





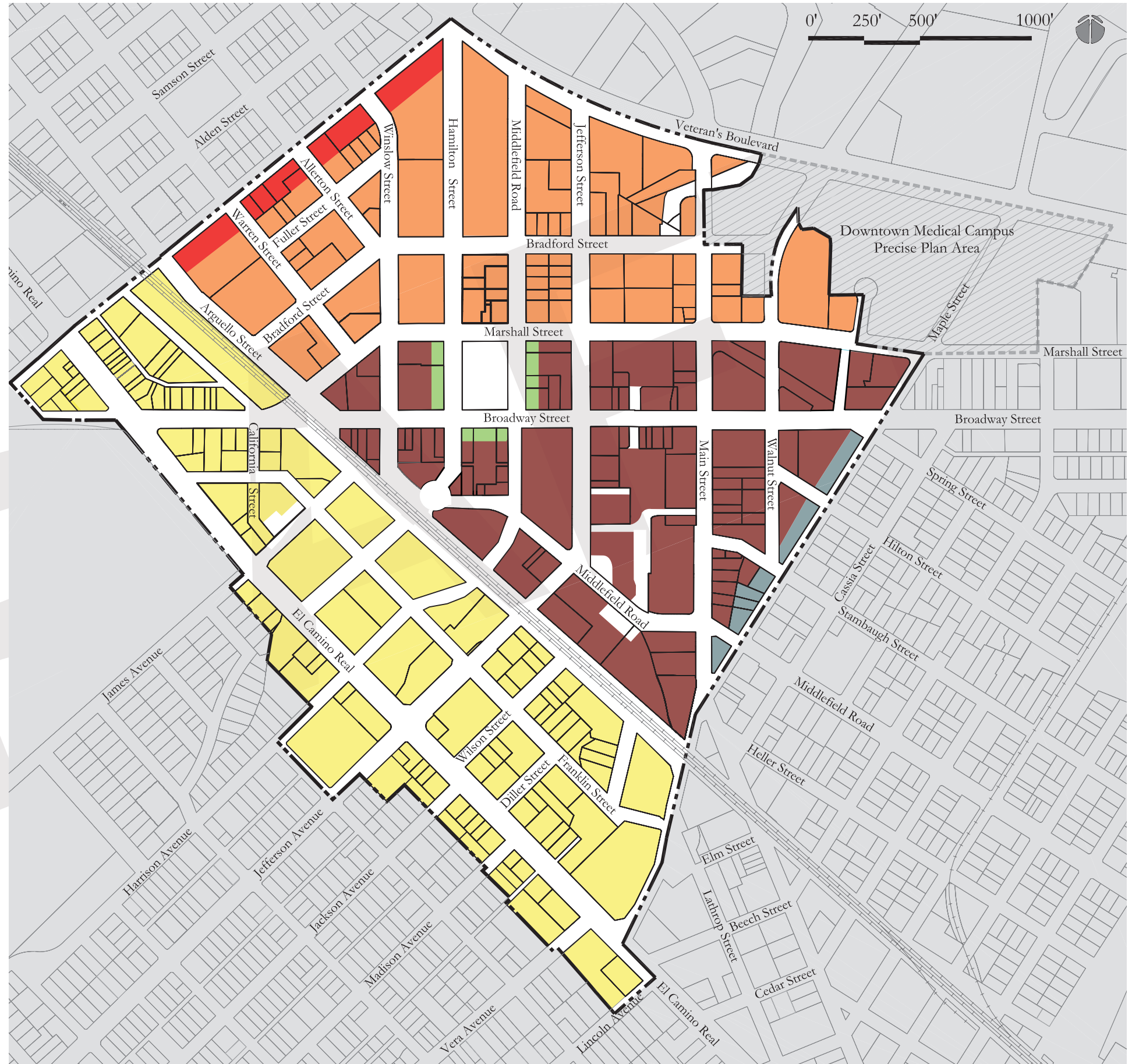


2.9. ARCHITECTURAL CHARACTER REGULATIONS

This section contains regulations which aim to create architectural character in new projects that is compatible with the established patterns in the various parts of Downtown, as well as with the expressed aesthetic preferences of the community. Considering a study of historic resources and the desires of the residents of Redwood City as expressed in a large Community Character Workshop as described in detail in Appendix 1: Historic Resources Preservation Strategy, Downtown has been broken down into six architectural “Character Zones.” Within these zones, and six different “Character Types” are allowed in varying combinations depending on the nature of the zone and the preferences of the community.

MAP LEGEND

-  Historic Downtown
-  Sambaugh-Heller Transition
-  Courthouse Square
-  El Camino Corridor
-  Mezesville Transition
-  North of Marshall District



ARCHITECTURAL CHARACTER REGULATIONS MAP

ARCHITECTURAL CHARACTER REGULATIONS CHART

	Historic Downtown	Stambaugh-Heller Transition	Courthouse Square	El Camino Corridor	Mezesville Transition	North of Marshall District
Character Zones (Sec. 2.9.1)						
Permitted Architectural Character Types (Sec. 2.9.3)						
Neoclassical	Permitted	--	Permitted	Permitted	--	Permitted
Victorian	Permitted	Permitted	--	--	Permitted	--
Craftsman	--	Permitted	--	Permitted	Permitted	Permitted
Mediterranean	Permitted	Permitted	--	Permitted	Permitted	Permitted
Art Deco	Permitted	--	Permitted	--	--	Permitted
Contemporary	--	--	--	--	--	Permitted

Legend:

Permitted : These elements are allowed, by right, as indicated.

-- : These elements are not permitted, as indicated.

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2.9.1. ARCHITECTURAL CHARACTER ZONES

The following Architectural Character Zones are established to regulate architectural character. The Architectural Character Chart indicates which Character Types may be applied within each Architectural Character Zone.

A) Historic Downtown Core

- This zone is intended to reinforce the ornate, traditional, and eclectic character of the oldest district in Redwood City.
- Includes parcels as designated on the Architectural Character Zones Map.

B) Stambaugh-Heller Transition

- This zone is intended to provide for a graceful transition to the historic Stambaugh-Heller neighborhood west of the Downtown Core.
- Includes parcels as designated on the Architectural Character Zones Map.

C) Courthouse Square

- This zone is intended to strongly reflect the classical and art deco character provided to Courthouse Square by the historic Courthouse and the Fox Theatre.
- Includes parcels as designated on the Architectural Character Zones Map.

D) El Camino Corridor

- This zone is intended to echo the Spanish Colonial history of the El Camino Real Corridor.
- Includes parcels as designated on the Architectural Character Zones Map.

E) Mezesville Transition

- This zone is intended to provide for a graceful transition to the historic Mezesville neighborhood east of Downtown.
- Includes parcels as designated on the Architectural Character Zones Map.

F) North of Marshall District

- This zone is intended to encourage a wide variety of styles, including contemporary styles.
- Includes parcels as designated on the Architectural Character Zones Map.

2.9.2. GENERAL DEFINITIONS AND REGULATIONS

The following standards, guidelines, and definitions shall apply to all Character Types.

A) Roofs

1. Standards

There are no Roofs standards.

2. Guidelines

- The following roof materials shall be permitted, when they conform to the accompanying guidelines, as specified for each applicable Character Type.
 - Tile: When "Tile" is referenced hereafter, it will specifically mean authentic terra cotta barrel tiles. Simulated products, particularly stamped sheet metal, should not be used.
 - Slate: Concrete tile is an acceptable substitute, but exaggerated high-relief surface textures should not be used.
 - Sheet Metal Shingles: This includes copper, zinc, and alloys. Corrugated sheet metal is not an acceptable substitute.
 - Standing Metal Seam Roofing: Finishes should be anodized, fluorocoated or painted. Copper, zinc, and other exposable metal roofs should be natural or oxidized. Corrugated sheet metal is not an acceptable substitute.
 - Wood Shakes or Shingles: Asphalt shingles are an acceptable substitute. Projects using asphalt shingles should use the highest quality commercial grade materials, and be provided with adequate trim elements. Lightweight asphalt shingles should not be used.
 - Tar and Gravel, Composition, or Elastomeric Roofs: These materials should only be used at flat roof locations, and should be screened from view from adjacent buildings and sites by parapet walls. Light, reflective colors are recommended to minimize heat gain within the buildings.
- The following guidelines will apply to rooftop equipment and screening:
 - All building mechanical equipment located on roofs should be screened from view.
 - Roof mounted equipment such as cooling and heating equipment, antennae, and receiving dishes should be completely screened by architectural enclosures that are derived from or strongly relate to the building's architectural expression, or enclosed within roof volumes.

- Screening of on-site mechanical equipment should be integrated as part of a project's site and building design and should incorporate architectural characters, colors and other elements from the roof and façade composition to carefully integrate screening features. Picket fencing, chain-link fencing and exposed sheet metal boxes are not permitted.
 - To reduce glare, light colored roofs (including "cool roofs") should be completely screened from view as seen from adjacent streets, sites or buildings by architectural enclosures that are derived from the building's architectural expression, such as parapet walls or other screening treatment.
 - Roof-mounted equipment such as antennae and receiving dishes should be located behind parapets, recessed into the slope of roof hips or gables, or enclosed within roof volumes.
 - Materials, architectural characters, colors and/or other elements from the Facade composition should be used to integrate the screening into the building's architecture.
 - In the design of screening enclosures, use dimensional increments of window spacing, mullion spacing, or structural bay spacing taken from the Facade composition.
 - Mechanical equipment, including utilities and trash enclosures, should be incorporated into the architecture of the building and included as a part of the building proper. Where equipment is not included as a part of the building, architecturally related screening enclosures should be used.
- When appropriate for the applied Character Type, mansard roofs should conform to the following design guidelines:
 - When used, mansard roofs should fully encompass the Building Top vertically, and should be applied to the entirety of all Facades horizontally.
 - Mansard roofs should include an edge termination at the peak, which should serve as the Building Top Cap.
 - The maximum slope of a mansard roof should be no steeper than three feet of rise for every two feet of run (3:2).

B) Wall Cladding

1. Standards

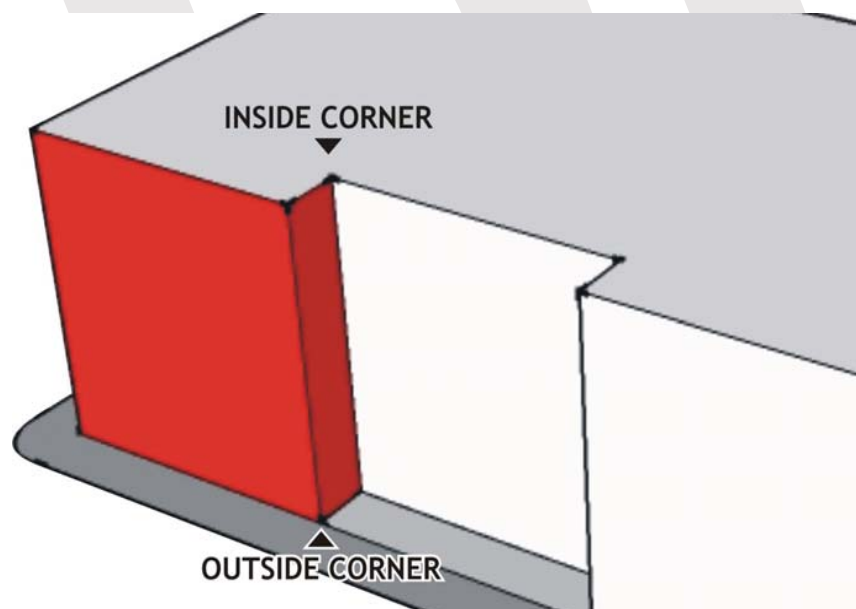
There are no Wall Cladding standards.

2. Guidelines

- For the purposes of this Section, the term "wall" shall mean the primary surface of a façade excluding roofs, overhangs, openings,

moldings, and ornament.

- b. For the purposes of this Section “accent” materials shall be a wall cladding material that covers no more than 15% of a façade within its Building Height Articulation Component.
- c. Materials used should be appropriate to the architectural character and building type. Nothing in this subsection should be interpreted to override the guidelines in Section 2.9.2.
- d. Authentic materials and methods of construction should be used to the degree possible. Where simulated materials are used for reasons of economy, they should be durable and should closely match proportions, surface finishes, and colors of original materials. Below, acceptable substitutes are listed for each applicable permitted material.
- e. Vertical changes in wall cladding materials should take place on outside corners (not inside corners). See the Inside and Outside Corners illustration below for further clarification. Horizontal changes in wall cladding materials should take place at cornices, belt courses, and other such horizontal ornament.
- f. Wall cladding should be applied directly to, and fully enclose, building wall surfaces. Cladding should not be suspended outward of the building wall, as screening, grating or other such treatments. If solar access is an issue, awnings, canopies, blinds, recessed windows, and other treatments are more appropriate to the Downtown urban setting.
- g. The following wall cladding materials shall be permitted, when they conform to the accompanying guidelines, as specified for each applicable Character Type.



INSIDE AND OUTSIDE CORNERS

- **Brick:** Full size brick veneer is preferable to thin brick tile. When used, brick veneers should be mortared to give the appearance of full-depth brick. Detailing should avoid the exposure of sides of veneer tiles; wrap-around corner and bullnose pieces should be used to further minimize the appearance of veneer. Bricks should be primarily rectangular and horizontally oriented and arranged in a Flemish Bond or Stretcher Bond pattern. Red, yellow, tan or other lighter-colored brick should be used, as they are characteristic brick colors in Redwood City and its region. An anti-graffiti coating should be applied at the ground floor level.
- **Wood:** Horizontal sidings such as clapboard, tongue-in-groove, small wood shingles and shakes, and scalloped shingles are acceptable. Larger, more rustic architectural characters of shingles and shakes should not be used. Certain Character Types may specify particular types of siding. Vertical siding such as board and batten should not be used. Trim elements such as edgeboards should be used with all wood siding types. Fiber-Cement or Cementitious Siding (exterior siding products composed of Portland cement, ground sand, cellulose fiber and sometimes clay, mixed with water and cured in an autoclave) are an acceptable substitute for wood siding when used in the formats described above. Extra care must be taken to insure that installing workers are properly trained, proper tools are used for cutting, and non-rusting hardware is used for fastening. Earlier generation wood siding substitute products such as hardboard, oriented-strand board and asbestos board should not be used. “T1-11” plywood panel siding is not recommended. At Storefronts and Building Base Length Articulation, all wood used should be treated as trim, as described below.
- **Stucco:** Close attention should be paid to detail and trim elements for a high quality installation; for EIFS, high-density versions should be specified at the ground floor level to resist impacts. Very stylized or highly textured surface textures are not recommended. Finishes should be smooth and troweled. The pattern of joints should be architecturally coordinated with the overall Façade composition, and sealant colors should be coordinated with surface and other building colors. An anti-graffiti coating should be applied at the ground floor level. Cement plaster or stucco-like finishes such as EIFS are acceptable substitutes.
- **Stone:** Stone cladding such as limestone, granite, and marble should be used. Stone veneers, cast stone, and terra cotta are acceptable substitutes. Precast concrete resembling stone may be used with care, and improperly simulated or contradictory finishes should not be used – for example, use of molded concrete or other materials to simulate a random rubblestone wall appearance while being still “panelized” with visible straight-line panel joints. Stone pieces should be primarily rectangular and horizontally oriented and arranged in a Flemish Bond or Stretcher Bond pattern. Glass fiber reinforced concrete

(GFRC) or fiber-reinforced plastics (FRP) may be used if their appearance closely approximates the type of stone which they are intended to substitute. An anti-graffiti coating should be applied at the ground floor level.

- **Ceramic Tile:** Glazed and unglazed tile may be used as wall cladding. Tiles should be primarily rectangular and horizontally oriented and arranged in a Flemish Bond or Stretcher Bond pattern. Grout color should be coordinated with tile and other building colors.
- **Terra Cotta:** Terra cotta tile may be used as wall cladding. Tiles should be primarily rectangular and horizontally oriented and arranged in a Flemish Bond or Stretcher Bond pattern. Grout color should be coordinated with tile and other building colors.
- **Metal:** This includes profile and other sheet, rolled and extruded metal. As wall cladding, these wall systems should be used as a secondary or accent materials. A high quality, non-fading coating system or paint such as Kynar, Temec, etc. is recommended. Where used, sheet metal should be detailed with adequate thickness to resist dents and impacts, and should have trim elements to protect edges.
- **Glass:** When used as a wall cladding material, “Glass” will hereafter refer to glass curtain-walls, or a portion of a façade of one story or greater height consisting of 100% glazing and mullions, where glazing panels may either be transparent windows or opaque spandrel panels. Glass should not be used as a primary wall cladding material.

C) Trim

1. Standards

There are no Trim standards.

2. Guidelines

- a. For the purposes of this Section, the term “trim” shall mean parts of the façade which provide substantial surface relief, ornamentation, which highlights openings. Examples include overhangs, window and door surrounds, lintels, sills, moldings, and cornices. Storefronts, bay windows, and dormer faces should always be clad in trim materials, and not wall cladding materials.
- b. Materials used should be appropriate to the architectural character and building type. Nothing in this subsection should be interpreted to override the guidelines in Section 2.9.2.
- c. Authentic materials and methods of construction should be used to the degree possible. Where simulated materials are used for reasons of economy, they should be durable and should closely match proportions, surface finishes, and colors of original materials. Below, acceptable substitutes are listed for each applicable permitted material.

- d. Wall cladding materials should never be visible between a door or window and its jamb casing.
- e. The following trim materials shall be permitted, when they conform to the accompanying guidelines, as specified for each applicable Character Type.
- **Wood:** Trim should be smooth milled wood, without visible grain when painted. At Storefronts and Building Base Length Articulation, all wood used should be treated as trim—no siding of any sort should be used. Fiber-reinforced plastics (FRP), cast glass fiber composites (“fiberglass”) may be used in molded reproductions of carved wooden architectural ornamentation such as column capitals and bases, architectural columns, cornices, and other trim. Their appearance must closely approximate the type of painted wood element for which they are intended to substitute, and must be coordinated in color and composition with the selected architectural character. They should be located above or away from highly-trafficked areas. For simple wooden trim elements, such as corner boards, Fiber-Cement or Cementitious boards are acceptable substitutes. Corner boards should have a width:height ratio of no more than 1:16 (measured per floor), and window and door jamb casing boards should be no narrower than 1” x 4”.
 - **Stucco:** Close attention should be paid to detail and trim elements for a high quality installation. Finishes should be smooth and troweled. The pattern of joints should be architecturally coordinated with the overall Façade composition, and sealant colors should be coordinated with surface and other building colors. At the ground floor level, window and door trim elements should not be made from stucco. They should instead be made of wood, metal, terra cotta, or other contrasting durable materials as appropriate to the applicable architectural Character Type. “Lug sills” (protruding window sills) should not be formed of rigid foam or other substrates sprayed with stucco or other wall finish material. They should be instead constructed with a permanent material such as painted wood, painted FRP, metal, precast concrete, GFRC, terra cotta, or stone. Cement plaster or stucco-like finishes such as EIFS are acceptable substitutes. An anti-graffiti coating should be applied at the ground floor level.

- **Stone:** As well as wall cladding, these materials should be used as a wall base or wainscot materials and for copings, trim, and special decorative elements. Stone veneers, cast stone, and terra cotta are acceptable substitutes. Precast concrete resembling stone may be used with care. Glass fiber reinforced concrete (GFRC) or fiber-reinforced plastics (FRP) may be used if their appearance closely approximates the type of stone which they are intended to substitute. An antigraffiti coating should be applied at the ground floor level.
- **Polished Metal:** Polished metals such as brass, copper, and stainless steel may be used as trim material.
- **Ceramic Tile:** Glazed and unglazed tile may be used trim material. Grout color should be coordinated with tile and other building colors.
- **Terra Cotta:** Terra cotta tile may be used trim material. Grout color should be coordinated with tile and other building colors.
- **Wrought Iron:** Wrought iron may be used as a trim material, and should always be painted black.

D) Exposed Parking Garage Materials and Design

1. Standards

There are no Exposed Parking Garage Materials and Design standards.

2. Guidelines

- a. Parking Garage Building Bases must conform to all Façade Composition and Architectural Character regulations applicable to their Corridor Type and Character Zone as put forth in Sections 2.8 and 2.9.
- b. Building Middles and Building Tops which consist of exposed parking garages, when permitted in Section 2.6, shall be clad in the following manner:
 - **Precast Concrete:** The location and spacing of panel and expansion joints should be incorporated into the façade composition. Castings should be shaped to form architectural profiles that create bases, cornices, pilasters, panel frames, and other elements contributing to façade composition and human scale. Cement type, mineral pigments, special aggregates and surface textures should be exploited in precast concrete to achieve architectural effects. Grout and sealant colors should be coordinated with castings and other building colors. An antigraffiti coating should be applied at the ground floor level and wherever exposed façade surfaces may be accessible from upper floors through wall openings.

- **Poured-in-Place Concrete:** Long surfaces of uninterrupted flat concrete walls shall not be used. The use of textured form liners, pigments, stains, and/or special aggregates should be used to create rich surfaces. At a minimum, the design of exposed concrete walls should incorporate the location and spacing of formwork tie-holes, expansion joints and control joints into the Facade composition. To the degree possible, formwork should shape architectural profiles of walls that create bases, cornices, pilasters, panel frames, and other elements contributing to façade composition and human scale. Concrete walls may also be clad with other finish materials such as stucco and patterned to match other building walls. An anti-graffiti coating should be applied at the ground floor level and wherever exposed façade surfaces may be accessible from upper floors through wall openings.
- **Concrete Block:** Where concrete blocks are used as the primary wall surface material for a parking structure, creativity in selecting block sizes, surface textures, stacking/bonding patterns, and colors should be used. To avoid an institutional (i.e. “project” or “prison”) appearance, a plain stack-bond block pattern of standard size blocks should not be used. Decorative treatments such as alternating block courses of differing heights, alternating surface textures (e.g. precision face and split face) and/or compositions of colored blocks should be used, along with matching cap and trim pieces. Grout colors should be coordinated with block and other building colors. An antigraffiti coating should be applied at the ground floor level and wherever exposed façade surfaces may be accessible from upper floors through wall openings.

E) Windows

1. Standards

There are no Windows standards.

2. Guidelines

- Where multi-pane windows are utilized, “true divided light” windows or sectional windows should be used, especially at the ground floor. “Snap-in” muntins (i.e. detachable vertical or horizontal glass plane dividers or glass pane dividers sandwiched between layers of glass) should not be used in commercial, mixed-use or civic buildings.
- If horizontal or vertical aluminum sliding windows are used, assemblies with extrusions and frame members of minimum one and one-half inches (1.5”) exterior width dimension should be used, to avoid an insubstantial “cheap motel” appearance common to aluminum sliding windows.
- Windows should not be obstructed by screening, grating or other such treatments. If solar access is an issue, awnings, canopies, blinds, recessed panes, and other treatments are more appropriate to the Downtown urban setting.

F) Color

1. Standards

There are no General Color standards.

2. Guidelines

- Primary building colors, used at building walls, garden walls, and other primary building elements, should be restrained and neutral in hue. Stark, extreme colors such as white or black should not be used as primary wall colors.
- Secondary color should complement the primary building color, and may be a lighter shade than the body color, or use more saturated hues. Secondary color can be used to give additional emphasis to architectural features such as Building Bases or wainscots, columns, cornices, capitals, and bands; or used as trim on doorframes, Storefront elements, windows and window frames, railing, shutters, ornament, fences, and similar features.
- Accent colors may be more saturated in color, or brighter in tone, and used to highlight special features such as doors, shutters, gates, ornament, or Storefront elements. Bright colors should be limited to retail establishments, and used sparingly at fabric awnings, banners, window frames, or special architectural details. A restrained use of bright colors allows display windows and merchandise to catch the eye and stand out in the visual field.
- Colors should be compatible with other buildings in the surrounding area. Colors of adjacent buildings should be taken into consideration, especially where new structures are adjacent to historic buildings.

- Vertical changes in color should take place on outside corners (not inside corners). See the Inside and Outside Corners illustration in Section 2.9.2(B) for further clarification. Horizontal changes in color should take place at cornices, belt courses, and other such horizontal ornament.
- Fluorescent colors should not be used on building materials.

2.9.3. PERMITTED ARCHITECTURAL CHARACTER TYPES

This section contains discussion of the distinct architectural Character Types required for the Plan Area’s Character Zones. These Architectural Character Types are included to reinforce both the predominant eclectic nature of building fabric in the project area, and the strong preferences for an appropriate aesthetic for all new buildings and development.

All new construction must select a Character Type which is permitted within its Character Zone, and comply with the regulations for that Character Type. As with the rest of the DTPP, Standards are mandatory for buildings claiming designation of that Character Type. Guidelines are strongly encouraged, and following them represents the easiest path to project approval, but are not mandatory.

This section deals with aspects of building design which overlap those in Section 2.8 Façade Composition. In instances where there is a conflict between Section 2.9 and Section 2.8, the regulations in Section 2.8 shall prevail.

A) Neoclassical

The Neoclassical Character Type is monumental and civic. It is inspired by the late 19th and early 20th Century revivals of Greek, Roman and Renaissance classical architecture, brought to prominence in Redwood City by influences such as the Chicago World's Fair of 1892 and earlier Classical Revival architectural characters in the United States. This Character Type should be applied with the intent of conveying a sense of permanence, solidity, and civic importance.

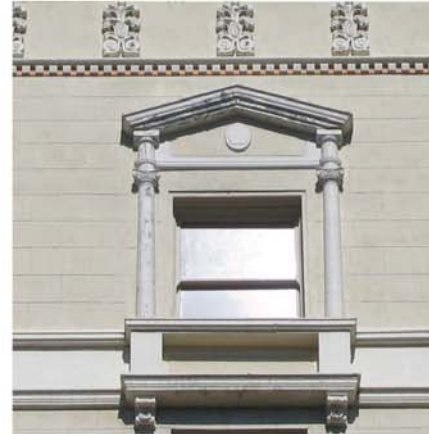
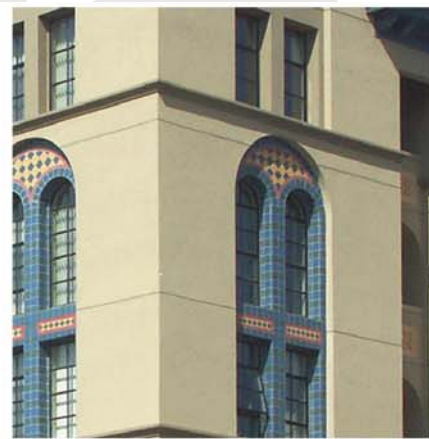
1. Standards

- a. The Neoclassical Character Type shall be permitted as shown on the Architectural Character Chart.

2. Guidelines

- a. Roofs may be flat, or may be of a mansard type.
- b. Where roofs are visible, slate should be used.
- c. Wall cladding materials should be stone, ceramic tile, brick, or stucco. Only one primary material should be used within each Facade Height Articulation Element, but materials may vary from Element to Element.

- d. Trim materials should be stone, ceramic tile, wrought iron, or stucco. Multiple trim materials may be used.
- e. The forms, proportions, and ornamentation of window and door frames, columns, pilasters, capitals, and cornices should be taken from the Classical orders.
- f. Building Base and Building Middle Caps shall be simple horizontal belt courses, an ornamented frieze, or a classical cornice. Building Top Caps should be full entablatures (architrave, frieze, and cornice) properly detailed and proportioned according to the Classical orders.
- g. Bay windows should be polygonal in plan. The angles of the inside corners of the bay should be 135 degrees.
- h. Building Middle and Building Top window shapes should be simple and rectangular. Windows may have arched tops.
- i. Building Middle and Building Top windows should be clear and should not be tinted, should be inset a minimum of 6 inches from the adjacent wall plane, and should be of the double- or single-hung type.
- j. Building Middle windows should have a simple sill and lintel, although more ornate window trim will be allowed. Building Top windows should feature a prominent molded sill, lintel and surround.
- k. When stucco wall cladding is used, colors should be white, gray, or light earth tones. Only one primary wall color material should be used within each Facade Height Articulation Element, but colors may vary from Element to Element.



B) Victorian

The Victorian Character Type is actually inspired primarily by a subset of Victorian architecture known as “Queen Anne,” which was dominant in the Bay Area for many years and still characterizes the area today in the minds of many. The Victorian Character Type was also inspired by Edwardian, Stick, and Italianate styles, which were popular during the late 19th Century.

1. Standards

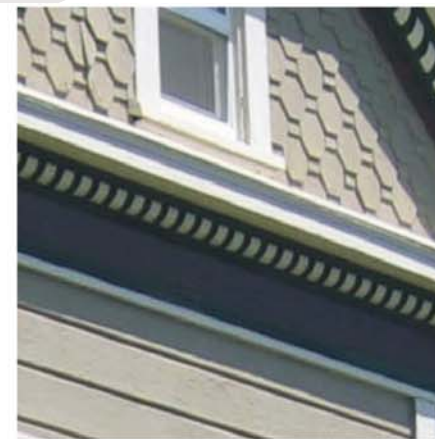
- a. The Victorian Character Type shall be permitted as shown on the Architectural Character Chart.

2. Guidelines

- a. Roofs should be eclectic and varied, organized around a hipped roof or cross-gabled arrangement. A prominent steeply-pitched gable (centered or to one side) should dominate the top of the front façade. Turrets with steeply pitched conical roofs are encouraged at corners. Flat roofs should not be used.
- b. Roofing may be slate, wood shakes or shingles, or standing metal seam.

- c. Wall cladding should be wood or brick. When wood is used, acceptable siding types are clapboard, tongue-in-groove, and scalloped shingles. Types of siding should vary among Height Articulation Elements (Building Base, Building Middle, Building Top). A typical arrangement is scalloped shingles in the Building Top, clapboard below in the Building Middle, and tongue-in-groove in the Building Base (excepting Pilasters and Storefronts, which should be treated as trim).
- d. Where wood is the wall cladding material, trim materials should be wood. Where brick is the wall cladding material, trim materials should be stone, ceramic tile, or terra cotta.
- e. Facades should be richly ornamented. Gables should feature carved bargeboards. If a front Porch is used, it should be decorated with elaborate latticework. Porches and stoops should include spindles.
- f. Building Base and Building Middle Caps shall be simple horizontal belt courses, an ornamented frieze, or a cornice. Building Top Caps should be cornices. All cornices should be properly executed and proportioned according to the classical Doric, Ionic, or Corinthian orders.

- g. Bay windows should be used generously, and should be polygonal in plan. The angles of the inside corners of the bay should be 135 degrees. At corners, Bay Windows may be round, forming a turret.
- h. Window shapes should be simple and rectangular or may have arched tops. Gable windows may have exotic shapes appropriate to Victorian architecture.
- i. Building Middle and Building Top windows should be clear and should not be tinted, should be inset a minimum of 3 inches from the adjacent wall plane, and should be of the double- or single-hung type.
- j. All windows should feature prominent sills and lintels and ornate surrounds with a composition of base, shaft and ornamental cap.
- k. Rich multi-color combinations of wall and trim colors may be used.
- l. Porches, gables, protruding window bays, angled or rounded corners, and turrets should be used to create complex surfaces. Ornate portico or aedicules should be used to give emphasis to entry doors.



C) Craftsman

The Craftsman Character Type draws from architectural styles that emerged after the turn of the 20th century to satisfy tastes for greater simplicity and natural forms, especially in residential buildings. Influences included Shingle Architectural of the East Coast, the Arts and Crafts movement, Prairie and Foursquare homes, and California Bungalows.

1. Standards

- a. The Craftsman Character Type shall be permitted as shown on the Architectural Character Chart.

2. Guidelines

- a. Front Facades should have a central pitched gable roof perpendicular to the street, or a gable parallel to the street with a dormer above. Dormers may feature a shed roof or a gable. On larger buildings, the primary roof may be hipped, with a series of gables and/or dormers to add visual complexity and interest.
- b. Roofing should be wood shakes or shingles.
- c. Wall cladding should be wood or stucco. When wood is used, acceptable siding types are clapboard or small singles. Only one

primary cladding material should be used within each Facade Height Articulation Element, but materials may vary from Element to Element.

- d. Trim materials should be wood for walls clad in wood, or stucco for walls clad in stucco, with the exception that rafter tails, roof brackets, and similar features should always be wood. Brick may be used for columns, Building Base Pilasters, or Plinths.
- e. Craftsman tapered columns or grouped columns should be incorporated into each façade in locations such as entryways, porches, balconies, or dormers. Front Facades featuring a gabled dormer should also use scaled down but similarly ornamented ant pitched gables at entrances.
- f. Building Base and Building Middle Caps should be simple horizontal belt courses, a milled wooden molding, an ornamented frieze, or a cornice. Building Top Caps should be deep roof overhangs featuring exposed rafter tails or ornamental brackets. The soffit (i.e. the underside surface of the roof overhang) should be designed as a visible feature and incorporated into the overall architectural composition.
- g. Bay windows should be polygonal in plan. The angles of the inside corners of the bay should be 135 degrees.
- h. Window shapes should be simple and rectangular.

- i. Building Middle and Building Top windows should be clear and should not be tinted, should be inset a minimum of 3 inches from the adjacent wall plane, should be of the double- or single-hung or casement type.
- j. Window should feature simple sills, lintels, and surrounds.
- k. Colors should be stained wood, white, tan, or rich earth tones. Only one primary wall color material should be used within each Facade Height Articulation Element, but colors may vary from Element to Element.



D) Mediterranean

The Mediterranean Character Type is inspired by the Mediterranean Revival style, and related styles such as Spanish Colonial Revival and Monterey, which first became popular in California beginning in the 1920s. The historic heritage of the California Missions, the exotic imagery of Spain and Mexico in movies, and California's climate being likened to that of the Mediterranean regions of Europe were sources of inspiration for this school of design.

1. Standards

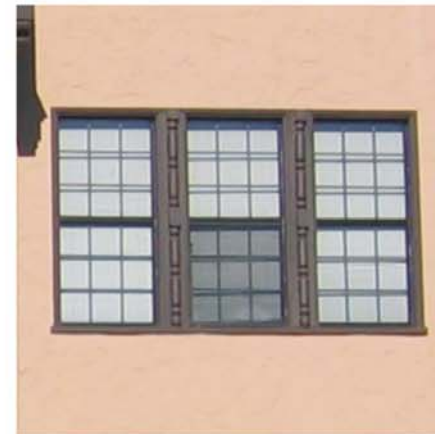
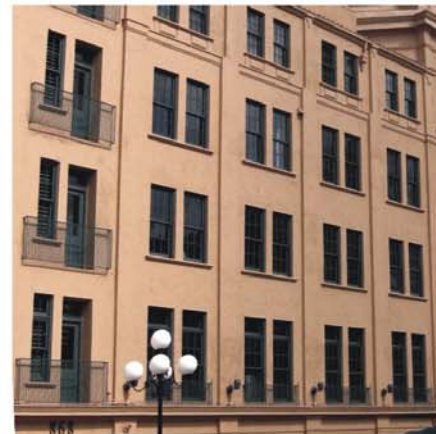
- a. The Mediterranean Character Type shall be permitted as shown on the Architectural Character Chart.

2. Guidelines

- a. Roofs should be hipped or gabled. Gabled roofs should have a low pitch. Flat roofs with parapet walls with a shaped top profile may be mixed in with hipped and gabled types.
- b. All visible roofing materials should be tile.
- c. Stucco should be the primary wall cladding material. Wood (clapboard or tongue-in-groove) or stone may be used as accent wall cladding materials.

- d. Trim materials should be ceramic tile, terra cotta, wrought iron, or dark painted or stained wood. Multiple trim materials may be used.
- e. Building Base and Building Middle Caps shall be simple horizontal belt courses or a cornice. Building Top Caps should be deep roof overhangs featuring brackets, corbels, or other expressed roof overhang supports. The soffit (i.e. the underside surface of the roof overhang) should be designed as a visible feature and incorporated into the overall architectural composition. Soffit beams, coffers, light fixtures and other design articulation are encouraged.
- f. Bay windows should be polygonal in plan. The angles of the inside corners of the bay should be 135 degrees.
- g. Window shapes should be simple and rectangular or may have arched tops.
- h. Building Middle and Building Top windows should be clear and should not be tinted, should be inset a minimum of 6 inches from the adjacent wall plane, and should be of the double- or single-hung type.
- i. Building Middle and Building Top windows should feature a prominent but simple sill and lintel.
- j. Wall colors should be white or light earth tones such as cream, ochre, or tan. Only one primary wall color material should be used within each Facade Height Articulation Element, but colors may vary from Element to Element.

ochre, or tan. Only one primary wall color material should be used within each Facade Height Articulation Element, but colors may vary from Element to Element.



F) Contemporary

For the purposes of this Plan, the Contemporary Character Type is inspired by architectural characters from the mid-20th Century to today, such as Modernism and Post-Modernism. The Contemporary Character Type does not mean “anything goes.” It has as thorough a set of guidelines as the other Character Types, and must still conform to the Façade Composition regulations in Section 2.8. Rather, it is unique not because it has lower standards, but because its guidelines draw upon contemporary building materials, modern construction methods, and simple geometric forms to create a visual identity that is strongly distinct from the historically-inspired Character Types.

1. Standards

- a. The Contemporary Character Type shall be permitted as shown on the Architectural Character Chart.

2. Guidelines

- a. Flat roofs may be used, or shaped roofs may be treated as geometric forms or volumes that may “stand out.” Examples include barrel vaults, angled planes, curved planes, and extended overhangs. Mansard roofs may also be used.
- b. Roofing may be tile, slate, wood shakes or shingles, sheet metal shingles, or standing metal seam.

- c. Wall cladding may be brick, stucco, wood, ceramic tile, terra cotta, or metal. Glass may be used as an accent cladding material (e.g. a vertical bay or the Building Top may be expressed as a curtain wall) but should not cause its respective Building Height Articulation Component to exceed the glazing limit set forth in Section 2.8. Multiple cladding materials may be used within each Façade Height Articulation Element or materials may vary from Element to Element.
- d. Trim materials should be stucco, ceramic tile, or polished metal. Multiple trim materials may be used.
- e. Building Base and Building Middle caps may be horizontal belt courses, ornamental friezes, or cornices. Building Top Caps may be ornamental friezes, cornices, or deep roof overhangs featuring brackets, corbels, or other expressed roof overhang supports. When roof overhangs are used, the soffit (i.e. the underside surface of the roof overhang) should be designed as a visible feature and incorporated into the overall architectural composition.
- f. Bay windows should be polygonal or rectangular in plan, and the angles of the inside corners of the bay should be 135 or 90 degrees.
- g. Window shapes should be generally simple and rectangular, but may have angled or arched tops. Round windows may be used as a secondary window type.
- h. Building Middle and Building Top windows may be clear or tinted (if tinted glazing is used, light tints and green, gray or blue hues should be used), should be inset a minimum of 3 inches from the adjacent wall plane, and should be of the double- or single-hung type, casement, or sliders.
- i. Building colors should be composed of contrasting hues and tones, with individual building elements or forms emphasized through use of an accent color. Strong, saturated hues should be used to play off of neutral hues. Multiple wall colors may be used within each Façade Height Articulation Element or colors may vary from Element to Element.

