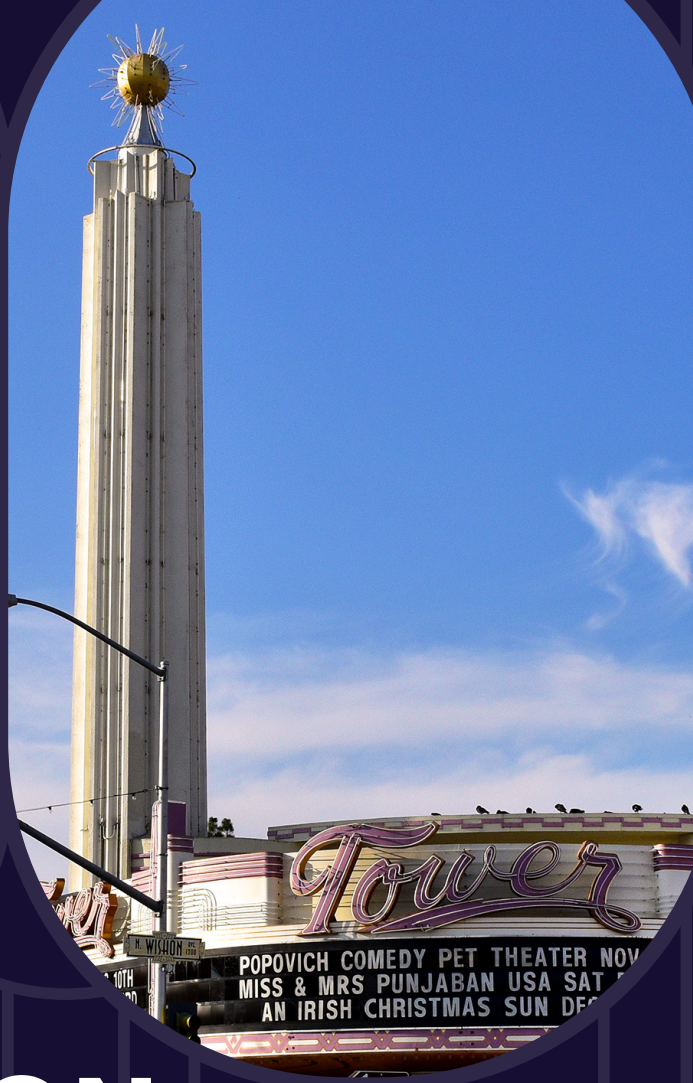
City of FRESNO



CITY OF FRESNO

TOWER DISTRICT DESIGN STANDARDS & GUIDELINES

TRACKED VERSION

11 JULY 2025

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I. Introduction

The Tower District is a special place within the City of Fresno, with a long history and distinctive architecture and urban form. While much of Fresno was designed around the automobile, the neighborhoods of the Tower District were originally designed around public transit and pedestrians, which makes them unique compared to areas that were built later with the automobile as their central focus. But w~~W~~hile ~~it is special and~~ the Tower District is unique, ~~the Tower District~~it is not a museum exhibit preserved in amber, nor should it be. It is a dynamic, living neighborhood where new growth and development are welcome. Indeed, the Tower District stands to benefit from the creation of new homes, businesses, and amenities. However, since architecture and urban form of the Tower District are so distinct from other parts of Fresno, design guidance is needed to help maintain its unique character. Growth and evolution are welcomed, but change cannot come at the loss of the Tower District's distinctive walkable, human-scaled, and occasionally quirky character.

These Design Standards and Guidelines build upon historic development patterns, the Citywide Development Code, the original Design Guidelines, and the updated Specific Plan, in order to guide development projects to make positive contributions to the Tower District's uniqueness, beauty, and walkability. This document is intended to preserve the essence of the Tower District while facilitating compatible infill development. This introductory section will provide an explanation of how and why this document was created, how it is organized, and how it is implemented in conjunction with the Citywide Development Code to regulate land use and development within the Tower District Specific Plan Area. The following three sections will then provide regulations for different types of properties within the Tower District, based on their zoning designations.

A. History of the Tower District

The Tower District began to develop in the early part of the 20th century as one of Fresno's first suburbs. George and Rosanna Wilson purchased 400 acres of vineyards in what would become the center of the Tower District around 1890. They established their home there (at the eventual location of the Chicken Pie Shop) and began making plans to build housing to accommodate Fresno's booming population growth. While they initially struggled to attract development to their estate, this dream became possible when the first streetcar line reached the area via Forthcamp Avenue (later renamed Fulton Street) in 1909. The Wilsons named the main north-south road through the burgeoning neighborhood Wishon, ~~in an effort~~ to entice local business magnate A.G. Wishon to build his home on Block 5 of their new subdivision~~, which is~~ – now the site of the Tower Theater. This was intended to give prestige to the area. Wishon initially agreed to do so but eventually built his home on Huntington Boulevard instead. George was successful, however, in convincing him to extend his streetcar lines further into their land holdings, which would end up being far more valuable to the area's development.

In 1915 George Wilson died and Rosanna, who actually owned the land and ~~who had been~~was the driving force behind the development of the neighborhood, took full control of the project. Development activity accelerated rapidly, and other developers began to develop their land in the area as well. While the initial construction projects were single-family homes, by the 1920s, apartment houses began appearing, and commercial clusters developed in several areas, such as Weldon and Echo Avenues near Fresno High School, Van Ness Village at Van Ness and Floradora Avenues, Fulton Street south of Olive Avenue, and most significantly, along Olive Avenue. In 1939 the Tower Theater opened; it was the first theater outside of Downtown and it

NOTES

Changes tracked as compared to TDIC Draft dated May 4, 2025. Changes reflect the following responses to:

- ***TDIC comments, such as requests to elevate content from advisory guidelines to regulatory standards;***
- ***Specific Plan policies that had not adequately addressed, such as to add replacement housing provisions In the Mixed-Use & Commercial chapter;***
- ***additions of content that was discovered to be missing, such as on-site open space provisions In the Single-Family chapter,***
- ***references to a new Chapter V, Architectural Style; and***
- ***more references to Development Code sections that pertain.***

***Green highlights** Identify terms defined in new Chapter VI, Glossary.*

Please suggest corrections and clarifications In the "clean" version of this material (i.e. the Word document with changes in this document accepted). Please do not make comments In this "track changes" document as It will not be referred when making future revisions.

generated much excitement. By the early 1940s, home listings in the area began boasting of their location in the Tower Theater District, permanently linking the neighborhood's identity to its new landmark. Rosanna Cooper Wilson lived until 1947 and was able to see her dreams of creating a thriving neighborhood come to fruition.

During the decades after World War II, conventions in development and neighborhood design changed dramatically. Emphasis shifted from the streetcar and the pedestrian to the automobile. While the area was fully developed by the time this shift took place, suburban-style ~~infill~~ development occurred in the Tower District area that damaged its original character. The City of Fresno also engaged in a road widening campaign, turning narrow local serving residential streets such as Shields, Clinton, McKinley, and Palm Avenues, into wide suburban-style arterial roads, ~~leaving~~ which left homes that formerly had spacious front yards just feet from fast-moving traffic. But while the Tower District suffered some poor development and neglect of older structures, its urban fabric remained mostly intact as compared to other inner-city neighborhoods in Fresno.

In the late 1980s, Tower District residents became increasingly active in protecting the future of their neighborhood. This began was community members grieved the demolition of a historic building and opposed an incompatible building in the area, which led to the development of the 1991 Tower District Specific Plan. One of the outcomes of the 1991 Plan was the creation of a Design Review Committee and Implementation Committee, which ~~has been operating~~have operated since the original Plan was adopted. The strong activism ~~of~~ among neighborhood residents continues to this day.

In the 1990s America experienced an urban renaissance. Downtowns in many cities gained population for the first time since the 1940s and people began to value traditional architecture and walkable neighborhood design again. The New Urbanism movement, which advocated a return to traditional town planning, swept the city planning profession. Older, formerly disinvested neighborhoods became popular again as many people sought walkability, historic architecture, ~~locally~~ locally-owned businesses, and arts and culture. The Tower District was well-positioned to ride this national trend by providing an alternative to the strip malls and chain stores of other areas. It had already taken the mantle of Fresno's center of arts and culture thanks to the launch of the Wild Blue nightclub in 1974, Roger Rocka's Music Hall in 1978, the Tower Theater's restoration and new focus on the performing arts in 1988, and Butterfield's Brewing in 1989. Shops and restaurants in the area began to thrive, and homes and apartment houses began to receive facelifts. The area began to host citywide special events and blossomed into an important cultural center of ~~the~~ Fresno's larger metropolitan area.

While the 1991 Tower District Specific Plan provided a strong policy framework for positive development in the Tower District, the old suburban-oriented zoning of the 1960s remained in effect and the area was still vulnerable to incompatible automobile-oriented projects. Driven by these concerns, local residents worked with the City of Fresno to create the Tower District Design Guidelines, which were adopted as an amendment to the original Specific Plan in 2005 to clarify and strengthen the community's vision for appropriate development. In 2015, the City of Fresno repealed the old 1960s zoning ordinance and adopted the Citywide Development Code in its place. This new set of land use regulations was a major departure from the old code and aligned much more closely with the Specific Plan and Design Guidelines by placing a greater emphasis on walkability and by allowing mixed-use development without a lengthy project approval process.

These Design Standards and Guidelines are based upon on the original Design Guidelines and the updated Tower District Specific Plan. The updated Plan incorporates lessons learned ~~with~~ since the 1991 Plan and ~~nationwide~~ ever-emerging best practices. It encourages the continued revitalization of the Tower District and

preservation of its unique sense of place. The updated Plan emphasizes replacing vacant and aging strip commercial properties with infill development that enhances the Tower District's pedestrian-friendly character, while adding vitality and new housing.

B. The Vision for the Tower District

The vision for the future of the Tower District has three essential elements.

First, the historic character of the neighborhood must be retained. For decades, pressures have been mounting to remove historic structures, widen roads, and convert the area into something that resembles a contemporary suburb. This is not acceptable to the residents of the area.

Second, the residents of the Tower District envision it growing and evolving into an area that has more vitality, more street life, more goods and services, more comfortable public spaces, and more beautiful architecture. The Tower District has always been—and should continue to be—a little different from the rest of Fresno.

Finally, the Tower District should remain walkable and where that walkability has been eroded, it should be restored and enhanced to the greatest extent possible.

The origin of this vision is articulated in design principles embodied within the Tower District Specific Plan:

- Conserve and enhance existing residential neighborhoods.
- Respect and further enhance the historic character of the Tower District as a place not dominated by the automobile.
- Conserve and revitalize the Tower District's historic and architectural resources
- Require that new housing respect the character of existing housing stock.
- Promote mixed-use development along commercial corridors.
- Enable development of well-designed "missing middle" housing.
- Streamline residential project review through the adoption of objective development standards.
- Encourage appropriate mixed-use and multifamily development by reducing obstacles to feasibility of potential development projects.
- Emphasize placemaking in Tower District.

C. Purposes of These Design Standards and Guidelines

These Design Standards and Guidelines implement the updated Tower District Specific Plan, and are based in large part on the original Tower District Design Guidelines that were adopted in 2011. The purposes of the original 2011 Design Guidelines remain relevant:

- To assist property owners and developers by clearly describing what is expected of projects in the Tower District Specific Plan Area, thus minimizing delay and uncertainty.

- To assist City and community review authorities by guiding development to ensure that new projects enhance the established character of the area and increase their viability.
- To assist the City and community review authorities by making it clear to developers and property owners what is expected of them from new development and the remodeling of existing buildings.
- To maintain the integrity and further the implementation of contained in the goals, objectives, and policies of the Tower District Specific Plan.

These Design Standards and Guidelines also address needs, considerations, and practices, which have emerged since adoption of the 1991 Design Guidelines. These additional purposes include:

- Incorporate best practices for urban design and architecture that have emerged as practices have been applied and tested, and as innovation has occurred.
- Account for the State of California legislation that limit local government discretion in the review and approval of housing projects by emphasizing clarity, fairness, and timeliness. Specifically, anticipate applications for qualifying housing projects, for which State law limits review to established "objective standards" that "involve no personal or subjective judgement … and are uniformly verifiable by reference to an external and uniform benchmark …".
- Support implementation of the City's Housing Element and housing production by avoiding development standards that could make the maximum allowable density (as stated in the Development Code) physically or financially infeasible.
- Emphasize development compatibility with Tower District's unique sense of place through the use of objective standards for essential design attributes and continued use of design guidelines where flexibility in interpretation is needed.

D. Applicability

This document applies to properties within the Tower District Specific Plan Area (Tower District) as identified in the following map. Development projects proposed in the Tower District Specific Plan Area will be subject to regulations within the Development Code and this document. Projects shall conform to the requirements of the underlying zoning district, all applicable overlay districts, and all other Articles within the Development Code.. In the event of a conflict between regulations in the Development Code and regulations on the same subject in this document, this document shall prevail per Priority of Plans in Section 15-104-B-4-a of the Development Code.

The standards and guidelines within this document apply to Tower District zoning district designations, per the table below. Properties in Employment Districts are not subject to these Guidelines but subject to review by the Tower District Design Review Committee. The zoning designation of a property can be identified at https://www.fresno.gov/wp-content/uploads/2023/08/OfficialZoningMap2023.pdf.

ZONING DESIGNATION	APPLICABLE CHAPTERS
Residential Single-Family Districts (RS-1, RS-2, RS-3, RS-4, or RS-5)	Chapter II. Residential Single-Family Districts
Residential Multi-Family Districts (RM-1, RM-2, RM-3, or RM-MH)	Chapter III. Residential Multi-Family Districts
Mixed Use Districts (NMX, CMX, or RMX)	Chapter IV. Mixed-Use and Commercial Districts
Commercial Districts (CMS, CC, CR, CG, CH, or CRC)	Chapter IV. Mixed-Use and Commercial Districts
All Other Zoning Districts in Tower District Area	Not Applicable

Subareas within the Tower District are also regulated by the Apartment House Overlay (AHO) zoning designation, which allows multifamily development without ground-floor commercial where it would otherwise be required, along with other AHO requirements. Furthermore, standards and guidelines that pertain to architectural styles apply to all of these zoning designations. Most of these provisions are described in Chapter V. Architectural Styles.

E. How to Use This Document

1. Relationship to the Development Code

The Citywide Development Code (Chapter 15 of Freno's Municipal Code) is the central repository of land use and development regulations for the City of Fresno. The Development Code should be consulted first when considering development project applications for anywhere within the City of Fresno, including the Tower District. The Tower District Design Standards and Guidelines document should be seen as a supplement to the Development Code, which builds on the Code's framework while carrying forth a more detailed vision for development in Tower District .

This document is organized to match the structure of and terminology in the Development Code, as much as possible, to facilitate easy application of both documents to a particular project proposal. When a particular subject is not addressed in this document, the Development Code's regulations shall apply. At the same time, if standards in other parts of the Development Code are inconsistent with this document, then standards in this document shall apply.

2. Standards vs. Guidelines

Development regulations established in this document are divided into two types, standards and guidelines.

Standards address those aspects of development that are essential to achieve the Purposes of These Design Standards and Guidelines as described above, which include implementation of the goals, objectives, and policies of the Tower District Specific Plan. Conformance with Standards is mandatory.

Standards are indicated with the heading "STANDARDS" and the verb "shall" to indicate definitive expectations.

Guidelines provide guidance for new development, and are often related to district character or design details. They are intended to direct building and site design in a way that results in the continuity of the unique character of the Tower District. Guidelines are written in subjective language which may require discretion to apply to a proposed project. Whereas conformance with the Standards is mandatory, conformance with the Guidelines is preferred and strongly recommended, and may not be mandatory when project review is limited to objective standards.~~but not mandatory~~. Standards and g~~G~~uidelines also distinguish objective benchmarks free from interpretation, as is required in streamlined review of qualifying housing projects by the State of California, free from discretionary decisions, from g~~G~~uidelines that remain strongly encouraged but are not obligatory under State streamlining laws.

Edits were needed for consistency with the Development Code's "Priority of Plans," which elevates guidelines above standards, except where subjective guidelines would not be allowed under State streamlining laws.

Although direct conformance with the Guidelines is the surest route to context-sensitive design and swift approval, developers are permitted to propose alternative design details if they are able to show that such details implement the objectives of the Tower District Specific Plan. Guidelines are indicated with the heading "GUIDELINES" and the verb "should" to indicate that the Guideline is not absolute.

~~Standards and Guidelines also distinguish objective benchmarks free from interpretation, as is required in streamlined review of qualifying housing projects by the State of California, free from discretionary decisions, from Guidelines that remain strongly encouraged but are not obligatory.~~

3. Development Application Review Procedures

These sections will be drafted by City staff.

They appeared In the May 4 draft using language from the original Guidelines. This draft language has been removed to not be confused with what currently applies.

a. **Application Procedures and Requirements.**

b. **Standard Consideration with Ministerial and Discretionary Review.**

c. **Streamlined Consideration with Ministerial Review.**

d. **Appeals**

e. **Historic Resources.**

II. Residential Single-Family Districts

A. Purpose

The Residential Single-Family standards and guidelines are intended to preserve the unique character of areas with RS zoning designations while facilitating compatible infill development. RS districts are the most common zoning designations in the Tower District, and they are predominantly developed with single-family residences, however, these areas also harmoniously accommodate small multifamily housing types such as bungalow courts, and small multiplexes with up to four~~4~~ dwellings~~,~~. Residential Single-Family standards also apply to ~~and~~ accessory dwelling units (ADU) that are detached from other buildings.

Consider how ADU design review should be administered, when ADU are proposed as part of RM and MX projects.

B. Uses

In each chapter, a guideline has been added that describes preferred land uses In zoning districts (RS, RM, MX). This new guideline statement offers an opportunity to give guidance. Refer to Development Code for permitted and conditional uses.

STANDARDS

S1 Uses shall be permitted, conditionally permitted, or prohibited as set forth in Code Section 15-902, Use Regulations, and any applicable Overlay District regulations.

GUIDELINES

G1 ~~There are no Use guidelines~~Development in residential single-family districts should contribute to a neighborhood that promotes walking, is human in scale, and offers opportunities for "missing middle" housing.

C. Density and Massing

1. Lot Size

STANDARDS

S1 Lot size standards shall be as required by Code Section 15-903, Density and Massing Development Standards and applicable Overlay District regulations, including Code Section 15-1609, Affordable Housing Overlay District.

GUIDELINES

G1 Lots should generally be small to reinforce the walkable nature of the Tower District and should not exceed 0.5 acres in size.

G2 Lot width should be less than lot depth.

G3 Lots should not extend the entire depth of the block, fronting on 2 streets. Rather, lots should extend to mid-block.

2. Building Height and Mass

STANDARDS

S1 Building height standards shall be as required by Code Section 15-903, Density and Massing Development Standards, and applicable Overlay District regulations.

GUIDELINES

G1 ~~To maintain neighborhood scale, n~~New buildings should ~~not significantly exceed the height of adjacent structures~~have massing near street-facing setback lines that is similar to neighboring buildings along the same block face. ~~*[Proposed alteration of original TDDC text.]*~~

Guideline changed to not contradict the Development Code and Specific Plan policies for development feasibility.

G2 Encourage parking configurations that reduce the site area dedicated to parking, such as with tandem parking.

Parking-related provision based on Specific Plan policy. Parking rates are not considered by the TDDSG.

3. Setbacks and On-Site Open Space

STANDARDS

S1 Setback standards shall be as required by Code Section 15-903, Density and Massing Development Standards, and applicable Overlay District regulations, except as follows:

Corrections to alphanumeric references will be made In the "clean" version and again in InDesign/layout version.

a. Front Setback. The front setback for new structures shall not be greater than 110 percent nor less than 90 percent of the average of the actual front setbacks of all residential structures on the blockface which were constructed prior to 1945. The following exceptions shall apply:

   i. In no instance shall the front setback be less than 10 feet;

   ii. In no instance shall the setback for a new structure be less than the setback of an adjacent structure which is a designated historic resource.

b. Side Setbacks for Primary Structures: Side setbacks shall be as required by the base and overlay districts, except that lots which have a width of less than 45 feet shall have a minimum required side setback of 0' if the other side is set back 12 feet or more to accommodate a driveway which provides access to a detached garage which is located in the rear of the lot, and no alley is available.

c. Side and Rear Setbacks for Detached Garages. Where 50 percent or more of the residential properties on a block have detached garages which encroach into the minimum side and/or rear setbacks, side and rear setbacks for new detached garages shall be as follows:

   i. Minimum side setback: 0 feet;

   ii. Minimum rear setback: 0 feet.

d. Where less than 50 percent of the residential properties on a block have detached

garages which encroach into the minimum side and/or rear setbacks, side and rear setbacks for new detached garages shall be as follows:

i. Minimum side setback: per base and overlay districts;

ii. Minimum rear setback, no alley: 5 feet;

iii. Minimum rear setback, with alley: 3 feet.

S2 Minimum setbacks for garages, accessory dwelling units (ADU), and storage sheds shall be not less than 25 feet from front and street side property lines, except:

a. if vehicle access to a garage occurs solely from an alley, then a street-facing garage side wall shall have the same minimum setback as the principal structure provided that the garage side wall has a street-facing window not less than 5 square feet in area;

b. if an accessory dwelling unit has street-facing entrance that conforms to primary entrance design standards, then it shall have a minimum setback that is 5 feet more than the minimum setback for the principal structure; and

c. along Palm Avenue only, ADU shall have the same minimum setback requirement as for principal structures, if the ADU's principal entrance conforms to primary entrance requirements.

TDIC requested that garages and other accessory structures be set farther back from street and that their stylistic compatibility with the principal building be made a standards.

Specific Plan calls for use of ADU to activate parts of Palm.

S2 On-site open space requirements shall be the same amount as for the RM-1 zoning designation and as described in Code Section 15-1004.

It appears that there are no clear on-site open space standards for RS Districts based on Development Code Section 15-904.

GUIDELINES

G1 Accessory buildings such as detached garages, accessory dwelling units, and storage sheds should be located ~~to the~~as close to the rear of the property as is permitted.

D. Site Design

1. Building Arrangement

STANDARDS

S1 Building arrangement standards shall be as required by Code Section 15-903, Density and Massing Development Standards, Code Section 15-904, Site Design Development Standards, and Code Section 15-904, Facade Design Development Standards, and applicable Overlay District regulations.

GUIDELINES

G1 In order to create a pleasant and comfortable streetscape, primary buildings should generally be located toward the front of the lot or shared courtyard, with larger yards and private spaces located behind the primary buildings.

G2 Buildings should present active fronts to public streets. Features such as entrances, windows,

and balconies should be oriented to the street to keep it monitored, lively, and safe.

G3 There should be a clear separation between the public and private realms. Spaces that are accessible to the public should be highly visible and under casual surveillance by residents and passersby; spaces of a private nature should be inaccessible to unauthorized visitors.

G4 Buildings should not be angled in orientation relative to the adjacent street right-of-way. Façades should be parallel to rights-of-way (i.e. facing the street).

2. Parking

a. Parking Access Location

STANDARDS

S1 Parking access standards shall be as required by Code Section 15-904, Site Design Development Standards, applicable overlay district standards, and Article 24, Parking and Loading.

S2 When ministerial review of a development application is required by California law, driveways shall be located not less than 30 feet from the intersection of two public street rights-of-way . Driveway location shall otherwise be determined by the City Engineer. ~~Driveways shall be located not less than 30 feet from the intersection of two public street rights-of-way when ministerial review is required by State law, and shall otherwise driveway location shall be determined by the City Engineer.~~

S3 On-site parking shall be accessed from an alley, if alley access is possible.

S4 ~~On~~ For corner lots ~~with no~~without alley access, on-site parking shall be accessed from the street with the lowest Street Classification as defined by the City's General Plan, but in no event from a Scenic Drive unless provides the only opportunity for site access.

S5 Along each street where parking access is allowed, each parcel shall be allowed not more than one driveway that is less than 25 feet in width.

GUIDELINES

G1 Because of the danger and inconvenience they present to pedestrians and wheelchair users, new drive approaches across the sidewalk should be limited.

G2 The width of the drive approach and driveway should be no greater than 16 feet, except where the driveway serves as a designated fire lane.

G3 If a lot is redeveloped, then abandoned driveways shall be removed.

b. Parking Buffering

STANDARDS

S1 Parking buffering and setback standards shall be as required by Code Section 15-903,

Density and Massing Development Standards, Code Section 15-904, Site Design Development Standards, and Code Section 15-904, Facade Design Development Standards, ~~applicable~~ Ooverlay ~~d~~District standards, and Article 24, Parking and Loading, except to conform to setback standards described above.

~~S2 Garages which are attached to the primary structure shall be set back no less than 10 feet from the façade of the primary structure. [Proposed alteration of original TDDC text.]~~

~~S3 Carports (or portes-cochères) which are attached to the primary structure and which are visible from the street should be set back no less than 2 feet from the primary structure. [Proposed alteration of original TDDC text.]~~

GUIDELINES

G1 It is preferred that garages and carports be detached from the primary building and placed behind the primary building and toward the rear of the lot to limit visibility from the public street.

c. Parking Design

STANDARDS

S1 Parking design standards shall be as required by Code Section 15-904, Site Design Development Standards, applicable overlay district standards, and Article 24, Parking and Loading.

S2 ~~Temporary~~ Cearports shall not use ~~, consisting of~~ canvas or steel pipe~~, are prohibited~~.

S3 Garages and carports~~/portes-cochères~~ shall match a street-facing facade of the principal structure in at least two of the following ways:

a. ~~should maintain the same architectural style of the residence. Design elements such as~~ same roof type (hipped, gabled, or flat) and roof pitch (within two degrees)~~;~~;

b. same cladding materials as the front facade~~;~~;

c. same attic vent size, shape, materials, and trim~~;~~ and

d. same window type (double-hung, casement, fixed), window trim, and window width ~~s should match that of the residence. [Proposed alteration of original TDDC text.]~~

GUIDELINES

G1 Parking areas should be designed to be without visual obstructions to allow natural surveillance. ~~G1 Garages and carports/portes-cochères should maintain the same architectural style of the residence. Design elements such as roof pitch, cladding materials, attic vents, and windows should match that of the residence. [Proposed alteration of original TDDC text.]~~

G2 For lots with access from a street, ribbon driveways (~~or~~ also known as "Hollywood Drives")

are preferred over solid concrete driveways. A ribbon driveway consists of two concrete strips where tires pass with lawn or other landscaping between the concrete strips~~in the center~~.

G3 When a two-car garage is proposed, in the case of an exceptionally wide lot or from a side street, landscape materials are encouraged to soften the increased amount of cement. ~~A dual~~Two adjacent ribbon driveway or landscaping in the middle of the two drives would be appropriate.

3. Pedestrian Access and Street Frontage

STANDARDS

S1 Pedestrian access and street frontage standards shall be as required Code Section 15-904, Site Design Development Standards, and applicable Overlay District regulations.

S2 Direct pedestrian access shall be provided that connects a public sidewalk along a street to every pedestrian entrance to a building. *[Proposed new text adapted from NR Overlay.]*

S2 If ~~the~~ a building is set back from the sidewalk, a paved path no less than five feet in width shall be provided from the sidewalk to each building entrance.

S3 Direct entrances shall be provided into all individual ground-floor dwelling units that are adjacent to a public street.

GUIDELINES

G1 There are no Pedestrian Access guidelines.

4. Blocks, Streets, and Alleys

a. Roadway Design

STANDARDS

S1 New roadways shall be designed as determined by the General Plan Circulation Element, the Development Code, including Section 15-4108, Street Design, and the City Engineer.

S2 Existing roadways shall not be closed or widened.

S3 Existing alleys shall not be closed, unless necessary for protection and preservation of public peace, safety, health, and welfare, as determined by required findings described in Code Section 13-110.

S4 New development shall install new street lights where the spacing adjacent to the project is less than the average spacing along the block face and/or if an adjacent existing street light is damaged. New street lights shall conform to the following design standards.

a) New street lights shall not be more than 18 feet in height.

b) Where decorative street lights are present along any part of the project's block face,

then each new street light shall match the decorative street light's pole and base, and its fixture canopy shape/profile, size, and color, except that this standard shall not apply to cobrahead lights.

S5 Hitching posts, railings, granite curbs, tree lawns, WPA sidewalk stamps, and gateway monuments that are 40 years old or older shall not be removed, except by permission of the Review Authority, such as to protect the stone gateway monuments on Palm and Van Ness Avenue. Where such culturally-significant elements are adjacent to a development project, their repair and their on-going maintenance shall be made a condition of approval.

GUIDELINES

G1 New roadways should be as narrow as possible in order to slow traffic, increase walkability, and create spatial definition in the streetscape.

G2 An on-street parking lane should be located on both sides of the street, except where transit stops or driveways are necessary. On-street parking should not be removed in order to create space for additional automobile travel lanes, however in some instances it may be appropriate to limit on-street parking for the provision of bicycle lanes.

G3 Historic street features that define the Tower District, including, but not limited to, streetlights, street trees, median islands, hitching posts, railings, and Craftsman-style gateways should be maintained and protected.

G4 Every effort should be made to maintain the historical lighting where it exists, such as the pineapple lights of Van Ness Avenue.

b. Sidewalks

STANDARDS

S1 Sidewalks in public rights-of-way shall conform to standards provided by the City Engineer.

S2 For new development on an existing street, the existing sidewalk and park strip pattern shall be maintained.

S3 For new development along a new street, the following sidewalk standards shall apply:

a) Each side of the street shall have a sidewalk and park strip.

b) Sidewalks shall be no less than 5 feet wide.

c) A park strip (an unpaved area for landscaping) shall be located between the sidewalk and the curb. The park strip shall be no less than 6 feet wide. All required street trees shall be planted in the park strip.

S4 Hedges, shrubs, and trees planted in front yards, street-facing side yards, or park strips shall be pruned and maintained in a manner which keeps the entire width of the adjacent sidewalk free and clear of obstructions, from the paved surface to a height of no less than 7 feet.

GUIDELINES

G1 New development should be designed to enhance pedestrians' experience as they walk along public sidewalks.

G1 Park strips should be landscaped in a manner complimentary to the adjacent front yard with materials such as lawn, groundcover, or decomposed granite.

G2 Tall, dense shrubs and hedges which impede access to vehicles which are parked on the street should not be planted in park strips.

c. Street Connectivity and Block Length

STANDARD

S1 Existing streets shall not be vacated or abandoned.

S2 No development project shall have a block that exceeds 500 feet in length, and new streets shall be created as needed to meet this requirement. Cul-de-sacs or other dead-end streets shall not be permitted. Exceptions shall be made when a freeway, railroad, or canal prevents connectivity.

GUIDELINES

G1 The existing grid should be maintained and enhanced whenever possible.

G2 Paths accessible to the public should be used to make pedestrian routes more direct, when streets that include vehicles are not possible.

d. Alleys

STANDARDS

S1 New alleys shall be designed as determined by the Development Code, Department of Public Works engineering standards, and the City Engineer.

S2 Existing alleys shall not be vacated or abandoned without a finding by the Review Authority that continuation of a particular subject alley poses endangerment to the community's health and safety.

GUIDELINES

G1 Alleys are encouraged in the Tower District because they support and reinforce neighborhood walkability, by providing vehicular access to multiple parcels within the interior of a block, while minimizing the number of vehicular driveways that cross pedestrian sidewalks.

E. Façade Design

1. Architectural ~~Style~~Compatibility

~~a. General~~

~~STANDARDS~~

~~S1~~ The architectural style of buildings shall be maintained, as set forth by standards in Chapter V. Architectural Style~~expressed consistent with Code Section 15-905, Facade Design Development Standards~~.

~~S2 Exterior materials used in renovations of and additions to existing buildings shall be with the same as one or more of the existing or original materials. Stucco shall not be used to replace other materials.~~

~~S3~~ Garages and carports shall have the same architectural style as the primary structure. See Chapter V. Architectural Style.~~carry on the same architectural style and have the same roof pitch, exterior cladding, attic vents, and window proportion and trim, as the principal building.~~

~~S4~~ Building additions, building renovations, carports, and garages shall match existing and/or original primary building characteristics for roofs, cladding materials, windows, and attic vents, as described in standards for Residential Single-Family Districts below.

~~S4~~ Where proposed development shares a block face with existing residential development, new construction shall maintain compatibility with a neighboring adjacent street-facing facade by conforming to three or more of the following standards.

a. Exterior cladding shall be of the same material for not less than one-half of the façade area;

b. A ground floor building entrance shall be of the same type (i.e. porch, stoop, or interior vestibule);

c. A window bay shall be provided that is within 6 inches of the width and depth of an existing bay;

d. Windows shall be of the same type (i.e. single-hung, double-hung, or casement) and within six inches of the width and height of an existing window;

e. A horizontal cornice shall be provided that is within two feet of vertical distance from finished grade of an existing cornice, and is at least as tall and deep as the existing cornice;

f. Eaves shall be of equal or greater depth; or

~~a.~~g. The roof shall be the same type (i.e. hipped, gable, flat) and within 2 degrees of the same slope.

Renamed "Architectural Compatibility." Architectural style Is an aspect of architectural compatibility. General compatibility will continue to be addressed In this chapter, whereas architectural style will be addressed In Its own Chapter. See Chapter V, Architectural Style.

Provisions that are not expressly about architectural style, such as relate to architectural compatibility generally, have been moved to subsection to which It most closely relates.

New objective standards have been added for neighborhood compatibility.

~~b. S4 If the project approval process is ministerial with no opportunity to require architectural modifications as part of City design review procedures, then new buildings shall use a historical style described in this section, and shall comply with the selected style's design standards.~~

GUIDELINES

G1 New buildings should fit into their surroundings. This does not mean that the existing buildings must be copied, but that the context of any new building must be respected. Attempts should be made to connect the massing, materials, roof type, architectural style, or other techniques of the new building to that of the neighboring homes. See Chapter V. Architectural Style.~~Attempts should be made to connect the massing, materials, roof type, architectural style, or other techniques of the new building to that of the neighboring homes~~

G2 Renovations of, and additions to, existing buildings should follow the original style of the building. See Chapter V. Architectural Style. ~~For example, Victorian gingerbread should not be added to an Art Deco building, nor should a Tudor structure be remodeled to be Moderne.~~

~~**G3** Materials used in renovations of, and additions to, existing buildings should be consistent with the original materials. For example, stucco should not be used in place of the clapboard siding on a Craftsman.~~

~~**G4** Good architecture is critical to the creation of a beloved neighborhood with architectural diversity. Special attention must be paid to materials, proportions, and ornamentation originally used in the proposed style to avoid a cartoonish or fake appearance. At the same time, it is not the intention of this document to regulate the architectural style of individual buildings, and creativity and architectural diversity are encouraged.~~

~~**G5** Additions, alternations, and modifications to structures constructed before 1960 should comply with the style-based standards and guidelines below which correspond to their structure, as determined by Planning and Development Department and Historic Preservation Commission. If it is determined that the structure does not match any of the styles listed below, then the style-based standards and guidelines should not apply. For a more complete understanding of architectural style as it applies to a particular site, applicants are encouraged to consult with the City of Fresno Planning and Development Department as well as related literature, such as the book, "Guide to American Houses: The Definitive Guide to Identifying and Understanding America's Domestic Architecture."~~

~~*b. Neo-Classical*~~

~~Neo-Classical is an umbrella term that includes a variety of styles deriving from Greco-Roman classical architecture, including Colonial Revival, Georgian, Greek Revival, Italianate, and Classical Revival. Neo-Classical styles are generally characterized by a tripartite vertical organization of building base, middle, and top, and horizontal composition of elements that are regularly spaced. Many Neo-Classical buildings make references to the architecture of ancient Greece and Rome, such as with the use of columns beneath pitched roofs and pediments.~~

STANDARDS

S1 Cladding Materials. Additions or alterations to existing Neo-Classical structures shall match the original cladding materials and finishes. For new structures, cladding shall consist of brick, clapboard, or stucco. Stucco finishes shall be smooth or lightly textured types, such as Santa Barbara Finish, Fine Float Finish, Fine Sand Finish, or Medium Sand Finish; and modern deeply textured stucco finishes such as Knockdown Dash, Lace, or Arizona are not permitted. Stacked stone and simulated stone are shall not be used in additions, alterations, or new construction.

S2 Roofing Materials. Additions or alterations to existing Neo-Classical structures shall use roof materials that match the original roofing materials. For new structures, roofs shall consist of wood shake shingles (real or simulated), ribbed tin, or standing-seam metal. For existing and new structures, composite shingles shall be an acceptable substitution for wood shake shingles.

S3 Other Features. Columns and colonnades, pedimented doors and gables, classical columns, porticos, ornamented cornices, balustrades, are common architectural features of structures in Neo-Classical styles, and shall not be removed from existing structures or shall be restored to their original appearances.

GUIDELINES

G1 New buildings using Neo-Classical styles should use a tripartite vertical organization of building base, middle, and top.

G2 The horizontal composition of Neo-Classical buildings should be characterized by repeating rhythms, such as regularly spaced windows. A horizontal belt course, change in material, or material change in plane should accentuate the boundaries between base, middle, and top.

G3 Building entrances of Neo-Classical buildings should be accentuated by large porches or articulated vestibules, which may be shared by adjacent dwellings.

G4 Where possible, evenly space and/or create symmetrical arrangements of windows, columns, pediments, and other architectural elements.

G5 New neo-classical buildings should incorporate columns and colonnades, pedimented doors and gables, classical columns, porticos, ornamented cornices, and/or balustrades.

c. *Mediterranean*

Mediterranean is an umbrella term that includes Italian Renaissance, Mission, Spanish Eclectic, and Monterey, and influenced by vernacular architecture of Spain, Portugal, Italy, and southern France. Mediterranean style has features that respond to the arid and often hot climate of these places, such as deep openings and eaves for shade, and adobe or masonry walls for the cooling effect of thermal mass.

STANDARDS

S1 Cladding Materials. Additions or alterations to existing Mediterranean structures shall have cladding materials and finishes that match the original cladding materials and finishes. For new structures, cladding shall consist of stucco. Stucco finishes shall be smooth or lightly textured types, such as Santa Barbara Finish, Fine Float Finish, Fine Sand Finish, or Medium Sand Finish, and modern heavily-textured stucco finishes, such as Knockdown Dash, Lace, or Arizona shall not be used. Stacked stone and simulated stone shall not be used in additions, alterations, or new construction using the Mediterranean style.

S2 Roofing Materials. Additions or alterations to existing Mediterranean structures shall use roofing materials that match the original roofing materials. For new structures, roofs shall consist of red ceramic tiles such as straight barrel mission tile, tapered mission tile, Spanish tile, or American Spanish tile.

S3 Other Features. Quatrefoil windows, shaped parapets, and arched entry porches are common architectural features of structures in Mediterranean styles, and shall not be removed from existing Mediterranean structures or shall be restored to their original appearance.

GUIDELINES

G1 The facade composition of Mediterranean-styled buildings should emphasize a wide expanse of cladding material in a single plane, which is interrupted by subtractive elements (like deeply recessed windows, loggias and passages), and additive elements (like bay windows, balconies, and eaves).

G2 New Mediterranean buildings should incorporate quatrefoil windows, shaped parapets, and/or arched entry porches.

d. Tudor

Tudor is an umbrella term that includes , Tudor and Norman revivals, which are derived from medieval vernacular architecture of England, France, Scandinavia, and Germany. Tudor style has features that reflect a building's response to the wet and often cold climate of these places, such as roofs that slope steeply to shed snow. These places also had access to forests resulting in wood timber construction infilled by insulating fiber water-proofed with plaster – and the half-timbered facade that often characterizes this style. Buildings in the Tudor and Norman Revival styles also play with architectural elements associated with northern Europe in medieval times, such as decorative shields and towers.

STANDARDS

S1 Cladding Materials. Additions or alterations to existing Tudor structures should match the original cladding materials and finishes. For new structures, cladding shall consist of stucco, brick, or stone. For new construction, stucco finishes shall be smooth or lightly textured types, such as Santa Barbara Finish, Fine Float Finish, Fine Sand Finish, or Medium Sand Finish, and modern stucco finishes, such as Knockdown Dash, Lace, or Arizona shall not be used. Stacked stone and simulated stone shall not be used in additions, alterations, and new construction.

S2 Roofing Materials. Additions or alterations to existing Tudor structures shall use roof materials that match the original roofing materials. For new structures, roofs shall consist of wood shake shingle or slate (real or simulated), or composite shingles.

S3 Other Features. Half-timbering, multiple front gables, multi-level eaves, turrets and rounded entryways are common architectural features of structures in Tudor styles, and shall not be removed from existing structures or shall be restored to their original appearance.

GUIDELINES

G1 The primary facade composition of Tudor-styled buildings should incorporate a dominant building mass with a steep roof and large windows facing the street.

G2 Tudor-styled buildings should incorporate half-timbering, along with multiple front gables, multi-level eaves, turrets and/or rounded entryways.

e. *Craftsman*

Craftsman is an umbrella term that includes a variety of styles relating to the Arts and Crafts movement of the early 20th Century. Craftsman generally have a tripartite vertical organization accentuating a building's base, middle, and top. Windows of vertical proportion are generally grouped compositionally. Principal attributes of craftsman buildings include low-pitched roofs and deep eaves, front porches, decorative-yet-simple woodwork, and natural materials like wood, stone and brick.

STANDARDS

S1 Cladding Materials. Additions or alterations to existing Craftsman structures shall have cladding materials that match the original cladding materials and finishes. For new structures, cladding shall consist of clapboard, split wood shingles, stone, or stucco. Simulated versions of these materials are allowed. Stucco finishes shall be smooth or lightly textured types, such as Santa Barbara Finish, Fine Float Finish, Fine Sand Finish, or Medium Sand Finish; and modern rough-textured stucco finishes, such as Knockdown Dash, Lace, or Arizona, shall not be used. Stacked stone and simulated stone shall be used in additions, alterations, or new construction using the Craftsman style.

S2 Roofing Materials. Additions or alterations to existing Craftsman structures shall use roofing materials that match the original roofing materials. For new structures, roofs shall consist of wood shake shingles (real or simulated), or composite shingles.

GUIDELINES

G1 Buildings in the Craftsman style should have a tripartite vertical organization accentuating a building's base, middle, and top. A horizontal belt course, sill course, or other material change in plane should accentuate the boundaries between base, middle, and top.

G2 Craftsman buildings should have windows of vertical proportion individually, and vertically-proportioned individual windows should be grouped to fill wider openings.

G3 Craftsman buildings should have low-to-medium pitched roofs and deep eaves supported by rafter tails and/or cutout brackets.

G4 Craftsman buildings should have generous front porches with roofs supported by substantial columns.

f. Prairie

STANDARDS

The Prairie style derived from the early 20th century Prairie School movement. The Prairie style share attributes with the Craftsman style, but with emphasis on horizontal lines, low-pitched roofs with especially broad eaves, and integration of natural landscape elements, such as to use stone at their base.

S1 Cladding Materials. Additions or alterations to existing Prairie structures shall have cladding materials that match the original cladding materials and finishes. For new structures, cladding shall consist of stucco. Stucco finishes shall be smooth or lightly textured types, such as Santa Barbara Finish, Fine Float Finish, Fine Sand Finish, or Medium Sand Finish; and modern heavily-textured stucco finishes, such as Knockdown Dash, Lace, or Arizona, shall not be used. Stacked stone and simulated stone shall not be used in additions, alterations, and new construction using the Prairie Style.

S2 Roofing Materials. Additions or alterations to existing Prairie structures shall use roofing materials that match the original roofing materials to the extent feasible. For new structures, roofs shall consist of clay tiles or wood shake shingles. For existing and new structures, composite shingles shall be an acceptable substitution for wood shake shingles.

S3 Other Features. Wide eave overhangs that are boxed without brackets, low pitched roofs, geometric patterns of small pane window glazing, and tall casement windows are common architectural features of structures in Prairie styles, and shall not be removed from existing structures or shall be restored to their original appearance.

GUIDELINES

G1 Buildings in the Prairie School style should have a tripartite vertical organization accentuating a building's base, middle, and top. A shallow horizontal belt cornice, sill course, or other material change in plane should accentuate the boundaries between base, middle, and top.

G2 Prairie Style buildings should have windows of vertical proportion individually, and vertically-proportioned individual windows should be grouped to fill wider openings. Window mullions that make geometric patterns are encouraged. Casement windows are preferred.

G3 Prairie Style buildings should have low-pitched roofs and deep cantilevered eaves.

G4 Craftsman buildings should have generous front porches with roofs supported by substantial

~~columns.~~

2. Façade Articulation

STANDARDS

S1 Façade articulation standards shall be as required by Code Section 15-903, Density and Massing Development Standards, Code Section 15-905, Facade Design Development Standards, and applicable Overlay District regulations.

GUIDELINES

G1 Façades should be residential in character and articulated through the use of additive elements, like bay windows, and subtractive elements, like alcoves. However, even when façades of new buildings are strongly articulated, restraint should be used in the design of the structure. The contemporary trend of the "McMansion," with numerous gables, roof pitches, dormers, and out-of-proportion Palladian windows should be avoided in favor of more subtle approaches that blend with the more sublime historical architecture of the neighborhood.

G2 In general, building widths should be consistent with adjacent properties. On new blocks, or blocks with no established pattern, building widths of 30 to 50 feet are most appropriate.

G3 Vertical building recesses may be used to subdivide a wider building so it has the appearance of multiple buildings of appropriate width.

3. Roofs

STANDARDS

S1 Roof standards shall be as required by Code Section 15-903, Density and Massing Development Standards, Section 15-905, Facade Design Development Standards, and applicable Overlay District regulations.

S1 Roof-mounted mechanical equipment shall be recessed within the volume of a surrounding sloped roof or parapet walls.

S1 Roof renovations and additions shall be the same roof type as exists or of the original (i.e. hipped, gabled, flat, or type listed in the Oxford Dictionary of Architecture), and within 2 degrees of existing roof slope.

GUIDELINES

G1 Generally, roofs should be pitched and not flat. Common roof types in the Tower District single-family residential areas are gabled, hipped, and gambrel roofs.

G2 For additions or renovations, the roof type, pitch, and color should be consistent with that of the original structure.

G3 For new buildings that employ historical styles, the roof type should be appropriate to the

proposed architectural style.

G4 For additions or renovations of existing structures, roofing materials used should generally match the original roofing materials, particularly when the original material is tile, slate, or tin. In the case of wood shake roof replacement, use of composite materials is encouraged.

4. Cladding Materials and Finishes

STANDARDS

S1 Cladding and trim standards shall be as required by the "Certainty Option" under Code Section 15-905, Facade Design Development Standards, .and applicable Overlay District regulations.

S2 With renovations and additions of existing buildings, one-half or more of the area of each street-facing facade shall match the cladding of the existing or original building.

S2 In new construction, t~~T~~hree-quarters or more of the area of each ~~primary front and side street~~street-facing facade shall match the cladding of one or more neighboring adjacent buildings. ~~*[Adapted from TDDC.]*~~

S2 Cladding materials prohibited in Mixed-Use and Commercial Districts are as follows: *[Original TDDG made into standard except where noted.]*

a) All Vertical Siding (except board on bat and board on board)
b) Rough sawn plain
c) Pressed plywood in any form, including T1-11
d) Kerfed Rough Sawn
e) Reverse Board and Batten
f) Metal siding
g) Vinyl siding
h) Wood siding
i) Mirrored glass *[Proposed new text.]*
j) Concrete block or cinder block that is not completely covered by an allowable finish.

S3 Exterior materials used in renovations of and additions to existing buildings shall be the same as one or more of the existing or original materials. Stucco shall not be used to replace other materials.

S2 With renovations and additions of existing buildings, one-half or more of the area of each street-facing facade shall match the cladding of the existing or original building.

~~Sidings prohibited in the Tower District are as follows: *[Adapted from TDDC.]*~~

~~a) All Vertical Siding (except board on bat and board on board);~~
~~b) Rough sawn plain;~~
~~c) T1-11, in any form;~~

~~d) Kerfed Rough Sawn;~~3

~~e) Reverse Board and Batten;~~

~~f) Metal siding of all types and design; and~~

~~g) Concrete block or cinder block that is not completely covered by approved siding.~~

~~S4 Stucco shall not be used except when:~~

~~a) a new building has an architectural style that allows stucco, or~~

~~b)~~a) ~~a building renovation replaces existing stucco.~~

GUIDELINES

G1 For renovations and additions to existing buildings, siding materials should match the original materials. In new construction, materials should be comparable to those in the neighborhood and should be appropriate to the selected architectural style of the house ~~(i.e., stucco should not be used for a Victorian, and fish-scale shingles should not be used on a Mediterranean)~~.

~~G2 For new buildings that mimic historical styles, the cladding materials must be appropriate to the proposed architectural style.~~

G3 For existing structures with horizontal lap (clapboard) siding, every effort should be made to maintain the original materials; however, if new horizontal 6" or 8" siding is proposed, it should match the width and style of the original or that which is typical to the period. When new siding is installed, the original trim of the windows and vents should be left intact.

G4 Approved siding materials are as follows:

a) Bevel or Bungalow;

b) Dolly Varden;

c) Drop siding;

d) Tongue and groove.

G5 Stucco is only appropriate for existing homes and new homes that mimic historical styles only when stucco was the original cladding material used for that style. In cases where stucco is appropriate, the method of application must match that originally used for such homes. Generally, modern stucco applications which are highly textured, such as spatter dash, are inappropriate on historic styles such as Mediterranean and Tudor, which used a smoother troweled finish.

5. Windows

STANDARDS

S1 Window standards shall be as required by Code Section 15-905, Facade Design Development Standards, and applicable Overlay District regulations.

S1 Windows shall be provided along all walls that are along the front and street side setbacks, and not less than 20 percent of each street-facing facade shall be comprised of a window

or door opening. Multiple street-facing walls shall be considered to be part of the same facade if they are parallel and face the same direction.

S1 Windows shall be as tall or taller than they are wide, but they may be grouped within wall openings that are wider than they are tall if the individual windows are separated by a post that is not less than 3 inches in width.

S1 Windows shall not be flush with solid building surfaces, but shall be recessed at least two (2) inches from the exterior trim or, if no trim is used, from the exterior wall plane.

S1 Windows shall be single-hung, double-hung, or casement. Horizontal sliding windows are not allowed.

S1 Any room with exterior window(s) shall have at least one window that is operable for natural ventilations.

S1 Window glass shall be not reflective and clear except adjacent to bathrooms.

S9 Unpainted aluminum shall not be allowed for windows or window frames.

GUIDELINES

~~**G1** Windows should be provided along all walls that face a street. *[Original TDDG text.]*~~

G2 ~~Windows should be vertically oriented, i.e., taller than they are wide. Also, e~~Each window should be individually articulated or paired, and should not form long horizontal or vertical bands. In some styles, such as the Craftsman, windows were grouped, and this is an appropriate technique to use. However, framing at least four (4) inches in width should ~~must~~ separate individual windows in a group, and no group may have a width greater than 1.5 times the height of the group.

~~**G3** Windows should not be flush with solid building surfaces, but rather recessed at least 2 inches from the exterior trim or, if no trim is used, from the exterior wall plane. *[Original text.]*~~

G4 Windows for post 1945 structures and new structures should be single-hung sash, double-hung sash, casement style, or other similar types. Horizontally sliding windows and non-opening windows should not be utilized.

G5 Windows for structures constructed prior to 1945, should have the same configuration (such as single-hung sash, double-hung sash, or casement) as the original windows. and should look as similar to the original window as possible in order to preserve the residence's architectural design.

G6 Windows may include glazing bars, or muntins. The addition of glazing bars can break up the house's façade and add texture to the building. On historical homes, the original muntin and pane pattern should be maintained when windows are replaced. However, it is inappropriate to install replacement windows with fake muntins when the original windows did not have muntins (i.e. were not multi-glazed).

G7 Wood window frames are preferred, whereas vinyl and aluminum window frames are discouraged.

G8 Whenever possible, upper-floor windows at the rear and sides of buildings should be placed to maximize the privacy of the neighboring properties.

G9 Replacement windows should maintain the same size and be in the same location as the original windows. The number, size, style and shape of window panels should be consistent with the original windows.

G10 Where applicable, the existing original trim should remain intact when replacement windows are installed.

G11 Window screens that detract from the window are discouraged.

6. Primary Entrance Design

STANDARDS

S1 Primary entrance design standards shall be as required by Code Section 15-904, Site Design Development Standards, Code Section 905, Facade Design Development Standards, .and applicable Overlay District regulations.

S2 All primary building entrances shall have a direct path (excluding driveways) from the entrance to a public sidewalk.

S3 Each primary entrance shall include a covered porch or stoop ~~with~~ accompanied by a recessed entry door. Porches and stoops shall have horizontal dimensions that are not less than 5 feet without obstructions.

GUIDELINES

G1 Each building ~~must~~ should be accessed through a primary entrance that faces, and is parallel to, the street.

G2 Replacement doors should be of the same type as the original, or fit with the architectural style of the residence. Metal security doors are not appropriate for the Tower District.

G3 Porches are encouraged. However, they must be attractive and incorporated architecturally into the building. Porches that are not consistent with the proportions, style and materials of the building will be strongly discouraged. Porches should be at least 5~~6~~ feet deep.

G4 Stoops are encouraged. However, they must be attractive and incorporated architecturally into the building. Porches that are not consistent with the proportions, style and materials of the building will be strongly discouraged.

7. Attic Vents

STANDARDS

S1 There are no design standards for attic vents.

GUIDELINES

G1 Architecturally, the attic vent is an important element in the various styles in the Tower District. The attic vent should be consistent with those in the neighborhood and relative to the style of the residence.

G2 Similar attic vents should be carried through to any auxiliary structure on the lot, i.e., garages, carports, second dwelling units, storage sheds, etc.

8. Balconies

STANDARDS

S1 Code Section 15-904, Site Design Development Standards, the "Certainty Option" under Code Section 905, Facade Design Development Standards, .and applicable Overlay District regulations.

S2 Balconies shall be no less than 5 feet in depth, except for decorative "Juliet" balconies which have no minimum depth.

GUIDELINES

G1 Balconies should not appear to be off-the-self; rather, they should be incorporated architecturally into the building, utilizing proportions, style, and materials that are consistent with the rest of the structure.

9. Accessory Building Design

STANDARDS

S1 Accessory building design standards shall be as required by Code Section 15-2004, Accessory Buildings and Structures, and Code Section 15-2754, Second Dwelling Units, Backyard Cottages, and Accessory Living Quarters, and applicable Overlay District regulations.

S1 Accessory dwelling units (ADU), garages, carports, and storage sheds shall be compatible with the principal structure by using the same exterior cladding over not less than one-half the façade area in each direction, and by conforming to three or more of the following standards:

a. Windows of the same type (i.e. single-hung, double-hung or casement) and within six inches of the width and height of an original window or, if all original windows have been replaced, an existing window;

b. Eaves shall be of equal or greater depth; or

c. A roof of the same type (i.e. hipped, gable, or flat) and within 2 degrees of the same slope.

d. Two or more of the same projecting exterior light fixture.

GUIDELINES

G1 Accessory buildings should carry on the same architectural style as that of the primary residence. ~~Design elements such as roof pitch, building materials, attic vents and windows should match that of the primary residence. *[Original TDDC text.]*~~ See Chapter V, Architectural Style.

Architectural style compatibility Is addressed In new Chapter V, Architectural Style

F. Additional Standards and Guidelines

1. Fencing

a. Front Yard Fencing

STANDARDS

S1 Front yard fencing standards shall be as required by Code Section 15-2006, Fences, Walls, and Hedges, except that chain link fencing shall be prohibited throughout the Tower District, except that chain link fencing shall be prohibited throughout the Tower District.

GUIDELINES

G1 Front yard fencing is discouraged in the Tower District. ~~It creates a "fortress" mentality and an unwelcoming streetscape.~~ The traditional pattern in the area is to have open, unfenced front yards lining the street, and this historical pattern should be preserved to the extent possible. Fencing that encroaches beyond the plane of the front façade of the primary house is discouraged.

G2 Fencing should match or complement the fencing materials on adjoining properties.

G3 Some of the older Craftsman-era homes and lots in the Tower District were purposefully designed to share a bermed front yard between contiguous lots. The front entrances of these homes are in some cases three or more feet in elevation above the sidewalk. Fencing of any type in these situations disrupts the intended street design and is discouraged.

b. Side and Rear Yard Fencing

STANDARDS

S1 Side and rear yard fencing standards shall be as required by Code Section 15-2006, Fences, Walls, and Hedges, except that chain link fencing shall be prohibited throughout the Tower District.

GUIDELINES

G1 Side yard fencing should not encroach into the front yard when there is no front yard fence in place. Such placement of side yard fencing serves no purpose and disrupts the continuity of the neighborhood's front yard setback.

2. Security

STANDARDS

S1 Security standards shall be as required by Development Code Article 20, General Site Regulations.

S2 Security doors and security window bars shall not be permitted ~~in the Tower District~~.

GUIDELINES

G2 Front porches should not be enclosed with security fencing. Many Tower homes were specially designed to connect the porch entrance to the front yard.

G3 Alarm boxes for home security system should be placed in an inconspicuous location to limit street visibility.

3. Ground-Mounted Mechanical Equipment

STANDARDS

S1 Screening of mechanical equipment standards shall be as required by Article 20, General Site Regulations of the Development Code, and Article 24, Parking and Loading.

GUIDELINES

G1 Heating, ventilation, and air conditioning (HVAC) units should be located on the ground, either in the back or on the side of the residence. Units placed on the ground should be screened with landscaping. When rooftop placement is necessary, the unit should be located on the side or rear of the residence, in order to limit street visibility. In addition, roof mounted units are to be screened from the view of adjacent properties.

4. Outdoor Lighting and Illumination

STANDARDS

S1 Lighting standards shall be as required by Code Section 15-2015, Outdoor Lighting and Illumination.

GUIDELINES

G1 Lighting fixtures should complement the architectural style of the primary structure. Industrial style lighting, such as flood lighting or fluorescent lighting, is not appropriate.

G2 Lighting should be permanently fixed to ~~the~~ a structure.

5. Signs

STANDARDS

S1 General sign standards shall be as required per Article 26 of the Development Code, except that pole signs shall be prohibited throughout the Tower District.

GUIDELINES

G1 Building identification signs for multifamily structures should be no greater than 25 square feet in area and should be attached to the façade, parallel to the façade, above the main entrance to the building.

6. Art

STANDARDS

S1 There are no standards expressly related to art.

GUIDELINES

G1 Development should contribute art and artistic elements where they can be seen from public sidewalks, such as within front yards, as site features like fencing, and as building features like entrances.

III. Residential Multi-Family Districts

A. Purpose

The Residential Multi-Family standards and guidelines are intended to preserve the unique character of areas with RM zoning designations while facilitating compatible infill development. RM districts are generally located near the center of the district or along major streets and are predominantly developed with small multi-family buildings such as bungalow courts and 4-plexes, however in the Tower District these areas also harmoniously accommodate small commercial structures as well as single-family homes. Residential-only projects within Commercial and Mixed-Use districts should use these standards also, such as may be allowed within the Apartment House Overlay District.

Many notes In Chapter II apply to Chapters III and IV.

B. Use

STANDARDS

S1 Uses shall be permitted, conditionally permitted, or prohibited as set forth in Code Section 15-1002, Use Regulations, and any applicable Overlay District regulations.

GUIDELINES

G1 Development in residential multi-family districts should contribute to a neighborhood that promotes walking, is human in scale, and offers opportunities for "missing middle" and more urban forms of housing.~~There are no Use guidelines~~.

C. Density and Massing

1. Lot Size

STANDARDS

S1 *No lot shall exceed 1.50 acres in area, except in the Apartment House Overlay District where the maximum lot size shall conform to the maximum lot size described in Code Section 15-1609.*

GUIDELINES

G1 There are no lot size guidelines.

2. Building Height and Mass

STANDARDS

S1 Building height standards shall be as required by Code Section 15-1003, Density and Massing Development Standards, Article 21, TOD Height and Density Bonus, and applicable Overlay District regulations.

GUIDELINES

G1 Where it is most visible from a street, a building's mass should appear to be of similar scale as buildings along the same block face and across the street. A building that is within 10 feet of a front or street side setback should be not more than four stories in height, and not less than two stories in height.

G2 A building mass that is within 10 feet of a front or street side setback should not be more than 60 feet wide, unless it is interrupted by a vertical recess at least 10 feet wide and eight feet deep.

G3 Encourage parking configurations that reduce the site area dedicated to parking, such as to use mechanical parking lifts and tandem parking.

3. Setbacks

STANDARDS

S1 Setback standards shall be as required by Code Section 15-1003, Density and Massing Development Standards, and applicable Overlay District regulations, except:

a. the minimum rear and interior side setback for detached garages shall be 5 feet or 3 feet where adjacent to alleys; and

b. minimum front and street side setback for garages, accessory dwelling units (ADU), and storage sheds shall be not less than 25 feet, unless:

a. if vehicle access to a garage occurs solely from an alle, then a street-facing garage side wall shall have the same minimum setback as the principal structure provided that the garage side wall has a street-facing window not less than 5 square feet in area; and

~~a.~~b. if an accessory dwelling unit has street-facing entrance that conforms to primary entrance design standards, then it shall have a minimum setback that is 5 feet more than the minimum setback for the principal structure.

GUIDELINES

G1 There are no setback guidelines.

D. Site Design

1. Building Arrangement

STANDARDS

S1 Building arrangement standards shall be as required by Code Section 15-1003, Density and Massing Development Standards, Code Section 15-1004, Site Design Development Standards, and Code Section 15-1004, Facade Design Development Standards, and applicable Overlay District regulations.

GUIDELINES

G1 In order to create a pleasant and comfortable streetscape, primary buildings should generally be located toward the front of the lot or shared courtyard, with larger yards and private spaces located behind the primary buildings.

G5 On larger parcels with multiple buildings, buildings that cannot front onto a street should front onto a common (shared) open space, such as plaza, courtyard, or landscaped pedestrian passage. Pedestrian access to at-grade common open spaces should include direct access to and from a street.

G2 Buildings should present active fronts to public streets. Features such as entrances, windows, and balconies should be oriented to the street to keep it monitored, lively, and safe.

G3 There should be a clear separation between the public and private realms. Spaces accessible to the public should be highly visible and under casual surveillance by residents and passersby; spaces of a private nature should be inaccessible to unauthorized visitors.

G4 Buildings should not be angled in orientation relative to the adjacent street right-of-way. Façades should be parallel to rights- of-way (i.e. facing the street).

2. Parking

a. Parking Access Location

STANDARDS

S1 Parking design standards shall be as required by Code Section 15-1004, Site Design Development Standards, and Article 24, Parking and Loading.

S2 When ministerial review of a development application is required by California law, driveways shall be located not less than 30 feet from the intersection of two public street rights-of-way . Driveway location shall otherwise be determined by the City Engineer. ~~Driveways shall be located not less than 30 feet from the intersection of two public street rights-of-way when ministerial review is required by State law, and shall otherwise driveway location shall be determined by the City Engineer. *[Subject to Department of Public Works review]*~~

S3 On-site parking shall be accessed from an alley if alley access is possible.

S4 For corner lots without alley access, on-site parking shall be accessed from the street with the lowest Street Classification as defined by the City's General Plan, but in no event from a Scenic Drive unless it provides the only opportunity for site access.

S5 Along each street where parking access is allowed, each parcel shall be allowed not more than one driveway that is less than 25 feet in width.

GUIDELINES

G1 Because of the danger and inconvenience they present to pedestrians and wheelchair users, drive approaches across the sidewalk should be limited.

G2 The width of the drive approach and driveway should generally be no greater than 16 feet, except where the driveway serves as a designated fire lane.

G3 If a lot with unnecessary drive approaches is redeveloped or significantly altered, all unnecessary drive approaches should be removed.

b. Parking Buffering

STANDARDS

S1 Parking setback and buffering standards shall be as required by Code Section 15-1003, Density and Massing Development Standards, Code Section 15-1004, Site Design Development Standards, and Code Section 15-1004, Facade Design Development Standards, any applicable Overlay District regulations, and Article 24, Parking and Loading, except to conform to setback standards described above.

S2 Parking that is directly facing a street shall be limited by minimum frontage requirements for buildings and setback requirements for parking, as described in Table 15-1003, except that parking shall be allowed within the setback area if it is below a building and the roof of the parking extends not more than three feet above finished grade.

GUIDELINES

G1 Surface parking, carports, and private garages should be placed behind street-facing dwelling units and toward the rear of the lot to limit visibility from the public street.

G2 If surface parking, carports, or private garages are permitted to be placed adjacent to a public street, the following guidelines will apply:

a) Surface parking should not occupy more than 50% of a lot.

b) A clearly marked pedestrian walkway should be provided from the public sidewalk to the entrance of the building.

c) Parking should be buffered from the street with a screening wall or fence three feet in height in order to enclose the parking lot. Screening walls or fencing should be attractively designed and should use materials which are the same as those used in the building, or which are complimentary to the building.

d) Screening walls should be located no less than two feet and no more than three from the back of the sidewalk. Vegetation on or through the screening should be provided.

e) Screening walls should have one pedestrian access point for every 50 feet of street frontage.

c. *Parking Design*

STANDARDS

S1 Parking design standards shall be as required by Code Section 15-1003, Density and Massing Development Standards, Code Section 15-1004, Site Design Development Standards, and Code Section 15-1004, Facade Design Development Standards, any applicable Overlay District regulations, and Article 24, Parking and Loading.

S2 Parking lots shall provide one shade tree for every four parking stalls. Trees should be a minimum of 15 gallons with a one-inch diameter as measured 48 inches above natural grade, when planted.

S2 ~~Temporary carports, consisting of~~Carports shall not use canvas or steel pipe~~, are prohibited~~.

S3 Garages and carports shall match street-facing facade of the principal structure in at least two of the following ways:

a. same roof type (hipped, gabled, or flat) and roof pitch (within two degrees);

b. same cladding materials as the front facade;

c. same attic vent size, shape, materials, and trim and

d. same window type (double-hung, casement, fixed), window trim, and window width

GUIDELINES

G1 Parking areas should be designed without visual obstructions to allow natural surveillance. ~~Private garages and carports should maintain the same architectural style of the primary building. Design elements such as roof pitch, cladding materials, attic vents, and windows should match that of the primary building. *[Proposed alteration of original TDDG text.]*~~

G2 Underground parking areas are encouraged, as are parking garages that are concealed behind inhabitable residential space. Parking structures that are visible from the street must be as architecturally indistinguishable from the primary building as possible.

G3 Parking structures adjacent to the street must follow all guidelines set forth in this document for primary structures.

G4 Underground parking should not be visible from the street. Buildings suspended over parking areas by stilts should not be permitted.

3. Pedestrian Access and Street Frontage ~~Improvements~~

STANDARDS

S1 Pedestrian access and street frontage improvement standards shall be as required by Code Section 15-1004, Site Design Development Standards, and applicable Overlay District regulations.

S2 Direct pedestrian access shall be provided that connects a public sidewalk along a street to every pedestrian entrance to a building.

S2 If the building is set back from the sidewalk, a paved path no less than five feet in width shall be provided from the public sidewalk to each building entrance. The path shall not begin at the driveway or any other point.

S3 Direct entrances shall be provided into all individual ground-floor dwelling units that are adjacent to a public street.

GUIDELINES

G1 There are no Pedestrian Access guidelines.

4. On-Site Open Space

STANDARDS

S1 On-site open space standards shall be as required by Code Section 15-1004, Site Design Development Standards, and applicable Overlay District regulations.

GUIDELINES

G1 On-site open spaces should be clearly separated from the street and should be located at the rear of the lot behind the primary building or at the center of the lot in the form of a courtyard.

G2 For existing courtyard apartments or bungalow courts, intrusions, screening, or blockage of the central courtyard is discouraged.

5. Blocks, Streets, and Alleys

a. Roadway Design

STANDARDS

S1 New roadways shall be designed as determined by the General Plan Circulation Element, the Development Code, including Code Section 15-4108, Street Design, and the City Engineer.

S2 Existing roadways shall not be closed or widened.

S3 Existing alleys shall not be closed, unless necessary for protection and preservation of public peace, safety, health, and welfare, as determined by required findings described in Code Section 13-110.

S4 New development shall install new street lights where the spacing adjacent to the project is less than the average spacing along the block face and/or if an adjacent existing street light is damaged. New street lights shall conform to the following design standards.

a) New street lights shall not be more than 18 feet in height.

b) Where decorative street lights are present along any part of the project's block face, then each new street light shall match the decorative street light's pole and base, and its fixture canopy shape/profile, size, and color, except that this standard shall not apply to cobrahead lights.

S5 Hitching posts, railings, granite curbs, tree lawns, WPA sidewalk stamps, and gateway monuments that are 40 years old or older shall not be removed, except by permission of the Review Authority, such as to protect the stone gateway monuments on Palm and Van Ness Avenue. Where such culturally-significant elements are adjacent to a development project, their repair and their on-going maintenance shall be made a condition of approval.

GUIDELINES

G1 New roadways should be as narrow as possible in order to slow traffic, increase walkability, and create spatial definition in the streetscape.

G2 An on-street parking lane should be located on both sides of the street, except where transit stops or driveways are necessary. On-street parking should not be removed in order to create space for additional automobile travel lanes, however in some instances it may be appropriate to limit on-street parking for the provision of bicycle lanes.

G3 Historic street features that define the Tower District, including, but not limited to, streetlights, street trees, median islands, hitching posts, railings, and Craftsman-style gateways should be maintained and protected.

G4 Every effort should be made to maintain the historical lighting where it exists—e.g. the pineapple lights of Van Ness Avenue.

b. Sidewalks

STANDARDS

S1 Sidewalks in public rights-of-way shall conform to standards provided by the City Engineer.

S2 For new development on an existing street, the existing sidewalk and park strip pattern shall be maintained.

S3 For new development along a new street, the following sidewalk standards shall apply:

a) Each side of the street shall have a sidewalk and park strip.

b) Sidewalks shall be no less than 5 feet wide.]

c) A park strip (an unpaved area for landscaping) shall be located between the sidewalk and the curb. The park strip shall be no less than 6 feet wide. All required street trees shall be planted in the park strip.

S4 *Hedges, shrubs, and trees planted in front yards, street-facing side yards, or park strips shall be pruned and maintained in a manner which keeps the entire width of the adjacent sidewalk free and clear of obstructions, from the paved surface to a height of no less than 7 feet.*

GUIDELINES

G1 New development should be designed to enhance pedestrians' experience as they walk along public sidewalks.

G1 *Park strips should be landscaped in a manner complimentary to the adjacent front yard with materials such as lawn, groundcover, or decomposed granite.*

G2 *Tall, dense shrubs and hedges which impede access to vehicles which are parked on the street should not be planted in park strips.*

c. Street Connectivity and Block Length

STANDARD

S1 Existing streets shall not be vacated or abandoned.

S2 No development project shall have a block that exceeds 500 feet in length, and new streets shall be created as needed to meet this requirement. Cul-de-sacs or other dead-end streets shall not be permitted, except where a freeway, railroad, or canal prevents connectivity.

GUIDELINES

G1 The existing grid should be maintained and enhanced whenever possible.

d. Alleys

STANDARDS

S1 New alleys shall be designed as determined by the Development Code, Department of Public Works engineering standards, and City Engineer.

S2 Existing alleys shall not be vacated or abandoned without a finding by the Review Authority that continuation of a particular subject alley poses endangerment to the community's health and safety.

GUIDELINES

G1 Alleys are encouraged in the Tower District because they support and reinforce the neighborhood's walkability because alleys allow on-site parking access to cross sidewalks in fewer locations.

E. Façade Design

1. Architectural Compatibility~~Style~~

STANDARDS

S1 The architectural style of existing buildings shall be maintained, as set forth by standards in Chapter V. Architectural Style.

Architectural style provisions now addressed In Chapter V. Architectural Style.

~~Buildings shall be expressed with architectural styles consistent with the "Certainty Option" under Code Section 15-1005, Facade Design Development Standards.~~

~~S2 Exterior materials used in renovations of and additions to existing buildings shall be the same as one or more of the existing or original materials. Stucco shall not be used to replace other materials.~~

S3 Garages and carports shall have the same architectural style as the primary structure. See Chapter V. Architectural Style. ~~carry on the same architectural style (as described in RS District Section E.1) and have the same roof pitch, exterior cladding, attic vents, and window proportion and trim, as the principal building.~~

S4 Building additions, building renovations, carports, and garages shall match existing and/or original primary building characteristics for roofs, cladding materials, windows, and attic vents, as described for Residential Multi-Family Districts in standards below.

~~S4~~ Where proposed development shares a block face with existing residential development, new construction shall maintain architectural compatibility with a neighboring adjacent street-facing facade by conforming to three or more of the following standards, except where it conflicts with standards to maintain compatibility with the existing and/or original primary building.

h. Exterior cladding shall be of the same material for not less than one-half of the façade area;

i. A ground floor building entrance shall be of the same type (i.e. porch, stoop, or interior vestibule);

j. A window bay shall be provided that is within 6 inches of the width and depth of an existing bay;

k. Windows shall be of the same type (i.e. single-hung, double-hung, or casement) and within six inches of the width and height of an existing window;

l. A horizontal cornice shall be provided that is within two feet of vertical distance from finished grade of an existing cornice, and is at least as tall and deep as the existing cornice;

m. Eaves shall be of equal or greater depth; or

n. The roof shall be the same type (i.e. hipped, gable, flat) and within 2 degrees of the same slope.

GUIDELINES

G1 New buildings should fit into their surroundings. This does not mean that the existing buildings must be copied, but that the context of any new building must be respected. Attempts should be made to connect the massing, materials, roof type, architectural style, or other techniques of the new building to that of the neighboring homes. See Chapter V. Architectural Style. ~~Attempts should~~

Provisions that are not expressly about architectural style, such as relate to architectural compatibility generally, have been moved to subsection to which It most closely relates.

~~be made to tie the building into its neighbors through the use of similar massing, materials, roof type, architectural style, or some other technique.~~

G2 Renovations of, and additions to, existing buildings should follow the original style of the building. See Chapter V. Architectural Style. ~~For example, Victorian gingerbread should not be added to an Art Deco building, nor should a Tudor structure be remodeled to be Moderne.~~

G3 ~~Materials used in renovations of, and additions to, existing buildings should be consistent with the original materials. For example, stucco should not be used in place of the clapboard siding.~~

G4 ~~New buildings are encouraged to use a historical style, as are described in II.E.1 Architectural Style within the II. Residential Single-Family Districts chapter, and interpret the style accurately per the guidance of City of Fresno's staff serving its Historic Preservation Commission. Special attention must be paid to materials, proportions, architectural elements, facade composition, and ornamentation in the proposed style to avoid a cartoonish or fake appearance. At the same time, it is not the intention of this document to dictate the architectural style of individual buildings. Creativity is encouraged, as good architecture is critical to the creation of a beloved neighborhood with architectural diversity.~~

G5 ~~Additions, alternations, and modifications to structures constructed before 1960 should derive from the same the same style as the original structure, as may be determined by the Tower District Design Review Committee under advisement from the City of Fresno's staff serving its Historic Preservation Commission.~~

G6 ~~For a more complete understanding of architectural style as it applies to a particular site, applicants are encouraged to consult with the Planning and Development Department and Historic Preservation Commission, as well as related literature, such as the book, Guide to American Houses: The Definitive Guide to Identifying and Understanding America's Domestic Architecture."~~

2. Façade Articulation

STANDARDS

S1 Facade articulation standards shall be as required by Code Section 15-1003, Density and Massing Development Standards, Code Section 15-1005, Facade Design Development Standards, and applicable Overlay District regulations.

S2 Above the ground floor, at least one projection or recess will be provided for every ~~100~~ 50 horizontal feet, such that the projection or recess be not less than 24 inches in depth for a width of not less than four feet.

GUIDELINES

G1 Façades may be more articulated and residential in character or flatter and more urban in character. On already built-up blocks, the existing pattern should be respected. ~~On new~~

~~blocks, buildings closer to the street should be less articulated, and buildings further from the street may be more articulated. However, buildings in the RM zones of the Tower District should be generally simpler than their more articulated suburban counterparts. *[Proposed alteration of original TDDG text.]*~~

G2 In general, building widths should be consistent with adjacent properties. On new blocks, or blocks with no established pattern, building widths of 30 to 50 feet are most appropriate.

3. Roofs

STANDARDS

S1 Roof standards shall be as required by Code Section 15-1003, Density and Massing Development Standards, Code Section 15-1005, Facade Design Development Standards, and applicable Overlay District regulations.

S1 Roof-mounted mechanical equipment shall be recessed within the volume of a surrounding sloped roof or parapet walls.

S1 Roof renovations and additions shall be the same roof type as exists or of the original (i.e. hipped, gabled, flat, or type listed in the Oxford Dictionary of Architecture), and within 2 degrees of existing roof slope.

GUIDELINES

G1 Modifications or additions to existing buildings should maintain the original roof type.

G2 The roof forms of new buildings in the RM districts may be varied and eclectic in character and may include types such as gabled roofs, hipped roofs, mansard roofs, and flat roofs.

G3 Roof-mounted mechanical equipment should be recessed within a sloped roof, or surrounded by parapet walls.

4. Cladding Materials and Finishes

STANDARDS

S1 Cladding and trim standards shall be as required by the "Certainty Option" under Code Section 15-1005, Facade Design Development Standards, .and applicable Overlay District regulations.

S2 Cladding materials prohibited in Mixed-Use and Commercial Districts are as follows: *[Original TDDG made into standard except where noted.]*

k) All Vertical Siding (except board on bat and board on board)
l) Rough sawn plain
m) Pressed plywood in any form, including T1-11
n) Kerfed Rough Sawn
o) Reverse Board and Batten

p) Metal siding
q) Vinyl siding
r) Wood siding
s) Mirrored glass *[Proposed new text.]*
t) Concrete block or cinder block that is not completely covered by an allowable finish.

S2 Exterior materials used in renovations of and additions to existing buildings shall be the same as one or more of the existing or original materials. Stucco shall not be used to replace other materials.

S2 With renovations and additions of existing buildings, one-half or more of the area of each street-facing facade shall match the cladding of the existing or original building.

~~**S2** Sidings prohibited in the RM District are as follows: *[Adapted from TDDG.]*~~

~~a) All Vertical Siding (except board on bat and board on board);~~
~~b) Rough sawn plain;~~
~~c) T1-11, in any form;~~
~~d) Kerfed Rough Sawn;~~
~~e) Reverse Board and Batten;~~
~~f) Metal siding of all types and design; and~~
~~g) Concrete block or cinder block that is not completely covered by approved siding.~~

S3 On existing structures, stucco shall not be used to replace any other material.

~~**S3** Stucco shall not be used except:~~

~~a) a new building has an architectural style (as described in RS Architectural Style standards) that allows stucco, or~~

~~b)~~a) ~~a building renovation replaces existing stucco.~~

GUIDELINES

G1 For renovations and additions to existing buildings, siding materials should match the original materials. In new construction, materials should be comparable to those in the neighborhood and should be appropriate to the selected architectural style of the house ~~(i.e., stucco should not be used for a Victorian, and fish-scale shingles should not be used on a Mediterranean)~~. ~~Materials used in renovations of, and additions to, existing buildings should be consistent with the original materials.~~ For example, stucco should not be used in place of the clapboard siding.

~~**G2** For new buildings that mimic historical styles, the cladding materials must be appropriate to the proposed architectural style.~~

G3 Stucco finishes should be smooth or lightly textured types such as Santa Barbara Finish, Fine Float Finish, Fine Sand Finish, or Medium Sand Finish. Modern stucco finishes such as Knockdown Dash, Lace, or Arizona are inappropriate and should not be utilized. Contemporary accent materials such as stacked stone are also inappropriate and should be avoided.

5. Windows

STANDARDS

S1 Window standards shall be as required by the "Certainty Option" under Code Section 15-1005, Facade Design Development Standards, .and applicable Overlay District regulations.

S1 Windows shall be provided along all walls that are along the front and street side setbacks, and not less than 20 percent of each street-facing facade shall be comprised of a window or door opening. Multiple street-facing walls shall be considered to be part of the same facade if they are parallel and face the same direction.

S1 Windows shall be as tall or taller than they are wide, but they may be grouped within wall openings that are wider than they are tall if the individual windows are separated by a post that is not less than 3 inches in width.

S1 Windows shall not be flush with solid building surfaces, but shall be recessed at least two (2) inches from the exterior trim or, if no trim is used, from the exterior wall plane.

S1 Windows shall be single-hung, double-hung, or casement. Horizontal sliding windows are not allowed.

S1 Any room with exterior window(s) shall have at least one window that is operable for natural ventilations.

S1 Window glass shall be not reflective and clear except adjacent to bathrooms.

S9 Unpainted aluminum shall not be allowed for windows or window frames.

GUIDELINES

~~**G1** Windows should be provided along all walls that face a street.~~

G2 Windows should maintain the same style and spacing along all sides of building.

G3 Windows should be vertically oriented, or taller than they are wide. Also, each window should be individually articulated or paired, and should not form long horizontal or vertical bands.

~~**G4** Windows should not be flush with solid building surfaces, but rather recessed at least four (4) inches i from the exterior trim or, if not trim is used, from the exterior wall plane.~~

G5 Windows should be single-hung sash, double-hung sash, casement style, or other similar types. Horizontally sliding windows and non-opening windows are inappropriate.

G6 For the replacement of windows on existing structures, replacement windows should look as similar to the original window as possible in order to preserve the residence's architectural design.

G7 Whenever possible, upper-floor windows at the rear and sides of buildings should be placed to maximize the privacy of the neighboring properties.

G8 Replacement windows should maintain the same size and be in the same location as the original windows. The number, size, style and shape of window panels should be consistent with the original windows.

G9 Where applicable, the existing original trim should remain intact when replacement windows are installed.

G10 Window screens that detract from the window are discouraged.

6. Primary Entrance Design

STANDARDS

S1 Primary entrance design standards shall be as required by Code Section 15-1004, Site Design Development Standards, the "Certainty Option" under Code Section 1005, Facade Design Development Standards, .and applicable Overlay District regulations.

S2 All primary building entrances shall have a direct path (excluding driveways) from the entrance to a public sidewalk.

S3 Each primary building entrance shall include a covered porch or stoop ~~with~~ accompanied by a recessed entry door. Porches and stoops shall have horizontal dimension that is not less than 5 feet without obstructions.

GUIDELINES

G1 Direct entrances ~~shall~~should be provided into all individual ground-floor dwelling units or commercial spaces which are adjacent to a public street. Secondary entrances that do not face a street are allowed, but not in lieu of a street-facing entrance.

G2 Dwelling units or commercial spaces which are on the ground floor but are not adjacent to a public street, or which are located on upper floors, should be accessed through a common entrance that faces, and is parallel to, the street. Secondary entrances that do not face a street are allowed, but not in lieu of a street-facing entrance.

G3 In apartment buildings oriented around a central courtyard, dwelling units may have their primary entrance facing the courtyard, with the exception of units adjacent to a public street, which must comply with guideline G1, above.

G4 For modifications to existing buildings, replacement doors should be of the same type as the original, or fit with the architectural style of the residence. Metal security doors are not appropriate for the Tower District.

G5 Porches are encouraged at primary entrances, and should follow the following guidelines:

a) Porches should be incorporated architecturally into the building, utilizing proportions, style, and materials that are consistent with the rest of the building.

b) Porch height above the adjacent grade should be no less than 18 inches and no more than 4 feet.

c) Porch depth should be no less than 5 feet and no more than 15 feet.

d) Porch width should be no less than 8 feet.

G6 A stoop is a small set of steps that leads from the sidewalk to the main ground floor entrance of a dwelling unit (or a common entry for multiple dwelling units) when the ground floor is slightly elevated above the sidewalk; stoops provide a transition between the public sidewalk and the private interior space while also serving as a social gathering spot. Stoops are encouraged at street-facing entrances, and should follow the following guidelines when provided:

a) Stoops should be incorporated architecturally into the building, utilizing proportions, style, and materials that are consistent with the rest of the building.

b) Stoop height above the adjacent grade should be no less than 2 feet and no more than 4 feet.

c) The depth of the landing at the top of the stoop ~~depth~~ should be no less than 5~~6~~ feet and no more than 15 feet.

d) Stoop width should be no less than 4 feet and no more than 8 feet.

e) If a stoop is provided at a street-facing entrance, an ADA compliant entrance must also be provided into that space which can serve as the primary entrance.

7. Attic Vents

STANDARDS

S1 There are no design standards for attic vents.

GUIDELINES

G1 Architecturally, the attic vent is an important element in the various styles in the Tower District. The attic vent should be consistent with those in the neighborhood and relative to the style of the residence (see Chapter V. Architectural Style).

G2 Similar attic vents should be carried through to any auxiliary structure on the lot, i.e., garages, carports, second dwelling units, storage sheds, etc.

8. External Stairways and Corridors

STANDARDS

S1 External stairways and corridors that are not fully enclosed within a building and which are used for accessing spaces above the ground floor, shall be as required by the "Certainty Option" within Code Section 15-1005, Facade Design Development Regulations, and applicable Overlay District regulations.

GUIDELINES

G1 External stairways and corridors located within 30 feet of a public street should be incorporated architecturally into the building, utilizing proportions, style, and materials that are consistent with the rest of the building.

G2 External stairways located within 30 feet of a public street should not have open risers and should be located behind a partial wall or fin that hides the stairs and railing. The partial wall or fin should utilize the same materials as the rest of the building.

9. Balconies

STANDARDS

S1 Code Section 15-1004, Site Design Development Standards, the "Certainty Option" under Code Section 1005, Facade Design Development Standards, .and applicable Overlay District regulations.

S2 Balconies shall be no less than 5 feet in depth, except for decorative "Juliet" balconies which have no minimum depth.

GUIDELINES

G1 ***Balconies are encouraged, and should follow the following guidelines:***

a) Balconies should be incorporated architecturally into the building, utilizing proportions, style, and materials that are consistent with the rest of the building.
b) The bottom of the balcony should be should be no less than 8 feet above the adjacent grade or top of sidewalk.
c) The depth of the balcony should be no less than 5 feet and no more than 10 feet.
d) Balcony width should be no less than 8 feet.
e) Balconies should project no more than 4 feet into the public right-of-way, subject to an encroachment permit and California Building Code standards.

10. Accessory Building Design

STANDARDS

S1 Code Section 15-2004, Accessory Buildings and Structures, and Code Section 15-2754, Second Dwelling Units, Backyard Cottages, and Accessory Living Quarters, and applicable

Overlay District regulations.

S1 Accessory dwelling units (ADU), garages, carports, and storage sheds shall be compatible with the principal structure by using the same exterior cladding over not less than one-half the façade area in each direction, and by conforming to three or more of the following standards:

a. Windows of the same type (i.e. single-hung, double-hung or casement) and within six inches of the width and height of an original window or, if all original windows have been replaced, an existing window;

b. Eaves shall be of equal or greater depth; or

c. A roof of the same type (i.e. hipped, gable or flat) and within 2 degrees of the same slope.

d. Two or more of the same projecting exterior light fixture.

GUIDELINES

G1 Accessory buildings should be located behind the main building. If visible from the street, accessory buildings should carry on the same architectural style as that of the primary residence. See Chapter V, Architectural Style Guidelines. ~~architecturally resemble the primary building.~~

G1 Accessory dwelling units that are detached from other structures should conform to provisions that pertain to smaller buildings. See Chapter II, Residential Single-Family Districts.

F. Additional Standards and Guidelines

1. Fencing

STANDARDS

S1 Fencing standards shall be as required by Code Section 15-2006, Fences, Walls, and Hedges, except that chain link fencing shall be prohibited throughout the Tower District.

GUIDELINES

G1 There are no fencing guidelines.

2. Security

STANDARDS

S1 Security standards shall be as required by Code Article 20, General Site Regulations.

S2 Security doors and security window bars shall not be permitted ~~in the Tower District~~.

GUIDELINES

G1 Front porches should not be enclosed with security fencing. Many Tower homes were

specially designed to connect the porch entrance to the front yard.

G2 Alarm boxes for home security system should be placed in an inconspicuous location to limit street visibility.

3. ~~Screening of~~Ground-Mounted Mechanical Equipment

STANDARDS

S1 Screening of ground-mounted mechanical equipment standards shall be as required by Article 20, General Site Regulations, of the Development Code, and Article 24, Parking and Loading.

GUIDELINES

G1 Heating, ventilation, and air conditioning (HVAC) units should be located on the ground, either in the back or on the side of the residence. Units placed on the ground should be screened with landscaping. When rooftop placement is necessary, the unit should be located on the side or rear of the residence, so as to limit street visibility. In addition, roof mounted units are to be screened from the view of adjacent properties. Screening with parapet walls is recommended.

4. Outdoor Lighting and Illumination

STANDARDS

S1 Lighting standards shall be as required by Code Section 15-2015, Outdoor Lighting and Illumination.

GUIDELINES

G1 Parking areas should be well lighted for security.

G1 Lighting fixtures should complement the architectural style of the primary structure (see Chapter V, Architectural Style).

G2 Industrial style lighting, such as flood lighting or fluorescent lighting, is not appropriate.

G1 Lighting, other than parking lot lighting, should be permanently fixed to the structure.

5. Signs

STANDARDS

S1 General sign standards shall be as required per Article 26 of the Development Code, except that pole signs shall be prohibited throughout the Tower District.

GUIDELINES

G1 Building identification signs for multifamily structures should be no greater than 25 square feet in area and should be attached to the façade, parallel to the façade, above the main

entrance to the building.

6. Art

STANDARDS

S1 There are no standards expressly related to art.

GUIDELINES

G1 Development should contribute art and artistic elements where they can be seen from public sidewalks, such as within front yards, as site features like fencing, and as building features like entrances.

IV. Mixed-Use and Commercial Districts

A. Purpose

The Mixed-Use and Commercial Districts standards and guidelines are intended to preserve the unique character of areas with MX and C zoning designations while facilitating compatible infill development. MX and C districts are generally located along major streets where small pedestrian-oriented commercial storefronts were built historically. There are usually no front or side building setbacks, with structures built right up to the sidewalk, standing shoulder-to-dshoulder with their neighbors and ~~forming a solid street wall~~framing the street and its activity spacially. Buildings face the street with windows and entrances, rather than parking lots that are usually located behind the buildings. In the Tower District, housing was often built on upper floors. Along MX and C district corridors residential structures were built along commercial uses historically, ~~but ground-floor residential is generally by~~and these standards ~~to~~ promote continuous storefronts and pedestrian activity, except where ground-floor residential is expressly allowed by the Affordable Housing Overlay district regulations and under California law. *[Alteration of original TDDG text. Limitations on ground-floor residential proposed by consultant.]*

B. Use

STANDARDS

S1 Uses shall be permitted, conditionally permitted, or prohibited as set forth in Code Section 15-1102, Use Regulations, and any applicable Overlay District regulations, except that new uses within the Automobile/Vehicle Sales and Services use category and Drive-In and Drive-Through Facilities noted in Code Table 15-1102 shall not be allowed within the Tower District with a Conditional Use Permit.

S1 Where residential units are lost to commercial development in the Tower District, require that the developer pay for the relocation of households and comparable replacement of the number of residential units lost. The developer can compensate for comparable replacement through in-kind construction within the Tower District or by a cash payment into the City of Fresno's Affordable Housing Development grant programs.~~ *[Code referenced for completeness and consistency.]*~~

S2 The front property line the ground floor facade shall be comprised of storefronts along not less than 75 percent of a building frontage. The interior space behind the required storefronts shall be available for one or more allowable commercial and public uses for a depth of not less than thirty feet and shall be directly accessible from a public sidewalk. Residential uses shall not be allowed within thirty feet of the storefront building frontage, except for residential entrance vestibules and stairs, and as are allowed within the Affordable Housing Overlay district and under California law. ~~*[Adapted from "Components of a Mixed-Use Area" in original TDDG. Proposed to be a standard to maintain storefront continuity along mixed-use and commercial corridors.]*~~

S3 A single ground-floor commercial space shall not have a street-adjacent building frontage

that exceeds 50 feet in width. This requirement may be met by locating separate commercial spaces along the building frontage, if the separate spaces are at least 30 feet deep and have direct access from a public sidewalk.

GUIDELINES

G1 The ground floor of development in Mixed-Use and Commercial districts should maintain storefronts along commercial shopping streets. These storefronts should have uses that help activate public sidewalks that they face. Encouraged uses include commercial retail, restaurants, and services, as well as community services and destinations.

G2 In general, individual ground-floor ~~-~~spaces should not exceed 10,000 square feet in size. Exceptions should be made for grocery stores, theaters, and other desirable commercial destinations. Exceptions should not be made for retail stores, restaurants, office uses, or lodging. "Big box" style retailing is not appropriate in the Tower District.

G3 When a large use is appropriate, it should be "wrapped" with small storefronts at the ground level. An excellent example of this technique is the Tower Theater. Doing so will prevent large expanses of inactive sidewalk and will keep the street area lively.

G4 The development of residential and office uses are encouraged on upper floors to add housing and employment opportunities, to increase housing and employment opportunities, and to increase patronage of local businesses.

Guidelines that pertain to use have been added to further communicate the "main street" vision for mixed-use development, as expressed In the original Guidelines and updated Specific Plan.

C. Density and Massing

1. Lot Size

STANDARDS

S1 No lot shall exceed 1.50 acres in area, except in the Apartment House Overlay District where the maximum lot size shall conform to the maximum lot size described in Code Section 15-1609. Project properties may be subdivided to meet this requirement.

GUIDELINES

G1 Encourage parking configurations that reduce the site area dedicated to parking, such as to use mechanical parking lifts and tandem parking. ~~There are no lot size guidelines.~~

2. Building Height and Mass

STANDARDS

S1 Building height standards shall be as required by Code Section 15-1103, Density and Massing Development Standards, Article 21, TOD Height and Density Bonus, and applicable Overlay District.

S2 All new primary structures shall have a minimum height of two stories. Renovations to existing structures shall be exempt from this requirement.

S3 Within 10 feet of a front or street side setback, buildings shall not be more than four stories in height, except to allow a tower element within 20 feet of a street intersection.

GUIDELINES

G1 Where it is visible from a street, a building's mass should appear to be of similar scale as buildings along the same block face and across the street, such as by stepping part of the project back at a height that matches the height of its neighbors.

3. Setbacks

STANDARDS

S1 Setback standards shall be as required by Code Section 15-903, Density and Massing Development Standards, and applicable Overlay District.

S2 Setback landscaping shall be subject to Code Article 23, Landscape.

GUIDELINES

G1 Primary buildings should not be set back from the street unless it is for the purpose of providing a wider sidewalk, outdoor dining area, paseo, or plaza.

G1 Interior side setbacks should not be provided. Buildings should stand shoulder-to-shoulder, without gaps between them, forming a solid continuous streetwall. Continuous streetwalls spatially define the street, creating a pleasant pedestrian environment and forms a clear separation between the public and private realms. In particular, the front 12 feet of a building should be built out to the side lot lines, unless a side setback is necessary for vehicular access or a pedestrian passage. The side walls beyond the front 12 feet may be set back.

G1 For corner lots, street side setbacks should be treated like the front of the lot, and buildings should not be set back from the side street.

D. Site Design

1. Building Arrangement

STANDARDS

S1 Building arrangement standards shall be as required by Code Section 15-1103, Density and Massing Development Standards, Code Section 15-1104, Site Design Development Standards, and Code Section 15-1104, Facade Design Development Standards, and applicable Overlay District.

S2 Along front and side street setbacks, building walls shall be parallel or perpendicular to the

adjacent street right-of-way except within 5 feet of a building entrance.

GUIDELINES

G1 In order to create a pleasant and comfortable streetscape, primary buildings should generally be located toward the front of the lot with larger yards and private spaces located behind the primary buildings.

G2 Buildings should present active fronts to public streets. Features such as entrances, windows, and balconies should be oriented to the street to keep it monitored, lively, and safe.

G3 There should be a clear separation between the public and private realms. Spaces accessible to the public should be highly visible and under casual surveillance by residents and passersby; private outdoor space should be inaccessible to unauthorized visitors.

G4 Street-facing building facades should be parallel relative to the adjacent street right-of-way, except where they are oriented towards a street corner.

G5 On larger parcels with multiple buildings, buildings that cannot front onto a street should front onto a common (shared) open space, such as plaza, courtyard, or landscaped pedestrian passage, which can be accessed directly from a street.

2. Mixed-Use Configurations

STANDARDS

S1 Mixed-use configuration standards shall be as required by Code Section 15-1103, Density and Massing Development Standards, Code Section 15-1104, Site Design Development Standards, and Code Section 15-1104, Facade Design Development Standards, and applicable Overlay District regulations, including Code Section 15-1609, Affordable Housing Overlay District. For additional ground-floor storefront requirements, see "Use" section above.

GUIDELINES

G1 Mixed-use buildings should be designed to minimize potential conflicts between residential and commercial uses adjacent to one another or within the same building. Potential techniques include providing distinct entries and circulation hallways for commercial and residential suites/units, providing rooftop mechanical ventilation of ground floor commercial uses so as not to disrupt upper floor residential tenants, and installing soundproofing in walls and floors between uses.

G2 The arrangement of uses within a mixed-use building should comply with the following guidelines:

a) Retail uses should generally be limited to the ground floor adjacent to the sidewalk. The basement or second floor of buildings may have limited retail uses, either as a continuation of a street-level retail use, or as separate spaces with their own sidewalk entrance.

b) Office uses should generally be located on upper floors, but may also occupy basement levels or rear portions of the ground floor that are no less than 30 feet from the front setback.

c) Residential uses should generally be located on upper-floors.

3. Parking

Due to its mixed-use, walkable nature, parking should be addressed differently in the Tower District than in other areas of the City. While many visitors may arrive via an automobile, they typically only park once, and then walk from destination to destination thereafter, unlike suburban locations where visitors usually drive and re-park from destination to destination.

a. Parking Access Location

STANDARDS

S1 Parking design standards shall be as required by Code Section 15-904, Site Design Development Standards, applicable Overlay District standards, and Article 24 Parking and Loading.

S2 When ministerial review of a development application is required by California law, driveways shall be located not less than 30 feet from the intersection of two public street rights-of-way. Driveway location shall otherwise be determined by the City Engineer.

S3 On-site parking shall be accessed from an alley, if alley access is possible.

S4 For c~~C~~orner lots without alley access, on-site parking shall be accessed from the street with the lowest Street Classification as defined by the City's General Plan, but in no event from a Scenic Drive unless it provides the only opportunity for site access.

S5 Along each street where parking access is allowed, each parcel shall be allowed not more than one driveway that is less than 25 feet in width.

GUIDELINES

G1 Because of the danger and inconvenience they present to pedestrians and wheelchair users, drive approaches across the sidewalk should be minimized in the Tower District.

G2 For interior lots without alley access, the project applicant should work to share side street access with a neighboring property through an easement or reciprocal access agreement. If this is not possible, access will be permitted consistent with established standards.

G3 If a lot with unnecessary ~~drive approaches~~driveways is redeveloped or significantly altered, all unnecessary ~~drive approaches~~driveways should be removed.

b. *Parking Buffering*

STANDARDS

S1 Parking setback and buffering standards shall be as required by Code Section 15-1103, Density and Massing Development Standards, Code Section 15-1104, Site Design Development Standards, and Code Section 15-1104, Facade Design Development Standards, applicable Overlay District regulations, and Article 24, Parking and Loading.

S2 Parking that is directly facing a street shall be limited by minimum frontage requirements for buildings and setback requirements for parking, as described in Table 15-1103, except that parking shall be allowed within the setback area if it is below a building and the roof of the parking extends not more than three feet above finished grade.

GUIDELINES

G1 Underground parking areas are encouraged. Parking structures located at the front of the lot must be wrapped with storefronts at street-level.

G2 Surface parking, carports, and private garages should be placed toward the rear of the lot to limit visibility from the public street.

G3 If surface parking, carports, or private garages are permitted to be placed adjacent to a public street, the following guidelines apply:

a) Surface parking should not occupy more than 50% of the lot area.

b) Parking should be visually buffered from the street with a screening wall or fence of not less than three feet in height ~~in order to enclose the parking lot~~, except to permit vehicle and pedestrian access. Screening walls or fencing should be attractively designed and should use materials which are the same as those used in the building, or which are complimentary to the building.

c) Screening walls and fences should be located no less than two feet and no more than three from the back of the sidewalk. This setback shall be landscaped except for driveways, pedestrian access, and utilities.

d) Screening walls should have one pedestrian access point from a public sidewalk to the parking for every 50 feet of street frontage.

c. *Parking Design*

STANDARDS

S1 Parking design standards shall be as required by Code Section 15-1103, Density and Massing Development Standards, Code Section 15-1104, Site Design Development Standards, and Code Section 15-1104, Facade Design Development Standards, applicable Overlay District regulations, and Article 24, Parking and Loading.

S2 Parking lots shall provide one shade tree for every four parking stalls. Trees should be a minimum of 15 gallons with a one-inch diameter as measured 48 inches above natural grade, when planted.

S3 Carports shall not use canvas or steel pipe.

S4 Garages and carports shall match a street-facing facade of the principal structure in at least two of the following ways:

1. same roof type (hipped, gabled, or flat) and roof pitch (within two degrees);
2. same cladding materials as the front facade;
3. same attic vent size, shape, materials, and trim and
4. same window type (double-hung, casement, fixed), window trim, and window width

S5 Garage compatibility. Any carport shall use columns and roofing materials that are the same as the primary building.

GUIDELINES

G1 Parking areas should be designed without visual obstructions to allow natural surveillance.

G2 Property owners should routinely maintain landscaping including the replacement of any diseased or dead plant/tree. Trees should not be topped; instead, trees should be pruned to encourage upward growth and tree canopy development.

G3 Private garages and carports should maintain the same architectural style of the primary building. Design elements such as roof pitch, cladding materials, attic vents, and windows should match that of the primary building.

G4 Where the upper-floors of parking structures are visible, they should have an architectural appearance indistinguishable from residential floors of buildings.

G5 Underground parking should not be visible from the street. Buildings suspended over parking areas by stilts should not be permitted.

4. Pedestrian Access and Street Frontages

STANDARDS

S1 Pedestrian access standards shall be as required by Code Section 15-1105, Site Design Development Standards, Code Section 15-2423, Circulation and Safety, and applicable Overlay District regulations.

S2 Direct pedestrian access shall be provided that connects a public sidewalk along a street to every pedestrian entrance to a building.

S3 Direct entrances shall be provided into all individual ground-floor dwelling units or commercial spaces which are adjacent to a public street.

S4 If the building is set back from the sidewalk, a paved path no less than five feet in width shall be provided from a public sidewalk to each entrance. The path shall not begin at a driveway or any other point.

GUIDELINES

G1 There are no pedestrian access and street frontage guidelines.

5. On-Site Open Space

STANDARDS

S1 On-site open space standards shall be as required by Code Section 15-1105, Site Design Development Standards, and applicable Overlay District regulations.

GUIDELINES

G1 On-site open spaces should be clearly separated from the street and should be located at the rear of the lot behind the primary building or at the center of the lot in the form of a courtyard.

G2 For existing courtyard apartments or bungalow courts, intrusions, screening, or blockage of the central courtyard is discouraged.

6. Blocks, Streets, and Alleys

a. Roadway Design

STANDARDS

S1 New roadways shall be designed as determined by the General Plan Circulation Element, Code Section 15-4108, Street Design, and the City Engineer.

S2 Existing roadways shall not be closed or widened.

S3 Existing alleys shall not be closed, unless necessary for protection and preservation of public peace, safety, health, and welfare, as determined by required findings described in Code Section 13-110.

S4 New development shall install new street lights where the spacing adjacent to the project is less than the average spacing along the block face and/or if an adjacent existing street light is damaged. New street lights shall conform to the following design standards.

c) New street lights shall not be more than 18 feet in height.

d) Where decorative street lights are present along any part of the project's block face, then each new street light shall match the decorative street light's pole and base, and its fixture canopy shape/profile, size, and color, except that this standard shall not apply to cobrahead lights.

S5 Hitching posts, railings, granite curbs, tree lawns, WPA sidewalk stamps, and gateway monuments that are 40 years old or older shall not be removed, except by permission of the Review Authority, such as to protect the stone gateway monuments on Palm and Van Ness Avenue. Where such culturally-significant elements are adjacent to a development project, their repair and their on-going maintenance shall be made a condition of approval.

~~**S4** New development shall install new street lights where the spacing adjacent to the project is less than the average spacing along the block face and/or if an adjacent existing street light is damaged. New street lights shall conform to the following design standards. *[Proposed by consultant except as noted.]*~~

~~a) New street lights shall not be more than 18 feet in height.~~

~~b) Where decorative street lights are present along 50% or more of the project's block face, then the material, profile, and height of the decorative light fixture shall be matched. *[Objective standard at TDIC request.]*~~

~~c) This standard shall not apply to cobrahead lights.~~

~~**S5** Hitching posts, railings, and gateway monuments that are 40 years old or older shall not be removed, except by permission of the Review Authority. *[Objective standard at TDIC request.]*~~

GUIDELINES

G1 New roadways should be as narrow as possible in order to slow traffic, increase walkability, and create spatial definition in the streetscape.

G2 An on-street parking lane should be located on both sides of the street, except where transit stops or driveways are necessary. On-street parking should not be removed in order to create space for additional automobile travel lanes, however in some instances it may be appropriate to limit on-street parking for the provision of bicycle lanes.

~~**G3** Historic street features that define the Tower District, including, but not limited to, streetlights, street trees, median islands, hitching posts, railings, and gateway monuments should be maintained and protected.~~

Preservation of historic street elements Is now addressed by standards.

G3 Every effort should be made to maintain the historical lighting where it exists—e.g. the pineapple lights of Van Ness Avenue.

b. Sidewalks

STANDARDS

S1 Sidewalks in public rights-of-way shall conform to Code Section 15-1105, Facade Design Development Standards, Code Section 15-4108, Street Design, and established City Engineering Standards. Sidewalk design may be subject to review and adjustment ~~and direction~~ by the City Engineer, except when limited by State streamlining law.

S2 Sidewalks adjacent to the project shall be no less than 10 feet wide, except to allow tree

wells along a block face that has existing or proposed storefronts, and to allow a landscape strip along a side street that has no storefronts. Where the distance between existing curb and property line is less than 10 feet, the curb location may be moved at the discretion of the City Engineer, otherwise the ground-floor of the building shall be setback to meet this standard.

S3 Sidewalks shall maintain an uninterrupted path of travel at least 5 feet wide.

GUIDELINES

G1 New development should be designed to enhance pedestrians' experience as they walk along public sidewalks.

G2 A sidewalk adjacent to storefronts should provide for uninterrupted pedestrian flow and space for sidewalk activities and amenities as follows.

a) The sidewalk should be divided into three zones: an outer furniture area, a central walkway, and an inner furniture area.

~~b) The central walkway area of the sidewalk should occupy at least 50% of the sidewalk width, and should under no circumstances be less than 5 feet wide. The central walkway should be free and clear of all objects. *[Original TDDC text.]*~~

~~c)~~b) The outer furniture area should occupy no more than 40% of the sidewalk width, provided there is sufficient walkway area. Streetlights, street trees, vending machines, bike racks, benches, transit shelters, and other street furniture should be located in this area. If there is sufficient space, tables may be placed here by adjacent businesses.

~~d)~~c) The inner furniture area should occupy no more than 20% of the sidewalk width, provided there is sufficient walkway area. Benches, and dining tables may be placed here by adjacent businesses. Sidewalks narrower than 8 feet should not have an inner furniture zone.

c. *Street Connectivity and Block Length*

STANDARD

S1 Existing streets shall not be vacated or abandoned.

S2 No development project shall have a block that exceeds 500 feet in length, and new streets shall be created as needed to meet this requirement. Cul-de-sacs or other dead-end streets shall not be permitted. Exceptions shall be made when a freeway, railroad, or canal prevents connectivity.

GUIDELINES

G1 *The existing grid should be maintained and enhanced whenever possible.*

e. ***Alleys***

STANDARDS

S1 New alleys shall be designed as determined by the Development Code, the Department of Public Works engineering standards, and the City Engineer.

S2 Existing alleys should not be vacated or abandoned without a finding by the Review Authority that continuation of a particular subject alley clearly poses endangerment to the community's health and safety.

GUIDELINES

G1 Alleys are encouraged in the Tower District because they support and reinforce the neighborhood's walkability by allowing on-site parking access to cross sidewalks in fewer locations.

E. Façade Design

1. Architectural ~~Style~~Compatibility

STANDARDS

S1 The architectural style of existing buildings shall be maintained, as set forth by standards in Chapter V. Architectural Style.~~The architectural style of buildings shall be consistent with the "Certainty Option" under Code Section 15-1105, Facade Design Development Standards.~~

~~**S2** Exterior materials used in renovations of and additions to existing buildings shall be the same as one or more of the existing or original exterior materials. Stucco shall replace other materials.~~

S2 Garages and carports shall have the same architectural style as the primary structure. See Chapter V. Architectural Style. ~~have the same roof pitch, exterior cladding, attic vent shape, and window proportion, and trim material, as the primary building.~~

S3 Building additions, building renovations, carports, and garages shall match existing and/or original primary building characteristics for roofs, cladding materials, windows, and attic vents, as described for Residential Multi-Family Districts in standards below.

S4 Where proposed development shares a block face with existing residential development, new construction shall maintain compatibility with a neighboring adjacent street-facing facade by conforming to three or more of the following standards.

o. Exterior cladding shall be of the same material for not less than one-half of the façade area;

p. A ground floor building entrance shall be of the same type (i.e. porch, stoop, or interior vestibule);

Formerly Architectural Design. Renamed to avoid being redundant with Façade Design section heading, which was taken from the Development Code.

This revised TDIC draft elevates many guidelines to be standards, particularly In the Facade Design section.

q. A window bay shall be provided that is within 6 inches of the width and depth of an existing bay;

r. Windows shall be of the same type (i.e. double-hung or casement) and within six inches of the width and height of an existing window;

s. A horizontal cornice shall be provided that is within two feet of vertical distance from finished grade of an existing cornice, and is at least as tall and deep as the existing cornice;

t. Eaves shall be of equal or greater depth; or

u. The roof shall be the same type (i.e. hipped, gable, flat) and within 2 degrees of the same slope.

GUIDELINES

G1 New buildings should fit into their surroundings. This does not mean that the existing buildings must be copied, but that the context of any new building must be respected. Attempts should be made to connect the massing, materials, roof type, architectural style, or other techniques of the new building to that of the neighboring homes. See Chapter V. Architectural Style.~~Attempts should be made to tie the building into its neighbors through use of similar massing, materials, roof type, architectural style, or some other technique. *[Alteration of original TDDG text.]*~~

G2 The design of building façades is one of the most critical features of a neighborhood. While the Tower District is a neighborhood of diverse architectural styles, there are certain fundamental elements that all of the best buildings in the area have in common.

G3 Renovations of, and additions to, existing buildings should follow the original style of the building. See Chapter V. Architectural Style.~~. For example, Victorian gingerbread should not be added to an Art Deco building, nor should a Tudor structure be remodeled to be Moderne.~~

G4 Materials used in renovations of and additions to existing buildings should be consistent with the existing materials and/or original materials at the time of first construction. ~~**G5** New buildings are encouraged to use a historical style, as are described in II.E.1 Architectural Style within the II. Residential Single-Family Districts chapter, and interpret the style accurately per the guidance of City of Fresno's staff serving its Historic Preservation Commission. Special attention should be paid to materials, proportions, and ornamentation originally used in the proposed style to avoid a cartoonish or fake appearance. At the same time, it is not the intention of this document to regulate the architectural style of individual buildings. Creativity and diversity are encouraged. However, good architecture is critical to the creation of a beloved neighborhood, with architectural diversity.~~

~~**G6** Additions, alternations, and modifications to structures constructed before 1960 should derive from the same style as the original structure, as may be determined by the Planning and Development Department and Historic Preservation Commission.~~

~~**G7** For a more complete understanding of architectural style as it applies to a particular site, applicants are encouraged to consult with the Planning and Development Department and Historic Preservation Commission, as well as related literature, such as the book, Guide to American Houses: The Definitive Guide to Identifying and Understanding America's Domestic Architecture."~~

2. Façade Articulation

STANDARDS

S1 Façade articulation standards shall be as required by Code Section 15-1103, Density and Massing Development Standards, Code Section 15-1105, Facade Design Development Standards, and applicable Overlay District regulations.

S2 For each street-facing building facade that is over 100 feet wide, a portion of the street-facing façade shall be setback a minimum of two feet for not less than 20 feet.

S3 For ground-floor storefronts adjacent to front property lines, windows and doors with transparent glazing shall comprise note less than 60 percent of the building wall area located between two and seven feet above the public sidewalk. [Proposed by consultant.]

S4 Storefront windows and interior space shall be designed to allow an unobstructed view into the interior space for a depth of not less than 10 feet, except to allow lighted display windows of not less than 2 feet in depth for up to one-third of the combined width of building storefronts.

S5 Assemblages of ground-floor entrances and windows shall be framed by columns, piers, or pilasters spaced not more than 25 feet apart. Each column, pier, or pilaster should protrude outward from adjacent windows three to six inches.

S6 A visual distinction shall be provided between ground-level and upper-level floors where facades are within 20 feet of a front property line. The ground-level and upper-level facades shall be distinguished with at least two of the following: different materials, different colors, or a horizontal cornice that is not less than 12 inches in height and 2 inches in depth.

GUIDELINES

G1 In general, façades should be relatively simple and flat and should address the street squarely. Rather than using radical setbacks and recesses to create visual interest, pilasters, columns, cornices, and similar forms of surface relief should be used.

G2 Columns, piers, and pilasters that separate storefronts should be one to three feet wide and should be made of a solid material, such as brick, stone, or wood.

G3 Each commercial bay should have a fascia area, which is a horizontal wall surface between piers, above the windows and doors, and below the storefront cornice. This is the preferred location for wall signs. Storefront fascia should be uniform in size throughout the building, and should range from two to five feet in height.

G4 All buildings should implement a treatment on the bulkhead wall of the building façade. Bulkhead tiles should be ceramic. The bulkhead should serve as the visual "base" of the buildings and should protrude slightly from the surfaces above it.

G5 Multi-storied buildings should use a decorative storefront cornice to differentiate the street-level storefronts from the upper floors.

G6 Areas of buildings that occupy the corner of a block should be architecturally embellished to give prominence to the corner. Turrets, towers, bay windows, cupolas, and other methods should be used to make the block corner stand out.

3. Roofs

STANDARDS

S1 Roof standards shall be as required by Code Section 15-1103, Density and Massing Development Standards, Section 15-1105, Facade Design Development Standards, and applicable Overlay District regulations.

S2 Roof-mounted mechanical equipment shall be recessed within the volume of a surrounding sloped roof or parapet walls.

S3 Roof renovations and additions shall be the same roof type as exists or of the original (i.e. hipped, gabled, flat, or type listed in the Oxford Dictionary of Architecture), and within 2 degrees of existing roof slope.

GUIDELINES

G1 In mixed use and commercial settings, the roof forms of buildings, as viewed from the street, should be generally flat and not pitched.

G2 Parapets, cornices, and other architectural methods should be used to add distinction and ornamentation to buildings.

4. Cladding Materials and Finishes

STANDARDS

S1 Cladding standards shall be as required by the "Certainty Option" under Code Section 15-1105, Facade Design Development Standards, .and applicable Overlay District regulations.

S2 Cladding materials prohibited in Mixed-Use and Commercial Districts are as follows:

~~a)~~u) All Vertical Siding (except board on bat and board on board)
~~b)~~v) Rough sawn plain
~~c)~~w) Pressed plywood in any form, including T1-11
~~d)~~x) Kerfed Rough Sawn
~~e)~~y) Reverse Board and Batten
~~f)~~z) Metal siding
~~g)~~aa) Vinyl siding
~~h)~~bb) Wood siding
~~i)~~cc) Mirrored glass
~~j)~~dd) Concrete block or cinder block that is not completely covered by an allowable finish.

S3 Allowable materials include brick, cementitious panels, carved wood panels, stone, and stucco. Stucco, when used, shall not use a textured application such as spatter dash and shall be accompanied by a metal-reinforced horizontal expansion/control joints spaced more than 15 feet apart. As part of ground-floor storefronts, metal frames are allowed where surrounded by other materials, within which metal spandrel panels are allowed.

S4 On existing structures, stucco shall not be used to replace or cover any other material.

S5 With renovations and additions of existing buildings, one-half or more of the area of each street-facing facade shall match the cladding of the existing or original building.

S6 Storefront window frames and doors shall be made of metal or wood. Doors shall have the same material as adjacent storefront window frames.

S7 Each building shall not have more than two primary cladding materials.

S8 Accessory buildings that are visible from the street shall only use exterior cladding materials that are the same as are used in the street-facing facade(s) of the primary structure.

S9 Metal pieces, panels, and fasteners affixed to the exterior surface of a building or accessory structure shall be resistant to corrosion.

GUIDELINES

G1 The materials "palette" for cladding and trim should be kept very simple.

G2 Building primary cladding materials should convey a sense of strength and solidity.

G3 Decorative accent materials may be brick, ceramic tile, pre-cast concrete, molded plaster, carved wood, or other similar materials.

G4 Corporate design elements for chain businesses should be downplayed to assure integration in the neighborhood.

5. Windows

STANDARDS

S1 Window standards shall be as required by the "Certainty Option" under Code Section 15-1105, Facade Design Development Standards, .and applicable Overlay District regulations.

S2 Windows shall be provided along all walls that are along the front and street side setbacks.

S3 For ground-floor walls along front setback lines, at least 50% but no more than 80% of the wall area, shall consist of windows, measured between 2 feet and 8 feet above finished grade.

S3 For upper-floors walls along front setback lines and ground-floor walls along street side setback lines, at least 20% but no more than 50% of the wall area shall consist of windows.

S4 Upper-floor windows shall be as tall or taller than they are wide, but they may be grouped within wall openings that are wider than they are tall if the individual windows are separated by a post that is not less than 3 inches in width.

S5 Upper-floor windows shall not be flush with solid building surfaces, but shall be recessed at least two (2) inches from the exterior trim or, if no trim is used, from the exterior wall plane.

S6 Upper-floor windows shall be single-hung, double-hung, or casement. Horizontal sliding ~~aluminum non-opening~~ windows are not allowed.

S7 Any room with exterior window(s) shall have at least one window that is operable for natural ventilations.

S8 Glass shall be clear and not reflective or tinted, except adjacent to bathrooms. Curtain wall systems with glass uninterrupted by walls or posts on the exterior shall not be permitted.

S9 Wood, vinyl, and factory-painted metal window frames shall be used. Unpainted aluminum window frames shall not be used.

GUIDELINES

G1 Facades that are within 20 feet of a front or street side setback should not have windowless walls. Windowless walls repel pedestrians because they make pedestrians feel unsafe and provide no visual interest.

G2 Ground-floor windows should generally be comprised of large storefront windows that allow pedestrians to view into the interior space for not less than 10 feet or a lighted display space for not less than 3 feet.

G3 The bottom of ground floor windows should be no more than four feet above the adjacent sidewalk grade.

G4 Windows on upper-floors should maintain coherent and consistent rhythms, both vertically and horizontally. Random and jumbled sizing and spacing of windows should be avoided.

G5 Each window or small set of windows should be individually articulated and should not form long horizontal or vertical bands.

G6 Frames should be shaped and molded to provide visual interest and relief to the façade.

6. *Primary Entrance Design*

a. *Individual Entrances (Residential Uses)*

STANDARDS

S1 Entrance design standards shall be as required by Code Section 15-1004, Site Design Development Standards, the "Certainty Option" under Section 1004, Site Design Development Standards, and the "Certainty Option" under Section 15-1005, Facade Design Development Standards, .and applicable Overlay District regulations.

S2 A direct pedestrian path shall be provided from a public sidewalk to every primary building entrance.

S3 Each primary entrance shall include a covered porch or stoop accompanied by a recessed entry door. Porches and stoops shall have horizontal dimensions that are not less than 5 feet without obstructions.

GUIDELINES

G1 Direct entrances shall be provided into all individual ground-floor dwelling units which are adjacent to a public sidewalk. The doorways of such entrances should be parallel to the sidewalk, except where they face a street corner. Secondary entrances to sidewalk-adjacent units, which do not face a sidewalk are allowed, but not in lieu of a street-facing entrance.

G2 In multifamily residential buildings oriented around a central courtyard, dwelling units may have their primary entrance facing the courtyard.

G3 For modifications to existing buildings, replacement doors should be of the same type as the original, or fit with the architectural style of the residence (see Chapter V. Architectural Style. Metal security doors are not appropriate for the Tower District.

G4 Where there are ground-floor residential units, porches and/or stoops are encouraged at primary entrances. Porches and stoops should be incorporated architecturally into the building, utilizing proportions, style, and materials that are consistent with the rest of the building. Porches and stoops should be no more than 4 feet above finished grade ~~and no less than 18 inches except to provide access to ADA compliant dwelling units~~. ~~Porches may~~

~~be shared by more than one dwelling unit and should be no less than 5 feet deep and no not less than 8 feet wide. A stoop should access just one dwelling unit and should be no less than 4 feet deep and no less than 4 feet wide. *[Proposed alteration of original TDDC text.]*~~

b. Storefront Entrances (Commercial and Community Uses)

STANDARDS

S1 Building entrance standards shall be as required by the Base District and applicable Overlay District.

S2 For buildings divided to have multiple ground-floor storefront spaces, each individual space on the first floor which is adjacent to a front property line shall have its own separate storefront entrance at the front of the building oriented to the public sidewalk. The doorways of such entrances shall be parallel to the sidewalk, unless they face a street corner.

S3 Along front property lines, an entrance to a ground-floor storefront space shall occur not more than 50 feet apart.

S4 Storefront entrances shall be at the same grade as the sidewalk, and no steps, up or down, shall be required for entry, except if the Fresno Metropolitan Flood Control District or other agency requires that the first floor be elevated above the sidewalk grade. Raised entrances shall be ADA-compliant entry.

GUIDELINES

G1 Direct entrances into individual commercial establishments should be designed as storefronts (which for the purposes of this section includes retail, restaurants, bars, offices, personal services, but not uses of a more civic nature such as theaters, churches, schools, and libraries).

G2 There should usually be one distinct commercial space located behind each commercial bay, but if a large commercial space spans multiple bays, the structure of storefront bays should remain. Secondary bays that are part of a large retail space would usually not have doors, just windows. Direct entrances from the sidewalk into ground-floor commercial establishments which are adjacent to streets shall be provided at a rate of no less than one per 50 feet of linear street frontage. When establishments with a greater length occupy a site, they shall be set back and wrapped with smaller spaces that will satisfy this requirement. Each bay should be defined by storefront piers and should include a door, display windows, a fascia, a bulkhead, and a transom.

G3 Ground floor commercial uses which have any frontage along a public sidewalk should not be arranged around an inner circulation system in a mall-like setting. Secondary entrances that do not face a sidewalk are allowed, but not in lieu of a street-facing entrance.

G4 Where allowed, storefront entrances that are elevated above the adjacent public sidewalk should use a ramp that extends to each individual entrance or a ramp to a raised walkway that serves multiple storefront entrances. The raised walkway should be not less than 5 feet wide and match the level of the ground floor. The raised walkway should be setback from

the property line not less than two feet, with the setback landscaped except to allow for stairs spaced not less than 50 feet apart.

c. Common Entrances (Residential, Commercial, and Civic)

STANDARDS

S1 Entrance standards shall be as required by the Base District and applicable Overlay District.

S2 Uses that are not on the ground floor or on are not adjacent to a public street shall accessed through a common entrance that faces~~, and is parallel to, the~~ a street.

S3 Individual dwelling units and commercial spaces shall be accessed through an interior circulation system, except where they can be provided directly from a side street.

S4 The width of a common entrance and associated recesses, canopies, windows, and architectural features shall be not less than 10 feet.

GUIDELINES

G1 The suburban practice of giving each apartment its own outside entrance, accessed from shared outdoor corridors is inappropriate. Secondary entrances may be provided in the rear to access open space or parking, but not in lieu of a street-facing entrance.

G2 The entrance shall be clearly differentiated from entrances into individual commercial or residential spaces through the use of decorative columns or similar ornamentation flanking the entrance, by aligning the entrance with prominent architectural features on upper floors, or through color and material changes.

G3 Entrances into uses of a civic nature, including theaters, churches, schools, and libraries should be grand and easy to identify due to their public nature.

G4 The common entrance shall be covered by an awning or canopy or shall be recessed into the building up to 6 feet, except that recesses for civic entrances may be greater.

7. External Stairways and Corridors

STANDARDS

S1 External stairways and corridors that are not fully enclosed within a building and which are used for accessing spaces above the ground floor, shall be as required by the "Certainty Option" within Code Section 15-1105, Facade Design Development Regulations, and applicable Overlay District regulations.

G1 With the exception of steps for access for ground-floor spaces, external stairways and exterior corridors shall not be located between the primary façade of the building and a public street.

GUIDELINES

G1 Within 30 feet of a public street, external stairs should not have open risers, and external stairs and corridors shall be architecturally integrated into the building, utilizing proportions, style, and materials that are consistent with the rest of the building.

8. Balconies

STANDARDS

S1 Code Section 15-1104, Site Design Development Standards, the "Certainty Option" under Code Section 1105, Facade Design Development Standards, and applicable Overlay District regulations.

S2 Balconies shall be no less than 5 feet in depth and shall not extend more than 3 feet in front of the adjacent facade, except for decorative "Juliet" balconies which have no minimum depth. If the balcony would project into a public right-of-way, the Review Authority can make a determination as to whether an encroachment permit will be granted prior to project application.

GUIDELINES

G1 Balconies should be incorporated architecturally into the building, utilizing proportions, style, and materials that are consistent with the rest of the building.

9. Awnings and Canopies

STANDARDS

S1 Code Section 15-1104, Site Design Development Standards, the "Certainty Option" under Code Section 1105, Facade Design Development Standards, .and applicable Overlay District regulations.

S2 Ground-floor entrances adjacent to front property lines shall be sheltered from above by an exterior awning and/or rigid canopy, which extends horizontally at least three (3) feet from the front façade. The bottom of awnings and canopies shall be at least 8 feet above finished grade. If the awning or canopy could project into a public right-of-way, the Review Authority can make a determination as to whether an encroachment permit will be granted prior to project application, and this requirements shall not apply where an encroachment permit would be required but is denied.

S3 Street-level awnings and rigid canopies may extend horizontally over multiple windows but not beyond each window and entry assemblage framed by columns, piers, or pilasters, as required under Facade Articulation.

GUIDELINES

G1 The use of window canopies and awnings is encouraged on both street-level floors and upper-floors.

G2 Awnings should be constructed out of canvas or other similar materials.

G3 Awnings should be of a traditional, triangular profile shape, as opposed to square or rectangle.

G4 Retractable awnings are strongly encouraged.

G5 Upper-floor awnings and other canopies should be located directly over the windows and should be the same width as the window.

G6 Street-level awnings and canopies should leave 8 feet of vertical clearance over the sidewalk, and should not interfere with street trees, streetlights, or traffic.

10. Accessory Building Design

STANDARDS

S1 Code Section 15-2004, Accessory Buildings and Structures, and Code Section 15-2754, Second Dwelling Units, Backyard Cottages, and Accessory Living Quarters, and applicable Overlay District regulations.

S1 Accessory dwelling units (ADU), garages, carports, and storage sheds shall be compatible with the principal structure by using the same exterior cladding over not less than one-half the façade area in each direction, and by conforming to three or more of the following standards:

e. Windows of the same type (i.e. single-hung, double-hung or casement) and within six inches of the width and height of an original window or, if all original windows have been replaced, an existing window;

f. Eaves shall be of equal or greater depth; or

g. A roof of the same type (i.e. hipped, gable, or flat) and within 2 degrees of the same slope.

h. Two or more of the same projecting exterior light fixture.~~Garages and carports shall have the same roof type and pitch, exterior cladding, attic vents, and window proportion and trim, as the primary building. *[Original TDDC text.]*~~

GUIDELINES

G1 Accessory buildings should be located behind the main building. If visible from the street, accessory buildings should carry on the same architectural style as that of the primary residence. See Chapter V, Architectural Style Guidelines. ~~architecturally resemble the primary building architecturally. *[Original TDDC text.]*~~

~~**G2** Garages and carports should carry on the same architectural style (as defined in RS District Section E.1 Architectural Styles). *[Original TDDC text.]*~~

G1 Accessory dwelling units that are detached from other structures should conform to provisions that pertain to smaller buildings. See Chapter II, Residential Single-Family Districts.

F. Additional Standards and Guidelines

1. Fencing

STANDARDS

S1 Fencing standards shall be as required by Code Section 15-2006, Fences, Walls, and Hedges, except that chain link fencing shall be prohibited throughout the Tower District.

GUIDELINES

G1 There are no fencing guidelines.

2. Security

STANDARDS

S1 Security standards shall be as required by the Base District and Article 20 of the Development Code.

S2 Security bars and roll--down security doors are prohibited on the outside of windows and doors which face a street, public plaza, or park. Retractable security bars or gates may be used if located in an interior space.

GUIDELINES

G1 There are no guidelines for security features.

3. ~~Screening of~~Ground-Mounted Mechanical Equipment

STANDARDS

S1 Screening of ground-mounted mechanical equipment standards shall be as required by Article 20, General Site Regulations, of the Development Code, and Article 24, Parking and Loading.

S2 Elevator penthouses, HVAC units and other roof-mounted equipment shall be screened by a parapet wall that is as high as the equipment or entirely within the roof. Parapet wall materials shall be consistent with materials used for the rest of the façade.

GUIDELINES

G1 Parapets and roofs used to screen mechanical equipment shall be integrated within and match the architectural style of the building.

G2 The visual impacts of trash enclosures, storage areas, loading areas, and utility boxes should be visually buffered.

4. Outdoor Lighting and Illumination

STANDARDS

S1 On-site lighting standards shall be as required by Code Section 15-2015, Outdoor Lighting and Illumination.

GUIDELINES

G1 Parking areas should be well lighted for security.

G2 Lighting fixtures should complement the architectural style of the primary structure (see Chapter V, Architectural Styles). Industrial style lighting, such as flood lighting or fluorescent lighting, is not appropriate.

G3 Lighting, other than parking lot lighting, should be permanently fixed to a structure.

5. Outdoor Dining

a. *Sidewalk Dining*

STANDARDS

S1 Sidewalk dining standards within public rights-of-way shall be as required by Code Section 15-2744 Outdoor Dining and Patio Area.

S2 Outdoor dining areas within public rights-of-way shall not obstruct a continuous path of pedestrian travel that is at least 5 feet in width.

S3 ~~Before dining on a public sidewalk is allowed, a~~An encroachment permit ~~from the city Public Works Department~~ must be obtained from the Review Authority to establish sidewalk dining within public rights-of-way.

S4 ~~If alcohol is to be served, outdoor dining areas within the public right-of-way require enclosure by metal fencing. *[Alteration of original text. To be reviewed by City Departments.]*~~Barriers surrounding outdoor dining areas are subject to approval and may be required by the Review Authority. Barriers shall be comprised of metal fencing and/or planter boxes, and shall not exceed 3 feet in height.

GUIDELINES

G1 Sidewalks may be used for dining areas by adjacent businesses provided there is sufficient width. Dining tables and chairs may be located either in the outer furniture area or inner furniture area. No dining may take place in the central walkway area of the sidewalk.

G2 The central walkway area of the sidewalk should occupy at least 50% of the sidewalk width, and should not be less than 5 feet wide. The central walkway should be free and clear of all objects.

G3 The outer furniture area should occupy no more than 40% of the sidewalk width, provided there is sufficient walkway area.

G4 The inner furniture area should occupy no more than 20% of the sidewalk width, provided there is sufficient walkway area. Sidewalks narrower than 8 feet should not have an inner furniture area.

~~**G5** Walls and fences used to enclose outdoor dining areas should be compatible with the architecture of the building. *[Original TDDG text.]*~~

b. Recessed Patios

STANDARDS

S1 Recessed patio standards shall be as required by Code Section 15-2744 Outdoor Dining and Patio Areas.

GUIDELINES

G1 Recessed patios are allowed but should only be used when sidewalk dining or rear patio dining is not possible.

G2 Recessed patios should not be more than 10 feet deep.

G3 A solid wall three to four feet in height should enclose recessed patios. Walls should be an extension of the building and consist of the same materials.

6. Signs

a. General Sign Standards and Guidelines

STANDARDS

S1 ~~General sign standards shall be as required per~~Signs shall conform to Article 26 of the Development Code, except that the following sign types are prohibited in the Tower District: pole signs, ~~and~~ monument signs, internally-illuminated signs, and plywood signs that are not part of a box sign ~~shall be prohibited throughout the Tower District~~.

Original TDDG has guidelines with specific dimensions for signs. Meanwhile, Development Code Article 26 has dimensional standards. Development Code sign standards are deferred to here because they were developed in a prior and presumably extensive process focused on signs.

3S2 Signage shall not cover windows, grillwork, pilasters, cornices, and ornamental features.

S3 The following sign standards apply, except when Article 26 of the Development Code standards are more restrictive:

a. No individual sign shall exceed 100 square feet in area, inclusive of window signs and awning signs.

b. The total area of all signs for each building facade shall not exceed 10% of each façade area of the building.

c. For buildings with multiple tenants, a master sign program shall be submitted and approved prior to sign installation.

S4 All electrical conduit shall be concealed from public view.

GUIDELINES

G1 Signage should be architecturally integrated with the building's design and should not obscure architectural features of the building. Signs should be mounted in locations that respect the design of a building.

G2 Signs should adhere to the following guidelines:

a. Internally illuminated "can" signs are inappropriate and are discouraged.

b. Painted wall signs should be designed and applied by a professional and should be of high quality.

c. Signs should be constructed of high quality materials that are appropriate to a pedestrian environment, such as wood, metal or neon.

d. Signs should have individual raised lettering and should be externally illuminated.

e. The sign's content should be limited to the business name or logo.

b. Wall Signs

STANDARDS

S1 Wall sign standards shall be as required by the Base District, applicable Overlay District, and Article 26 of the Development Code.

GUIDELINES

G1 Wall signs are the preferred sign type for indicating the name and nature of a business located within a retail storefront.

a. Storefront fascia~~se~~ and friezes are the most appropriate locations for wall signs.

b. No wall signs should be located within the storefront pier except for barbershop poles, restaurant menus, and upper-floor tenant directories.

~~b.~~c. Wall signs on fascia~~se~~, friezes, lintels, piers, spandrels, and other areas should be sized to fit within these surfaces and not extend beyond them.

~~c.~~d. Wall signs should be centered over the corresponding storefront entrance. If a large store spans multiple commercial bays, the wall sign may be centered over the whole frontage occupied by the store.

~~d.~~e. ~~No wall signs should be located within the storefront pier except for barbershop poles, restaurant menus, and upper-floor tenant directories.~~

c. ***Window Signs***

STANDARDS

S1 Window sign standards shall be as required by the Base District, applicable Overlay District, and Article 26 of the Development Code.

S2 Total coverage of signs on the exterior or interior of ground-floor windows shall not exceed 20 percent of the total ground-floor window area of each of each building.

GUIDELINES

G1 Window signs should not contain product advertising.

d. Awning Signs

STANDARDS

S1 Awning sign standards shall be as required by the Base District, applicable Overlay District, and Article 26 of the Development Code.

S2 Lettering on awnings shall be no higher than 10 inches.

GUIDELINES

G1 Signage on the awning should be located on the valence, but not the angled portion of the awning.

e. ***Projecting Signs and Under-Awning Signs***

STANDARDS

S1 Projecting and under-awning sign standards shall be as required by the Base District, applicable Overlay District, and Article 26 of the Development Code, and provide horizontal and vertical clearance consistent with the California Building Code.

S2 Projecting signs and under-awning signs shall be limited to one per commercial tenant per building frontage.

S3 Faces of multiple ~~double~~ double-sided signs shall be perpendicular or parallel ~~along each~~ to the building front~~age~~.

S4 Projecting signs and under-awning signs shall not project more than four feet beyond the property line and shall not encroach within three feet of a curb. If the awning or canopy would project into a public right-of-way, the Review Authority can make a determination as to whether an encroachment permit will be granted prior to project application.

GUIDELINES

G1 Projecting signs and under-awning signs are encouraged.

G2 Projecting signs ~~may~~ should be mounted where they can be supported structurally, such as ~~directly to the building façade, typically~~ on ~~a~~ piers or ~~fascia~~on walls above horizontal openings.

G3 Projecting signs should be horizontal and pedestrian-oriented in nature, and should not extend vertically beyond the roofline (one story buildings) or storefront cornice (multi-story buildings).

f. Marquee Signs

STANDARDS

S1 Marquee sign standards shall be as required by the Base District, applicable Overlay District, and Article 26 of the Development Code.

S2 Marquee signs shall be limited to one per building, and be limited to cinemas and live performance theaters.

GUIDELINES

G1 Animated and changeable message signs or marquee signs used for product advertisement ~~are not encouraged~~should not be allowed.

G2 Marquee signs should not be counted toward the total sign area permitted, but their size should be determined by the Review Authority ~~limited~~ based on functional and aesthetic concerns ~~as determined by the applicable review authority~~.

g. Vertical Blade Signs

STANDARDS

S1 Vertical blade sign standards shall be as required by the Base District, applicable Overlay District, and Article 26 of the Development Code.

S2 Vertical blade signs shall be limited to hotels, cinemas, and live theaters only, and shall be limited to one per building.

S3 Vertical blade signs should not extend below a cornice located just above the ground floor and should not extend more than 10 feet above the roof line.

S4 Vertical blade signs shall not project more than six feet beyond the property line, and shall not encroach within three feet of the curb.

GUIDELINES

G1 Vertical blade signs should not obscure upper-floor windows, and should be mounted directly to a solid pier or pediment area between windows.

h. Roof Signs

STANDARDS

S1 Roof sign standards shall be permitted, consistent with the Base District, applicable Overlay District, and Article 26 of the Development Code.

S2 Roof signs shall comply with the following design standards.

a) There shall be no more than 1 roof sign per building.

b) Roof signs shall have a maximum area of 300 square feet.

c) Roof signs shall have a maximum height of 10 feet.

d) No roof sign shall cover, wholly or partially, any wall opening.

e) If illuminated, Roof Signs shall be only illuminated by one of the following methods:

i. External Illumination. Externally illuminated with concealed flood lighting.

ii. Exposed Neon. Individual letters may be internally illuminated with exposed neon tubes or a similar light source, but shall not have a translucent panel, lens, or face.

iii. Halo. The illumination of a sign by projecting light behind an opaque letter or emblem, which results in the appearance of ring of light around the unilluminated letter or emblem.

GUIDELINES

G1 There are no roof sign guidelines.

i. Freestanding Signs

STANDARDS

S1 Freestanding sign standards shall be as required by the Base District, applicable Overlay District, and Article 26 of the Development Code.

S2 Pole signs and monument signs are prohibited throughout the Tower District.

GUIDELINES

G1 Freestanding signs are more appropriate to highway commercial areas, not walkable traditional neighborhoods. No new freestanding signs should be allowed.

7. Art

STANDARDS

S1 There are no standards expressly related to art.

GUIDELINES

G1 Development should contribute art and artistic elements where they can be seen from public sidewalks, such as within front yards, as site features like fencing, and as building features like entrances.

V. Architectural Style

A. Purpose

Standards and guidelines in this chapter are intended to maintain the architectural character and integrity of the Tower Districts, its residential neighborhoods, and its commercial subdistricts. They promote the Tower District's unique "sense of place" and its continuation. Sense of place has to do with the Tower District's origins as a streetcar suburb beginning in 1909, and at a time when people walked for at least part of each trip and the street-facing edge of development was pedestrian-oriented. People walked more, and they had to rely on streetcars for longer trips, and in response commercial shops clustered around streetcar stops where there was more convenience and foot traffic.

Architectural and construction practices at the time of original development also contribute to the Tower District's unique sense of place. Construction practices predated modern methods, such as the use of prefabricated building features like plywood and window assemblies. As an industry, construction had more handmade craft than more modern times, and consequently older construction comes with a more relatable "human scale."

As described in Chapter I, Introduction, the Tower District was platted and built as small subdivisions where a dozen or less homes were built as production homes by a single builder, or where custom homes could be built on a single lot. Commercial development was more neighborhood in scale, and public sidewalks were lined by pedestrian-oriented storefronts that promoted window shopping for people walking between their homes and the streetcar stop. The Tower District's identity as an entertainment destination for the city and region began to occur with the opening of the Tower Theater in 1939.

The Tower District's sense of place also reflects stylistic expressions that predominated in the architecture of California during the 20th century. A consistent or thoughtfully mixed architectural style contributes to an understanding of the Tower Districts history through a presentation of building type, form, and materials, implied by design. Architectural consistency also resulted in visual harmony, with building's of more similar form, scale, materials, and motif. Early 20th century buildings were generally climate-responsive as well, such as by using overhanging eaves to shade windows and trellises to shade walkways.

Text that appeared in prior TDIC draft is shown as plain black text. Red underlined text shows new content not yet reviewed.

While being presented as plain black text, the order of text from the prior TDIC draft follows a new order in some places. Movement of prior text has not been tracked to make this draft easier to follow.

B. Architectural Style Consistency

1. Architectural Style Statement

STANDARDS

- An Architectural Style Statement shall be submitted by the Applicant. It shall be prepared by the Applicant or by a license architect, certified historic preservation consultant, or certified urban planner designated by the Applicant. The Statement shall describe the intended architectural style of the building(s). The Statement should describe the intended style and how it will be expressed. The entire Statement shall be not less than 200 words and accompanied by building elevations and additional graphics or photos at the Applicant's discretion. The Applicant can revise and resubmit the Architectural Style Statement at any point in the review process.

GUIDELINES

- The Applicant should consult and be consistent with professional sources that describe the architectural style that the Applicant intends. Sources include City of Fresno staff serving the City's Historic Preservation Commission, and books such as "Guide to American Houses: The Definitive Guide to Identifying and Understanding America's Domestic Architecture" and "The Buildings of Main Street: A Guide to American Commercial Architecture."
- Preparation of the Architectural Style Statement should be used as an opportunity for to reflect on research and refine the project's expression of architectural style. The Applicant should receive feedback after required presentations, and should consider design adjustments based on feedback.
- The architectural style of new buildings should complement the style of a neighboring building, within a few parcels on the same side of the street or across the street from the project.
- Additions and alternations to structures constructed before 1960 should derive from the same style as the original structure. The style of the original structure~~, as~~ may be determined by consulting with~~by~~ the Planning and Development Department, ~~and~~the Historic Preservation Commission, or a qualified historic preservation consultant.

Architectural Style Statement is so Applicant reflects on architectural style. Most Applicants will make this process a meaningful exercise, even though the Statement must be accepted "as is" under ministerial review. While the Design Review Committee will have an opportunity for feedback, discretionary review cannot impose design changes for projects that qualify under State streamlining laws. That said, the length of and headings in the Statement, and evidence of meeting attendance, are object standards that can be imposed.

2. General

STANDARDS

- The architectural style of buildings in Multi-Family Residential and Mixed-Use & Commercial Districts shall be expressed ~~with architectural styles~~ consistent with the "Certainty Option" under Facade Design Development Standards contained in Code Sections 15-1005 and 15-1105, respectively.
- Exterior materials used in additions and alterations to existing buildings shall use the same as one or more of the existing or original materials. Stucco shall not be used to replace or cover other materials.

Alphanumeric system/hierarchy will be consistent and corrected when laying out TDDSG.

GUIDELINES

- New buildings should fit into their surroundings. This does not mean that the existing buildings must be copied, but that the context of any new building ~~must~~ should be respected. Attempts should be made to connect the

architectural style of the new building to that of ~~the neighboring homes~~ its neighbors.

- New buildings are encouraged to use a historical style, as are described in ~~II.E.1 Architectural Style within the II. Residential Single-Family Districts chapter~~this section, and interpret the style accurately per the guidance of City of Fresno's staff serving its Historic Preservation Commission,

- Design within a selected style should give s~~S~~pecial attention ~~must be paid~~ to materials, proportions, architectural elements, facade composition, and ornamentation i~~n the proposed style~~ to avoid a cartoonish or fake appearance. At the same time, it is not the intention of this document to fully dictate the architectural style of individual buildings. Creativity is encouraged, as good architecture is critical to the creation of a beloved neighborhood with architectural diversity.

- Accessory dwelling units, g~~G~~arages and carports ~~shall~~ should use the same roof pitch, exterior cladding, attic vents, and window proportion ~~and~~, trim, as the principal building.

- Renovations and additions to existing buildings should follow the original style. For example, Victorian gingerbread should not be added to an Art Deco building, nor should a Tudor structure be remodeled to be Moderne.

- ~~G7 For a more complete understanding of architectural style as it applies to a particular site, applicants are encouraged to consult with the Planning and Development Department and Historic Preservation Commission, as well as related literature, such as the book, Guide to American Houses: The Definitive Guide to Identifying and Understanding America's Domestic Architecture." [Proposed new text from consultant.]~~

- ~~For new buildings that mimic historical styles, the cladding materials must be appropriate to the proposed architectural style.~~

3. Neo-Classical

Neo-Classical is an umbrella term that includes a variety of styles deriving from Greco-Roman classical architecture, including Colonial Revival, Georgian, Greek Revival, Italianate, and Classical Revival. Neo-Classical styles are generally characterized by a tripartite vertical organization of building base, middle, and top, and horizontal composition of elements that are regularly spaced. Many Neo-Classical buildings make references to the architecture of ancient Greece and Rome, such as with the use of columns beneath pitched roofs and pediments.

STANDARDS

~~a)~~• **Cladding Materials.** Additions or alterations to existing Neo-Classical structures shall match the original cladding materials and finishes. For new structures, cladding shall consist of brick, clapboard, or stucco. Stucco finishes shall be smooth or lightly textured types, such as Santa Barbara Finish, Fine Float Finish, Fine Sand Finish, or Medium Sand Finish; and modern deeply-textured stucco finishes such as Knockdown Dash, Lace, or Arizona are not permitted. Stacked stone and simulated stone are shall only occur where its bottom edge is at finished grade, and shall not be placed above any other material~~not be used in additions, alterations, or new construction~~.

• **Roofing Materials.** Additions or alterations to existing Neo-Classical structures shall use roof materials that match the original roofing materials. For new structures, roofs shall consist of wood shake shingles (real or

simulated), ribbed tin, or standing-seam metal. For existing and new structures, composite shingles shall be an acceptable substitution for wood shake shingles.

- **Preservation and Restoration.** Classical columns, porticos, ornamented cornices, balustrades, shall not be removed from an existing structure or shall be restored to their original appearance.

GUIDELINES

- **Tripartite Composition.** New buildings using Neo-Classical styles should use a tripartite vertical organization of building base, middle, and top. ~~The horizontal composition of Neo-Classical buildings should be characterized by repeating rhythms, such as regularly spaced windows.~~ A horizontal belt course or cornice, change in material, or material change in plane should accentuate the boundaries between base, middle, and top. Locate a horizontal belt cornice to define a building's base by locating it at or near the level of the first floor.

- **Roof Form.** Buildings in neo-Classical styles should use hipped and gabled roofs that are accompanied by eaves not less than 18 inches deep. Flat roofs are acceptable for buildings that are 3 or more stories and should be accompanied by a parapet wall along the roof's perimeter .

- **Building Silhouette.** Accentuate the top edge of a building's facade and silhouette with one or more of the following:

    - deep eave supported by rafter tails or bracing;
    - projecting cornice;
    - pediment gable ends; or
    - dormers that break the roofline.

- **Facade Composition.** ~~The horizontal composition of Neo-Classical buildings should be characterized by repeating rhythms, such as regularly spaced windows.~~ Where possible, evenly space and/or create symmetrical arrangements of windows, columns, pediments, and other architectural elements.

- **Entrances.** Building entrances of Neo-Classical buildings should be accentuated by large porches or articulated vestibules, which may be shared by adjacent dwellings.

- **Neo-Classical Features.** New neo-classical buildings should incorporate columns and colonnades, pedimented doors and gables, classical columns, porticos, ornamented cornices, and/or balustrades. The triangular end of gabled roofs is a common feature of neo-classical facades.

4. Mediterranean

Mediterranean is an umbrella term that includes Italian Renaissance, Mission, Spanish Eclectic, and Monterey, and influenced by vernacular architecture of Spain, Portugal, Italy, and southern France. Mediterranean style has features that respond to the arid and often hot climate of these places, such as deep openings and eaves for shade, and adobe or masonry walls for the cooling effect of thermal mass.

STANDARDS

- **Cladding Materials.** Additions or alterations to existing Mediterranean structures shall have cladding materials and finishes that match the original cladding materials and finishes. For new structures, cladding shall consist of stucco. Stucco finishes shall be smooth or lightly textured types, such as Santa Barbara Finish, Fine Float Finish, Fine Sand Finish, or Medium Sand Finish; and modern heavily-textured stucco finishes, such as Knockdown Dash, Lace, or Arizona shall not be used. Stacked stone and simulated stone shall only occur where its bottom edge is at finished grade, and shall not be placed above any other material~~not be used in additions, alterations, or new construction using the Mediterranean style~~.

- **Roofing Materials.** Additions or alterations to existing Mediterranean structures shall use roofing materials that match the original roofing materials. For new structures, roofs shall consist of red ceramic tiles such as straight barrel mission tile, tapered mission tile, Spanish tile, or American Spanish tile.

- **Preservation and Restoration.** Columns, porticos, ornamented cornices, balustrades, ~~Other Features. Q~~ quatrefoil windows, shaped parapets, and arched entry porches ~~are common architectural features of structures in Mediterranean styles, and shall not be removed from existing Mediterranean structures or shall be restored to their original appearance.~~shall not be removed from an existing structure or shall be restored to their original appearance.

GUIDELINES

- **Continuous Facade Plane.** The facade composition of Mediterranean-styled buildings should emphasize a wide expanse of cladding material in a single plane, which is interrupted by subtractive elements (like deeply recessed windows, loggias and passages), and additive elements (like bay windows, balconies, and eaves).

- **Entrances and Windows.** New Mediterranean buildings should incorporate quatrefoil windows, shaped parapets, ~~and/or~~ arched entry porches, and/or recessed entry vestibules. Entrance and window openings are usually free from trim in Mediterranean buildings. Columns frequently frame entrances.

- **Roof Form.** Hipped and shed roofs of shallow slope are preferred and should be accompanied by deep eaves. Flat roofs with parapets are appropriate for buildings that are 3 or more stories. Above the principal facade, the roof shall slope towards that street. Gable ends shall not be part of the front facing facade.

5. Tudor

Tudor is an umbrella term that includes Tudor and Norman revivals, which are derived from medieval vernacular architecture of England, France, Scandinavia, and Germany. Tudor style has features that reflect a building's response to the wet and often cold climate of these places, such as roofs that slope steeply to shed snow. These places also had access to forests resulting in wood timber construction infilled by insulating fiber water-proofed with plaster – and the half-timbered facade that often characterizes this style. Buildings in the Tudor and Norman Revival styles also play with architectural elements associated with northern Europe in medieval times, such as decorative shields and towers.

STANDARDS

- **Cladding Materials.** Additions or alterations to existing Tudor structures should match the original cladding

materials and finishes. For new structures, cladding shall consist of wood boards and stucco~~, brick, or stone~~. Simulated versions of these materials are allowed. For new construction, stucco finishes shall be smooth or lightly textured types, such as Santa Barbara Finish, Fine Float Finish, Fine Sand Finish, or Medium Sand Finish; and modern stucco finishes, such as Knockdown Dash, Lace, or Arizona shall not be used. Stacked stone and simulated stone shall only occur where its bottom edge is at finished grade, and shall not be placed above any other material~~not be used in additions, alterations, and new construction~~.

- **Roofing Materials.** Additions or alterations to existing Tudor structures shall use roof materials that match the original roofing materials. For new structures, roofs shall consist of wood shake shingle or slate (real or simulated), or composite shingles.

- **Other Features.** Half-timbering, multiple front gables, multi-level eaves, turrets and rounded entryways ~~are common architectural features of structures in Tudor styles, and~~ shall not be removed from existing structures or shall be restored to their original ~~appearance~~condition.

GUIDELINES

- **Massing and Roof Form.** The primary facade composition of Tudor-styled buildings should ~~incorporate~~ be of a dominant building mass accompanied by a tall projecting bay with~~with a steep roof~~ and steep roofs. L~~l~~arge windows ~~facing~~ often face the street.

- **Facade Treatments.** Tudor-styled buildings should incorporate half-timbering, along with multiple front gables, multi-level eaves, turrets and/or rounded entryways. In Tudor-styled buildings, trim surrounds window and door openings.

6. Craftsman

Craftsman is an umbrella term that includes a variety of styles relating to the Arts and Crafts movement of the early 20th Century. Craftsman generally have a tripartite vertical organization accentuating a building's base, middle, and top. Windows of vertical proportion are generally grouped compositionally. Principal attributes of craftsman buildings include low-pitched roofs and deep eaves, front porches, decorative-yet-simple woodwork, and natural materials like wood, stone and brick.

STANDARDS

- **Cladding Materials.** Additions or alterations to existing Craftsman structures shall have cladding materials that match the original cladding materials and finishes. For new structures, cladding shall consist of clapboard, split wood shingles, cementitious shingles, and stone~~, or stucco~~. Simulated versions of these materials are allowed. ~~Stucco finishes shall be smooth or lightly textured types, such as Santa Barbara Finish, Fine Float Finish, Fine Sand Finish, or Medium Sand Finish; and modern rough-textured stucco finishes, such as Knockdown Dash, Lace, or Arizona, shall not be used.~~ Stacked stone and simulated stone shall ~~be used in additions, alterations, or new construction using the Craftsman style~~only occur where its bottom edge is at finished grade, and shall not be placed above any other material.

- Roofing Materials. Additions or alterations to existing Craftsman structures shall use roofing materials that match the original roofing materials. For new structures, roofs shall consist of wood shake shingles (real or simulated), or composite shingles.

The original Guidelines allowed stucco for Craftsman style, which is not recommended and has been removed to differentiate Craftsman from other styles.

GUIDELINES

- **Tripartite Composition.** Buildings in the Craftsman style should have a tripartite vertical organization accentuating a building's base, middle, and top. A horizontal belt course, sill course, or other material change in plane should accentuate the boundaries between base, middle, and top.
- **Windows and Trim.** Craftsman buildings should have windows of vertical proportion individually, and vertically-proportioned individual windows should be grouped to fill wider openings. Window openings are commonly surrounded by trim. Arched windows are rarely used in Craftsman buildings.
- **Roof Form.** Craftsman buildings should have low-to-medium pitched roofs and deep eaves supported by rafter tails and/or cutout brackets.
- **Entrances.** Craftsman buildings should have generous front porches with roofs supported by substantial columns.

7. Prairie Style

The Prairie style derived from the early 20th-century Prairie School movement. The Prairie style share attributes with the Craftsman style, but with emphasis on horizontal lines, low-pitched roofs with especially broad eaves, and integration of natural landscape elements, such as to use stone at their base.

STANDARDS

- **Cladding Materials.** Additions or alterations to existing Prairie structures shall have cladding materials that match the original cladding materials and finishes. For new structures, cladding shall consist of stucco. Stucco finishes shall be smooth or lightly textured types, such as Santa Barbara Finish, Fine Float Finish, Fine Sand Finish, or Medium Sand Finish; and modern heavily-textured stucco finishes, such as Knockdown Dash, Lace, or Arizona, shall not be used. Stacked stone and simulated stone shall not be used in additions, alterations, and new construction using the Prairie Style.
- **Roofing Materials.** Additions or alterations to existing Prairie structures shall use roofing materials that match the original roofing materials to the extent feasible. For new structures, roofs shall consist of clay tiles or wood shake shingles. For existing and new structures, composite shingles shall be an acceptable substitution for wood shake shingles.
- **Other Features.** Wide eave overhangs that are boxed without brackets, low pitched roofs, geometric patterns of small pane window glazing, and tall casement windows ~~are common architectural features of structures in Prairie styles, and~~ shall not be removed from existing structures or shall be restored to their original ~~appearance~~condition.

GUIDELINES

- **Tripartite Presentation.** Buildings in the Prairie School style should have a tripartite vertical organization accentuating a building's base, middle, and top. A shallow horizontal belt cornice, sill course, or other material change in plane should accentuate the boundaries between base, middle, and top.

- **Windows and Trim.** Prairie Style buildings should have windows of vertical proportion individually, and vertically-proportioned individual windows should be grouped to fill wider openings. Window mullions that make geometric patterns are encouraged. Arched windows are rarely used in Craftsman buildings. Casement windows are preferred.
- **Roof Form.** Prairie Style buildings should have low-pitched roofs and deep cantilevered eaves.
- **Entrances.** Craftsman buildings should have generous front porches with roofs supported by substantial columns.

8. Art Deco

Art Deco was popular in America's urban centers in the early 20th-century. It conveys a modern and aspirational sense by emphasizing vertical expression and lines that extend beyond the main form, such as the Tower Theatre's vertical tower marquee and pilasters that reach beyond the top edge of parapets. Art Deco ornament is characterized by geometric shapes. In the Tower District, Art Deco applies to Mixed Use and Commercial districts and buildings that are 3 stories or taller in Multifamily Residential districts.

STANDARDS

- **Cladding Materials.** Additions or alterations to existing Art Deco structures shall have cladding materials that match the original cladding materials and finishes. For new structures, cladding shall consist of terra cotta tile, glazed brick, stainless steel, glass block, and stucco. Stucco may be used for not more than 50% of the ground floor facade area exclusive of windows. Stucco finishes shall be smooth.

GUIDELINES

- **Vertical Expression.** Art Deco buildings commonly use tall, narrow windows, pilasters, and spires to draw the eye upward. At the top of buildings, vertical pilasters often push beyond the top edge of parapets.
- **Continuous Horizontals.** Art Deco buildings usually reserve horizontal lines for continuous features creating a streamlined counterpoint to an otherwise vertical facade elements, such as to provide a canopy above sidewalks or above large grouping of windows.
- **Strong Rhythms and Shadow Lines.** Art Deco buildings should have a regular rhythm of bays and pilasters, which often create strong vertical shadows. Trim rarely surrounds window and entrance openings within Art Deco buildings.
- **Ornate Entrances.** Compose building entrances to be flanked by ornate and symmetrical features.
- **Geometric Patterns.** Incorporate geometric patterns along entablatures and within panels, such as to use zigzags, chevrons, sunbursts, and stepped forms in relief panels or surface decoration. Geometric patterns are also common within metalwork, such as balcony railings, spandrels, and light fixtures.

VI. Glossary

See also Code Section 15-6802, Definitions. Terms defined in this Section are indicated using asterisks.

A

Accessory Dwelling Unit. A smaller self-contained residential unit located on the same parcel as a principal residential building.

Accessory Structure.*

Active Fronts. Ground-level building frontages with frequent doors, windows, and uses (like shops or cafés) that encourage pedestrian interaction.

Addition. An expansion to an existing building that increases its floor area or footprint.

Alley.*

Apartment House Overlay (AHO). A zoning tool that permits apartment buildings in zoning districts where they might not otherwise be allowed. See Section 15-1609, Apartment House Overlay District..

Appearance. The characteristics of a building or features that are visible and not concealed.

Architectural Compatibility. The degree to which a building's design harmonizes with other parts of the same building and/or harmonizes with its surroundings, such as through massing, materials, or composition.

Architectural Diversity. Variation in building styles, forms, and materials within a neighborhood or development.

Art. Artwork used as a placemaking or decorative element in the built environment.

Art Deco. A design style from the early 20th century characterized by geometric shapes, streamlined forms, and ornamental detailing.

Arts and Crafts. An architectural and design movement emphasizing handcraftsmanship, natural materials, and simplicity.

Awning.*

Awning, Retractable A type of awning that can be extended or retracted, mechanically or manually, to adjust the extent of shade.

B

Balcony.*

Balcony, Juliet. A shallow balcony in front of a window or door, which may be deep enough to stand but not for dining.

Asterisks (*) indicate where a term was flagged while drafting the TDDSG but defined in Section 15-6802. Terms that are already defined are not described here to ensure consistency when applying the Code.

Bay, Commercial. A horizontal section along the ground floor of a commercial building, usually defined by structural bays or storefront divisions.

Bay Window.*

Block. A section of land bounded by streets on all sides, typically the basic unit of urban layout.

Block Face. One side of a block, usually comprised of front yards and building fronts that face a particular street.

Block Length. The linear distance between two intersections along one side of a block, and an important factor in walkability and connectivity.

Block, Cinder. A type of concrete block made with cinder aggregate.

Block, Concrete. A solid or hollow rectangular masonry unit made from concrete, used in structural and non-structural walls.

Buffering.*

Building Envelope.*

Building Footprint.*

Building Height.*

Building Site.*

Building, Existing. A structure that is already constructed on a site, as opposed to proposed or planned future buildings.

Building, Mixed-Use. A structure that contains multiple uses within the same building or complex, which often contains shops on the ground floor with residential or office uses above.

Building, Original. The first structure built on a site before any additions, remodels, or demolitions, which may be historic.

Building, Primary. The largest and principal structure(s) on a lot, as distinguished from accessory or secondary buildings.

Building, Principal.*

C

Canopy.*

Canopy, Rigid. A canopy made of durable rigid material, including wood, plywood, metal, glass, or other durable materials, and not cloth.

Carport.*

Certainty Option. A planning or permitting pathway that allows streamlined approval free from discretionary review for projects that meet specific predefined standards, as provided for by Section 15-4906, Council District Project Review Committees.

Civic. Relating to public life, spaces, or buildings—often used to describe facilities like libraries, city halls, or parks.

Civic Nature. The quality or character of a space or structure that supports public gathering, engagement, or community identity.

Civic Use. A land use category for public or community-oriented functions, such as schools, museums, post offices, and government buildings, and defined as Public and Semi-Public Use Classifications in use regulation tables.

Cladding. The exterior material layer applied to a building's structure for aesthetic and/or protective purposes.

Cladding, Pressed Plywood. A type of plywood cladding with grooves or other indentations to create texture.

Cladding, Reverse Board and Batten. A siding style where wide boards are separated by shallow and narrow gaps with a backing that was traditionally provided by narrow boards or batten.

Cladding, Rough Sawn. A cladding material that retains a textured, unfinished look, mimicking the appearance of freshly cut lumber for a rustic effect.

Clear Dimension. The unobstructed width or height of a space, often to provide sufficient space for circulation and/or other activity.

Clear Glazing. Transparent glass that allows full visibility and natural light, without regard to light transmission outside of the visible spectrum, and in contrast with obscured or tinted glazing.

Cobrahead. A common streetlight fixture shaped like a vertical pole with a cantilevered horizontal arm used to support a light fixture.

Columns. Vertical structural or decorative elements that support roofs or entablatures, or frame entries and porches.

Commercial. Refers to land uses or activities related to commerce, such as retail, offices, or services.

Commercial Space Interior space designated for commercial uses—such as shops, restaurants, or offices—usually on the ground floor of mixed-use buildings.

Commercial Use. Any activity involving the sale of goods or services, including retail, hospitality, and office functions, and defined as Commercial Use Classifications in use regulation tables.

Commercial, Ground-Floor. Commercial space located at the street level of a building, often required in walkable or mixed-use zones to activate the sidewalk.

Community Use. A land use that serves the public or a local population, including community centers, libraries, and places of worship.

Compatibility. The degree to which different buildings or land uses can coexist harmoniously based on form, scale, materials, and function.

Context. The surrounding built and natural environment that influences a building's design or planning approach.

Contextual. Designed or planned in response to the surrounding environment or neighborhood, often respecting local patterns, materials, and scale.

Cornice. A decorative horizontal molding that crowns a building or architectural element, typically found at the roofline or over a door/window.

Corrosion Resistant. The quality of a material (often metal) to withstand deterioration from weather, chemicals, or pollutants.

Courtyard.*

D

Decorative. Design elements used for aesthetic purposes, not structural or functional.

Decorative Accent. A specific ornamental feature, such as trim, tilework, or paneling, used to enhance visual interest.

Degrees. A unit of measurement for angles, such as to describe a slope (e.g., roof pitch, stair angle, orientation of walls).

Differentiated. Distinctly different, such as to distinguish two design features or two different sections of the same element.

Dining, Outdoor. Seating and eating areas located outside, typically on sidewalks, patios, or courtyards, often associated with restaurants or cafés.

Door. A movable barrier that allows entry or exit into a building or room.

Door Frame. The structural support that surrounds and secures a door, including the jamb, head, and threshold.

Driveway.*

Driveway, Ribbon. A type of driveway with two parallel paved strips separated by a center of grass or other groundcover, such that the width of the paved strips and their spacing will lay below the tires of common motor vehicles.

Dwelling Unit.*

E

Enclosed.

Element. A distinct component of a building's design, such as a column, window, or awning.

Entrance. The point of access to a building, typically including the door, steps, and architectural framing.

Entrance Vestibule. A small, enclosed space between the outer door and the interior of a building, used to reduce drafts and improve thermal efficiency.

Entrance, Common. A shared building entrance used by multiple dwelling units or tenants.

Entrance, Direct. An individual, private access point from the exterior into a dwelling or unit, as opposed to shared corridors or lobbies.

Entrance, Primary. The main point of entry into a building, often emphasized architecturally and oriented toward the street.

Equipment, Ground-Mounted. Mechanical motors, switches, or similar features installed directly on the ground rather than attached to a building, inclusive of panels and boxes used to conceal such equipment.

Equipment, Roof-Mounted. Refers to apparatus and features, such as solar panels, HVAC units, or signage, that are installed on top of or on a platform just below a building's roof surface.

F

Façade.*

Facade Area. The total surface area of all facades facing a front or street side setback, often used in calculating window percentages or signage allowances.

Facade Articulation. Architectural detailing and variation (such as projections, recesses, materials) that adds interest and breaks up large wall surfaces.

Facade Plane. The largest single flat surface along the front of a building, which does not include building projections or recesses.

Facade, Neighboring Adjacent. The façade of a building located directly on the property next to a given structure, relevant for contextual compatibility.

Facade, Primary. The most prominent building face, which typically faces a front property line or, for buildings interior to a property, faces a shared walkway or common open space.

Facade, Street-Facing. The side of a building that faces a front or street side property line, and is not separated

from that property line by another building.

Fastener. A hardware device (such as a nail, screw, or bolt) used to attach or secure building materials together.

Feature. A distinct architectural or landscape element that contributes to the character, function, or visual interest of a place or structure (e.g., cornices, balconies, fountains).

Front. The portion of a building that faces a front property line or, for buildings interior to a property, faces a shared walkway or common open space.

Frontage, Building. The length of a building that directly faces a street or open space.

Frontage, Street. The length of public and semi-public space between a street's curb and the buildings that face it, and often comprised of a sidewalk, planting strip, and front yard.

G

Garage. A structure for storing vehicles, which may be attached to or detached from a primary building.

Glass, Mirrored. Reflective glass that has a metallic coating to create a mirror-like surface; often used for privacy or aesthetics.

Glass, Obscured. Glass that has been frosted, etched, or textured to prevent visibility while still allowing light to pass through.

Grade. The level of the ground at a particular location, especially around a building or site.

Grade, Finished. The final ground level of a site after construction.

Ground Floor. The lowest floor of a building other than a basement that is closest to finished grade, and the habitable space associated with that floor.

Ground-Floor Commercial Space. A ground floor designated for commercial uses like retail or food service, or as may be permitted to maintain an active street environment.

Guideline. Guidelines describe a preferred design approach that is subject to interpretation by the approval authority as part of the development project review.

H

Historic. A designated building, site, or district that has been determined by the significance due to age, architecture, or cultural value, often subject to preservation standards.

Hitching Post. A short, sturdy post historically used to tie horses.

Human in Scale. Building features and other design features of a size similar to that of a person, which helps make these more relatable and comfortable to be next to.

L

Landscape Strip. A narrow area, typically between the sidewalk and curb, typically planted with trees and landscape to enhance a streetscape.

Landscaped Area. Portions of a site improved with plantings, mulch, or decorative features as opposed to paved or built surfaces.

Lighting Fixture.*

Loading Area. A designated space where goods are loaded and unloaded from delivery vehicles, often located at the rear or side of a building.

Lot, Corner. A parcel of land situated at the intersection of two or more streets, and with two street frontages.

Lot, Interior. A lot that is bounded by other lots on both sides, away from a street corner, and typically with only one street frontage.

M

Materials, Existing. The building materials that are currently present on a structure or site, which may influence design decisions during renovations or additions.

Materials, Original. The materials used in the initial construction of a building, often significant in historic preservation and restoration work.

Mechanical Lifts. A dynamic structural frame and machinery used to vertically move vehicles or objects, often employed in parking garages to increase their capacity.

Metal Fastener. Metal hardware used to join materials or other building components together, such as screws, bolts, nails, or clips used.

Metal Panel. A flat sheet of metal used as siding, roofing, or cladding material, often offering a modern, industrial appearance.

Metal Piece. A generic term for a part or component made of metal, used in various structural or decorative applications.

Ministerial Review. Development project review that can be performed by an administrator using objective criteria, which requires no discretionary interpretation or judgment.

Missing Middle Housing. A range of small multi-family or clustered housing types that are of a scale similar to large single-family homes (such as duplexes, fourplexes, and courtyard apartments), while offering higher residential densities.

Monument, Gateway. A prominent architectural or landscape feature erected to mark the entrance to a district, neighborhood, or significant location.

N

Neighborhood. A localized area within a city or town, often defined by having a walkable range and common characteristics like building types, commonly enjoyed amenities, or community identity.

Neighborhood Compatibility. The degree to which a new development or modifications fits within the existing physical and social context of a neighborhood.

Neo-Classical. An architectural style inspired by classical Greek and Roman forms, often featuring columns, symmetry, and formal proportions.

Neo-Spanish. An architectural style that draws from traditional Spanish and Mission-style architecture, characterized by stucco walls, clay tile roofs, and arched openings.

O

Open Space. Any area of land or water that is left undeveloped or minimally developed for recreation, landscaping, or environmental preservation.

Open Space, Common.* .

Open Space, On-Site. Outdoor open areas located on the same development site, intended for use by its occupants or the public.

Open Space, Private.*

Ornamentation. Architectural details or decorative elements added to a structure to enhance its aesthetic appeal (e.g., moldings, carvings, tilework).

Overlay District.*

P

Palette. A selection of colors, materials, or textures used in architectural or landscape design to create a cohesive visual character.

Panel. A flat, typically rectangular piece of material used in construction, often as cladding, siding, or decorative surface treatment.

Parapet.*

Parking Space provided for vehicle storage, either on the street or on a private lot or structure.

Parking, Tandem. A parking arrangement where one car is parked behind another in a single file, requiring the front vehicle to be moved for the rear one to exit.

Parking, Underground. A parking facility located below the ground level of a building, often used in dense urban areas to optimize development above grade.

Paseo. A pedestrian passage flanked by landscaping that provides an internal walking connection to adjacent parcels, sidewalks, walkways, or other paseos. Paseos are not accompanied by space for motor vehicles.

Passage. A narrow, often covered, route through or between buildings, providing pedestrian access.

Pedestrian Access, Direct. A clearly defined, convenient path for people to enter a building or site directly from a sidewalk or public right-of-way.

Pedestrian Oriented. A design approach that prioritizes the comfort, safety, and visual interest of people on foot, often involving features like active frontages, lighting, and sidewalk amenities.

Pilaster A shallow rectangular feature projecting from a wall, having a capital and a base and architecturally treated as a column.

Plane A flat or level surface in architecture; often used in discussing building façades or spatial organization.

Plaza.*

Podium.*

Porch. An outside landing immediately adjacent to a building entrance and sheltered by a roof.

Porte Cochere.*

Prairie Style. An architectural style developed in the early 20th century, characterized by horizontal lines, flat or hipped roofs with broad overhangs, and integration with the landscape.

Primary. Referring to the main or most significant component in a system, such as a building's main structure, entry, or frontage.

Projection. A feature that protrudes in front of a building volume or principal facade plane.

Prominent. Visibly significant or emphasized in design, often attracting attention due to size, location, or detail.

Proportion. The relation of one part to another or to the whole with respect to scale, quantity, or arrangement.

R

Railing. A barrier or guard, often made of metal or wood, used along staircases, balconies, porches, or ramps for safety and guidance.

Recess. A volume that recedes from a building volume or principal facade plane, such as an open vestibule or decorative niche.

Recessed. Set back or sunken in from the surrounding surface, commonly describing architectural elements like lighting, entries, or windows.

Renovation. The process of improving, updating, or restoring an existing building or space, and without major demolition.

Roadway. The portion of a street intended for vehicle travel, excluding sidewalks, curbs, landscape strips, and medians.

Roof.*

Roof, Flat. A horizontal or nearly horizontal roof with less than 1:12 slope, often used on modern or commercial buildings.

Roof, Gabled. A pitched roof with two sloping sides that meet at a ridge, forming a triangular wall section at each end.

Roof, Hipped. A roof where all sides slope downward to the walls, typically with a gentle pitch and no vertical walls at the end of the roof volume.

S

Screening.*

Security Bars. Metal bars installed over windows or doors to prevent unauthorized entry.

Security Doors, Roll-Down. Metal or mesh doors that roll down from above, where they they may be concealed by a cabinet, to secure storefronts or entrances, typically used after business hours.

Setback, Front.*

Setback, Interior.*

Setback, Rear.*

Setback, Street Side.*

Sidewalk. A paved path intended for pedestrian use, which may or may not be on public property.

Sidewalk, Public. A sidewalk located within the public right-of-way, maintained by the city or another public agency and accessible to all.

Siding. The exterior cladding of a building, typically used for weatherproofing and aesthetics.

Siding, Bevel. A type of wood siding composed of overlapping boards that are tapered at their edge, creating a shadow line.

Siding, Bungalow. A traditional siding style often used on Craftsman or bungalow homes, typically wood, with wide exposure and horizontal emphasis.

Siding, Dolly Varden. A style of siding similar to bevel but with a flat back and a rabbeted (notched) lower edge to fit snugly with adjacent boards.

Siding, Drop. Horizontal siding boards that interlock with each other via a groove or tongue, producing a smooth and weather-resistant surface.

Siding, Metal. Siding panels made from aluminum, steel, or other metals, known for durability and a modern or industrial look.

Siding, Tongue & Groove. Boards designed to fit together with an extension (tongue) on one edge and a recess (groove) on the other, which interlock.

Siding, Vinyl. A plastic-based siding material that mimics wood and is widely used for its affordability and low maintenance requirements.

Sign. Any graphic display, structure, or device intended to attract attention or convey information, typically related to business identification or advertising.

Spandrel. A panel between the top of one window and the bottom of the window above it, used for decorative purposes in multi-story buildings.

Stairway, External. A stair structure located outside the building envelope, often used for secondary egress or access to upper units.

Standard. A rule or specification that is mandated.

Standard, Objective. A standard that involves no subjective interpretation and can be consistently determined by any party.

Stoop. The landing at the entrance of a building, which is sheltered by a canopy and accompanied by stairs.

Storage Area. A designated space used to store equipment, supplies, or personal belongings, which may be indoors or outdoors.

Storefront. The ground-floor façade and interior space, which has design characteristics that can accommodate –

but may not necessarily be used as -- a commercial shop, and typically infills a commercial bay with large windows, frequent entrances, awnings, and signage.

Streamlining. The process of reducing or simplifying development review steps to reduce the steps necessary for development project approvals.

Streamlining Law. Legislation intended to accelerate the review and approval of development projects by limiting discretion and emphasizing objective standards.

Street. A public or private roadway that provides access to buildings and lots; typically includes sidewalks, curbs, and travel lanes.

Street Connectivity. The degree to which a street network allows direct travel between destinations along multiple alternative routes of similar distance, with greater connectivity associated with shorter block lengths and a higher density of street intersections.

Street Side. The side of a corner lot that faces a street but is not considered the front of the property.

Stucco. A plaster-like exterior wall finish made from cement, sand, and lime; common in Mediterranean, Spanish, and Southwestern architectural styles.

Style. The distinct design characteristics of a building, often associated with a historical period or architectural movement.

Suburban. A development pattern characterized in a generalized way by lower density, separation of individual land uses, and automobile-oriented design.

Surface Relief. Variations in the depth or texture of a building's surface, used to add visual interest or articulation (e.g., reveals, grooves, patterns).

T

Tower District. A culturally significant and architecturally diverse neighborhood in Fresno, California, known for its walkability, mixed of uses, and historic character.

Traditional. A design approach based on historical architectural styles or vernacular forms, often incorporating symmetry, familiar materials, and ornamental detail.

Trash Enclosures. Structures that house garbage bins or dumpsters, typically screened from view with walls or fencing for visual and environmental reasons.

Tudor. An architectural style inspired by late Medieval English design, characterized by steeply pitched roofs, decorative half-timbering, and tall, narrow windows.

U

Upper Floor. Any floor and associated space above the ground floor of a building, typically used for residential or office uses in mixed-use structures.

Urban. Relating to a dense, city-like environment with a mix of uses, walkable streets, and structured open space.

V

Victorian A broad architectural style from the late 19th century, known for its ornate detailing, asymmetry, steep roofs, and varied textures and colors.

W

Walkway. A path designated for pedestrian movement, which may be paved or landscaped and located within a site or development.

Walkway, Raised. A pedestrian path elevated above the surrounding ground or surface level, often used for accessibility, safety, or stormwater management.

Wall. A vertical structure that defines or encloses space, provides structural support, or separates interior and exterior areas.

Wall Opening. Any aperture or break in a wall, such as a window, door, or vent, allowing light, air, or passage.

Wall, Curtain. A non-load-bearing exterior wall attached to a structural frame, often made of glass or lightweight panels.

Wall, Solid. A continuous wall without openings or glazing, typically used for privacy, screening, or security.

Window. A glazed opening in a wall that allows light and views and may provide ventilation when operable.

Window Frame The fixed perimeter structure that holds the window sash or glass in place; typically made of wood, aluminum, vinyl, or fiberglass.

Window Opening. Any aperture or break in a wall, in which there can be one or more window frames.

Window Trim. The molding or framing that surrounds a window, often used for decorative and weather-sealing purposes.

Window, Casement. A window with one or more sashes that swing outward or inward on side hinges, typically operated with a crank.

Window, Double Hung. A window with two vertically sliding sashes that move independently, allowing ventilation from the top, bottom, or both.

Window, Reflective. Glass treated with a reflective coating to reduce solar heat gain and provide visual privacy by reflecting light.

Window, Single-Hung. A window with a fixed upper sash and a lower sash that slides vertically for ventilation.

Window, Tinted. Glass that has been darkened or colored to reduce glare, heat gain, or improve privacy while still allowing light transmission.

Window, Transom. A horizontal window located above a door or another window, often used for ventilation or decorative effect.