

Exhibit B: Recommended Amendments to the Redmond Zoning Code

Package 1 proposed amendments to the Redmond Zoning Code include the following:

RZC 21.10.130 Downtown Residential Site Requirements

RZC 21.62.020.M. Historic Core Overlay:

- Amendments shown in tracked changes to Technical Committee's June 26, 2015 recommendation
- Amendments with tracked changes accepted

RZC 21.78 Definitions

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21.10.130 Downtown Residential Site Requirements

RZC 21.10 DOWNTOWN REGULATIONS

21.10.130 Downtown Residential Site Requirements

A. **Purpose.** The purpose of the Downtown Residential Site Requirements is to:

1. Ensure that Downtown residential development is in character with the goals and visions for the neighborhood in terms of density and bulk on the sites and the blocks they are located in, as well as livability and comfort within developments and compatibility between neighboring properties; and
2. Create light, air, pedestrian and vehicular circulation, emergency access, and general aesthetics by providing setbacks for development; and
3. Provide open space in the Downtown area that is usable by its residents and visitors.

B. **Downtown Residential Densities Chart.**

1. Use the table below to determine the permitted residential density of a site. The table is read from left to right. For example, in the East Hill District, a site that is 12,000 square feet in area and 120 feet in width will be allowed up to 45 dwellings per acre. If the site's area and width are in different rows (for example, 12,000 square feet and 100 feet wide), the lower density, 36 dwelling units per acre, shall apply.
2. Exceptions.
 - a. If the site's width would allow a higher density than the site's area, the higher density shall be allowed if the site's area is at least 85 percent of the lowest range of the areas in the same row as the site's width. Example: On a site in the East Hill District where the lot width equals 120 feet and the site area is at least 10,200 square feet (85 percent of 12,000 square feet), 45 dwelling units per acre are allowed.
 - b. If the site's area would allow a higher density than the site's width, the higher density shall be allowed if the site's width is at least 85 percent of the lowest range of the widths in the same row as the site's area. Example: On a site in the East Hill District where the lot area equals 12,000 square feet and the site width is at least 102 feet (85 percent of 120 feet), 45 dwelling units per acre are allowed.
3. Lot coverage requirements do not apply to residential developments with ground floor commercial/retail uses.
4. Bonus for Semi-subterranean and Subterranean Parking. In freestanding residential developments that are on sites which are not large enough to qualify for densities that are not regulated by a maximum number of dwelling units per acre, but by the bulk, height, parking, and other standards as shown in the Downtown Residential Densities Chart below, a

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density bonus of 10 percent shall be granted to developments that provide semi-subterranean or subterranean parking where the finished floor height of the first floor is not more than four feet above the street curb.

- For Unit Lot Subdivisions in the Sammamish Trail and Town Square zones, the minimum residential density required shall be 35 dwelling units per acre. See [RZC 21.74, Land Division](#).

Table 21.10.130A Downtown Residential Densities Chart				
Districts	Minimum Site Area (Square Feet)	Minimum Site Width (Feet)	Maximum Dwelling Units per Net Acres	Maximum Allowable Lot Coverage
River Trail, Carter, and East Hill	2,400 – 3,199	Less than 26	1 unit per lot	75 percent
	2,400 – 3,199	27 – 43	2 units per lot with alley access only. Otherwise one unit per lot.	75 percent
	3,200 – 5,999	44 – 49	30 du/ac	75 percent
	6,000 – 11,999	50 – 119	36 du/ac	N/A
	12,000 – 17,999	120 – 179	45 du/ac	N/A
	18,000 or more	180 or more	Density shall not be regulated by a maximum number of dwelling units per acre, but by the application of bulk, height, parking, and all other development standards. For example, developments may achieve as many dwellings as possible when the development provides all of the necessary parking, open space, etc., for the number of units proposed, and the building(s) meet all of the prescribed standards. All developments with proposed densities exceeding 66 dwelling units per acre, inclusive of density bonuses allowed per RZC 21.10.130.B.4, <i>Residential Density Bonus</i> , shall be required to have at least one level of semi-subterranean or subterranean parking, structured parking hidden behind ground floor commercial space, or other pedestrian amenities along the street front.	N/A
Sammamish Trail, Town Square, Old Town, Anderson Park, River Bend, and Town Center	2,400 – 3,199	Less than 26	1 unit per lot	75 percent
	2,400 – 3,199	27 – 43	2 units per lot with alley access only. Otherwise one unit per lot.	75 percent
	3,200 – 5,999	44 – 49	30 du/ac	75 percent
	6,000 – 11,999	50 – 119	36 du/ac	N/A

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	12,000 or more	120 or more	Density shall not be regulated by a maximum number of dwelling units per acre, but by the application of bulk, height, parking, and all other development standards. For example, developments may achieve as many dwellings as possible when the development provides all of the necessary parking, open space, etc., for the number of units proposed, and the building(s) meet all of the prescribed standards. All developments with proposed densities exceeding 66 dwelling units per acre, inclusive of density bonuses allowed per RZC 21.10.130.B.4, <i>Residential Density Bonus</i> , shall be required to have at least one level of semi-subterranean or subterranean parking, structured parking hidden behind ground floor commercial space, or other pedestrian amenities along the street front.	N/A
Historic Core Overlay, RZC 21.62.020.M	NA/	N/A	Density shall not be regulated by a maximum number of dwelling units per acre, but by the application of bulk, height, parking, and all other development standards. For example, developments may achieve as many dwellings as possible when the development provides all of the necessary parking, open space, etc., for the number of units proposed, and the building(s) meet all of the prescribed standards. All developments shall be required to have at least one level of semi-subterranean or subterranean parking, structured parking hidden behind ground floor commercial space, or other pedestrian amenities along the street front.	N/A
Trestle, Valley View, and Bear Creek	2,400 – 3,199	Less than 30	1 unit per lot	
	2,400 – 3,199	30 – 43	2 units per lot With alley access only. Otherwise one unit per lot.	
	3,200 – 5,999	44 – 49	26 du/ac	
	6,000 or more	50 or more	Developments qualifying for additional height per RZC 21.10.060.C when infill/redevelopment of the site creates an urban village per RZC 21.62.020.G.2.c the same standard shown for River Trail, Carter, and East Hill shall apply. Otherwise the maximum allowed density is 30 dwelling units per acre.	

C. Residential Lot Coverage.

1. Requirements. For residential developments without ground floor commercial/office uses, maximum lot coverage shall not exceed the standards in RZC 21.10.130.B, *Downtown Residential Densities Chart*.
2. Exemptions. The following structures or portions of structures shall be excluded from the measurement of lot coverage:
 - a. Ramps or other access for the disabled or elderly meeting Washington State Rules and Regulations for Barrier-Free Design.
 - b. Required pedestrian walkways/vehicular lanes per Downtown pedestrian system. The area devoted to the required pedestrian system between the building and curb line/property line shall be counted as open space.

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- c. An underground structure (below natural grade), or underground portion of a structure, on any part of the entire lot that is landscaped on the surface.

D. Residential Setback Requirements.

1. **Applicability.** All lots shall have one front yard and one rear yard, with the exception of lots with frontage on two streets or access corridors, which will have two front yards and no rear yard. Where a residential use is located above a ground floor commercial/office use, the side and rear setbacks shall apply only to the residential use.
2. **Permitted Structures in Required Setback Areas.** The following features are permitted within front, rear, and side yard setback areas, provided that they project no closer than five feet to a property line and do not project more than five feet into the setback area. Permitted projections include building extremities, such as balconies, patios, porches, architectural protrusions, subterranean garages and structures (below natural grade), bay windows, and chimneys. Except on Type I and II pedestrian streets per Map 10.3, Downtown Pedestrian System, projections may project over street sidewalks up to the property line, provided they do not project more than five feet into the setback area. The projections may be further restricted through the land use permit process based on public safety and aesthetic considerations.
3. **Front Setbacks.** Front setbacks shall conform to the standards specified in Map 10.3, Downtown Pedestrian System.
4. **Side Setbacks.** Side setbacks shall be determined by structure depth and height, according to the following table. The depth of the building shall be measured at right angles, or as near to right angles as possible, from the front property line in a plane horizontal to the ground. Buildings built to the side property line, such as townhouses, and mixed-use residential buildings as shown in the photograph below, are exempt from this requirement at the property line.

Table 21.10.130B Residential Side/Interior Setbacks			
Height of Side/Interior Façade at Highest Point in Feet			
Structure Depth in Feet	<31 feet	31 – 40 feet	>40 feet
Minimum Side Setback in Feet			
65 feet or less	5 feet	6 feet	7 feet
66 to 80 feet	6 feet	6 feet	8 feet
81 to 100 feet	8 feet	9 feet	11 feet
101 to 120 feet	11 feet	12 feet	14 feet
121 to 140 feet	14 feet	15 feet	17 feet
141 to 160 feet	17 feet	18 feet	20 feet
161 feet or more	19 feet	21 feet	23 feet

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Figure 21.10.130A
Illustrative Setbacks



A.

5. Rear Setbacks. Rear setbacks shall be provided for all residential uses per the Allowed Uses and Basic Development Standards Tables in RZC 21.10.030 through 21.10.100, above.
6. Distance Between Buildings.
 - a. Two or more detached buildings on the same lot shall have a minimum separation of 15 feet. A detached accessory structure shall be separated by a minimum of five feet from any other structure. This restriction shall not apply to air conditioners, heaters, vents, pumps, solar collectors, or similar equipment.
 - b. Roof Eaves. Roof eaves of principal and accessory structures shall have a minimum separation of five feet. This restriction shall not apply to patio covers and similar structures with open lattice, grill work, or uncovered roof beams.

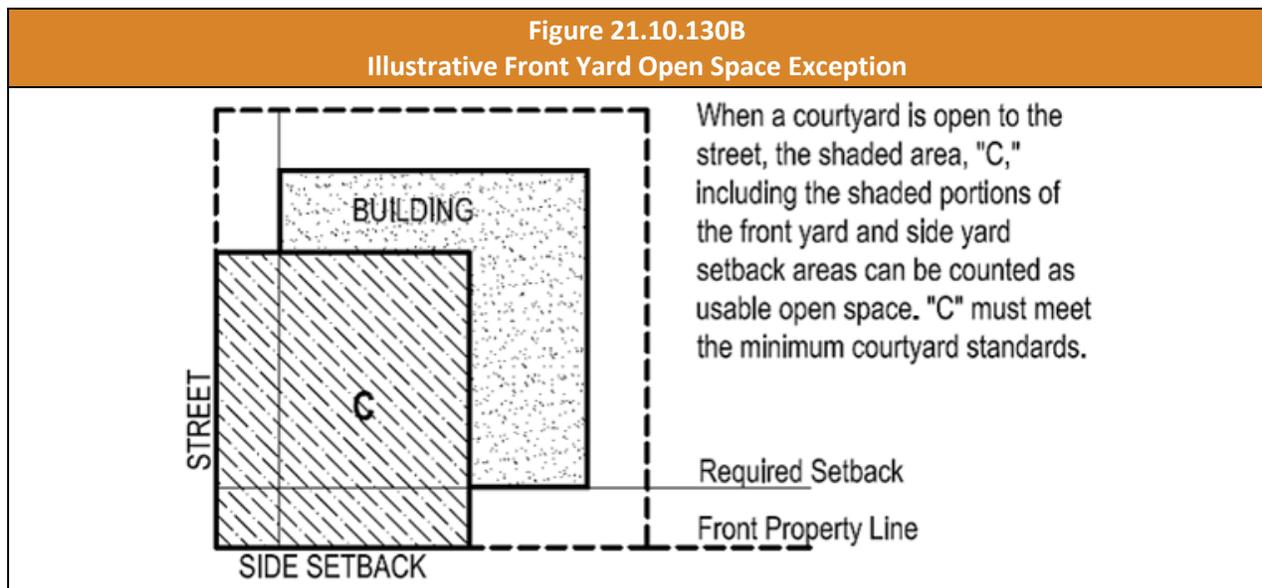
E. Residential Usable Open Space.

1. General. On-site usable open space is an important feature for residential uses as it provides residents with a place, or places, to relax and/or recreate without the need to leave their building. In order to achieve some basic amounts of on-site usable open space, two types of usable open space are required for each unit: common open space in forms, such as plazas, rooftop gardens, and recreation rooms; and private open spaces in the forms of balconies and patios. Below are the general standards for the two different types of usable open space:
 - a. Common Usable Open Space. At least 100 square feet per residential unit of common usable open space shall be provided in the development, up to a maximum area equivalent to 20 percent of the site. The spaces provided shall meet the size and dimensional requirements specified in Table 21.10.130.E, *Residential Usable Open Space*

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Sizes and Dimensions, below. Common usable open space may be provided in forms such as plazas, rooftop gardens, and recreation rooms that are accessible to all residents of a building. Units with at least 200 square feet of private usable open space (like townhomes), where the smallest dimension is no less than 10 feet, may be excluded from the count of units that need to contribute to the common usable open space requirement. Front yards may not be counted as common open space, except per Figure 21.10.130B below.



A.

1.

- b. Private Usable Open Space. Private usable open space shall be provided in the form of an attached patio or balcony for each unit per Table 21.10.130.E, *Residential Usable Open Space Sizes and Dimensions*, below.

A.

2. Open Space Size and Dimensions. Table 21.10.130C, *Residential Usable Open Space Sizes and Dimensions*, specifies the minimum open space size and dimensions for both common and private usable open space areas. Balconies may be reduced to 12 square feet in area for up to 50 percent of the units when double doors are provided to the balcony.

Table 21.10.130C				
Residential Usable Open Space Sizes and Dimensions				
Type of Usable Open Space	Minimum Length	Minimum Width	Minimum Height	Minimum Area (in Square Feet)

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1. Common	12 feet	12 feet	As specified in IBC for habitable overhead height	200
2. Private				
– Patio	8 feet	8 feet	Same as above	80
– Balcony	5 feet	5 feet	Same as above	50

A.

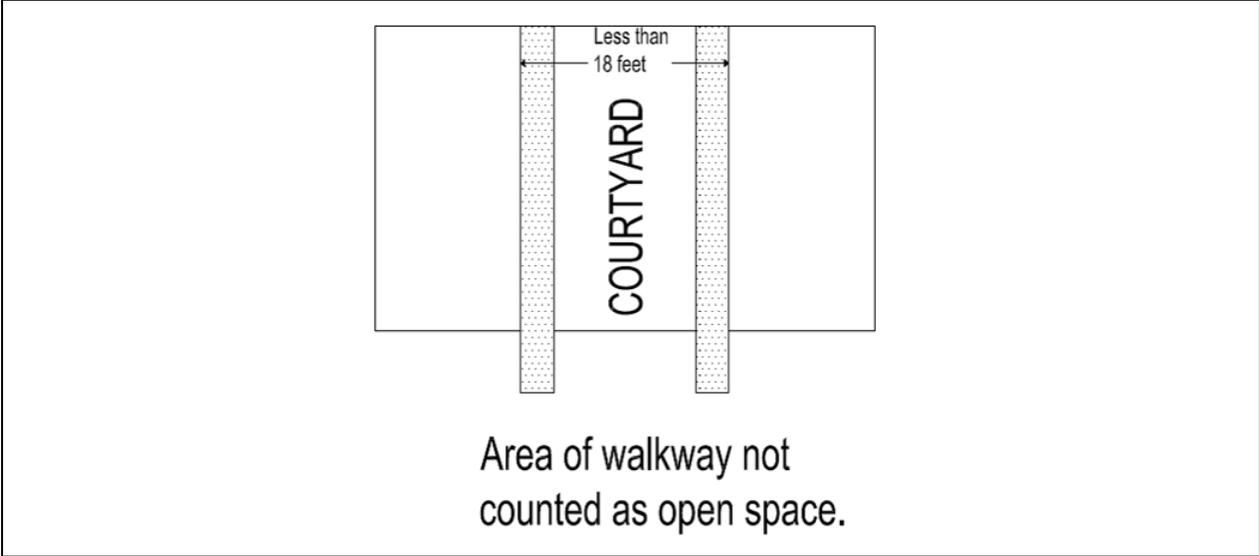
3. Use of In-Lieu Fee for Downtown Residential Usable Open Space

- a. Balconies. If the street front facade of a building is deemed to be too cluttered, monotonous, and/or overdominated by too many balconies being too close together, the number of balconies on the facade may be reduced with the approval of the Design Review Board in order to effect a more balanced and attractive facade. An in-lieu fee for each required balcony not provided shall be paid to the City for parkland purchase and improvements within the Downtown neighborhood. The fee for each balcony not provided on the building shall be equivalent to 50 percent of the park impact fee for a multifamily residence. No less than 50 percent of the units shall include private open spaces.
- b. Common Open Space. An in-lieu fee for each 100 square feet of common open space not provided shall be paid to the City for parkland purchase and improvements within the Downtown neighborhood. The fee for each 100 square feet of required open space not provided on-site shall be equivalent to 50 percent of the park impact fee for a multifamily residence. No less than 50 square feet of common open space per unit shall be provided on-site.

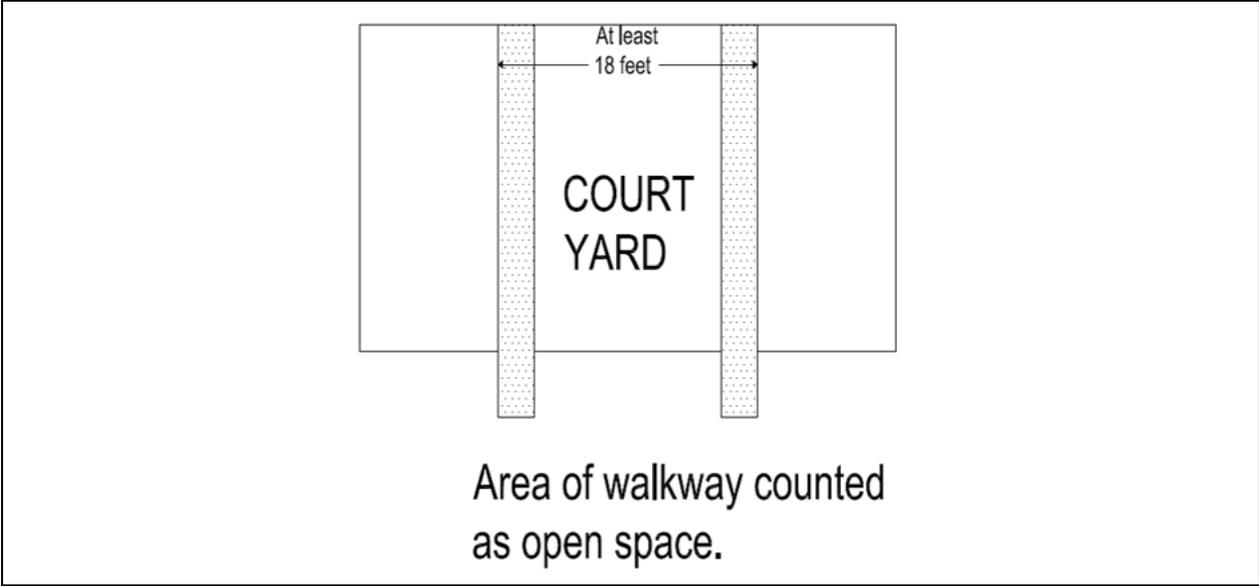
4. Combining Common Usable Open Space and Pedestrian Access. Parking areas, driveways, and pedestrian access shall not be counted as common usable open space; except, if the total width of the common usable open space is 18 feet or wider, any pedestrian path or walkway traversing through the open space may be considered as common usable open space. See Figure 21.10.130C and Figure 21.10.130D below.

Figure 21.10.130C
Area of Walkway Not Counted as Open Space

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**Figure 21.10.130D
Area of Walkway Counted as Open Space**



(Ord. 2803)

Effective on: 10/17/2015

Exhibit B: Recommended Amendments to the Redmond Zoning Code
21.62.020.M Historic Core Overlay (with Tracked Changes)

21.62.020 Downtown Design Standards

{New Code} M. ~~Old Town Historic Core~~Historic Core Overlay

1. Purpose.

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

- ~~A. Ensure a complementary transition between historic and modern structures~~Maintain a downtown core comprised of the historic city center with an urban village pattern and rhythm;
- ~~A.B. _____~~Emphasize the pedestrian's experience in the area and encourage a full range of retail uses such as specialty and comparison shopping, eating and entertainment establishments and residential uses;
- ~~B.C. _____~~Implement the -vision for this area as set out in the Comprehensive Plan; and
- ~~C.D. _____~~Support the Core's historic characterProvide architecture and design that is respectful of the historic and traditional character of structures in the Historic Core.

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.

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3. Historic Core ~~Overlay~~ Map.

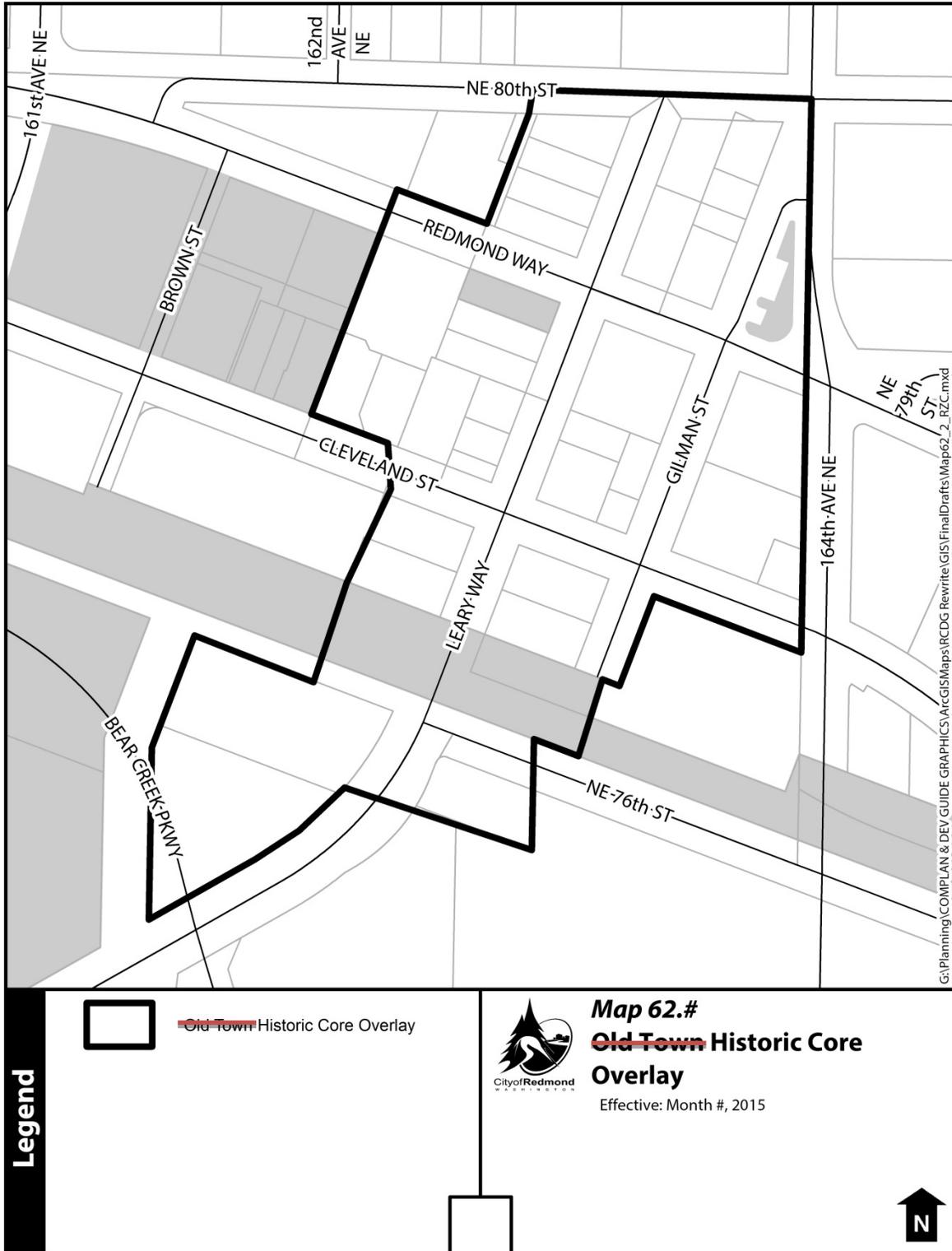


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4. Architectural and Design Character.

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 as~~ reference ~~when for~~ implementing architecture and design that is respectful of ~~historic structures in the overlay~~ the historic and traditional character of structures in the Historic Core. 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. Unifying context and detail, and sStrong likelihood of relevancy over many generations.
2. ~~Utilitarian by responding e~~ Clearly reflects demonstrating 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, ~~durable,~~ and incorporates the weathering process and is durable.
5. ~~Demonstrates h~~ Human-scale proportions in which the setting or and environment components (building, entry, ceiling height) relates closely and predominantly to human dimensions.
6. Graceful siting in location including site, block, district, and neighborhood.

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



Examples of storefront and entry treatments.

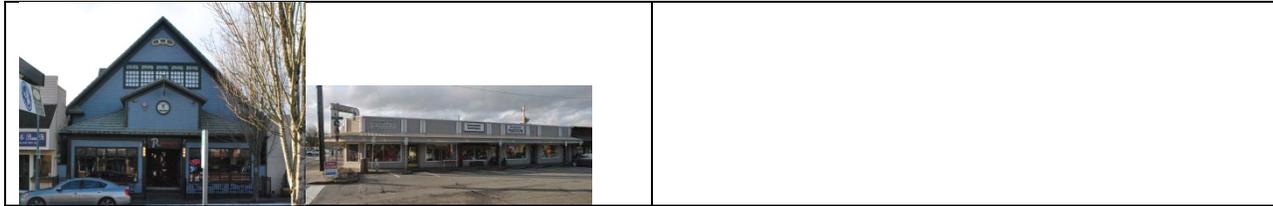
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21.62.020.M Historic Core Overlay**

	
	<p>Examples of window treatments.</p>

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 	<p>Example of architectural and design elements at the building cap.</p>
    	<p>Examples of materials including masonry, wood, and stucco finish.</p>

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5. General.

A. Building Form and Scale.

{This section will be provided in the Technical Committee’s Third Package as an addendum to its June 26, 2015 report.}

B. Building Material.

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

- ~~1.a.~~ Reflect the time period when the individual structure was built and create a sense of timelessness through the use of high quality material;
- ~~2.b.~~ Incorporate traditional materials and design used that complement materials and designs on historic and landmark structures within the Historic Core;
- ~~3.c.~~ Achieve visual interest and distinctive architecture and design, and emphasize tripartite form; and
- ~~4.d.~~ Support a ~~comfortable, consistent~~ high-quality and engaging pedestrian experience along the street front.

2. Design Criteria.

- ~~a.~~ The allowed, accent, and prohibited materials are described listed in Table 21.62.020.# below and described in detail in this section.

Table 21.62.020.# Historic Core Exterior Building Material

1. Primary and accent materials for building exterior by floor.

	<p><u>Fourth Story and Above.</u></p> <ul style="list-style-type: none"> <u>a. Refer to 21.62.020. L.3.d. Old Town Zone Building Design, Detail, and Materials</u> <u>b. Accent material. Preferred accent materials include wood, stucco, glass, and metal.</u> 	<p><u>Prohibited material. The following materials shall not be used on the building exterior: vinyl, split-face CMU, fluted CMU, mirrored glass, or exposed, unfinished concrete.</u></p>
	<p><u>Third Story.</u></p> <ul style="list-style-type: none"> <u>a. Primary material. Shall be fully clad with masonry, masonry panel, or terra cotta.</u> <u>b. Accent material. Allowed accent material, comprising 10 percent or less of materials,</u> 	

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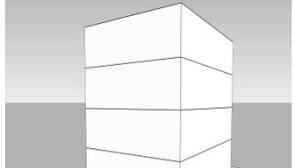
	<p><u>include wood, stucco, glass, and metal.</u></p>	
	<p><u>Second Story.</u> <u>a. Primary material. Shall be fully clad with masonry, masonry panel, or terra cotta.</u> <u>b. Accent material. Allowed accent material, comprising 10 percent or less of materials, include wood, stucco, glass, and metal.</u></p>	
	<p><u>First Story.</u> <u>a. Primary material. Shall be fully clad with high-quality masonry or terra cotta.</u> <u>b. Primary materials when building is limited to one or two stories. Shall be fully clad with masonry, terra cotta, or wood.</u> <u>c. Accent material. Allowed accent material, comprising 10 percent or less of materials, include wood, stucco, glass, and metal.</u></p>	
	<p><u>Plinth.</u> <u>a. Primary material. Shall be fully clad with masonry or terra cotta.</u> <u>b. Primary materials when building is limited to one or two stories. Shall be fully clad with masonry, terra cotta, or wood.</u></p>	
<p><u>2. Primary and accent materials for building exterior by floor – with stepback of 10 or more feet after first story.</u></p>		
	<p><u>Second Story and Above.</u> <u>a. Refer to 21.62.020. L.3.d. Old Town Zone Building Design, Detail, and Materials</u> <u>b. Accent material. Preferred</u></p>	<p><u>Prohibited material. The following materials shall not be used on the building exterior: vinyl, split-face CMU, fluted CMU,</u></p>

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	<u>accent materials include wood, stucco, glass, and metal.</u>	<u>mirrored glass, or unfinished concrete.</u>
	<u>First Story.</u> <u>a. Primary material. Shall be fully clad with high-quality masonry or terra cotta.</u> <u>b. Accent material. Allowed accent material, comprising 10 percent or less of materials, include wood, stucco, glass, and metal.</u>	
	<u>Plinth.</u> <u>a. Primary material. Shall be fully clad with masonry or terra cotta.</u>	

- b. Using Table 21.62.020.# Historic Core Exterior Building Material, Bbuildings shall incorporate distinctive ~~masonry materials~~ over at least 60 percent ~~percent over~~ of the exterior of the building as follows:
- i. The plinth, first, second, and third stories shall be fully clad with high-quality materials limited to masonry or terra cotta.
 - 1. High-quality materials are distinctive, traditional, and shall incorporate a variety of classifications of masonry, and may include terra cotta.
 - 2. These materials shall avoid repetitive patterns or sameness; for example, the materials shall not include a majority of institutional brick that is flat, solid color, and uniform in pattern.
 - 3. Materials shall emphasize visual interest through variety, textures, positioning, bonds, joints, and color; and incorporate unique sculptural elements and finishes.
 - 4. These materials shall be used on facades that face pedestrian-oriented streets including Cleveland Street, Gilman Street, Leary Way, Redmond Way, NE 80th Street, Downtown Park, and non-motorized pathways and other pedestrian-oriented connections.
 - 5. Materials shall be extended for no less than 20 horizontal feet along facades that face service corridors, private alleys, and other portions of the buildings that are not visible to pedestrians.
 - 6. Concrete at the building’s plinth shall be clad with other masonry such as brick or stone or with terra cotta.

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- ~~i. 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.~~
- ~~ii. Distinctive masonry incorporates a variety of classifications of brick, stone, tile, and concrete.~~ Buildings that are limited in height to one or two stories may also use wood as the primary material for the building exterior.
- ~~iii. Where a stepback of ten (10) feet or more is provided above the first story, the second and third story may be clad with materials that comply with RZC 21.62.020. L.3.d. Old Town Zone Building Design, Detail, and Materials.~~
- ~~iv. Materials used on the exterior of the second and third floors shall demonstrate transition between the materials used over the building base and materials used over upper floors.~~
 - ~~1. Appropriate materials include masonry, masonry panel, and terra cotta.~~
 - ~~2. Transitional design shall be horizontally oriented to emphasize traditional character and emphasize the width over the height of the building.~~
- ~~i. —~~
- ~~ii. — uses a variety of textures, positioning, bonds, and joints; and incorporates unique sculptural elements and finishes.~~
- ~~v. 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.~~ Accent materials including wood, stucco, glass, metal, or polished concrete block may comprise up to 10% of exterior materials, excluding glazing.
 - ~~1. Accent materials at the building base shall enhance the pedestrian's experience by providing visual texture and variety.~~
 - ~~2. Concrete may also be used as an accent material through designs that are complementary of traditional architecture. For example, colored; sculpted, stamped or precast concrete; or concrete that is treated with the addition other material such as glass may be used as a design treatment for window sills, stringcourse, raised entryways, and as a detailed treatment emphasizing the base of columns or cornice.~~
- ~~iii. 3. Accent material shall complement the primary material while also providing contrast and differentiation.~~

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- ~~vi. Exterior materials over the exterior of floors above the third story or the building cap shall comply with 21.62.020. L.3.d. Old Town Zone Building Design, Detail, and Materials.~~
- ~~vii. Use of reclaimed and repurposed, historic and traditional material/materials is encouraged. This includes brick, stucco that is used in the Art Deco style, wood, and stone.~~
 - ~~2. Other material including marble and metal, may also be used, such as for providing visual interest.~~
 - ~~3. 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.~~
 - ~~4. 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.~~
 - ~~5. 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.~~
 - ~~6. 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.~~
- ~~viii. Details, such as parapets and bands, windowsills, and door frames, shall consist of contrasting material/materials or color to enhance detail.~~
- ~~ix. Railings for decks and balconies shall blend with exterior materials or be painted to avoid emphasizing their prominence.~~
- ~~x. Prohibited materials include vinyl, split-face CMU, fluted CMU, mirrored glass, and exposed concrete or exposed, unfinished concrete, and shall not be applied to any portion of the building's exterior. Windows, doors, and similar building elements may include prohibited materials such as vinyl though shall comply with RZC 21.62.020.M.4. Architectural and Design Character and shall be clad, framed, or screened, as feasible, with exterior materials that are permitted in the Historic Core.~~

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3. Illustrations and Figures.

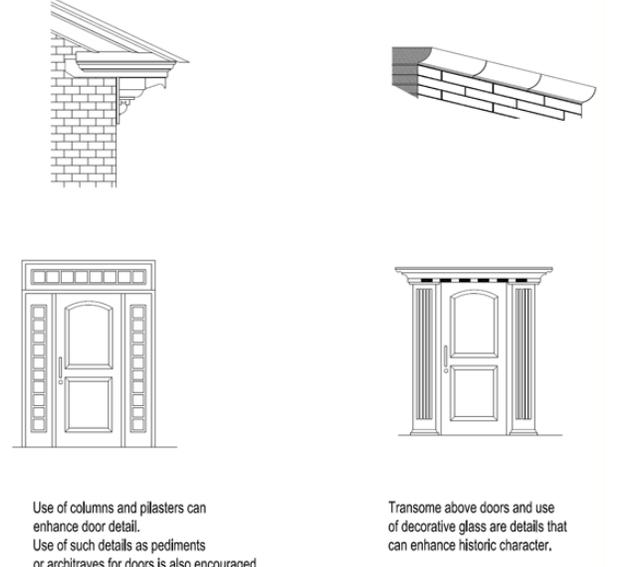
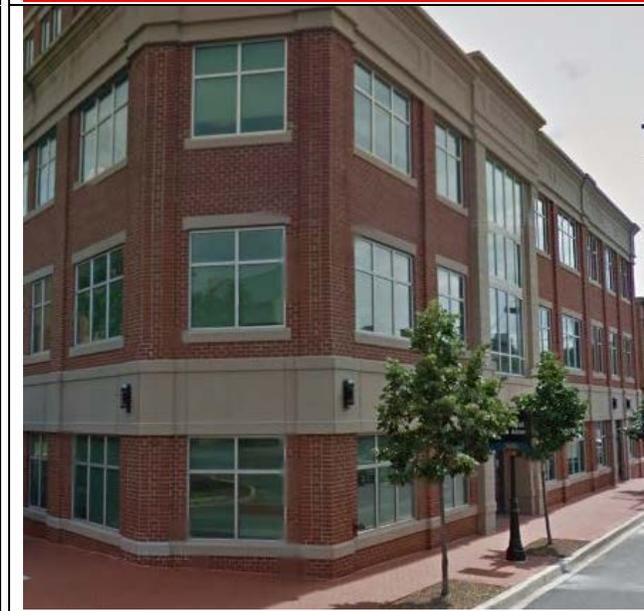
	<p>Illustration of new development that uses exterior materials and treatments that are similar in appearance to complementary materials and treatments used on historic and landmark structures in the Historic Core overlay.</p>
 <p>Use of columns and pilasters can enhance door detail. Use of such details as pediments or architraves for doors is also encouraged.</p> <p>Transomes above doors and use of decorative glass are details that can enhance historic character.</p>	<p><i>(Illustration to be provided)</i></p>

Exhibit B: Recommended Amendments to the Redmond Zoning Code
21.62.020.M Historic Core Overlay

4. Appropriate Implementation.



Consistent and complementary treatments of the plinth, stringcourse, decorative cornice, and window framing, sills, and lintels provide appropriate accent to masonry and design used on this facade.



High-quality and detailed masonry, cladding the plinth and first, second, and third stories of this building, emphasizes architecture and design that is respectful of the historic and traditional character of structures in the Historic Core.

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Use of masonry across a majority of ~~structure~~ the building and an emphasis on high quality, distinction, and timelessness. ~~This structure includes design elements that translate easily to the early 1900 time period as well as the early 2000 time period.~~ For example, the stringcourse, lintels, and sills are sympathetic to the historic period while the parapet reflects current architectural forms.



Modern ~~interpretation of historic~~ architecture and design, complements traditional designed through the use of masonry ~~across a majority of the structure~~ and other material. ~~Though clearly a modern interpretation of early 1900 architecture, this~~ This design demonstrates a modern character that is ~~timeless and~~ sympathetic to ~~historic structures within the overlay~~ the Historic Core and an appropriate transition between the first story and upper stories. This design also demonstrates an appropriate use of concrete as an accent to other masonry.



Distinctive masonry incorporates high classifications of brick, stone, and terra cotta. In this example, the design also includes an appropriate use of tile, and concrete. ~~;~~ uses ~~a~~ The variety of positioning, bonds, and joints; and ~~incorporates use~~ unique sculptural elements treatments and finishes at the first through third stories contributes to a high-quality pedestrian experience.

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	<p><u>Distinctive masonry demonstrates traditional and textural design along the exterior of the building base. The brick masonry varies in color, positioning, and joints and accentuates variations in depth along the horizontal length of this façade.</u></p>
	<p><u>A combination of materials used over the exterior of this building demonstrates distinctive and textural use of polished concrete block as an accent to brick masonry.</u></p>
	<p><u>Traditional materials including brick, stone, and concrete gradually change over the exterior of the first through fourth stories. After stepping back, the upper floors include modern materials. This building demonstrates appropriate horizontal transition between the use of masonry and modern materials and emphasize of the width over the height of the building.</u></p>

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Terra cotta serves as a traditional material, shown here in panel and pre-cast forms over the exterior of the building. Though not present on historic and landmark structures in the Historic Core, use of terra cotta is respectful of the historic and traditional character of the structures within the Historic Core.



This façade demonstrates traditional Palladian architecture using a variety of masonry types and treatments. The individual design components may serve as reference for accent design and materials. Use of sculpted and detailed masonry forms at the plinth, arches, stringcourse, columns and pilasters, and decorative cornice in new development reflects traditional design forms that are sympathetic to historic and traditional character of buildings in the Historic Core.

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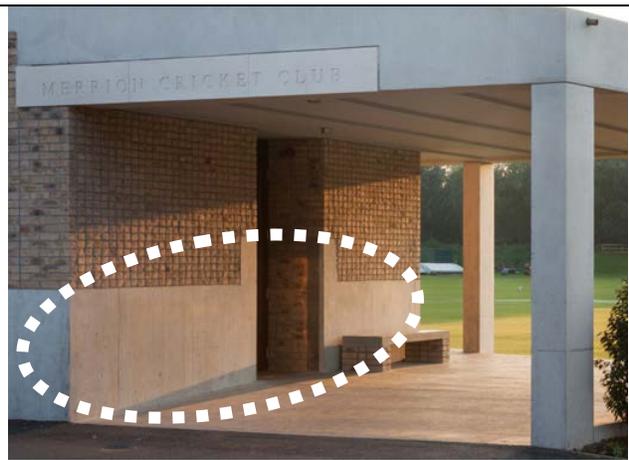
5. Inappropriate Implementation.



While innovative, the use of modern material such as corrugated metal ~~across a majority of the structure~~ as a primary material 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. Additionally, this design emphasizes a vertical transition thus highlighting the building's height over its width. This design is more modern than traditional and is not appropriate for use in the Historic Core.



This concept design demonstrates a modern ~~the~~ use of metal and glazing ~~across the structure~~. This treatment would not be appropriate due to the absence of masonry and other ~~material~~ materials that ~~are~~ is complementary to ~~historic structures within the Historic Core Overlay~~.



~~Distinctive masonry is absent in this image. For example, The lower portion of this building's first story plinth features exposed, is unfinished concrete and brick masonry is standardized in a single type, position, and bond over the building base. This treatment is inappropriate for the Historic Core. Concrete clad with other masonry materials or terra cotta can complement variety and visual interest.~~

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	<p><u>The first story of this building features exposed, unclad concrete. Concrete that is clad with other materials such as brick or stone can enhance interest, texture, and help emphasize the pedestrian experience.</u></p>
	<p><u>Use of concrete as a primary exterior material that is unclad, repetitive, and absent of detailed and textural design. The design and materials do not provide visual interest nor enhance the pedestrian's experience along the first story. However, when used in a traditional design and in small amounts such as up to ten percent of the exterior material, concrete can provide visual interest.</u></p>

6. Administrative Design Flexibility.

i. Materials shall comply with RZC 21.76.070 regarding standards specific to Downtown, ensuring that the architecture and design:

1. Better meets the intent of the goals and policies for the Historic Core, Old Town, and Downtown;

2. Is superior in design in terms of architecture, building materials, site design, landscaping, and open space; and

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3. Provides benefit in terms of desired use and activity.
- ii. Development shall also comply with RZC 21.62.020.M.4. Architectural and Design Character, ensuring that the architecture and design is timeless and respectful of the historic and traditional character of structures in the Historic Core.
- iii. With the exception of prohibited material, use of substitute materials not listed in Table 21.62.020.# for the building's exterior and for visual interest may also be considered through application of Administrative Design Flexibility. The following additional standard applies:
 - a. Concrete, when used as an exterior material, shall enhance the traditional character of the building and shall be finished with design and details for interest such as with a variety of textures, colors, patterns, sculpted treatments, through the addition of other materials such as glass, or may include pre-cast forms.

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21.62.020.M Historic Core Overlay

21.62.020 Downtown Design Standards

{New Code} M. Historic Core Overlay

1. Purpose.

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

- A. Maintain a downtown core comprised of the historic city center with an urban village pattern and rhythm;
- B. Emphasize the pedestrian's experience in the area and encourage a full range of retail uses such as specialty and comparison shopping, eating and entertainment establishments and residential uses;
- C. Implement the vision for this area as set out in the Comprehensive Plan; and
- D. Provide architecture and design that is respectful of the historic and traditional character of structures in the Historic Core.

2. Applicability.

All projects within the Historic Core 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 standards conflict, the Historic Core 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.

Exhibit B: Recommended Amendments to the Redmond Zoning Code 21.62.020.M Historic Core Overlay

3. Historic Core Map.

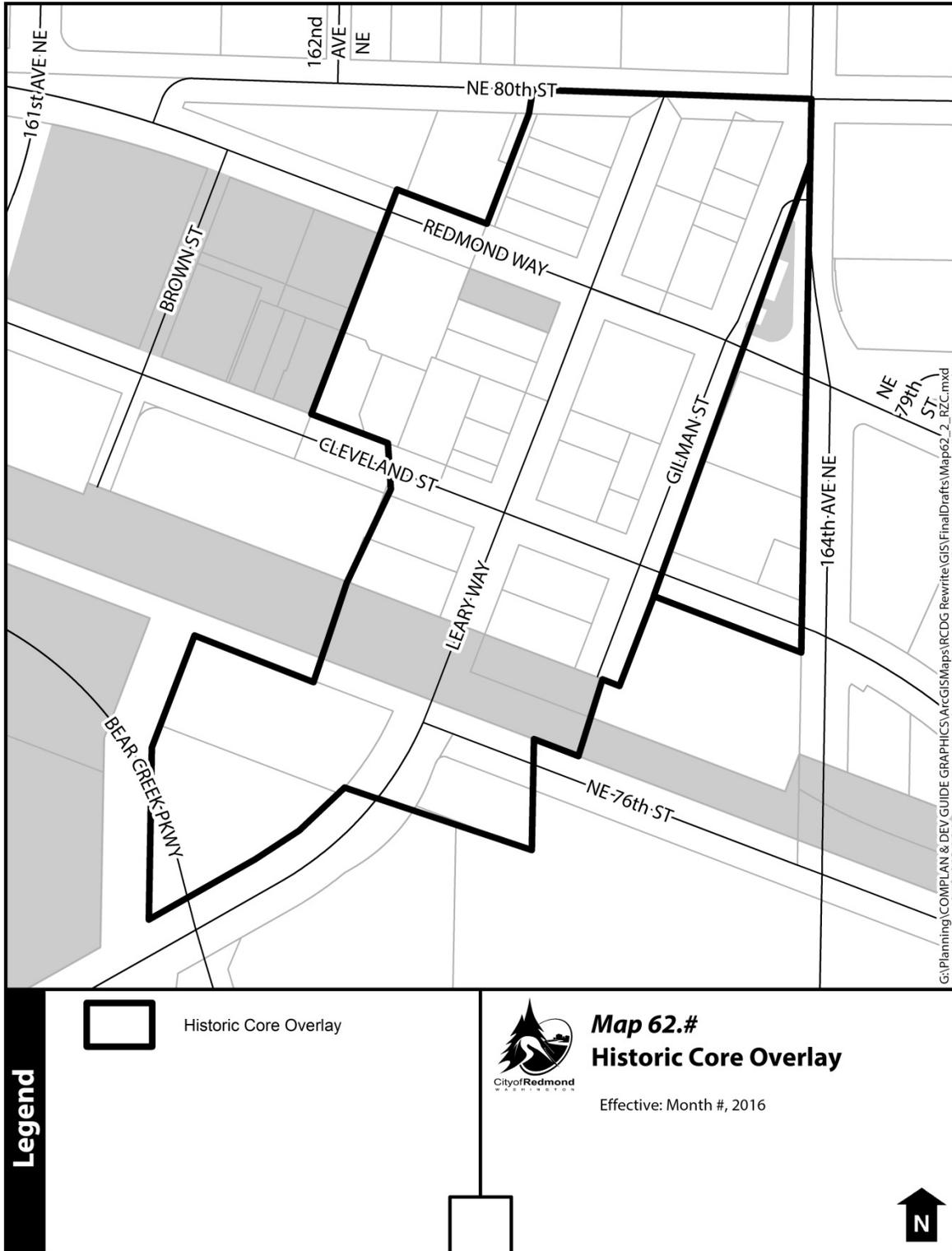


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21.62.020.M Historic Core Overlay

4. Architectural and Design Character.

- A. Historic Core Architectural and Design Character. The following describes the architectural and design character found within the Historic Core. The design elements depicted here also illustrate treatments as reference for implementing architecture and design that is respectful of the historic and traditional character of structures in the Historic Core. 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. Unifying context and detail, and strong likelihood of relevancy over many generations.
 2. Clearly reflects 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 and is durable.
 5. Human-scale proportions in which the setting and components (building, entry, ceiling height) relate closely and predominantly to human dimensions.
 6. Graceful siting in location including site, block, district, and neighborhood.

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



Examples of storefront and entry treatments.

**Exhibit B: Recommended Amendments to the Redmond Zoning Code
21.62.020.M Historic Core Overlay**

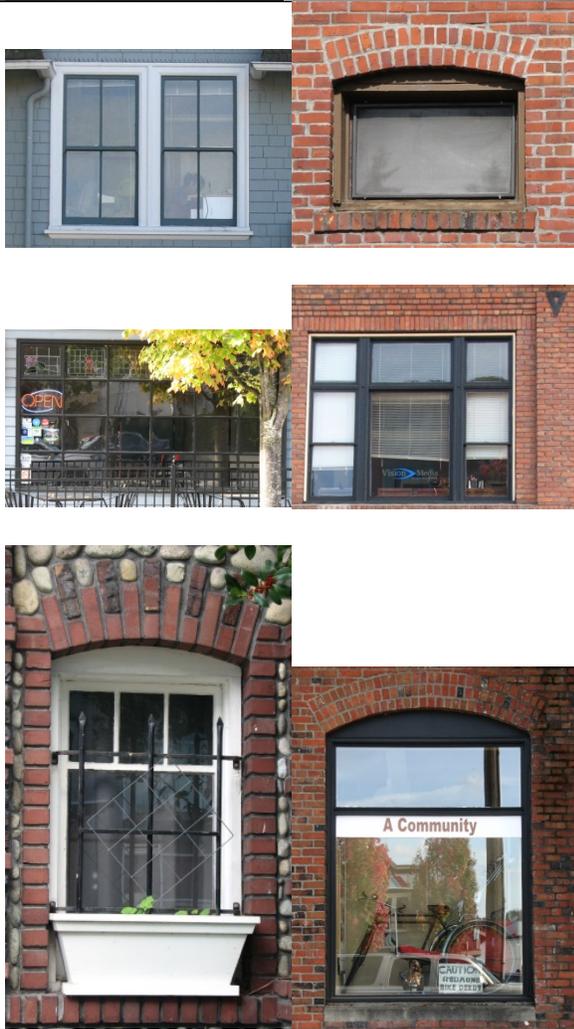
	
	<p>Examples of window treatments.</p>

Exhibit B: Recommended Amendments to the Redmond Zoning Code
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 	<p>Example of architectural and design elements at the building cap.</p>
       	<p>Examples of materials including masonry, wood, and stucco finish.</p>

Exhibit B: Recommended Amendments to the Redmond Zoning Code 21.62.020.M Historic Core Overlay



5. General.

A. Building Form and Scale.

{This section will be provided in the Technical Committee's Third Package as an addendum to its June 26, 2015 report.}

B. 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. Incorporate traditional materials and design that complement materials and designs within the Historic Core;
 - c. Achieve visual interest and distinctive architecture and design, and emphasize tripartite form; and
 - d. Support a high-quality and engaging pedestrian experience along the street front.
2. Design Criteria.
 - a. The allowed, accent, and prohibited materials are listed in Table 21.62.020.# below and described in detail in this section.

Exhibit B: Recommended Amendments to the Redmond Zoning Code
21.62.020.M Historic Core Overlay

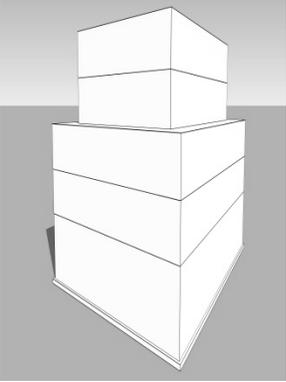
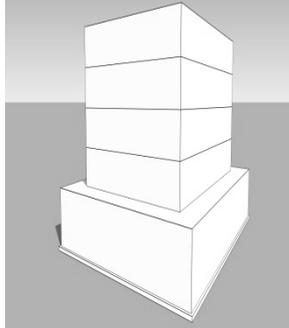
Table 21.62.020.# Historic Core Exterior Building Material		
1. Primary and accent materials for building exterior by floor.		
	<p>Fourth Story and Above.</p> <ul style="list-style-type: none"> a. Refer to 21.62.020. L.3.d. Old Town Zone Building Design, Detail, and Materials b. Accent material. Preferred accent materials include wood, stucco, glass, and metal. 	<p>Prohibited material. The following materials shall not be used on the building exterior: vinyl, split-face CMU, fluted CMU, mirrored glass, or exposed, unfinished concrete.</p>
	<p>Third Story.</p> <ul style="list-style-type: none"> a. Primary material. Shall be fully clad with masonry, masonry panel, or terra cotta. b. Accent material. Allowed accent material, comprising 10 percent or less of materials, include wood, stucco, glass, and metal. 	
	<p>Second Story.</p> <ul style="list-style-type: none"> a. Primary material. Shall be fully clad with masonry, masonry panel, or terra cotta. b. Accent material. Allowed accent material, comprising 10 percent or less of materials, include wood, stucco, glass, and metal. 	
	<p>First Story.</p> <ul style="list-style-type: none"> a. Primary material. Shall be fully clad with high-quality masonry or terra cotta. b. Primary materials when building is limited to one or two stories. Shall be fully clad with masonry, terra cotta, or wood. c. Accent material. Allowed accent material, comprising 10 percent or less of materials, include wood, stucco, glass, and metal. 	
	<p>Plinth.</p> <ul style="list-style-type: none"> a. Primary material. Shall be fully clad with masonry or 	

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	<p>terra cotta.</p> <p>b. Primary materials when building is limited to one or two stories. Shall be fully clad with masonry, terra cotta, or wood.</p>	
<p>2. Primary and accent materials for building exterior by floor – with stepback of 10 or more feet after first story.</p>		
	<p>Second Story and Above.</p> <p>a. Refer to 21.62.020. L.3.d. Old Town Zone Building Design, Detail, and Materials</p> <p>b. Accent material. Preferred accent materials include wood, stucco, glass, and metal.</p>	<p>Prohibited material. The following materials shall not be used on the building exterior: vinyl, split-face CMU, fluted CMU, mirrored glass, or unfinished concrete.</p>
	<p>First Story.</p> <p>a. Primary material. Shall be fully clad with high-quality masonry or terra cotta.</p> <p>b. Accent material. Allowed accent material, comprising 10 percent or less of materials, include wood, stucco, glass, and metal.</p>	
	<p>Plinth.</p> <p>a. Primary material. Shall be fully clad with masonry or terra cotta.</p>	

- b. Using Table 21.62.020.# Historic Core Exterior Building Material, buildings shall incorporate distinctive materials over the exterior of the building as follows:
 - i. The plinth, first, second, and third stories shall be fully clad with high-quality materials limited to masonry or terra cotta.
 - 1. High-quality materials are distinctive, traditional, and shall incorporate a variety of classifications of masonry, and may include terra cotta.
 - 2. These materials shall avoid repetitive patterns or sameness; for example, the materials shall not include a majority of institutional brick that is flat, solid color, and uniform in pattern.

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3. Materials shall emphasize visual interest through variety, textures, positioning, bonds, joints, and color; and incorporate unique sculptural elements and finishes.
 4. These materials shall be used on facades that face pedestrian-oriented streets including Cleveland Street, Gilman Street, Leary Way, Redmond Way, NE 80th Street, Downtown Park, and non-motorized pathways and other pedestrian-oriented connections.
 5. Materials shall be extended for no less than 20 horizontal feet along facades that face service corridors, private alleys, and other portions of the buildings that are not visible to pedestrians.
 6. Concrete at the building's plinth shall be clad with other masonry such as brick or stone or with terra cotta.
- ii. Buildings that are limited in height to one or two stories may also use wood as the primary material for the building exterior.
 - iii. Where a setback of ten (10) feet or more is provided above the first story, the second and third story may be clad with materials that comply with RZC 21.62.020. L.3.d. Old Town Zone Building Design, Detail, and Materials.
 - iv. Materials used on the exterior of the second and third floors shall demonstrate transition between the materials used over the building base and materials used over upper floors.
 1. Appropriate materials include masonry, masonry panel, and terra cotta.
 2. Transitional design shall be horizontally oriented to emphasize traditional character and emphasize the width over the height of the building.
 - v. Accent materials including wood, stucco, glass, metal, or polished concrete block may comprise up to 10% of exterior materials, excluding glazing.
 1. Accent materials at the building base shall enhance the pedestrian's experience by providing visual texture and variety.
 2. Concrete may also be used as an accent material through designs that are complementary of traditional architecture. For example, colored; sculpted, stamped or precast concrete; or concrete that is treated with the addition other material such as glass may be used as a design treatment for window sills, stringcourse, raised entryways, and as a detailed treatment emphasizing the base of columns or cornice.
 3. Accent material shall complement the primary material while also providing contrast and differentiation.

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- vi. Exterior materials above the third story or the building cap shall comply with 21.62.020. L.3.d. Old Town Zone Building Design, Detail, and Materials.
- vii. Use of reclaimed and repurposed, historic and traditional materials is encouraged.
- viii. Details, such as parapets and bands, windowsills, and door frames, shall consist of contrasting materials or color to enhance detail.
- ix. Railings for decks and balconies shall blend with exterior materials or be painted to avoid emphasizing their prominence.
- x. Prohibited materials include vinyl, split-face CMU, fluted CMU, mirrored glass, exposed concrete or exposed, unfinished concrete, and shall not be applied to any portion of the building's exterior. Windows, doors, and similar building elements may include prohibited materials such as vinyl though shall comply with RZC 21.62.020.M.4. Architectural and Design Character and shall be clad, framed, or screened, as feasible, with exterior materials that are permitted in the Historic Core.

3. Illustrations and Figures.



Illustration of new development that uses exterior materials and treatments that are complementary to materials and treatments used in the Historic Core.

(Illustration to be provided)

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4. Appropriate Implementation.



Consistent and complementary treatments of the plinth, stringcourse, decorative cornice, and window framing, sills, and lintels provide appropriate accent to masonry and design used on this facade.



High-quality and detailed masonry, cladding the plinth and first, second, and third stories of this building, emphasizes architecture and design that is respectful of the historic and traditional character of structures in the Historic Core.

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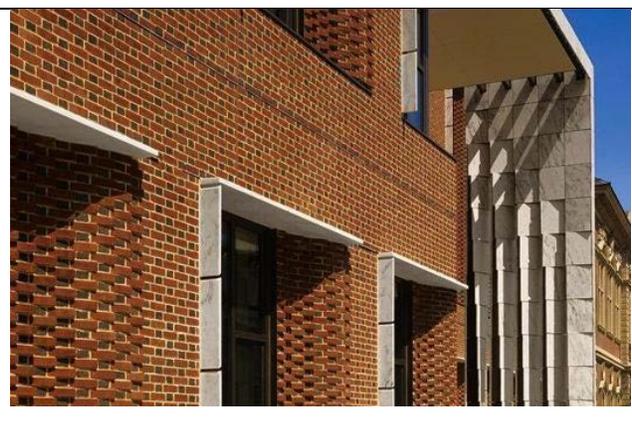
	<p>Use of masonry across a majority of the building and an emphasis on high quality, distinction, and timelessness. For example, the stringcourse, lintels, and sills are sympathetic to the historic period while the parapet reflects current architectural forms.</p>
	<p>Modern architecture and design, complements traditional design through the use of masonry and other material. This design demonstrates a modern character that is sympathetic to the Historic Core and an appropriate transition between the first story and upper stories. This design also demonstrates an appropriate use of concrete as an accent to other masonry.</p>
	<p>Distinctive masonry incorporates high classifications of brick, stone, and terra cotta. In this example, the design also includes an appropriate use of concrete. The variety of positioning, bonds, and joints; and use unique sculptural treatments at the first through third stories contributes to a high-quality pedestrian experience.</p>

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	<p>Distinctive masonry demonstrates traditional and textural design along the exterior of the building base. The brick masonry varies in color, positioning, and joints and accentuates variations in depth along the horizontal length of this façade.</p>
	<p>A combination of materials used over the exterior of this building demonstrates distinctive and textural use of polished concrete block as an accent to brick masonry.</p>
	<p>Traditional materials including brick, stone, and concrete gradually change over the exterior of the first through fourth stories. After stepping back, the upper floors include modern materials. This building demonstrates appropriate horizontal transition between the use of masonry and modern materials and emphasize of the width over the height of the building.</p>

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Terra cotta serves as a traditional material, shown here in panel and pre-cast forms over the exterior of the building. Though not present on historic and landmark structures in the Historic Core, use of terra cotta is respectful of the historic and traditional character of the structures within the Historic Core.



This façade demonstrates traditional Palladian architecture using a variety of masonry types and treatments. The individual design components may serve as reference for accent design and materials. Use of sculpted and detailed masonry forms at the plinth, arches, stringcourse, columns and pilasters, and decorative cornice in new development reflects traditional design forms that are sympathetic to historic and traditional character of buildings in the Historic Core.

5. Inappropriate Implementation.



While innovative, the use of modern material such as corrugated metal as a primary material 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. Additionally, this design emphasizes a vertical transition thus highlighting the building's height over its width. This design is more modern than traditional and is not appropriate for use in the Historic Core.

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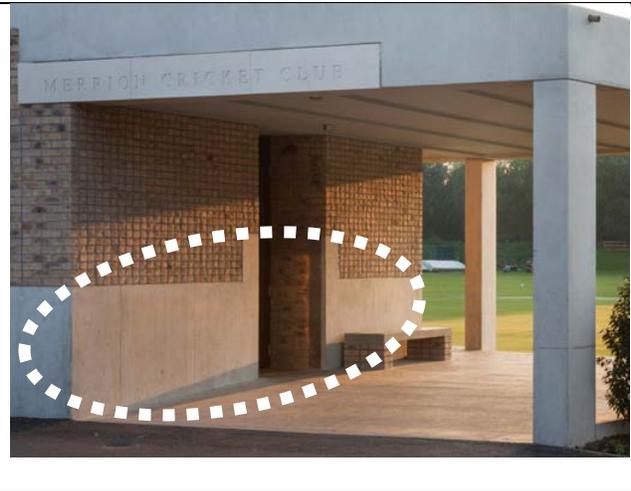
	<p>This concept design demonstrates a modern use of metal and glazing. This treatment would not be appropriate due to the absence of masonry and other materials that are complementary to the Historic Core.</p>
	<p>The lower portion of this building's first story features exposed, unfinished concrete. This treatment is inappropriate for the Historic Core. Concrete clad with other masonry materials or terra cotta can complement variety and visual interest.</p>
	<p>The first story of this building features exposed, unclad concrete. Concrete that is clad with other materials such as brick or stone can enhance interest, texture, and help emphasize the pedestrian experience.</p>

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Use of concrete as a primary exterior material that is unclad, repetitive, and absent of detailed and textural design. The design and materials do not provide visual interest nor enhance the pedestrian's experience along the first story. However, when used in a traditional design and in small amounts such as up to ten percent of the exterior material, concrete can provide visual interest.

6. Administrative Design Flexibility.

- i. Materials shall comply with RZC 21.76.070 regarding standards specific to Downtown, ensuring that the architecture and design:
 - a. Better meets the intent of the goals and policies for the Historic Core, Old Town, and Downtown;
 - b. Is superior in design in terms of architecture, building materials, site design, landscaping, and open space; and
 - c. Provides benefit in terms of desired use and activity.
- ii. Development shall also comply with RZC 21.62.020.M.4. Architectural and Design Character, ensuring that the architecture and design is timeless and respectful of the historic and traditional character of structures in the Historic Core.
- iii. With the exception of prohibited material, use of substitute materials not listed in Table 21.62.020.# for the building's exterior and for visual interest may also be considered through application of Administrative Design Flexibility. The following additional standard applies:
 - a. Concrete, when used as an exterior material, shall enhance the traditional character of the building and shall be finished with design and details for interest such as with a variety of textures, colors, patterns, sculpted

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treatments, through the addition of other materials such as glass, or may include pre-cast forms.

ARTICLE VII DEFINITIONS

RZC 21.78 DEFINITIONS

H DEFINITIONS

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

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