Design Standards Manual

THE CITY OF

WESTMINSTER

City of Westminster

Design Standards Manual

Chapter 17.67 of the Westminster Municipal Code

Prepared by

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DESIGN REVIEW CHECKLIST

DESIGN STANDARDS MANUAL

17.67.010 - PURPOSE

The purpose of these design standards is to assure quality design of developments within the city which promote the health, safety and general welfare of the community by maintaining and enhancing the man-made environment. The standards contained in this chapter are tools to be used by developers during the project design phase and by City decision makers during the design review process.

17.67.020 - APPLICABILITY

The design standards apply to all properties in the City, except the construction or modification of single-family residences. In addition, the standards provide more detailed design requirements for the Civic Center area and the Little Saigon area because of the unique architectural themes already in existence there.

The design standards are intended to supplement the other development requirements and regulations contained in this Title and are applicable in conjunction with the site plan review procedures contained in Chapter 17.44. Every effort has been made to eliminate disagreements and discrepancies between the design standards and other land use regulations, but where such disagreements or discrepancies exist, the more strict requirement shall apply.

17.67.030 - DESIGN REVIEW PROCESS

A. PURPOSE

The purpose of establishing a design review process is to review a project before construction. The process looks at the building design as well as the overall layout, its relationship to the building site, the intended use, and the compatibility with the neighborhood. Landscaping, parking, access, signs, and other features are also considered.

B. GOALS

The design review process is established to ensure the following:

1. Compliance with all applicable performance standards and design standards adopted by the City.

2. Establish quality development which focuses on community design principles that result in creative and imaginative solutions.

3. Orderly and harmonious appearance of structures along with associated facilities such as signs, landscaping, parking areas, refuse storage areas, etc.

4. Maintenance of the public health, safety and general welfare.

5. Implementation of the General Plan policies which encourage the preservation and enhancement of the particular character and unique assets of the City.

6. Elimination of visual blight.

7. Prevention of incompatible design and development types.

C. DESIGN REVIEW COMMITTEE

1. Composition

A Design Review Committee is created which consists of the following;

a. At least one licensed Architect;

b. At least one licensed Landscape Architect;

c. At least one City professional staff;

d. At least one business owner in the City appointed by the City Council; and

e. At least one resident of the City appointed by the Planning Commission.

2. Responsibility

The DRC is charged with providing design review comments to the Planning and Building Department and Planning Commission. The DRC is responsible for the following tasks:

a. Develop and update design standards utilized in planning and construction projects in the City.

b. Advise developers, designers and the City on how to apply the design standards.

c. Review significant development proposals in order to assure compliance with the design standards.

D. PROCEDURE

1. Pre-submittal Conference

Before drawing detailed plans, a developer and/or the project designer shall discuss ideas for the project with the Planning and Redevelopment Agency staff. The DRC may also be consulted for its preliminary views during the early stages of design, either at the end of a regular DRC meeting or at a special meeting if warranted by the size of the project.

2. Application

No design review shall be conducted until a completed application form, application fee and plans are submitted to the City. Staff shall review the plans for completeness and shall advise the applicant within five (5) working days whether the plans are complete or whether additional information is needed. Refer to Section 17.67.040 for plan submittal requirements.

3. Design Review Levels

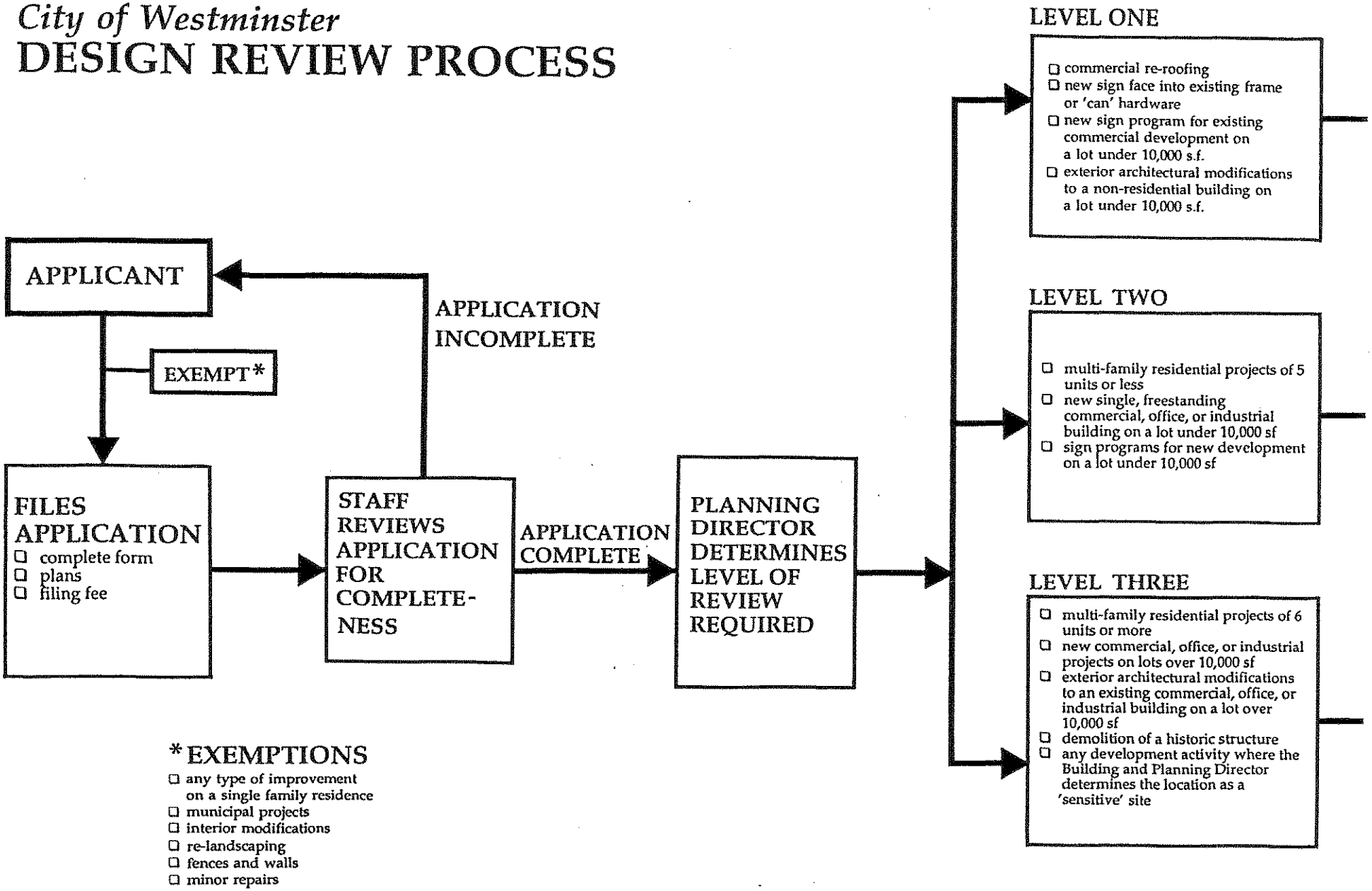
Although the design standards contained in this chapter apply to all projects in the City, (excluding single-family residential), not every project or property improvement will be subject to review by the DRC. Only those proposals having a significant (Level Three) impact upon the surrounding area are reviewed by the DRC. The Building and Planning Director, or designee, shall decide which level of review is applicable for a proposed development following the receipt of a completed application.

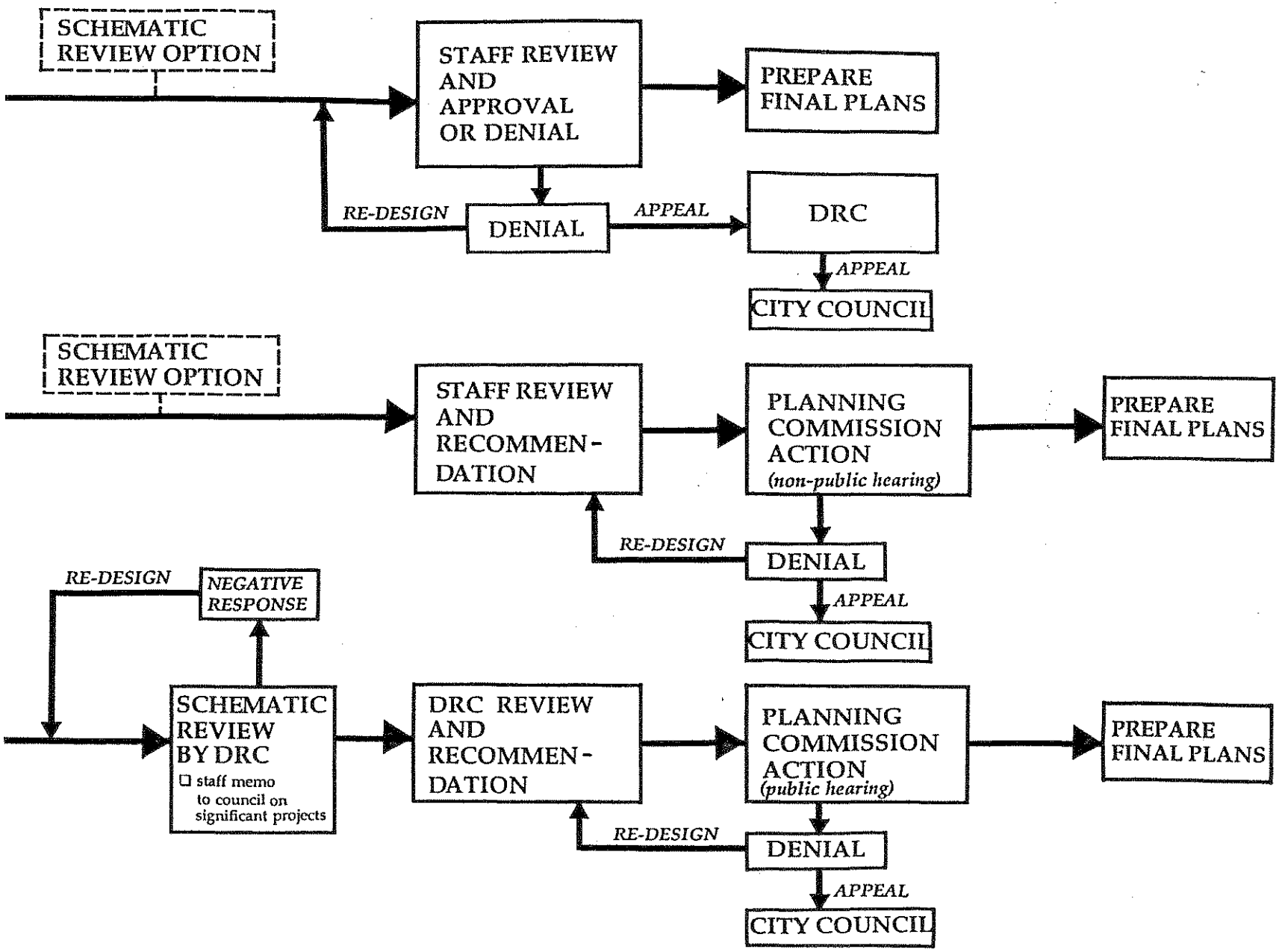
The Planning and Building Director may make a determination that, because of unique circumstances or sensitivity of adjacent land uses, a level one or level two project shall be reviewed according to the procedures of a level three project. Such circumstances include, but shall not be limited to, unusual site configuration, limited site access, existing structures on the site, or adjacent residential or institutional uses.

The following diagram summarizes the overall design review process.

City of Westminster

DESIGN REVIEW PROCESS




SCHEMATIC REVIEW OPTION
STAFF REVIEW AND APPROVAL OR DENIAL
PREPARE FINAL PLANS
RE-DESIGN
DENIAL
APPEAL
DRC
APPEAL
CITY COUNCIL
SCHEMATIC REVIEW OPTION
STAFF REVIEW AND RECOMMEN-DATION
PLANNING COMMISSION ACTION (non-public hearing)
PREPARE FINAL PLANS
RE-DESIGN
DENIAL
APPEAL
CITY COUNCIL
RE-DESIGN
NEGATIVE RESPONSE
SCHEMATIC REVIEW BY DRC
staff memo to council on significant projects
DRC REVIEW AND RECOMMEN-DATION
PLANNING COMMISSION ACTION (public hearing)
PREPARE FINAL PLANS
RE-DESIGN
DENIAL
APPEAL
CITY COUNCIL

DESIGN REVIEW LEVELS

LEVEL ONE PROJECTS

Level one does not require DRC review and is regarded as a minor alteration to an existing property or the construction of an individual house. Plans for development projects which the Building and Planning Director (or designee) feels may be "minor" or "incidental" will be submitted for a staff only review. assuming the design is appropriate, the development proposal is approved administratively. Typical level one projects include, but are not limited to:

- interior changes or alterations
- re-landscaping around existing structure
- re-roofing
- demolition to non-historic structures
- single-family residence (new construction, additions, remodelling)
- new sign face into existing frame or "can" hardware
- new sign program for existing development on a lot under 10,000 square feet
- exterior architectural modifications to a non-residential building on a lot under 10,000 square feet

If the applicant wishes to appeal a denial or conditions imposed by staff review, an appeal may be brought before the DRC for their review and recommendation.

LEVEL TWO PROJECTS

Level two also does not require DRC review and is applicable to a small development project having an aesthetic impact on its surroundings. The project is referred to the Planning Commission for review and approval at a non-public hearing. Typical level two projects include, but are not limited to, the following:

- multi-family projects of 5 units or less
- new single, freestanding commercial, office or industrial building on a lot under 10,000 square feet.
- sign programs for new development on a lot under 10,000 square feet

LEVEL THREE PROJECTS

Level three projects are developments having a significant aesthetic impact upon its surroundings and therefore requires a DRC review and recommendation prior to being forwarded to the Planning Commission for their action. Typical level three projects include, but are not limited to, the following:

- multi-family residential projects of six units of more
- new commercial, office or industrial projects on lots over 10,000 square feet
- exterior architectural modifications to an existing commercial, office or industrial building on a lot over 10,000 square feet
- demolition of a historic structure
- redevelopment to a historic structure
- new sign program for development on a lot over 10,000 square feet

4. Schematic Review

Schematic review may be required for level one and level two projects. All level three projects shall be subject to schematic review. Schematic review and approval shall be performed by Planning and Redevelopment Agency staff. This process shall establish the location of proposed buildings, but leaves such details as materials, finish and landscape development for final plans. Details may not be required, but the developer or designer shall incorporate as many details in the schematic drawings as are known at the time.

5. Final Plans

Once the Planning and Redevelopment Agency staff (level one and level two) or DRC (level three) approves schematic plans, the applicant submits final plans. If the applicant does not go through schematic review, final plans must be submitted with the initial application. Final plans shall show all details of the proposed project (these plans, although "final" for design review purposes and final in the sense that they show a project exactly as it will be if approved, are one step short of construction working drawings which are required for issuance of a building permit).

17.67.040 - SUBMITTAL REQUIREMENTS

A. SCHEMATIC PLAN SUBMITTAL

An applicant shall submit six (6) copies of all plans accompanying an application for staff or DRC review.

Schematic plans, if submitted, shall include these basic items:

1. A **site plan** indicating proposed points of access, circulation, parking areas and basic treatment of landscaped areas; the location, type and trunk and canopy diameter, and status (e.g., to be saved, removed or relocated) of all existing trees over 3 inch trunk diameter; and the location of existing and proposed buildings, including the location and use of the nearest structures on adjacent property.

2. **Elevation drawings** of all building sides indicating the form and general exterior treatment of buildings.

3. **Sectional drawings** through the site, showing natural features and neighboring structures in relation to the proposed development.

4. **Descriptive information**, including:

   - the zoning and current uses of the site and adjacent properties;
   - allowable and proposed density for residential projects;
   - a calculation of the number of parking spaces required and provided;
   - the area of the project site;
   - the total area (if square feet) of proposed buildings;
   - the total number of new and existing dwelling units listed by number of bedrooms; and
   - the area of the site to be covered by buildings and paved surfaces (in percentage and total square footage).

Schematic plans may include any of the materials required for final plan submittal. Staff may require additional information if it's needed to understand the project. The applicant shall check with Planning staff if unsure about what to include in plan submittals.

Conceptual landscape development plans may be requested for complex projects (level three) or projects on sensitive sites. The applicant shall keep schematic plans simple.

Each sheet in the schematic plan proposal shall be clearly identified with the name and address of the development and the name of the applicant and designer. Plan views shall include a north arrow, and all plans shall indicate the scale.

For a large or complex project (level three), a model may be required in presenting massing concepts to the DRC.

The applicant shall use good judgement as to how best to present important design concepts. When unsure of design decisions, they may be presented as alternatives. **Proposals shall not be presented in so open-ended a manner that City staff members or the DRC must make the key design decisions.**

B. FINAL PLAN SUBMITTAL

Final plans shall effectively communicate the thought the developer and designer have put into each aspect of the proposal. The City staff and/or DRC, on the basis of the information presented, will try to visualize the development on its site, surrounded by existing features and used for its intended purpose.

Each sheet of plans shall contain:

- the name and address (location) of the project
- the scale of the illustration
- the date of preparation and/or revisions
- the name of the applicant
- the name of the person or firm preparing the plans

All drawings shall be done to a standard engineering scale and all plan views must include a north arrow. The final plans must include the following information if applicable.

Vicinity Map

- a map showing the location of the property

Site Plan

- dimensioned property lines and all building setbacks
- location, name and width (including required widening) of adjacent streets
- existing and proposed public and private easements
- all proposed improvements, and existing improvements which will be retained
- parking spaces and aisles, dimensioned; the flow of traffic should be noted by arrows
- access and circulation of pedestrians and vehicles
- walls, fence and exterior lighting structures
- planted areas and outdoor use areas
- location of signs
- location of trash enclosures
- Location, type, trunk and canopy diameter, and status (e.g., to be removed, saved, relocated) of all existing trees over 3" trunk diameter

Statistics and Other Information

- the zoning and current use of the site and adjacent properties
- allowable and proposed density for residential projects
- a calculation of the number of parking spaces required and provided
- the total area (in square feet) of the project site
- the total number of proposed dwelling units and existing units that will remain, listed by number of bedrooms
- the area of the site to be covered by buildings and paved surfaces
- the total area (percentage) of the project area to be landscaped

Grading and Drainage Plan (Required by City Engineer)

- existing and proposed contours, finished floor elevations, retaining walls
- approximate area, depth, and volume of cuts and height and location of fills

Landscape Development Plan

- location and size of proposed trees, major shrubs and groundcover
- significant vegetation to be retained or removed (if any)
- a plant legend describing plant characteristics for each symbol (where trees or shrubs have significantly different characteristics, different symbols shall be used.)
- location, height, materials and design of site improvements such as fences, retaining walls, special paving and lights
- Cross-sections and/or elevation showing relationships between planting design and site improvements (sections shall show existing and proposed grades)
- method of irrigation

The applicant shall submit a detailed planting plan showing specific plant species, sizes and locations. Final landscape plans shall be reviewed for approval prior to issuance of a plumbing permit.

Sign Proposals

- dimensions and areas of all signs
- dimensions and areas of building walls on which signs are located
- heights of all signs
- means of lighting
- message that will appear on each sign (if known)
- description of materials and colors for letters and background
- a scaled drawing of each sign showing type-face and design details

Site Furniture and Details

- trash enclosure location and design
- benches, bollards, seating walls, footbridges, etc.
- paving details, bicycle parking, storage facilities
- lighting design, including type, power rating, height and shielding

Materials Sample Board (at direction of staff)

- colors and textures of exterior materials securely mounted on a maximum 8- 1/2" x 14" size board

Sectional Drawings

- two section views of the project, approximately through the middle and at right angles to each other
- existing and proposed grades
- relationship of buildings, parking and landscaping at maturity

Building Floor Plans

- use of interior spaces

Elevations

- all sides of buildings
- dimension maximum height of building from average finish grade at building
- location and size of signs
- materials and colors of all exterior surfaces and features
- screening for any mechanical equipment, including electrical and gas connections, electrical transformers, solar panels, meter boxes, Fire Department sprinkler or riser connections and irrigation backflow devices

Additional Information

Supplemental information or materials may be required by the Planning and Building Director or the DRC for large or complex projects (level three). The applicant may also choose to include additional items such as photographs, actual building materials, color perspectives and renderings, models, or a written explanation of the design rationale for proposals difficult to describe with pictures.

17.67.050 - GENERAL PROCEDURES

A. ACTION OF THE DRC

The DRC is not the final approval body. The DRC reviews plans for level three projects and makes a specific recommendation to the Planning Commission.

At the meeting of the DRC, the Committee shall take one of four actions:

1. Recommend approval: The project is forwarded to the Planning Commission with an accompanying report prepared by the Planning staff.

2. Recommend approval with modifications or conditions: The plans are either red-pencilled at the meeting to indicate the modifications agreed upon, or the plans are approved subject to conditions which are specified in the DRC recommendation to the Planning Commission.

3. Continue: The project representatives agree to a continuance and to further modify plans for discussion at a subsequent meeting.

4. Fail to approve: The applicant may return to the DRC with new or modified plans or they may elect to proceed to the Planning Commission. It is preferable that the applicant return to the DRC to work out design modifications.

B. APPEALS

The appeals process depends upon the "level" of the project (see Section 17.67.030).

1. Level One: These projects are approved or denied administratively by the Planning and Building Director. Appeals from the Director's decisions are forwarded to the Design Review Committee.

2. Level Two: These projects are approved or denied by the Planning Commission following a recommendation from City staff. Appeals from Planning Commission decisions are forwarded to the City Council pursuant to established appeals procedures.

3. Level Three: These projects are approved or denied by the Planning Commission following a recommendation from the Design Review Committee. Appeals from Planning Commission decisions are forwarded to the City Council pursuant to established appeals procedures.

C. INTERGRATION WITH OTHER CODE PROVISIONS

In any case where these standards conflict with any other provision of the Westminster Municipal Code, the more restrictive requirement shall prevail.

D. DESIGN REVIEW CHECKLIST

The Planning and Building Director shall prepare a Design Review Checklist which shall be used by the DRC and the City staff in their review of proposed projects. The checklist shall be available for review by applicants and they are encouraged to make themselves familiar with it. An example of the checklist is attached at the back of the chapter.

17.67.060 - COMMERCIAL DESIGN STANDARDS

A. INTRODUCTION

The commercial design standards presented in this section focus on efforts to foster good design in order to create a quality environment for the City, encourage reinvestment, and maintain the City's economic vitality in general. The design principles provided herein are applicable to commercial projects including retail, service and office uses throughout the city.

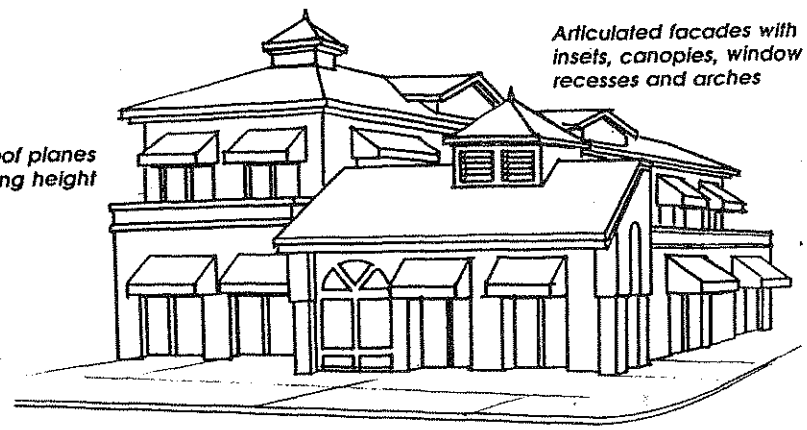
B. ARCHITECTURAL STANDARDS

The concepts of "compatible" and "contextual" design are two of the most important elements in understanding these design standards. Throughout the commercial standards, emphasis is placed on making new buildings and building additions compatible with their surroundings instead of being in competition with them. Compatible designs do not seek to imitate neighboring buildings, but do reflect their surroundings in terms of the design concepts: height, bulk, scale, orientation, and to a lesser extent, architectural style and materials. In short, compatible designs are in harmony with the best "design features" of surrounding buildings.

1. Desirable Architectural Elements

The qualities and design elements for commercial buildings that shall be considered desirable shall include, but are not limited to:

- Significant wall articulation (insets, pop-outs, columns, canopies, wing walls);
- Multi-story building profile;
- Multi-planed pitched roof;
- Full roof treatment;
- Roof overhangs, arcades;
- Regular window rhythm;
- Articulated mass and bulk;
- Significant landscape elements;
- Prominent access driveways; and
- Landscaped and screened parking.



2. Undesirable Architectural Elements

The following qualities and design elements for commercial buildings that shall be considered undesirable include, but are not limited to:

- Large, blank, flat wall surfaces;
- Square, "box-like" buildings;
- Unpainted concrete or block walls;
- Highly reflective surfaces (mirror windows);
- Metal or plastic siding;
- Mix of unrelated materials (i.e., rustic wood shingles and polished chrome);
- Visible outdoor storage, loading and equipment areas;
- Disjointed parking areas and awkward circulation patterns;
- Over-abundance of access driveways, or unsafe locations;
- Flat roofs, or "stuck on" mansard roof treatments; and
- Exposed pipe columns.

3. Building Height

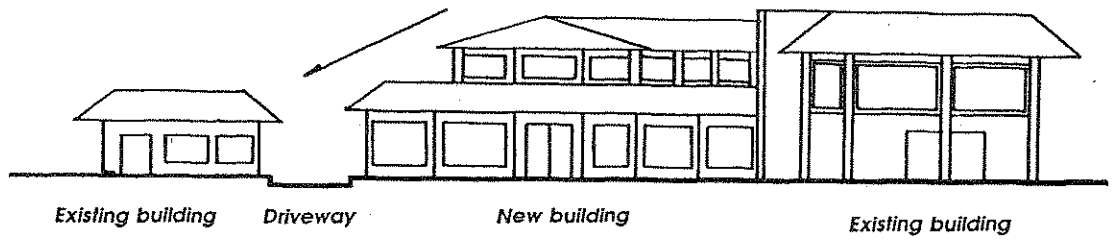
Building height shall relate to adjacent structures and open spaces to allow maximum sun and ventilation, protection from prevailing winds, minimize obstruction of view from adjoining structures, and maintain a consistent scale of development along the street.

a. Height and scale of new development shall be compatible with that of the surrounding development.

b. New development height shall "transition" from the height of adjacent development to the maximum height of the proposed building whenever possible.

c. When larger, taller buildings are proposed, design techniques shall be used to diminish the mass of the building visually. Stepping back the building with increasing height and articulation of the facade with insets and pop-outs lessen the visual impact of height.

d. Variations in parapet and roof height are required to add variety and interest to the building's form.



4. Scale and Bulk

Scale is the relationship between a proposed building's size and the size of adjoining buildings. The scale of new buildings shall be consistent with existing buildings in the area.

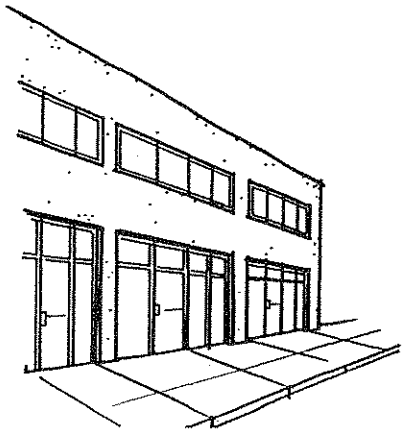
Desirable

There are several ways to reduce the appearance of excessive bulk in large buildings:

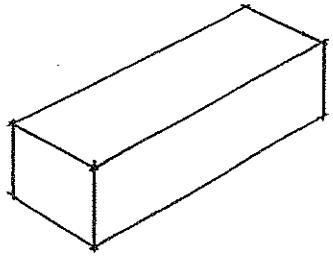
- Vary the planes of the exterior walls in depth and/or direction;
- Step back upper floors;
- Vary the height of the buildings so that it appears to be divided into distinct elements;
- Use varied roof planes and shapes;
- Reduce building volume by lowering roof pitch and extending roof lines;
- Articulate the different parts of a building's facade by use of color, arrangement of facade elements, and change in materials; and
- Use landscaping and architectural detailing at the ground level to lessen the impact of large buildings.

Undesirable

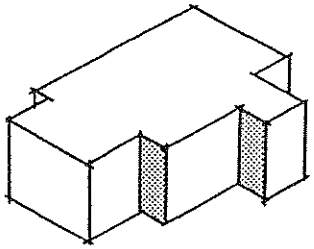
- Large scale buildings which give the appearance of "square box" structures are undesirable. Such buildings appear out of place, especially if situated adjacent to smaller scale buildings which are typical of Westminster.
- Blank walls at the ground floor level are undesirable. Utilize windows, wall insets, change in color, materials, or utilize canopies to create interest.



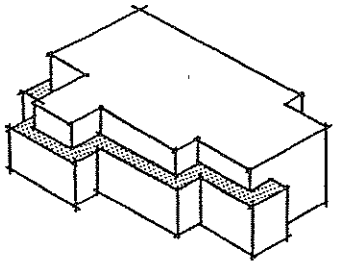
Without architectural variations buildings appear flat,monotonous and "box-like"



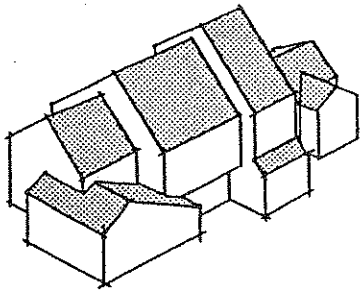
Undesirable architectural treatment



Vertical articulation added



Horizontal articulation added



Multi-planed roofs and awnings add desirable articulation

5. Exterior Walls

Desirable

a. Building elevations shall be designed to avoid a "box-like", massive appearance. Horizontal and vertical articulation shall be expressed through the use of full roofs, wall offsets, recessed windows and entries, awnings, roof overhangs, second floor setbacks, or covered arcades.

b. Doors and windows shall be set back in their wall openings to reveal the thickness of the wall.

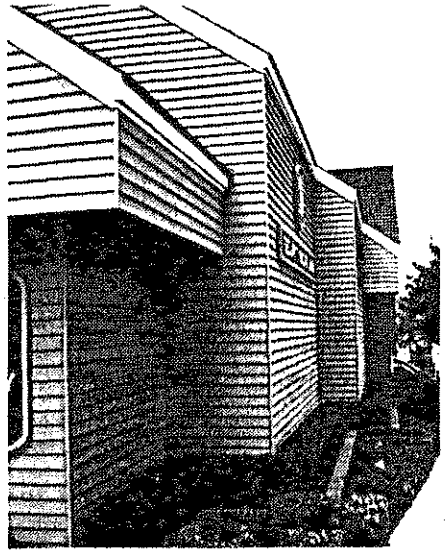
c. Additions to existing buildings shall be designed to be integrated with the existing building. The new addition shall match the original in terms of scale, window and door styles and openings, roof line, materials, color and other aspects of design.

Undesirable

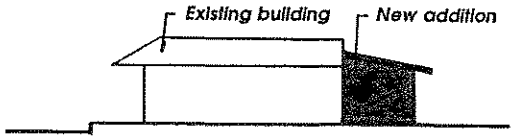
a. The following materials shall not be used as primary exterior wall materials:

- Unfinished concrete and concrete block;
- Corrugated metal or plastic;
- Reflective mirror-type glass;
- Standing seam metal walls;
- Plywood (painted or otherwise);
- Imitation "rock work" veneers;
- Corrugated fiberglass;
- Asphalt shingles;
- Illuminated sidings and awnings;
- Plastic laminates;
- Unmilled, bare aluminum; and
- Applied "rustic" veneers.

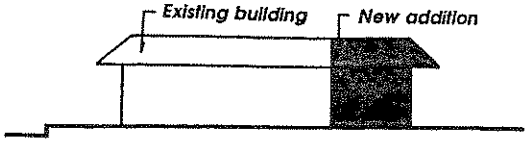
b. Doors and windows mounted flush with the wall surface shall not be used unless in conjunction with an arcade or covered walkway.



Articulated building wall



DON'T DO THIS



DO THIS

6. Roofs

Desirable

a. A variety of roof planes and ridge heights shall be used.

b. Large roof overhangs shall be used, whenever feasible.

c. Mansard roofs, if used on commercial structures shall wrap around the entire building perimeter where feasible.

d. Roof top equipment shall be screened from public view in compliance with requirements of the Land Use Ordinance.

e. Mechanical equipment shall be located below the highest vertical element of the building wherever possible in order to avoid the use of penthouse structures or other special screening devices.

f. When mechanical equipment is added to an existing building, it shall be screened in such a way as to match the architectural style and materials of the existing building without giving the appearance of being added on.

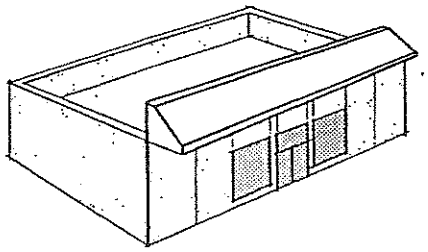
g. Roof drains shall be designed as an integral part of the structure and shall not be exposed on building exteriors facing public streets or parking lots. Drainage shall be under sidewalks and curbs.

Undesirable

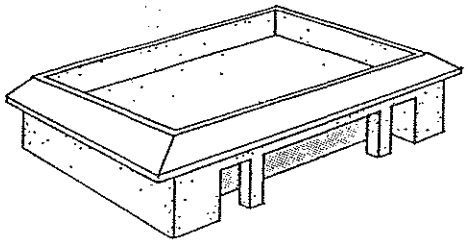
a. The following roof materials shall not be used:

- Corrugated metal;
- High contrast or brightly colored glazed tile, except in small amounts where desirable for accent purposes;
- Highly reflective surfaces; and
- Illuminated roofing.

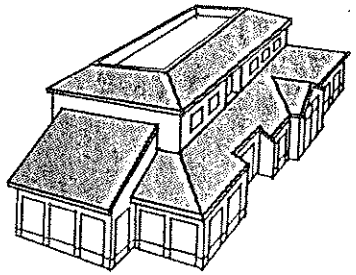
b. Nearly vertical roofs (A-frames) and piece-meal mansard roofs (used on a portion of the building perimeter only) shall not be used.



NOT ACCEPTABLE
Partial mansard roof appears added-on.



ACCEPTABLE
Mansard roof wraps around entire building.



PREFERRED
Full roof with overhang.

7. Color

Color can dramatically affect the appearance of buildings and shall be carefully considered in relation to the overall design of the building and other structures in the immediate area. Color can also affect the apparent scale and proportion of buildings by highlighting architectural elements such as doors, windows, fascias, cornices, lintels and sills.

Desirable

a. The dominant color of new buildings shall relate to the inherent color of the primary building's finish materials.

b. Subdued colors shall be used for the overall color scheme. A bright trim color may be appropriate if it can be shown to enhance the general appearance of the building.

c. The color palette chosen for a building shall be compatible with the colors of adjacent buildings. An exception is where the colors of adjacent buildings strongly diverges from these design standards.

d. The number of colors appearing on the building exterior shall be minimized. Small commercial buildings shall use no more than three colors.

e. Flashing, sheet metal, vent stacks, pipes and other mechanical equipment shall be painted to match adjacent surfaces.

f. Subtle accent colors shall be used to identify special areas such as entries, courtyards, alcoves, etc.

g. Color accented window and door frames shall be used.

Undesirable

a. Large areas of intense white color shall be avoided.

b. Bright neon paint colors shall be avoided.

8. Awnings

Desirable

a. Use awnings and canopies on buildings to add architectural interest. They provide an excellent means of breaking up large walls that otherwise may be left blank.

b. Awnings on contiguous buildings shall be the same color, form, and general location.

c. Signs may be printed on the awnings but shall be restricted to the awning flap (valance) or to the end panels of shed, curved or box awnings. Awning signs shall be included in the calculation of total sign area.

d. Canvas, matte finish vinyl and fabric awnings shall be used.

e. Awnings that project over the public right-of-way require an encroachment permit from the City.

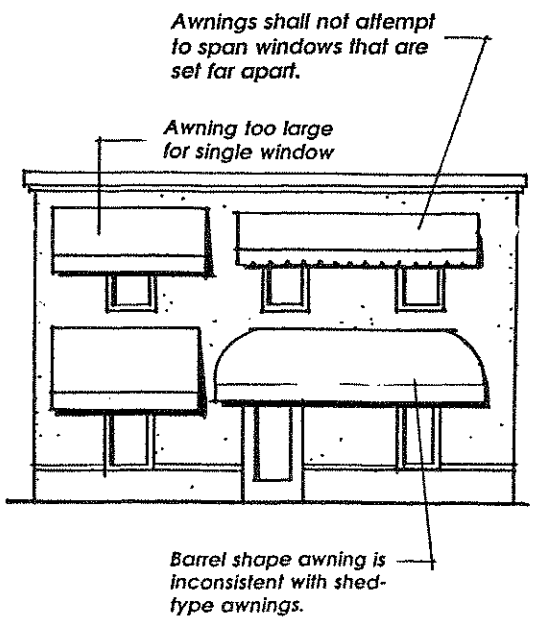
f. Fabric awning colors which are least susceptible to fading are blue, green and neutral.

Undesirable

a. Internally illuminated awnings are not permitted.

b. Plexiglas and metal awnings are not permitted.

c. Fabric awning colors that are most susceptible to fading are brown, yellow, orange and red and shall not be used.



9. Architectural Considerations for Multi-Tenant Centers

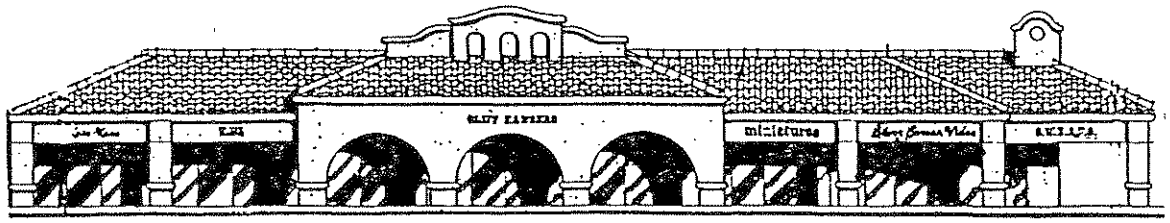
a. Where anchor or major tenants require larger building areas, the larger scale of these units shall be broken-down into units comparable to the predominant unit throughout the development. Vertical architectural elements such as towers and cupolas may be used as focal points to help identify major tenants. However, when such elements are used in this manner, they shall also be utilized in other portions of the development to create a sense of balance and to avoid over-emphasizing any particular portion (tenant) of the development.

b. The placement of larger, taller anchor stores shall consider the overall effect of balance within the entire development.

c. All storefronts within a multi-tenant development shall utilize a consistent palette of materials and textures. While generally this will mean a continuous treatment of the entire frontage, it is acceptable to vary individual storefronts within a given palette of materials. For example, brick bases under shop windows could alternate with stucco treatments where there is a variation in the placement of the facade that correlates to changes in materials.

d. Freestanding "pad" buildings within centers shall exhibit a ratio of approximately 50 percent window area to 50 percent wall area on at least two building facades. Larger percentages of window area are encouraged.

e. Retail storefronts shall provide a minimum 60 percent open exposure to the street or parking lot through the use of windows and doors.



Anchor store is identified through the use of architectural elements and is in scale with other smaller shops.

C. SITE PLANNING STANDARDS

1. General Design Requirements

Placement of buildings shall consider the existing built context of the surrounding area, the location of any incompatible land uses, the location of major traffic generators as well as an analysis of a site's characteristics and particular influences.

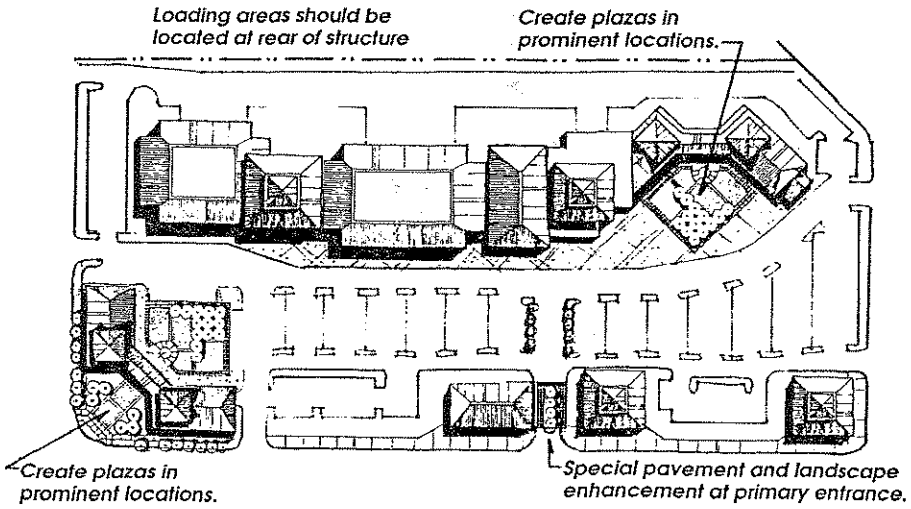
a. Consider adjacent structures - New buildings shall be sited in a manner that will complement and relate to the existing adjacent buildings and landscape.

b. Cluster buildings around open spaces - Whenever possible, new buildings shall be clustered. This creates opportunities for plazas and pedestrian areas and prevents long "barracks-like" rows of buildings or overly simplistic "L"-shape shopping centers. When clustering is impractical, a visual link shall be established between buildings. This link can be accomplished through the use of an arcade system, trellis, or other open structure.

c. Provide street-adjacent buildings - When shopping centers are set back from the street with parking in front, street-adjacent buildings with minimum front setbacks shall be provided along 10 percent to 20 percent of the street frontage. These freestanding "pad" buildings shall be oriented to the street and provide connections to it to encourage pedestrian access and to visually link the center to the street. Landscaping shall be provided on all four sides (except where loading space is required) with emphasis on the street-adjacent side.

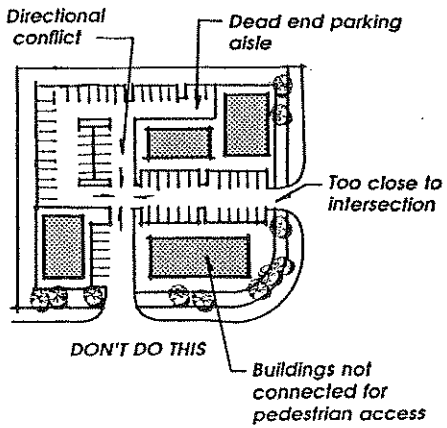
d. Make open-space areas usable - Open space areas shall be grouped into larger, prominent landscape areas rather than equally distributing them into areas of low impact at building peripheries, minimal side yard setbacks, behind a structure, or to areas of little impact to the public view.

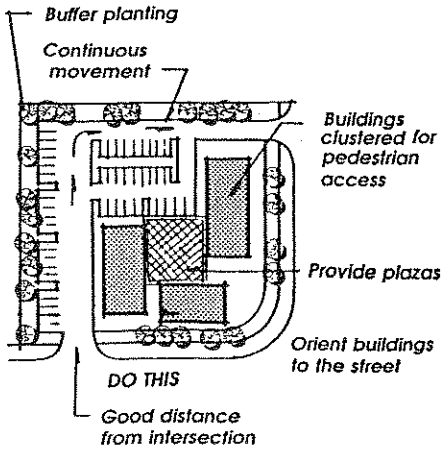
e. Consider areas for loading - Loading facilities shall not be located at the front of buildings where it is difficult to adequately screen them from public view.



Pad buildings shall occupy 10% to 20% of street frontage.

f. Orient storefronts to street - Storefronts shall be designed to orient to the major street frontage. They must not turn their backs to the street. This tends to create uninteresting blank facades and decreases pedestrian activity along the street.





g. Avoid "L"-shaped centers - Shopping centers shall incorporate either a clustered village oriented site plan or utilize external pads at the street edge for visual interest. A clustered approach can provide more opportunities for pedestrian open space, linkages between individual shops and parking, and more visually interesting architectural arrangements.

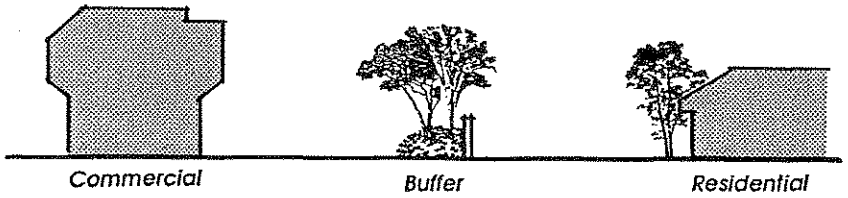
2. Land Use Buffering

Commercial developments directly adjoining residential zones shall consider the impacts of such development on residential uses and shall take all necessary measures to eliminate negative impacts.

a. Increase building setbacks - Additional setback areas shall be provided when a commercial project adjoins a residential zone. These setback areas can be used for parking and aisles and/or landscaping.

b. Use walls to buffer residential - A 6-foot high masonry wall shall be placed on, or just inside, the property line adjoining a residential zone. The wall shall be lowered to a maximum of 3 feet in the front yard setback area to allow the adjoining residential property to have adequate view clearance for traffic safety.

c. Use landscaping as a buffer - Evergreen trees shall be planted no further apart than 20 feet on center, depending on species, to screen parking lots and large building walls, decrease perceived noise impacts, and provide a visual buffer between commercial and residential uses.



Buffer seperation between two different uses.

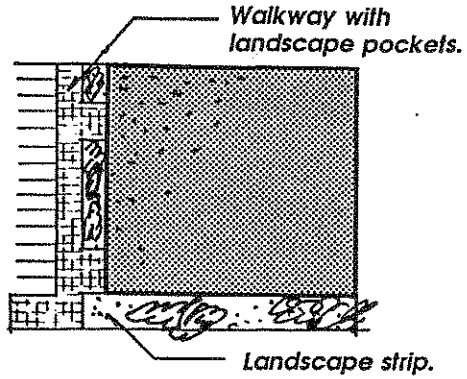
3. Parking and Circulation

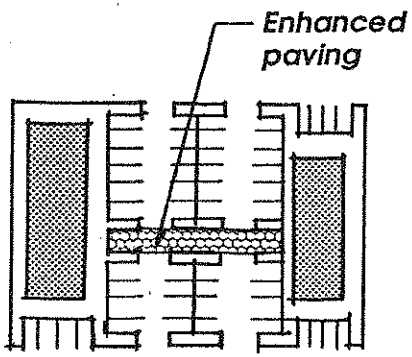
Parking lot design can be a critical factor in the success or failure of a commercial use. In considering the possibilities for developing a new parking area, a developer shall analyze the following factors: ingress and egress with consideration to possible conflicts with street traffic; pedestrian and vehicular conflicts; on-site circulation and service vehicle zones; and the overall configuration and appearance of the parking area.

a. Consider pedestrian movement - Separate vehicular and pedestrian circulation systems shall be provided. Pedestrian linkages between buildings in commercial developments shall be emphasized, including distinct pedestrian access from parking areas in shopping centers.

b. Connect to adjacent uses - parking lot design shall provide connections to adjacent parcels and shared parking where uses are compatible and such connections are practical.

c. Separate buildings and parking - Parking areas shall be separated from buildings by either a raised concrete walkway or landscaped strip. Situations where parking spaces directly abut buildings shall be avoided. Parking shall be separated from adjacent landscaping with a continuous concrete curb which may function as a wheel stop.





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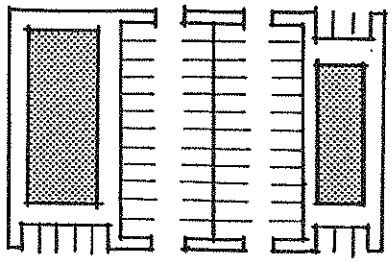


DON'T DO THIS

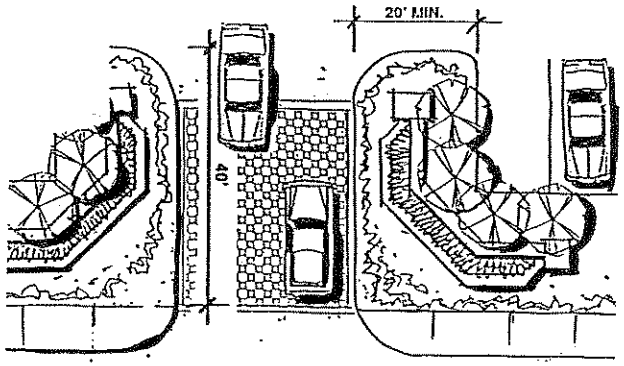
d. Minimize intersections/dead ends - Intersections within parking areas shall be kept to a minimum and dead end aisles shall be avoided.

e. Provide access from side streets - Whenever possible, access drives shall be located on side streets or alleys.

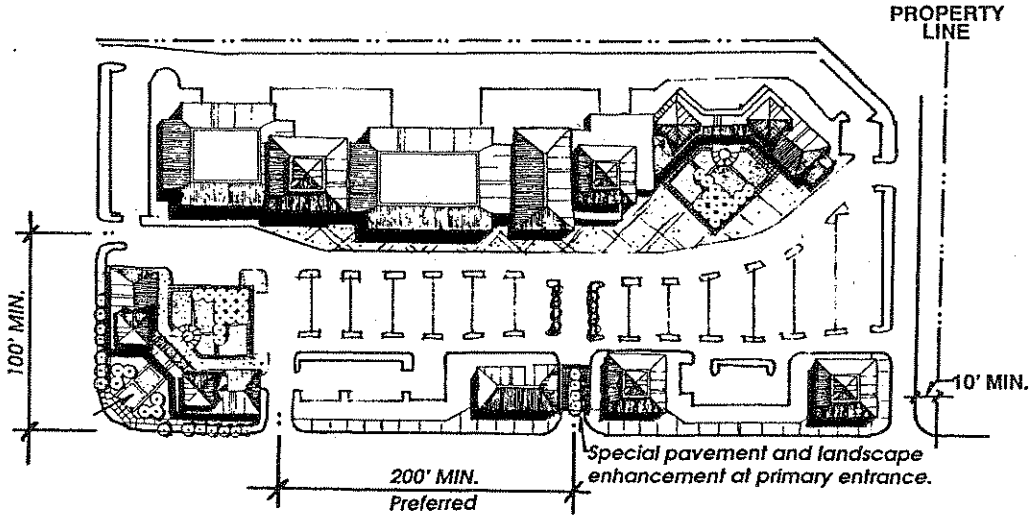
f. Locate driveways away from intersections - Access drives, whether located on front or side streets, shall be located as far as possible from street intersections so that adequate automobile "stacking" space is provided.

g. Provide adequate space between drives - Access drives for commercial centers shall be located at least 200 feet apart and at least 100 feet from any intersection. Also, access drives shall be located a minimum of 10 feet from property lines unless a shared drive is provided.

h. Provide deep entry drive - The first parking stall which is perpendicular to an entry driveway or the first aisle juncture that is perpendicular, shall be at least 40 feet back from the curb to provide adequate queuing distance off the street. With larger centers, significantly more setback may be required.



Depth of entry drive (Throat)



i. Separate cars and pedestrians - Parking areas shall be designed so that pedestrians walk parallel to moving cars. Minimize the need for the pedestrian to cross parking aisles and landscape areas.

j. Separate car and truck access - Customer access and circulation shall be separated from service truck areas wherever feasible.

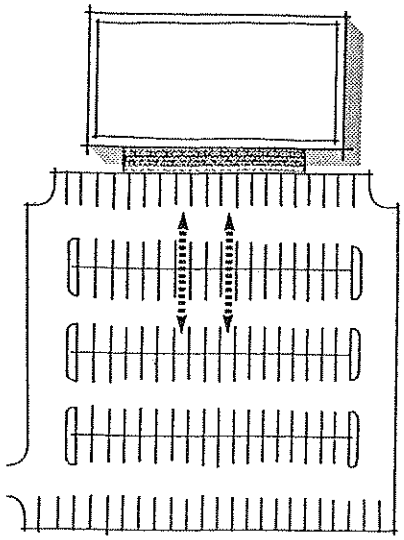
k. Screen parking lots - A 36-inch high hedge or other landscaping screen shall be placed along the frontage adjacent to parking stalls to screen parking areas at the street periphery.

l. Provide adequate fire access - Adequate fire access shall be provided, including sufficient aisle widths and turning radii.

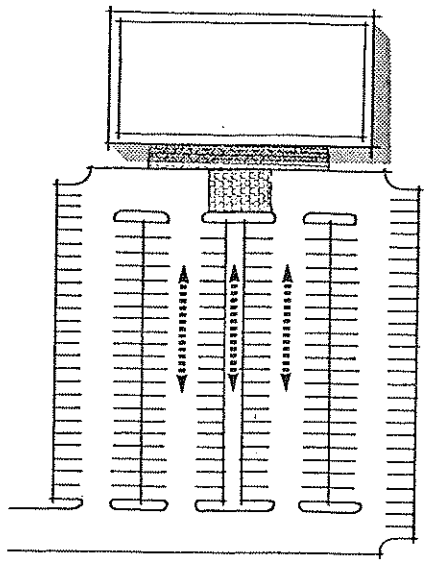
m. Provide on-site circulation - A vehicle entering a parking facility shall not be required to enter a street or alley to move from one location to any other location within the same parking facility or premises.

n. Use special accents at entries - Monumentation, special textured paving, flowering accents, walls, shrubs, lighting and the use of specimen trees shall be used to generate visual interest at entry points to commercial centers.

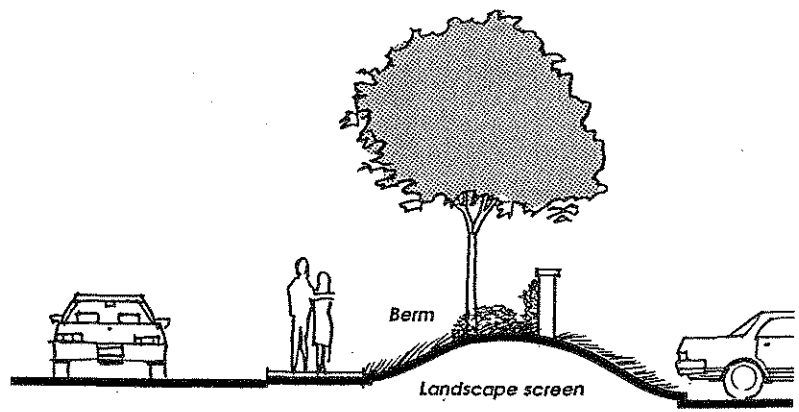
PARKING AISLE ARRANGEMENT



Discouraged



Preferred



4. Loading Areas

a. Loading area - Off-street loading areas shall be provided as shown below. Loading areas shall be dimensioned to accommodate the largest truck expected to make deliveries to the tenant, and shall be positioned on the property in a manner that does not cause the truck to encroach into aisles, parking spaces, pedestrian ways, and other exclusive areas.

Tenant Use Area in Square Feet	Number of Bays Required
Less than 10,000	0
10,001 - 30,000	1
30,001 - 60,000	2
60,001 - 100,000	3
100,001 - 150,000	4
Each additional 50,000	1

b. On-site maneuvering - Loading spaces shall be located to ensure that all vehicular turning maneuvers occur on-site.

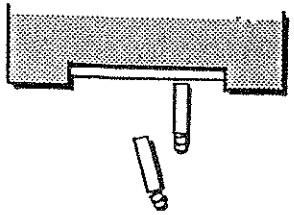
c. Access to loading areas - Each loading area shall be accessible from a street or alley, or from an on-site drive connecting with a street or alley. Such access may be combined with access to a parking lot if located so that loading activities do not obstruct normal on-site parking and traffic flow.

d. Setback for loading areas - Loading areas shall be setback a minimum of 25 feet from any residential district, and shall be sound-buffered to the maximum extent feasible.

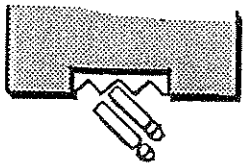
e. Lighting required - Loading areas shall have lighting for security and safety purposes. All illumination shall be directed away from adjoining properties.

f. Striping and signing required - Loading areas shall be striped and signed to indicate that the loading areas are for "Loading Only.'

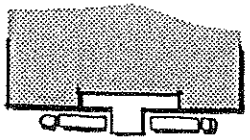
g. Screening required - Loading areas shall be screened so that they are not visible from street frontages or any freeway corridor. A solid masonry wall shall be designed to screen the loading area and mitigate noise impacts.



90 degree angled docks.



Sawtoothed angled docks.



Parallel docks.

Parallel docks use less space.

5. Walls and Fences

Walls and fences are generally used for security purposes and to screen areas from public view. If they are not required for a specific purpose they shall not be used.

a. Keep walls low - Walls and fences shall be kept as low as possible while performing their screening and security functions.

b. Materials and colors - Walls viewed from the street or parking lots shall be designed to blend with the site's architecture through the use of similar materials and colors.

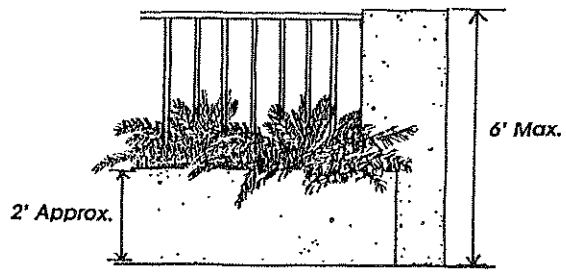
c. Landscape walls - Landscaping shall be used in combination with walls whenever possible to soften the otherwise blank surfaces.

Elevation of Wall /Wrought Iron Combination

Elevation of Wrought Iron with Pilasters

d. Security fencing - When security fencing is required, it shall be a combination of solid walls with pillars and offsets or short solid wall segments and segments with simple wrought iron grill work. Chainlink fence is prohibited.

e. Offset long walls - Walls shall be offset every 50 feet and architecturally designed to reduce monotony. Landscape pockets along the wall shall be provided at regular intervals.



Incorporate planters into walls to break up flat surfaces and add interest.

6. Screening of Storage and Equipment Areas

Outdoor storage and equipment areas can present a negative visual experience, especially in commercial areas. Therefore, they shall be concealed from public view.

a. Screening required - Any equipment, whether on the roof, side of building, or ground, shall be screened. The method of screening shall be architecturally integrated with the building in terms of materials, color, shape and size.

b. Location - Any exterior storage or equipment area shall be confined to portions of the site least visible to public view.

c. Screening materials - Screening shall consist of a combination of elements including solid masonry walls, berms, and landscaping. Chainlink fencing with wood, metal, or other slatting is prohibited except when required by other provisions of this code.

d. Use a continuous screen - Where individual equipment is provided reasonably close together, a continuous screen shall be installed instead of a number of individual screens.

e. Mechanical equipment - Mechanical equipment such as ground transformers located away from the building shall be screened from public view, including the top, if practical, so that the site will appear free of all such devices.

f. Utility connections - Screen all utility connections, gas storage tanks, storage and maintenance equipment, telephone junction boxes, etc. with the use of fencing, berming, landscaping and siting within the existing terrain.

D. LANDSCAPING STANDARDS

These Standards are intended to be in addition to and to augment the landscape and irrigation design standards codified in Chapter 17.70. Some requirements may be repeated. In the event of any inconsistency or conflict, the more stringent requirement shall prevail.

Landscaping for commercial uses shall be used to define specific areas by helping to focus on building entrances, parking lots, defining the edges of various land uses, providing transition between neighboring properties (buffering), and providing screening for loading and storage areas. Landscaping shall also be used as a unifying element within a project to obtain a cohesive appearance and to help achieve compatibility of a new project with its surroundings.

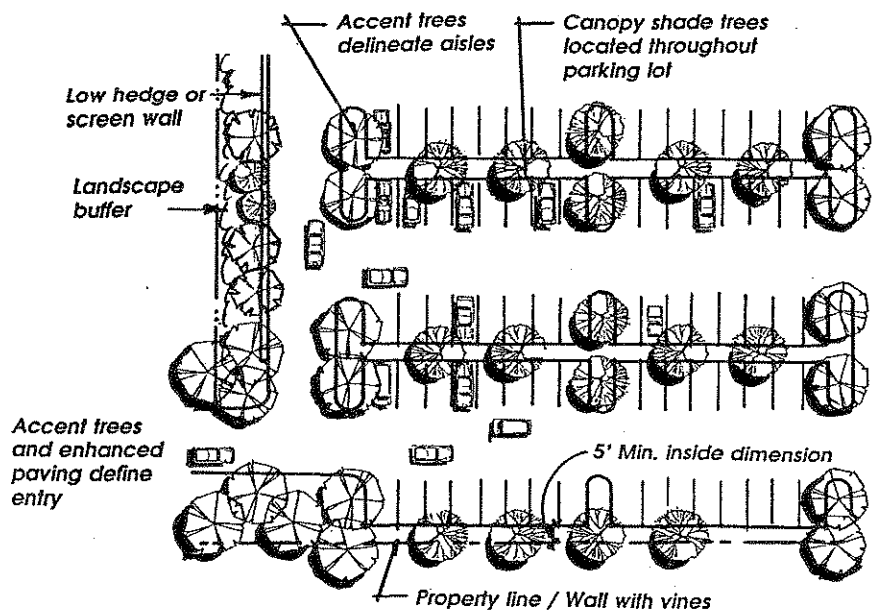
1. General Landscape Design Standards

a. Three tier system - Landscaped areas shall generally incorporate plantings utilizing a three tier system: 1) grasses and ground cover; 2) shrubs; and 3) trees.

b. Automatic irrigation required - To ensure the longevity of landscaped areas, an automatic irrigation system shall be installed.

c. Planting concepts - The following are common planting design concepts that shall be used:

- Specimen trees used in informal groupings and rows at major focal points
- Use of flowering vines both on walls and arbors or trellises
- Use of planting to create shadow and patterns against walls
- Use of plants to creatively soften building lines and emphasize the positive features of the site
- Trees to create canopy and shade, especially in parking areas
- Berms, plantings, and walls to screen parking lots, trash enclosures, storage areas, loading docks, utility boxes, etc.



d. Drought-tolerant plants - Landscaping shall emphasize drought-tolerant plants whenever/wherever possible. The use of cactus, however, shall be very limited and used only in small areas for accent.

e. Size and scale of plants - Landscaping shall be in scale with adjacent buildings and be of appropriate size at maturity to accomplish its intended goals.

f. Landscape base of building - Landscaping around the entire base of buildings shall be required whenever possible to soften the edge between the parking lot and the structure.

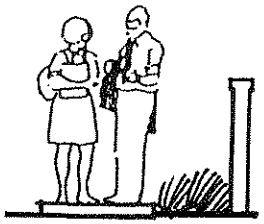
g. Protect landscape areas - Landscaping shall be protected from vehicular and pedestrian encroachment by raised planting surfaces and the use of curbs. Concrete mow-strips separating turf and shrub areas shall be provided.

h. Use vines on walls - Vines and climbing plants integrated upon buildings, trellises, and perimeter walls not only look good but also help discourage graffiti. A few plants to consider for this purpose are: bougainvillea, grape ivy and wisteria vines.

i. Discouraged landscape materials - Non-living landscaping, such as gravel, bark or astroturf shall not be used as a substitute for plant materials.

j. Use plants in containers - Plants in containers are especially appropriate for areas adjacent to storefronts along walkways.

k. Separate walls from sidewalks - A garden wall installed immediately in back of a sidewalk or other hardscape element without intervening landscape material is prohibited.



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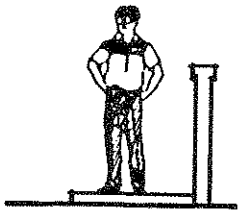

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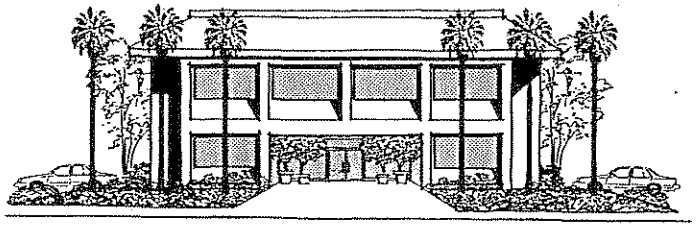
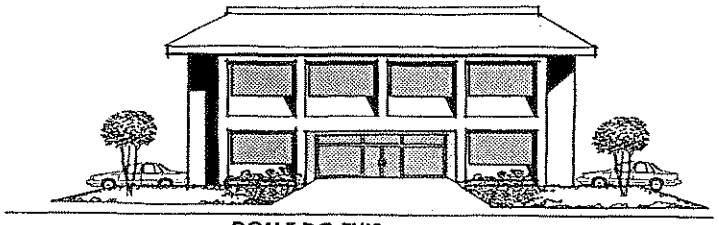


DO THIS
Mature landscaping is in scale with building.



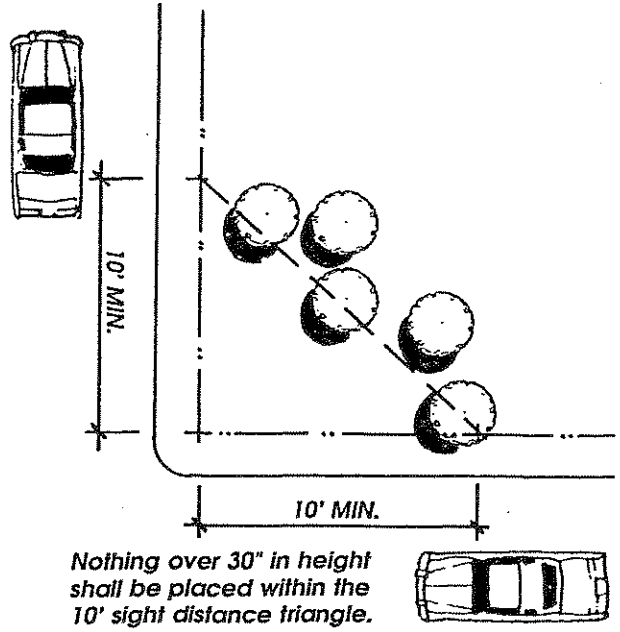
DON,T DO THIS
Landscaping is small at maturity and out of scale with building.

2. Landscaping at Site Entrances

Vehicular entrances provide a good opportunity to introduce and identify a project. The vehicular entry zone in a large commercial project is the area between the public street and the building main entry. It generally includes the on-site entry aisle, parking, circulation and building entry area.

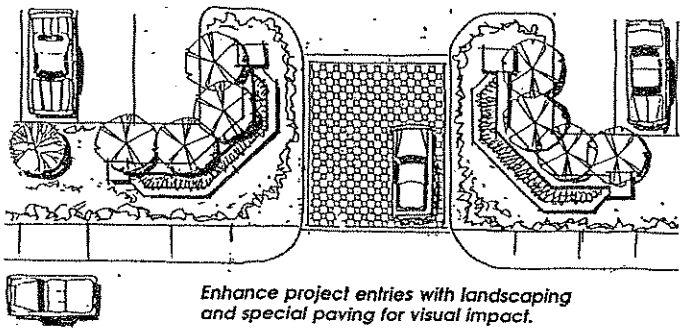
a. Vehicular entry zone - The vehicular entry zone shall be treated with special landscape elements and hardscape elements that will give individual identity to the project (i.e., special paving, specimen trees, flowering plants, etc.).

b. Sight distance triangle - Within a triangular area 10 feet on a side on either side of an access drive, no object shall exceed a height of 30 inches above the top of the curb.



Nothing over 30" in height shall be placed within the 10' sight distance triangle.

c. Textured paving - Interlocking pavers or rough-textured concrete shall be used to delineate site entries within commercial developments.



Enhance project entries with landscaping and special paving for visual impact.

3. Landscaped Area Ratio, Spacing and Size

a. Landscape requirements - For every 500 square feet of landscaping at least one tree shall be provided. One shrub or vine shall be provided for every 50 square feet of landscaping.

b. Landscape placement restricted - Plant materials shall be placed so that they do not interfere with the lighting of the premises or restrict access to emergency apparatus such as fire hydrants or fire alarm boxes. Trees or large shrubs shall not be planted under overhead lines or over underground utilities if their growth might interfere with such public utilities.

c. Placement of trees and shrubs -Trees and large shrubs shall be placed as follows:

- A minimum of 5 feet between center of trees or large shrubs and edge of driveway, water meter or gas meter and sewer laterals;
- A minimum of 10 feet between center of trees and large shrubs and point of intersection of the edge of driveways and streets or walkways;
- A minimum of 10 feet between center of trees and large shrubs to utility poles; and
- A minimum of 8 feet between center of trees and large shrubs and fire hydrants and fire department sprinkler and standpipe connections.

d. Desirable size - The size of plant materials shall conform to the following mix:

Trees	Groundcover
20% 24-inch box	100% coverage or larger within 1 year
80% 15 gallon	
Shrubs	
100%, 5 gallon	

e. Keep trees trimmed - Trees shall be trimmed above the ground level to accommodate pedestrian and vehicular traffic. Species shall be selected accordingly.

f. Parking lot landscaping - In addition to the required one tree per 500 square feet of landscaped area, one tree for every 5 parking stalls shall be provided. Minimum size shall be 15 gallon.

4. Plant Maintenance and Irrigation

a. Tree stakes/root barriers - All trees shall be securely staked with double staking and/or guy-wires. Root barriers may be required for some tree species and locations.

b. Irrigation controls - Automatic sprinkler controllers shall be required to ensure that landscaped areas shall be watered properly. Backflow preventors and anti-siphon valves shall be provided in compliance with current codes.

c. Sprinkler heads - Sprinkler heads and risers shall be protected from car bumpers. "Pop-up" heads shall be installed near curbs and sidewalks.

d. Prevent irrigation run-off - The landscape irrigation system shall be designed to prevent run-off.

e. Control enclosures - All irrigation systems shall be designed to reduce vandalism by placing controls in appropriate enclosures.

5. Basic Required Plant List

a. Groundcover/bedding

- Hedera H. hahnii
- Gazania species
- Potentilla verna
- Ophiopogon spp.
- Rosmarinus officialis
- Vinca minor
- Trachelospermum jasminoides

b. Shrubs

- Agpanthus africanus
- Asparagus sprengeri
- Azalea southern indica
- Alsophila australis
- Carissa species
- Escallonia fradesi
- Hemerocallis speciosa
- Hibiscus species
- Ilex species
- Juniperus species
- Liriope species
- Moraea iridioides
- Nadina domestica
- Nerium oleander
- Photina
- Pittosporum tobira variety
- Raphiolepsis indica
- Ternstroemia japonica
- Veronica species
- Xylosma congestum

c. Trees

- Cuapniopsis anacardioides
- Erythrina caffra
- Eucalyptus species
- Ficus species
- Jacaranda acutifolia
- Kaelreuteria paniculata
- Lagerstroemia indica
- Liquidamber styraciflua
- Magnolia grandiflora
- Meleleucca leucadendra
- Pistacia chinenois
- Pinus species
- Platanus species
- Podocarpus gracilior
- Prunus pissardi
- Pyrus kawakamli
- Schinus terebinthifolius

d. Climbing Vines

- Bougainvillea spp.
- Ficus pumila
- Parthenocissus tricuspidata
- Thumbergia spp.

E. SIGN STANDARDS

1. Overview

Signs are an important part of any commercial district. Signs help customers identify the stores they are looking for. However, it shall not be their purpose to advertise. When too many large signs appear along a street, they compete for attention with one another, and their effectiveness as business identifiers is greatly reduced.

The following sign design standards shall be considered in addition to the requirements of the Westminster Land Use Ordinance - Uniform Sign Code.

2. General Design Requirements

The following general design requirements shall be consulted prior to developing signs for any project.

Desirable

a. Use a brief message - The fewer the words, the more effective the sign. A sign with a brief, succinct message is simpler and faster to read and looks more attractive. Sign text shall be limited to the name of the business, or to the type of product or service being sold (i.e., "Shoes" or "Hair Cuts").

b. Select colors and materials carefully - Sign colors and materials shall be selected to contribute to sign legibility and to compliment the building's architecture. Bright "day-glo" colors shall be avoided as they are distracting and do not usually blend well with building and other background colors.

c. Use signs to establish facade rhythm - On buildings that have plain facades, signs shall be used in a manner that establishes rhythm, scale and proportion.

d. Consider the proportions of the building - Signs shall be placed on buildings in locations where they are appropriate to the scale of the building. For example, a small sign near the entrance is more appropriate than if the same sign was located high up on a wall.

e. Consider the proportion of letter area - Letters on signs shall not occupy more than 75 percent of the sign panel area.

f. Address identification - Signs, especially free-standing signs, shall include the address of the business or commercial center, whenever appropriate or desirable.

Letters take up too much of the sign area

Letters occupy approx. 75% of the sign area (max.)

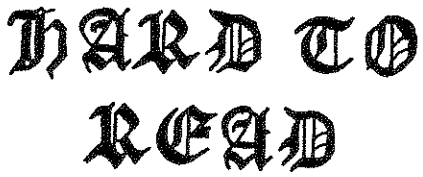
Undesirable

a. Avoid intricate typefaces - These type faces are difficult to read and reduce the sign's ability to communicate.

b. Avoid faddish typefaces - Such typefaces may look good today, but soon go out of style. The image conveyed may soon become that of a dated and unfashionable business.

c. Avoid too many colors - Too many colors overwhelm the basic function of communication. The colors compete with the sign's content for the viewer's attention. Limited use of the accent colors can increase legibility. No more than two colors shall be used, with bright colors limited to accent features. Structural components, such as poles and supports, shall be minimized by painting them a muted earth-tone color.

d. Avoid signs with strange shapes - Signs that are oddly shaped can restrict the legibility of the message. If an unusual shape is not symbolic it is probably confusing.



Discourage typefaces which are hard to read

Utilize simple serif or san serif alphabet

Avoid corny alphabets

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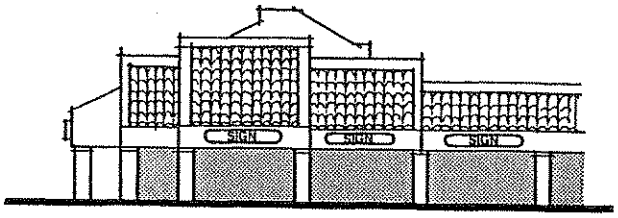

Employ a consistent sign pattern

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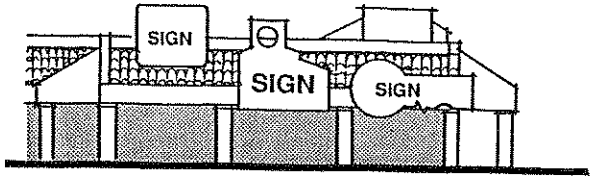

Inconsistent sign patterns create confusion. Signs within or above roof area are prohibited.

3. Building, Wall or Fascia Signs

a. Provide logical space for signs - All commercial buildings shall provide space for the logical and integrated placement of signs.

b. Sign placement - Building signs shall be placed upon the building parapet or fascia and shall not exceed the height of the parapet or fascia itself.

c. Make signs complementary - Within any development where there is more than one sign, all signs shall be complementary to each other in the following ways:

- Type of construction materials (cabinet, sign face, supports, etc.);
- Color of copy and background;
- Method used for supporting sign; and
- Shape of sign and related components.

d. Lighting methods - Direct and indirect lighting methods are allowed provided that they are not harsh or unnecessarily bright.

e. Can-type signs - The use of can-type signs with translucent backlit panels are prohibited. Panels shall be opaque if a can-type sign is used and only the lettering shall appear to be illuminated.

f. Backlit letter signs - The use of backlit individually cut letter signs is preferred and may be required in place of any other type of sign.

g. Exposed raceways prohibited - Exposed raceways behind individual letter signs are prohibited as they emphasize the mechanics of the sign rather than the message. Buildings shall be designed to conceal electrical raceways.

h. Remove brackets and repair holes - When existing signs are removed or replaced, all brackets, poles, and other supports that are no longer required shall be removed. Any holes that remain shall be patched and painted to match the surrounding portion of the building or sign support structure.

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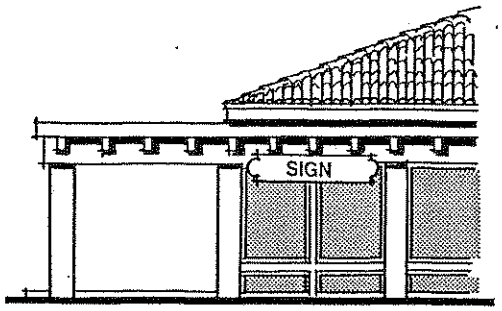
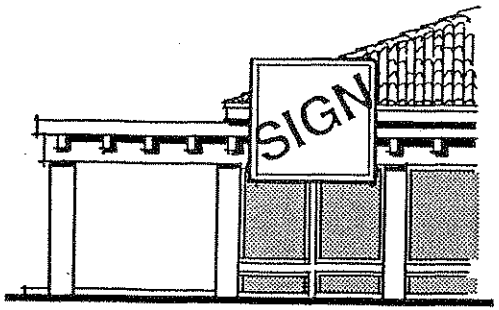
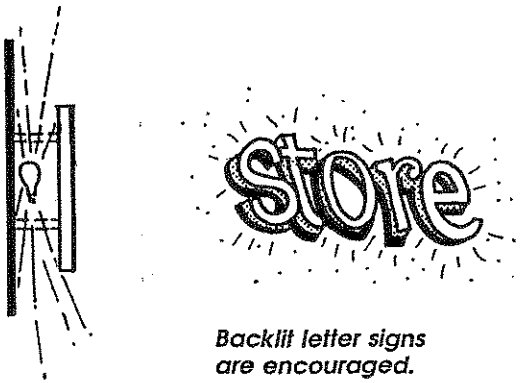


Sign is in scale and character with building.

DON'T DO THIS



Sign is out of scale and character with building.



Backlit letter signs are encouraged.

4. Freestanding Signs

a. Size - The size of freestanding signs shall be in accordance with the Westminster Land Use Ordinance.

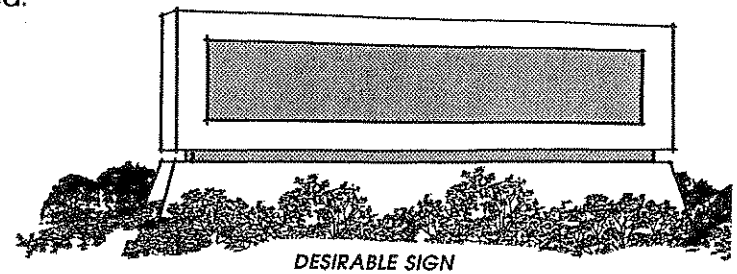
b. Sign types - Freestanding signs shall only be permitted pursuant to the regulations of the Westminster Sign Code. Monument signs are the only type of sign that shall be allowed in the majority of cases. Signs mounted on single poles are prohibited.

5. Monument Signs

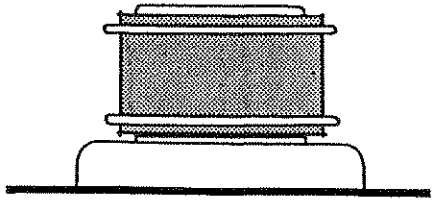
a. Size - The area, height and width of a monument sign shall be in accordance with the Westminster Sign Code.

b. Landscaped base required - Monument signs shall be placed within a landscaped area that is at least equal to 2 times the square footage of the sign face. The use of raised planters around the base of a monument sign is encouraged.

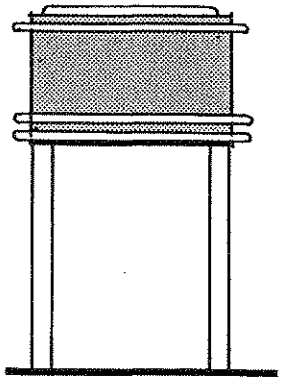
c. Tenant sign panels - All tenant sign panels shall be limited in size to the width of the architectural features of the sign and shall be uniform in size and color. Simple, uncomplicated shapes shall be used.



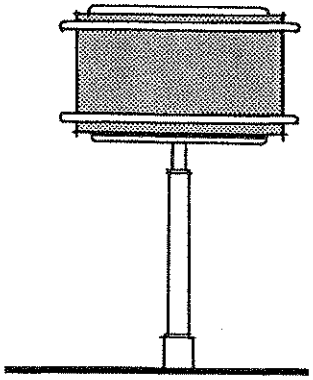
DESIRABLE SIGN
Monument sign with landscaped base



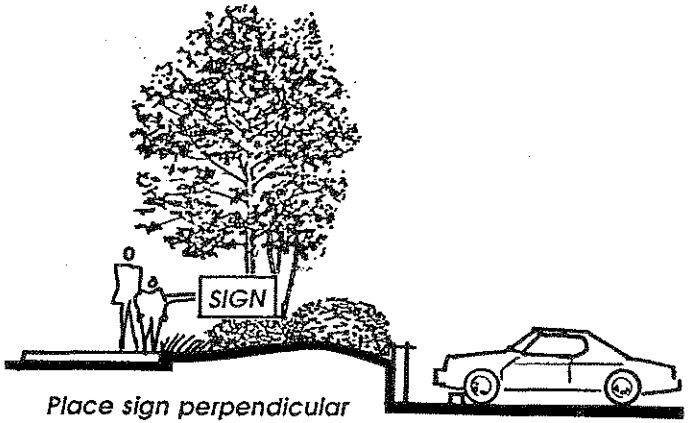
Monument signs are encouraged.



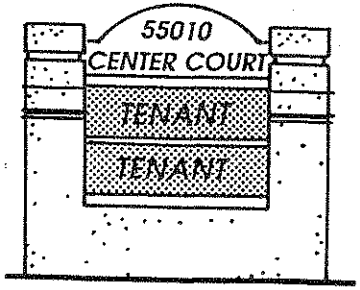
Pylon signs are acceptable.



Single pole signs are prohibited.



Place sign perpendicular to approaching traffic in landscaped area.



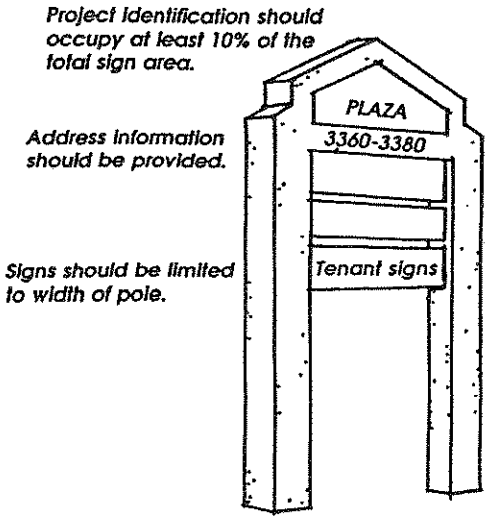
Ground sign with two major tenants

6. Pylon Signs

a. Number, location, area and design - The number, location and area of a pylon sign shall be in compliance with the Westminster Sign Code. Pylon signs shall be supported by two columns. Bare poles shall not be permitted. The design of a pylon sign including the supporting columns shall be compatible and consistent with the design of the commercial development.

b. Height - The height of a pylon sign shall not exceed 25 feet.

c. Tenant sign panels - All tenant sign panels shall be limited in size to the width of the twin columns or architectural features of the sign and shall be uniform in size and color. Simple, uncomplicated shapes shall be used.



ENCOURAGED

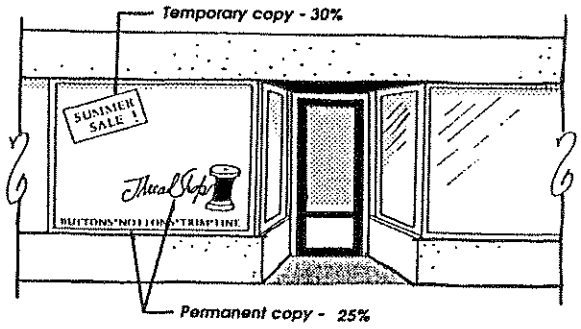
7. Window Signs

a. Number of signs - If permanent window signs are used, they shall be limited to one per window.

b. Sign area - The area of any permanent window sign shall be in accordance with the Westminster Sign Code. Window signs shall not exceed 25 percent of the total window area.

c. Location - Permanent window signs shall be painted or otherwise permanently affixed to the interior of the window surface. Neon tube signs may be used.

d. Illuminated signs - Internally illuminated cabinet or "can" signs and changeable copy signs shall be placed at least 3 feet behind the window surface.



WINDOW DISPLAYS

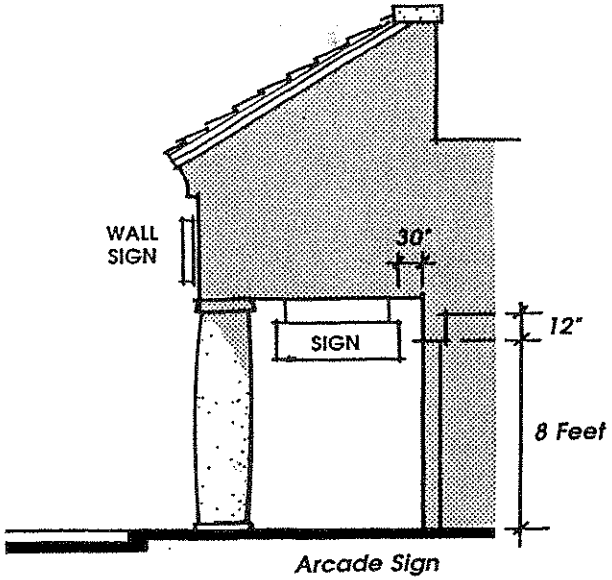
8. Arcade Signs

a. Size - Arcade signs shall not exceed 12 inches by 30 inches in size.

b. Location - Arcade signs, perpendicular and/or parallel to the building face, may be installed in multi-tenant centers underneath arcade roofs. A minimum vertical clearance of 8 feet shall be provided between the walkway and the bottom of the sign.

c. Design/materials - The design of arcade signs, the materials of construction and method of mounting shall be the same for all such signs within a multi-tenant center.

d. Illumination - Arcade signs shall not be illuminated except by permanent lighting fixtures recessed into the ceiling of the arcade.



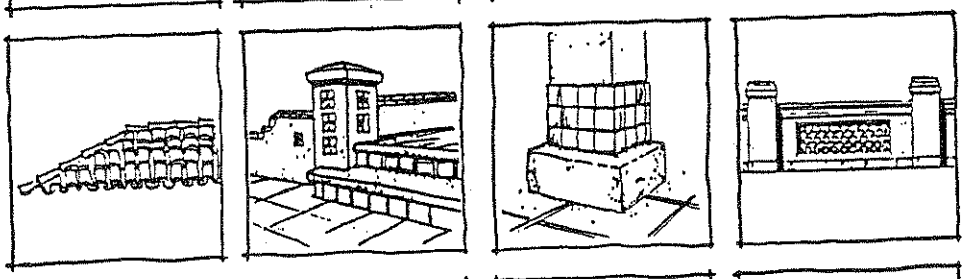
Arcade Sign

Mediterranean Style
ARCHITECTURAL VERNACULAR
City of Westminster

Building Mass

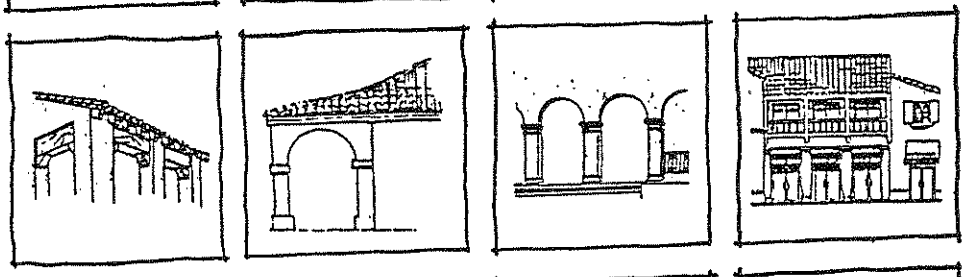
Roofs & Towers

Materials & Details

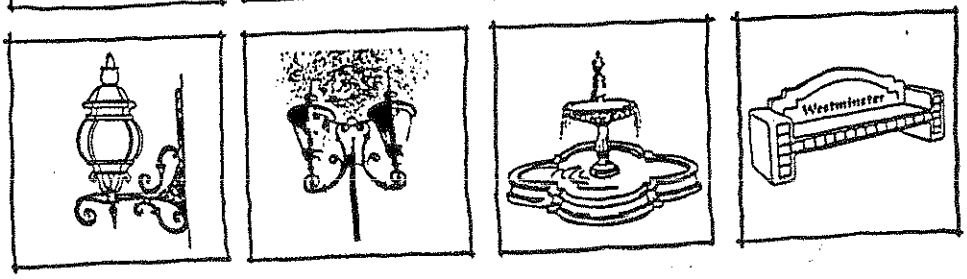


Doors & Windows

Columns & Arcades



Site Furniture



17.67.070 - COMMERCIAL REHABILITATION DESIGN STANDARDS

A. INTRODUCTION

1. Overview

It is the City's policy to encourage the continuous upgrading of the City's existing commercial areas in order to maintain a quality appearance and ensure the economic viability of these important areas.

The Design Standards for commercial rehabilitation are intended to provide guidance for the remodeling and renovation of existing structures. Any alterations or additions to existing buildings will be subject to design review in compliance with the implementation requirements of this chapter and the following policies. Whenever an alteration or addition occurs the design standards for new construction shall apply. In addition, the specific rehabilitation standards provided in this section shall also apply when determined to be appropriate.

When commercial rehabilitation projects are undertaken in the Civic Center and Little Saigon Areas, the specific design standards for those areas contained in Section 17.67.080 and Section 17.67.090, respectively, shall also be complied with in addition to the requirements stipulated in this section.

2. Conformance to Design Standards

The extent of conformance with the design standards shall be as follows:

a. When more than 30 percent of a building facade that faces a street or parking lot is altered, the entire facade shall be made to comply with appropriate design standards including colors, exterior finishes, materials, doors and windows.

b. When 200 square feet or less of gross building area is added to an existing building, only the addition and the building facade(s) altered by the addition shall comply with the design standards. The entire building shall be painted according to an approved color scheme.

c. When more than 200.1 square feet of gross building area is added to an existing building, the entire building or development shall comply with all applicable design standards.

d. Landscaping within the front yard setback shall be upgraded to comply with the design standards to the maximum extent feasible or desirable when any building addition or front facade renovation takes place.

B. RENOVATION DESIGN STANDARDS

1. Roofs

a. Renovation of flat roofs - Renovation of existing single-story buildings with flat roofs shall include installation of full roofs whenever feasible. If determined by the Director to be infeasible, then mansard or "shed" roofs shall be installed on all elevations to give the building an up-dated appearance and to screen any roof-mounted equipment. Parapet walls, or "false fronts", are expressly prohibited.

b. Roofing materials - Roofing materials shall consist of clay tiles, concrete tiles or shakes, or heavy architectural composition shingles. Light-weight composition shingles and roll-type materials shall not be used. The color of roofing materials shall be natural or neutral (tan, brown, grey); brightly-colored materials shall not be used.

2. Doors and Windows

a. Replacing doors and windows - The replacement of existing doors and windows is often an excellent way to up-date the appearance of an older building. When selecting new windows and doors, the choice shall relate to the proposed design and overall architectural style of the building, and to a lesser extent to the facade designs of adjacent buildings. Consideration shall be given to the visual rhythm of existing building openings.

b. Avoid complicated or "cute" designs - Door and window designs shall be kept simple, with a contemporary style.

c. Aluminum frames - Aluminum frame doors and windows shall have a dark anodized finish or be painted to compliment the wall color. Bare aluminum frames are prohibited.

d. Bulkhead height - Bulkhead height shall be approximately 24 inches unless the building is developed as offices, in which case a bulkhead height of 36 inches to 40 inches may be used.

e. Do not cover doors and windows - Door and window openings shall not be removed or covered over as a result of remodelling unless it is absolutely necessary to accommodate interior alterations and no feasible alternative exists. If interior privacy is found to be necessary by the city, curtains or blinds may be permitted. Windows shall not be painted over or boarded up.

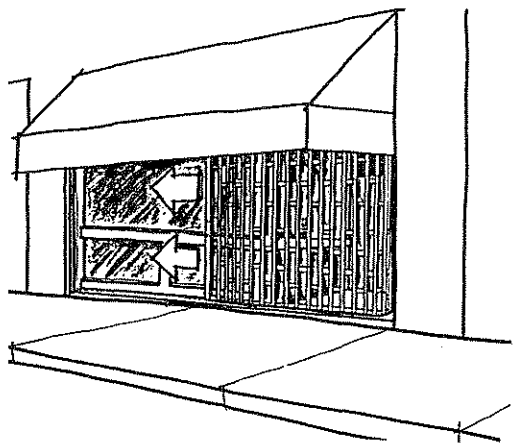
3. Building Accessories

a. Overview - Over the years, buildings often accumulate a variety of miscellaneous accessories such as alarm boxes, utility connections, sign brackets, light fixtures, and other similar items that are either no longer used or are in need of repair and up-grading. During any remodelling, items such as these that can clutter the building facade shall be removed, relocated, renovated or replaced.

b. Screen utility connections - Any alteration occurring to an existing building or parking area shall include an enclosure or screening of on-site transformers and exposed pipes and wiring (other than permitted overhead utilities).

c. Security bars - Permanent security bars (those clearly visible and fixed to windows or the facade) shall be removed. The use of retractable security gates or grills that can be concealed inside an overhead soffet or awning, or by compatible architectural apparatus or treatment may be installed in place of existing prohibited security bars.

d. Screen mechanical equipment - Mechanical equipment attached to building facades, such as air conditioning equipment or any other utilitarian-appearing apparatus or equipment, shall be concealed by placement within an architecturally compatible and appropriately colored screening feature.



Utilize retractable security grills that can be concealed inside an overhead awning or by compatable architectural apparatus.

4. Building Materials

a. Design elements and materials - New design elements and materials that alter the architectural character of the building shall be avoided. Introducing new materials to the front facade that are different or incompatible with materials on the rest of the building is specifically prohibited.

b. Retain original materials - Original exterior materials such as brick, stucco, stone, tile, glass and wood shall be retained and repaired when necessary. If such materials have been removed during a previous remodelling, they shall be replaced. This requirement shall apply only if such materials are components in a building design that is judged to be attractive, desirable, and compatible with the design standards set forth in this chapter.

c. Remove inappropriate materials - Inappropriate materials and elements that were added in an earlier remodelling shall be removed. These include aluminum siding, plywood, false fronts, or natural (clear or unpainted) wood siding, fake "rock-work" veneers, and other such materials.

5. Additions to Buildings

a. Building additions - Additions to existing buildings shall be designed to be integrated with the building. The new addition shall match the original in terms of scale, architectural details, window and door styles and openings, roof line, materials, color, and other aspects of design.

b. Renovate entire building - Where a "newer look" is desired for the addition than that found on the original building, the entire building shall be renovated to achieve a single, coordinated appearance.

6. Awnings

a. Awnings can update appearance - The addition of fabric awnings over doors and windows is a simple way to update the appearance of a building and add color and visual interest.

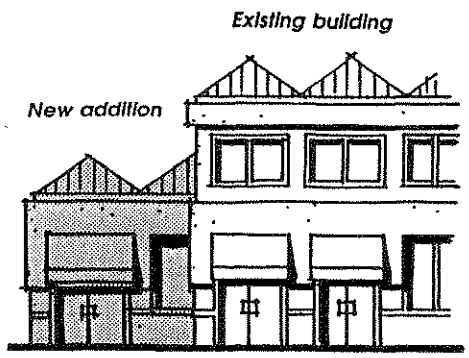
b. Awnings shall relate to building - The design of awnings shall relate to the overall facade on which they are to be placed in terms of size, shape, scale and color. Refer to item 8, "Awnings", in Section 17.67 (Commercial Design Standards).

7. Renovating Rear Facades

a. Overview - Where parking areas and alleys exist or are planned behind buildings, the rear facade can become an important functional as well as visual element and shall be given proper attention during any renovation efforts.

b. Renovate rear facades - Rear facades shall be designed to be consistent with the architectural style of the building and the design of the primary facade, but shall not be over-improved. Rehabilitation of the rear facade may introduce accessory elements typical of the main facade (such as awnings or light fixtures), but shall not attempt to replicate storefronts or to add decorative embellishments typically found only on a main facade.

c. Rear entrances - Direct entrances to shops through the rear facade shall be provided to encourage pedestrian activity and to separate walk areas from vehicular traffic.



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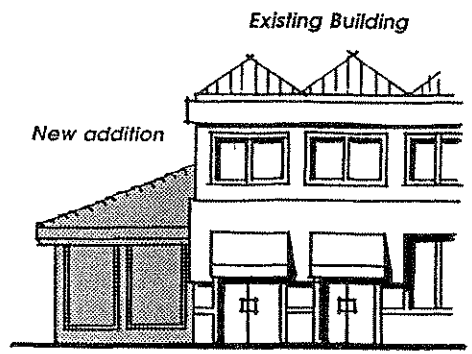


Don't Do This

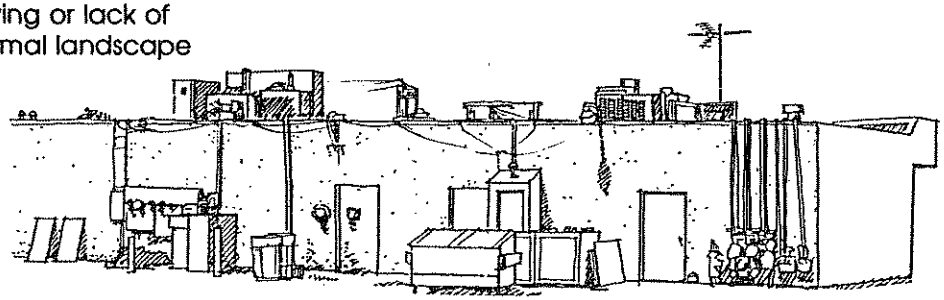
d. Provide entry signs - Signs identifying the business shall be used at rear entrances to encourage their use. The area of these signs may be in addition to the permitted building sign area for the business, provided that they are intended to be visible only from the rear of the building and not from an arterial street.

e. Use awnings - The use of awnings, consistent with the front facade, shall be employed to identify entrances and to add visual interest at doors and windows whenever feasible.

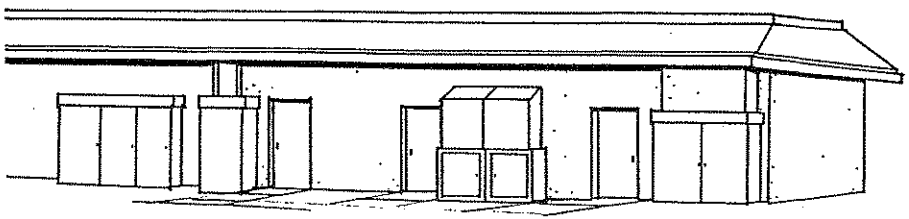
f. Provide landscaping - For landscape improvements to existing buildings, the use of potted plants and raised planters shall be considered where paving or lack of irrigation may prevent normal landscape methods.

g. Provide lighting - Lighting shall be added to rear facades to create a pleasant and safe nighttime environment.

h. Provide screening - Abandoned pipes, conduits, wires, and signs shall be removed, and any anchor holes shall be patched to match adjacent surfaces. All remaining utility connections and equipment shall be screened.



Unscreened rooftop equipment and utilities are strongly discouraged.



Screened rooftop equipment and screened utility meters are encouraged.

8. Signs

a. Overview - Whenever a building renovation program is being proposed, consideration shall also be given to the development of a new sign program. Any new signs shall conform to the design standards set forth in this chapter.

b. Sign replacement - When 50 percent or more of existing signs in a development are going to be replaced, the remainder of the signs shall also be replaced at the same time in accordance with an approved sign program.

c. Replacement of tenant signs - Within multiple tenant centers, as signs are replaced they shall be brought into conformance with the design standards in this chapter. When 50 percent of the tenant signs have been replaced, the remainder of the signs shall also be brought into conformance with the design standards.

9. Landscaping

a. Overview - The renovation of an existing building or center offers opportunities to up-grade existing on-site landscaping (if any) to conform to the design standards in this chapter and in Chapter 17.70. It is the City's policy to require the improvement of landscaping to the greatest extent practical, considering existing site conditions.

b. Compliance with standards - Any development requiring site plan approval in compliance with the provisions of the Westminster Land Use Ordinance shall be reviewed for compliance with the landscape design standards in this chapter. It is recognized that because of existing on-site conditions, not all of the landscape requirements may be able to be met, and that the nature and extent of the development may not necessitate compliance with all standards.

c. Priority of improvements - In its review of site plan applications, the City shall consider the priority list below to determine the extent of required landscape improvements.

Priority for landscape improvements:

1. Front of building (front setback)
2. Parking lot screening (from street)
3. Trash enclosures, electrical transformers, outdoor equipment screening
4. Adjacent to building other than front
5. Buffering between different uses (e.g., commercial and residential)
6. Within parking lots (ends of parking rows, then within parking rows).

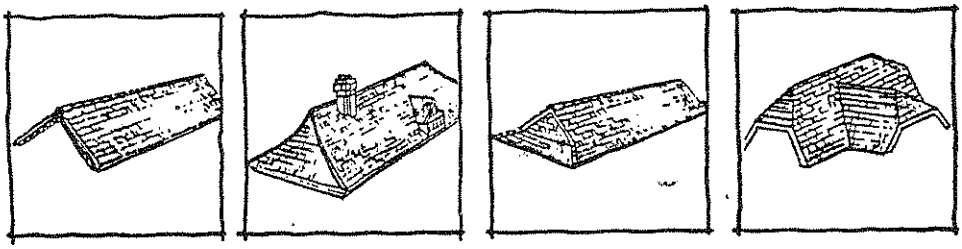
Civic Center District

ARCHITECTURAL VERNACULAR

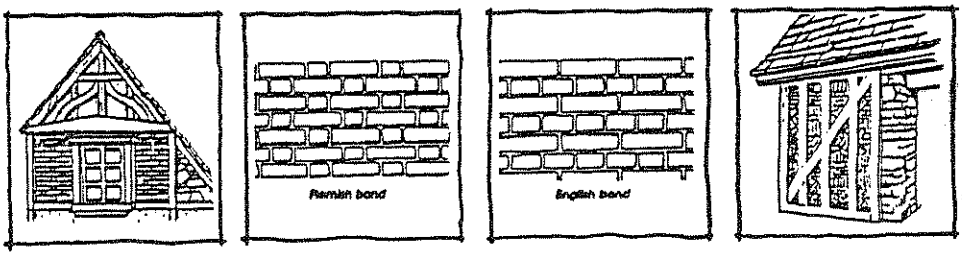
City of Westminster

Building Mass

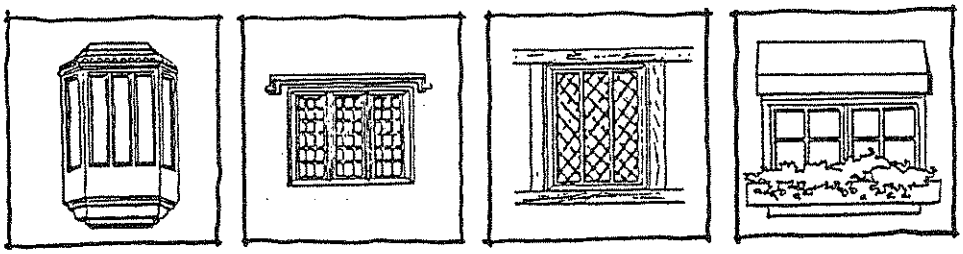
Roofs



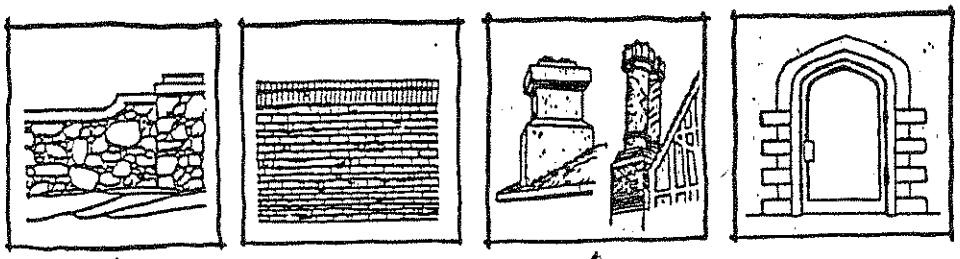
Materials



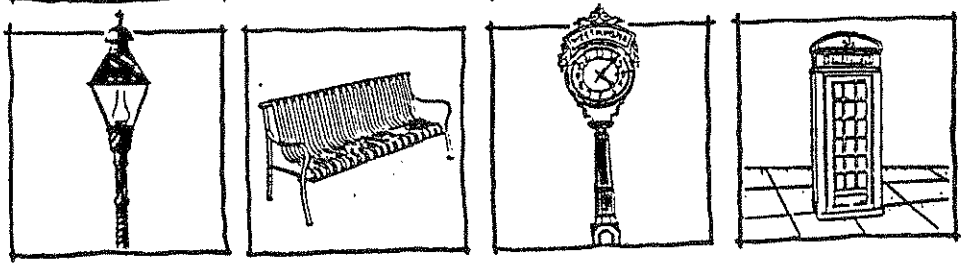
Windows



Walls & Details



Site Furniture



17.67.080 - CIVIC CENTER AREA DESIGN STANDARDS

A. INTRODUCTION

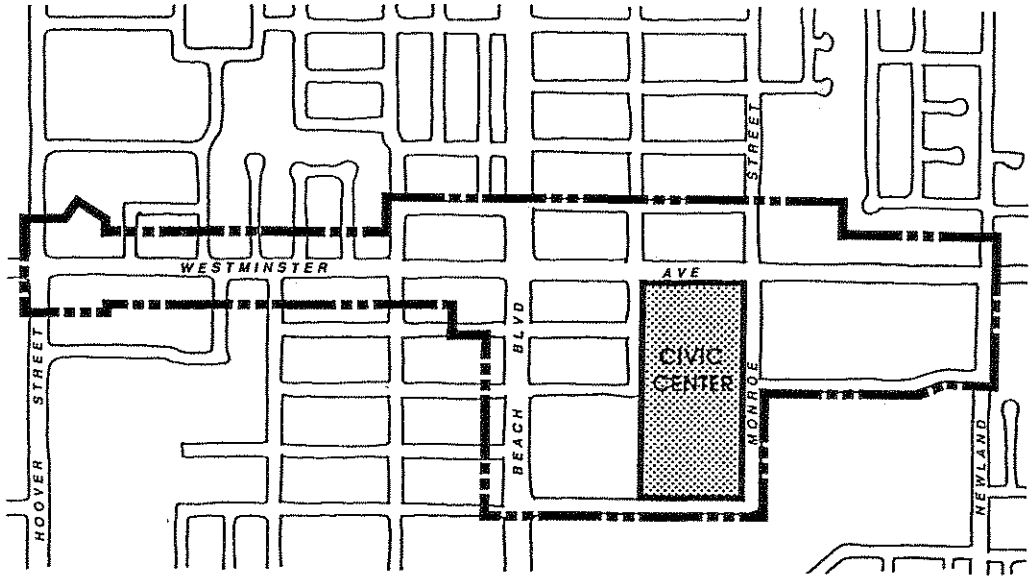
1. Overview

The following specific design standards apply only to property in the Civic Center Area. The boundaries of the area are established on the map shown below. This area is primarily located along Westminster Boulevard, within proximity to the City's Civic Center. While the predominant architectural design theme in the Civic Center Area is referred to as "Old English", developments locating in the area are not required to utilize this style, but the style used shall be compatible with it.

2. Priority

The design standards contained in this section are to be combined with the general standards contained in Section 17.67.060, Commercial Design Standards. In the event that the design standards for the Civic Center Area and the Commercial Design Standards are in conflict, the standards contained in the Civic Center Area Design Standards shall take precedence.

LOCATION MAP *Civic Center District*



B. ARCHITECTURAL STYLE

The following standards shall apply to developments in the Civic Center Area that desire to develop exterior building elevations utilizing the Old English theme. Other architectural styles may be permitted upon a finding that a particular style would be compatible with the Old English style, and could meet the design standards of the Civic Center Area. No deviations to the Civic Center Area design standards shall be permitted in order to accommodate an architectural style different from the Old English theme.

1. Desirable Elements

The desirable elements for Old English buildings in the Civic Center Area are:

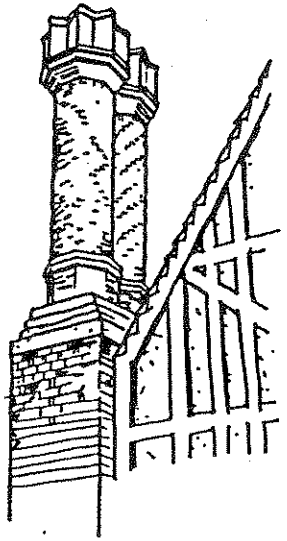
- climbing vines (English ivy) on walls;
- brick exterior walls (Flemish or English bond; variegated color);
- hand troweled stucco finish (ochre, off-whites, maize);
- half-timber cross bracing (dark brown);
- steep gabled roofs, clipped gable roofs, multi-planed roofs;
- quoin stones at building corners;
- elaborate chimneys;
- slate or tiles on roofs (browns, greys);
- arch braces and trussed rafters;
- bay windows; and
- tower elements.

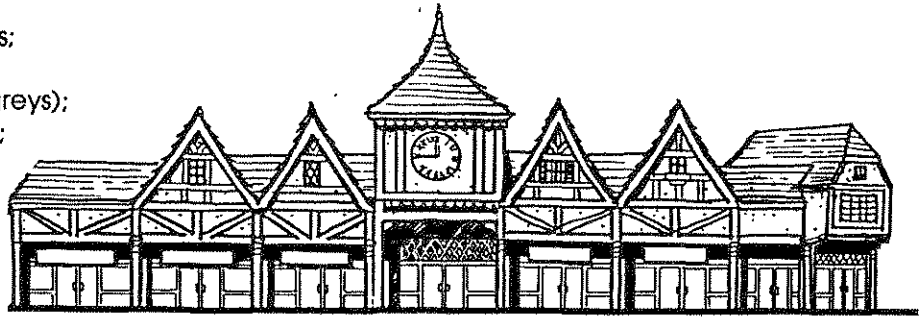
2. Undesirable Elements

The design elements which shall not be used for buildings in the Civic Center Area are:

- all glass, contemporary architecture;
- unarticulated, large blank walls;
- flat, unadorned roofs;
- outside storage; and
- corrugated or standing seam metal buildings.

Typical example of half-timber cross bracing.





Small retail center of in-line shops, with covered arcades

3. Building Materials and Colors

Desirable

a. Building materials - Heavily textured materials shall be used. Primary exterior wall materials shall include the following:

- brick (unpainted);
- heavily textured stucco with wood cross bracing accents;
- clapboard; and
- other rock or unit masonry appropriate to the style.

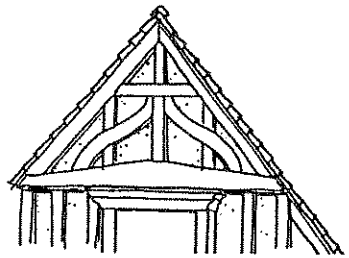
b. Colors - The image of the Civic Center Area can be greatly enhanced through the use of a complimentary color palette for primary walls. Earth tone colors, reminiscent of Old English architectural style, such as beige, various shades of brown, buff, brick red, grey, rust and off-whites are desirable. Accent materials shall be darker in color to provide a rich appearance and add to the dimension of the building.

Undesirable

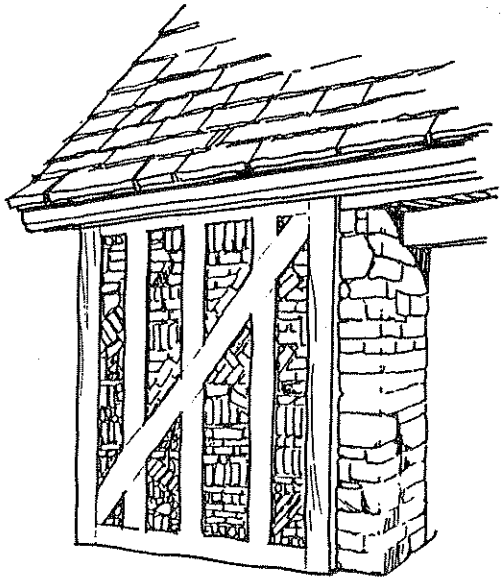
a. Materials to avoid - Inappropriate exterior wall materials shall not be used unless the project designer can make a strong case for the "innovative" use of the material. Materials considered to be inappropriate include:

- cinder block, concrete block;
- simulated wood or masonry;
- smooth concrete;
- vertical planking (wood; rustic or "Western" look);
- diagonal planking;
- corrugated metal or plastic;
- standing seam metal walls; and
- imitation "rock work" veneers.

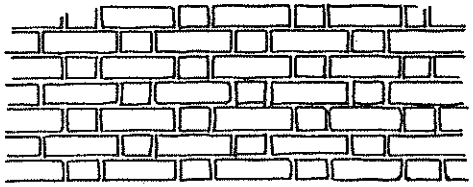
b. Colors - Colors in the blue, violet or green ranges shall not be used as primary wall colors, but may be used as secondary trim colors provided that they are subdued and are selected for compatibility with the overall design context of the building.



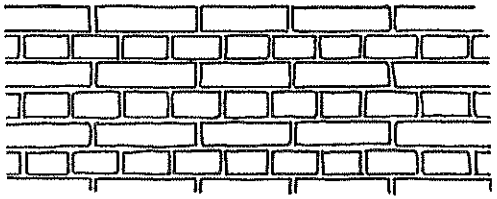
Details of timber cross-bracing



Good example of appropriate materials.



Flemish bond



English bond

4. Roof Form and Materials

Desirable

a. Full roof forms - Roofs are an important element of Old English architectural design. Traditional "full" roof forms such as gable, clipped gable and hip roof shapes shall be used. Flat roofs are prohibited.

b. Mansard or shed roofs - Renovation of existing single-story buildings with flat roofs shall include installation of full, wrap-around mansard or shed roofs on all elevations to upgrade the appearance of the building and to screen roof-mounted equipment.

c. Roof pitches - The roof pitch on Old English buildings shall be at least 6:12 (vertical:horizontal distance). Steeper roofs are preferred.

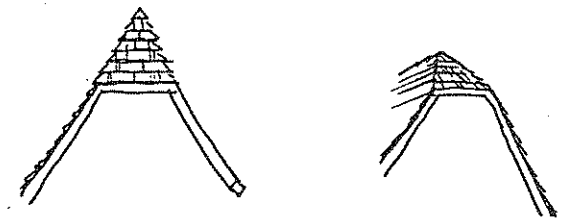
d. Roof materials - The following roof materials shall be used:

- clay or concrete shake
- heavy architectural composition shingle
- slate

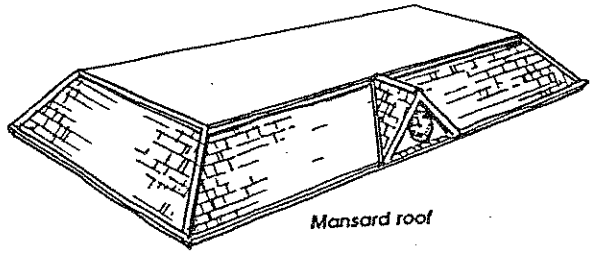
Undesirable

The following materials shall not be used:

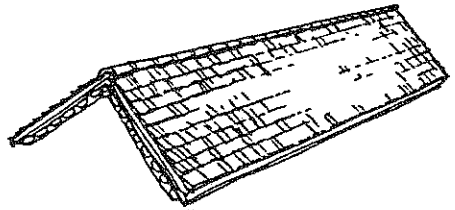
- brightly colored tile or shingles
- untreated wood shingles
- corrugated metal/standing seam metal
- crushed rock



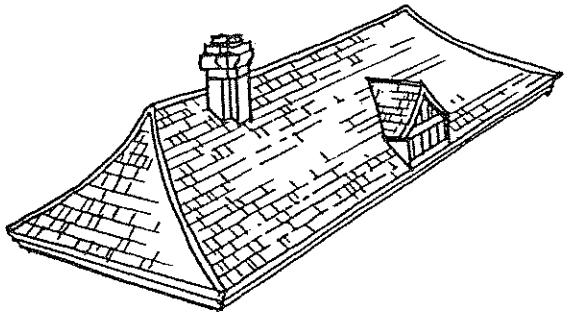
Clipped gable end details



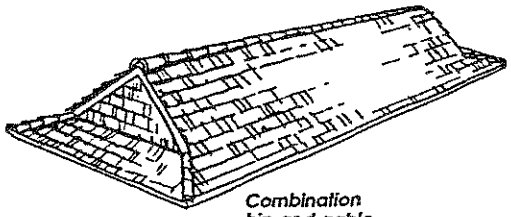
Mansard roof



Gable roof



Hip roof



Combination hip and gable

5. Doors and Windows

a. Overview - Traditionally, the storefront door in Old English architecture was more than just a door. Tall and stately in proportion, its design reflected its commercial importance. Its wood and glass construction made it substantial and inviting to the customer. Other storefront doors (usually leading to upper floors) were similar in appearance but less impressive than the main entry door.

The use of windows as an architectural element is of critical importance to the facade design. Windows create a visual rhythm of building openings, as well as a view of the retail interior. The primary function of glass is to provide visibility into the display area.

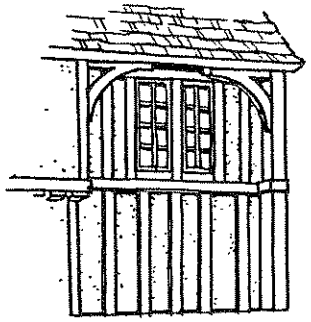
b. Desirable door design elements include -

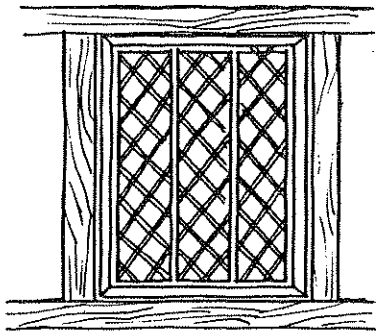
- recessed doors which convey the appearance of thick walls;
- wood construction with multi-paned window;
- metal door frames with dark anodized finish;
- double door entries; and
- large hand pulls.

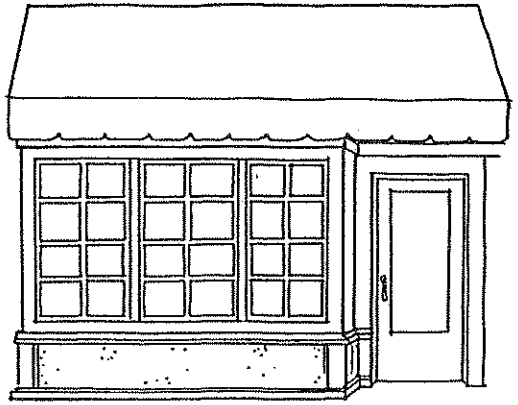
c. Window bulkheads - Storefront windows shall be large with low bulkheads at the bottom. By limiting bulkhead height, visibility to storefront displays is maximized. Maximum bulkhead height shall be approximately 24 inches.

d. Desirable window design elements include -

- multi-paned vertical design;
- wood frames;
- operable windows;
- multi-paned bay windows (oriel); and
- window planter boxes.







Storefront with bulkhead

C. SITE PLANNING

1. Overview

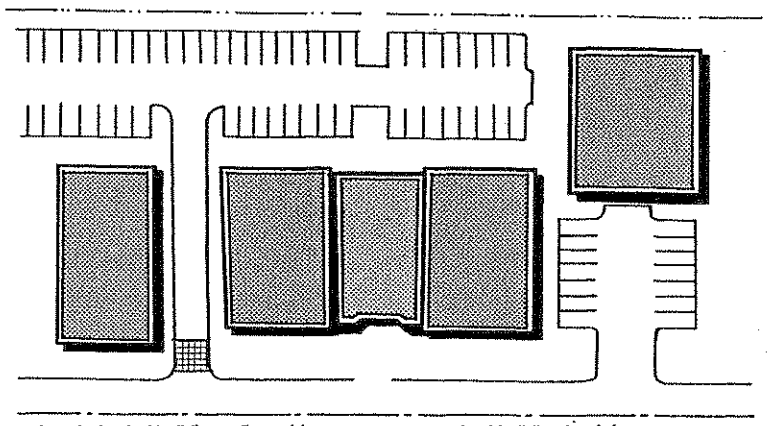
The primary issue related to commercial development in the Civic Center Area is the creation of a pedestrian friendly "village" atmosphere along Westminster Boulevard.

It is important that the continuity of the "sidewalk adjacent" relationship of buildings along Westminster Boulevard be maintained whenever possible. The traditional "downtown" appearance shall not be totally lost to "new" developments with large building setbacks and parking located between the sidewalk and building face.

2. Setbacks

a. Front setback - Commercial buildings in the Civic Center Area shall be constructed to the minimum front setback permitted by the Westminster Land Use Ordinance. They shall not be set back to permit parking between the building and the sidewalk. Instead, the front setback shall be completely landscaped except for access driveways. Areas shall be provided for pedestrian plazas and courtyards to connect the building to the sidewalk.

b. Average setback - Where a new building is to be constructed and existing buildings on either side are set back from the front property line, the new building may be setback a distance equal to the average setback of the other two adjacent buildings. In all other circumstances the new building shall be set back the minimum distance permitted by the Land Use Ordinance.



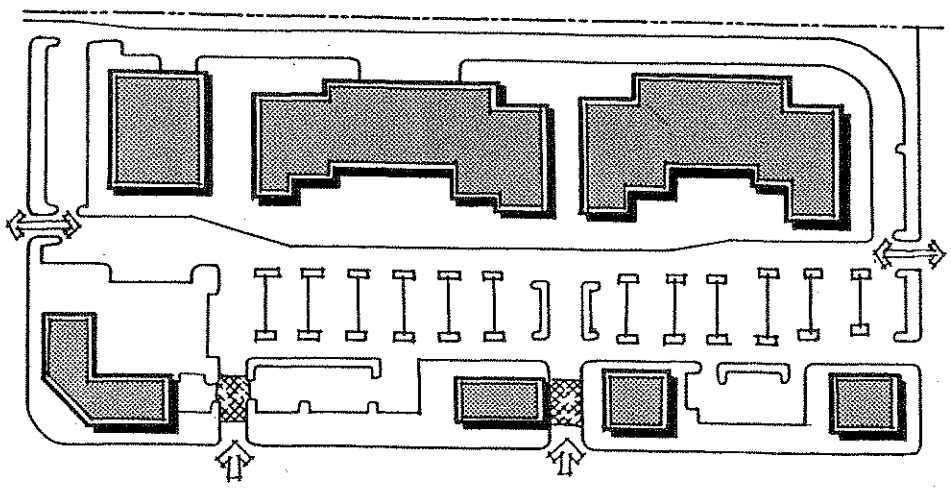
Locate front of building adjacent to sidewalk with parking at rear

Do not set building back from sidewalk with parking in front

3. Shopping Centers

In the event a multiple acre shopping center is proposed in the Civic Center Area, not all buildings need to be along the sidewalk and the minimum permitted distance away from it. However, every effort shall be made to accomplish the following:

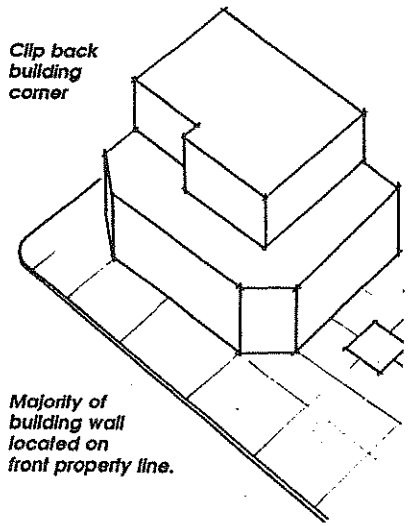
- Place as much of the building storefront along Westminster Boulevard as possible;
- Create a village atmosphere by clustering buildings around plazas versus a typical linear layout;
- Avoid a monotonous parking layout through the use of freestanding pad buildings, landscape islands and medians; and
- Use "employee only" parking lots at the rear and sides of the buildings whenever possible.



15% of frontage utilized for freestanding "pad" buildings.

4. Buildings at Corners

New freestanding buildings shall be set back at their corners at public street and interior travel aisle intersections to create pedestrian plazas as well as improve visual sight lines for vehicles.



D. LANDSCAPING

1. Overview

The landscape materials palette is an important element in the overall success of the Civic Center Area. Other general landscape standards for commercial uses can be found in the general commercial design standards, part "D" of this chapter, and in Chapter 17.70. The following standards apply only to the Civic Center Area.

2. Landscape Standards

a. Use climbing vines/ivy - The use of climbing vines or ivy on exterior building walls is a required element on all buildings.

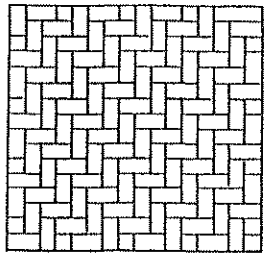
b. Tree palette - In keeping with the Old English theme of the Civic Center area, selections from the following tree palette shall be made:

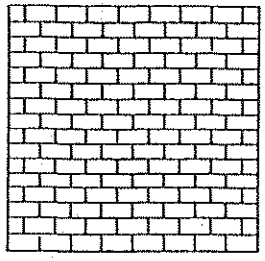
Aescolus californica - California Buckeye
Arbutus unedo - Strawberry Tree
Betula papyrifera - Paper Birch
Brachychiton spp. - Pink Flame or Majestic Flame Tree
Calocedrus decurrens - Incense Cedar
Cupressus sempervirens - Italian Cypress
Gleditsia tricanthos "Rubylace" - Red Honey Locust
Koelreuteria paniculata - Golden Rain Tree
Lagerstroemia spp. - Crape Myrtle
Laurus nobilis - Grecian Laurel
Liquidamber styraciflua - Liquidambar
Liriodendron tulipifera - Tulip Tree
Lithocarpus densiflorus - Tanbark Oak
Lyonothaminus floribundus aspenifolius - Catalina Ironwood
Magnolia grandiflora - Magnolia Tree
Melaleuca spp. - Melaleuca
Pinus spp. - Pine Trees
Pistacia chinesis - Chinese Pistache Tree
Platanus Acerfolia - London Plane Tree
Prunus cerasifera - Purple Leaf Plum
Quercus spp. - Oak Trees
Robinia pseudoacacea - Black Locust
Schinus molle - California Pepper
Tabebula chrysotricha - Golden Trumpet Tree
Tristania conferta - Brisbane Box
Zelkova serrata - Sawleaf Zellcova

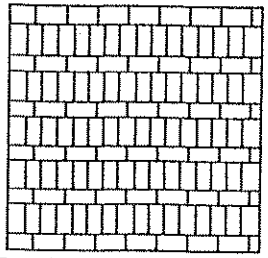
c. Paving materials - In order to reinforce the Old English theme, paving selections shall be made from the following hardscape palette. Precast concrete pavers may be used.

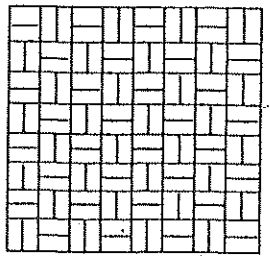
- Red or charcoal brick paver: herringbone pattern 45 degrees, herringbone 90 degrees, basketweave or running bond.
- Grey or charcoal cobblestone paver: basketweave or running bond.

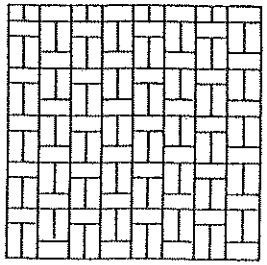
Other hardscape solutions consistent with the Old English theme of the Civic Center District will be reviewed on a case-by-case basis by the Director.

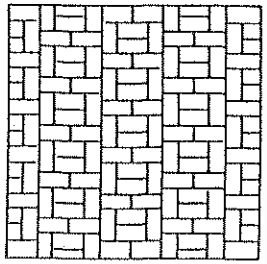

Herringbone


1/2 Running Bond


Running and Stack Bond


Basket Weave

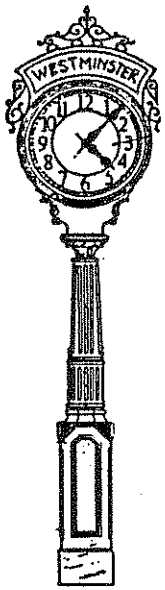

Variation of Basket Weave


Variation of Basket Weave

3. Lighting

a. Architectural theme - All on-site lighting fixtures shall be selected to match the architectural theme of the proposed development.

b. Accent lighting - Accent lighting shall be utilized to feature architectural elements which are related to the Old English theme (towers, chimneys). Uplighting of trees shall be required wherever feasible.

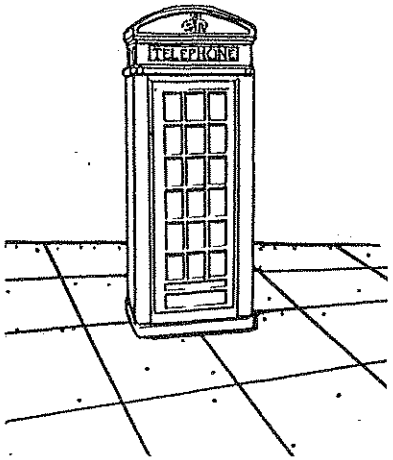


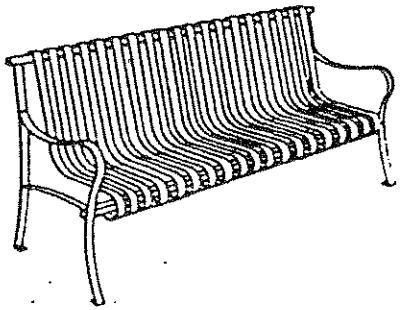
4. Site Furnishings

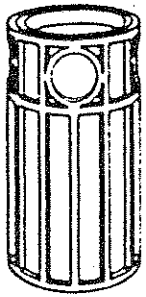
a. Benches, trash containers and other site furnishings shall be used and their location shall be noted on the landscape plan(s).

b. All on-site furniture elements, such as benches and trash receptacles, shall be consistent with the Old English architectural theme. The following items shall be incorporated into the landscape plans wherever feasible and appropriate:

- Outdoor seating (benches, tables, chairs, planter walls);
- Trash receptacles;
- Water features (fountains);
- English phone booth; and
- Clock, freestanding (tower) or mounted on building.







E. SIGNS

1. Overview

The quality of commercial signs is an important element in conveying the desired "quality" theme. The standards contained in this section are specific in nature in the Civic Center District only. Other "general" sign standards are found in general commercial design standards and should be consulted as well.

2. Sign Standards

a. Compliance - All signs shall comply with the provisions of the Westminster Sign Ordinance.

b. Desirable sign types - The materials, colors and textures utilized on signs in the Civic Center District shall reflect those of Old English architecture whenever applicable to the development. The appropriate sign types are:

- Carved wood signs with external lighting;
- Back-lighted reverse channel letter signs;
- Permanent window signs; and
- Internally illuminated signs of individual letters.

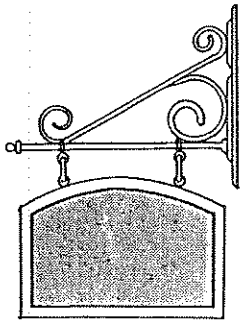
c. Lettering - Signs shall utilize lettering styles reminiscent of the Old English theme rather than those of contemporary themes.

d. Theme - Signs within a commercial complex shall follow a coordinated theme that is directly related to the architecture of the complex.

e. Monument-type signs - Because of the special nature of the Civic Center District and the smaller scale, more pedestrian oriented development that is desired, monument-type signs shall be used.

f. Projecting signs - The use of small-scale projecting signs is desired and they shall be installed whenever their use is appropriate and consistent with the building design. No signs shall project over the public right-of-way.

Place signs to repeat the rythm of the buildings architecture.

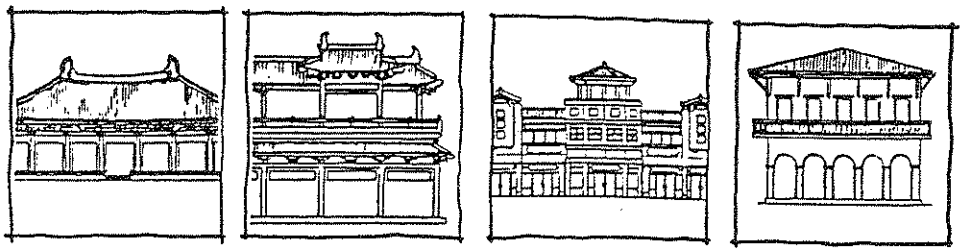


Little Saigon District

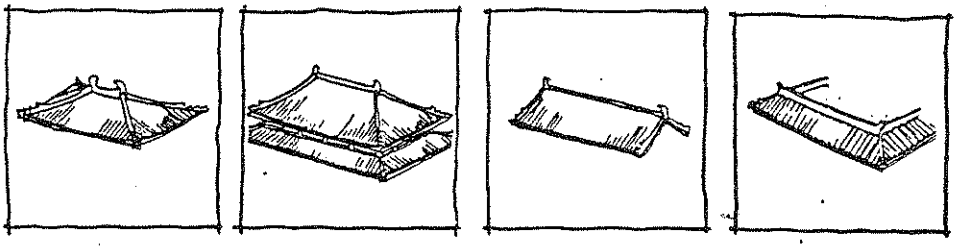
ARCHITECTURAL VERNACULAR

City of Westminster

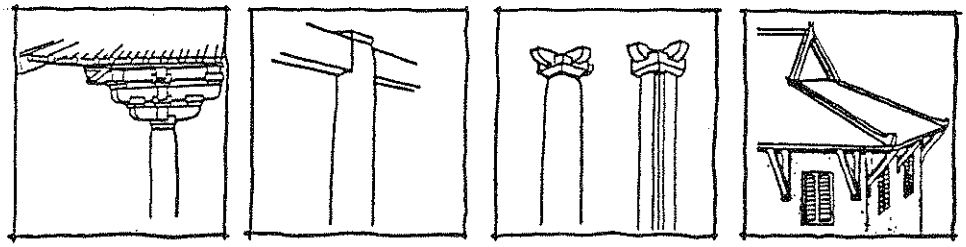
Building Mass



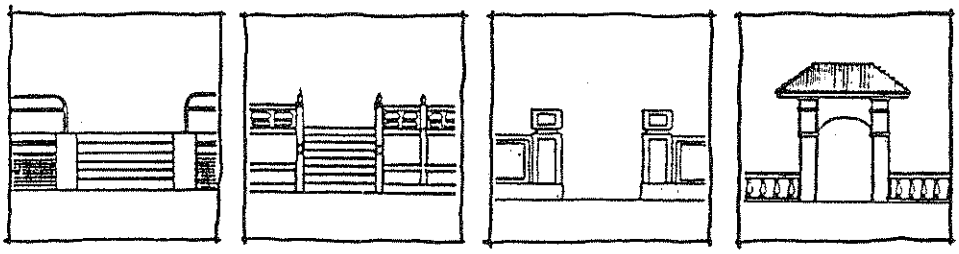
Roofs



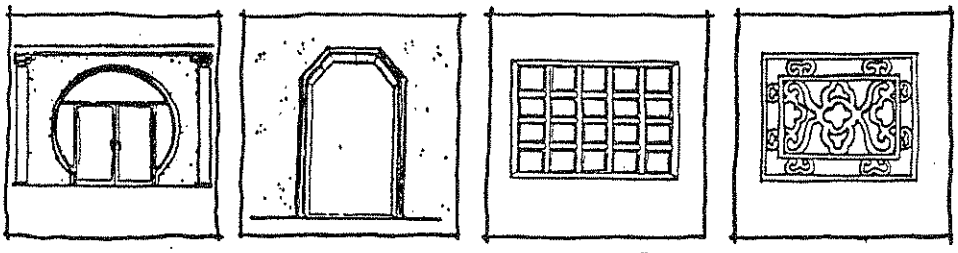
Columns & Brackets



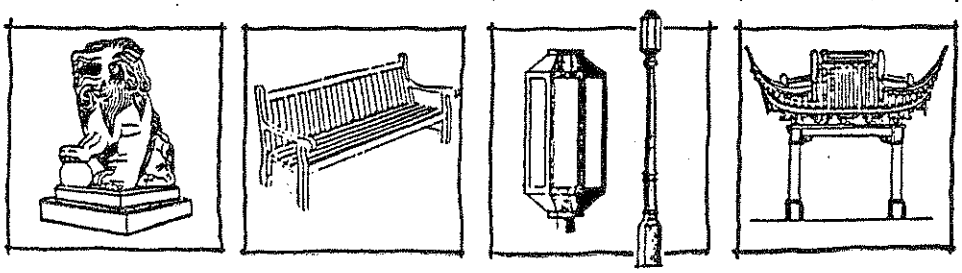
Platforms & Walls



Doors & Windows



Site Furniture



17.67.090 - LITTLE SAIGON CPA DESIGN STANDARDS

A. INTRODUCTION

1. Overview

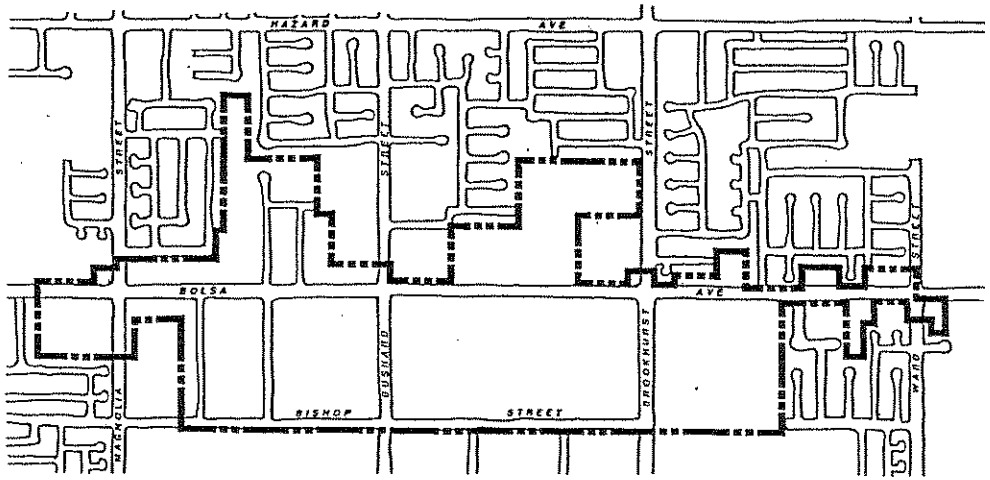
The design standards in this section are applicable only within the Little Saigon Community Planning Area (CPA) as outlined in the map below. New development and exterior rehabilitation of existing buildings in the Little Saigon CPA shall incorporate the architectural design themes described in this section. The design theme shall incorporate architectural elements similar to those found on buildings constructed in Vietnam in the early 1900's in the French Colonial tradition. However, the use of design elements and details that follow a traditional Chinese architectural theme may also be used, as this style of architecture is used on many religious buildings in Vietnam.

The application of these architectural design standards is not intended to unduly restrict individual design professionals. Contemporary interpretations of these two preferred design motifs may be employed. However, such interpretations will be reviewed on a case-by-case basis, and interpretations that are considered too highly stylized or abstract will be rejected.

2. Priority

The design standards contained in this section shall be utilized in combination with the general requirements contained in either the general commercial design standards, commercial rehabilitation design standards, or multiple family residential design standards sections. In the event that the standards for the Little Saigon CPA and any other standards are in conflict, the standards for the Little Saigon CPA shall take precedence.

LOCATION MAP *Little Saigon District*

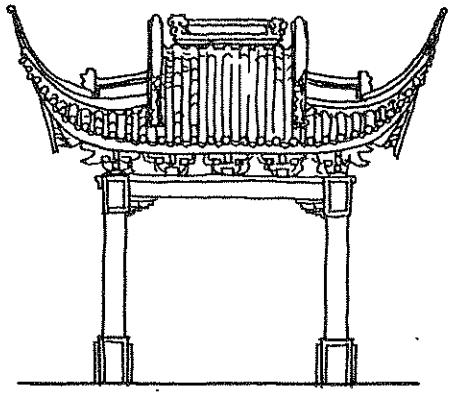


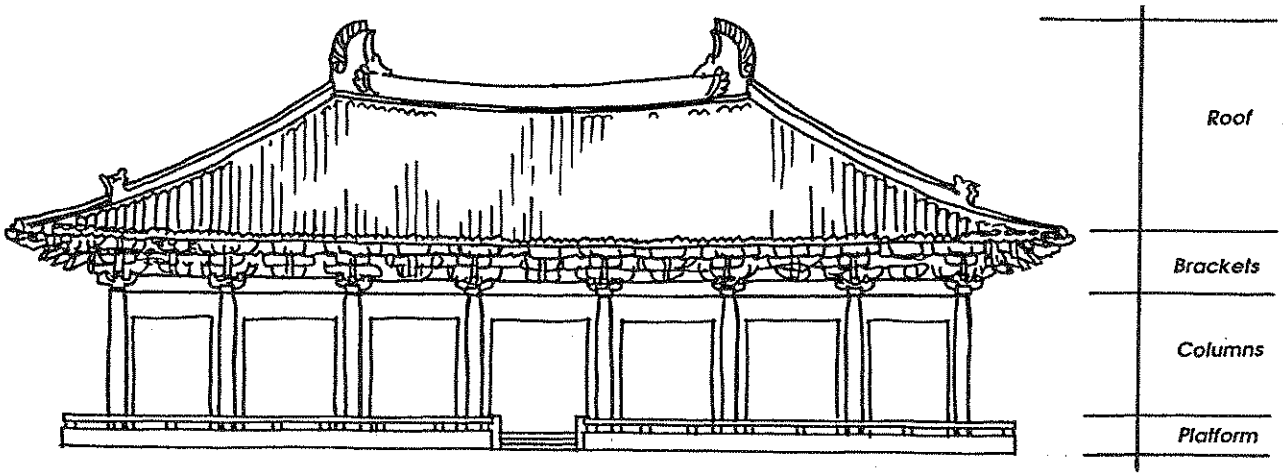
B. ARCHITECTURAL STYLE

1. Design Elements of the Chinese Style

The qualities and design elements for buildings in the Little Saigon CPA shall consist of following:

- Large, prominent full roofs with overhanging eaves;
- Roofs with corner ridge and main ridge elements (decorative elements to be incorporated);
- Tile roofs (natural clay or glazed/colored);
- Metal standing seam roofs in shades of green, brown, blue or copper;
- Exposed wooden rafter tails with or without decoration;
- Rhythm and repetition of standard building modules;
- Use of columns, beams and gateways;
- Buildings set on platforms with stairs in central locations;
- Wood and masonry exterior finishes, wood details/trim, wood posts and beams;
- Buildings arranged around a central axis.;
- Window and door openings of ornate design;
- Use of accent colors of bright red, dark green, black and gold; and
- Garden and landscape designs in naturalistic, non- symmetrical forms.

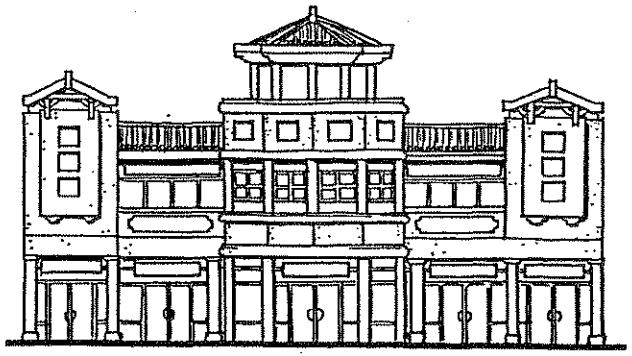


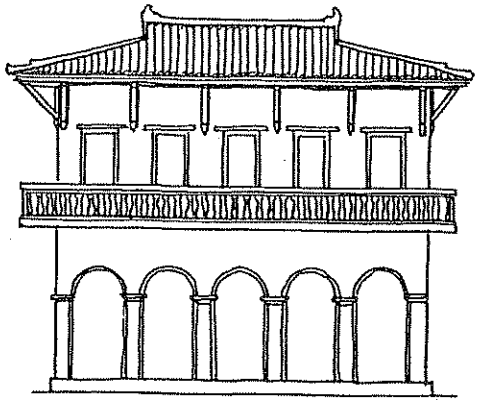


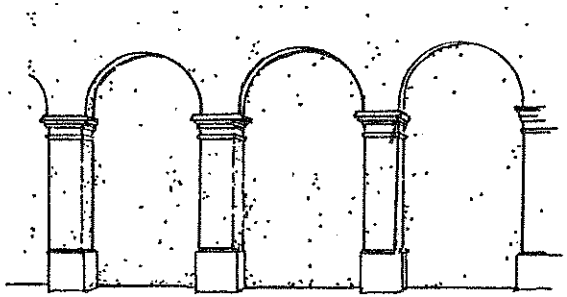
2. Design Elements of the French Colonial Style

The qualities and design elements of the French Colonial style in the Little Saigon CPA shall be as follows:

- Full roofs with large eave overhangs supported by exterior wooden brackets;
- Clay tile roofs (earth tones);
- Arched openings for doors, windows and colonnades in either semicircular or flat arch, including use of the blind arch;
- Masonry walls with smooth finish;
- Use of balustrade-style railing systems;
- Use of canopies and awnings;
- Use of upper story balconies;
- Large multi-paned windows;
- Shuttered doors and windows; and
- Wall colors of off-white, light yellow to ochre, sometimes with white trim, and forest green accent color.







The use of blind arcades or similar methods to add visual interest to a blank wall are encouraged.

3. Undesirable Design Elements in the Little Saigon CPA

The following are design elements that are unacceptable and shall not be used:

- Architectural styles such as Mediterranean, Spanish Colonial, Ranch/Western, or Old English;
- Contemporary "glass box" buildings;
- Large, flat wall surfaces, box-like buildings;
- Buildings with flat roofs and roofs with composition shingles;
- Decorative elements that have the appearance of being added to a building and do not appear to be a substantial part of the structure;
- Use of materials and finishes not appropriate to the style of the building and imitation/fake materials; and
- Dark wall colors and use of bright, neon, day-glow colors for any purpose.

4. Building Materials and Colors

Building materials and colors for the Little Saigon CPA shall be kept simple and uncluttered. Primary wall colors shall be neutral with brighter colors used for trim accent.

a. Building materials - The primary exterior building materials shall be smooth finish stucco, painted concrete and wood.

b. Limit the use of wood - The exterior use of wood shall be limited to columns, posts, beams, roof overhangs and supporting brackets. Large wall surfaces of wood shall be avoided.

c. Wood finish - Wood shall be painted or stained. Unfinished wood is not appropriate.

d. Wall colors - The predominant colors of exterior walls shall be neutral earthtones; light beige, buff, tan. Brighter colors may be used for accent trim. For buildings in the French Colonial style, light pastel yellow and off-white are also appropriate colors.

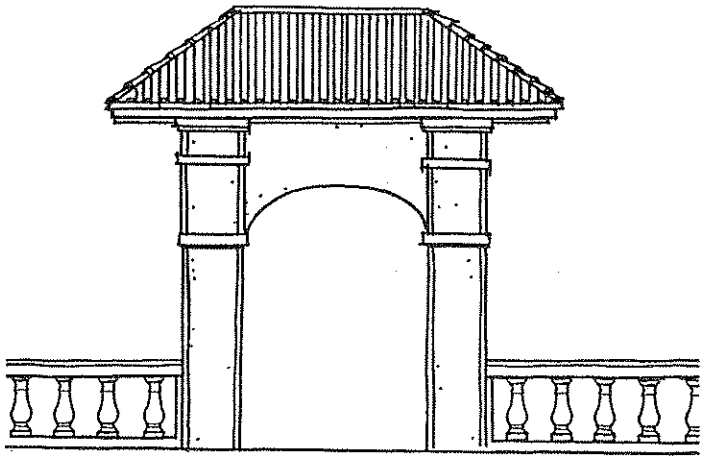
e. Undesirable materials - Materials that are undesirable and shall not be used include:

- Concrete block;
- Simulated wood or masonry;
- Heavy troweled stucco finish;
- Clapboard;
- Glass curtain walls;
- Imitation "rock work" and other thin masonry (brick) veneers;
- Corrugated metal or plastic; and
- Standing seam metal walls.

f. Trim colors - Trim colors from the traditional Chinese style include bright red, dark green, black, and to a limited extent, gold.

g. Trim colors - Trim colors from the French Colonial style are generally white or medium to dark green.

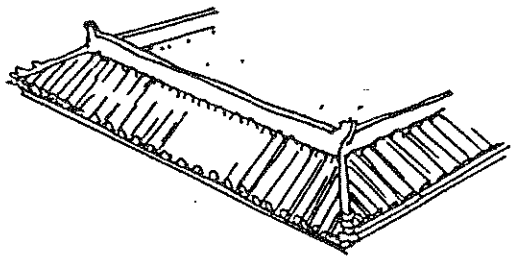
h. Undesirable wall colors - Colors that are undesirable and shall not be used for exterior walls include shades of blue, violet, pink, dark brown.

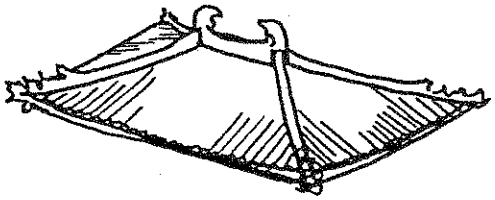


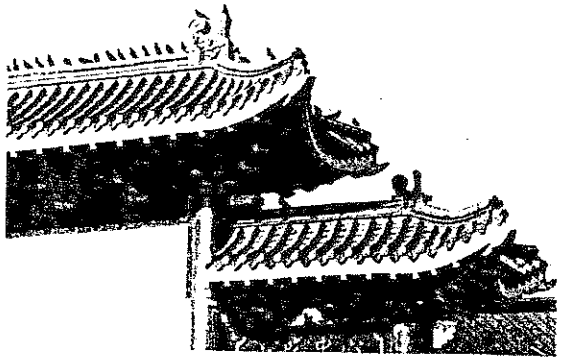
5. Roof Form and Materials

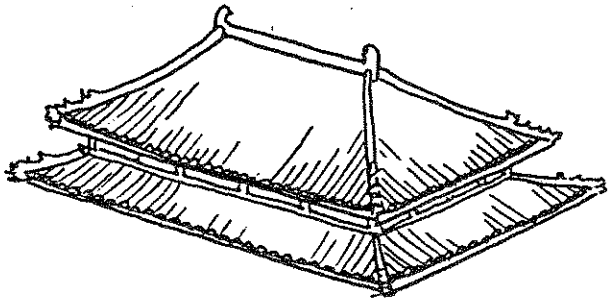
a. Full roofs shall be used - The use of full roofs is an important design element in the Little Saigon CPA. For this reason, flat roofs shall not be used. If a portion of a roof is required to be flat for a particular reason (e.g., to place and screen roof mounted equipment) then a mansard style roof may be incorporated for that portion of the building. Such roofs shall extend completely around the building (or portion thereof) so that no flat roof parapets are visible from any side of the building. An exception would be for sides of buildings placed on a property line where a fire wall with parapet must be constructed.

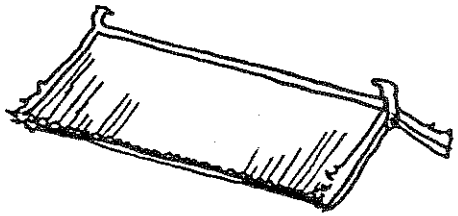
b. Roof design - Typical roof styles required for the Little Saigon CPA are shown in the illustrations below and on the next page. If other designs are proposed, the designer may be required to provide a justification for a deviation from the traditional styles.











c. Roof pitch - The pitch of the roof shall not be less than 2:3. Shallow pitch roofs are not in keeping with the traditional style and will only compromise the overall design integrity of the building.

d. Use decorative ridge beams - Roofs may incorporate corner and main ridge beams. Decoratively painted and/or carved ridge beams are desirable. If ridge beams are not used, decorative roof tile elements shall be utilized on all roof ridge lines.

e. Desirable roof materials - The following roof materials shall be used in the Little Saigon CPA:

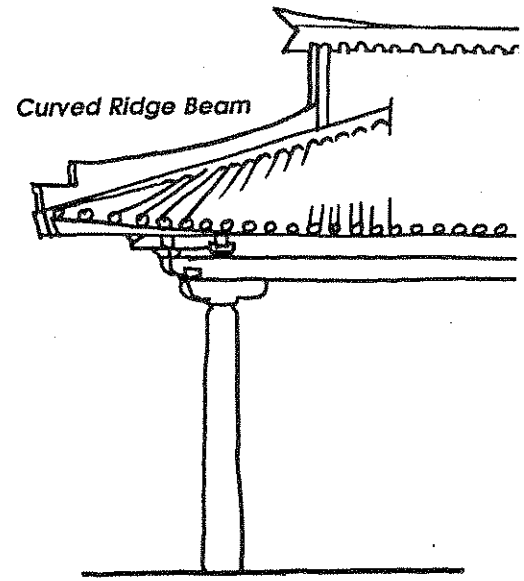
- natural clay barrel tiles, unglazed;
- glazed barrel tiles in blue or green;
- concrete tiles in light to medium grey (charcoal); and
- standing seam metal in greens, browns, blues and copper.

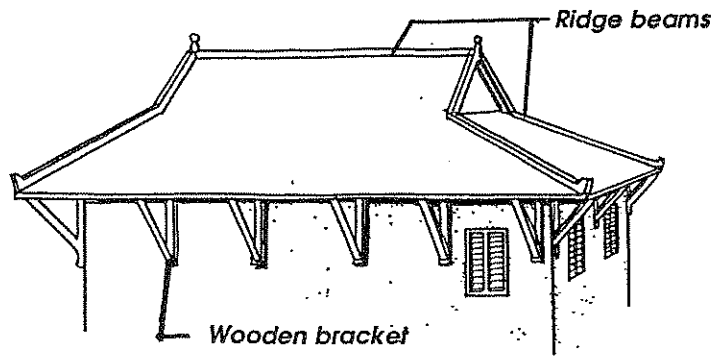
f. Undesirable roof materials - The following roof materials shall not be used in the Little Saigon CPA:

- Wood or simulated wood shingles;
- Concrete roof tiles except grey;
- Composition shingles;
- Crushed rock;
- Corrugated metal; and
- Rolled roofing materials.

g. Curved roofs are desirable - One method to simulate the curved roof effect is to design the corner ridge beam in a curved manner.

h. Roof overhangs - All roofs shall incorporate large roof overhangs in proportion with the building (the larger/taller the building, the greater the overhang). When the French Colonial style is used, wooden support brackets shall be incorporated as a functional part of the roof design.





6. Doors and Windows

a. Use traditional designs - The appropriate design of door and window openings is critical to establishing the architectural character of Little Saigon. Therefore, traditional designs shall be used, especially on the main building facades facing streets and parking lots.

b. Size and spacing - Doors and windows shall be used to establish rhythm and harmony within the overall building design. Uniform sizes and spacing shall be employed as this reinforces the idea of symmetry.

c. Primary entrances - Primary customer entrances shall be used whenever possible. A few examples are shown.

d. Desirable door design elements -

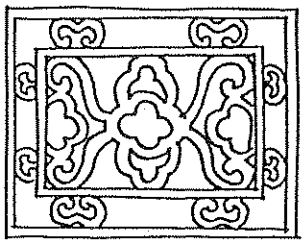
- Recessed doors to convey appearance of thick walls;
- Wood construction with multi-lite or single-pane windows;
- Metal door frames with dark anodized finish or painted to match building trim;
- Double door entries; and
- Ornate hand pulls (wood or brass).

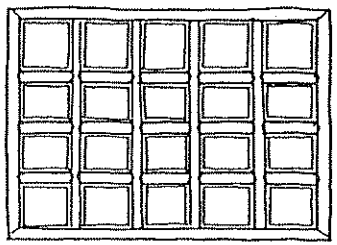
e. Storefront windows - Storefront display windows may be large but shall not extend from floor to ceiling. At ground level, a bulkhead of approximately 24 inches shall be provided.

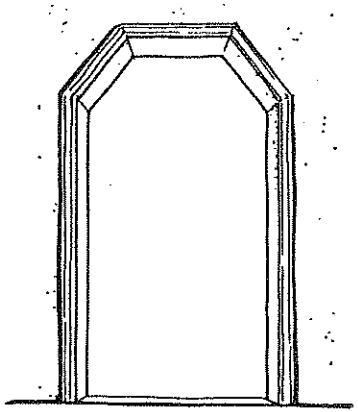
f. Window glass - Use clear glass (88% light transmission) on the first floor. Tinted glass allowing a minimum of 50% light transmission shall be considered only for use in second floor windows and above and on an individual case basis. The use of reflective glass is prohibited.

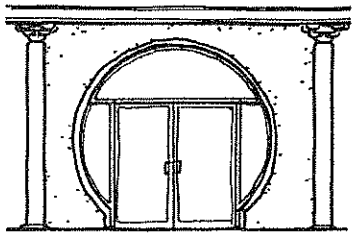
g. Desirable window design elements -

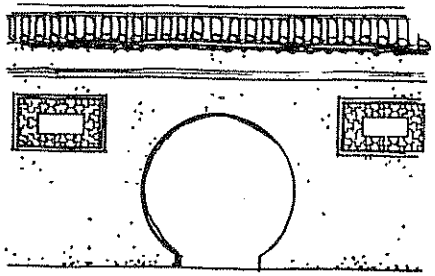
- Wood frames;
- Metal frames with dark anodized finish or painted to match building trim; and
- Clear glass to 30% tinted.

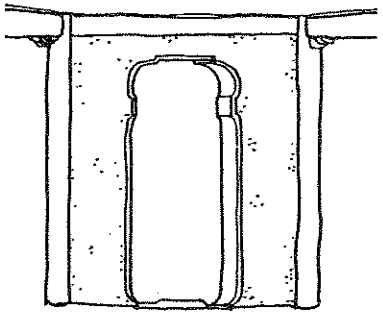












C. SITE PLANNING

1. Overview

One of the primary concerns related to the placement of buildings on a lot (site planning) is the relationship of the buildings to the street. This is a very important concept in the creation of a pedestrian oriented, pedestrian friendly commercial district such as Little Saigon. The design standards below are structured to create and maintain a strong pedestrian oriented shopping district along Bolsa Avenue.

In addition to the site planning standards in this section, the standards in Section 17.68.060, Commercial Design Standards, shall also be incorporated.

2. General Design Principles

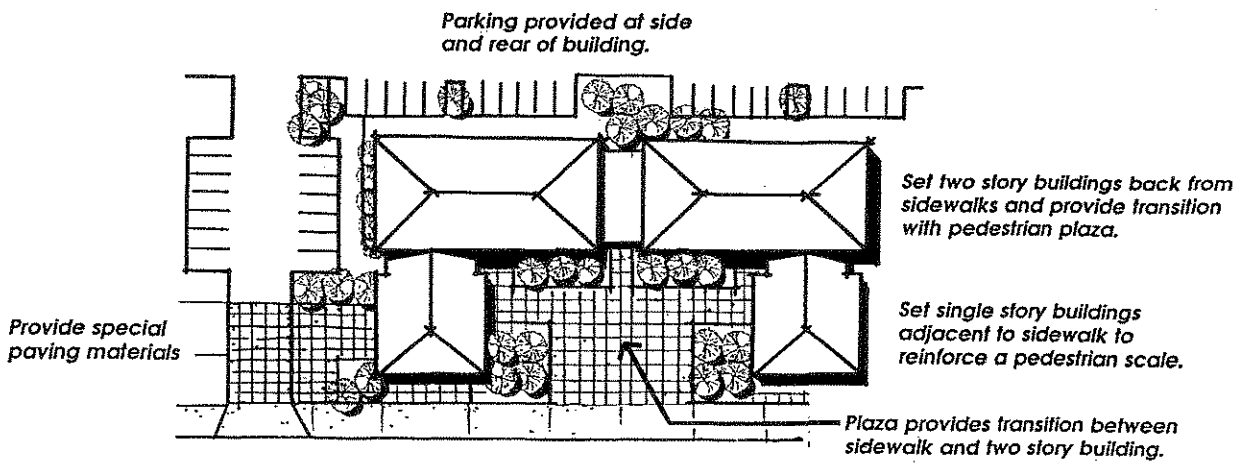
a. Place buildings along street - Buildings, especially with retail storefronts, shall be placed at or near (within 10 to 15 feet) the front property line along Bolsa Avenue.

b. Parking location - Parking shall not be located between the sidewalk and the front of the building.

c. Provide pedestrian links - A strong pedestrian link shall be created between the sidewalk and the main building entrance, and between adjacent buildings. Use walkways and plazas with special enhanced paving materials and landscaping to help direct pedestrian movement.

d. Provide useable open space - The provision of pedestrian plazas, courtyards, seating areas, walkways and small gardens between the sidewalk and the main building entrance is very desirable and shall be provided wherever possible. The design of such areas shall reinforce pedestrian activity along the public sidewalk and between the sidewalk and the building entrance.

e. Use an intimate scale - The provision of public open space shall consider the pedestrian scale. Large areas of paving are undesirable and shall not be permitted. Larger open areas shall be divided into smaller, intimate areas for seating, landscape gardens, water features, public art, etc.



3. Shopping Centers

When a multiple tenant shopping center is proposed, not all buildings need to be adjacent to the Bolsa Avenue frontage. However, every effort shall be made to accomplish the following:

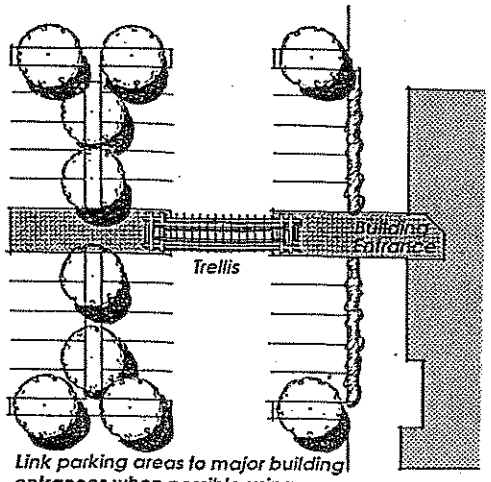
a. Street adjacent buildings - Place as much building mass (storefront) along Bolsa Avenue as possible (a minimum of 25% of street frontage to be building storefront).

b. Cluster buildings - Create a village atmosphere by clustering buildings within pedestrians plazas versus a typical linear layout or an "L" pattern.

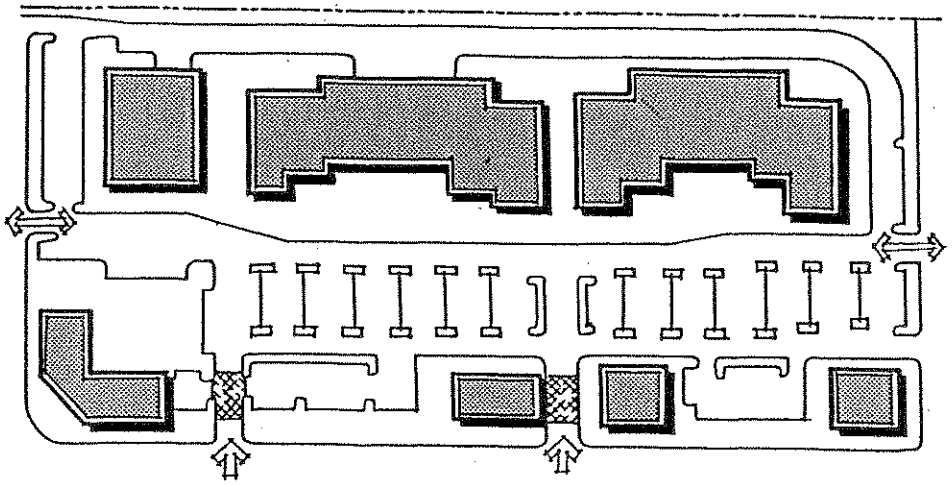
c. Parking layout - Avoid monotonous parking layouts through the use of freestanding pad buildings, landscape islands, pedestrian walkways and medians.

d. Parking location - Place as much of the parking to the rear and sides of the project as possible so that walking distances from the public sidewalk are minimized. Use "employee only" parking lots along the rear (behind buildings) and sides of shopping centers.

e. Parking structures - On large projects, use underground parking and/or parking structures so that more open space can be provided at ground level.



Link parking areas to major building entrances when possible using textured paving and trellises.



Minimum 25% of frontage utilized for freestanding 'pad' buildings.

D. LANDSCAPING

The following landscape design standards apply only to the Little Saigon CPA. General landscape design standards for commercial uses can be found in Section 17.68.060, Commercial Design Standards and in Chapter 17.70.

1. General Design Principles

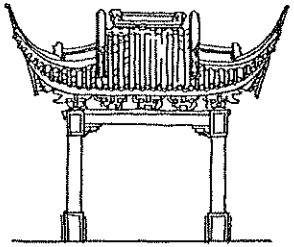
All landscape plans shall contain design elements that reinforce the architectural character of the Little Saigon Area.

a. Use appropriate plant materials - Refer to the recommended plant list in this section.

b. Subtropical plants - Such plants shall be used in small areas for high impact at building entrances.

c. Drought tolerant species - Such plants shall be used in larger areas away from buildings and in parking lots.

d. Trees and shrubs - Trim trees and large shrubs to expose their major branch structure.



e. Earth mounding - Berms and earth mounds shall be used along with large boulders to imitate small hills and mountains to shield and separate parking areas from public view or pedestrian areas.

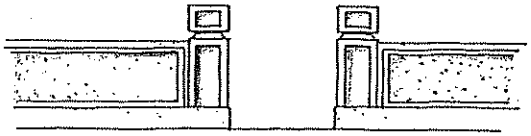
2. Oriental Gardens

The use of small oriental style gardens is an important design element in the Little Saigon CPA. Some of the basic design principles of the oriental garden include:

a. Garden designs shall be free-form - Organic, not symmetrical. Gardens shall be created as miniature recreations of nature.

b. Small-scale water elements - Streams, ponds or fountains are very desirable and shall be incorporated into garden designs whenever practical.

c. Gardens (as opposed to overall landscaping) shall be kept small - Concentrate garden areas at building entrances for maximum impact. Small scale water features used in conjunction with subtropical plants shall be used to create an intimate, friendly atmosphere.



d. Small structures - Used in conjunction with covered verandas, small structures within the garden are very desirable and shall be incorporated into the landscape design whenever practical. Examples: Pagodas, archways, foot bridges, shade structures for seating areas, etc.

e. Small stones and gravel - Used in walkways and dry streambeds, these can create a very desirable landscape feature. Use pavers/stepping stones with sod planted in between for small walkways.

3. Preferred Plant Palette

In keeping with the architectural style of the Little Saigon CPA and in order to help reinforce its overall character, the plant materials palette shall be drawn from the following selections:

a. Groundcover -
Ajuga reptans - Ajuga
Aptenia cordifolia - Baby Sun Rose
Carpobrotus species - Sea Fig
Lantana montevidensis - Trailing Lantana
Liriope species - Liriope
Ophiopogon japonicus - Mondo Grass
Pachysandra terminalis - Japanese Spurge
Ferns
Trachelospermum jasminoides - Star Jasmine
Grasses and dichondra

b. Shrubs -
Agapanthus africanus - Lily-of-the-Nile
Agave attenuata - Agave
Aloe species - Aloe
Alpine species - Ginger
Azalea spp.
Bamboos
Calliandra tweedii - Trinidad Flame Bush
Carissa macrocarpa - Natal plum
Hibiscus species - Hibiscus
Juniperus chinensis 'Torulosa' - Hollywood Juniper
Juniperus sabina 'Tamariscifolia' - Tam Juniper
Nandina domestica - Heavenly Bamboo
Nerium oleander - Oleander
Philodendron selloum - Split Leaf Philodendron
Pittosporum tobira 'Wheeleri'
Strelitzia nicolai - Giant Bird of Paradise
Strelitzia reginal - Bird of Paradise

c. Trees -
Albizia julibrissin - Silk Tree
Arecastrum romanzoffianum - Queen Palm
Chorisia speciosa - Floss Silk Tree
Cupaniopsis anacardioides - Carrotwood
Erythrina caffra - Coral Tree
Feijoa sellowiana - Pineapple Guava
Ficus species - Ficus Trees
Grevillea robusta - Flame Bush
Jacaranda mimosifolia - Jacaranda
Koelreuteria paniculata - Goldenrain Tree
Liquidambar spp.
Metrodieros excelsus - New Zealand Christmas Tree Palms
Pinus spp.
Pistacia chinensis - Chinese pistache
Podocarpus macrophylla - Yew Pine
Salix babylonica - Weeping Willow
Schinus terebenthifolius - Brazilian Pepper
Tipuana tipu - Tipu Tree

d. Vines
Bougainvillea spp.
Podranea ricasoliana - Pink Trumpet Vine
Tecomaria capensis - Cape Honeysuckle
Wisteria sinensis - Chinese wisteria

4. Paving Materials

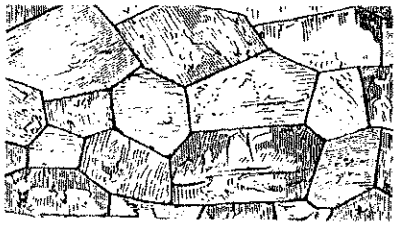
Special paving materials and patterns shall be used to enhance pedestrian walkways, plazas and gardens. Desirable materials include:

a. Scored patterns in smooth or rock salt finish concrete;

b. Rectangular granite or concrete block pavers in irregular sizes;

c. Natural stone pavers set in mortar; and

d. Other materials consistent with the architectural style of Little Saigon will be reviewed on a case-by-case basis.

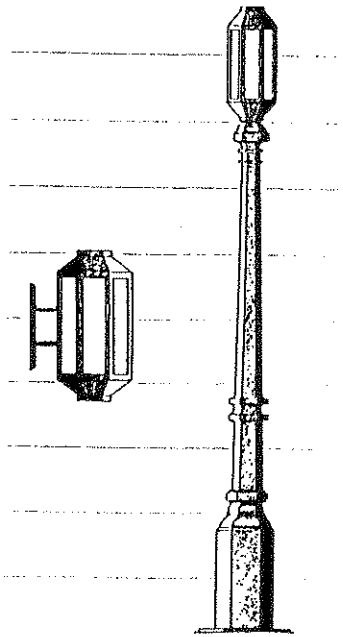


5. Lighting

All on-site lighting fixtures shall be consistent with the architectural theme of the proposed project.

a. Exterior accent lighting - Such lighting shall be used to accent significant architectural features that are unique to the style of the building. Exposed neon is prohibited.

b. Lighting in outdoor landscape areas - Outdoor lighting shall be used to accent trees, garden structures, water features and other significant landscape elements.

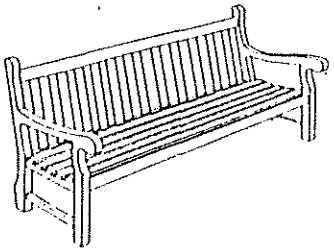


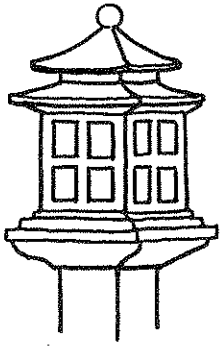
6. Site Furnishings

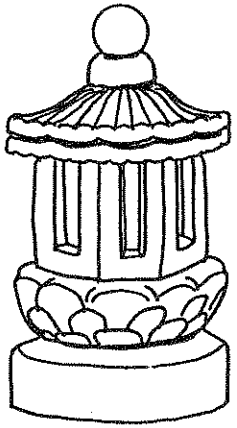
a. Consider locations of site furnishings - Project designers shall consider the provision of benches, trash receptacles and other site furnishings and indicate their locations on the landscape plan.

b. Use consistent theme - All on-site furniture elements such as benches and trash receptacles shall be consistent with the architectural theme of the proposed project. The following items shall be considered:

- Outdoor seating (benches, tables, chairs);
- Trash receptacles;
- Water features (fountains, ponds);
- Artwork that is historically or culturally significant;
- Kiosks, vending machine enclosures;
- Phone booths, newsracks, directories; and
- Clocks.







E. SIGNS

1. Overview

The design quality and readability of signs in the Little Saigon CPA are important aspects of the overall image and pedestrian character that is being created for the area. The standards contained in this section are specific to the Little Saigon CPA only. Other "general" sign standards found in Setion 17.68.060, Commercial Design Standards, shall be consulted as well.

2. Design Standards

a. Compliance - All signs shall comply with the provisions of Chapter 15.40 of the Westminster Municipal Code.

b. Desirable sign types - The materials, colors and textures used on signs in the Little Saigon CPA shall reflect those of the building's architecture. The approved sign types are:

- Back-lighted reverse channel letter sign;
- Permanent window signs; and
- Internally illuminated signs of individual letters rather than block letter signs where the letters are connected.

c. Can-type signs are not permitted - The use of can-type signs (metal frames with plastic panels) shall not be permitted.

d. Theme - Signs within a single commercial complex shall follow a coordinated design theme that is related to the architecture of the complex.

e. Projecting signs - For new commercial structures located on or within 5 feet of the sidewalk, a sign may project into the public right-of-way up to 2 feet with the approval of an encroachment permit by the city.

f. Use of English language signs - Except for commonly understood words, signs utilizing a language other than English shall provide an English translation. This will not only help customers locate the business, but will also help direct fire or police officials to the proper location in an emergency situation.

17.67.100 - MULTIPLE FAMILY RESIDENTIAL DESIGN STANDARDS

A. INTRODUCTION

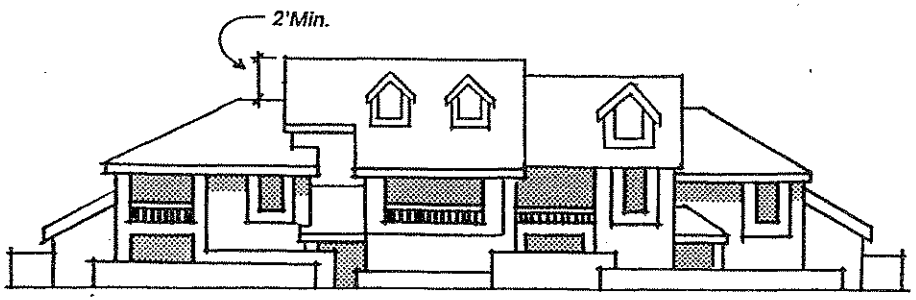
The design standards for multiple family residential projects are aimed primarily at infill projects and maintaining neighborhood compatibility. "Context" and "compatibility" are the watchwords concerning residential infill projects. Projects which impact a neighborhood either by their scale or bulk, or by their lack of architectural compatibility, shall be prohibited.

Another issue related to multiple family projects is security. The first line of defense against unauthorized intruders is a well designed project that has considered potential security related problems in its initial design. This section provides some simple standards to follow to increase the level of security for multiple family projects.

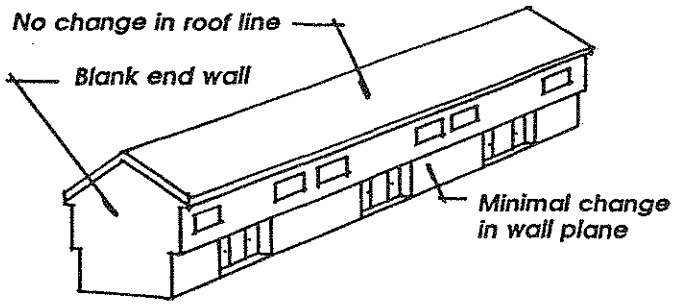
B. GENERAL DESIGN PRINCIPLES

The following design principles shall be considered in all multiple family residential projects:

1. Varying front setbacks within the structure;
2. Staggered and jogged unit planes;
3. Use of reverse or alternating building plans to add variety;
4. Maximum of two adjacent units with identical wall planes and rooflines; and
5. Variety of building orientations.



Good example of change in roof planes and wall articulation



Unarticulated buildings are undesireable.

C. ARCHITECTURAL CONSIDERATIONS

1. Building scale and height

a. Maintain neighborhood scale - Multiple family projects in existing neighborhoods shall maintain the architectural characteristics and scale of existing structures on the property and surrounding neighborhood, for example: window and door detailing, facade decoration, materials, color, roof style and pitch, porches, etc.

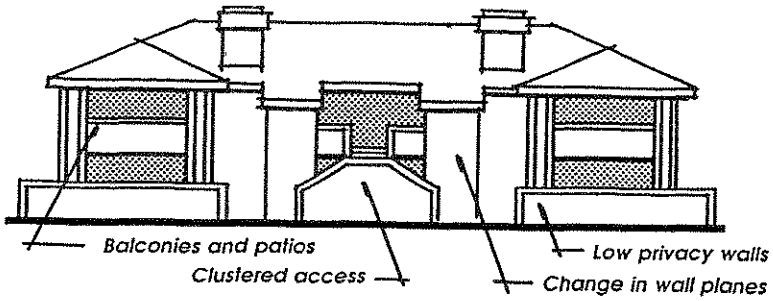
b. Reduce building scale - Changes in wall plane, roof height and inclusion of elements such as balconies, porches, arcades, dormers and cross gables help reduce the overall scale of larger multiple family projects and mitigate the barracks-like quality of long flat walls which are often characteristic of such projects. Use of these features shall be incorporated into all multiple family projects.

2. Roofs

a. Full roofs shall be used - For one and two story buildings, hipped or gabled roofs covering the entire building shall be used. Mansard roofs or segments of pitched roofs applied at the buildings' edges shall not be permitted.

b. Flat roofs - Flat roofs may be permitted for buildings three stories or more in height, but such roofs shall not cover more than 50% of the roof area.

Full, low roof line reflects residential character.



3. General Standards

a. Accessory structures - Carports, detached garages and other accessory structures shall be designed as an integral part of the overall project. They shall be similar in materials, colors and detail to the principal buildings of the development.

b. Screen all equipment - All mechanical equipment, whether mounted on the roof or the ground, shall be screened from view. Screen walls shall be architecturally integrated with the structures.

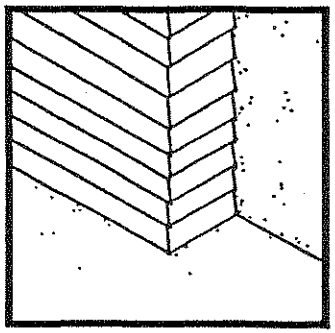
c. Remodel existing unit - When an existing single family or multiple family unit is to remain on the property where new multiple family units are to be constructed, the existing unit shall be upgraded to be compatible with the new units.

d. Consider graffiti prevention - In combination with landscape design, building material selections shall take into consideration the goal of preventing or deterring graffiti.

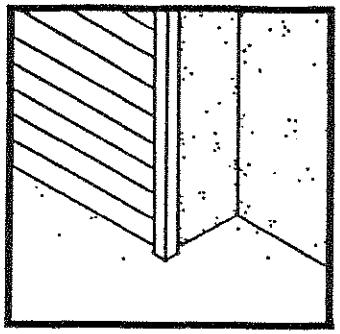
4. Building Materials

a. Use durable materials - Materials selected for multiple family projects shall be very durable, require low maintenance, and convey a sense of permanence. The number of different types of materials used in a single project shall be the minimum necessary to accomplish the intended design.

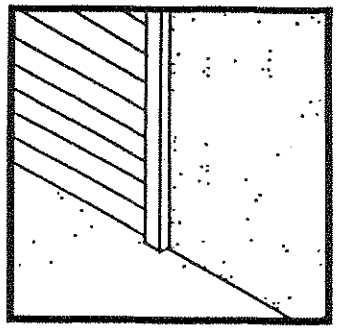
b. Avoid artificial materials - The composition of materials shall avoid giving the impression of thinness, or falseness; i.e., the materials shall appear as though they are the "real thing". The use of artificial materials shall be prohibited if they do not achieve this goal. Veneered materials shall be applied in a manner that does not reveal exposed edges. All veneers shall turn corners.



Change in plane with change in material Recommended

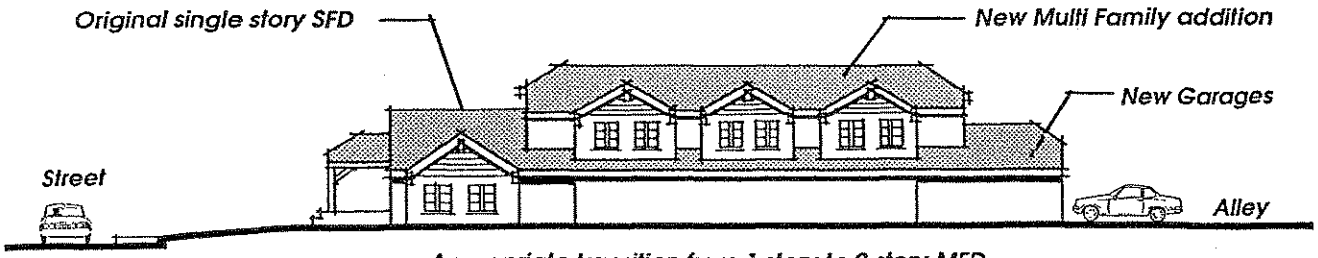


Material or color change at outside corner Not recommended



Change of materials on same plane Not Recommended

RESIDENTIAL SIDE ELEVATION



Appropriate transition from 1 story to 2 story MFD

D. SITE DESIGN

1. General Principles

a. Site design - New multiple family developments shall be designed with the same orientation on the site as the original structure(s), unless other design considerations indicate that maintaining the original orientation is infeasible, impractical or undesirable in relation to city policies or standards. For example, if access to parking is provided from an alley, the new development shall continue this arrangement.

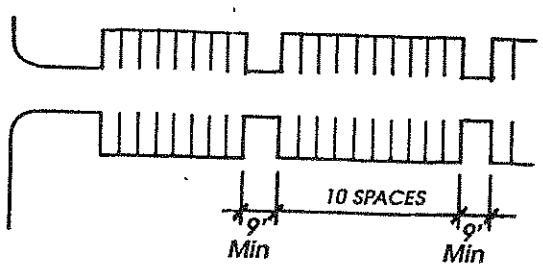
b. Front yard setback - Front yard setbacks for new multiple family projects shall be equal to or greater than the average setbacks for the two adjacent properties. If one or both adjacent properties are vacant, or the subject property is a corner lot, then the average may be calculated on the next adjacent occupied property.

c. Open space areas - Common open space areas shall be conveniently located for the majority of units. Private open spaces shall be contiguous to the units they serve and screened from public view. Projects shall have secure open spaces, and any children's play areas shall be visible from the majority of the units.

d. Landscaping - All areas not covered by structures, drives, parking or hardscape shall be landscaped.

e. Access drives - The principal vehicular access into a multiple family project with 20 or more units shall be through an entry drive rather than a parking drive. Colored, textured paving treatment shall be installed at the entry drive.

f. Parking areas - There shall be no more than 10 spaces of uninterrupted parking within open parking areas. Each 10 spaces (or less) shall be separated from adjacent parking spaces by a landscaped area equal in width and depth to a standard parking space (9' x 19').



Use 9' wide landscape bulb for each 10 spaces.

g. Trash enclosures required - Trash bins shall be fully enclosed in compliance with City standards. Solid metal doors shall be installed. Adequate room shall be provided within the enclosure to accommodate bins used for recyclable materials in addition to the standard trash bins. Said enclosures shall be screened with dense, full-height landscaping on their most visible elevations.

h. Trash enclosure location - Recommended locations for trash enclosures include inside parking areas or at the end of parking bays. Locations shall be accessible for trash collection and maintenance. Each trash enclosure location shall be well-lit.

i. Site drainage - Site drainage shall be collected in curb gutters. The use of center-swale drainage is not permitted.

E. DESIGN FOR SECURITY

1. Common Security Problems

The most common security problems for multiple family projects are:

a. Uncontrolled access to parking where outsiders may enter freely;

b. Uncontrolled pedestrian access;

c. Unassigned common areas, including parking spaces, provide opportunities for outsiders to go unnoticed on the site; and

d. Building and site entrances that are not visible from the public street or from well used common areas within the complex.

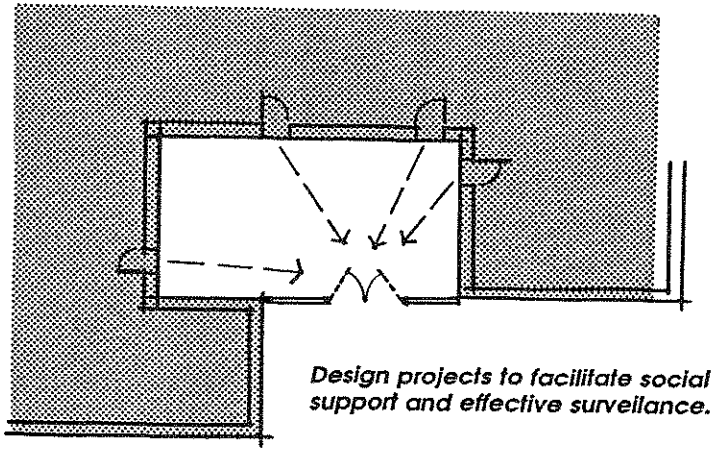
2. General Design Principals

a. Delineate public/private space - Both public and private spaces shall be appropriately delineated with paving, building materials, grade separations or with physical barriers such as landscaping, fences, walls, screens or building enclosures.

b. Make entrances secure - Entrances for both automobiles and pedestrians shall be marked with gates and lights. By defining and controlling access points to the building, unauthorized persons will be deterred.

c. Make entrances visible - All site entrances shall be designed to be highly visible from a public street or alleyway. All access points to the site shall be well lighted.

d. Increase visibility from the unit - Interior open spaces, courtyards, circulation corridors and individual living unit entrances shall be visible from a majority of the living units. The placement of doors and windows in the living units shall allow easy surveillance of these spaces from within the unit.



Design projects to facilitate social support and effective surveilance.

17.67.110 - DEFINITIONS

A. ARCHITECTURAL TERMS

Arcade - An arched roof or covered passage way.

Arch - A curved structure supporting its weight over an open space such as a door or window.

Awning - A structure, usually of canvas with a metal frame, extending out from a wall above a door or window, which provides protection from sun or rain.

Baluster - Any of the small posts that support the upper rail of a railing, as on a staircase.

Balustrade - A row of balusters, joined by a rail, serving as an enclosure for a balcony, staircase, porch, terrace, etc.

Bay - An opening or alcove marked off by pillars or columns; or a recess in the wall line of a building, as for a window.

Bay Window - A window projecting outward from the main wall of a building.

Belt Course - A continuous horizontal band, either plain or ornate, which projects from the surface of an exterior wall, separating two stories of a building.

Blind Arcade (Arch) - A row of arches applied to a wall as a decorative element in which the openings are permanently closed by wall construction.

Bond - In masonry, any arrangement of bricks or blocks in a wall, which binds them into a compact whole; as, *English bond*, where one course consists of bricks with their ends toward the face of the wall, called *headers*, and the next course of bricks with their lengths parallel to the face of the wall, called *stretchers*; *Flemish bond*, where each course consists of headers and stretchers alternately.

Bracket - A support element under overhangs; often more decorative than functional.

Canopy - A roof-like projection extending horizontally from a structure, usually over a sidewalk or driveway for protection from sun or rain. A canopy generally extends further than an awning, and may be ground-supported whereas an awning is not.

Cantilever - A projecting overhang or beam supported only at one end.

Casement Window - A window hinged at the side so as to swing outward.

Clapboard - A thin, narrow board with one edge thinner than the other, used for covering the outer walls of frame houses. In appearance, it looks like a roof shingle.

Column - A vertical support, which is often cylindrical or polygonal, consisting of a base, shaft and capital and usually a supporting or ornamental member in a building.

Coping - The capping or top course of a wall, sometimes protecting the wall from weather.

Cornice - A horizontal molding projecting along the top of a wall, building, etc.

Course - In a masonry wall, a single line of bricks or stones.

Eaves - The overhang at the edge of the roof which usually projects out over the walls.

Facade - The exterior face of a building which is the architectural front, sometimes distinguished from other faces by elaboration of architectural or ornamental details.

Fenestration - The arrangement and design of windows in a building.

Flashing - Metal sheeting, either copper, aluminum, or galvanized steel, used to make water-tight the joint between chimneys or other projections through a roof.

Flat Roof - A roof having only one slope for drainage, with or without a parapet.

17.67.110 - DEFINITIONS

Gable - The triangular part of an exterior wall enclosed by the sloping ends of a pitched roof. Typically, the entire section, including wall, roof and space enclosed.

Gambrel Roof - A roof with a broken slope creating two pitches between eaves and ridge, found often on barns.

Glazed Brick - A brick which has been glazed and fired on one side which results in a shiny finish.

Hardscape - Elements within the landscape which are constructed of impervious material such as brick, concrete or stone, finished and/or arranged in a decorative fashion. Such elements may include paths, sidewalks, plazas or courtyards.

Hip Roof - A roof with four uniformly pitched sides.

Mansard - A roof with two slopes on each side, the lower slope being much steeper.

Masonry - Constructed of brick, block or stone.

Mullions - The divisional pieces in a multi-paned window.

Parapet - The part of a wall which rises above the roof.

Pitch - The slope of a roof expressed in terms of the ratio of height to span. For example, a pitch of 4:12 means the roof rises 4 feet vertically for every 12 feet horizontally.

Quoin, Coin Stone - The external corner of a building and the large, square stones by which the corner of the building is marked. Quoin stones generally are of a different color, size and texture than the building walls, and stand out from the wall.

Rafter - A sloping structural member of the roof that extends from the ridge to the eaves and is used to support the roof covering.

Ridge - The highest line of a roof when sloping planes intersect.

Setback - In architecture, the recessing of the upper part of a facade due to the smaller area of the upper floors. In urban design, the distance back from a street curb, sidewalk or property line that a building is located.

Shake - Split wood shingle.

Shed Roof - A sloping, single-planed roof.

Sill - The horizontal member forming the bottom frame of a door or window.

Slate - Hard, thin, naturally occurring plates of stone that are used for roof coverings, paving, etc.

B. DESIGN TERMS

Articulation - Describes the degree or manner in which a building wall or roofline is made up of distinct parts or elements. A highly articulated wall will appear to be composed of a number of different planes, usually made distinct by their change in direction (projections and recesses) and/or changes in materials, colors and textures.

Asymmetry - The balanced arrangement of different elements without a common axis.

Axis - A pivotal point, or line on a plane, around which elements are arranged.

Balance - The condition achieved by matching differing elements which, when perceived as a whole, appear as a cohesive unit. Balance can be achieved by using either symmetrical or asymmetrical components.

Emphasis - Describes the use of elements which call attention to themselves. Emphasis is an important feature in creating balance when using dissimilar elements. Canopies and balconies are examples of elements which, when emphasized properly, can assist in presenting a balanced look.

Emphasis also can be found within strip commercial developments or malls by the location of more massive or ornamental buildings, such as a major department store. This emphasis provides a directional guide because it creates a point of reference for the users. Emphasis can also be achieved by providing a strong design element at store or mall entrances.

Mass - Describes three-dimensional forms, the simplest of which are cubes, boxes (or "rectangular solids"), cylinders, pyramids and cones. Buildings are rarely one of these simple forms; usually, they are composites of varying types of masses. This composition is described as the "massing" of forms in a building.

During the design process, massing is one of many aspects of form considered by an architect or designer, and can be the result of both exterior and interior design considerations. Exterior massing can help to identify an entry, denote a stairway or simply create a desirable form. Interior spaces create and affect exterior mass, and exterior mass can affect the interior space.

Landscape architects also use massing in design. By grouping plants and trees with different sizes and shapes, desirable masses are created that achieve certain design goals. These landscape masses are intended to be perceived as a whole, rather than as individual trees or shrubs. Plant masses can be used to fill a space, define a boundary of an open area, or extend the perceived form of an architectural element.

Movement - The apparent directional emphasis of a building facade as indicated by its proportions. Static movement is based on square proportions, while dynamic movement is based on rectangular proportions.

Pattern - Things which are repeated such as lines, colors, textures and shapes create patterns based upon their repetition. The patterns formed by various materials can add "texture" to a building. Patterns can also be used to add character, scale and balance. The lines of wood siding and the many different types of brick bonds are examples of how materials can be placed in a pattern to create texture.

Proportion - Proportion deals with the ratio of dimension between elements. Proportion can describe height to height ratios, width to width ratios, width to height ratios, as well as ratios of massing. If proportion between elements of a design for a commercial project is not carefully considered, the effect can be jarring and displeasing. Landscaping can be used to create a consistent rhythm along a streetscape which will sometimes disguise the lack of proportion in building size and placement.

Rhythm - The regular or harmonious recurrence of lines, shapes, forms, elements or colors, usually within a proportional system.

Scale - The measurement of the geometrical relationship between one object and another. The scale of a building can be described in terms of its relationship to a human being. All of the components of a building also have a relationship to each other and to the building as a whole, which is the "scale" of the components. The building must also be in scale with its surroundings. A high-rise building surrounded by one- or two-story buildings could be said to be out of scale.

The relationship of a building, or portions of a building, to a human being is called its relationship to "human scale". The spectrum of relationships to human scale ranges from *intimate* to *monumental*. Intimate usually refers to small spaces or details which are very much in keeping with the human scale, usually areas with dimensions of around 8 to 10 feet. These spaces feel intimate because of the relationship of a human being to the space. Eight to 10 feet is about the limit of sensory perception of communication between people including voice inclination and facial expression. This distance is also about the limit of an up-stretched arm reach for a person which is another measure of human scale. The components of a building with an intimate scale are often small and include details which break those components into smaller units.

At the other end of the spectrum, monumental scale is used to present a feeling of grandeur, security, timelessness or spiritual well-being. Building types which commonly use the monumental scale to express these feelings are banks, churches and civic buildings. The components of this scale also reflect this grandness, with over-sized doors, high glass storefronts or tall columns.

Landscape or hardscape elements can also bring human scale to a large building by introducing features such as a tree canopy, leaf textures and fragrance. Plants can complement the scale of the architecture, as when large trees are used next to tall buildings, or small trees to accent a building component such as an entry.

Surface Materials - Used to define or create a texture for a building. Surface materials can also be used to help define the scale of a building.

Symmetry - The balanced arrangement of equivalent elements about a common axis.

Texture - Refers to variations in the exterior facade and may be described in terms of the roughness of the surface material, the patterns inherent in the material or the patterns in which the material is placed. Texture and lack of texture influence the mass, scale and rhythm of a building. Texture can also add intimate scale to large buildings by the use of small detailed patterns, such as brick masonry.

AMENDMENTS TO THE DESIGN STANDARDS MANUAL

As adopted by Ordinance 2352, adopted 11/06/2002

Following are excerpts from Ordinance 2352, pertaining to the Design Standards Manual.

f. Address identification - Signs, especially free-standing signs, shall include the address of the business or commercial center, whenever appropriate or desirable.
g. Neon type lighting may be used as an architectural accent.

Section 5.

That Section 17.67.050(E)(3)(e) of the Design Standards Manual is hereby amended to read as follows:

e. Can-type signs - The use of can-type signs with translucent backlit panels are prohibited. Panels can be opaque of a can-type sign is used and only the lettering shall appear to be illuminated. In cases where the sign area of the sign is no greater than 40 square feet, translucent backlit panels shall be permitted.

Section 6.

That Section 17.67.050(E)(3)(g) of the Design Standards Manual is hereby amended to read as follows:

. Exposed raceways prohibited - Exposed raceways behind individual letter signs are prohibited as they emphasize the mechanics of the sign rather than the message. Buildings shall be designed to conceal electrical raceways For existing buildings, exposed raceways may be permitted with the approval of the Planning Division when concealed electrical raceways are not possible, provided that the raceway is designed to blend with the building/structural wall to which it is attached.

Section 7.

That Section 17.67.050(E)(4)(b) of the Design Standards Manual is hereby amended to read as follows:

Sign types - Freestanding signs shall only be permitted pursuant to the regulations of the Westminster Sign Code. Monument signs are encouraged, however pole signs shall be permitted provided that the pole is covered with a decorative skirt compatible with the design of the sign and with a width equal to at least ½ the width of the sign.

Section 8.

Severability. If any section, subsection, sentence, clause or phrase of this ordinance is for any reason held to be invalid or unconstitutional by the decision

of any court or competent jurisdiction, such decision shall not affect the validity o the remaining portions of this ordinance.

The City Council declares that it would have passed the ordinance codified in this ordinance , and each section, subsection, sentence, clause, and phrase thereof irrespective of the fact that any one or more of the sections, subsections sentences, clauses or phrases thereof is declared invalid or unconstitutional.

Section 9.

This ordinance shall take effect thirty days after its adoption. The City Clerk shall certify to the passage of this ordinance and cause the same or a summary thereof to be published within fifteen days after adoption in the Orange County News, a newspaper of general circulation, printed and published in Orange County, California.

PASSED, APPROVED, AND ADOPTED this 6th day of November 2002 by the following vote:

AYES:	CITY COUNCIL MEMBERS:	RICE, MARSH, FRY, LAM, PARIS
NOES:	CITY COUNCIL MEMBERS:	NONE
ABSENT:	CITY COUNCIL MEMBERS:	NONE

Margie L. Rice

MARGIE L. RICE, MAYOR

ATTEST:

Marian Contreras

MARIAN CONTRERAS, CITY CLERK

STATE OF CALIFORNIA)
COUNTY OF ORANGE) SS.
CITY OF WESTMINSTER)

I, Marian Contreras, City Clerk of the City of Westminster, do hereby certify that the foregoing ordinance was introduced on the 16th day of October, 2002 and was regularly adopted at a meeting thereof on the 6th day of November, 2002.

Marian Contreras

Marian Contreras, City Clerk

Published According to Law: 10-23-02, 11-8-02