to properties that have been listed in Redmond Zoning Code, Appendix 5. Redmond Heritage Resource Register or designated as a Historic Landmark, provided that the listing and/or designation continue to apply.

3. Historic Core Overlay Map.



4. Architectural and Design Character.

A. Historic Core Overlay Architectural and Design Character. The following describes the architectural and design character found within the Historic Core Overlay. The design elements depicted here also illustrate treatments for reference when implementing architecture and design that is respectful of historic structures in the overlay. Respectful architecture and design shows sensitivity to these treatments while incorporating and innovating with modern forms.

B. Timeless Architecture and Design. Timeless architecture and design demonstrates the following:

1. Strong likelihood of relevancy over many generations.
2. Utilitarian by responding to the intended function of the building such as commercial, office, or residential uses.
3. Strong relationship to natural elements such as solar, precipitation, and temperature.
4. Responsive to and incorporates the weathering process.
5. Demonstrates human-scale proportions in which the setting or environment (building, entry, ceiling height) relates closely and predominantly to human dimensions.
6. Graceful siting in location.

C. Photographic Examples of Historic Core Overlay Architectural and Design Character.

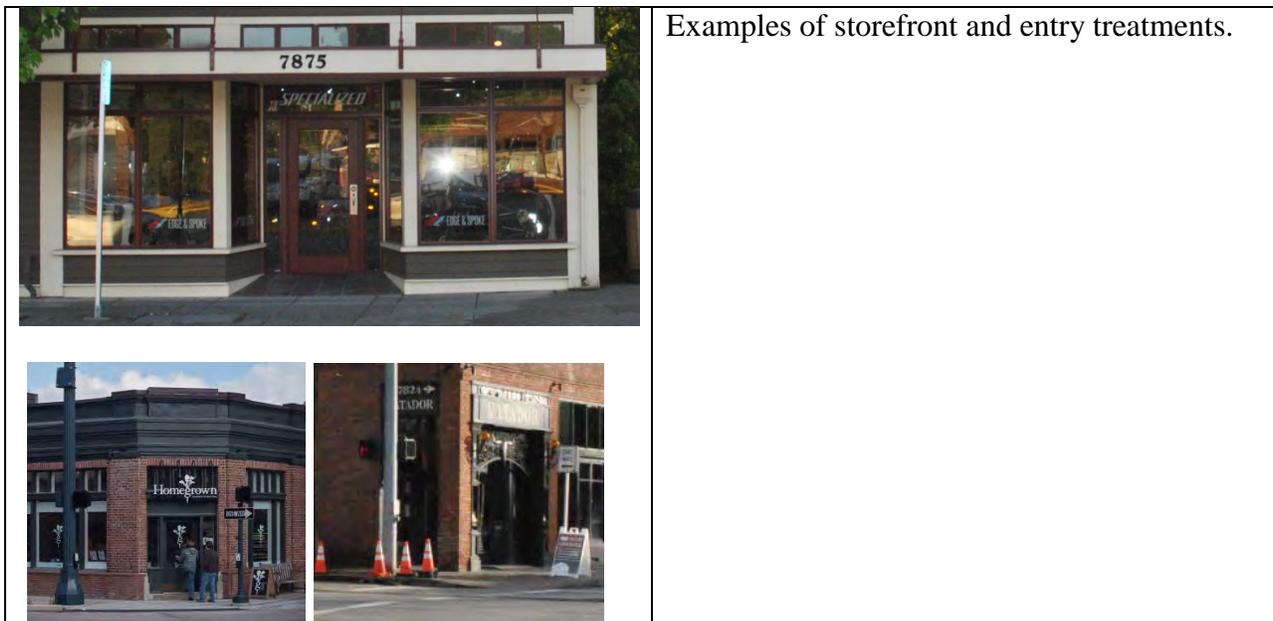
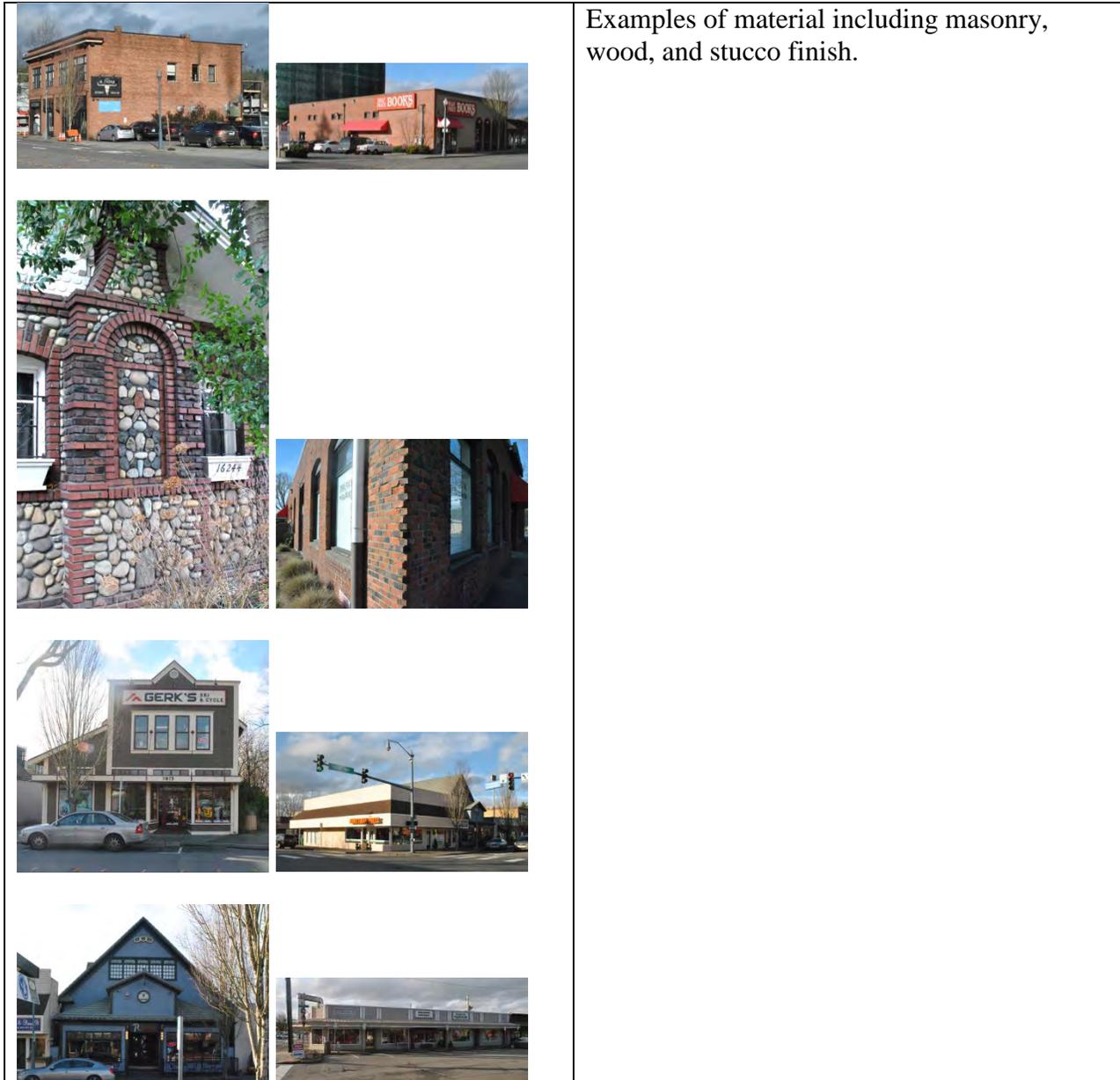


Exhibit B – 5 New Section 21.62.020.M Old Town Historic Core Overlay

	<p>Examples of window treatments.</p>
	<p>Example of architectural and design elements at the building cap.</p>

Exhibit B – 5 New Section 21.62.020.M Old Town Historic Core Overlay



Examples of material including masonry, wood, and stucco finish.

5. General.

A. Building Form and Scale {to be provided}.

1. Intent. To ensure that building form and scale complement the character of the Old Town Historic Core by:
 - a. Maintaining the pedestrian orientation and human scale of the Historic Core;
 - b. Respecting historic and landmark structures within the Historic Core; and
 - c. Incorporating architectural and design treatments that address additional height in order to avoid the appearance of bulk.

B. Design Criteria.

Exhibit B – 5 New Section 21.62.020.M Old Town Historic Core Overlay

1. No portion of the building or its structural elements, including above and below grade, shall extend past the property line. Temporary, removable awnings and utilities are exempt from this section.

C. Illustrations and Figures.

D. Appropriate Implementation.

	<p>This image demonstrates a stepback above the building base that is then activated for public or private use. Vegetation, as shown here, is an appropriate treatment for enhancing the human scale of development, for a sequential pedestrian experience, and for transitioning between stories.</p>
	<p>Human or pedestrian-scale architecture is demonstrated here along the first and second stories. Finer and additional details of design, architectural emphasis, and sculpture at the building base can provide for connection with the pedestrian versus the design approach used at the building cap, as shown here.</p>

E. Inappropriate Implementation.

F. Building Material.

1. Intent. To ensure that materials used on the exterior of new construction:

Exhibit B – 5 New Section 21.62.020.M Old Town Historic Core Overlay

- a. Reflect the time period when the individual structure was built and create a sense of timelessness through the use of high quality material;
 - b. Complement materials used on historic and landmark structures;
 - c. Achieve visual interest and distinctive architecture and design, and emphasize tripartite form; and
 - d. Support a comfortable, consistent and engaging pedestrian experience along the street front.
2. Design Criteria.
- a. Buildings shall incorporate distinctive masonry over at least 60 percent of the exterior and use a variety of materials over the remainder of the building that are similar in appearance to material used on historic and landmark structures in the overlay.
 - i. Distinctive masonry incorporates a variety of classifications of brick, stone, tile, and concrete; uses a variety of textures, positioning, bonds, and joints; and incorporates unique sculptural elements and finishes.
 - ii. Distinctive masonry avoids the use of institutional brick that is flat, solid color, and uniform in pattern; and when applied as brick, shall incorporate those with texture and color variation for visual interest.
 - b. Use of reclaimed and repurposed, historic and traditional material is encouraged. This includes brick, stucco that is used in the Art Deco style, wood, and stone. Other material including marble and metal, may also be used, such as for providing visual interest.
 - c. Use of material, other than material listed in a. and b. in this section, over the building's exterior and for visual interest will be considered on a case-by-case basis. If used, the materials shall appear similar in character to those used on historic structures located within the Historic Core Overlay and shall demonstrate timeless character and exemplary design sympathetic to historic structures within the overlay. For example, stucco or cast stone shall be detailed to provide a human scale and architectural interest.
 - d. Buildings shall not use the following materials which are inappropriate for the Historic Core Overlay: exposed/unfinished concrete, corrugated metal, mirrored glass or vinyl siding.
 - e. Preferred colors are those that reflect the historic patterns of the overlay; however, other colors will be allowed particularly on non-historic structures if they are complementary to surrounding structures and do not detract from the prominence of historic buildings in the overlay.
 - f. Where appropriate, buildings should use the natural color of materials such as brick, stone, tile and stained wood. Color that is applied, such as paints and coatings, should be muted with the exception of doors, which historically were more distinct or vivid to celebrate the entries.

- g. Details, such as parapets and bands, windowsills, and door frames, shall consist of contrasting materials or color to enhance detail.

3. Illustrations and Figures.

 <p>Use of columns and pilasters can enhance door detail. Use of such details as pediments or architraves for doors is also encouraged.</p> <p>Transoms above doors and use of decorative glass are details that can enhance historic character.</p>	<p>Illustration of material and treatments that are similar in appearance to material and treatments used on historic and landmark structures in the overlay.</p>
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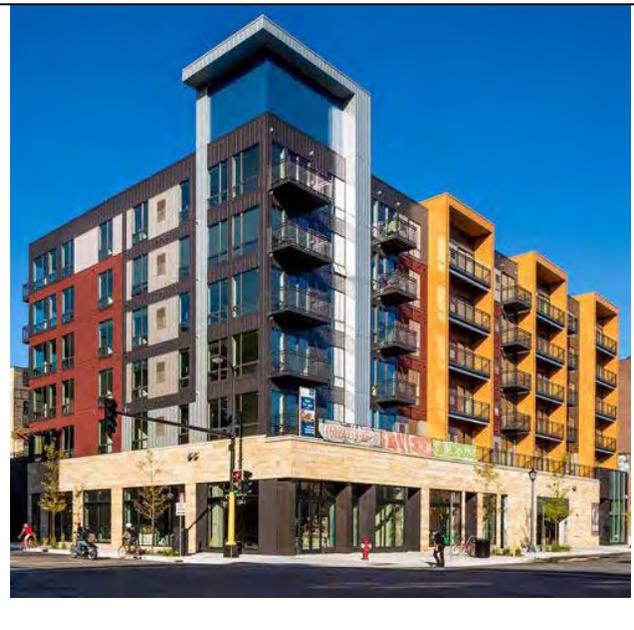
4. Appropriate Implementation.

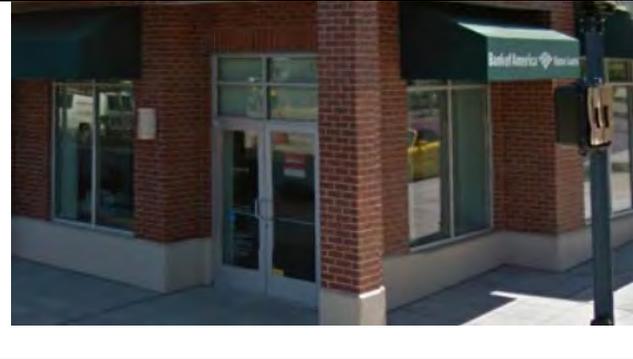
	<p>Use of masonry across majority of structure and an emphasis on high quality, distinction, and timelessness. This structure includes design elements that translate easily to the early-1900 time period as well as the early-2000 time period. For example, the stringcourse, lintels, and sills are sympathetic to the historic period while the parapet reflects current architectural forms.</p>
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Exhibit B – 5 New Section 21.62.020.M Old Town Historic Core Overlay

	<p>Modern interpretation of historic architecture and design, complemented through the use of masonry across a majority of the structure. Though clearly a modern interpretation of early-1900 architecture, this design demonstrates a character that is timeless and sympathetic to historic structures within the overlay.</p>
	<p>Distinctive masonry incorporates high classifications of brick, stone, tile, and concrete; uses a variety of positioning, bonds, and joints; and incorporates unique sculptural elements and finishes.</p>

5. Inappropriate Implementation.

	<p>While innovative, the use of modern material such as corrugated metal across a majority of the structure does not demonstrate design sympathetic to historic structures within the Historic Core Overlay. Historic structures within the overlay are constructed of brick, wood, stone, and other masonry.</p>
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	<p>This concept design demonstrates the use of metal and glazing across the structure. This treatment would not be appropriate due to the absence of masonry and other material that is complementary to historic structures within the Historic Core Overlay.</p>
	<p>Distinctive masonry is absent in this image. For example, the plinth is unfinished concrete and brick masonry is standardized in a single type, position, and bond over the building base.</p>

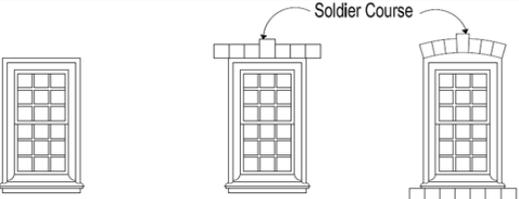
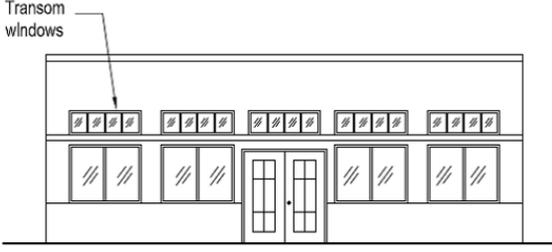
G. Windows.

1. Intent. To ensure that windows:
 - a. Demonstrate distinctive, high quality and timeless architecture and design;
 - b. Are complementary in character to historic and landmark structures within the Historic Core Overlay; and
 - c. Support an engaging pedestrian experience along the street front by fostering a connection between pedestrians on the sidewalk and the interior of the ground floor.
2. Design Criteria.
 - a. Window and door cases shall be designed with depth and visual relief from the exterior wall, and shall be punched or recessed into the structure.
 - b. Large expanses or strips of glass shall be broken up with mullions or other devices to help give the building a more identifiable scale and rhythm.
 - c. Windows shall be designed with use of wood, similar looking materials, or other natural material for casing, muntins, sashes, sill, lintel, mullions and similar features, to provide depth and texture similar in appearance to historic wood windows. Architectural detailing at window jambs, sills, and heads shall be provided.

Exhibit B – 5 New Section 21.62.020.M Old Town Historic Core Overlay

- d. Windows shall be similar to those used on historic and landmark structures within the overlay through their proportions, orientation, and along the building base, the use of transom windows.
- e. Details, such as soldier course or solid lintels and sills, shall be used around windows in brick and stone structures.
- f. Design approach for windows and doors shall vary across the horizontal and vertical building exterior and shall include primarily glass doors and sidelights.

3. Illustrations and Figures.

 <p>Multi-paned windows such as these are preferred.</p> <p>Sash window such as these are preferred.</p> <p>details such as sills are required in brick buildings.</p>	<p>Illustration of window treatment that maintains character similar to that used on historic structures within the overlay.</p>
 <p>Window shall not start at floor level. This illustration shows a typical starting point for many historic buildings.</p>	<p>{this illustration to be replaced to reflect the scale of newer development}</p> <p>Illustration of window orientation and use of transoms along the building base.</p>

4. Appropriate Implementation.

	<p>The percentage, distribution, orientation, depth, and treatment of windows are appropriate. Percentage is measured across the horizontal length of the building wall and in this example, demonstrates 90 percent use of transparency. The windows are distributed at regular intervals based on bays edged with pilasters at the building base. Windows, though generally horizontal, are broken with mullions, saddle bars, stanchions, and transoms that provide for vertical orientation and are recessed into the structure. Windows are also edged with a sill and lintel.</p>
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Exhibit B – 5 New Section 21.62.020.M Old Town Historic Core Overlay



The extension to the structure shows appropriate window orientation, rhythm, and surrounding trim. The design approach for windows varies across the vertical façade.



The design approach for windows varies across the horizontal and vertical façade.



This modern entryway featuring a glass door and sidelights demonstrates compatibility with historic structures within the Historic Core Overlay.

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5. Inappropriate Implementation.



Windows are set flush with the exterior wall, oriented in a horizontal manner, and absent of distinctive trim or other design elements.



Large expanses and strips of glass and the absence of mullions make this window treatment inappropriate for the Historic Core Overlay.

H. Corners.

1. Intent. To ensure that buildings on corner lots:
 - a. Reinforce and celebrate the street corner;
 - b. Use distinctive architecture, design, and material;
 - c. Serve as prominent gateways between the sidewalk and the building's interior; and
 - d. Strengthen articulation and modulation across the structure, facilitating a softening of the building's mass.
2. Design Criteria.
 - a. Pedestrian entrances to developments located on the corner lots shown on Map 62.2 shall utilize or orient toward the street corner and shall incorporate architectural and design treatments to support pedestrian activity.
 - b. Entries should be recessed and should include glass doors and sidelights.

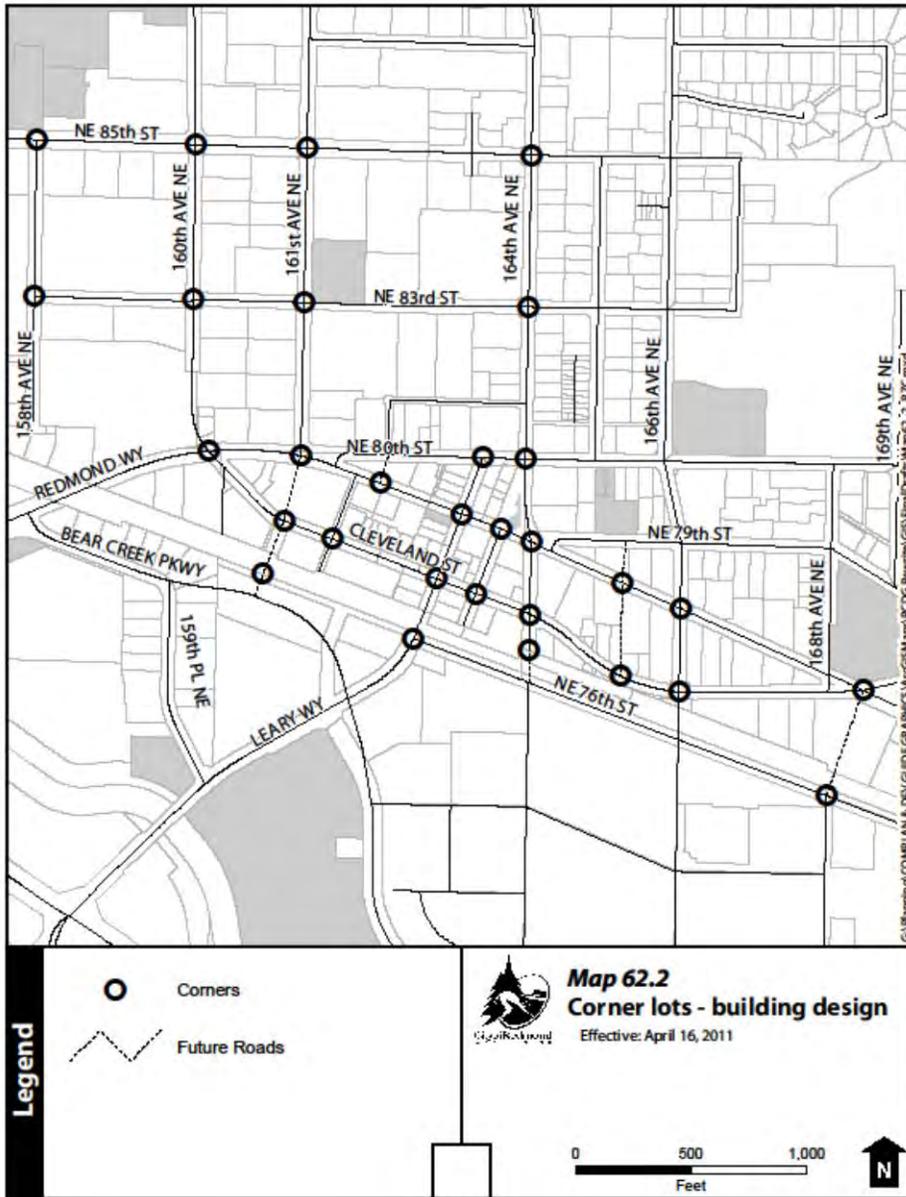
Exhibit B – 5 New Section 21.62.020.M Old Town Historic Core Overlay

- c. Entries shall emphasize the pedestrian experience and include treatments and amenities such as artwork, plazas, canopies and benches.
- d. Building façades on corner lots shall be designed to connect with pedestrians at both street frontages.
- e. Architectural detailing, cornice work, frieze design or other elements shall be incorporated into buildings on corner lots.
- f. Buildings on corner lots may emphasize the building middle through curved walls or turrets, window treatments or signage.

Exhibit B – 5 New Section 21.62.020.M Old Town Historic Core Overlay

3. Corner Lots Map.

- a. The purpose of this section is to maintain the implementation of corner architecture and design treatments as defined by Map 62.2 Corner Lots – Building Design, also found in RZC 21.62.020.D Corner Lots - Building Design.



4. Illustrations and Figures.

 <p>← BACK OF SIDEWALK</p> <p>OF SIDEWALK</p> <p>SPECIAL CORNER TREATMENT - PLAN VIEW</p>	<p>This illustration demonstrates an example of an appropriate corner treatment that orients toward the street corner and supports pedestrian activity on the two street frontages.</p>

5. Appropriate Implementation.

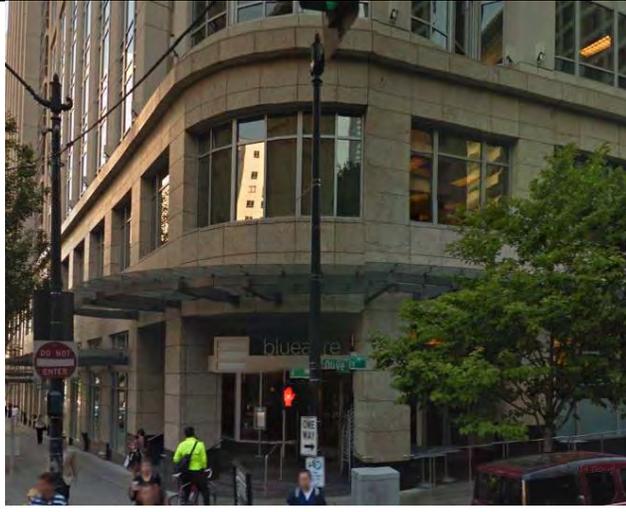
	<p>Emphasizes an entryway by rounding the corner, recessing the entrance, featuring a large percentage of glazing as well as distinctive building columns and high quality material. In this case, the Building Base is finished with stone tile.</p>
	<p>Differentiation that emphasizes corner and building entrance.</p>

Exhibit B – 5 New Section 21.62.020.M Old Town Historic Core Overlay

	<p>Modern interpretation of corner that is sympathetic to designs and treatments used on historic structures within the overlay. Demonstrated here is the use of an architectural and timeless chamfer for emphasizing the building corner, decorative columns, recessed windows, tripartite architecture and design, and the use of decorative stringcourse above the building base and entablature at the building cap.</p>
	<p>This corner treatment demonstrates recessing the entrance and connection with the pedestrian at the two street frontages.</p>
	<p>This image shows an additional approach for slightly recessing the entrance and connecting with the pedestrian at the two street frontages. This corner treatment uses architectural and design elements to emphasize the building base and differentiate the corner from the street façade.</p>



This image demonstrates a strong connection with the pedestrian at the two street frontages and appropriate use of curved walls, window treatments, signage, and other architectural and design elements in emphasizing the building base and middle.

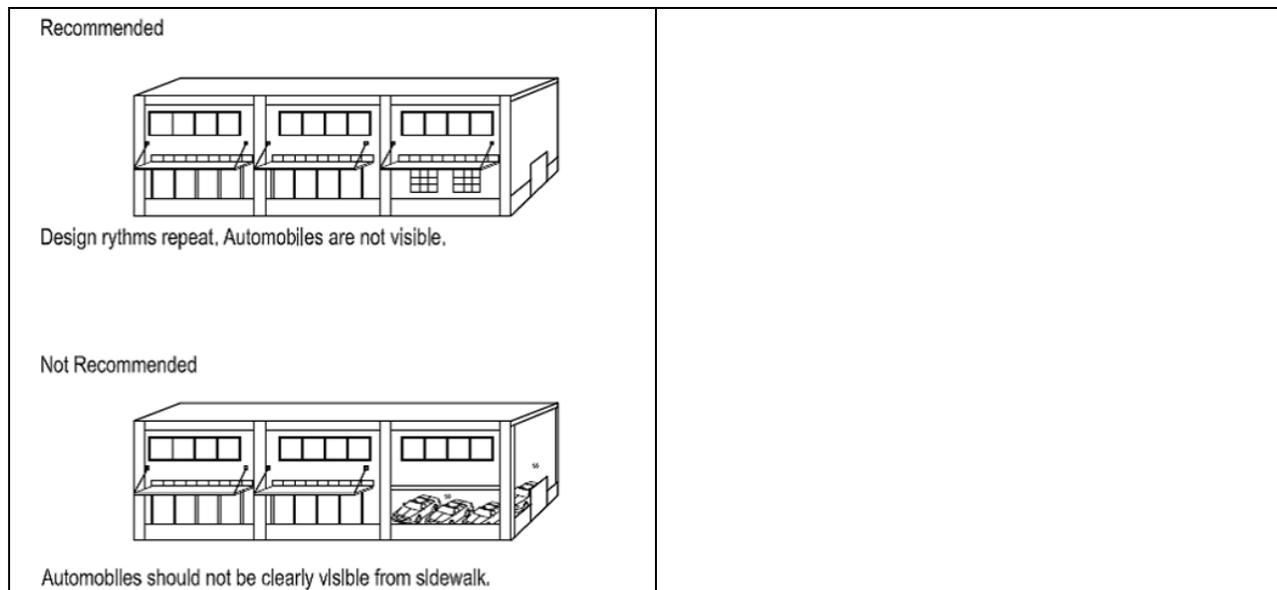
6. Inappropriate Implementation.



The absence of corner definition and blank wall make this inappropriate for the Historic Core Overlay.

I. Structured Parking.

1. Intent. To maintain the character of the Historic Core Overlay and to foster an engaging pedestrian experience along the building base.
2. Design Criteria.
 - a. Structured parking shall not front along the sidewalk edge or pedestrian corridors, except to allow placement of parking entrances.
 - b. Structured parking shall be located either underground, in the back of the building, or internal to the building such as in a wrapped configuration fronted on the ground floor by commercial uses.
3. Illustrations and Figures.



6. Tripartite Architecture and Design.

- A. Intent. To promote architecture and design that strengthens the unique character and sense of distinction in the Historic Core Overlay by:

Exhibit B – 5 New Section 21.62.020.M Old Town Historic Core Overlay

1. Fostering visual interest and a variety of opportunities for pedestrian engagement;
2. Implementing high quality and timeless designs that are similar in concept, detail, and finishing to historic landmark structures located within the Overlay;
3. Visibly anchoring and completing buildings; and
4. Maintaining architectural and design collaboration across the building surface, ensuring authenticity and complementary patterns.

B. Building Components:

1. Design Criteria.

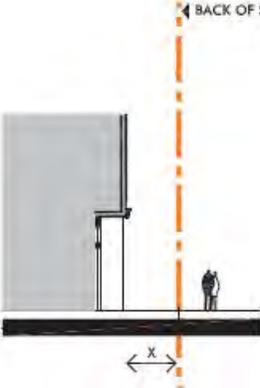
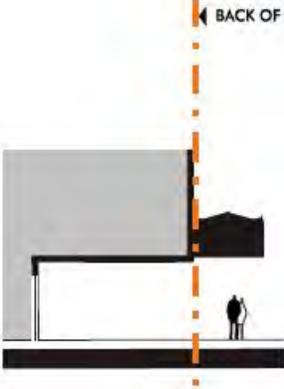
- a. Provide a strong distinction between the three portions of buildings, measured along all building sides;
 - i. Building Base: The entire lowermost floor or two floors of the building shall be designated as the “Building Base”, and shall be visibly articulated to aesthetically anchor the building to the ground;
 - ii. Building Cap: The entire uppermost floor or two floors of the building shall be designated as the “Building Cap”, and shall be visibly articulated to aesthetically complete the building; and
 - iii. Building Middle: The remainder of the building shall be known as the “Building Middle”.

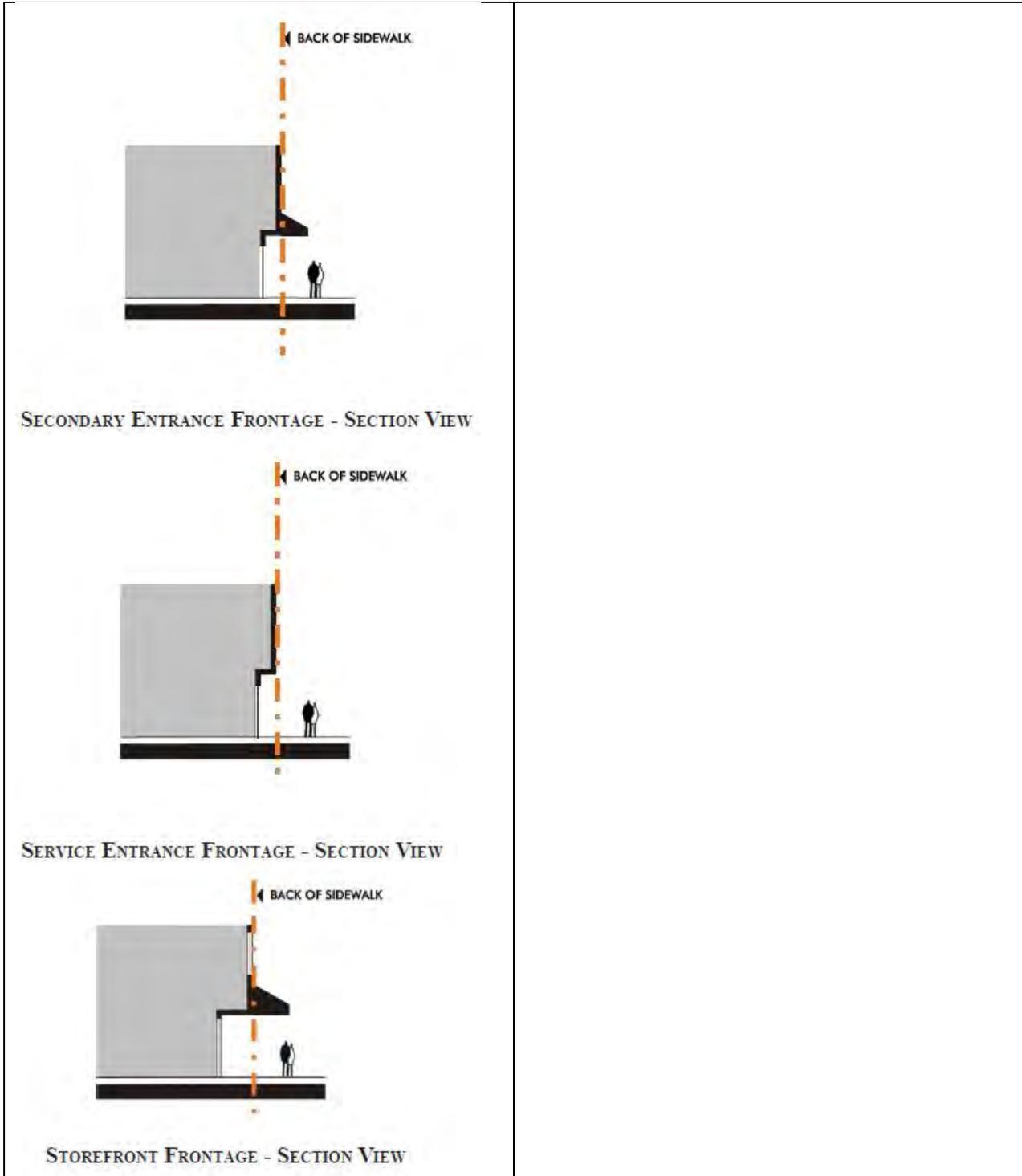
C. Building Base.

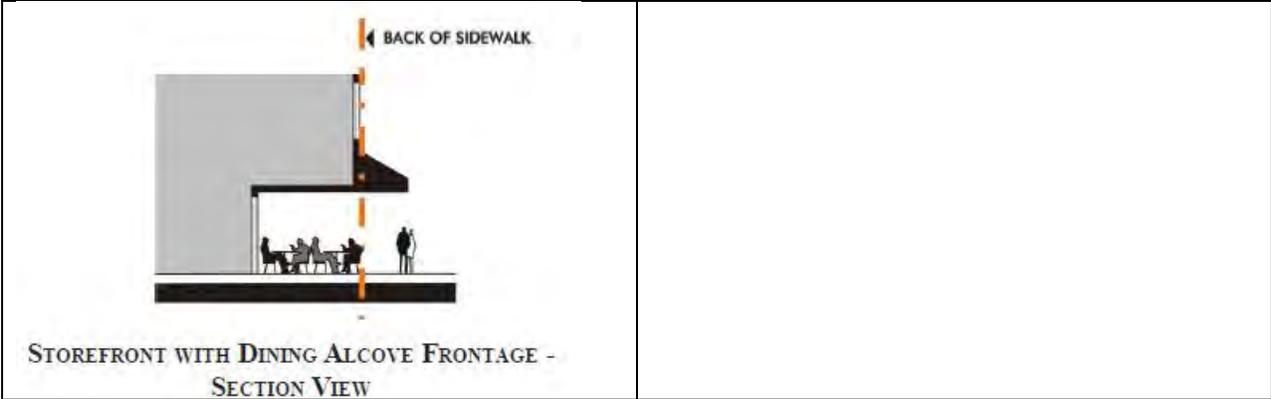
1. Intent: To anchor the building to the ground and engage the pedestrian through the building’s architecture and design elements.
2. Design Criteria.
 - a. Building Material and Treatment.
 - i. Distinctive treatments and materials shall be used to define the building’s plinth and/or bulkhead. The material shall establish a visible widening to the building walls immediately at the sidewalk elevation and extend to no more than two feet above grade. Material and color change shall be suitable.
 - ii. Distinctive treatments and materials shall be used to define the building’s kickplate. The material shall establish a differentiation above the plinth or bulkhead, at the exterior walls that face pedestrian corridors including sidewalks. Material and color change shall be suitable.
 - iii. The Building Base shall be respectful of those landmark structures found in the overlay, such as the Bill Brown Building, Old Redmond State Bank, and Lodge Hall. Building Base shall include masonry.
 - iv. Material shall be consistent with RZC 21.62.020.M.5.F. Building Material.
 - b. Windows.

- i. The building base, when adjacent to pedestrian-oriented streets and pathways (see RZC map) shall be highly transparent.
 - ii. Windows of clear vision glass shall begin no lower than six inches above grade, no higher than two feet above grade, and shall extend to at least 10 feet above grade.
 1. Large windows shall showcase storefront displays to increase pedestrian interest.
 2. Windows shall extend across a minimum of 75 percent of the horizontal length of the building's exterior wall.
 3. Avoid continuous window walls by providing architectural building treatments such as mullions, building modulation, entry doors, and/or columns at intervals consistent with the historic structures in the overlay.
- c. Entry.
- i. A variety of private frontage types, illustrated below, shall be incorporated into the Building Base to strengthen the building's architectural distinction, context, and pedestrian's experience. Entry types for providing variety include storefronts, storefronts with dining alcoves, grand marquees, porticos, common and secondary entries.
 - ii. Private frontage types shall be recessed from the back of sidewalk and shall not project into or over the back of sidewalk.
 - iii. Service entries may be used to provide access to interior garages, service and utility areas, or other secondary or emergency access.
 - iv. Building entries, which are similar in scale and overall character to those seen historically, are encouraged.
 - v. Elements such as lighting, trellises, canopies, signage, and design or sculpted elements shall be used to clearly identify and enhance the building entry, particularly when the building is located on a corner.
- d. Sequential Pedestrian Experience.
- i. The Building Base shall be differentiated along the building's horizontal, exterior length as follows by variation in material, modulation, wall penetrations such as windows and doors, architectural and design treatments such as distinctive columns and pilaster, and artistic elements:
 1. Every 15 feet to 50 feet—minor changes such as a door and window treatment, variation in material, use of accent material, modulation, or change of storefront.
 2. Every 100 feet to 150 feet—moderate changes such as use of artistic and unique elements, distinctive columns and pilasters, interpretive and wayfinding signage, or a secondary entrance.

3. Every 200 feet or at building corner—significant changes defined through distinctive corner treatments including alcoves or angled storefronts, grand architectural and design treatments such as columns and sculptural and ornamental elements, or enhanced visibility through the building accenting the interior use and providing views through the building from a sidewalk to the intersecting sidewalk.
 - ii. The Building Base shall include distinctive design, details, and elements.
 1. Design, details, and elements should be unique to the structure and reflect the overall character of the structure, be respectful of historic structures within the overlay, and provide opportunity for enhancing the vegetated aspect of the district.
 2. These elements shall complement and contribute to the differentiation along the Building Base—horizontal, exterior length.
 3. Awnings shall be provided to support year-round weather protection and allow for removal as requested by the City such as for sidewalk and utility maintenance. Awnings may project over the sidewalk.
 - iii. Informal gathering places should be created and shall be consistent and integrated with the streetscape through design and amenities such as by using complementary surface material, seating, pedestrian-scale lighting, and wayfinding signage.
 - iv. Permanent public seating, when provided, shall be located within the parcel. Temporary or movable public seating may extend into the first two feet of the sidewalk, measured from the parcel boundary.
 - v. The use of potted plants and flowers as well as street trees is encouraged provided pedestrian access is maintained.
 - vi. The height and design of street lighting should relate in scale to the historic character of the area. The design of the light standards and luminaires should enhance a historic theme.
3. Illustrations and Figures.

 <p>COMMON ENTRY FRONTAGE - SECTION VIEW</p>  <p>GRAND MARQUEE FRONTAGE - SECTION VIEW</p>  <p>GRAND PORTICO FRONTAGE - SECTION VIEW</p>	<p>Entry types that are appropriate for the Building Base.</p>
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4. Appropriate Implementation.

	<p>Variety across the Building Base allows for pedestrian engagement.</p>
	<p>This image demonstrates a variety of entry treatments.</p>
	<p>This image demonstrates a variety of entry treatments, high percentage of transparency along the Building Base, and effective treatment for a sequential pedestrian experience.</p>
	<p>This Building Base includes a variety of opportunities for pedestrian engagement while maintaining authentic character across the building's entire exterior wall length and context of the area. Authenticity implies that the architecture and design elements, while varying, also accentuate, work together and complement the underlying design of the overall structure.</p>

5. Inappropriate Implementation.

	<p>This Building Base loses its authenticity across its horizontal, exterior wall length and does not meet the transparency standard. Authenticity is lost through the effort to create an illusion of four different structures within one building envelope. In this example, the only design element that carries across the whole of the building is the color tone.</p>
	<p>Though the architecture and design of this building reflects historic character, the Building Base is absent of opportunities to engage the pedestrians and its strict rhythm are inappropriate for the Historic Core Overlay. Elements of change such as in material, color, design, vegetation and art can help reduce strict rhythm and provide opportunities for the pedestrian to engage with the architecture, design, and with interior businesses.</p>

D. Building Middle.

1. Intent. To demonstrate architectural and design distinction, emphasize a rhythm, and soften the mass.
2. Design Criteria.
 - a. Building Material.
 - i. The Building Middle shall be aesthetically distinct, fit within the context of the structure, and respectful of historic structures in the Historic Core overlay.
 - ii. Architectural and design treatments shall avoid overly repetitive patterns and blank walls, and shall include any combination of the following: stepbacks with cornice, string course, or other architectural detail similar to elements found in the overlay.
 - iii. Architectural rhythm, particularly across the Building Middle, shall be established through identifiable surface patterns, decoration, and the pace of spatial progressions. In the context of the building, rhythm shall be combined with scale or the size and massing of the building, to achieve overall architecture and design that defines and establishes the uniqueness of the building.
 - iv. Material shall meet RZC 21.62.020.M.5.F Building Material.

b. Windows.

i. The Building Middle shall incorporate design consistent with the Historic Core character:

1. Windows shall be composed only of clear vision glass;
2. The horizontal length of the building’s exterior wall shall include windows, entryways, or other transparencies at least every 40 linear feet; and
3. The Building Middle shall not include treatments of continuous transparency such as “ribbon windows” (continuous horizontal bands of glass) or “window walls” (glass over the entire surface).

3. Illustrations and Figures.

To be provided	

4. Appropriate Implementation.



Distinction, quality material, character, rhythm and variety across the Building Middle.

Exhibit B – 5 New Section 21.62.020.M Old Town Historic Core Overlay



Modern interpretation of rhythm and character across the Building Middle. While this example shows several appropriate aspects of architectural and design that are sympathetic to the historic structures located within the Historic Core Overlay, this structure is absent of vertical variation such as stepbacks and horizontal variation that could include private decks and associated entries.



Variety across the Building Middle through use of decks, wrapping, and architectural and design elements helps address blank walls and repetitive patterns. These elements help break up expansive surface areas that have potential for contributing to massing.

5. Inappropriate Implementation.



The absence of depth and distinctive material makes this inappropriate for the Historic Core Overlay.



Though the rhythm of this Building Middle is easily observed, the absence of window treatment and vertical variations makes this inappropriate for the Historic Core Overlay.

E. Building Cap.

1. Intent. To define an ending to the building top, ensure the use of distinctive and high quality architectural and design elements, and provide unique character to the structure.
2. Design Criteria.
 - a. Material.
 - i. The Building Cap shall be aesthetically distinct and fit within the context of the structure and Historic Core Overlay.
 - ii. Color, material change, sculptured elements, or any combination of these may be used to physically differentiate and emphasize the termination of the Building Cap. Treatments shall include any combination of the following: pediment, cornice, frieze, and architrave.
 - b. Design.
 - i. Rooftop plazas and gardens are encouraged for the use of the building's occupants and guests and shall be located behind the architectural and design features that define the termination of the Building Cap.
 - ii. Shed-style and pitched roofs shall be avoided.
 1. No more than 15 percent of the roof may be sloped to allow for solar access.
 2. The sloped portion of the roof shall be located behind and screened by the building's parapet or other roof feature.
 3. Low-profile solar devices shall be located so that they are not visible from the public right of way. For example, solar devices may be installed on a flat roof and set back to take advantage of a parapet or other roof feature that screens solar panels from view; or on a secondary slope of a roof, out of view from the public right of way.

3. Illustrations and Figures.

To be provided	

4. Appropriate Implementation.

	<p>Decorative cornice.</p>
	<p>Decorative cornice, complementary to window and corner treatments.</p>
	<p>Distinctive cornice in combination with shade treatment.</p>

5. Inappropriate Implementation.

	<p>Modern Building Cap that is absent of character that complements the historic structures located within the Historic Core Overlay.</p>
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Cantilevered or extended roof and modern Building Caps that are inappropriate within the Historic Core Overlay.

21.44.020 Signs

E. General Sign Design Standards

1. Purpose. This section provides basic design guidance for all signs, regardless of specific type or location within the community. The guidelines address issues related sign legibility, placement on the facade, color and materials, and effective illumination.
2. Sign Compatibility.
 - a. In a multi-tenant complex, no sign shall dominate the façade, unless the business it advertises is designated a major or anchor tenant by the property owner due to the size of the tenant space as compared with the other tenant spaces.
 - b. Signs shall be designed to be consistent with the building design in terms of relative scale and overall size.
 - c. Signs should complement and not detract from the materials, and colors of the building to which they will be attached.
 - d. All signs should enhance and not detract from the building’s architectural design. Signs should reflect the character of the building.
 - e. Signs shall not obscure or cover architectural features of the building.
 - f. For ~~historic landmarks and~~ the Old Town zone, signs should be consistent with the historic character ~~of the landmark and/or~~ zone. Preferred signage in the Old Town zone includes window signage, painted signage on wooden facades, wood signs, signs on awnings, signs lit by sources other than the sign itself, or decorative signs hung perpendicular to the building façade are encouraged. Wood facsimile products may be an acceptable substitute. Use of backlit plastic wall signs, extruded aluminum, changing message, or other newer technology signs should not be allowed. Use of neon signs should be limited to window signs or art deco styled buildings.
 - g. For the Old Town Historic Core Overlay, signs shall be consistent with the historic character of the overlay. Preferred signage in the overlay includes window signage, painted signage on wooden facades, wood signs, signs on awnings, signs lit by sources other than the sign itself, or decorative signs hung perpendicular to the building façade. Wood facsimile products may be an acceptable substitute. Use of backlit plastic wall signs, extruded aluminum, changing message, or other newer technology signs are prohibited. Use of neon signs is also prohibited.