

Memorandum

To: Planning Commission

From: Kim Dietz, Senior Planner, 425-556-2415, kdietz@redmond.gov
Patrick McGrath, Planner, 425-556-2870, pbmcgrath@redmond.gov
Sarah Stiteler, AICP, Senior Planner, 425-556-2469, sstiteler@redmond.gov

Date: August 5, 2015

Subject: **Zoning Code Amendments for the Old Town Historic Core Overlay and for Gilman Street – Addendum to Technical Committee Report on Height, Mass and Stepbacks**

MEETING PURPOSE

On August 5, 2015 the Planning Commission will hold a public hearing and continue discussion on the Technical Committee's recommended Zoning Code amendments for the Old Town Historic Core Overlay and Gilman Street. New topics for discussion include proposed amendments relating to the issues of height, mass and stepbacks, which are presented in the July 28 Addendum to the June 26, 2015 Technical Committee Report. The Planning Commission's review of the package is scheduled to extend through August 19, 2015. More information regarding the schedule is included below.

INTRODUCTION/BACKGROUND

Planning staff began the Old Town Historic Core planning process in January 2014 to develop a plan for the historic central core of the City's first business district. The Historic Core Plan will be an overarching plan that defines the Core and provides context for a number of deliverables. The first deliverables are proposed updates to the Comprehensive Plan and Zoning Code for the Historic Core. At the June 24, 2015 meeting, the Planning Commission confirmed the schedule and sequence for discussion topics for the proposed amendments. The Commission also discussed the approach for review of the proposed amendments and determined that staff will summarize the proposed amendments by topic area.

On July 8, 2015, the Planning Commission began reviewing proposed updates to Comprehensive Plan policies and design standards in the Technical Committee Report dated June 26, 2015. The topics discussed at the July 8, 15 and 22 meetings included materials, tripartite architecture, windows, corners and entries, signage, proposed changes to the Pedestrian System Map, streetscape elements and the sequential pedestrian experience.

The Addendum to the Technical Committee Report contains information and recommendations that are specific to the issues of height, mass and stepbacks of buildings. Similar to the 6/26/15 Technical Committee Report, the Addendum reviews the proposed amendments using the evaluation criteria that the Planning Commission previously identified, such as how the

amendments integrate with other areas in Downtown, and potential economic impacts. Staff will continue to include as part of weekly memos summary information, such as how the proposed updates fit with the evaluation criteria.

PREPARATION FOR AUGUST 5 PUBLIC HEARING AND STUDY SESSION

The amendment topics for the Planning Commission discussion at the August 5, 2015 public hearing and study session include:

July 28 Addendum to the June 26, 2015 Technical Committee Report:

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

Please review the enclosed Technical Committee Report Addendum and exhibits in advance of the August 5, 2015 meeting, particularly those addressing building height, massing and stepbacks. Please also identify questions and discussion issues by Sunday, August 2 and email them to Kim Dietz at kdietz@redmond.gov.

While the proposed design standards for the Old Town Historic Core Overlay incorporate existing standards and concepts and would function as an overlay to existing code, they also include new proposed standards and would be located in a new section of the Redmond Zoning Code.

REVIEW SCHEDULE

The public hearing began on July 15 and has been continued for oral testimony until August 5, 2015. Written testimony on the proposed amendments will be accepted until August 12, 2015.

Topics scheduled for continued Planning Commission review and discussion are as follows:

- **August 5, 12 and 19** – building mass, height and stepbacks and on August 19, complete recommendation
- **August 26** – Planning Commission report approval

Council review and action would follow during the fourth quarter of 2015.

Please contact Kim Dietz or Sarah Stiteler regarding proposed amendments to design standards, or Patrick McGrath regarding Gilman Street prior to the meeting if there are questions or concerns.

ENCLOSURES

Technical Committee Report Addendum with exhibits



TECHNICAL COMMITTEE REPORT - ADDENDUM

To: Planning Commission

From: Technical Committee

Staff Contacts: Rob Odle, Planning Director
425-556-2417

Lori Peckol, AICP, Policy Planning Manager
425-556-2411

Sarah Stiteler, AICP, Senior Planner
425-556-2469

Kimberly Dietz, Senior Planner
425-556-2415

Date: August 5, 2015

File Numbers: PR-2015-00795 and SEPA-2015-00993

Project Name: Comprehensive Plan and Zoning Code Amendments for the Old Town Historic Core Overlay and for Gilman Street

Reasons the Proposal should be Adopted: *This report is an addendum to the original Technical Committee Report of June 26, 2015 and discusses proposed amendments regarding height, massing, and setbacks in the Old Town Historic Core.*

The Technical Committee recommends approving the amendments to the Redmond Zoning Code because the proposal:

- Supports new construction being in scale with the existing pattern in the historic core of Old Town,
- Provides for variation in the building mass along the street,
- Provides opportunities for innovation, and
- Is consistent with the Redmond Comprehensive Plan, because it will support the planned land use pattern and character for the historic core of Old Town.

I. APPLICANT PROPOSAL

A. APPLICANT

City of Redmond

B. BACKGROUND AND REASON FOR PROPOSAL

As described in the June 26, 2015 Technical Report, planning staff began the Old Town Historic Core planning process in January 2014 (see Exhibit for area). The purpose is to develop a plan for the historic central core of the City's first business district with the significant participation of property and business owners and community stakeholders.

The scope and approach for the Historic Core Plan is based on feedback from the October 2013 joint City Council and Landmark Commission meeting and interests expressed by property and business owners. The City Council's direction for the Plan components included the following:

- Integrate the vision, design standards and character of Old Town Historic Core with the Redmond Central Connector.
- Provide early and ongoing outreach with property and business owners to create awareness and to learn about opportunities and challenges. Help the business owners identify collective and mutual interests.
- Consider incentives in Historic Core such as the Transfer of Development Rights (TDR) program, working with property owners to maintain and enhance existing structures, and providing information to property and business owners regarding other incentive programs such as National Historic Landmark.
- Take into account the current brick character and one- to two-story building heights.
- Plan for wayfinding and placemaking signage to create great spaces in which to shop and dine.
- Include interpretive elements that highlight historic buildings including those that have been demolished.
- Promote opportunities for community celebration and increasing awareness include interpretive elements for interior spaces such as in community gathering establishments.
- Create a range of options that support business and property owners' needs. Make certain updates to standards are easily implemented and not onerous.

Phase 1 deliverables of the Historic Core Plan include:

- Amendments to the Comprehensive Plan – recognizing the Historic Core and updating associated policies
 - Goals, Vision, and Framework Policies;
 - Community Character and Historic Preservation; and
 - Urban Centers – Downtown Neighborhood Policies;
- Amendments to Redmond Zoning Code, particularly:
 - Updates to design standards for development in the Historic Core; and

- Updates to the Downtown Pedestrian System map

This addendum provides the mass, height and stepback provisions for the building form and scale section of Exhibit B - Old Town Historic Core Overlay design standards.

II. RECOMMENDATION

The Technical Committee recommends approval of the additional proposed amendments to the Redmond Zoning Code, addressing height, massing, and stepbacks of development in the Old Town Historic Core Overlay. Included as part of this proposal is a recommended expansion of the Historic Core Overlay to include City owned property at the corner of Leary Way and NE 76th Street. The recommended amendments are contained in Exhibits A and B.

III. PRIMARY ISSUES CONSIDERED AND ALTERNATIVES

Staff’s analysis below for this addendum package for amendments relating to height, mass and stepbacks reflects the Planning Commission’s direction from April 15, 2015 regarding policy level questions and issues that the Commission would like to consider during review of proposed amendments including:

- Consistency with Comprehensive Plan policies regarding the Downtown vision and associated design standards,
- Consistency with the City Council’s approved design standard principles,
- Recognition and awareness of the Old Town Historic Core,
- Economic impacts,
- Quality and timeless architecture and design,
- Mobility choices and parking opportunities, and
- The relationship between the Old Town Historic Core and the rest of the Downtown.

Additionally, this summary of the proposed amendments to RZC 21.62.020 Downtown Design Standards, RZC 21.10.030 Old Town and RZC 21.20.110 Building Height and the Zoning Map briefly describes the relationship between current code standards and the proposed additional and new code standards:

Old Town Historic Core	Summary of Current Code	Summary of Proposed Modifications and Additions
Height	<p>Old Town Zone includes a height limit overlay of 3 stories for a specified portion of the zone along Leary Way, with no additional height possible within the 3 story overlay.</p> <p>Outside the height overlay,</p>	<p>Would extend the 3-story base to other portions of the Historic Core and limit maximum height to 5 stories.</p> <p>Would provide incentives for floors 4 and 5</p>

Old Town Historic Core	Summary of Current Code	Summary of Proposed Modifications and Additions
	building height base is 5 stories with 1 additional story possible with Transfer of Development Rights (TDRs) and the Green Building and Green Infrastructure Incentive Program (GBP).	
Stepbacks	Stepbacks are not required but are encouraged as a one of several means to reduce mass and provide transitions to parks and smaller scale buildings, such as existing historic structures.	Stepbacks would be required for transitions from historic properties, the Leary Way Corridor and parks. Incentives are proposed to provide for achieving 4 th and 5 th floors through treatments such as use of masonry over the first 3 stories, providing plazas and dining alcoves, green building, etc.
Downtown Height Overlay Map	Current Map 10.2 shows Old Town Height Limit Overlay of 3 stories along a portion of Leary Way.	Proposal to identify the core of the Old Town Zone as an overlay within which specific design standards apply. Map 10.2 is proposed for revision to show proposed height and also enlarged to incorporate area of Redmond Central Connector parking lot.

The Supporting Analysis section below describes the issues particular to this amendment and alternatives considered for resolving them.

IV. SUPPORTING ANALYSIS

A. ISSUES CONSIDERED, PROPOSAL, ANALYSIS, AND ALTERNATIVES

1. Comprehensive Plan Policies and Zoning Code Design Standards

Existing conditions. Comprehensive Plan policies provide direction for the creation and maintenance of design standards that address development throughout the City. Particularly, the following apply to development in the Downtown urban center, specifically regarding height, massing, and stepbacks:

- CC-3 Ensure that the Downtown is a place that feels comfortable for pedestrians and respects views of tree lines and adjacent hillsides through control of such characteristics as height, scale and intensity. Ensure the elements of design, proportion, rhythm and massing are correct for proposed structures and the site;

- CC-45 Ensure the compatibility of development adjacent to Landmark properties through measures such as design standards.
- DT-25 Ensure that development and redevelopment in Old Town retain this area's historic village character and complement the character and scale of existing historic buildings. Maintain height limits appropriate to this character and the pedestrian environment.

Proposal. The staff proposed Zoning Code amendments reflect the direction set by Comprehensive Plan policy as described above as well as perspective from property owners in achieving building height that supports the feasibility of new development and from community members in ensuring building scale and design that are complementary and sympathetic to historic landmarks. Staff incorporated suggestions from a workshop with local architects, designers, and developers; the Makers consulting firm; and the Design Review Board to address building height, massing, and stepbacks through recommended changes to building height and use of a variety of architectural and design elements such as varying stepbacks and activating the stepback area for public or private use.

Alternatives and Analysis. To gain preliminary insights on important architectural and design elements for this portion of the Downtown and potential implementation approaches, staff held an Architectural and Design Workshop (February 2015) with members of the design and development community. Participants assisted with developing a draft list of primary design elements and sketched basic renderings to illustrate complementary and sympathetic designs for new development and architectural transition strategies for buildings changing in height from 3 stories to 6 stories.

Alternatives and issues considered regarding building height, massing, and stepbacks included:

- Existing Height Standards: Maintaining the existing HL-3 overlay whereby buildings are limited to three stories in the Leary Way corridor, extending ½ block or one parcel east and west of the corridor;
- Alternative 1: Providing the incentive allowance at six-stories throughout the Historic Core Overlay, using a minor stepback from Leary Way to provide complementary character to historic landmarks;
- Alternative 2: Maximizing complementary character to historic landmarks through the use of large and multiple stepbacks from the third to the fifth stories; and
- Blending alternatives 1 and 2 by stepping back buildings once above the third story and limiting the maximum height to five stories.

Based on the analysis described above, staff recommends blending alternative 1 and 2. In summary, the blended approach includes: 1) requiring stepbacks for developments when in the Leary Way corridor, adjacent to a historic landmark, and/or adjacent to a park; 2) measuring the stepback at 10% of the lot depth from the stepback wall, with a minimum of 10 feet; 3) reducing the maximum height to five stories, using incentives to allow development from a base of 3 stories to a

maximum of 5; and 4) requiring variety of the stepback from the stepback wall while also ensuring variety and innovation along the horizontal length of the stepback wall. Staff believes that this approach will keep new construction in scale and character with the existing historic pattern, support variety and opportunities for innovation, and avoid odd and infeasible building shapes.

Staff's concern with alternative 1 is that increasing the opportunities for 6 story development and using minor stepbacks would be out of scale and character with the vision for this area and due to the relatively small parcel sizes and multiple stepbacks, alternative 2 would likely result in odd building dimensions.

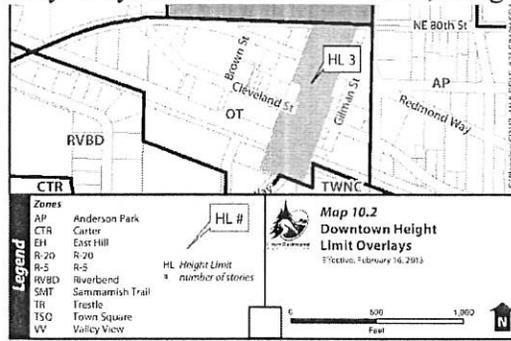
City Council Principles Regarding Design Standards

- 2. Ensure new buildings are of a character and scale that is appropriate to the site and are of a form and size that reflect the human scale. Encourage building variety while providing for designs that reflect the context of the site and that include some unifying elements of consistency within specific districts.**

Existing condition. The following current Zoning Code sections address the height, massing, and stepbacks of development in the Old Town zone:

- The core of this zone, developed between the late 1800s to the mid-1900s, encompasses a variety of periods. The intent of site design standards within the Old Town zone is to maintain the historic patterns of land development and general character of the zone that was created during this time frame. This includes elements such as building scale, height and architectural building details that are compatible with existing structures.
- The intent of building design standards within the Old Town zone is to ensure that historic landmark buildings maintain their prominence within the zone and to ensure the character of the original Downtown core is maintained.
- New construction should be in scale with existing historic patterns. In cases where the scale of the building is larger, techniques should be used to break up the scale of the building to complement existing patterns. These techniques can include variations in roof height, vertical columns to break up facades, changes in roof or parapet detail, use of smaller repeating window patterns, use of fascia on the facade, facade articulation, and stepping back or modulating of upper stories.
- 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.
- Maximum Building Height without Transfer of Development Rights (TDRs) and Green Building and Green Infrastructure Program (GBP) is 5 stories and building height is limited to 3 stories for some parcels fronting

Leary Way. See RZC 21.10.110.B, Height Limit Overlay.



- Maximum Building Height with TDRs and Green Building and Green Infrastructure Incentive Program (GBP), is 6 stories:
 - B. One floor of additional height may be achieved with the use of Transfer Development Rights. 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).

Proposal. The staff proposed amendments emphasize character and scale that is currently included in much of the Historic Core:

- The proposed regulations shaping development in this area:
 - 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;
 - Emphasize the pedestrian nature of the area through emphasis on the first few stories to visually relate to the surrounding historic context.
 - Reinforce the established lower profile building scale.

The staff proposed updates would revise and add specifics to the height and mass standards for the Historic Core to support implementation of the vision for this central and unique portion of the Downtown, promoting a scale of building that is consistent with existing historic structures and is relatable to by pedestrians.

Alternatives and Analysis. Staff consulted with several cross-departmental staff teams, Makers, and the Design Review Board to explore alternatives and ensure that the proposed amendments provide balance among various perspectives and interests such as development potential, Downtown character, pedestrian interest, and accessibility. Input provided from these groups on the issues of height and size or mass of structures indicated that these issues play a significant role in preserving the character of the Historic Core Overlay area. A lower allowed building height in some areas while providing additional height in others will encourage transitions between areas of varying height within, as well as adjacent to the Core area.

3. **Activate the urban pedestrian environments by encouraging pedestrian friendly streetscapes and block fronts and by incorporating landscaping.** Existing condition. The following current policies address streetscapes and block fronts in Old Town as well as overall scale of buildings:

- DT-3 Enhance the Downtown Neighborhood by creating visually distinctive, pedestrian-oriented zones:
 - Old Town and Town Center: A pedestrian-oriented retail, entertainment, and residential core that provides opportunities for comparison shopping for a wide variety of goods and services and creates an active focus for the Downtown and city
- DT-28 Maintain and enhance the traditional Downtown “main street” character, which includes continuous pedestrian-oriented storefronts and pedestrian-scaled streetscapes, through specific attention to architectural detail, components of the streetscape, and the relationships between them.

The following Zoning Code provisions also address ways to reduce mass in streetscape areas and block fronts in the Old Town zone:

- In order to provide interest and variation appropriately scaled to the building and neighborhood, facades facing streets shall be modulated approximately every 40 feet, depending on unit separation locations, building bulk, and the scale of existing and future buildings in the neighborhood.
- Building entrances shall front towards the sidewalk. Recessed entrances are encouraged for storefronts. Porches, courtyard entrances, or stoops are encouraged for ground floor residential units where allowed.

Proposal. The staff proposed amendments would revise and add standards regarding height limitations in specific areas as well as requirements for setbacks to reduce overall building mass and to encourage visual focus toward the lower portion of the building and thereby further enhance the pedestrian experience. The proposed standards provide a number of primary incentives to gain additional building height, i.e., up to a total of 4 or 5 stories, including enhancing the building base and the pedestrian experience through publically accessible plazas, dining alcoves or widening of the sidewalk.

Alternatives and Analysis.

Specific standards are proposed to ensure variety and to avoid the appearance of long linear or repetitive massing patterns for overall mitigation of building mass and to achieve complementary scale for pedestrians and relative to adjacent historic structures.

4. **Encourage buildings with a variety of heights and interesting roof forms. Encourage more public spaces (plazas or green spaces) in conjunction with new buildings.**

Existing condition. The Zoning Code includes a height overlay which limits building height for parcels fronting Leary Way to 3 stories for approximately the first block. The balance of the Old Town zone allows building heights of up to 6 stories with use of TDRs or the Green Building and Green Infrastructure Incentive Program.

Proposal. Staff's recommended amendments are proposed to minimize abrupt transitions in height between new development and adjacent historic buildings, parks and within the Leary Way corridor by stepping down the building height. Stepbacks would also add to a variety of building levels and roof lines. In order to obtain a fifth story, providing exceptional roof forms that fit with the character of the historic area is proposed as a secondary incentive to accomplish this. Minor and limited architectural and design features above the fifth story may be permitted for architectural and design innovation provided that they do not extend over 15 feet, are no larger than 10% of the parcel square footage and are not used for dwellings

Alternatives and Analysis. By reducing mass at upper stories, visual emphasis is oriented towards the building base and sidewalk or courtyard areas. In addition, greater solar access may be provided at the street level due to the wider angle which results from the recessed upper stories. Regarding alternatives considered, please see the summary on page 6.

5. **Quality, Legacy, and Timeless Architecture and Design and Old Town Historic Core Character**

Existing condition. Current Comprehensive Plan policy and the Zoning Code call for development in the Old Town zone to provide high quality architecture and design. The Green Building and Green Infrastructure Incentive Program (RZC 21.67) provides encouragement for sustainable projects that provide high environmental quality. Additionally, the current design standards and the Design Review Board's work with project applicants helps ensure that a building's architecture and design elements are visually consistent across the building envelope.

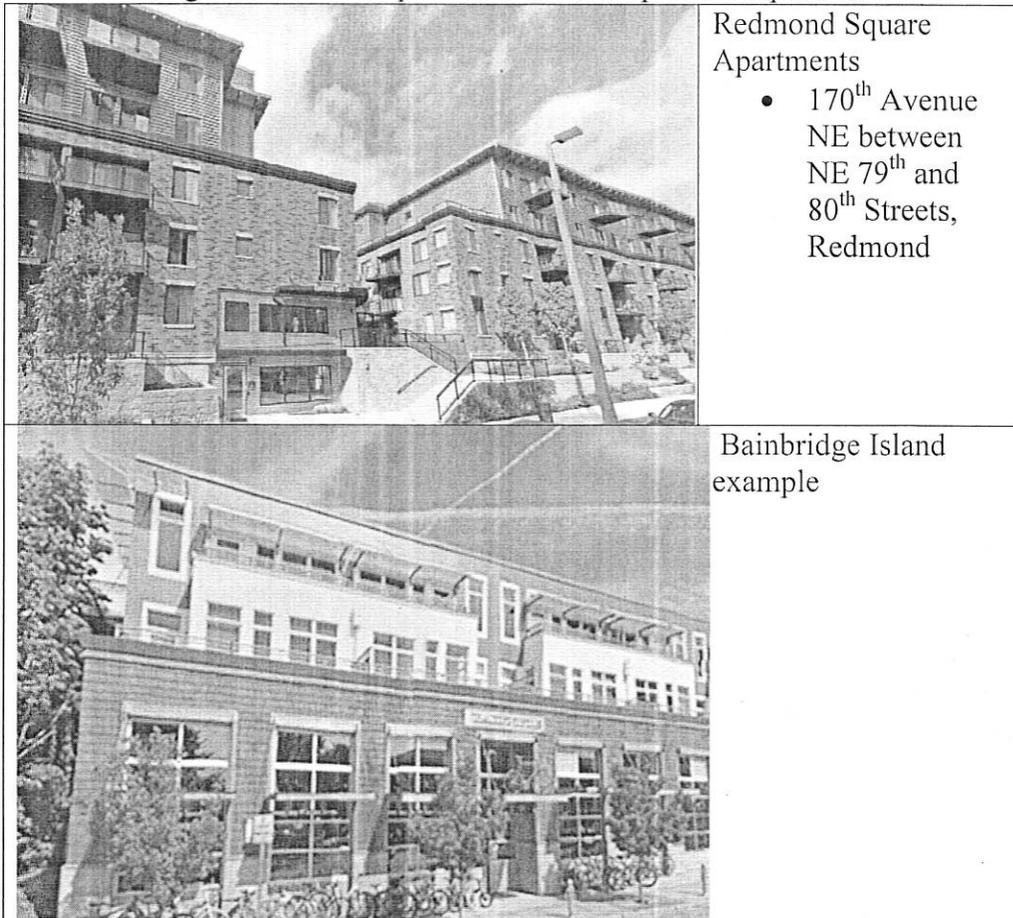
The following Zoning Code provisions address these issues as well:

- Ensure that new buildings enhance rather than detract from nearby or adjacent historic structures.
- Encourage the use of high quality urban materials and integrated design details between floors one through three for new construction.
- Promote sustainable, innovative development projects that will provide long-term community benefits and have a high environmental and visual quality.

- Ensure that individual building elements and details are visually consistent with a building's overall architectural style.

Proposal. The staff proposed design standards for height and stepbacks emphasize timelessness, variety, choices and innovation to guide and encourage exemplary development and promote the pedestrian experience within the Historic Core.

The following modern developments show examples of stepbacks.



Other Planning Commission Topics for Consideration

6. Economic Impact

Existing condition. The following existing policies support strong economic vitality in the Downtown urban center, including the Old Town zone and the Historic Core overlay and the use of design standards to shape how development in the community looks and functions:

- DT-27 Actively support economic development measures that retain and promote existing businesses and attract new businesses compatible with the scale and vision for Old Town. Encourage a variety of economic activities, such as boutiques and other unique stores, restaurants, residences and

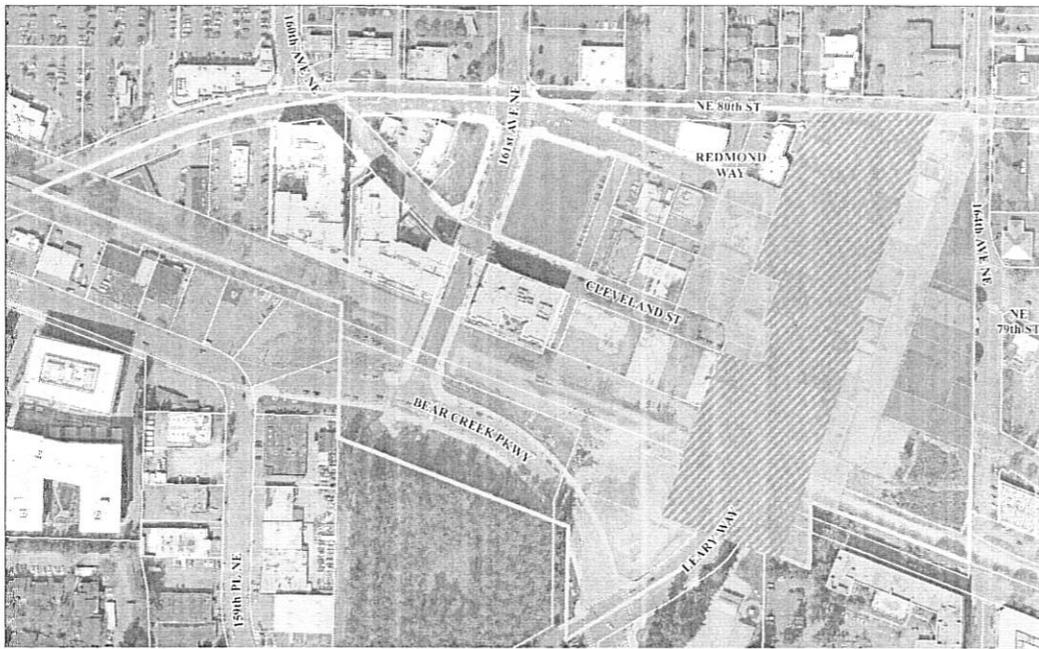
offices, which promote Old Town as a destination and provide for active uses during the day and evening hours.

- CC-18: Use Design Standards and design review to accomplish the following:
 - Ensure the elements of design, proportion, rhythm and massing are correct for proposed structures and the site;
 - Retain and create places and structures in the city that have unique features;
 - Ensure that building scale and orientation are appropriate to the site;
 - Encourage the use of high-quality and durable materials, as well as innovative building techniques and designs;
 - Promote environmentally friendly design and building techniques such as LEED for the construction or rehabilitation of structures;
 - Minimize negative impacts, such as glare or unsightly views of parking;
 - Incorporate historic features whenever possible;
 - Maintain integrity of zones such as Old Town with unique or historic qualities; and
 - Ensure that the design fits with the context of the site, reflecting the historic and natural features and character.

Additionally, the following portion of the Downtown purpose section of the Zoning Code addresses economic vitality:

- Promote the development of Downtown as an Urban Center, attracting people and businesses by providing an excellent transportation system, diverse economic opportunities, a variety of well-designed and distinctive places to live, and proximity to shopping, recreation, and other amenities.

Proposal. The proposed amendments for the Old Town Historic Core Overlay are consistent with the existing policies and vision for this area. Regarding potential economic impacts, the staff proposed amendments for height and setbacks would remove the existing 3 story Old Town height limit overlay along the half block adjacent to Leary Way and revise it to allow 2 additional stories through development incentives within these areas, while reducing maximum building height to five stories in areas which now allow a potential six stories using Transfer of Development Rights (TDRs) or the GBP. The increase in height to 5 stories in the existing 3 story overlay will allow increased flexibility to builders, likely more buildable parcels and a better transition between areas of different height limits. For the parcels which currently allow up to 6 stories using TDRs or GBP, there would be a reduction of one story of maximum building height and some loss of floor area for the setbacks.



Legend

-  Former 3 Story Height Overlay
-  Historic Core Overlay - 3/5 Stories
-  Historic Core Overlay - 3/6 Stories
-  Old Town Zone

0 250 500 Feet

Printed: July 23, 2015



Stepbacks are recommended to mitigate the bulk and mass of buildings, allowing more light into pedestrian areas and provide additional design interest, especially with increased building height. Stepbacks would reduce the overall floor area allowed within the building envelope and as such would be a reduction in development capacity for sites that currently have a base height of 5 stories. Additional variation in the building design may increase construction costs. As proposed, however, the overall buildable square footage within the Historic Core has the potential to increase by approximately 1.5 percent with this proposal, which would result in a small increase in development capacity for retail, office and housing, for example.

Alternatives and Analysis. Staff has analyzed the potential impacts to buildable square footage as a result of the proposed standards for height and stepbacks. For the Historic Core as a whole, a slight increase of buildable area would result with the proposed standards: existing developable area is approximately 637,000 square feet, and this is estimated to increase by 1.5 percent to approximately 644,000 square feet with this proposal. On the parcel level, of 35 total parcels within the Old Town Historic Core, 9 parcels (approximately 25%) would lose the potential of obtaining a sixth story that is currently possible under the Zoning Code through the use of TDRs or GBP incentives, and 14 parcels (40%) would gain potential for adding two additional stories. Others parcels include seven that are landmarks and would not change, as well as five other parcels that are parks or other uses.

In evaluating alternatives, staff also considered the potential benefits and impacts to economic vitality in a broad sense. The Comprehensive Plan's vision for the area is to maintain and enhance its character as the first shopping and gathering place in Redmond. Design standards that address stakeholder and community concerns and which support that vision could add to the level of investment in architecture, design and streetscape elements and further attract new development, residents and consumers to the area.

7. Mobility Choices, Connection to Mass and High Capacity Transit and Parking

Existing condition. In addition to economic vitality, the Downtown purpose section of the Zoning Code calls for providing a pedestrian- and bicycle-oriented environment with "local" streets appropriate for a destination location. This implements policy DT-28 that calls for maintaining and enhancing the traditional Downtown "main street" character, which includes continuous pedestrian-oriented storefronts and pedestrian-scaled streetscapes, through specific attention to architectural detail, components of the streetscape, and the relationships between them.

Proposal. The staff proposed amendments to height, setbacks and massing support DT-28 and do not directly affect mobility choices, parking or connections to transit.

8. Relationship to the Rest of the Downtown

Existing condition. The eastern portion of the Old Town zone, primarily the Leary Way Corridor currently functions as a dining, entertainment and shopping area within the Downtown. Leary Way connects to Redmond Town Center to the south, multifamily housing to its north, east, and west, and to additional dining, shopping, and parks in all directions.

Proposal. The proposed amendments include more specific standards for height and massing that would apply within the Historic Core overlay only.

Alternatives and Analysis.

This set of staff proposed amendments for height and setbacks within the Historic Core do not include updates for the rest of the Old Town zone. Staff will propose additional amendments in 2015 and 2016 to update the rest of the design standards in the Zoning Code, including for the remainder of Old Town and other Downtown zones.

B. COMPLIANCE WITH CRITERIA FOR CODE AMENDMENTS

Redmond Comprehensive Plan Policies PI-16 direct the City to take several considerations, as applicable, into account as part of decisions on proposed amendments to the Comprehensive Plan. Items 1 through 6 apply to all proposed amendments. The following is an analysis of how this proposal complies with the requirements for amendments.

1. Consistency with Growth Management Act (GMA), State of Washington Department of Commerce Procedural Criteria, VISION 2040 or its successor, and the King County Countywide Planning Policies.

Proposed amendments to policies and code take into account direction by the GMA, the Department of Commerce, VISION 2040, and Countywide Planning Policies. GMA's planning goals for guiding development of Comprehensive Plan policies and associated regulations include encouraging development in urban areas, reducing sprawl, encouraging efficient multimodal transportation systems, and encouraging economic development and housing opportunities.

The recommended amendments maintain Redmond's portion of projected housing and jobs growth within King County's urban growth boundary, and enhancements and additional connections to support a diverse and efficient multi-modal network. A slight increase in overall buildable area may result through implementation of the proposed standards which may increase opportunities for housing.

GMA's planning goals also includes historic preservation. This goal calls for identifying and encouraging the preservation of lands, sites, and structures that have historical or archaeological significance. The recommended amendments will facilitate this goal by recognizing the significance in continuing to preserve existing landmarked properties and supporting additional investment in the City's original business core.

2. Consistency with the Redmond Comprehensive Plan.

The proposed amendments are consistent with the Comprehensive Plan, particularly policy FW-20, which calls for a variety of business choices meeting the needs of the community, FW-23 thru FW-26 which speak to Downtown's character, vibrancy, and mobility network, LU-2 which ensures that development regulations provide for achieving the preferred land use pattern, CC-3 which ensures that the Downtown is a place that feels comfortable for pedestrians and addresses characteristics including height, scale and intensity, DT-25 which ensures that development in the Old Town zone retains the area's historic village character and complements the character and scale of existing historic buildings, and PI-19, which calls for clear and consistent development regulations.

3. Potential general impacts to the natural environment, such as impacts to critical areas and other natural resources, including whether development will be directed away from environmentally critical areas and other natural resources.

The proposal is unlikely to have any adverse impacts on the natural environment and may have some positive impacts. For example, the proposal calls for enhancing the character in the overlay through additional landscaping and

vegetation, which may be implemented through the use of plazas or courtyards in upper floor setback areas.

4. **Potential general impacts to the capacity of public facilities and services. For land use related amendments, whether public facilities and services can be provided cost-effectively and adequately at the proposed density/intensity.**

The proposal, calling for amendments solely to design, height and massing, as well as street standards, is unlikely to have any significant impacts to the capacity of public facilities and services.

5. **Potential general economic impacts, such as impacts for business, residents, property owners, or City Government.**

As described above, staff estimates that the proposal would result in a 1.5 percent increase in buildable floor area within the Old Town Historic Core. On the parcel level, 9 parcels (approximately 25%) would lose the potential of obtaining a sixth story that is currently possible under the Zoning Code through the use of TDRs or GBP incentives, and 14 parcels (40%) would gain potential for adding two additional stories.

The proposal could have positive impacts on the economic condition of businesses in the overlay by guiding design of development to support achievement of an attractive, engaging and functional pedestrian environment. Though the proposed amendments would continue to provide opportunities for variety, flexibility, and incentives, some of the proposed standards would result in less development capacity than existing regulations allow and potential increased costs for developers.

6. **For issues that have been considered within the last four annual updates, whether there has been a change in circumstances that makes the proposed amendment appropriate or whether the amendment is needed to remedy a mistake.**

The issues addressed in this package have not been considered in the last four annual updates.

V. AUTHORITY AND ENVIRONMENTAL, PUBLIC AND AGENCY REVIEW

A. Amendment Process

Redmond Zoning Code (RZC) 21.76 requires that amendments to the Comprehensive Plan, Zoning Code and Zoning Map be reviewed under the Type VI process. Under this process, the Planning Commission conducts a study session(s), an open record hearing(s) on the proposed amendment, and makes a recommendation to the City Council. The City Council is the decision-making body for this process.

B. Subject Matter Jurisdiction

The Redmond Planning Commission and the Redmond City Council have subject matter jurisdiction to hear and decide whether to adopt the proposed amendment.

C. Washington State Environmental Policy Act (SEPA)

A SEPA checklist was prepared and a Determination of Non-Significance was issued for this non-project action on June 10, 2015 (see Exhibit E in June 26, 2015 Technical Committee Report).

D. 60-Day State Agency Review

State agencies were sent 60-day notice of this proposed amendment on June 1, 2015.

E. Public Involvement

The public has had several opportunities to contribute to and comment on the proposed amendments including a significant number and variety of engagement events from February 2014 to May 2015 and through the Planning Commission review process. A public hearing will be held on July 15 and continued through August 5, 2015. Public notice of the hearing was published in the Seattle Times on June 24, 2015 (see Exhibit D in June 26, 2015 Technical Committee Report.). Notice of the Planning Commission hearing was posted in City Hall, the Redmond Library, and through RZC 21.76.080, Extraordinary Notice: two 4' x 8' signs were installed at two different locations in the proposed Overlay area. Notice of the hearing is given on the Planning Commission agendas and extended agendas. Notice was also provided to business and property owners affected by the proposed corrections to the Zoning Map. Specific outreach to stakeholders within the Historic Core has occurred on four occasions between May and July 2015 via mailed packet, telephone and e-mail contact.

F. Appeals

RZC 21.76 identifies Zoning Code and Comprehensive Plan Amendments as a Type VI permit. Final action is by the City Council. The action of the City Council on a Type VI proposal may be appealed by filing a petition with the Growth Management Hearing Board pursuant to the requirements of the Board.

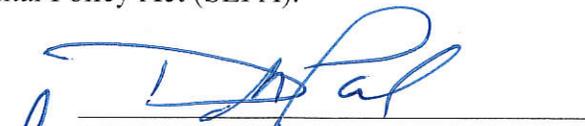
VI. LIST OF EXHIBITS

- Exhibit A: Proposed Zoning Code Amendments for Height, Mass and Stepbacks
- Exhibit B: Old Town Historic Core Overlay Map

Conclusion in Support of Recommendation: The Technical Committee has found the proposal to be in compliance with the Redmond Zoning Code, Redmond Comprehensive Plan, Redmond Municipal Code, and State Environmental Policy Act (SEPA).



 ROBERT G. ODLE,
 Director of Planning and Community
 Development



 LINDA DE BOLDT,
 Director of Public Works

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

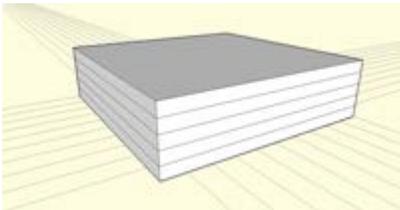
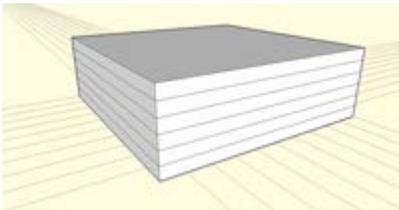
ARTICLE I ZONE BASED REGULATIONS

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)		

Exhibit A – 1. Updated (7/27/15) Section 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(base) and five stories with incentives in the Old Town Historic Core Overlay . 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(base) and five stories with incentives in the Old Town Historic Core Overlay. 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, with the exception of properties included in RZC 21.62.020.M, Old Town Historic Core Overlay. 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> .

Exhibit A – 1. Updated (7/27/15) Section 21.10.030 Old Town (OT) Zone

Table 21.10.030B 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 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 A – 1. Updated (7/27/15) Section 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 A – 1. Updated (7/27/15) Section 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 A – 1. Updated (7/27/15) Section 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)

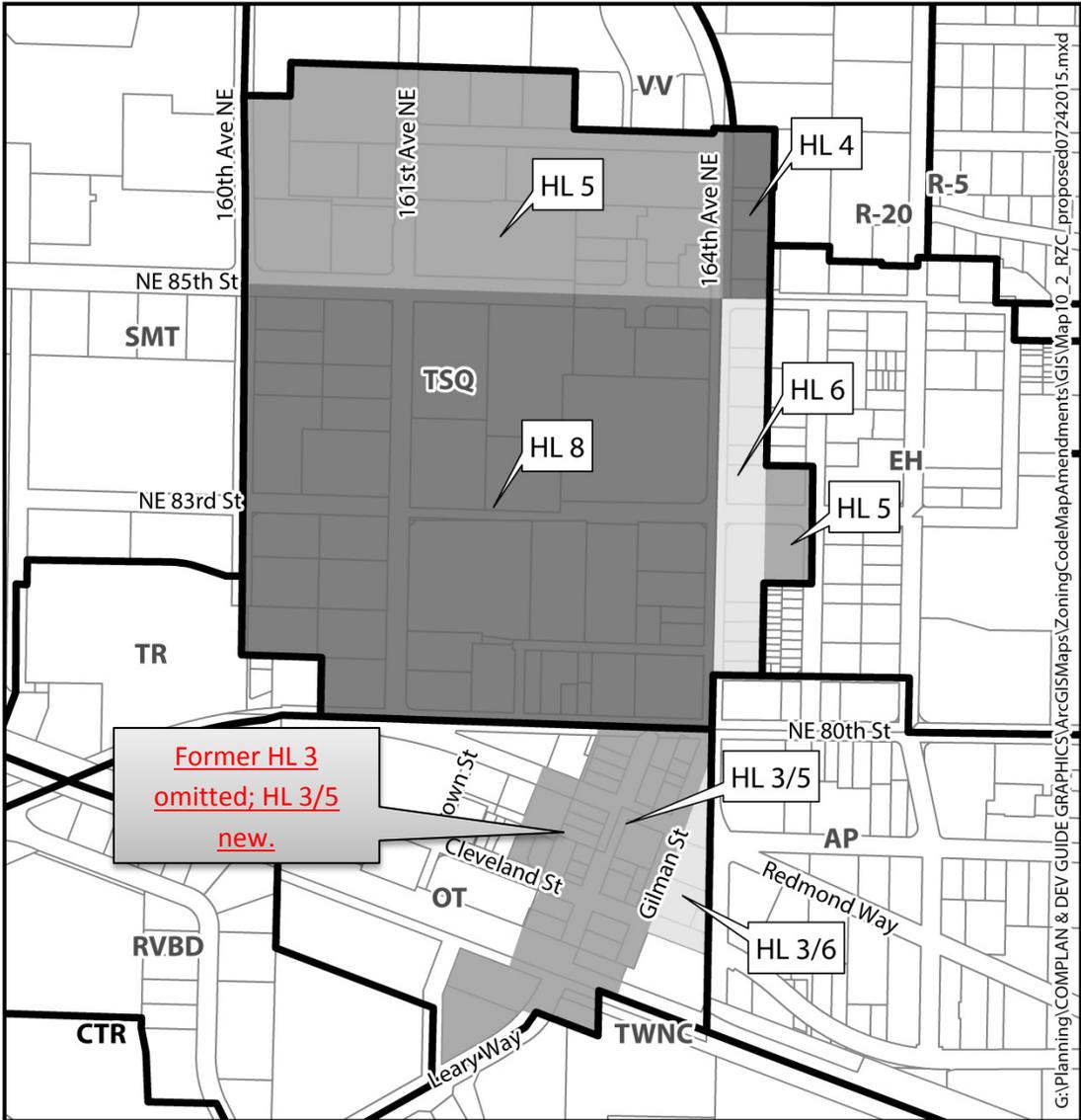
ARTICLE I ZONE BASED REGULATIONS

RZC 21.10 DOWNTOWN REGULATIONS

21.10.110 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



G:\Planning\COMPLAN & DEV GUIDE GRAPHICS\ArcGISMaps\ZoningCodeMapAmendments\GIS\Map10_2_RZC_proposed07242015.mxd

Legend	Zones		
	AP	Anderson Park	
	CTR	Carter	
	EH	East Hill	
	R-20	R-20	
	R-5	R-5	
	RVBD	Riverbend	
	SMT	Sammamish Trail	
	TR	Trestle	
	TSQ	Town Square	
	VV	Valley View	

HL #

HL Height Limit
number of stories

Map 10.2
Downtown Height
Limit Overlays
Effective: February 16, 2013

0 500 1,000
Feet

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

ARTICLE I ZONE BASED REGULATIONS

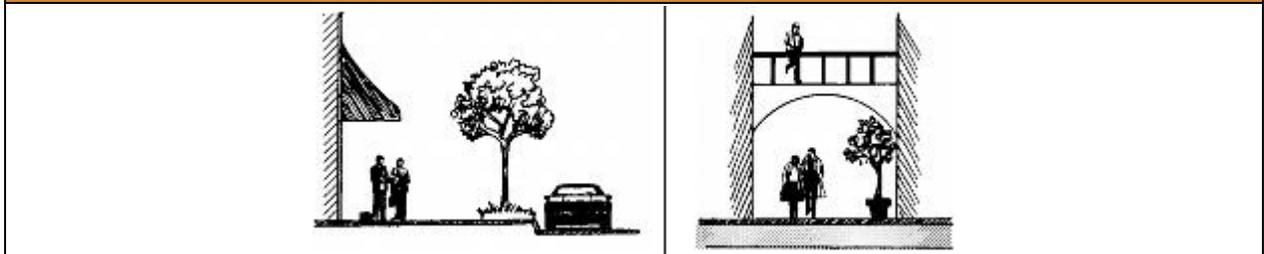
RZC 21.10 DOWNTOWN REGULATIONS

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:

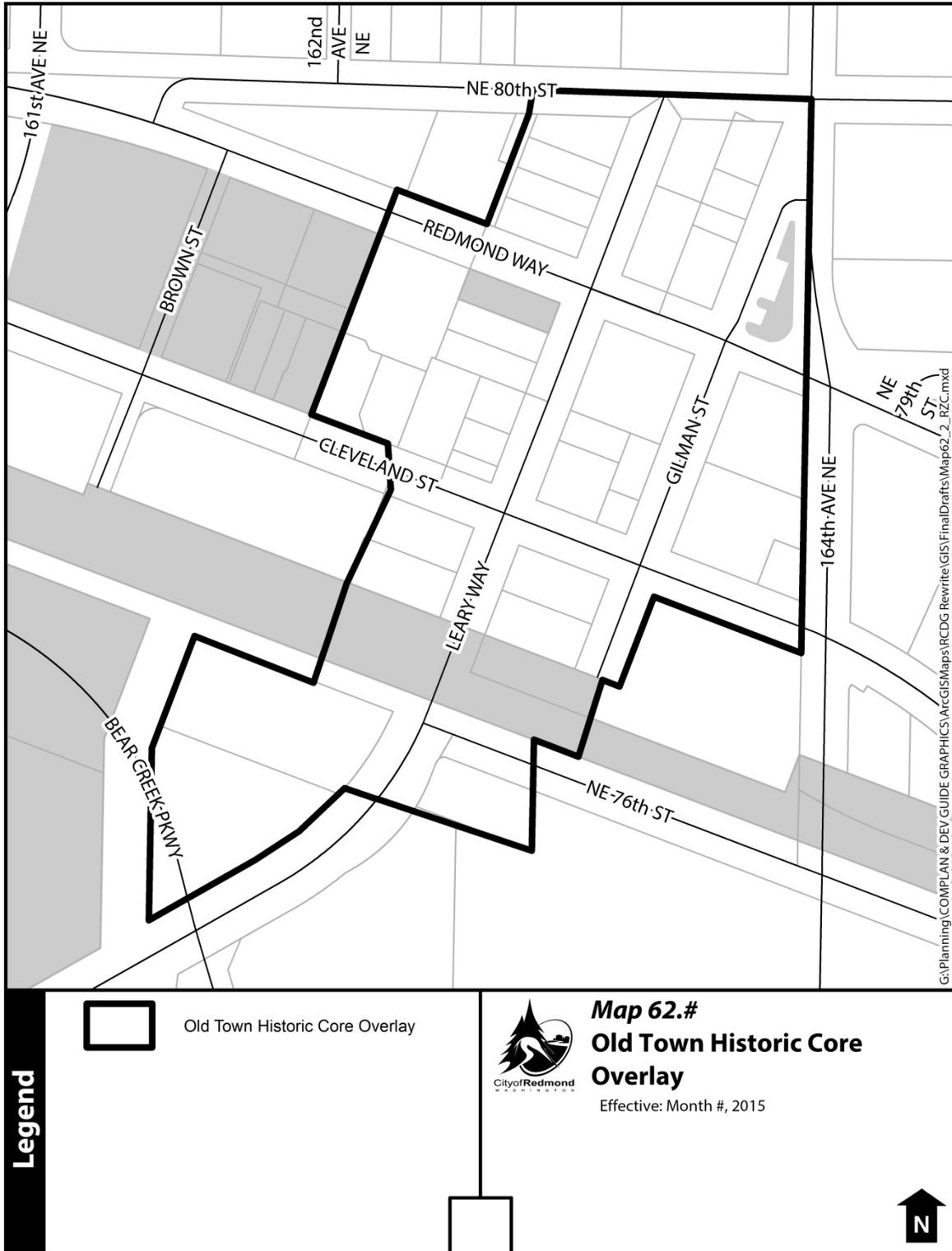
- A. Ensure a complementary transition between historic and modern structures;
- B. Implement the vision for this area as set out in the Comprehensive Plan; and
- C. Support the Core's historic character.

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.

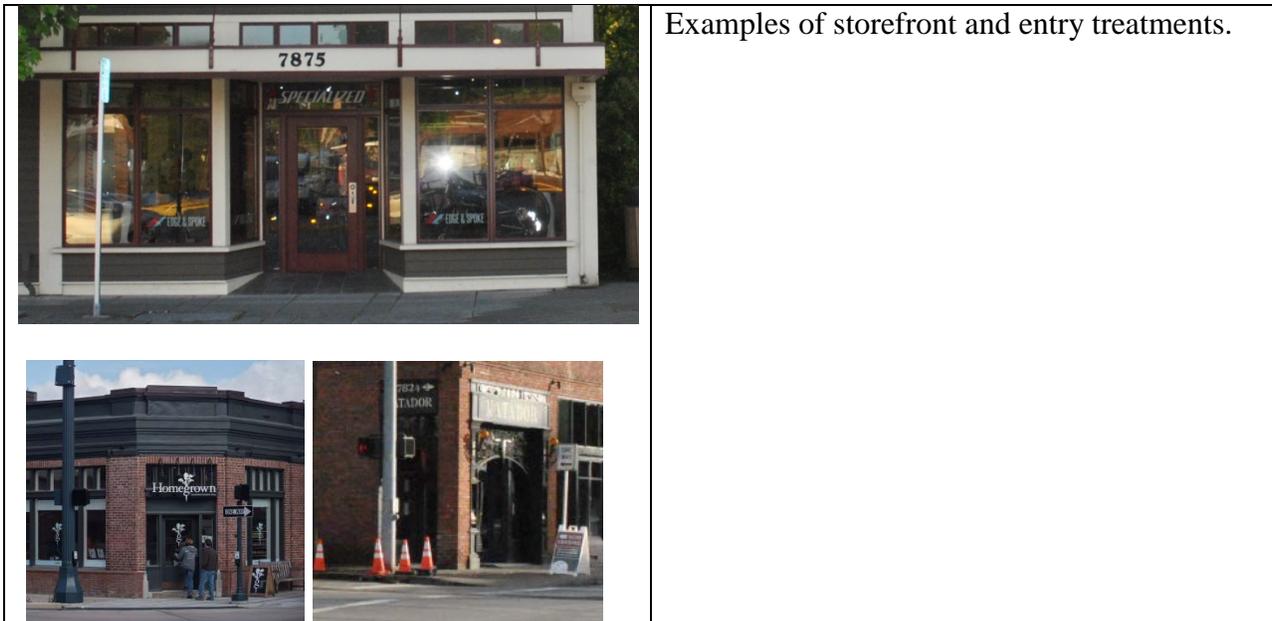
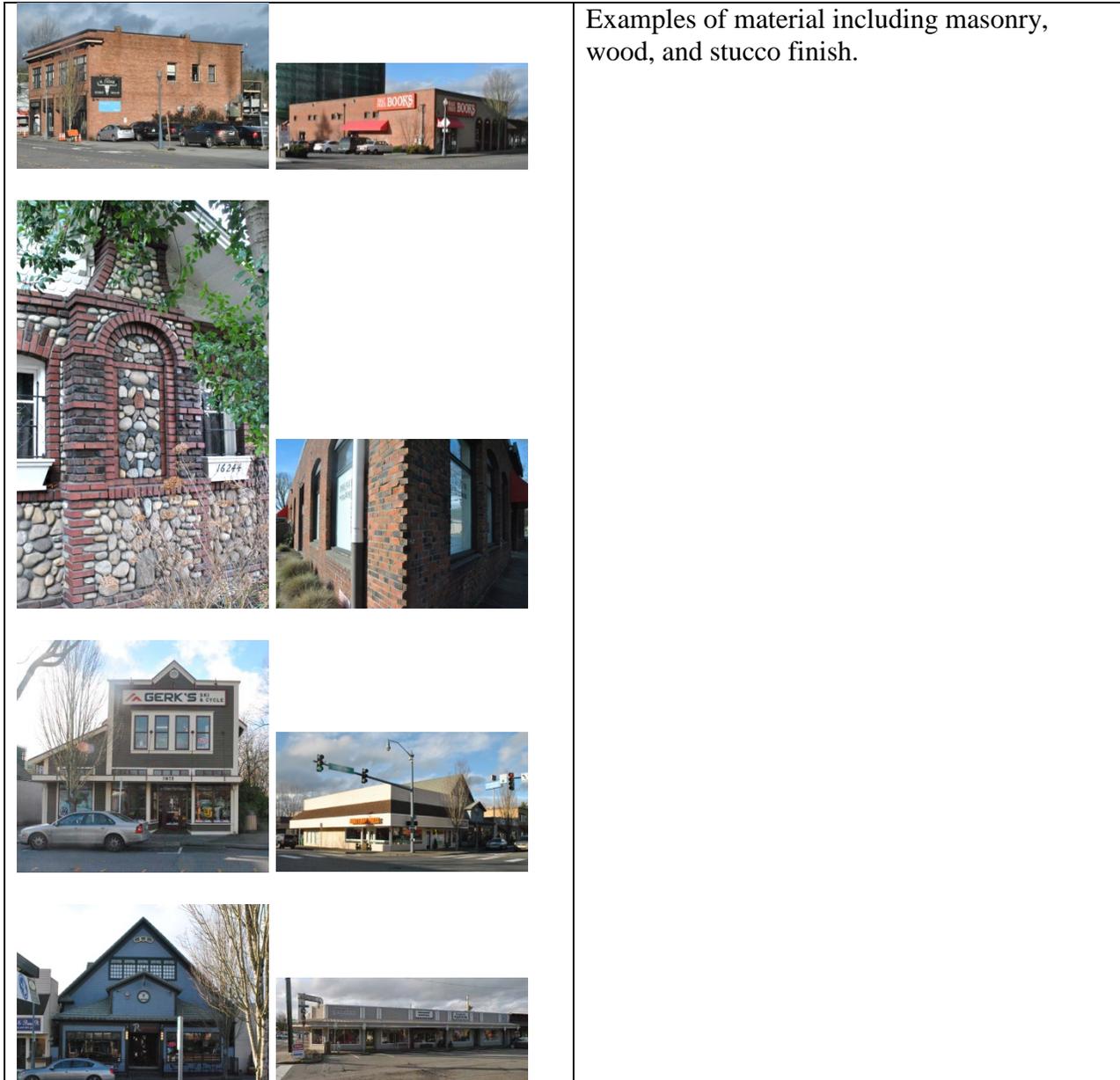


Exhibit A – 4. Updated (7/27/15) New Section 21.62.020.M Old Town Historic Core Overlay

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



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.

Exhibit A – 4. Updated (7/27/15) New Section 21.62.020.M Old Town Historic Core Overlay

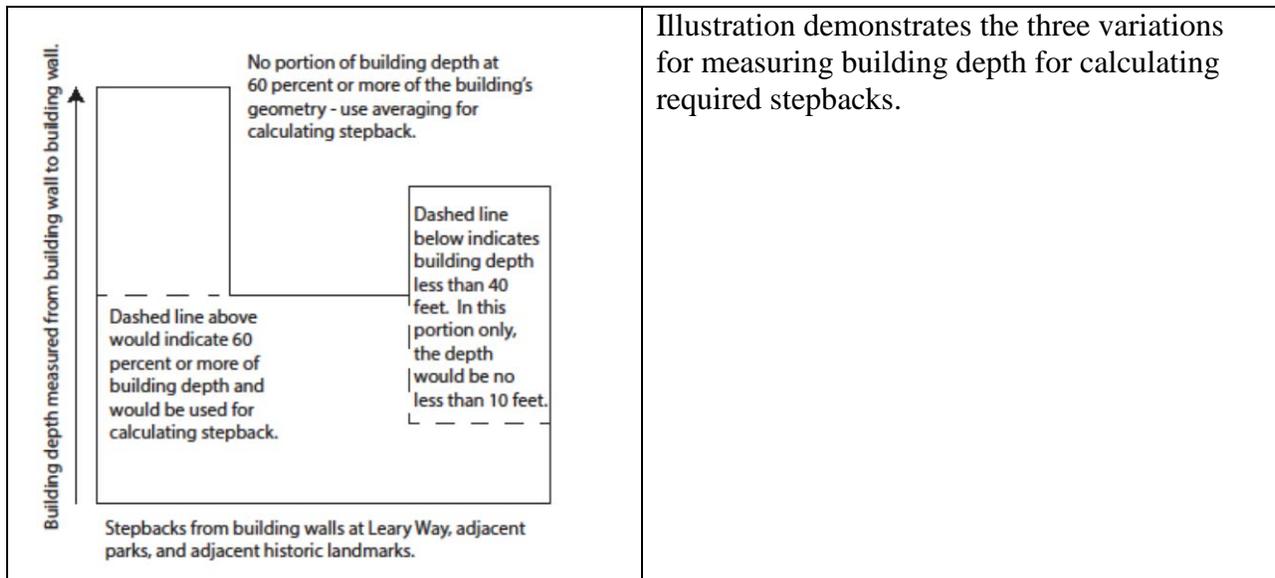
1. No portion of the building or its structural elements, including above and below grade, shall extend past the property line. Temporary, removable awnings and utilities shall acquire a Right of Way Use Permit.
2. Buildings shall be constructed with a base height of no greater than three stories. Maximum 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.

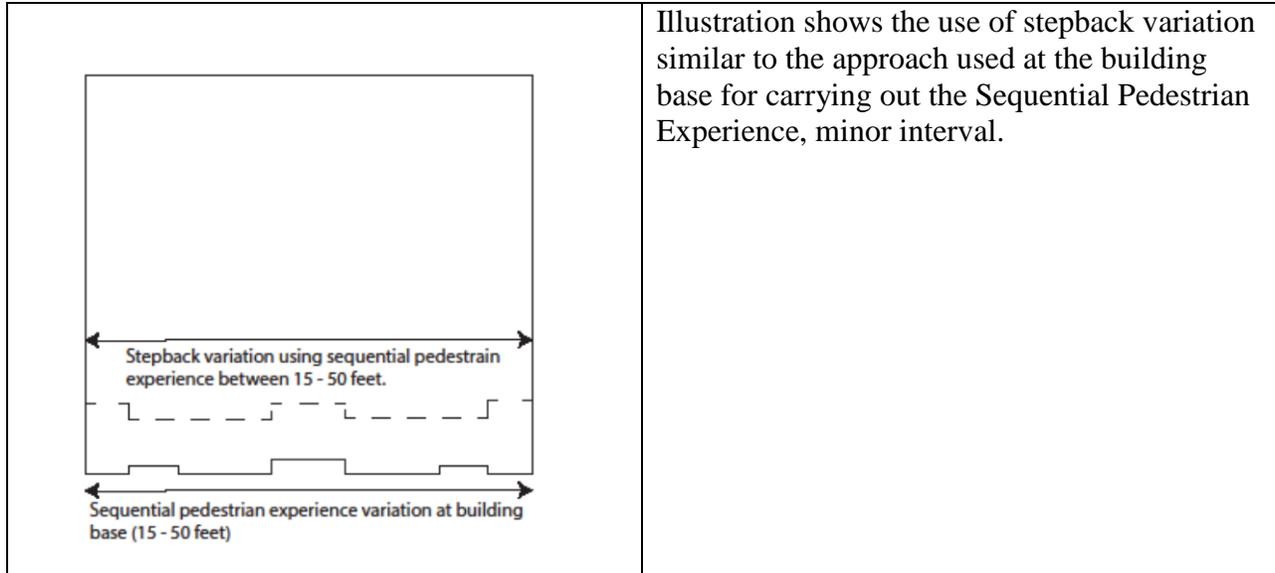
Exhibit A – 4. Updated (7/27/15) New Section 21.62.020.M Old Town Historic Core Overlay

- 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 public 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.





D. Appropriate Implementation.

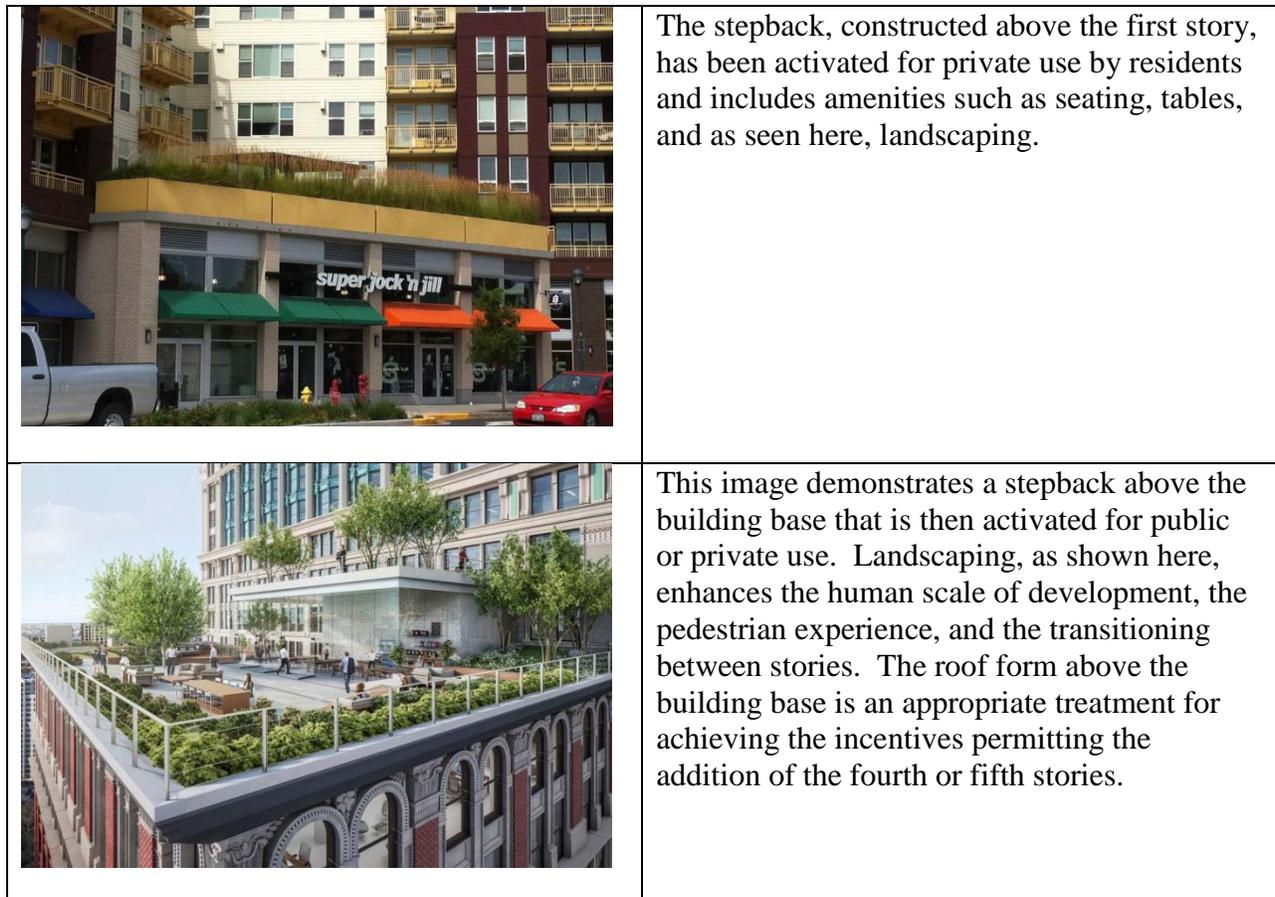


Exhibit A – 4. Updated (7/27/15) New Section 21.62.020.M Old Town Historic Core Overlay



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.

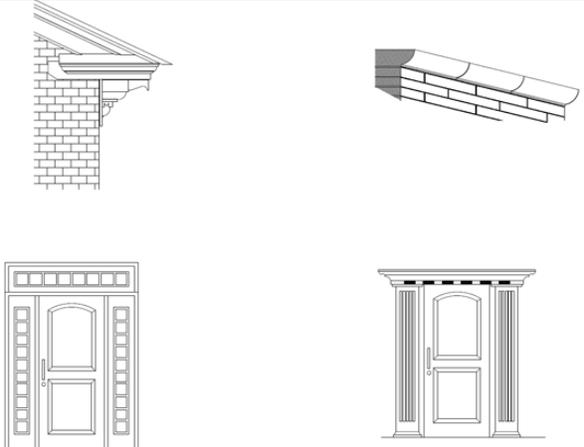
F. Building Material.

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 percent~~ percent 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.

 <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>
---	---

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>
	<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>

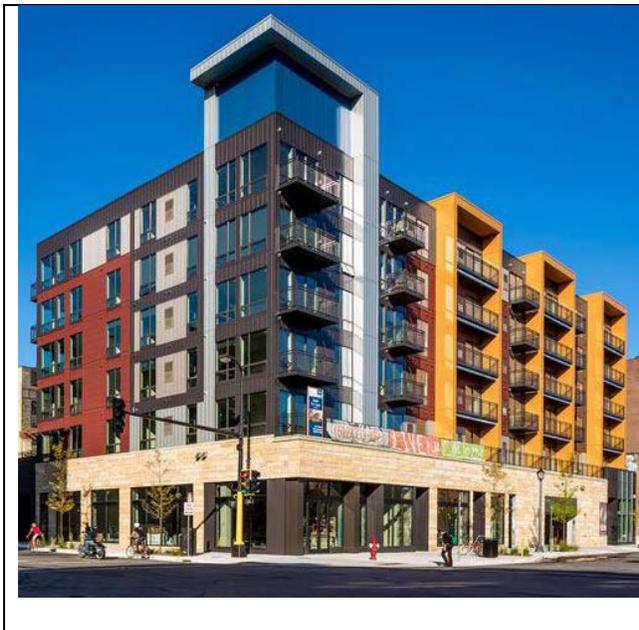


Distinctive masonry incorporates high classifications of brick, stone, tile, and concrete; uses a variety of positioning, bonds, and joints; and incorporates unique sculptural elements and finishes.

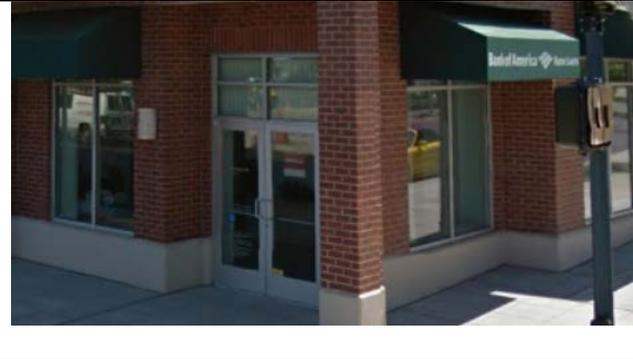


Distinctive masonry is used here along the exterior of the building base. The brick masonry in this example varies in color, positioning, and joints as well as used to accentuate variations in depth along the horizontal length of this façade.

5. Inappropriate Implementation.



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>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>

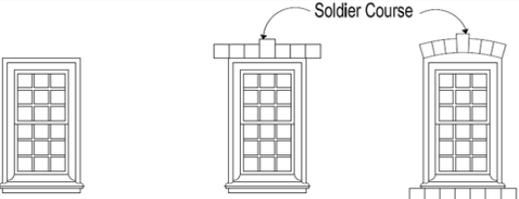
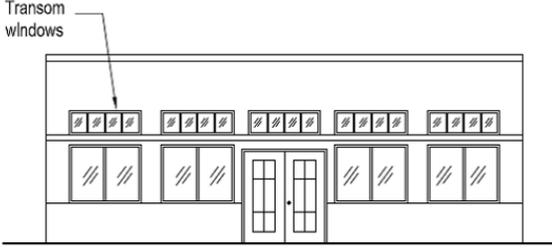
G. Windows.

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 A – 4. Updated (7/27/15) 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>Transom windows</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>
---	---

Exhibit A – 4. Updated (7/27/15) 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.

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.

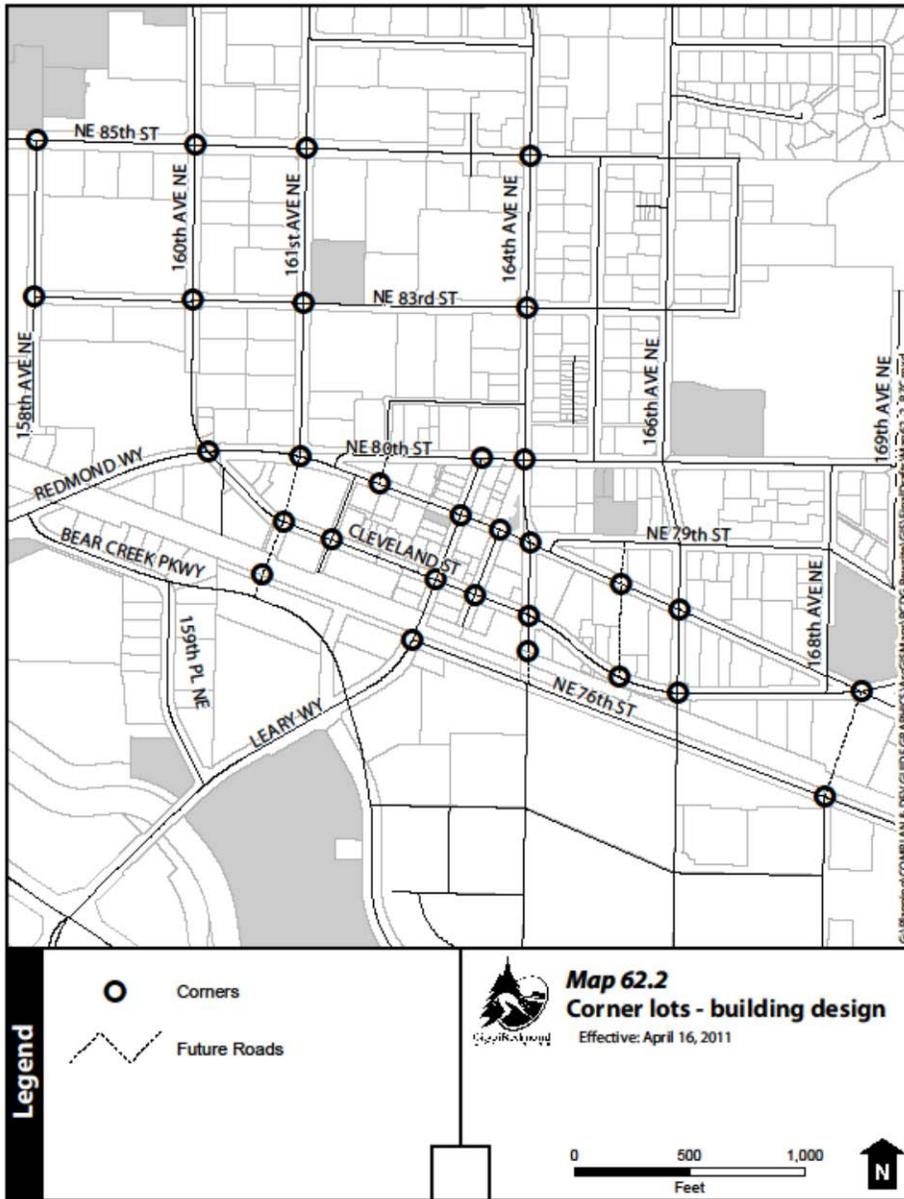
1. Intent. To ensure that buildings on corner lots:
 - a. Reinforce and celebrate the street corner;
 - b. Use distinctive architecture, design, and material;
 - c. Serve as prominent gateways between the sidewalk and the building's interior; and
 - d. Strengthen articulation and modulation across the 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 A – 4. Updated (7/27/15) New Section 21.62.020.M Old Town Historic Core Overlay

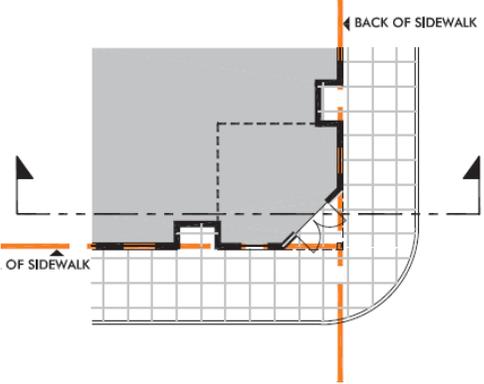
- c. Entries shall emphasize the pedestrian experience and include treatments and amenities such as artwork, plazas, canopies and benches.
- d. Building façades on corner lots shall be designed to connect with pedestrians at both street frontages.
- e. Architectural detailing, cornice work, frieze design 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.

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>Diagram illustrating a special corner treatment for a building. The plan view shows a building footprint (shaded gray) at a street corner. A dashed line indicates the original sidewalk layout, while a solid line shows the proposed 'SPECIAL CORNER TREATMENT'. The sidewalk is recessed and rounded at the corner. Labels include 'OF SIDEWALK' on the left and 'BACK OF SIDEWALK' on the right. The caption below the diagram reads '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.

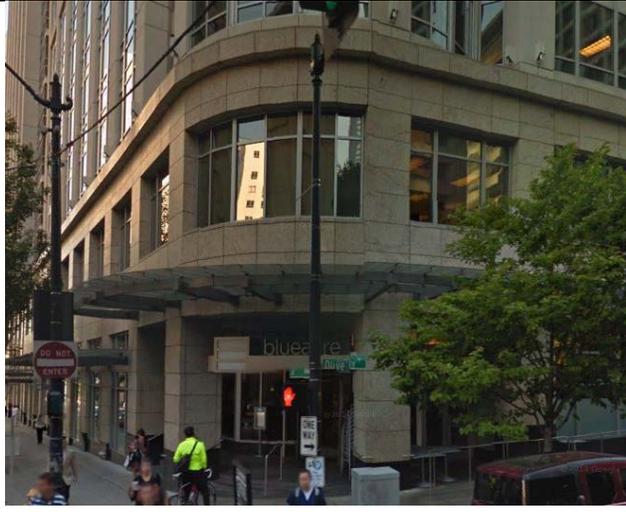
 <p>Photograph of a modern building corner. The building features a prominent rounded corner with a recessed entrance. The ground floor is finished with stone tile. Large windows and distinctive building columns are visible. A sign for 'blueare' is visible above the entrance.</p>	<p>Emphasizes an entryway 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>Photograph of a building with a prominent arched entrance. The entrance is supported by large columns and features a curved pediment. The building has a light-colored facade and a red awning over the entrance.</p>	<p>Differentiation that emphasizes corner and building entrance.</p>

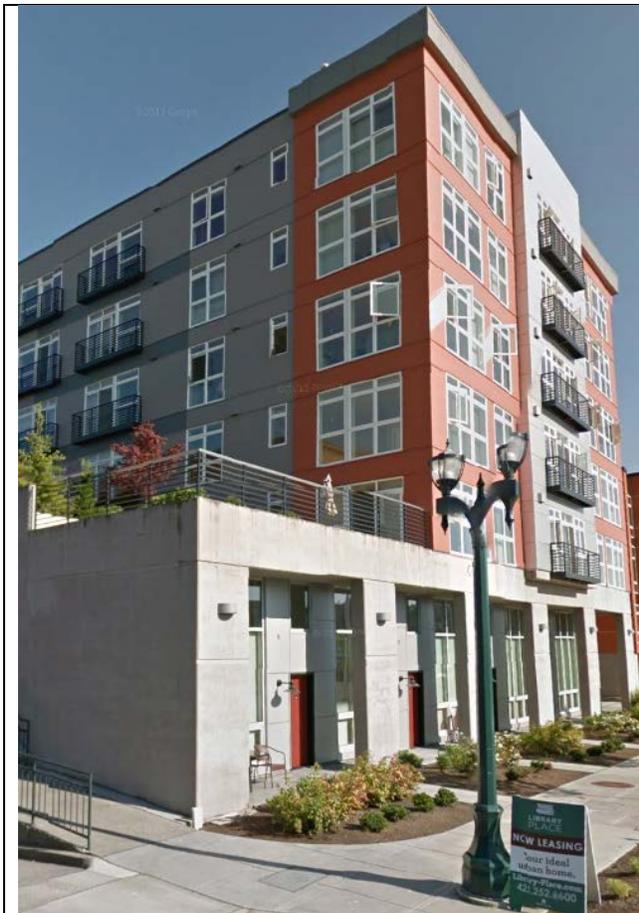
Exhibit A – 4. Updated (7/27/15) New Section 21.62.020.M Old Town Historic Core Overlay

	<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.

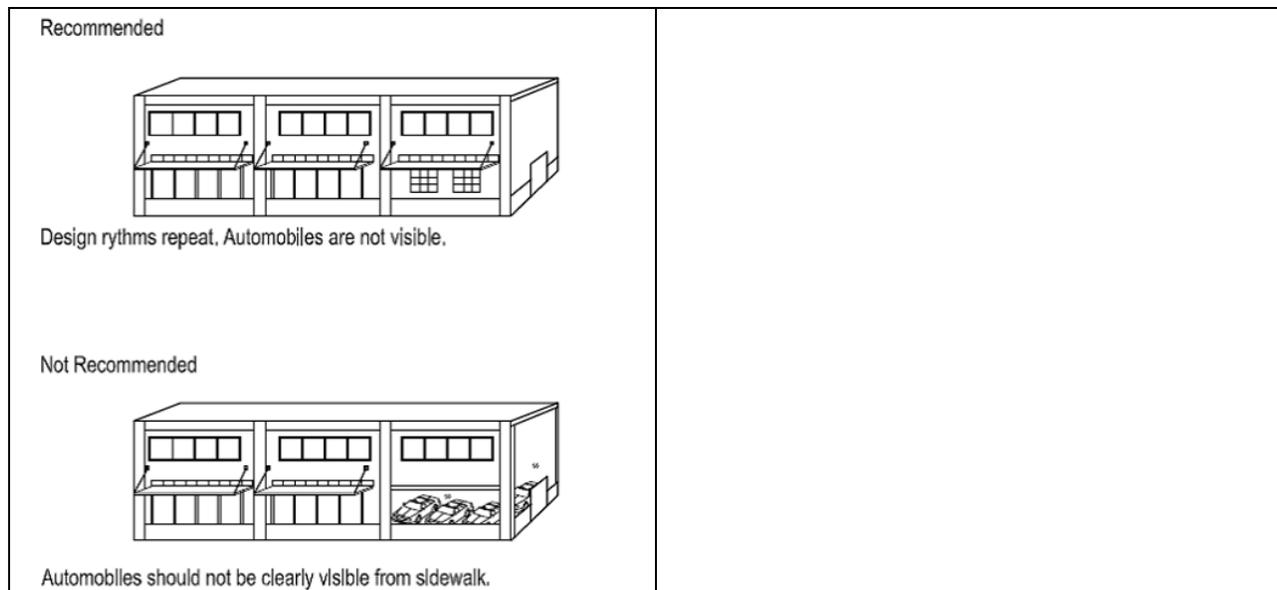
6. Inappropriate Implementation.



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 A – 4. Updated (7/27/15) 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.

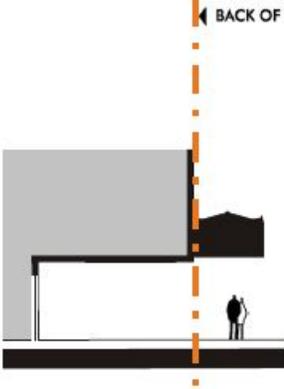
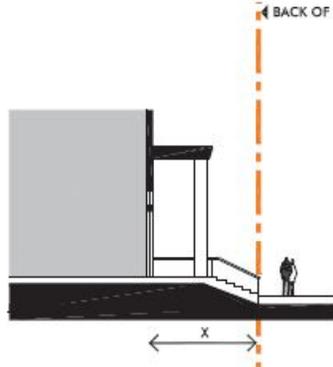
- a. Provide a strong distinction between the three portions of buildings, measured along all building sides;
 - i. Building Base: The entire lowermost floor or two floors of the building shall be designated as the “Building Base”, and shall be visibly articulated to aesthetically anchor the building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

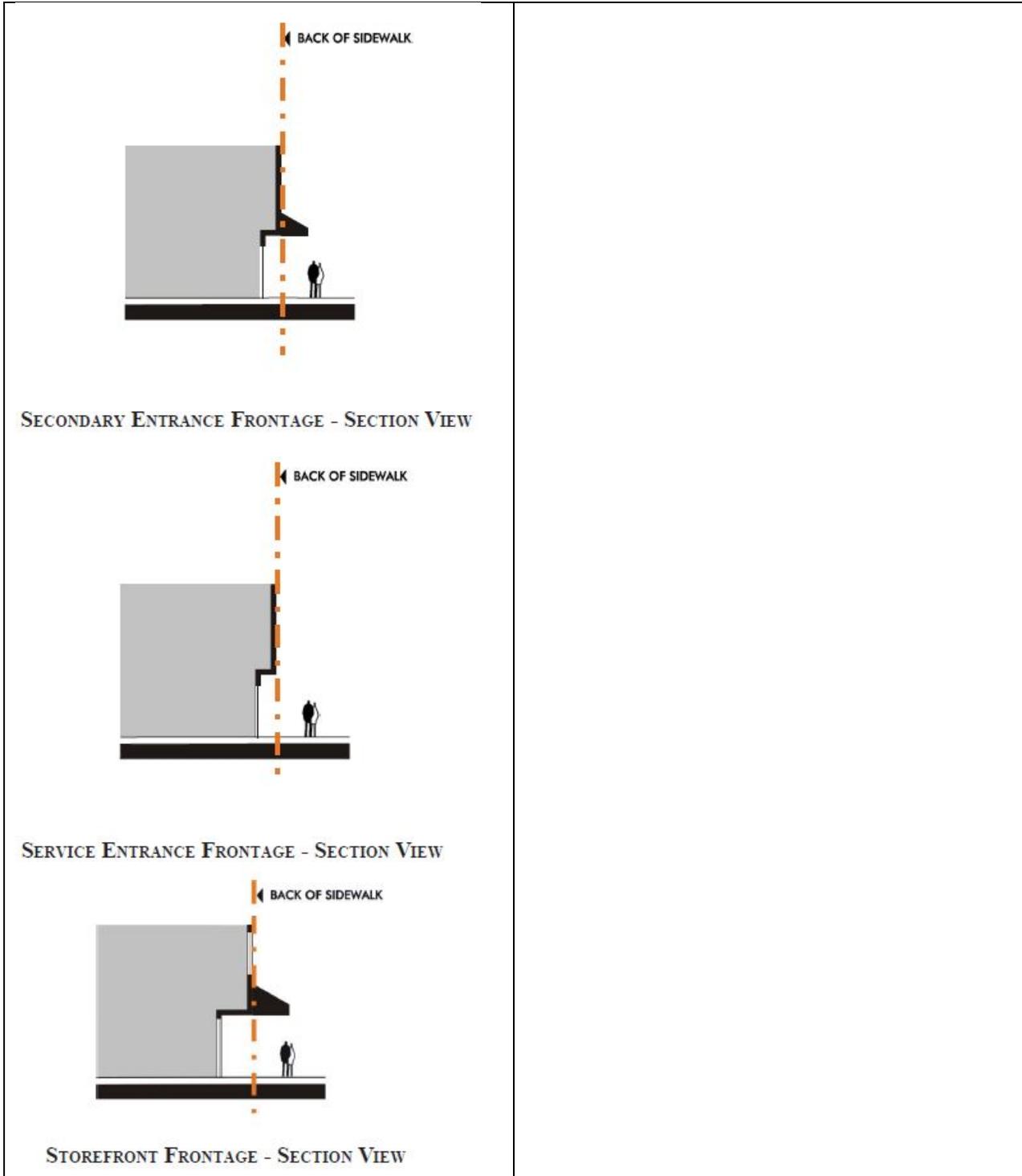
C. Building Base.

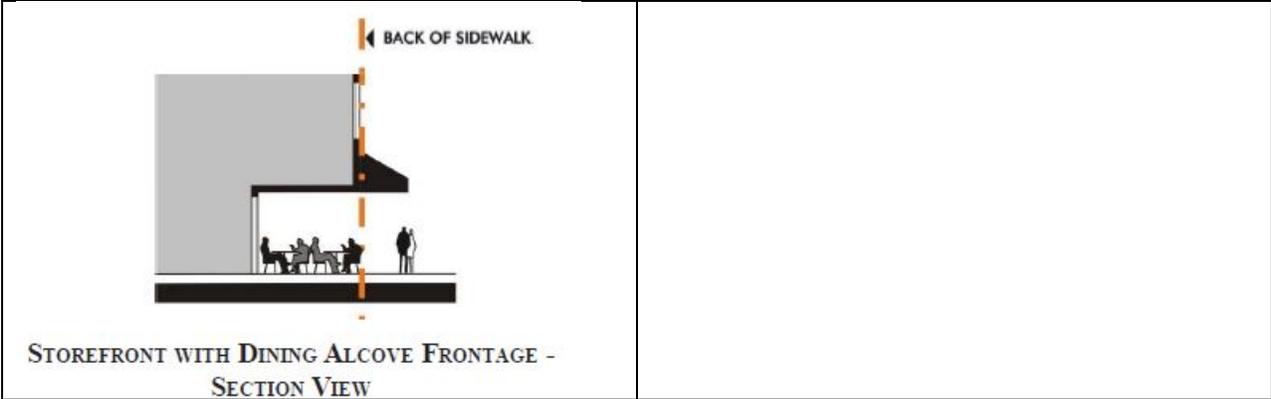
1. Intent: To anchor the building to the ground and engage the pedestrian through the building’s architecture and design elements.
2. Design Criteria.
 - a. Building Material and Treatment.
 - i. Distinctive treatments and materials shall be used to define the building’s plinth and/or bulkhead. The material 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, 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.

 <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>
---	--





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 A – 4. Updated (7/27/15) 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.

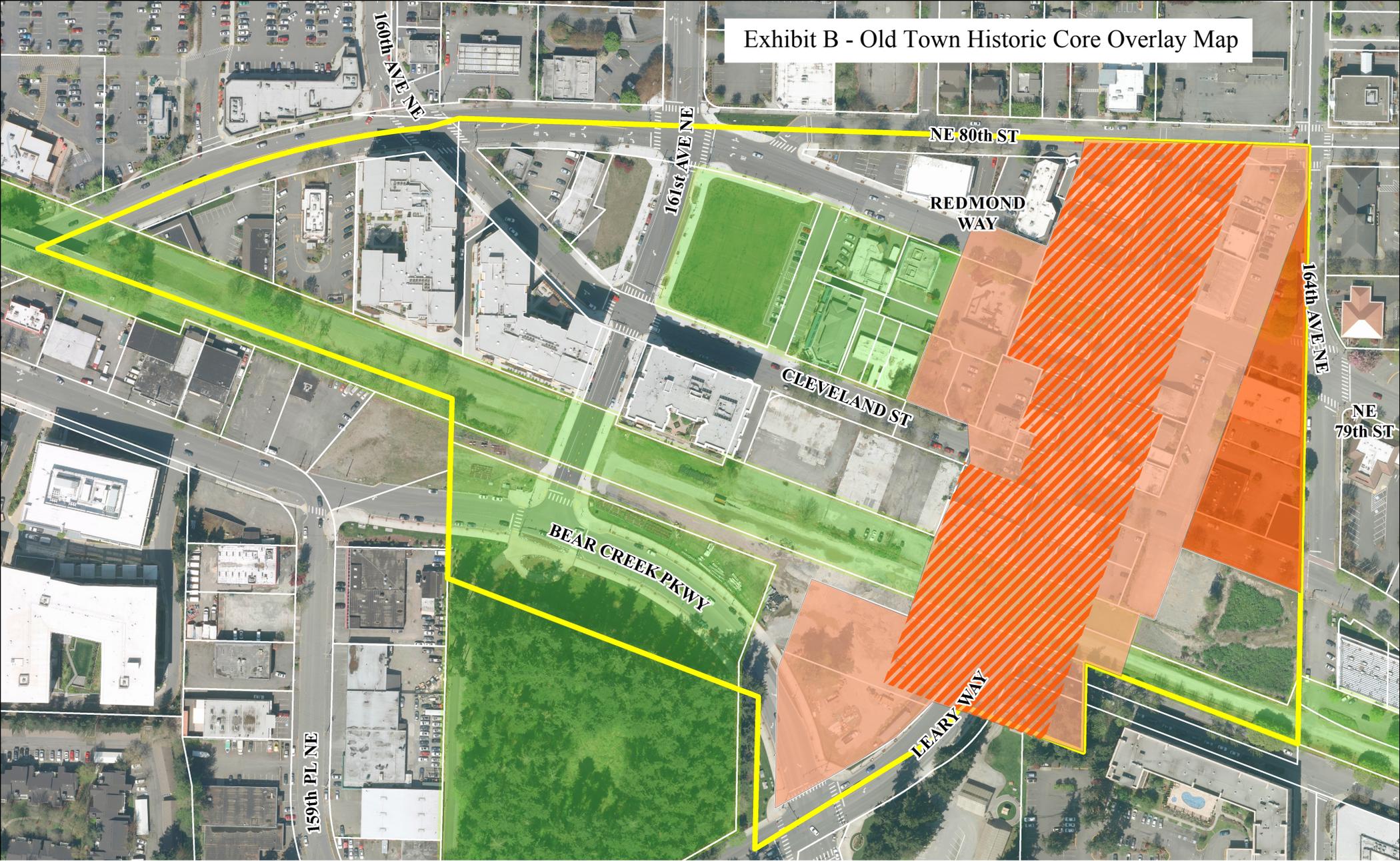
	<p>Modern Building Cap that is absent of character that complements the historic structures located within the Historic Core Overlay.</p>
---	---

Exhibit A – 4. Updated (7/27/15) New Section 21.62.020.M Old Town Historic Core Overlay



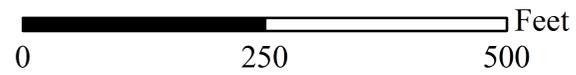
Cantilevered or extended roof and modern Building Caps that are inappropriate within the Historic Core Overlay.

Exhibit B - Old Town Historic Core Overlay Map



Legend

-  Former 3 Story Height Overlay
-  Historic Core Overlay - 3/5 Stories
-  Historic Core Overlay - 3/6 Stories
-  Old Town Zone



Printed: July 23, 2015

