

Appendix A: Design Standard Details

This Appendix provides written and visual guidance on examples of site design, architectural design, and landscape design in Douglas County. Compliance with these standards is required for all new non-residential structures; renovations of existing non-residential structures; new multi-family structures; renovations of existing multi-family structures; and new residential structures in major subdivisions. Compliance is encouraged for all other new construction in Douglas County. All projects shall be reviewed for compliance with these standards prior to the issuance of a building permit. For new residential structures in major subdivisions, an architectural pattern book should be submitted with the application for Final Plat, unless otherwise required as a part of a zoning action.

Section 1 – Residential Design Standards

New residential development will maintain a cohesive neighborhood character. Character describes visual and physical features of the principle structure. Particular attention is paid to height; scale; massing; roof pitch; exterior finish materials; window and door details; ornamental details; and surrounding landscape.

- A. The purpose and intent of these regulations is to
 - 1. Ensure a safe, stable and secure building stock to meet the needs of Douglas County residents;
 - 2. Provide architectural and design diversity of the built environment of the county;
 - 3. Develop a scale and massing appropriate to the context of the development;
 - 4. Promote quality design and aesthetics to support long term economic viability;
 - 5. Ensure predictability and consistency to support orderly community growth;
 - 6. Encourage design features that will support community wellness, safety, quality materials, and aesthetics.
- B. Interpretation of terms
 - 1. Interpretation of the specific elements of the residential standards of this Code shall be guided by *A Field Guide to American Houses* by Virginia and Lee McAlester (1984 and subsequent updates).
- C. General Guidelines – Residential Construction
 - 1. Form and Materials
 - a. New construction shall have clearly delineated foundations, wall structures, cornices, and roof structures.
 - b. Allowable façade materials shall be as specified in Article 307 of the Unified Development Code, unless otherwise approved as Overall Development Standards, Special Use Permit, or some other zoning action.
 - c. Two types of distinctive building materials are required to be used on all new construction, unless all sides of a structure are proposed to be of the same masonry material (i.e. brick, stone or stucco). Acceptable variations include, but are not limited to, wall surface patterns of similar materials, such as pattern masonry in brick or stone; wooden half-timbering; plain or patterned wood shingle or fiber cement shingle; or patterned stick work, such as board and batten or reverse board and batten.
 - d. Building facades may be symmetrical or asymmetrical, but a mix of façade types is encouraged for any new development that includes more than 5 new houses.

- e. A building height of one; one-and-a-half; or two stories is preferred. Full or partial below-grade basements are allowed.
 - f. A structure shall not exceed the overall height for the zoning district as identified in Article 4 of this Code.
2. Roof Types
- a. Preferred roof types include hipped and cross-hipped; or gabled, including side-gabled, front-gabled, cross-gabled, or center-gabled.
 - b. Multi-level eaves are encouraged, as appropriate.
 - c. Other roof types may be approved, though should not constitute more than 10% of the overall project, unless otherwise approved by the Director.
 - d. Functional or non-functional dormers should be included in a minimum of 20% of an overall project, unless otherwise approved by the Director. Dormer types should be compatible with structure massing and roof typology, including gabled, shed, hipped, and flat dormers.
 - e. Acceptable roofing materials include metal standing seam; tile, slate, or stone; wood shake shingles; or architectural shingles.
3. Windows and Doors
- a. Windows are required for principle rooms on all facades of the structure.
 - b. Windows must be functional.
 - c. Functional shutters are encouraged.
 - d. Focal windows on the front façade are encouraged in all units and are required in a minimum of 25% of the units of the overall project, unless otherwise approved by the Director.
 - e. A variety of window pane patterns are encouraged. Window pane types should be consistent on all facades of the structure.
 - f. Front doors should have a distinctive crown and/ or casing to distinguish a principle entry to the structure.
 - g. Single and double front doors are encouraged for use in a project. A minimum of 10% of the project shall utilize double front doors, unless otherwise approved by the Director.
 - h. Variety in doors of the principle entry shall be expressed through a mix of options for paneling and glazing.
 - i. Transoms, side lights or both may be used as an alternative to a distinctive door crown and casing. A minimum of 20% of the overall project should use a transom and/ or sidelight at the principle entry, unless otherwise approved by the Director.
 - j. Window and door surrounds should be complementary in style materials and color.
4. Porches
- a. All structures must have an articulated front entry, primarily in the form of a front porch.
 - b. Unless otherwise approved by the Director, a minimum of 75% of the overall project must include a projecting front porch. Up to 25% may utilize recessed front porches.
 - c. Projecting front porches must include variations on styles, including entry, full height entry, full width (one or two story), wrapped, or inset porches for the overall project.





- d. Entry stairs to porches should generally be located on the front and central to the porch. Side entry stairs area acceptable on certain asymmetrical and cross gabled structures to encourage diversity in style.
 - e. Ground level entry and entry ramps are appropriate when the overall structure incorporates barrier free design principles for accessibility.
 - f. Porch supports, railings and balustrades should be designed in a style and material that complements the window and door surrounds, or other character defining features of a structure.
 - g. Rear decks or porches are encouraged but not required. Enclosure for rear decks or porches through screening or windows as an extension of the indoor living space are encouraged.
5. Chimneys
- a. Chimneys, when used, may be internal or external to the structure.
 - b. External chimneys must be clad in masonry and may be placed on a gable wall or eave wall of the structure.
 - c. Internal chimneys may project from the end of the structure, the slope of the roof, or the ridge of the roof. The portion of the internal chimney visible above structure must be clad in a masonry material.
6. Other Decorative Elements
- a. Variety in architectural expression is encouraged. Unless otherwise approved by the Director, the use of decorative elements on 20% of the units in the overall project is required so as to create a distinct and cohesive identity and sense of place that is unique to the project.
 - b. Examples of decorative elements include
 - 1. Columns or pilasters
 - 2. Arches
 - 3. Pediments
 - 4. Quoins
 - 5. Vergeboard or decorative Fascia Board
 - 6. Ornamental metalwork
 - 7. Decorative tile
 - c. Other materials may be approved as a part of Overall Development Standards, Special Use Permit, or other zoning action.
 - d. One or more decorative elements should be used to distinguish the individual character of the structure.
 - e. A combination of different elements is encouraged in codes to create diversity and interest.
7. Garages
- a. Side or rear access for integral garages is preferred. A variety of side, rear, and front entry garages for a project is required.
 - b. Detached garages are allowed.
 - c. Garage doors must complement the overall style of the structure.
8. Outdoor lighting
- a. Outdoor lighting is required to be located at any door of any façade on the structure.





- b. Light may be projecting or recessed.
- c. Lighting should be of a style that complements the overall character of the structure.

Table A.1 Representative examples - residential

All photos are used representatively to highlight different features identified in the guidelines above. Specifically, each represents a mix of materials; different roof types; articulated front entry styles; and a variety of decorative elements. Individual details are highlighted below. A mix of sizes, styles, materials and architectural details which are appropriate to the time of construction and the context of the setting is encouraged.

	<ul style="list-style-type: none"> • Front door transom and sidelights • Focal window on front façade • Windows for all principle rooms • Multi-level eaves
	<ul style="list-style-type: none"> • Front door sidelights • Focal window on front façade • Decorative keystones over windows • Windows for all principle rooms
	<ul style="list-style-type: none"> • Projecting front entry with decorative columns • Dormers • Focal window on front facade

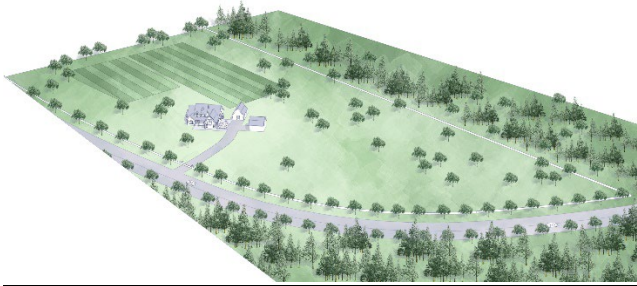
	<ul style="list-style-type: none"> • Articulated front entry porch with columns and pediment • Transom and sidelights at front entry • Focal window on front façade • Dormer • Decorative keystones over windows
	<ul style="list-style-type: none"> • Front entry porch • Decorative front facing garage doors • Front door sidelights
	<ul style="list-style-type: none"> • Projecting front entry with arch • Windows for all principle rooms • Decorative roof brackets
	<ul style="list-style-type: none"> • Front entry porch • External chimney with masonry



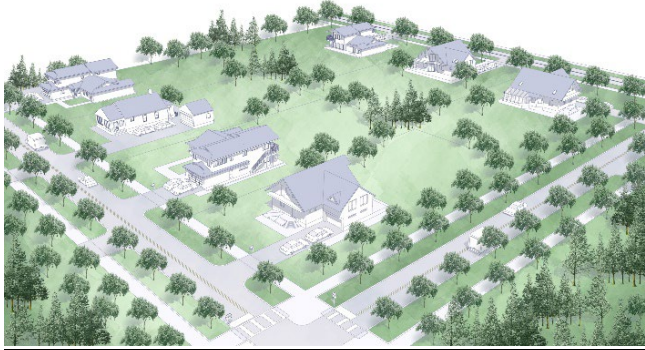

	<ul style="list-style-type: none"> • Articulated front entry • Shed style dormer
	<ul style="list-style-type: none"> • Double front entry doors • Decorative columns at front entry • Focal window on front façade • Multi-level eaves
	<ul style="list-style-type: none"> • Articulated front entry with arches • Sidelights at front door • Focal window on front façade • Diversity in window types • Dormers •
	<ul style="list-style-type: none"> • Articulated front porch entry and distinctive columns • Front door sidelights • Decorative roof brackets, patterned fiber cement shingle • Focal windows on front façade

	<ul style="list-style-type: none"> • Front entry porch with railing • Focal window on front façade • Multi-level eaves
	<ul style="list-style-type: none"> • Articulated front entry distinctive columns • Sidelights at front entry • Shed dormer • Multi-level eaves

*photos from Google streetview

Table A.2 – Residential lot layout illustrations

	<ul style="list-style-type: none"> • Rural Agricultural (AG) • Residential Agricultural (RA) • Residential Low-Density (Limited)
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	<ul style="list-style-type: none"> • Residential Agricultural (RA) • Residential Low-Density (R-LD) (Limited)
	<ul style="list-style-type: none"> • Residential Agricultural (RA) (Limited) • Residential Low-Density (R-LD) • Residential Medium-Density (R-MD) (Limited) • Planned Unit Development (PUD) • Planned Residential Development (PRD)
	<ul style="list-style-type: none"> • Residential Low-Density (R-LD) • Residential Medium-Density (R-MD) • Planned Unit Development (PUD) • Planned Residential Development (PRD)
	<ul style="list-style-type: none"> • Residential High-Density (R-HD) • Planned Unit Development (PUD) • Planned Residential Development (PRD)

Section 2 – Non-Residential Design Standards





New non-residential development will maintain an appropriate scale and character based on its context. Context describes the predominant land use type of established development adjacent to the project. Particular attention is paid to the building massing; corner/ entrance prominence and articulation; variation of style and façade; exterior finish materials; and landscape, screening and vegetation.

Structures may be built within certain Overlay Districts, or are otherwise subject to architectural and landscape controls as conditions of zoning or other approvals. In such cases, approvals specific to the site shall govern, unless the guidelines outlined in this section are more proscriptive and keeping with the character of the area. In the event of a conflict, the Director shall determine the appropriate guideline.

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 - 2. Provide architectural and design diversity of the built environment of the county;
 - 3. Develop a scale and massing appropriate to the context of the development;
 - 4. Promote quality design and aesthetics to support long term economic viability;
 - 5. Ensure predictability and consistency to support orderly community growth;
 - 6. Encourage design features that will support community wellness, safety, quality materials, and aesthetics.
- B. General Guidelines – Non-Residential Construction
 - 1. Landscaping requirements.
 - a. The location and detail of all required landscaping shall be depicted on the site landscaping plan (see the Procedures and Permits Article of this Development Code).
 - b. Minimum required landscaped area.
 - c. Each site shall have a minimum landscaped area of 25 percent. The calculated landscaped area may include tree islands within required parking areas.
 - 2. Frontage landscape strip.
 - a. A minimum 25-foot wide landscape strip adjacent to the street right-of way shall be provided in such a way so as to achieve maximum screening effect, which may include installation at the road elevation or higher, based on the discretion of the Director. Every 100 feet of linear landscape strip must include a minimum of 3 canopy trees, 3 understory trees, 2 evergreen trees, and 18 shrubs. Planting standards may be reduced up to 50% with the provision of a 5 feet tall earthen berm running the entire length of the landscape strip.
 - 3. Side and rear yard landscaping.
 - a. Unless otherwise required in Article 8 of the Unified Development Code, all required side and rear yards shall be landscaped in accordance with the requirements of this article.
 - 4. Other landscape areas.

- a. All land surfaces other than those covered by permitted buildings, structures, paving, or other required site elements shall be landscaped with well-maintained grass, flowers, shrubs, or other suitable plant materials.
5. Natural buffers.
 - a. Natural buffers shall be supplemented with native plantings when existing vegetation on the site does not provide a minimum of 80% opacity between the proposed use and the adjacent residential district. These plantings shall include a mixture of canopy trees (50% must be evergreen), understory trees, evergreen coniferous trees and shrubs. Canopy trees shall be no less than 3 inches in caliper and no less than 15 feet in height at the time of planting with a mature height of no less than 25 feet.
6. Permitted finish materials for front-facing facades.
 - i. Principal materials - exterior finish materials visible from any public street shall be any of the following:
 - i. Brick or brick face;
 - ii. Natural stone including granite, marble, sandstone, field stone or any other natural stone;
 - iii. Manufactured stone including imitation field stone, marble, terrazzo, and any other manufactured architectural finish stone;
 - iv. Clay tile with baked-on enamel finish;
 - v. Architecturally treated decorative concrete block;
 - vi. Cementitious stucco wall siding (troweled, blown, board or plank), including limestone either troweled or blown and stamped, stained or textured in finish, Exterior Insulation and Finish Systems (EIFS).
 - vii. Metal siding is prohibited, but architecturally treated metals are allowable as trim and detail materials, with the approval of the Director
 - viii. Painted masonry, including murals, is allowable based on approval of a special use permit or other zoning action.
7. Permitted finish materials for side and rear facades - exterior finish materials for side and rear facades shall be any of the following:
 - i. Brick or brick face;
 - ii. Natural stone including granite, marble, sandstone, field stone or any other natural stone;
 - iii. Manufactured stone including imitation field stone, marble terrazzo, and any other manufactured architectural finish stone;
 - iv. Clay tile with baked-on enamel finish;
 - v. Architecturally treated decorative concrete block;
 - vi. Architecturally treated slabs or block either fluted or with exposed aggregate;
 - vii. Stucco on lathe or a synthetic stucco material (including EIFS) or an acceptable substitute.
 - viii. Fiber cement/cementitious siding (board or plank).
 - i. Metal siding is prohibited, but architecturally treated metals are allowable as trim and detail materials, with the approval of the Director
 - ii. Painted masonry, including murals, is allowable based on approval of a special use permit or other zoning action

Table A.3 Representative examples – commercial

		<ul style="list-style-type: none"> • Mixed masonry materials • Articulated front entry corner • Ornamental details, including decorative lighting, arches and keystones
		<ul style="list-style-type: none"> • Mixed façade materials that correspond to a unifying architectural control document approved through zoning
		<ul style="list-style-type: none"> • Mix of masonry materials on building façade and canopy • Brand signature colors used as accent trim
		<ul style="list-style-type: none"> • Painted facades/ murals approved through Special Use Permit




	<ul style="list-style-type: none"> Streetscape zone that includes sidewalk, street trees, and decorative fence
	<ul style="list-style-type: none"> Double row of overstory trees Landscaping hedge
	<ul style="list-style-type: none"> Double row of overstory trees Landscaping hedge Decorative fence

Table A.4 – Representative examples – industrial

	<ul style="list-style-type: none"> • Corner articulation and transparency • Façade articulation through mix of materials, colors and textures • Landscape screening adjacent to building facades
	<ul style="list-style-type: none"> • Corner articulation and transparency • Façade articulation through mix of materials, colors and textures • Landscape screening adjacent to building facades
	<ul style="list-style-type: none"> • Corner articulation and transparency • Façade articulation through mix of materials, colors and textures • Landscape screening adjacent to building facades
	<ul style="list-style-type: none"> • Landscaping, lighting and retaining walls

	<ul style="list-style-type: none">• Landscaping and retaining walls
	<ul style="list-style-type: none">• Landscaping to serve as visual screening as it grows over time