Exhibit A: Proposed Zoning Code Amendments for Height, Mass and Stepbacks

1. 21.10.030 Old Town (OT) Zone
2. 21.10.110 Building Height
3. 21.10.150 Pedestrian System
4. 21.62.020.M Downtown Design Standards – Old Town Historic Core Overlay:
    a. Old Town Historic Core Map – page 2
    b. Height, Massing, and Stepbacks – pages 5 – 11
    c. Material – page 11
    d. Material – page 14
    e. Windows – page 26

# ARTICLE I ZONE BASED REGULATIONS

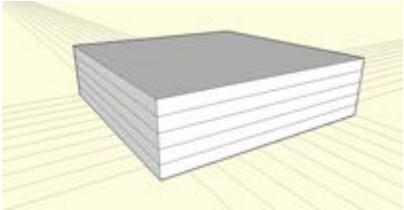
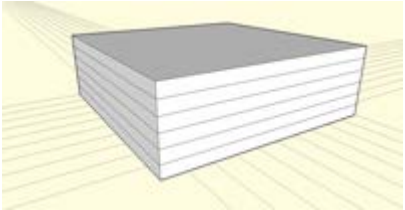
## RZC 21.10 DOWNTOWN REGULATIONS

### 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) | | |

| Table 21.10.030B<br>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, *Downtown Pedestrian System*. |
| Setback Line (distance from property line) | | |
| Side Commercial | 0 feet | |
| Rear Commercial | 0 feet | |
| Side Residential | See RZC 21.10.130.D, *Residential Setback Requirements* | |
| 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~~(base) and five stories with incentives in the Old Town Historic Core Overlay. See RZC 21.10.110.B, *Height Limit Overlay and RZC 21.62.020.M, Old Town Historic Core Overlay*. |
| Maximum Building Height with TDRs and GBP | 6 Stories | 1. Building height is limited to three stories ~~for some parcels fronting Leary Way~~(base) and five stories with incentives in the Old Town Historic Core Overlay. See RZC 21.10.110.B, *Height Limit Overlay and RZC 21.62.020.M, Old Town Historic Core Overlay*.<br>2. One floor of additional height may be achieved with the use of Transfer Development Rights, with the exception of properties included in RZC *21.62.020.M,* Old Town Historic Core Overlay. See RZC 21.10.160, *Using Transfer Development Rights (TDRs)*, or through compliance with RZC 21.67, *Green Building and Green Infrastructure Incentive Program (GBP).* |
| 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 | 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, *Using Transfer Development Rights (TDRs)*, and RZC 21.67, *Green Building and Green* Infrastructure *Incentive Program* (GBP).<br>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, *Downtown Residential Densities Chart*. |

| Table 21.10.030B<br>Regulations Common to All Uses | | |
|---|---|---|
| Regulation | Standard | Notes and Exceptions |
| Drive-through | n/a | Drive-through facilities are prohibited except where expressly permitted in the Allowed Uses and Basic Development Standards table below. |

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<br>Allowed Uses and Basic Development Standards | | | |
|---|---|---|---|
| Section | Use | Parking Ratio:<br>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. | 1. Maximum density per lot dependent upon size and width of lot, per RZC 21.10.130.B, *Downtown Residential Densities Chart*.<br>2. 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, *Ground Floor Residential Uses on Type II Pedestrian Streets*, but not within the shorter distance of 50 feet or a quarter-block length from a street intersection.<br>3. Affordable Housing requirements apply to developments of 10 units or more. See RZC 21.20.020, *Applicability.* |
| 2 | Dormitory | Bed (0.5, 1.0) | |
| 3 | SRO | | |
| 4 | Housing Services for the Elderly | See Special Regulations | Parking requirements are as follows:<br>1. Multifamily housing for senior citizens: Unit (0.5, 2.0)<br>2. Nursing home or long-term care facility: 4 patient beds (1.0, 1.0)<br>3. Retirement residence with no skilled nursing facility: Unit (1.0, 1.0)<br>4. Retirement residence with skilled nursing facility: Worker on largest shift (1.25, 1.25)<br>5. 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 | | | |

| Table 21.10.030C<br>Allowed Uses and Basic Development Standards | | | |
|---|---|---|---|
| Section | Use | Parking Ratio:<br>Unit of Measure Minimum required, Maximum allowed | Special Regulations |
| 5 | General Sales or Services | 1,000 square feet gfa (2.0, 2.0) | 1. Uses not permitted include:<br>a. Gas station.<br>b. Auto repair.<br>c. Automobile sales with outdoor display and storage.<br>d. Rental storage and mini-warehouses.<br>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.<br>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.<br>2. Parking standards for restaurant uses:<br>a. Sit-down restaurant: 1,000 SF GFA (2.0, 9.0).<br>b. Take-out restaurant: 1,000 SF GFA (2.0, 10.0).<br>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:<br>i. The use is located in an office building and primarily serves the occupants and guests of the office building; or<br>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.<br>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 | | |

| Table 21.10.030C<br>Allowed Uses and Basic Development Standards | | | |
|---|---|---|---|
| Section | Use | Parking Ratio:<br>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, *Wireless Communication Facilities* |
| 13 | Antenna Array and Base Station | | A Conditional Use Permit may be required; see RZC 21.56, *Wireless Communication Facilities*, for specific development requirements. |
| 14 | Antenna Support Structure | | Requires a conditional use permit. See RZC 21.76.070.K, *Conditional Use Permit*. |
| 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:<br>1. Shall provide parking as follows: Employee on maximum shift (1.0, 1.0).<br>2. Play equipment shall be located no less than 10 feet from any property line.<br>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 | 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.<br>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 | | | |

| Table 21.10.030C<br>Allowed Uses and Basic Development Standards | | | |
|---|---|---|---|
| Section | Use | Parking Ratio:<br>Unit of Measure Minimum required, Maximum allowed | Special Regulations |
| 20 | Vending Carts, Kiosks | | 1. Shall not locate in required parking, landscaping, or drive aisle area, or any area that would impede emergency access.<br>2. Shall not reduce or interfere with functional use of walkway or plaza to below standards of Americans with Disabilities Act.<br>3. Structures shall be secured to prevent tipping and endangering public safety.<br>4. Maximum size is six feet wide by ten feet long.<br>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

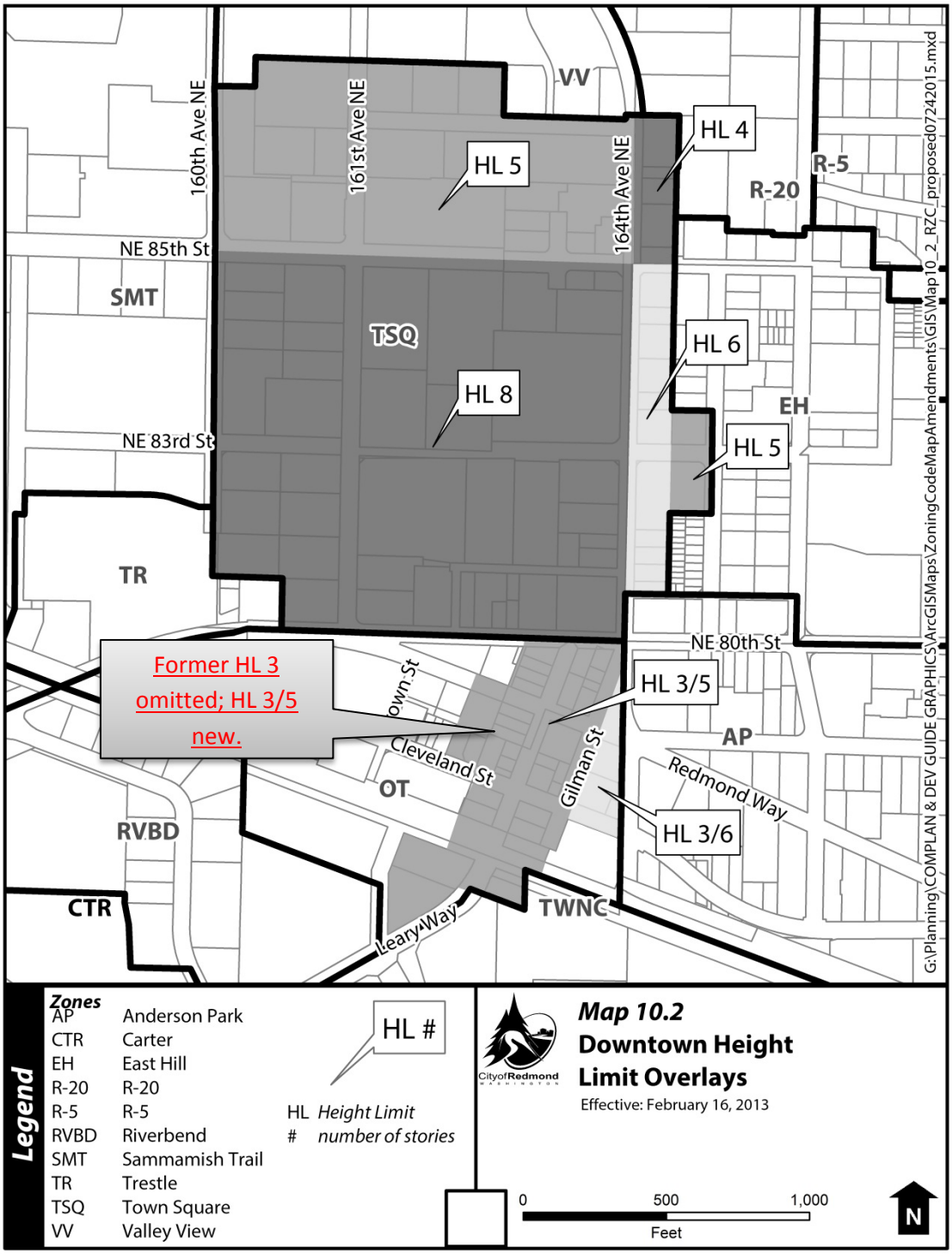
## RZC 21.10 DOWNTOWN REGULATIONS

### 21.10.110 Building Height

A. **Height Tradeoff.** The maximum building height on a site may be exceeded when building height reductions are required at building edges, along a street or park, to achieve better design and stepped building height through the land use permit process, with the exception of buildings located in the Old Town Historic Core Overlay, RZC 21.62.020.M. The amount of floor area that is allowed to exceed the prescribed maximum building height, without use of bonuses or transfer of development rights, shall not exceed the floor area that was removed or omitted to create the stepped building façade, and shall not exceed one additional floor above the prescribed maximum building height.

B. **Height Limit Overlay.** Building height restrictions within the Height Limit Overlay (HL) areas shall be as indicated on Map 10.2, Downtown Height Limit Overlays. The designation HL followed by a number indicates the maximum number of floors allowed. The limits within the overlay areas may not be exceeded with the use of bonuses or transfer development rights.

**Map 10.2**
**Downtown Height Limit Overlays**




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

# ARTICLE I ZONE BASED REGULATIONS

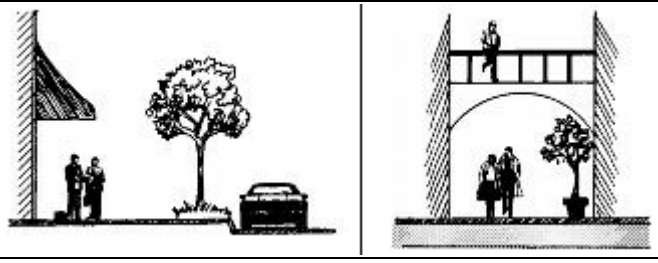
## RZC 21.10 DOWNTOWN REGULATIONS

### 21.10.150 Pedestrian System

D. **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.

1. Buildings and upper floors of buildings shall not extend beyond the parcel when located in the Old Town Historic Core.

**Figure 21.10.150E**
**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.**



# REDMOND ZONING CODE: ARTICLE III DESIGN STANDARDS – JULY 27, 2015 UPDATE

## 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:

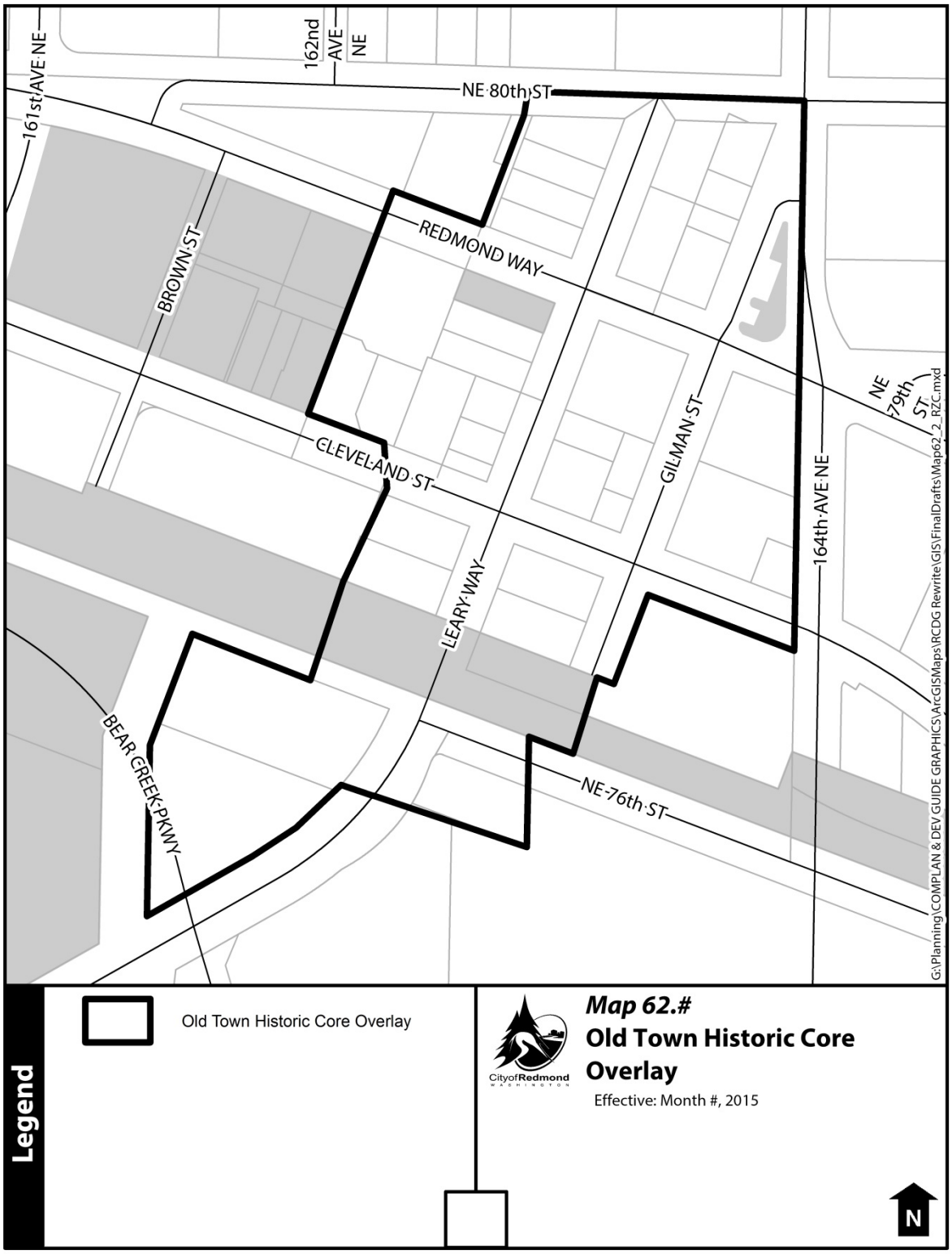
A. Ensure a complementary transition between historic and modern structures;
B. Implement the vision for this area as set out in the Comprehensive Plan; and
C. Support the Core's historic character.

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.

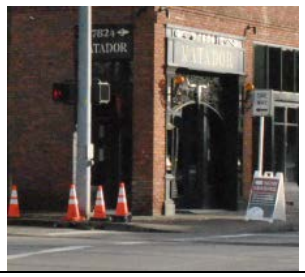
      3. Strong relationship to natural elements such as solar, precipitation, and temperature.

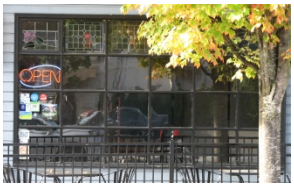
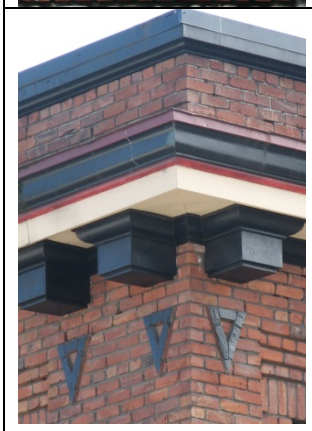
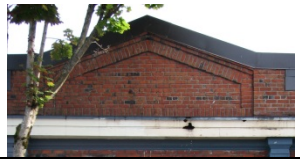
      4. Responsive to and incorporates the weathering process.

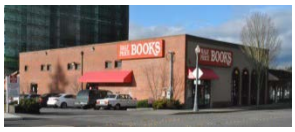
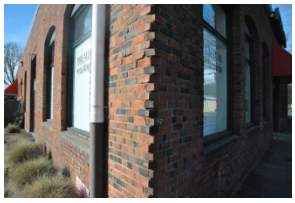
      5. Demonstrates human-scale proportions in which the setting or environment (building, entry, ceiling height) relates closely and predominantly to human dimensions.

      6. Graceful siting in location.

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

| | |
|---|---|
|  | Examples of storefront and entry treatments. |

| | |
|---|---|
|  | Examples of window treatments. |
|   | Example of architectural and design elements at the building cap. |

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

**5. General.**

**A. Building Form and Scale. – UPDATED 7/27/15**

1. Intent. To ensure that the building form and scale for new development complements the character of the Old Town Historic Core by:
   a. Maintaining the pedestrian orientation and human scale of the Historic Core;
   b. Being of a scale and character that are appropriate to the site and enhancing rather than detracting from nearby or adjacent historic structures; and
   c. Incorporating architectural and design treatments that address additional height in order to avoid the appearance of bulk.

B. Design Criteria.

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 shall acquire a Right of Way Use Permit.

2. Buildings shall be constructed with a base height of no greater than three stories. Maximum building height west of Gilman Street is five stories through the use of incentives. The maximum building height east of Gilman Street is six stories through the use of incentives.

3. Buildings shall stepback from the following stepback features: Leary Way, parks, and from adjacent landmark structures listed in RZC Appendix 5. Redmond Heritage Resource Register.

4. Stepbacks shall be measured at 10 percent of the building's horizontal depth, measured perpendicular from the respective stepback feature described in this section.

    a. The average or the significant majority of the building's horizontal depth shall be measured to calculate the stepback.

        i. When a building's horizontal depth includes one depth over 60 percent or greater, that depth shall be used to calculate the stepback.

        ii. When a building's horizontal depth includes no clear depth over 60 percent or greater, the depth shall be averaged over the depths for the entirety of the building.

        iii. When a building's horizontal depth includes a portion with a depth of 40 feet or less, that portion of the building may use no less than 5 feet as a stepback.

    b. Stepbacks shall vary to ensure complementary and sympathetic massing and to avoid the appearance of significant or repetitive massing.

        i. Stepbacks shall be 10 feet or greater, unless allowed to be reduced to no less than a minimum of 5 feet per RZC 21.62.020.M.5.B.4.iii, of this section.

        ii. The width or horizontal length of individual stepbacks shall be designed to follow the minor scale of the Sequential Pedestrian Experience, RZC 21.62.020.M.5.I.6.C.2.d.i.1, that ranges from 15 feet to 50 feet. This range shall be the minimum for measuring the horizontal length of a stepback for purpose of variation across the horizontal width of the building at which the stepback is required.

5. Incentives for Fourth and Fifth Stories.

a. Construction of the fourth and fifth story shall be permitted when the following primary and secondary incentives are provided:

   i. Fourth story requires use of two of the Primary Incentives.

   ii. Fifth story requires use of one additional Primary Incentive as well as one Secondary Incentive.

b. Primary Incentives.

   i. The stepback area is permanently activated for public or private use.

   ii. Publicly accessible amenities are provided for along the building base and include plazas, dining alcoves, or widening of the sidewalk into the building base.

   iii. A pubic park, one-quarter acre or larger in size, is developed and dedicated adjacent to the building.

   iv. Exceptional architecture is provided to further promote the intent of RZC 21.62.020.M. Old Town Historic Core Overlay. Exceptional architecture shall meet the approval of the Code Administrator and the Design Review Board.

   v. Masonry is used over the first three stories and in other portions of the building for architectural and design interest.

   vi. Green Building and Green Infrastructure Program.

c. Secondary Incentives.

   i. Stepbacks are provided after the first or second story. This stepback(s) may accompany or replace the stepback above the third story and would not preclude the use of multiple stepbacks for achieving architectural and design interest. All other criteria for calculating and constructing stepbacks shall apply.

   ii. Exceptional roof forms shall be provided that fit with the character of the historic area and further promote the intent of RZC 21.62.020.M. Old Town Historic Core Overlay. Exceptional roof forms shall meet the approval of the Code Administrator and the Design Review Board.

6. Incentive for Sixth Story East of Gilman.

   i. The sixth story shall be stepped back a minimum of 10 feet from Gilman Street.

7. Minor and limited architectural and design features above the fifth story, for buildings west of Gilman Street, may be permitted for architectural and design innovation provided that:

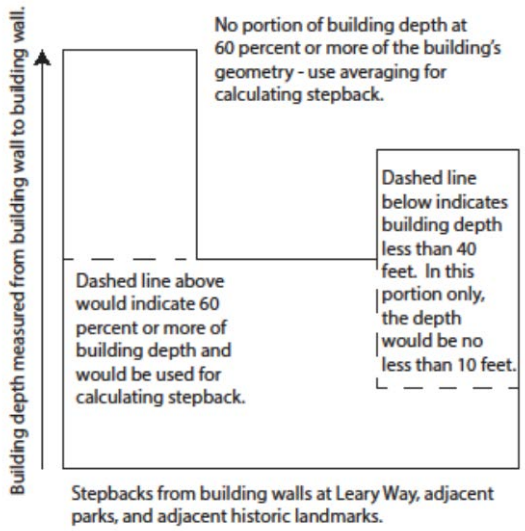
    a. Architectural and design features shall not exceed 15 feet above the fifth story.

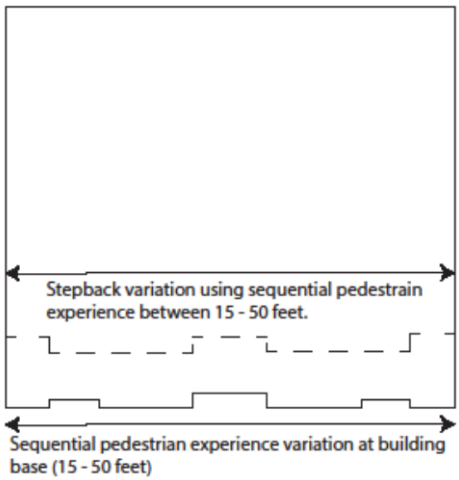
    b. The architectural and design features shall comprise no greater than 10 percent of the parcel square footage.

    c. The features shall not be for dwelling purposes.

    d. The features shall meet the approval of the Code Administrator and Design Review Board.

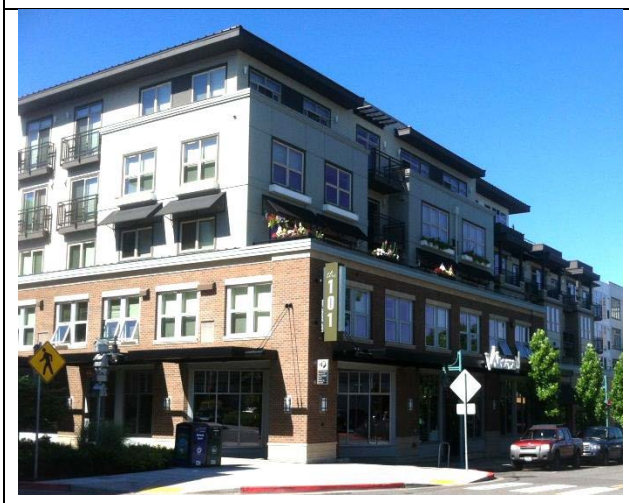
C. Illustrations and Figures.

| | |
|---|---|
|  <br>Stepbacks from building walls at Leary Way, adjacent parks, and adjacent historic landmarks. | Illustration demonstrates the three variations for measuring building depth for calculating required stepbacks. |

| | |
|---|---|
|  | Illustration shows the use of stepback variation similar to the approach used at the building base for carrying out the Sequential Pedestrian Experience, minor interval. |

D. Appropriate Implementation.

| | |
|---|---|
| | The stepback, constructed above the first story, has been activated for private use by residents and includes amenities such as seating, tables, and as seen here, landscaping. |
| | This image demonstrates a stepback above the building base that is then activated for public or private use. Landscaping, as shown here, enhances the human scale of development, the pedestrian experience, and the transitioning between stories. The roof form above the building base is an appropriate treatment for achieving the incentives permitting the addition of the fourth or fifth stories. |

| | |
|---|---|
| | The stepbacks and architecture depicted here demonstrate the use of exceptional architecture and roof forms that would be appropriate for achieving the incentives permitting the addition of the fourth or fifth stories. The architecture and design is finely detailed and the roof form is accentuated, calling attention to its detail and termination of the building envelope. |
| | This roof form, with additional definition and detailed massing, demonstrates exceptional design that would be appropriate for achieving the incentive permitting the addition of the fourth or fifth stories. |
|  | 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 provides for connection with pedestrians versus the simpler and modern design approach used at the building middle and cap, as shown here. The stepback shown in this example would meet the requirements for variation per the use of the Sequential Pedestrian Experience, minor interval. |

E. Inappropriate Implementation.

| | |
|---|---|
| | The stepback above the fourth story would not meet the requirement due to its location in the building elevation, its depth at less than 10 percent of the building's depth measured from each of the two facades, and its repetition along the building's horizontal length. The narrow depth of the stepback prevents activation and companion elements such as landscaping. The rooftop deck would not meet the intent of this section, also due to its location in the building elevation. |
| | The stepbacks above the fourth and sixth floors are inappropriate due to their location in the building elevation and absence of variation across the building's horizontal length. The use of modern, simpler architecture and design at the building's base and middle would also not meet the intent of this section. |

F. Building Material.

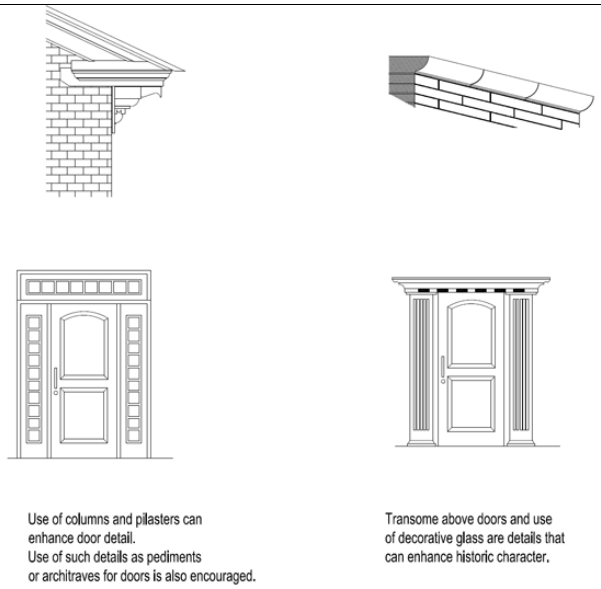
1. Intent. To ensure that materials used on the exterior of new construction:
   a. Reflect the time period when the individual structure was built and create a sense of timelessness through the use of high quality material;
   b. Complement materials used on historic and landmark structures;
   c. Achieve 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 percentpercent~~along ~~of~~ the exterior of the building base 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.

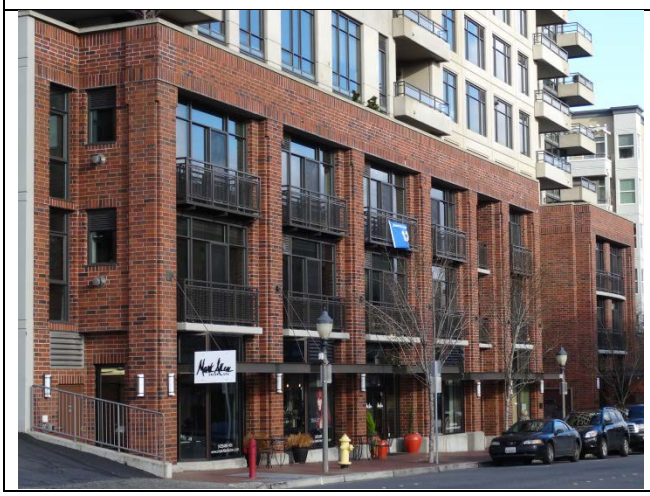
b. Use of reclaimed and repurposed, historic and traditional material is encouraged. This includes brick, stucco that is used in the Art Deco style, wood, and stone. Other material including marble and metal, may also be used, such as for providing visual interest.
c. Use of material, other than material 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.

| | |
|---|---|
|  | Illustration of material and treatments that are similar in appearance to material and treatments used on historic and landmark structures in the overlay. |

4. Appropriate Implementation.

| | |
|---|---|
| | 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. |
| | 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. |

| | |
|---|---|
| | 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. |
|  | Distinctive masonry is used here along the exterior of the building base. The brick masonry in this example varies in color, positioning, and joints as well as used to accentuate variations in depth along the horizontal length of this façade. |

5. Inappropriate Implementation.

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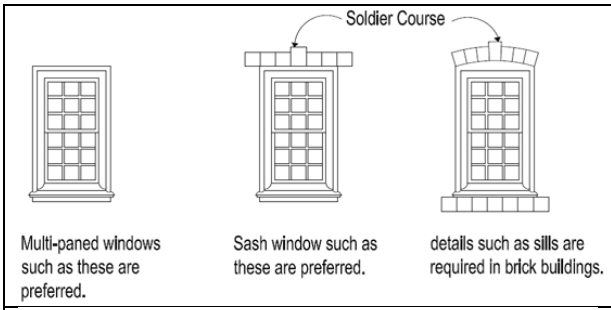
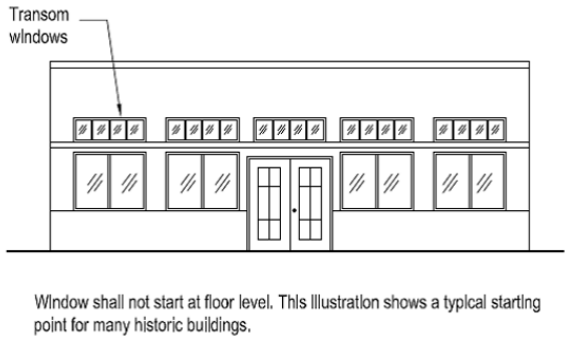
|---|---|
| | While innovative, the use of modern material such as corrugated metal across a majority of the structure does not demonstrate design sympathetic to historic structures within the Historic Core Overlay. Historic structures within the overlay are constructed of brick, wood, stone, and other masonry. |

| | |
|---|---|
| | 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. |
| | 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. |

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.

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.

| | |
|---|---|
|  | Illustration of window treatment that maintains character similar to that used on historic structures within the overlay. |
|  | {this illustration to be replaced to reflect the scale of newer development}<br>Illustration of window orientation and use of transoms along the building base. |

4. Appropriate Implementation.

| | |
|---|---|
| | 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. |

| | |
|---|---|
| | 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. |

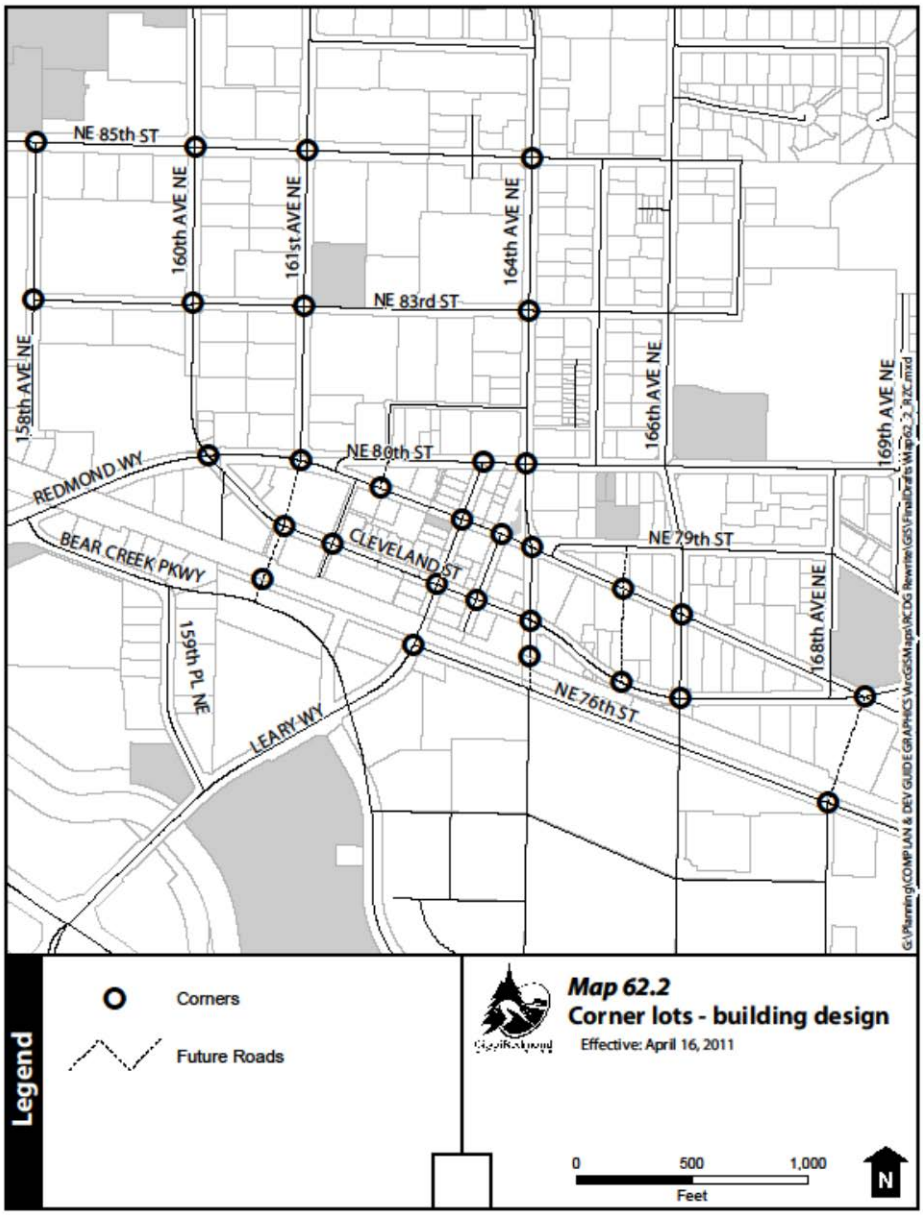
5. Inappropriate Implementation.

| | |
|---|---|
| | 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. |

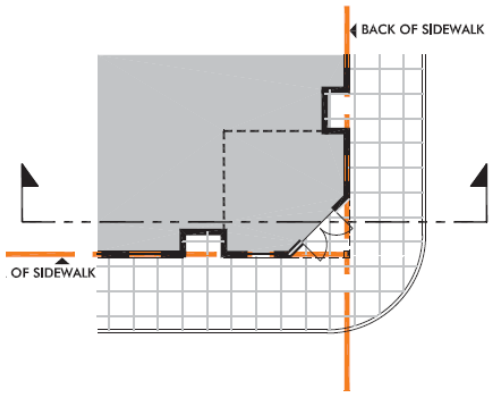
H. Corners.
   1. Intent. To ensure that buildings on corner lots:
      a. Reinforce and celebrate the street corner;
      b. Use distinctive architecture, design, and material;
      c. Serve as prominent gateways between the sidewalk and the building's interior; and
      d. Strengthen articulation 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.

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.

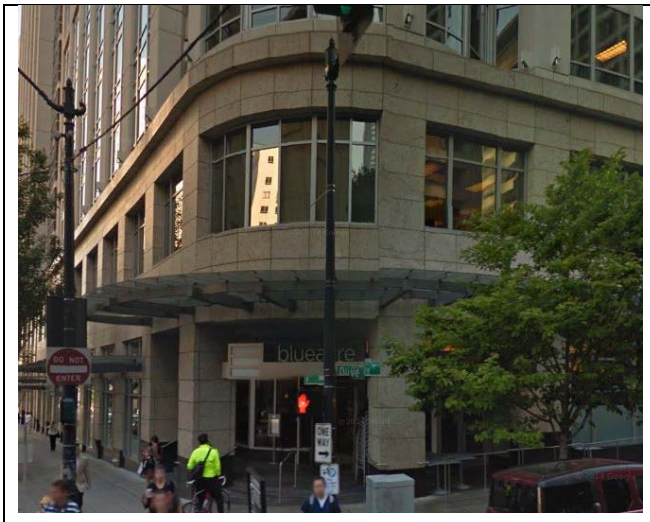
3. Corner Lots Map.
   a. The purpose of this section is to maintain the implementation of corner architecture and design treatments as defined by Map 62.2 Corner Lots – Building Design, also found in RZC 21.62.020.D Corner Lots - Building Design.



4. Illustrations and Figures.

| | |
|---|---|
|  <br>SPECIAL CORNER TREATMENT - PLAN VIEW | 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. |
| | |

5. Appropriate Implementation.

| | |
|---|---|
|  | 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. |
| | Differentiation that emphasizes corner and building entrance. |

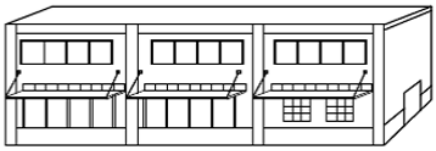
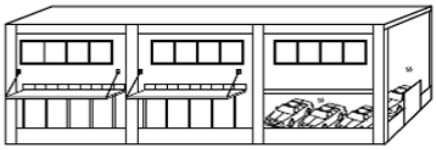
| | |
|---|---|
| | Modern interpretation of corner that is sympathetic to designs and treatments used on historic structures within the overlay. Demonstrated here is the use of an architectural and timeless chamfer for emphasizing the building corner, decorative columns, recessed windows, tripartite architecture and design, and the use of decorative stringcourse above the building base and entablature at the building cap. |
| | This corner treatment demonstrates recessing the entrance and connection with the pedestrian at the two street frontages. |
| | 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. |

| | |
|---|---|
| | 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.

| | |
|---|---|
| Recommended<br>  <br>Design rythms repeat. Automobiles are not visible.<br><br>Not Recommended<br>  <br>Automobiles should not be clearly visible from sidewalk. | |

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:

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, with accommodations for specialized building penetrations such as for loading, utilities, and similar uses not typically associated with pedestrian activities.
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.

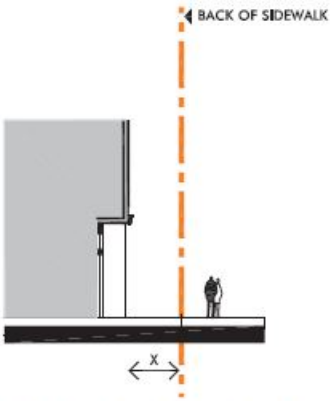
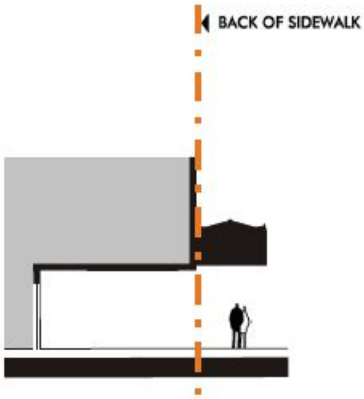
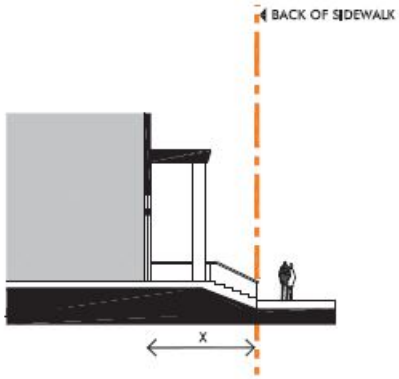
iii. Informal gathering places should be created and shall be consistent and integrated with the streetscape through design and amenities such as by using complementary surface material, seating, pedestrian-scale lighting, and wayfinding signage.

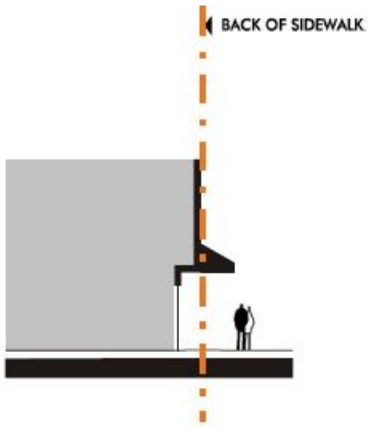
iv. Permanent public seating, when provided, shall be located within the parcel. Temporary or movable public seating may extend into the first two feet of the sidewalk, measured from the parcel boundary.

v. The use of potted plants and flowers as well as street trees is encouraged provided pedestrian access is maintained.

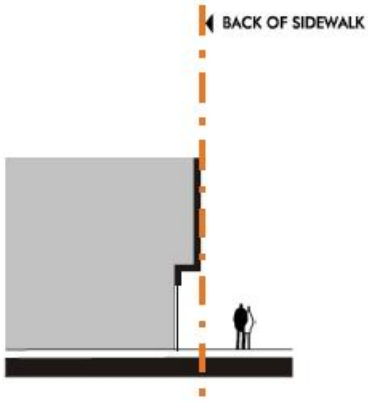
vi. The height and design of street lighting should relate in scale to the historic character of the area. The design of the light standards and luminaires should enhance a historic theme.

3. Illustrations and Figures.

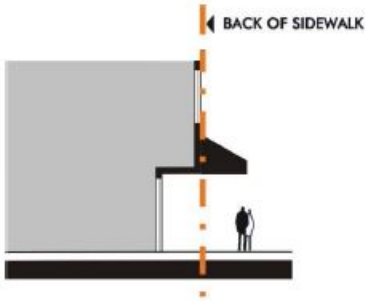
| | |
|---|---|
|  <br>COMMON ENTRY FRONTAGE - SECTION VIEW<br>  <br>GRAND MARQUEE FRONTAGE - SECTION VIEW<br>  <br>GRAND PORTICO FRONTAGE - SECTION VIEW | Entry types that are appropriate for the Building Base. |



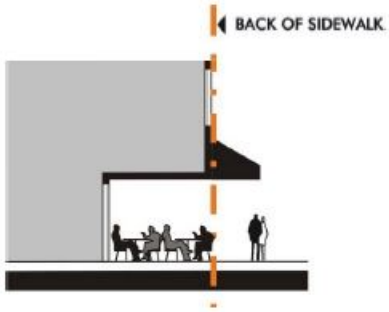

SECONDARY ENTRANCE FRONTAGE - SECTION VIEW



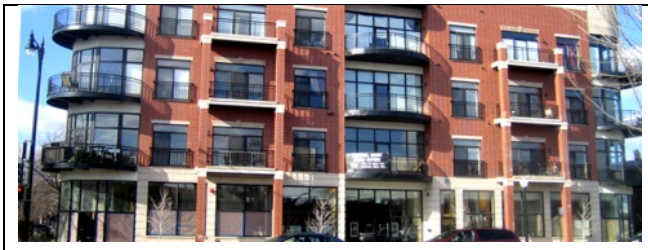

SERVICE ENTRANCE FRONTAGE - SECTION VIEW




STOREFRONT FRONTAGE - SECTION VIEW

| | |
|---|---|
|  <br>STOREFRONT WITH DINING ALCOVE FRONTAGE - SECTION VIEW | |

4. Appropriate Implementation.

| | |
|---|---|
|  | Variety across the Building Base allows for pedestrian engagement. |
| | This image demonstrates a variety of entry treatments. |
| | This image demonstrates a variety of entry treatments, high percentage of transparency along the Building Base, and effective treatment for a sequential pedestrian experience. |
| | 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. |

5. Inappropriate Implementation.

| | |
|---|---|
| | 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. |
| | 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. |

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 | |
| | |

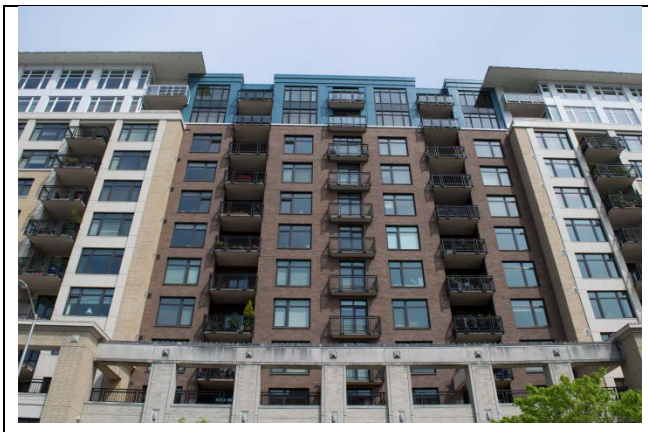
4. Appropriate Implementation.

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

| | |
|---|---|
| | 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.

| | |
|---|---|
| | Decorative cornice. |
| | Decorative cornice, complementary to window and corner treatments. |
| | Distinctive cornice in combination with shade treatment. |

5. Inappropriate Implementation.

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|---|---|
| | Modern Building Cap that is absent of character that complements the historic structures located within the Historic Core Overlay. |

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|---|---|
| | Cantilevered or extended roof and modern Building Caps that are inappropriate within the Historic Core Overlay. |