

## **Memorandum**

**To:** Planning Commission

**From:** Lori Peckol, AICP, Policy Planning Manager, 425-556-2411,  
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**Date:** April 8, 2016

**Subject:** **Comprehensive Plan and Zoning Code Amendments for the Old Town Historic Core Overlay, Leary Way, and Gilman Street – Addendum to Technical Committee Report**

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### **MEETING PURPOSE**

On April 20, 2016 the Planning Commission will continue discussion regarding the Technical Committee's recommended Comprehensive Plan and Zoning Code amendments for the Old Town Historic Core Overlay, Leary Way, and Gilman Street. Topics for discussion include proposed refined amendments to:

- Comprehensive Plan policies
  - Goals, Vision, Framework Element
  - Urban Centers Element
  - Glossary
- Zoning Code standards, including
  - Downtown density limits
  - Design Standards for exterior building materials

These topics are described in the attached April 8, 2016 Addendum to the June 26, 2015 Technical Committee Report. At the briefing on this topic on February 24, 2016, staff identified this as the first of three “packages” of topics for Planning Commission review and recommendation.

### **PREPARATION FOR APRIL 20 STUDY SESSION**

Please review the enclosed Technical Committee Report Addendum and exhibits in advance of the April 20 meeting. Please also identify questions and discussion issues by 8:00 am on Monday, April 18 and email them to Kim Dietz at [kdietz@redmond.gov](mailto:kdietz@redmond.gov).

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## **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 including proposed updates to the Comprehensive Plan and Zoning Code.

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. Prior to the Commission's August 5, 2015 meeting, staff received significant feedback from stakeholders. The Commission concurred with staff's request to pause additional review and discussion, allowing staff time to review and follow up on the comments. On February 24, 2016, the Planning Commission supported staff's proposed approach for grouping the follow up into three "packages" of amendments and the proposed schedule.

The April 8, 2016 Addendum to the Technical Committee Report contains information and recommendations that update and refine the preliminary proposed amendments to Comprehensive Plan policies and to the Zoning Code. Similar to the June 26 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 respond to potential economic impacts.

## **REVIEW SCHEDULE**

The public hearing began on July 15, 2015 and has been continued to April 20, 2016. At this meeting, staff will request that the Planning Commission continue the public hearing to **April 27, 2016**. Written testimony on the proposed amendments will continue to be accepted during this time.

The upcoming meeting schedule includes:

- **April 20** – Study session for policies and vision, Downtown density limits, and design standards for building exterior material
- **April 27** – Planning Commission's public hearing and study session
- **May 11** – Study session

Please contact Kim Dietz or Sarah Stiteler regarding the proposed amendments 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

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**Date:** April 8, 2016

**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 Leary Way and Gilman Street

*This report addresses Package 1, the first of three additional addendums to the original Technical Committee Report of June 26, 2015 and to the August 5, 2015 report addendum. This report addendum discusses Technical Committee recommended refinements to amendments for Comprehensive Plan policies and vision, definitions, Downtown density limits, and building design specific to exterior material in the Old Town Historic Core.*

**Reasons the Proposal should be Adopted:** The Technical Committee recommends approving the refined amendments to the Redmond Comprehensive Plan and to the Redmond Zoning Code because the proposal:

- Reflects significant stakeholder and community feedback provided during 2015 and 2016; and

- Provides additional clarity, conciseness and opportunities for innovation compared to the earlier Technical Committee recommendations.

## **I. APPLICANT PROPOSAL**

### **A. APPLICANT**

City of Redmond

### **B. INTRODUCTION TO PACKAGE 1**

The proposed refinements to the Technical Committee recommendation as shown in Exhibits A and B are provided in response to significant feedback from stakeholders that staff received during 2015 and during community and stakeholder engagement in 2016. Exhibit D provides a summary of this feedback by topic, briefly highlights the refinements, and references current policy and/or code for each topic. The topics included in package 1 are Comprehensive Plan policies and vision, definitions, Downtown density limits, and building design specific to exterior material in the Old Town Historic Core.

Topics in package 2 will include on-site parking, design process alternatives, and the building's cap and corner treatments. And, topics in package 3 will include amendments specific to Leary Way and Gilman Street; building height, mass, stepbacks, encroachments, base design, and frontage design edging parks; incentive strategies, pedestrian experience and connections, and signage.

### **C. BACKGROUND AND REASONS FOR PROPOSAL**

As described in the June 26, 2015 Technical Report, staff began the Historic Core planning process in January 2014 (see Exhibit C for the study 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 the 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 the 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.

Deliverables of the Historic Core plan will 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.

Property and business owners and community stakeholders informed, reviewed, and provided feedback to the recommended policy and code amendments that comprise the deliverables in general and in particular Package 1.

The engagement process included:

Date(s)	Engagement Process
February 2014 to May 2015	Community and stakeholder engagement to inform development of preliminary Historic Core concepts. Engagement included community meetings, activities within the Historic Core, activities in partnership with Downtown capital improvement projects, online input tools, social media and other web-based discussions, email and mail, and in-person meetings.
June 24, 2015 to August 5, 2015	Planning Commission public hearing that remained open for verbal and written testimony through August 5, 2015. On March 23, 2016, the public hearing was continued to a date certain of April 20, 2016. Staff will request that it be continued to April 27.
February 18, 2016	Package 1 community and stakeholder engagement meeting.
February 15 to March 14, 2016	Package 1 individual stakeholder meetings.

Staff's analysis for Package 1, in Exhibit E, reflects the Planning Commission's direction from April 15, 2015 regarding policy level questions and issues. These were identified as questions and issues that the Commission would like to consider during review of proposed Historic Core plan 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, included for reference in Exhibit F,
- 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.

The Supporting Analysis section below describes the alternatives staff considered particular to this amendment.

## **II. RECOMMENDATION**

The Technical Committee recommends approval of the refined proposed amendments to the Redmond Comprehensive Plan and Zoning Code, addressing the first of three amendment packages. This package includes Comprehensive Plan policies and vision, definitions, Downtown density limits, and building design specific to exterior material for development in the Historic Core.

## **III. FACTORS CONSIDERED AND ALTERNATIVES**

To gain additional insights on proposed refined amendments to Comprehensive Plan policies and Zoning Code design standards for the Historic Core, staff met with stakeholders and community members. First, staff met in one-on-one meetings with stakeholders to understand and discuss their individual comments, concerns and questions. As follow up, staff developed proposed refinements and sought feedback from stakeholders. This outreach and engagement included phone consultation, open houses, and one-on-one meetings. Exhibit D provides a summary of this feedback by topic, briefly highlights the refinements, and references current policy and/or code for each topic. Below is a summary of key issues, alternatives and the reasoning for the Technical Committee recommendation.

### **A. Comprehensive Plan Policies and Zoning Code Design Standards**

#### **1. Comprehensive Plan Policies**

Analysis and Alternatives. Stakeholders suggested clarifying terms - "Historic Core" versus "Old Town Historic Core", the goals and intent, and the relationship of the Historic Core and Old Town. As part of responding to these comments, staff

considered whether it is more appropriate to continue to describe the Historic Core as a portion of the Old Town zone or establish it as a separate zone. Staff recommends keeping the Historic Core as a portion of the Old Town zone, adding policy to clearly describe the intent, and using an overlay in the Zoning Code to show the geographic area within which additional design standards would apply. The reasoning is that much of the policy level intent for the Old Town zone and the Historic Core are similar – a pedestrian oriented retail area. Keeping the Historic Core policies in the Old Town zone provides clarity regarding the intent for the Historic Core without duplicating existing policy direction.

## 2. Zoning Code Design Standards

### Analysis and Alternatives.

- **Downtown Density Limit:**

One of the stakeholder requests was to amend the Zoning Code to remove the Downtown residential density requirement within the Historic Core to allow for unlimited density as currently permitted elsewhere in the Downtown for 12,000 sq ft or larger site areas. Staff's reasoning to support this amendment includes that development intensity would still be limited by building height and bulk, parking and other standards. In addition, this change could support retention of the smaller lot pattern since property aggregation would no longer be needed to reach higher densities. The alternative to the staff recommendation is to maintain the current code and density requirement. This alternative could potentially encourage more parcel assembly to reach higher densities. Staff also received concerns regarding the need for new development to ensure adequate parking supply for onsite uses. The aspect of onsite parking will be included in the second package of refined amendments for the Historic Core plan.

- **Exterior Building Material:**

Staff received several comments regarding the initial recommendations for exterior building materials. The Technical Committee's refined recommendation provides additional flexibility regarding exterior building materials and will likely reduce anticipated costs for building materials somewhat. An alternative to the staff's recommendation is to require masonry over the building's base and middle portion. Ultimately, staff recommends an approach that reflects the location of the facades for the second and third floors: 1) for buildings that do not step back from the first story, masonry would be required as the primary material for the first, second, and third stories, and 2) for buildings that step back from the first story, masonry would be required as the primary material for the first story only and supplemental modern building materials would be allowed for floors 2 and higher. Staff believes that this approach balances the significance of use of masonry and other high quality building materials to the character of the Historic Core while recognizing that when floors are stepped back the facades are somewhat less prominent.

Additionally, the Technical Committee’s initial recommendation did not provide flexibility for exterior material on facades that front utilitarian corridors and recommended the use of masonry as the primary material for the entirety of the first story, regardless of the building’s orientation and function. The Technical Committee’s revised recommendation is for a partial continuation of masonry at the first story for a minimum of 20 feet along facades that front utilitarian or non-pedestrian portions of the building such as for private alleyways. Staff also received a request for use of vertical, transitional designs and recommends maintaining a horizontal, transitional design orientation in favor of traditional architecture, as compared below. The reasoning for this recommendation is for consistency with the overall character of the Historic Core.

Transitional Design

Horizontal, Traditional Design Orientation	Vertical, Modern Design Orientation
	

**B. Other Planning Commission Topics for Consideration**

Staff analyzed the proposed additions and refinements in the context of the Planning Commission’s policy level questions and issues. Exhibit E includes a summary of this analysis. Staff also considered alternatives for the following Commission’s policy questions:

1. Economic Impact

Alternatives and Analysis. Staff’s initial recommendation was for use of high-quality masonry for the first, second, and third stories. In response to additional comment, staff further considered the benefits and impacts of the proposed amendments and requirements regarding exterior building material including longevity, fire suppression, long-term maintenance, and choices for installation. For example, the resources listed below were used to compare masonry and masonry panel to other material. The Technical Committee’s revised recommendation is to require use of high-quality masonry only at the ground floor

and in addition to traditional masonry, also allow the use of masonry panels at the second and third stories.

Siding Type	Cost
Brick wall	\$34 - \$40
Brick veneer	\$9-\$11
Vinyl	\$4-\$6

These costs are per square foot for a full-width brick wall, brick veneer siding and vinyl siding. Also, the costs cited include the siding, materials, wrap, and related materials, but not the labor such as the cost of the wall being sided.

Staff obtained information for this analysis from the following sources:

- <http://www.house-design-coffee.com/brick-veneer.html>
- 2014-2015 Cost Comparisons for Common Commercial Wall Systems, by Capital Building Consultants, commissioned by Brick Industry Southeast Region, <http://www.gobricksoutheast.com/CostComparisons/2014WallCostComparison4Web.pdf>

Staff also considered the use of alternative material such as composites and concrete. Staff supports use of composites when installed above the third story, or when a building is stepped back from the first story, starting at the second story. Though these materials provide designs that mimic the appearance of wood, staff believes that they are not suitable for the first story or, for the second or third stories when not stepped back. In general, damage to composite panels requires replacement of an entire panel or board, making these materials less suitable for the first story and high-activity pedestrian corridors.

## 2. Integration with and Relationship to the Rest of the Downtown

Alternatives and Analysis. Staff considered extending portions of the proposed design standards and regulations for the Historic Core to adjacent zones. New and planned development would limit the application of the regulations if extended. Additionally, adjacent zones include design elements such as lighting standards that, when implemented with new development, demonstrate consistency with Downtown's historic portion.

## IV. COMPLIANCE WITH CRITERIA FOR COMPREHENSIVE PLAN AND ZONING 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, encouraging economic development and housing opportunities, and encouraging community involvement during planning processes.

The recommended refined amendments maintain Redmond's portion of projected housing and jobs growth within King County's urban growth boundary. The planning process for the proposed amendments as well as for the refined proposed amendments included significant amounts of community and stakeholder involvement.

GMA's planning goals also include 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, encouraging high-quality and pedestrian-oriented architecture and design within the unique, historic portion of the Downtown, 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 FW-23 thru FW-26 which speak to Downtown's character and vibrancy, 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, DT-25 which ensures that development in the historic portion of the Old Town zone retains the area's historic village character and complements the character and scale of existing historic buildings, policy FW-20, which calls for a variety of business choices meeting the needs of the community 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, federal and state law requires the preservation and protection of cultural resources. States are also mandated to maintain a record of archaeological and historical resources. Staff has considered these mandates in the context of new and redevelopment in the Historic Core and has notified respective property owners of the requirements they shall adhere to in this regard. Staff will continue communicating these requirements to property owners and developers, particularly in areas such as the Historic Core where the presence of cultural resources may be high.

**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 and refinements to amendments regarding policy and design standards is unlikely to have any significant impacts on the capacity of public facilities and services.

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

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 highly functional pedestrian environment. The proposed refinements to amendments would also continue to provide opportunities for variety and flexibility.

**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.**

This package continues review of an amendment first included on the Comprehensive Plan annual docket in 2013-14 and carried over to the 2015-2016 annual docket.

## **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). The Technical Committee's refined recommendations are not different in terms of anticipated environmental impacts compared to the initial recommendations.

### **D. 60-Day State Agency Review**

State agencies were sent 60-day notice of this proposed amendment on June 1, 2015 and of the proposed refinements to amendments on April 1, 2016.

### **E. Public Involvement**

The public and stakeholders have had several opportunities to contribute to and comment on the proposed amendments and on the proposed refinements to the amendments including a significant number and variety of engagement events from February 2014 to May 2015, February and March 2016, and through the Planning Commission review process. A public hearing was held on July 15, 2015 and was continued to a date certain of April 20, 2016. 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) and on March 30, 2016. 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 Historic Core 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 amendments to the Zoning Map. Specific outreach to stakeholders within the Historic Core has occurred on multiple occasions between May and July 2015 and during February and March 2016 via mailed packet, telephone, e-mail contact, and in-person meetings.

### **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: Recommended Amendments to the Comprehensive Plan
- Exhibit B: Recommended Amendments to the Redmond Zoning Code
- Exhibit C: Historic Core Overlay Map
- Exhibit D: Summary of Stakeholder Comments, Technical Committee Recommendation, and Current Policy and Code
- Exhibit E: Evaluation of Technical Committee Recommendation relative to Design Standard Principles and Planning Commission Criteria
- Exhibit F: City Council Design Standard Principles

**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).



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ROBERT G. ODLE,  
Director of Planning and Community  
Development



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LINDA DE BOLDT,  
Director of Public Works

- To maintain a strong and diverse economy and to provide a business climate that retains and attracts locally owned companies, as well as internationally recognized corporations.
- To provide opportunities to live a healthy lifestyle, enjoy a variety of community gathering places and celebrate diverse cultural opportunities.
- To provide convenient, safe and environmentally friendly transportation connections within Redmond and between Redmond and other communities for people and goods.
- To cultivate a well-connected community, working together and with others in the region to implement a common vision for Redmond's sustainable future.

## B. Our Future Vision for Redmond in 2030

What would Redmond be like as a place to live, work or visit if the community's values and preferences were achieved? The vision statement describes Redmond in the year 2030 if the Comprehensive Plan were implemented.

### Community Vision Statement

In 2030 Redmond citizens describe their community as one that is complete, offering a wide range of services, opportunities, and amenities. It's a community that has acted to maintain a balance among the three pillars of sustainability, while accommodating growth and change. As a result, Redmond's high quality of life, cherished natural features, distinct places, and character are enhanced. The community's evolution has successfully woven the small town feel of older, established neighborhoods with the energy and vitality of Redmond's urban centers. The result is a place where people are friendly, often meet others they know and feel comfortable and connected. It is a place where diversity and innovation are embraced, and action is taken to achieve community objectives. It's a place that is home to people from a variety of ethnic backgrounds, which contribute to the richness of the city's culture.

Achieving a balance between accommodating growth and preserving Redmond's unique features and livability was challenging, but over the past 20 years through the clear, shared direction contained in the Comprehensive Plan, the vision has taken shape and throughout Redmond the results are apparent.

**In 2030 Redmond's two urban centers—Downtown and Overlake—are thriving centers of residential and commercial activity. Downtown is an outstanding place to work, shop, live and recreate** and is a destination for many in Redmond and in the region. Attractive offices, stores, services, and residential developments have contributed to a new level of vibrancy, while retaining a comfortable, connected feel that appeals to residents, business and visitors. Many more people live Downtown, and housing choices include a wide range of pricing options. Strategic public and private investments have created a true multidimensional urban center with several new and expanded public amenities, including the City Hall campus, Downtown Central Park and the Redmond Central Connector, that are gathering places for the community; an arts and community cultural center; a pedestrian connection to Marymoor Park; a vibrant Saturday market and a variety of quality arts and cultural programs and performances.

Various portions of Downtown have their own identities, design and appeal, and it is easy to walk, bicycle, use transit or drive between them as well as to the rest of Redmond and the region. Many visitors walk or take transit to get to their destinations or park in one of the conveniently located garages. The congestion of 20 years ago has been tempered primarily by providing convenient and effective transportation alternatives together with improved operations and then increased capacity in strategic locations, such as SR 520 and important connections in the street grid.

Old Town thrives as a focus for retail activity that attracts pedestrians, providing a distinctive selection of stores, restaurants, boutiques and theaters, as well as varied housing opportunities. The Historic Core, centered along Leary Way and the City's first business district, provides a unique opportunity to engage with Redmond's history. Within the Core area, New buildings blend with historic and refurbished buildings, retaining the area's historic character and providing a vibrant place for long-

standing and new businesses, side-by-side. Cleveland Street is a pleasant place to walk or sit, and people fill the street during the day and evening. The Redmond Central Connector (the former railroad right-of-way) has been transformed

## Housing

- FW-16** Create opportunities for the market to provide a diversity of housing types, sizes, densities and prices in Redmond to serve all economic segments and household types, including those with special needs related to age, health or disability.
- FW-17** Encourage a housing supply in Redmond and nearby communities that enables more people to live closer to work, reduce commuting needs, and participate more fully in the community.

## Economic Vitality

- FW-18** Support sustainable and environmentally sound economic growth with appropriate land use regulations and infrastructure investments.
- FW-19** Encourage a strong and diverse economy and tax base that provide a variety of job opportunities, support the provision of excellent local services and public education, and keep pace with economic and demographic changes.
- FW-20** Cultivate and enhance a broad variety of retail and service business choices that meet the needs of the greater Redmond community.

## Neighborhoods

- FW-21** Strengthen ongoing dialogue between each neighborhood and City officials.
- FW-22** Make each neighborhood a better place to live or work by preserving and fostering each neighborhood's

unique character and preparation for a sustainable future, while providing for compatible growth in residences and other land uses, such as businesses, services or parks.

## Downtown

- FW-23** Promote an economically healthy Downtown that is unique, attractive and offers a variety of retail, office, service, residential, cultural, and recreational opportunities.
- FW-24** Nurture a Downtown Redmond that reflects the city's history, provides a comfortable atmosphere, preserves its natural setting, integrates urban park-like qualities, and serves as the primary community gathering place and entertainment and cultural destination for the greater Redmond area.
- FW-25** Enhance the pedestrian ambiance of Downtown through public and private collaboration and investments.
- FW-26** Foster Old Town, including the Historic Core, as a destination that has retained its historic identity and traditional downtown character; ensure that it is linked through attractive pedestrian connections to the rest of Downtown and provides an inviting atmosphere in which to shop, stroll or sit during the day and evening.

## Overlake

- FW-27** Support Overlake as a focus for high technology and other employment located within

for extensive pedestrian-oriented retail activity, comparison shopping, entertainment and residences: Old Town and Town Center. The two zones are adjacent and will be linked through pedestrian and bicycle connections and visual features via connections across the Redmond Central Connector. The block faces of the streets and intersections in these zones will be lined with continuous storefronts and entries to enliven the pedestrian experience of these two areas.

### **Old Town**

The Old Town zone incorporates the original Downtown and includes a number of historic structures. Residents have repeatedly stated that they value the traditional Downtown character and historic structures. Policies for this zone address how to retain that character, as well as allowing for future change.

**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.

**DT-26** Encourage retention of historic buildings that define the character of Old Town through programs and administrative practices that encourage preservation and reinvestment.

### **DT-## Maintain a plan for the Historic Core that:**

- **Guides design standards for development in the Historic Core to complement the historic character while not encouraging a false sense of history;**
- **Provides an implementation strategy for supporting and increasing economic vibrancy for Old Town;**

**and**

- **Guides engagement with business proprietors, property owners, community and OneRedmond.**

**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, that promote Old Town as a **unique and historic** destination and provide for active uses during the day and evening hours.

**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, such as seating, awnings and landscaping and the relationships between them.

**DT-29** Enhance Old Town’s pedestrian activity, safety and historic character by:

- Avoiding four-lane arterials through Old Town and developing vehicle routes that reduce the negative effects of through traffic,
- Developing and implementing traffic-calming designs that maintain and enhance this zone as a pedestrian-friendly place,
- Encouraging structured parking within or adjacent to Old Town and requiring that structured parking within the zone be designed to either blend with the historic character or be hidden, and
- Discouraging on-site parking next to the sidewalk edge and providing landscaping.

to buffer on-site parking from the pedestrian realm.

**DT-30** Encourage the retention and addition of afternoon and evening entertainment, such as live theater and comedy, dining, dancing and live music, to provide these entertainment opportunities close to home for the greater Redmond community.

#### **Town Center**

Town Center is one of the city’s primary gathering places. Its mix of shops and restaurants, offices, hotel rooms, and eventually residences in the heart of the city brings people together during the day and evenings for planned or casual meetings. The design of the buildings, street patterns, and public plazas are modern yet reflect the character of historic properties in adjacent Old Town. Improvements in walking connections between the two zones will

**Green Building (also known as Green Construction or Sustainable Building)**

A structure and use process that is environmentally responsible and resource efficient throughout a building's life cycle: from siting to design, construction, operation, maintenance, renovation, and demolition. Green buildings are designed to reduce the overall impact of the built environment on human health and the natural environment by efficiently using energy, water, and other resources; protecting occupant health and improving employee productivity; and reducing waste, pollution, and environmental degradation.

**Green Roof**

A bioretention strategy of storing, evaporating, and transpiring stormwater as part of a roof of a building that is partially or completely covered with vegetation and a growing medium, planted over a waterproofing membrane. It may also include additional layers, such as a root barrier and drainage and irrigation systems.

**Greenhouse Gas (GHG)**

A gas is an atmosphere that absorbs and emits radiation within the thermal infrared range and affects the temperature of the earth. Primary greenhouse gases in the earth's atmosphere are water vapor, carbon dioxide, methane, nitrous oxide, and ozone. At present, the two primary sources of carbon dioxide emissions are from burning coal used for electricity generation and petroleum used for motor transport.

**Greywater**

Wastewater generated from domestic activities, such as bathing, laundry, and dishwashing, which can be recycled on site for uses such as landscape irrigation. It is not water that has come in contact with human waste.

**Gross Floor Area (GFA)**

The area included within the surrounding exterior walls of a building or portion thereof, exclusive of vent shafts, elevator shafts, stairwells, courts, second story atriums, and lobbies.

**Gross Site Area**

Gross site area is that area within the boundaries of a given lot. Gross site area does not include the area of any abutting streets or access ways.

**Growth Management Act (GMA)**

A Washington State law requiring urban counties and the cities within them to develop comprehensive plans to address growth and the impacts of growth over a 20-year planning horizon. The GMA was enacted in 1990, amended in succeeding years, and is codified at RCW 36.70A and other chapters.

**Growth Management Planning Council (GMPC)**

The body of comprised city and county representatives and created through an interlocal agreement by most of the cities in King County and the County to undertake interjurisdictional planning under the Growth Management Act or its successor.

**High Occupancy Vehicle (HOV)**

Generally, a vehicle carrying more than one person, including a carpool, vanpool, or bus.

**High Resource Value**

Environmental designation to indicate Type I, II or III wetlands; Class I, II and III streams; land or water that supports a priority species or habitat; land or water that is needed to maintain the functioning of an important environmental or ecological function, or land that is primarily made up of Class II and III agricultural soils.

**Historic Landmark (or Landmark)**

~~A physical property that has been formally designated and listed on a register of historic places by an agency of government in a process defined by the laws, policies, and procedures adopted by a particular governmental agency, including local, regional, state, and federal agencies. A landmark can be a building, a structure, a site (including an archaeological site), a district with a number of buildings, or an object such as a ship or a railway locomotive. 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 eligible for inclusion on the local, regional, state or national register.

## **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

## Exhibit B: Recommended Amendments to the Redmond Zoning Code RZC

### 21.10.130 Downtown Residential Site Requirements

## **RZC 21.10 DOWNTOWN REGULATIONS**

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### **21.10.130 Downtown Residential Site Requirements**

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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

## Exhibit B: Recommended Amendments to the Redmond Zoning Code RZC

### 21.10.130 Downtown Residential Site Requirements

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

## Exhibit B: Recommended Amendments to the Redmond Zoning Code RZC 21.10.130 Downtown Residential Site Requirements

	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
<a href="#">Historic Core Overlay, RZC 21.62.020.M</a>	<a href="#">NA/</a>	<a href="#">N/A</a>	<a href="#">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.</a>	<a href="#">N/A</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.

## Exhibit B: Recommended Amendments to the Redmond Zoning Code RZC

### 21.10.130 Downtown Residential Site Requirements

- 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

## Exhibit B: Recommended Amendments to the Redmond Zoning Code RZC 21.10.130 Downtown Residential Site Requirements

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.

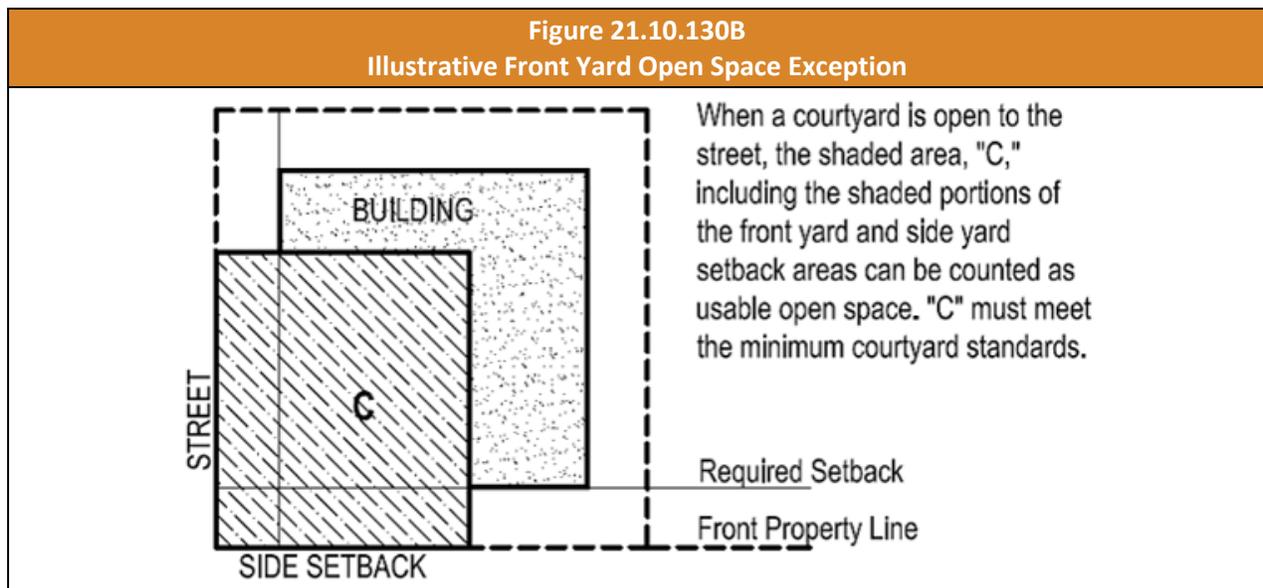
### E. Residential Usable Open Space.

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*

## Exhibit B: Recommended Amendments to the Redmond Zoning Code RZC

### 21.10.130 Downtown Residential Site Requirements

*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.

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

## Exhibit B: Recommended Amendments to the Redmond Zoning Code RZC

### 21.10.130 Downtown Residential Site Requirements

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.

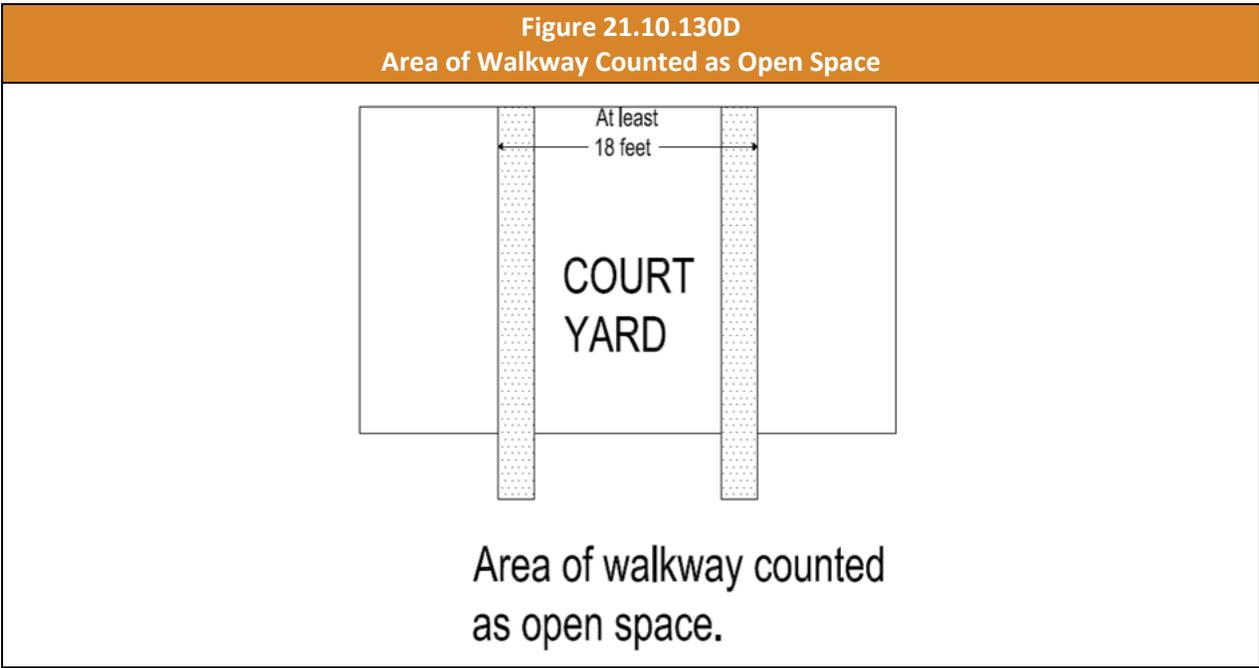
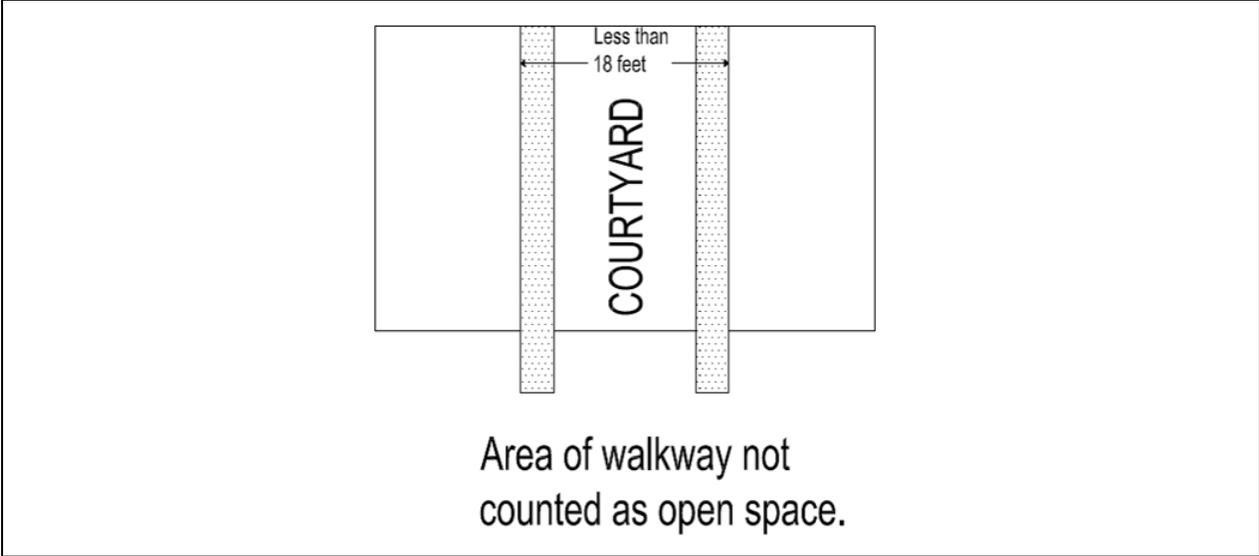
#### 3. Use of In-Lieu Fee for Downtown Residential Usable Open Space

- 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**

**Exhibit B: Recommended Amendments to the Redmond Zoning Code RZC  
21.10.130 Downtown Residential Site Requirements**



(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

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

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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.

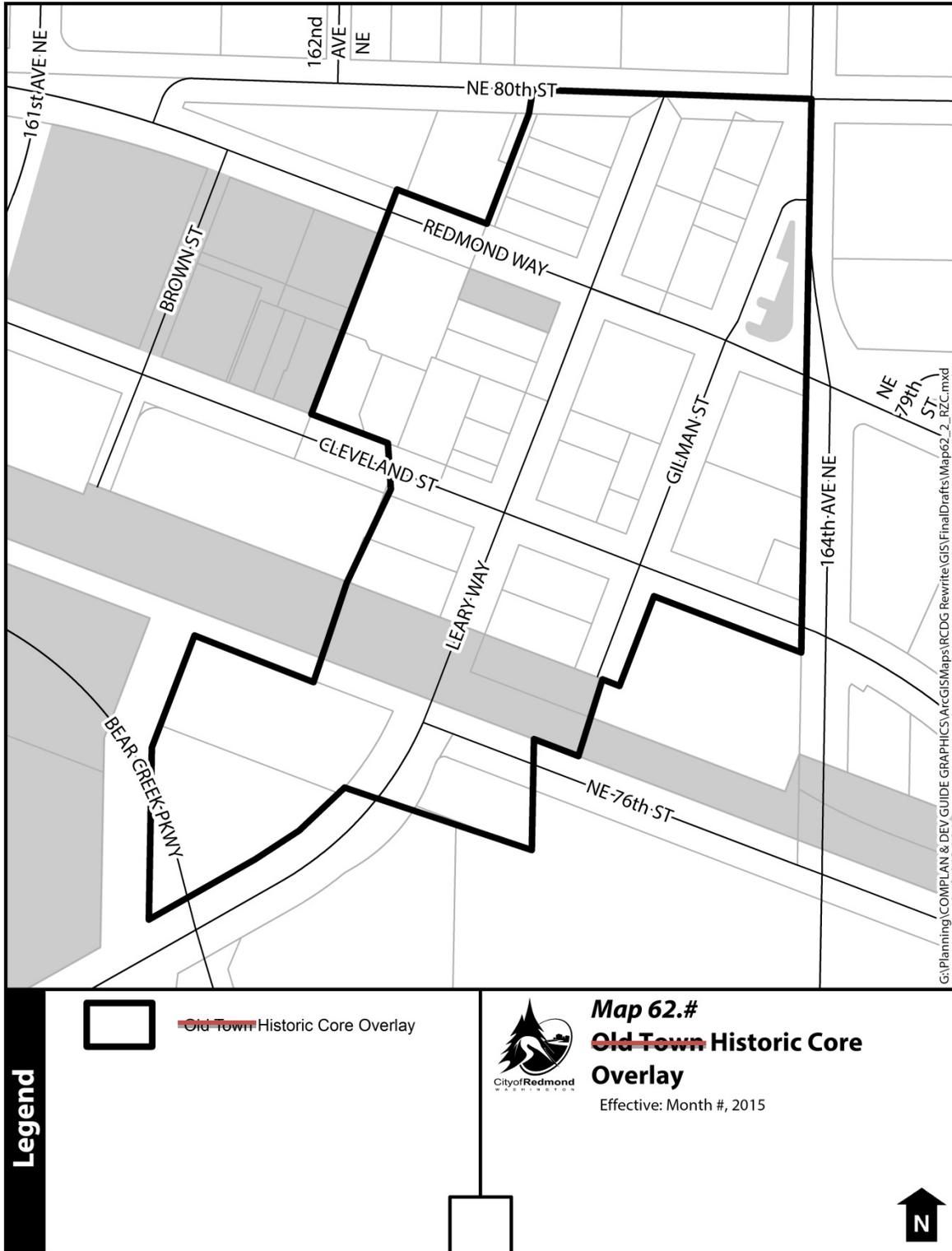
2. Applicability.

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.

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

## 3. Historic Core ~~Overlay~~ Map.



## Exhibit B: Recommended Amendments to the Redmond Zoning Code

### 21.62.020.M Historic Core Overlay

#### 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:

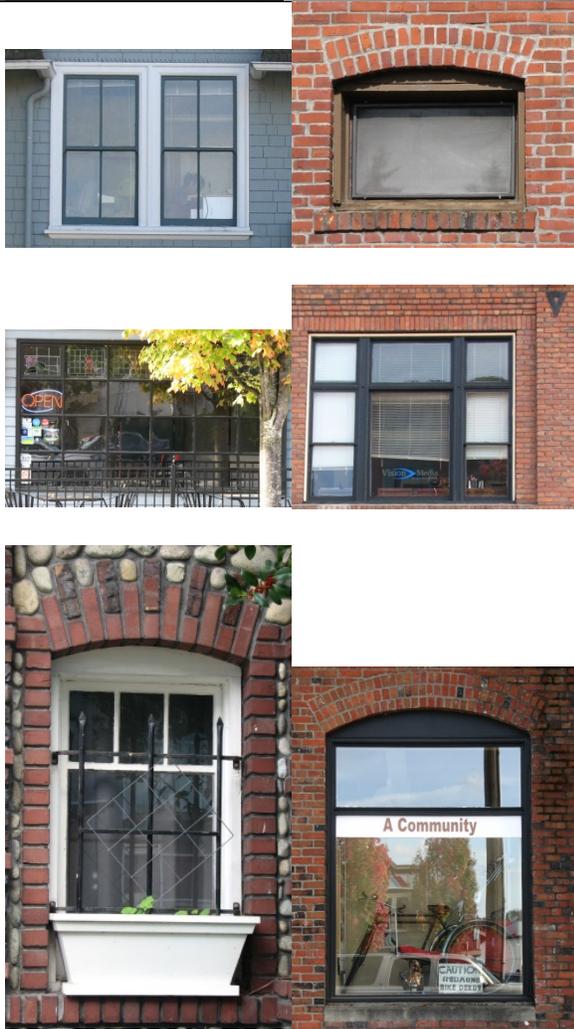
1. Unifying context and detail, and sStrong likelihood of relevancy over many generations.
2. ~~Utilitarian by responding e~~ Clearly reflects demonstrating to the intended function of the building such as commercial, office, or residential uses.
3. Strong relationship to natural elements such as solar, 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.

**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**  
**21.62.020.M Historic Core Overlay**

 	<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:

- ~~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.~~ Complement 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.

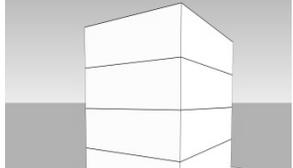
- ~~a. up to~~ The allowed, accent, and prohibited materials are described listed in Table 21.62.020.# below and described in detail in this section.

**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"> <li><u>a. Refer to 21.62.020. L.3.d. Old Town Zone Building Design, Detail, and Materials</u></li> <li><u>b. Accent material. Preferred accent materials include wood, stucco, glass, and metal.</u></li> </ul>	<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"> <li><u>a. Primary material. Shall be fully clad with masonry, masonry panel, or terra cotta.</u></li> <li><u>b. Accent material. Allowed accent material, comprising 10 percent or less of materials,</u></li> </ul>	

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

	<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>

## Exhibit B: Recommended Amendments to the Redmond Zoning Code

### 21.62.020.M Historic Core Overlay

	<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 80<sup>th</sup> 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.

## Exhibit B: Recommended Amendments to the Redmond Zoning Code

### 21.62.020.M Historic Core Overlay

- ~~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.~~

## Exhibit B: Recommended Amendments to the Redmond Zoning Code

### 21.62.020.M Historic Core Overlay

- ~~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.~~

# Exhibit B: Recommended Amendments to the Redmond Zoning Code

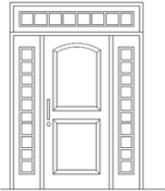
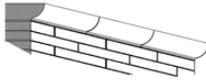
## 21.62.020.M Historic Core Overlay

### 3. Illustrations and Figures.



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.

*(Illustration to be provided)*



Use of columns and pilasters can enhance door detail. Use of such details as pediments or architraves for doors is also encouraged.

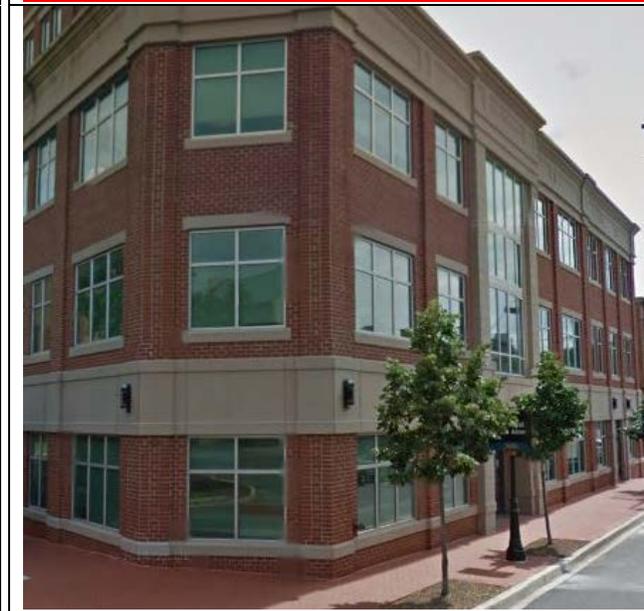
Transoms above doors and use of decorative glass are details that can enhance historic character.

**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.

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



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.

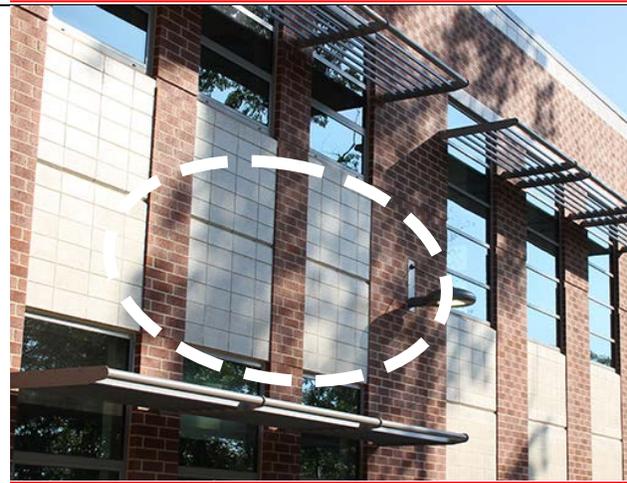
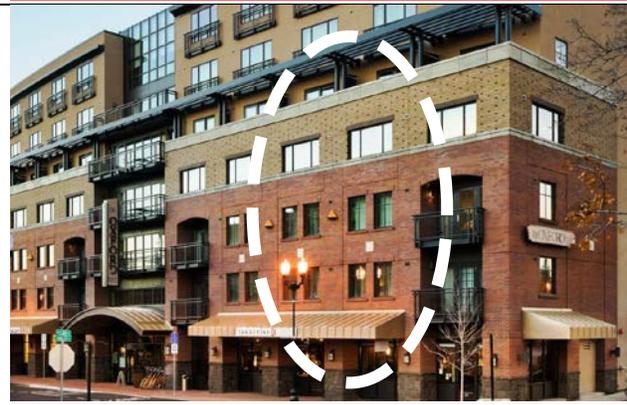


Modern ~~interpretation of historic~~ architecture and design, complements traditional designed through the use of masonry across a majority of the structure and other material. ~~Though clearly a modern interpretation of early 1900 architecture, this~~ This design demonstrates a modern character that 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.

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

	<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>

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



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.

## Exhibit B: Recommended Amendments to the Redmond Zoning Code

### 21.62.020.M Historic Core Overlay

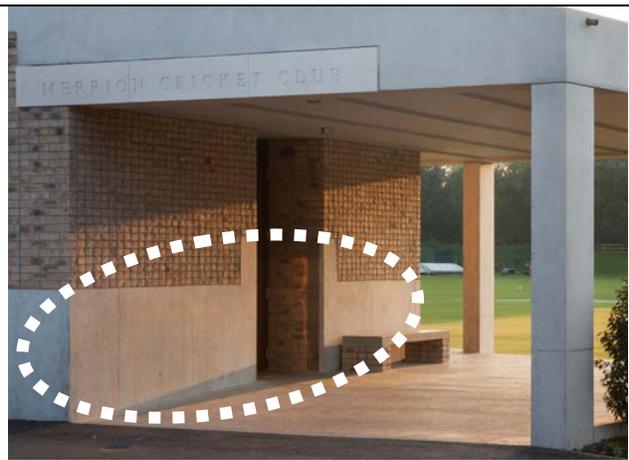
#### 5. Inappropriate Implementation.



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.~~

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

	
	<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

## Exhibit B: Recommended Amendments to the Redmond Zoning Code

### 21.62.020.M Historic Core Overlay

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.

## Exhibit B: Recommended Amendments to the Redmond Zoning Code

### 21.62.020.M Historic Core Overlay

#### 21.62.020 Downtown Design Standards

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#### {New Code} M. Historic Core Overlay

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##### 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.

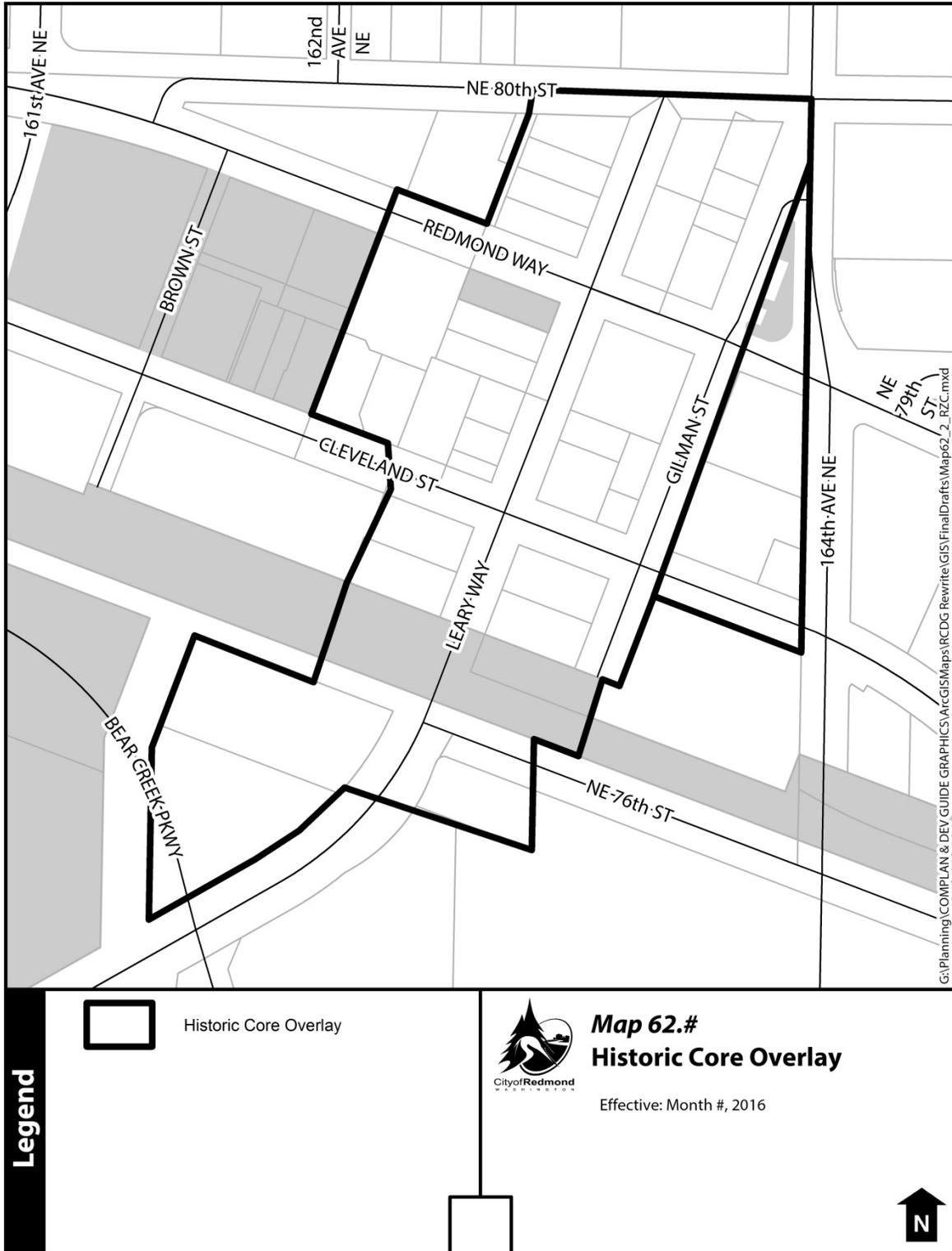
##### 2. Applicability.

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.



## Exhibit B: Recommended Amendments to the Redmond Zoning Code

### 21.62.020.M Historic Core Overlay

#### 4. Architectural and Design Character.

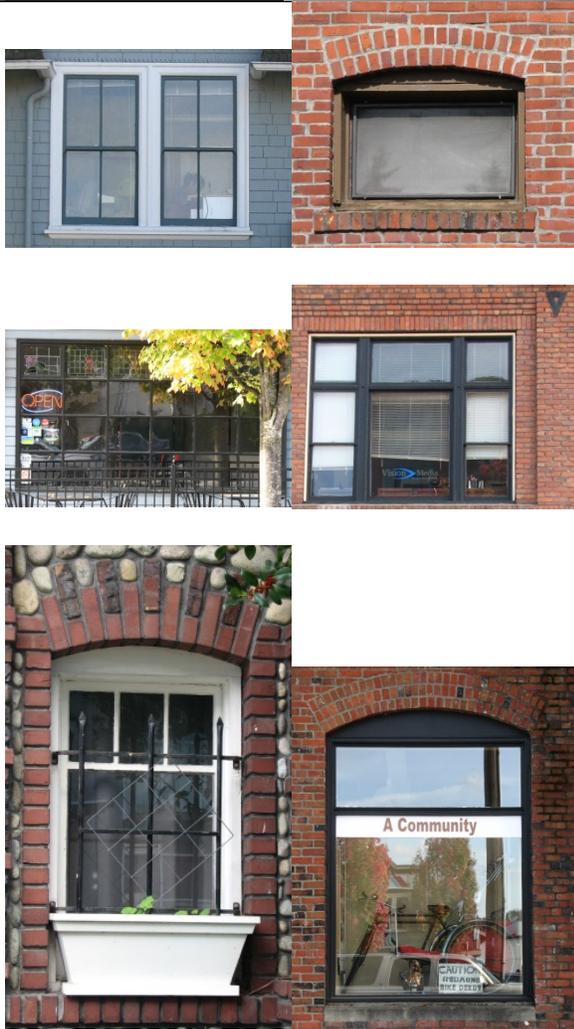
- A. Historic Core Architectural and Design Character. The following describes the architectural and design character found within the Historic Core. The design elements depicted here also illustrate treatments as reference for implementing architecture and design that is respectful of the historic and 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.

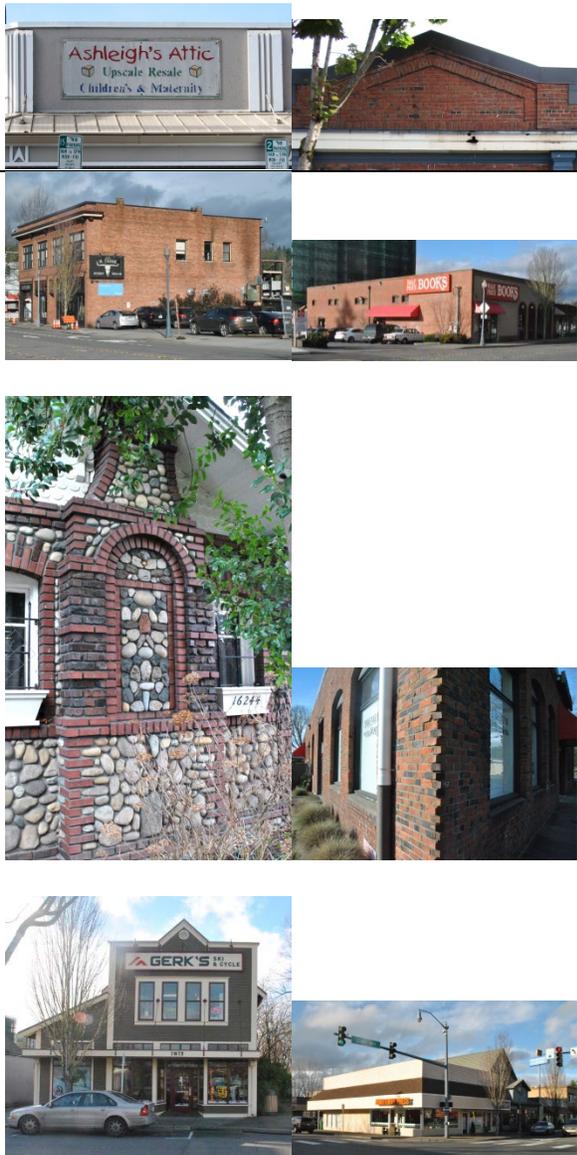


Examples of storefront and entry treatments.

**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**  
**21.62.020.M Historic Core Overlay**

	<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.

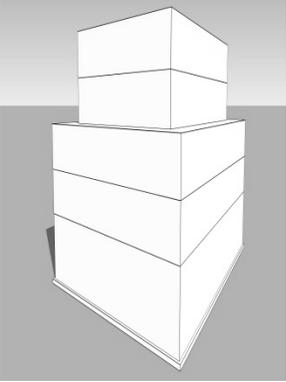
#### A. Building Form and Scale.

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

#### B. Building Material.

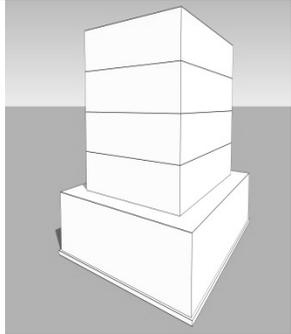
1. Intent. To ensure that materials used on the exterior of new construction:
  - a. Reflect the time period when the individual structure was built and create a sense of timelessness through the use of high quality material;
  - b. Incorporate traditional materials and design that complement materials 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**

<b>Table 21.62.020.# Historic Core Exterior Building Material</b>		
<b>1. Primary and accent materials for building exterior by floor.</b>		
	<p><b>Fourth Story and Above.</b></p> <ul style="list-style-type: none"> <li>a. Refer to 21.62.020. L.3.d. Old Town Zone Building Design, Detail, and Materials</li> <li>b. Accent material. Preferred accent materials include wood, stucco, glass, and metal.</li> </ul>	<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><b>Third Story.</b></p> <ul style="list-style-type: none"> <li>a. Primary material. Shall be fully clad with masonry, masonry panel, or terra cotta.</li> <li>b. Accent material. Allowed accent material, comprising 10 percent or less of materials, include wood, stucco, glass, and metal.</li> </ul>	
	<p><b>Second Story.</b></p> <ul style="list-style-type: none"> <li>a. Primary material. Shall be fully clad with masonry, masonry panel, or terra cotta.</li> <li>b. Accent material. Allowed accent material, comprising 10 percent or less of materials, include wood, stucco, glass, and metal.</li> </ul>	
	<p><b>First Story.</b></p> <ul style="list-style-type: none"> <li>a. Primary material. Shall be fully clad with high-quality masonry or terra cotta.</li> <li>b. Primary materials when building is limited to one or two stories. Shall be fully clad with masonry, terra cotta, or wood.</li> <li>c. Accent material. Allowed accent material, comprising 10 percent or less of materials, include wood, stucco, glass, and metal.</li> </ul>	
	<p><b>Plinth.</b></p> <ul style="list-style-type: none"> <li>a. Primary material. Shall be fully clad with masonry or</li> </ul>	

## Exhibit B: Recommended Amendments to the Redmond Zoning Code

### 21.62.020.M Historic Core Overlay

	<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.

## Exhibit B: Recommended Amendments to the Redmond Zoning Code

### 21.62.020.M Historic Core Overlay

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 80<sup>th</sup> 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.

## Exhibit B: Recommended Amendments to the Redmond Zoning Code

### 21.62.020.M Historic Core Overlay

- 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)*

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

4. Appropriate Implementation.

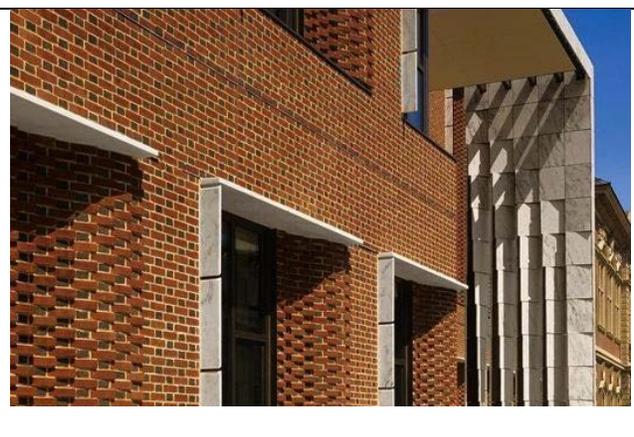


Consistent and complementary treatments of the plinth, stringcourse, decorative cornice, and window framing, sills, and lintels provide appropriate accent to masonry and design used on this facade.



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.

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

	<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>

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

	<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>

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



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.



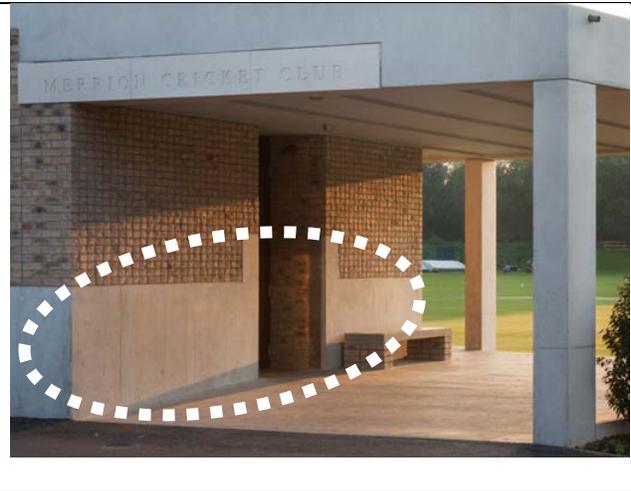
This façade demonstrates traditional Palladian architecture using a variety of masonry types and treatments. The individual design components may serve as reference for accent design and materials. Use of sculpted and detailed masonry forms at the plinth, arches, stringcourse, columns and pilasters, 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.

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

	<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>

## Exhibit B: Recommended Amendments to the Redmond Zoning Code

### 21.62.020.M Historic Core Overlay



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

## **Exhibit B: Recommended Amendments to the Redmond Zoning Code**

### **21.62.020.M Historic Core Overlay**

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

## ARTICLE VII DEFINITIONS

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### RZC 21.78 DEFINITIONS

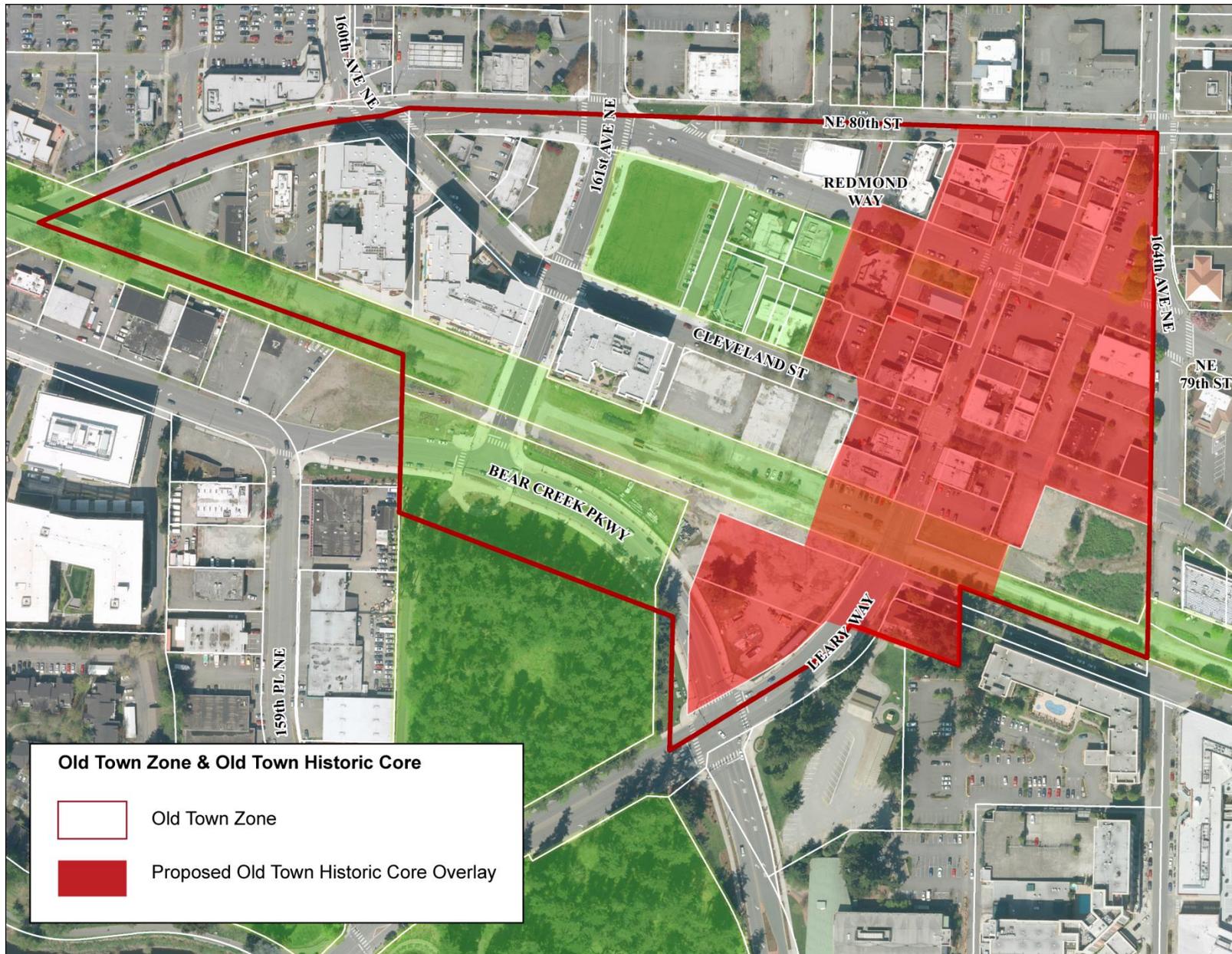
#### H DEFINITIONS

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**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.

# Exhibit C: Historic Core Overlay Map



**Exhibit D – Summary of Stakeholder Comments, Technical Committee Recommendation, and Current Policy & Code**

Topic: Policy & Code	Stakeholder’s Comments	Technical Committee Recommendation	Current Policy & Code
<b>Policy and Vision</b>	1. Enhance clarity, conciseness, and terminology including geographic boundaries for application of the Historic Core policy and code.	1. Agree.	1. Recommendation is for new policy
	2. Clarify intent & goal of the Historic Core – intent should be architecture and design for new development that is compatible with the Historic Core as a district and does not mimic historic design to portray a false sense of history.	2. Agree.	2. 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.  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.
	3. Policies should call for design standards that result in economically viable buildings, preserve opportunities for employment uses such as at the second floor, and maintain encouragement for pedestrian-oriented uses at ground floor.	3. No policy change - Existing and previously proposed policies already emphasize economic vitality for the Downtown, the Old Town zone, and for the Historic Core. Economic considerations are also addressed in the proposed amendments to the Materials section and will be carefully considered as refinements are addressed in subsequent packages (2 & 3). Agree with maintaining currently allowed Old Town uses that include opportunity for employment uses and encouraging pedestrian-oriented uses at the first story.	3. 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 that promote Old Town as a destination and provide for active uses during the day and evening hours.
	4. Remove the inserted word “potentially” from the Historic Property definition	4. Agree. - Revised recommendation matches definition in the Comprehensive Plan.	4. Comprehensive Plan definitions: Historic Landmark - A physical property that has been formally designated and listed on a register of historic places by an agency of government in a process defined by the laws, policies, and procedures adopted by a particular governmental agency, including local, regional, state, and federal agencies. A landmark can be a building, a structure, a site (including an archaeological site), a district with a number of buildings, or an object such as a ship or a railway locomotive.  Historic Property - Any prehistoric or historic district, site, building, structure, or object included in, or eligible for inclusion on the local, regional, state or national register.

**Exhibit D – Summary of Stakeholder Comments, Technical Committee Recommendation, and Current Policy & Code**

Topic: Policy & Code	Stakeholder’s Comments	Technical Committee Recommendation	Current Policy & Code															
Downtown Density Limit	<p>1. Remove outright the Downtown residential density requirement within the Historic Core to allow for unlimited density as currently permitted for 12,000 sq ft or larger site area.</p>	<p>1. Agree.</p> <ul style="list-style-type: none"> <li>- Within the Historic Core, recommend eliminating the residential density requirement and maintaining the remaining code requirements to meet bulk, height, parking, and other design standards.</li> </ul>	<p>1. In the Old Town zone, density is regulated by a site’s minimum size area and width:</p> <table border="1" data-bbox="2038 479 2899 721"> <thead> <tr> <th>Site Area</th> <th>Site Width</th> <th>Minimum Dwelling Units per Net Acres</th> </tr> </thead> <tbody> <tr> <td>2,400 – 3,199</td> <td>Less than 26</td> <td>1 unit per lot</td> </tr> <tr> <td>2,400 – 3,199</td> <td>27 – 43</td> <td>2 units per lot with alley access only. Otherwise one unit per lot.</td> </tr> <tr> <td>3,200 – 5,999</td> <td>44 – 49</td> <td>30 du/ac</td> </tr> <tr> <td>6,000 – 11,999</td> <td>50 – 119</td> <td>36 du/ac</td> </tr> </tbody> </table> <p>For sites that are 12,000 sq ft or more in area and 120 feet or more in width, the following applies:</p> <p>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, Residential Density Bonus, 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</p>	Site Area	Site Width	Minimum Dwelling Units per Net Acres	2,400 – 3,199	Less than 26	1 unit per lot	2,400 – 3,199	27 – 43	2 units per lot with alley access only. Otherwise one unit per lot.	3,200 – 5,999	44 – 49	30 du/ac	6,000 – 11,999	50 – 119	36 du/ac
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6,000 – 11,999	50 – 119	36 du/ac																
Building’s Exterior Material	<p>1. Clarify whether design is compatible and complementary, or uses exact traditional materials.</p> <p>The building base should be limited to the first vertical 20’ of the building, where design would demonstrate highly complementary character. In doing so, requirement for use of masonry should be limited to first 20’ of the building or to the first floor.</p> <p>The middle portion of the building could serve as a transition between the ground floor and the upper floors. The code should allow for flexibility by permitting use of a variety of materials including requirements for a portion to include masonry.</p> <p>Request allowance for vertically-oriented designs as well as horizontally-oriented designs that transition between ground floor and upper floors.</p>	<p>1. Partially agree.</p> <ul style="list-style-type: none"> <li>- Clarify intent: Material, particularly at the first story (the building base) and including the second and third floor shall enhance and support the pedestrian’s visual experience, contribute to the Historic Core character, and provide a timeless sense of character over these floors. When a building steps back from the first story, agree with providing additional flexibility for exterior building materials.</li> <li>- Agree with transitioning through the use of material between the first floor and upper floors. However, require use of a traditional approach and horizontal orientation.</li> <li>- A menu of allowed primary materials, accent materials, and prohibited materials clarifies uses over the building’s exterior, story by story.</li> </ul>	<p>1. Buildings should incorporate materials similar to those used on existing historic structures. This includes brick, stucco that is used in the Art Deco style, wood, and stone.</p> <p>Additions and other remodeling to existing buildings should closely match or complement the historic architectural styles reflected in the zone.</p> <p>Buildings shall incorporate details prevalent in the architecture reflected in the zone.</p> <p>Preferred colors are those that reflect the historic patterns of the zone; however, other colors, particularly on non-historic structures, will be allowed if they are complementary to surrounding structures and do not detract from the prominence of historic buildings in the zone.</p>															

**Exhibit D – Summary of Stakeholder Comments, Technical Committee Recommendation, and Current Policy & Code**

Topic: Policy & Code	Stakeholder’s Comments	Technical Committee Recommendation	Current Policy & Code
	<p>Brick, other masonry, and terra cotta are good examples of traditional material; masonry should be required to cover concrete at the building’s plinth.</p>		
	<p>2. Allow supplemental modern building materials that are durable, sustainable, and address the users’ visual experience. Request allowance to use substitute materials that have a natural appearance, are durable, and require less maintenance. Consider opportunity for location-specific or use-specific allowances for substitute material.</p>	<p>2. Agree.</p> <ul style="list-style-type: none"> <li>- Allow additional material above the building’s third story or when building steps back from the first story, allow additional building materials.</li> <li>- Distinctive, textural, and detailed material used at the first story and over the second and third stories contributes to a high-quality pedestrian experience.</li> <li>- The additional material shall meet the requirements for the Old Town zone.</li> </ul>	<p>2. Administrative Design Flexibility. All other site requirements and standards except density, number of stories, and FAR may be modified within the development to provide superiority in site design; i.e., greater amounts of privacy, maintenance of views, greater environmental benefit, distinctive and high quality of design, improved pedestrian access, preservation of vegetation, provision of usable open space, and adequate light, air, and security.</p>
	<p>3. Provide allowance for use of concrete, polished concrete block, use of material as window framing, and use of material around utilitarian façades, such as extending for 20’ along facade.</p>	<p>3. Partially agree.</p> <ul style="list-style-type: none"> <li>- A menu of allowed material, accent material, and prohibited material clarifies use over the building’s exterior by floor.</li> <li>- Window frames and flanges shall be permitted to be constructed of material such as vinyl. However, the window shall be framed and trimmed with material that is allowed within the Historic Core.</li> <li>- Allow the extension of traditional material along 20 horizontal feet for utilitarian facades such as service corridors and private alleyways.</li> <li>- Administrative design flexibility shall include guidance for use of substitute material.</li> </ul>	<p>3. Recommendation is for new code.</p> <p>Details, such as soldier course or solid lintels and sills, shall be used around windows in brick and stone structures.</p>

**Exhibit E – Evaluation of Technical Committee Recommendation to Design Standard Principles and Planning Commission Criteria**

	<b>10 Design Standard Principles (City Council &amp; Makers)</b>	<b>Integration with the Historic Core Character</b>	<b>Impact Economic Conditions &amp; Balance Community, Business, and Property Owner Interests</b>	<b>Encourage Mobility in Historic Core and Downtown</b>	<b>Implications on Parking Opportunities</b>	<b>Integration with the Downtown</b>
Policy & Vision: 1. Enhancing clarity, conciseness, and terminology including geographic boundaries for application of the Historic Core policy and code.	↑	↑	↑	—	—	↑
	In general, the amendments clarify the Historic Core’s policy support for all of the principles.	The enhanced clarity and use of terminology strengthen integration with the character found in the Historic Core.	The amendments maintain Old Town’s support for economic conditions and emphasize support specific to the Historic Core. Comments from the community and from business and property owners have been incorporated into the amendments.	The amendments to terminology do not change current policies related to mobility.	The amendments to terminology do not change current policies related to parking.	The Historic Core is recommended as an overlay within the Old Town zone. In this manner, policy and code regarding the Old Town and Downtown continue to apply. The Historic Core overlay provides additional specificity within this context.
Policy & Vision: 2. Clarify intent & goal of the Historic Core that clearly describes architecture and design for new development that is compatible with the Historic Core as a district and does not mimic historic design to portray a false sense of history.	↑	↑	↑	↑	—	↑
	Similarly, the recommended intent and goal of the Historic Core supports all of the principles.	Clarifying the intent and goal of the Historic Core enhances policy support for the Historic Core character that spans over 100 years with traditional downtown development and prevents the creation of a false sense of history.	Emphasizing that new development complement the historic character allows for some flexibility in architecture and design.	The amendments maintain the current allowed uses that include a variety of commercial uses and those that are pedestrian-oriented such as for restaurants and retail. The intent and goal support a vibrant pedestrian experience and therefore have opportunity to further encourage mobility, particularly for pedestrians in the Historic Core and in Downtown.	Similarly, the intent and goals do not directly address parking opportunities though do maintain support for development to plan for and integrate parking onsite.	The amendments to the Historic Core intent and goal foster integration with Downtown and with the Old Town zone. As an overlay, the Historic Core would maintain its uniqueness, a character that is compatible with the district, and through new development, have architectural and design character with similarities to surrounding portions of the Downtown and Old Town.

	<b>10 Design Standard Principles (City Council &amp; Makers)</b>	<b>Integration with the Historic Core Character</b>	<b>Impact Economic Conditions &amp; Balance Community, Business, and Property Owner Interests</b>	<b>Encourage Mobility in Historic Core and Downtown</b>	<b>Implications on Parking Opportunities</b>	<b>Integration with the Downtown</b>
<p>Policy &amp; Vision: 3.Policies should call for design standards that result in economically viable buildings, preserves opportunities for employment uses such as at the second floor, and maintains encouragement for pedestrian-oriented uses at ground floor.</p>	↑	↑	↑	↑	—	↑
	<p>Though the policy amendments support all of the principles, those regarding design standards particularly support principles 1, 2, 4, 5, 7, 8, 9, and 10.</p>	<p>The policy amendments address standards that facilitate strong integration with the Historic Core as a district.</p>	<p>While the policy amendments support the design standards that are located in the Zoning Code, they do not address economic viability of individual buildings. Instead, the policies address district-wide support, similar to policies regarding the Old Town zone and Downtown.</p>	<p>The policy amendments maintain support for economic vitality and pedestrian-oriented uses at the first story. Pedestrian-oriented uses have the potential for also encouraging mobility, particularly walking within the Historic Core and Downtown.</p>	<p>The amendment maintains current policy regarding economic vitality for the Old Town and Downtown. This has potential for increasing the number of employment and pedestrian oriented uses and therefore also the number of people visiting businesses within the Historic Core. Though development will be required to provide adequate parking facilities on site for employment as well as residential uses, it is possible that people will choose to park in locations that create impacts on others. In addition, the requirement for onsite parking associated with commercial uses has potential to create additional opportunities for public parking in the central portion of the Downtown.</p>	<p>The amendment maintains current policy that is consistent with the vision for Downtown and Old Town. These also account for integration or commonalities and complementary character between adjacent Downtown zones. The Historic Core will be located within the Old Town zone, and being at its northeastern edge, will be adjacent to the Anderson Park and the Town Square zones. For example, current policy DT-3 highlights character and integration across zones.</p>

	<b>10 Design Standard Principles (City Council &amp; Makers)</b>	<b>Integration with the Historic Core Character</b>	<b>Impact Economic Conditions &amp; Balance Community, Business, and Property Owner Interests</b>	<b>Encourage Mobility in Historic Core and Downtown</b>	<b>Implications on Parking Opportunities</b>	<b>Integration with the Downtown</b>
Policy & Vision: 4. Remove the inserted word “potentially” from the Historic Property definition	—	—	—	—	—	—
	The word “potentially” was recommended for amendment though is now recommended for removal. The modification is a temporary clarification that will be further addressed during a subsequent amendment process specific to analysis of citywide cultural resources including archaeological and historic resources.					
Downtown Density Limit: Remove the residential density requirement within the Historic Core; refer to the remaining regulations involving bulk, height, parking, and all other development standards for new development.	↑	↑	↑	—	—	↑
	The recommendation would support redevelopment of smaller, individual parcels and could, in general provide policy support for principles 1, 2, 3, 4, 5, 7, 8, 9, and 10.	The recommended amendment does not directly address architecture and design. Though, the recommended amendment would rely on the Historic Core plan for standards regarding bulk, height, and other design standards. Therefore, the amendment supports integration with the Historic Core character.	The recommendation for removing the density limit could increase economic support for property owners wishing to redevelop smaller, individual parcels.	The recommendation would not positively or negatively impact mobility. However, development would be conditioned to provide infrastructure improvements as needed and to provide for onsite parking that meets the demands created by the uses associated with the new structure(s).	The recommendation would maintain the requirement for development to provide onsite parking based on the Old Town standards and by use classification. Development would ensure that density would be calculated based on the parcel and building’s ability to provide adequate parking.	The recommendation’s support for redevelopment of smaller, individual parcels could support enhanced integration with Downtown such as through the replacement of structures that are vacant or underutilized and do not currently support the pedestrian’s experience.

	<b>10 Design Standard Principles (City Council &amp; Makers)</b>	<b>Integration with the Historic Core Character</b>	<b>Impact Economic Conditions &amp; Balance Community, Business, and Property Owner Interests</b>	<b>Encourage Mobility in Historic Core and Downtown</b>	<b>Implications on Parking Opportunities</b>	<b>Integration with the Downtown</b>
Building's Exterior Material: 1. Clarify whether design is compatible and complementary, or uses exact traditional materials.	↑	↑	↑	—	—	↑
	The recommended amendments (21.62.020.M.4 Architectural and Design Character) call for traditional, timeless architecture and design that is of human-scale proportions and is gracefully sited in its location. This demonstrates support for principles 1, 2, 4, 5, 7, 8, 9, and 10.	Also within section 21.62.020.M.4 Architectural and Design Character, the recommended amendments call for architecture, design, and treatments that are respectful of the historic and traditional character of structures within the Historic Core.	The recommended amendments provide for flexibility in addition to guidance for compatibility and traditional design. By providing clear guidance along with flexible opportunities for innovation and use of other materials, the recommendation has potential for supporting a balance between economic interests and other interests such as historic character and preservation.	The recommendations support maintaining the unique and traditional character of the Historic Core as well as the long-term preservation of historic landmarks. This unique character has potential for encouraging local and destination shopping and tourism.	Similarly to aspects described above, maintaining and enhancing the unique character of the Historic Core has potential for increasing local vibrancy and therefore increasing demand on parking. However, required onsite provisions for parking per development also has potential for creating additional choices for public parking, particularly while visiting commercial businesses in the Downtown, Old Town, and the Historic Core.	The recommended amendments maintain support for the unique character of the Historic Core and allow for flexibility including use of modern exterior building materials. This blending of traditional and modern architecture and design has potential for enhancing the relationship between structures within and adjacent to the Historic Core.
Building's Exterior Material: 2. Allow supplemental modern building materials that are durable, sustainable, and address the users' visual experience. Consider allowance or location-specific or use-specific allowance of substitute materials that have a natural appearance and location-specific or use-specific allowances	↑	↑	↑	—	—	↑
	The recommendation would emphasize a high-quality pedestrian experience while supporting some flexibility, particularly site-specific flexibility for exterior building material and would, in general provide policy support for principles 2, 3, 5, 7, 8, 9, and 10.	The recommendations call for materials that are compatible with those used on landmark and historic structures in the Historic Core including high-quality masonry.	Flexibility of materials above the third story or starting at the second story when a building steps back from the first story has potential to provide support for economic interests. Maintaining a traditional, high-quality, and engaging pedestrian environment through the use of distinctive material particularly at the first story also has potential for balancing other interests such as for architecture and design that is complementary to historic and traditional structures within the district.	Emphasizing a high-quality pedestrian experience at the first story has the potential to enhance pedestrian mobility and use of bicycles within the Historic Core. The respective amendments could increase the desirability of the Historic Core for shopping and tourism and therefore, increase the number and variety of trips taken to, within, and from the district.	This recommendation does not directly affect parking opportunities though similarly to aspects mentioned above, has potential to increase both demand and opportunity for parking in the Historic Core.	The recommendation supports a horizontal transition of material from the building's first story to the upper stories. Modern material at the upper stories is likely to be compatible with both the Historic Core's character as well as new construction in proximity to the district. The use of traditional material at the first through third stories also has potential for compatibility with landmark and other historic structures within the Historic Core.

	<b>10 Design Standard Principles (City Council &amp; Makers)</b>	<b>Integration with the Historic Core Character</b>	<b>Impact Economic Conditions &amp; Balance Community, Business, and Property Owner Interests</b>	<b>Encourage Mobility in Historic Core and Downtown</b>	<b>Implications on Parking Opportunities</b>	<b>Integration with the Downtown</b>
Building's Exterior Material: 3. Provide allowance for use of concrete, polished concrete block, use of material as window framing, and use of material around utilitarian façades, such as extending for 20' along facade.	↑	↑	↑	—	—	↑
	The recommendation supports and provides guidance for use of these materials and would, in general provide policy support for principles 2, 3, 4, 5, 7, 8, 9, and 10.	The use of concrete, particularly as an accent and underlying material is consistent with the traditional and historic character of buildings within the Historic Core. By extending the use of traditional material along a portion of utilitarian facades, the pedestrian experience may be maintained while also mitigating the maintenance of high-quality material in higher-intensity use portion of the building.	The recommendation considers economic interests and other interests including traditional and historic character and compatibility by allowing for additional materials and use of accent materials. Similarly, the allowance for use of other materials at utilitarian facades supports the longevity and maintenance of these building portions.	Similarly to aspects described above, the combination of flexible and traditional use of materials has potential to emphasize a high-quality pedestrian experience and recognizes the need for utilitarian uses and portions of buildings within the urban environment.	This recommendation does not have direct impact on parking opportunities.	The use of other material such as concrete and polished concrete block may be found throughout the Downtown. Allowing opportunities for this material can demonstrate compatibility with structures featuring these materials such as in Old Town and adjacent zones. Additionally, the use of concrete as an accent material such as at a window sills has potential for enhancing compatibility with existing landmark and historic structures within the district and other portions of the Downtown.

## Design Standards Principles

Below is a list of ten design principles that will provide guidance in updating the Design Standards:

<p>1. 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.</p>	
<p>2. 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. (E.g.: Use of brick near historic core to create a more unified district.)</p>	
<p>3. Activate the urban pedestrian environments by encouraging pedestrian friendly streetscapes and block fronts and by incorporating landscaping.</p>	
<p>4. Encourage buildings with a variety of heights and interesting roof forms.</p>	
<p>5. Ensure that new buildings enhance rather than detract from nearby or adjacent historic structures.</p>	

6. Encourage more public spaces (plazas or green spaces) in conjunction with new buildings.



7. Promote sustainable, innovative development projects that will provide long-term community benefits and have a high environmental and visual quality.



8. Encourage the use of high quality urban materials and integrated design details between floors one through three for new construction.



9. Encourage the use of distinctive design, rich northwest color palates, and long lasting materials.



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

