

Bladen Redevelopment District

A. Purpose

The City of Beaufort seeks to create a Bladen Street Redevelopment District based upon traditional standards for city building. In 2001 the City created a Master Plan for the Bladen Street Redevelopment District through a design charrette process involving the community and a team of design professionals. These regulations are form-based and reflect the existing character of Beaufort and the surrounding region. The code enables a mixed-use physical environment to further enhance the economic and cultural success of Bladen Street and contiguous areas.

Traditional urban design conventions have been applied to set design parameters for how buildings and other elements relate to those streets. These design conventions are derived from the existing conditions in the City and from a number of sources in planning literature as listed in the Appendix. The above texts will be available at the Department of Planning and Development Services for applicants to review. Applications for development in the Bladen Street Redevelopment District do not have to comply with the design specifics of the recommended texts; the texts are for reference and guidance only and are not to be foreseen as regulatory. Where approvals, interpretations, and judgments are subject to reasonable application by City officials, these officials should use the following texts for guidance as to best practices.

B. Application of Standards

In the case of conflict between the standards set forth in the Bladen Street Redevelopment District and any other local land development regulation, these standards shall apply. To the extent that Section 6.10 is silent where other land development regulations govern, they shall apply. Building construction shall conform to the applicable City and State of South Carolina building codes and regulations. Provisions in this code are activated by "shall" when required; "should" when recommended; and "may" when optional.

C. Administration

Interpretation of the standards in this code shall be the responsibility of the City Architect. The role of the City Architect has been established to administer an architectural review procedure for the development of properties within the Bladen Street Redevelopment District. It is the responsibility of the City Architect to review building plans for compliance with the Bladen Street

How To Use This Code:

- 1.) Refer to the ***Regulating Plan***, to become familiar with the overall concept of Bladen Street and the specific standards sheet for your site.
- 2.) ***Section G*** will provide provisions governing building placement and character requirements based on ***Specific sites***.
- 3.) Verify your proposed use in the Permitted Use Table.
- 4.) Examine the ***General Provisions*** which apply throughout the district.
- 5.) Finally, refer to the ***Building Elements and Architectural Standards*** for specific building regulations.

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Redevelopment District Code and to provide design guidance when necessary. The City Architect shall be responsible for interpreting the Bladen Street Redevelopment District Code regarding architectural and streetscape standards. The City Architect has the authority to make exceptions within this code on the basis of Architectural merit or any other guiding principle within this document.

The *regulating plan and illustrations provided within* shall serve as guidance to the City Architect with respect to the City's intent for land development in the Bladen Street Redevelopment District. The images contained in this section are meant to demonstrate the character intended for the Redevelopment District, but are for illustrative purposes only. The accompanying text and numbers are rules that govern permitted development.

The code should be used in the following method:

- a) Refer to the **Regulating Plan** and your site's specific standards page
- b) Consult **Section G** for additional standards
- c) Verify your use in the Permitted Use Table
- d) Review the **General Provisions and Architectural Guidelines**
- e) Obtain specific building regulations in the **Building Elements and Architectural Standards** section

Application Review and Approval Procedures

1. Application materials set forth in Section 3.1 of the Beaufort Unified Development Ordinance for any development proposal in the Bladen Street Redevelopment shall be submitted to the City Architect, designated by the City of Beaufort, for review.

Filing Procedure:

2. A site plan shall be submitted by the applicant for review and approval by the City Architect. Specifically, such plan shall include the following elements, where applicable:

Site Plan

The site plan (drawn to scale by a registered civil engineer, registered landscape architect, or registered architect) shall include the following elements: the exact dimensions of the parcel of land under consideration, a schematic representation of types and locations of land uses, the density and intensity of the proposed uses, proposed open spaces or parks, any area-wide drainage systems, overall circulation arrangements and all major roadways, floodplain information, and any other information required by the City Architect.

Written Report

A written report shall be submitted by the applicant for review and approval by the City Architect. Such report shall explain in general the type, nature, intent, and characteristics of the proposed project, and shall specifically include, where applicable:

- a. A general description of the proposal;
- b. A detailed legal description of the location of the site;

- c. A proposed development program, including number of residential units and proposed densities, minimum lot sizes (if any), square feet of other nonresidential uses and generalized intensities;
- d. General plan for the provision of utilities, including water, sewer, and drainage facilities;
- e. Tables showing the total number of acres in the proposed development and the percentage designated for each proposed type of land use, including public facilities;
- f. A statement of how the proposed development is consistent with the Bladen Street Master Plan and City Comprehensive Plan;
- g. Exceptions or variations from the requirements of the Bladen Street Redevelopment District if any are being requested; and
- h. Other relevant information as may be requested by the City Architect.

Approval Procedure:

3. Upon concluding that the application materials are complete and in compliance with the Bladen Street Redevelopment District Regulations, the City Architect shall complete a Bladen Street Redevelopment District Application Materials Review/Zoning Regulation Compliance Checklist, in such form as the City requires, and complete the Certification at the end of said form.
4. If the Applicant's application is in accordance with the Bladen Street Redevelopment District, the City Architect has the authority to approve the project.
5. If the project is not approved and if the Applicant disagrees with the determination of the City Architect, the Applicant may bring the application before the City's Design Review Board for approval within 30 days of the decision.
6. Appeal from a decision by the Design Review Board shall be in accord with Section 3.19(I) of the UDO.

D. Definitions

Appurtenances. Architectural features not used for human occupancy, consisting of awnings, marquees, balconies, turrets, cupolas, colonnades, arcades, spires, belfries, dormers, and chimneys.

Arcade. A row of arches supported by classical columns or piers which is covered.

Arch, Segmental: A segmental arch is an arch in which the curve is a less than semicircular segment of a circle.

Arch Semi-Circular: A Semi-Circular Arch is the most common type of arch where the centre of the arch is in the middle of the diameter.

Balcony. An open habitable portion of an upper floor extending beyond a building's exterior wall that is not supported from below by vertical columns or piers but is instead supported by either a cantilever or brackets.

Baluster. A short vertical member used to support a railing or coping.

Balustrade. A railing together with its supporting balusters or posts, often used at the front of a parapet.

Build-to Line. A line parallel to the property line, along which the front wall of a building shall be built.

Build-to Zone. A build-to zone is a range of allowable distances from a street right-of-way that the building shall be built to in order to create a moderately uniform line of buildings along the street.

Building frontage. The vertical side of a building which faces the primary space or street and is built to the build-to line or build-to zone.

Building Height. A limit to the vertical extent of a building measured in stories from the mean elevation of the finished grade or sidewalk at frontage line, whichever is higher, to the peak of the roof, or cornice for a building with a parapet. The maximum number of stories is inclusive of habitable roofs and exclusive of true basements.

City Architect. The City architect is a locally based Urban Designer, familiar with traditional planning and design principles who will work with prospective developers, builders, and tenants to show how the Bladen Street Redevelopment District can satisfy their site needs in a cost efficient manner. The City architect will work under the direction of the City Planning Department and will assist developers, tenants, citizens, and the City, in achieving the goals of this Code.

Civic Building. Structure used primarily for general public purposes. Uses may include: municipal administration and infrastructure, education, cultural performances, gatherings and displays administered by non-profit cultural, educational, governmental, community service and religious organizations.

Colonnade. A roofed structure, extending over the sidewalk and open to the street except for supporting columns or piers.

Cornice. A projecting horizontal decorative molding along the top of a wall or building.

Cupola. A dome like structure surmounting a roof or dome, often used as a lookout or to admit light and air.

Curb Radius. The curved edge of street paving at an intersection, measured at the inside travel edge of the travel lane.

Dwelling, live/work. A mixed-use unit with a substantial commercial component on the ground floor that may accommodate employees and walk-in trade. The upper floors are dedicated for living quarters.

Expression Line. A horizontal line, the full length of a façade, expressed by a material change or by a continuous projection, such as a molding or cornice, not less than two (2) inches or greater than one (1) foot deep. Expression lines delineate the transition between the floor levels.

Finger-jointed wood windows: Finger-jointed wood windows involve a technique used to join two pieces of wood at right angles to each other. It is much like a dovetail joint except that the pins are square and not angled and usually equally spaced. The joint relies on glue for holding together as it does not have the mechanical strength of a dovetail.

Frontage Line. The property line or lines of a lot which coincide with a right-of-way or other public open space.

Garden Wall. A freestanding wall along the property line dividing private areas from streets, alleys, and or adjacent lots. Garden walls sometime occur within private yards.

Liner Building. A fully functional building built in front of a parking garage, cinema, supermarket etc., to conceal large expanses of blank wall area and to face the street space with a façade that has doors and windows opening onto the sidewalk.

Lot Coverage. The footprint of all structures on a particular lot. Porches, patios, terraces, stairways, walkways, driveways, parking lots and drive aisles do not count as lot coverage.

Marquee: A fixed hood or canopy supported solely by the building to which it is attached extending over part of the public right-of-way.

Mullions. Strips of wood or metal that separate and hold in place the panes of a window.

Parapet. A low guarding wall at the edge of a roof, terrace, or balcony.

Paseo. A pedestrian alley connecting one right-of-way or paseo to another. Paseos shall be designed for pedestrian comfort, either shaded by trees or by the buildings that line the space.

Plaza. An unroofed public open space with a majority of paved surface. Plazas are fronted with buildings.

Principal Façade. (For purposes of placing buildings along build-to lines or build-to zones) The front plane of a building not including stoops, porches, or other attached architectural features.

Regulating Plan. The Regulating Plan denotes the specific location of standards for the Bladen Street Redevelopment District.

Shared Parking. A system of parking, typically applied to buildings of differing uses that each have peak parking demands at different times within a 24 hour period, thereby allowing some parking spaces to be shared.

Square. An open space surrounded by streets or other vehicular passages.

Stoop. A small platform and / or entrance stairway at a house door, commonly covered by a secondary roof or awning.

Storefront. The portion of a building at the first story of a retail frontage that is made available for retail use.

Story. A floor level within a building.

Structured Parking. Layers of parking stacked vertically.

Turret. A small tower or tower- shaped projection on a building. A mechanical room, HVAC system, or mechanical elements are not considered a turret.

Veranda: A porch or balcony, usually covered by a roof and often partly enclosed, extending along the outside of a building.

E. Permitted Uses

All uses shall be allowed in the Bladen Street Redevelopment District, except as outlined below.

1. Uses Permitted by Special Exception

The following uses are permitted by Special Exception as described in Section 3.16:

- Any use that includes a drive-thru

2. Prohibited Uses

The following uses are prohibited:

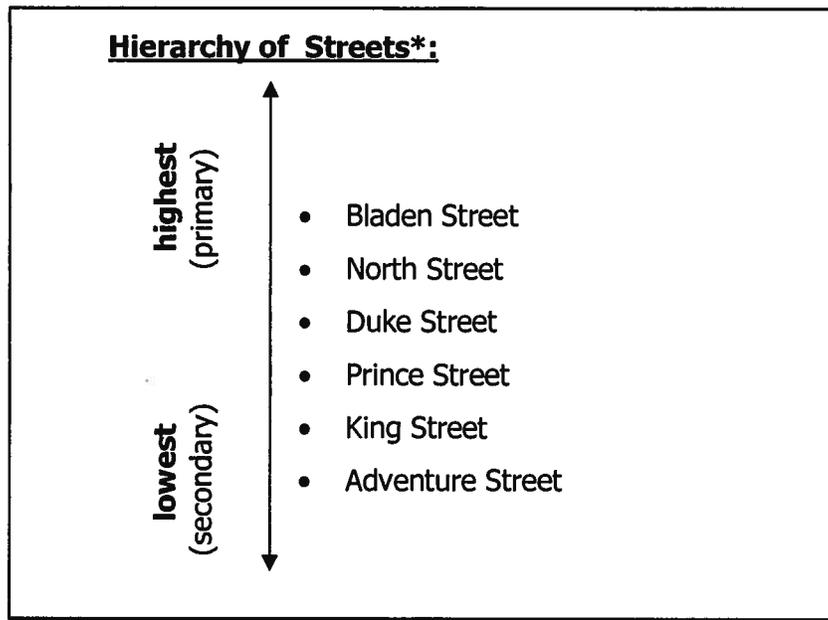
- Aviation Services
- Car Wash
- Major Utility (ex., sewage treatment plant)
- Manufacturing and Production
- Outdoor Commercial Recreation Facilities
- Outdoor storage of materials and equipment (except during construction)
- Passenger Terminals (ex., airport; does not include bus terminals for mass transit)
- Self-storage on the street level
- Recreational Vehicle Park
- Signs prohibited in Section 7.2.C
- Sexually-Oriented Businesses
- Telecommunication Towers
- Truck Terminal
- Vehicle Sales and Service, Other, including boats
- Vehicle Service Limited
- Vehicle Service and Repair
- Warehousing
- Waste-Related Service
- Gas Stations (fuel sales)

F. Master Plan

The Bladen Street Master Plan was created during a community design charrette which took place in 2001 and involved input from major stakeholders, consultants, City Staff and the general public. Phase I of the streetscape plan has been implemented and Phase II of the streetscape plan will commence upon adopting of this code. The plan synthesizes community ideas and depicts the idealized build-out for the Bladen Street Redevelopment District. The Bladen Street Master Plan identifies key opportunity parcels for potential development, redevelopment, parking locations, and preservation.

G. Specific Site Regulations

Development under this code is regulated by the following specific site standards. The code regulates individual parcels of land based on which type of street they front. The front of a building and its main entrance must face the primary street. Unless noted otherwise on the individual specific site criteria sheets.



On the following pages, diagrammatic examples are used to illustrate example building locations, configurations, and dimensions. Particular details of the Bladen Street Master Plan and other sketches, illustrations, drawings and diagrams contained herein are subject to change, at the request of the affected property owner, with approval by the City Architect. The accompanying numbers and text are rules; the graphics are illustrative only.

Bladen Street

Bladen Street is the most important street in the redevelopment district. The street serves as a central roadway in the regional transportation network, extending Downtown Beaufort. While serving the important function of moving cars in and out of town, Bladen Street should also be a pedestrian friendly street. Buildings along the street should be mixed-use and have doors and windows facing the street.

H. General Design Standards

1. Building Heights

In the Bladen Street Redevelopment District, building heights are regulated by the number of stories and an overall height based on the designated site standards.

The ground floor of commercial buildings shall be a minimum of eleven (11) feet, and a maximum of sixteen (16) feet high from finished floor to ceiling. The ground floor of residential structures shall be a minimum of ten (10) feet, and a maximum of fourteen (14) feet high from finished floor to ceiling. Residential structures shall have a first finished floor height raised a minimum of three (3) feet above average adjacent sidewalk grade. The first finished floor height can be elevated as much as five (5) feet above average adjacent sidewalk grade without counting the undercroft as a story.

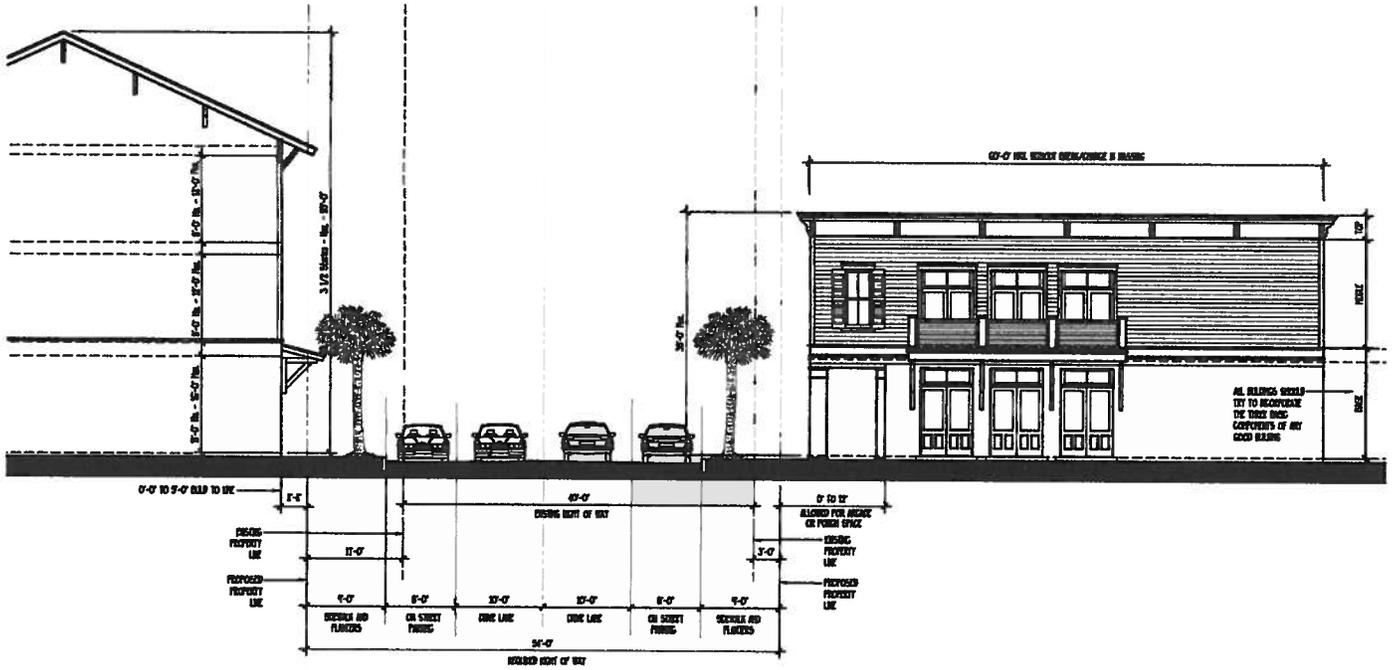
Each story above the first story in commercial and residential buildings shall be a minimum of eight (8) feet and a maximum of twelve (12) feet high from floor to ceiling. Floors more than twelve (12) feet, as measured from floor to ceiling, will count as additional floors.

A half story is a finished living floor which is contained wholly or predominantly within the roof of a structure and is subject to the regulations of the local building code.

Notes

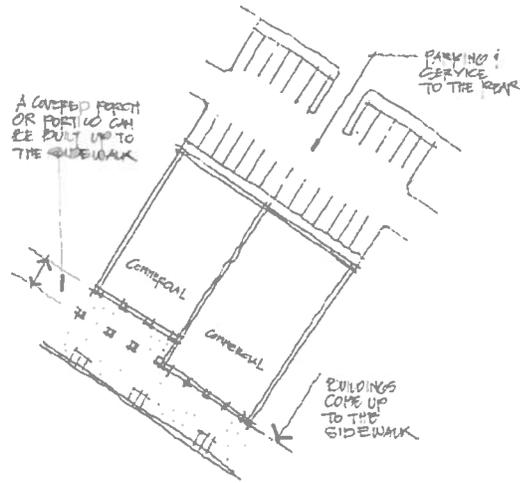
1. Appurtenances may extend beyond the height limit.
2. Commercial Building entrances are required to provide shelter to the sidewalk by means of at least one of the following:
arcade, colonnade, marquee, awning, or 2nd floor balcony.
3. For permitted uses, see Section 6.8.E.
4. The alignment of floor-to-floor heights of abutting buildings is encouraged to allow for shared use of elevators.

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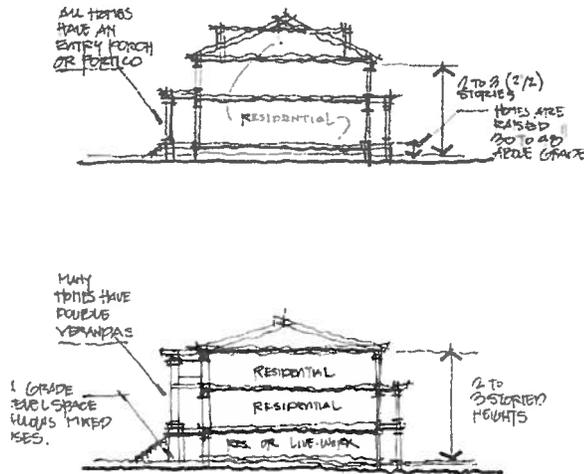
2. Exceptions from Build-to Lines

Exceptions from Build-to Lines may be granted by the City Architect for avoiding trees with calipers greater than 8 inches or due to a conflict with existing utilities.



6. First Floor Height for Residential

Residential uses on the first story shall have finished floor height raised a minimum of 3 feet above the sidewalk grade.



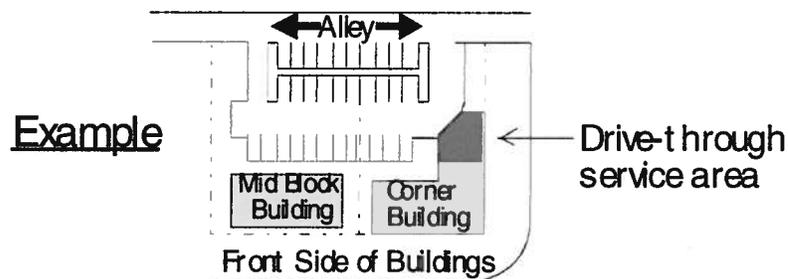
7. Accessory Structures

Accessory Structures for residential uses are permitted and may contain parking, accessory dwelling units, home occupation uses, storage space, and trash receptacles.

8. Drive-thrus

Drive-thrus, drive-thru windows, and drive-ups (collectively called "drive-thrus") are not permitted by-right within the Bladen Street Redevelopment District. Drive-thrus may only be allowed when granted approval by the Zoning Board of Appeals and then the Historic District Review Board as a special exception. In order for a drive-thru to be considered for approval by the Zoning Board of Appeals, it must conform to the following conditions:

- Drive-thru service windows must be located in the rear of properties, in mid-block and alley accessed locations;
- There shall be no minimum stacking requirements for vehicles; the maximum stacking allowed for vehicles shall be three vehicle lengths;
- There is only one drive-thru window;
- There is no outside menu board or order board;
- The drive-thru window is not located on the façade of the building facing the primary street.



located either on-site, on-street (directly adjacent to a property), in shared parking scenarios, or in any public parking facility, the closest outside edge of which facility is located no more than 500 feet from the entry to the proposed building. Documentation for any leased or shared spaces must be provided. Credit shall be given for on-street parking spaces located within the public right-of-way that are directly in front of or adjacent to a property.

Minimum parking space dimensions for head-in or diagonal parking shall be 9 feet by 18 feet. Parallel parking spaces shall be 7 feet by 20 feet minimum. Drive aisles in parking lots shall be 22 feet wide for two-way circulation and to provide adequate backup space for 90 degree head-in parking. Diagonal parking and parallel parking spaces can be accessed with one-way 10 foot wide drive aisles.

Parking shall be provided as necessary to meet the requirements of the Americans with Disabilities Act.

On site parking for residential units shall not be counted against the maximum parking standards. A maximum of 2 spaces per residential unit will be allowed in addition of the maximum parking.

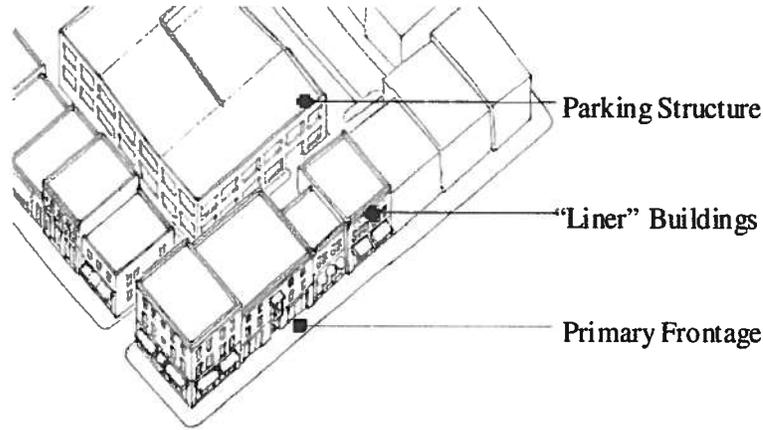
b. Off-Street Surface Parking Lot Placement

Wherever possible, parking lots shall be located behind buildings, such that buildings separate parking areas from the street. In no case shall parking be located in front of a building. Off-street surface parking lots shall be set back a minimum of 10 feet from property lines along public rights-of-way, excluding alleys. Outbuildings serving as garages facing alleys shall be permitted within this setback. Parking beneath a building is permitted if the parking is screened from the street by the building. Off-street surface parking lots shall be screened from the street, from park space, and from cemeteries, with shrubbery, walls, fences, or some combination. These screening devices shall be a minimum of 3.5' (this exception over rides the max. height for fences) in height and should have a minimum 50% opacity. If shrubs are used for screening, a minimum of 2/3 of the shrubs shall be evergreen. Shrubs shall be projected to reach their required height within 3 years of installation.

c. Structured Parking

Parking structures shall be set back from the property lines of all adjacent streets to reserve room for Liner Buildings between parking structures and the lot frontage. The Liner Building shall be, at a minimum, the same height as the parking structure and no less than 20 feet in depth. Liner Buildings may be detached from or attached to parking structures. Exceptions to these rules may be granted for lots less than 140 feet deep.

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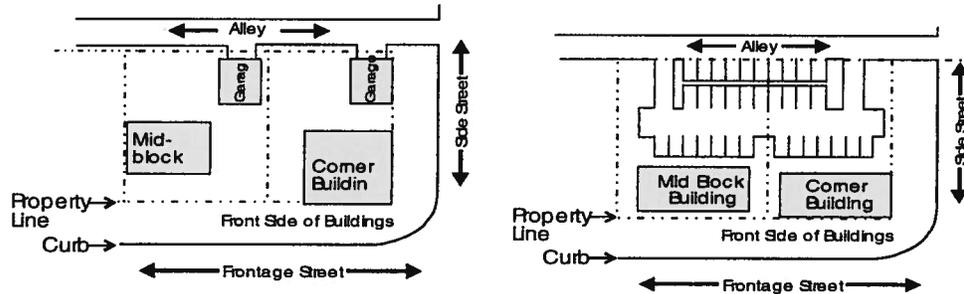


d. Access to Off-Street Parking

Alleys shall be the primary source of access to off-street parking. Parking along alleys may be head-in, diagonal or parallel.

Alleys may be incorporated into parking lots as standard drive aisles. Access to all properties adjacent to the alley shall be maintained. Access between parking lots across property lines is also encouraged.

Corner lots that have both rear and side access shall access parking through the rear (see diagrams below).



Where possible, garages should always be accessed from the alley and located in the rear of the lot.

If no alley exists, then efforts should be demonstrated attempting to get cross access across neighboring properties for rear parking.

Circular drives for civic buildings or hotels shall be permitted upon review and approval by the City Architect. Circular drives are prohibited for all other building types and uses.

e. Garages where alleys are not present

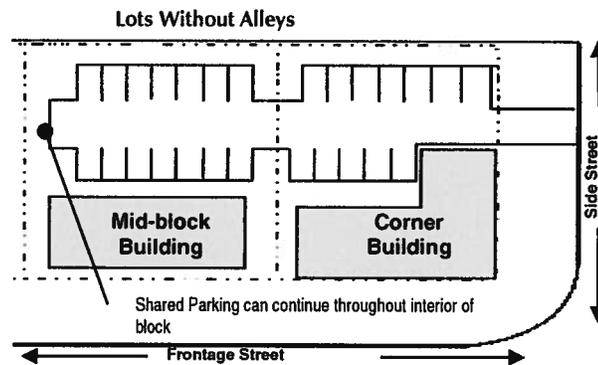
If no alleys exist, then garage door(s) shall be positioned no closer to streets, squares or parks than 20 feet behind the principal plane of the

building frontage. Garages facing streets, squares or parks are limited to one car width; and garage doors shall not exceed 10 feet in width. Where space permits, garage doors shall face the side or the rear, not the front.

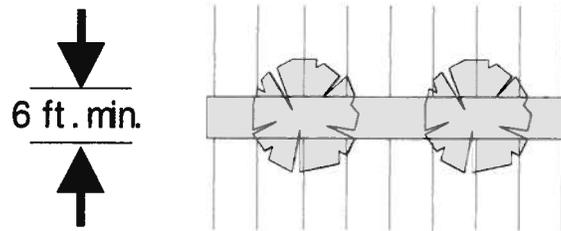
Two-car garages are allowed where alleys are not present, so long as the garage is located in the rear of the lot. Garage doors shall not exceed 10 feet, and the driveway shall be a maximum of 10 feet wide in front of the principal plane of the building.

- f. Landscaping Requirements (if lot is not screened from the public right of way by buildings)

Landscape medians of at least six feet in width shall be provided between



parking isles of either head-in or diagonal parking. Each landscape median shall have at least one tree for every 20 linear feet, or portion thereof, and be covered with grass, shrubs, or living ground cover. This spacing may be modified by the City Architect based on the proposed tree species. To minimize water consumption, the use of low-water vegetative ground cover other than turf is encouraged.



In lieu of landscape medians, landscape islands can be provided. No more than 8 consecutive parking stalls are permitted without a landscape island of at least 6 feet in width and extending the entire length of the parking stall. A minimum of one tree shall be planted in each landscape island.

Medians and islands shall be protected by curbing or wheel stops.

12. Large Footprint Buildings

Buildings with a footprint greater than 20,000 square feet may be built within the Bladen Street Redevelopment District. Such buildings must abide by all rules in this code with the following special limitations:

- a. To encourage use by pedestrians and decrease the need for solely auto-oriented patronage, Large-Footprint Buildings must reinforce the urban character of Bladen Street and shall therefore front the buildings to the sidewalks, providing windows and doors at frequent intervals. Operable doorways should occur on an average of every 50 feet for the whole length of the street frontage.
- b. Loading docks, service areas and trash disposal facilities shall not face streets, parks, squares, waterways, or significant pedestrian spaces.



Large Footprint Buildings are wrapped in a liner of smaller buildings with doors and windows facing the street.



Large Footprint Building has blank facades and sits behind a field of parking.

13. Opacity & Facades

Opacity requirements shall meet the parameters described in *Architectural Standards*.

14. Accessibility

All buildings and streetscapes will be designed in compliance with the Americans with Disabilities Act. Refer to ADA Standards for Accessible Design.

I. Building Elements

General Requirements:

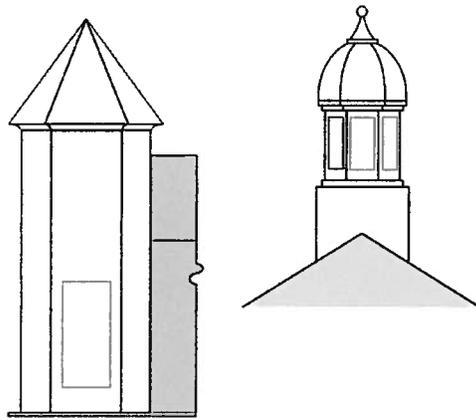
1. Door & Window Openings

The primary entrance to all buildings shall be located on the exterior wall facing the frontage street.

Windows shall be rectangular, square, circular, semi-circular, or octagonal. Rectangular window openings facing streets shall be oriented vertically. Each facade facing streets shall contain 10% to 90% of transparent materials on each story below the roof line.

2. Turrets and Cupolas

If a building has a turret or cupola, the following regulations shall apply.



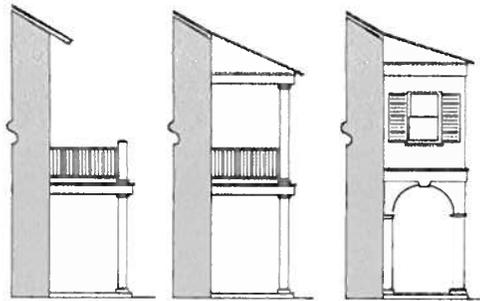
Plan = 20' x 20' Maximum Footprint Area

Height = If footprint is larger than 10' x 10', then the cupola / turret may extend a maximum of 25' above the roofline of the highest story. If footprint is less than 10' x 10', then the turret or cupola may extend to a maximum of 50' above the roofline of the highest story.

Commercial / Mixed-use Buildings:

The following standards shall apply to commercial / mixed-use structures in the District. Each are permitted in the district but are not required; however, for buildings fronting Bladen Street and North Street building fronts are required to provide shelter (at all entry points min.) by means of at least one of the following: porch, arcade, colonnade, marquee, awning, or 2nd floor balcony. Alternate means may be deemed appropriate as approved by the City Architect.

3. Colonnades / Arcades



Depth = 8 ft minimum from the principal façade to the outside column face. 18" from outside column face to curb.

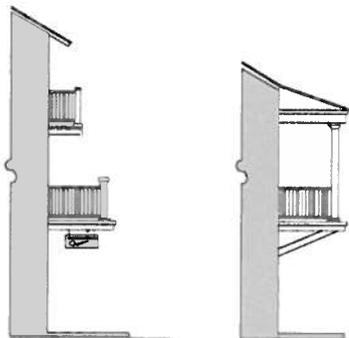
Height = 10 ft minimum clear.

Length = up to 100% of Building Front (for Storefronts only) (reduction allowed if deemed appropriate by the City Architect)

Open multi-story verandas, awnings, balconies, and enclosed useable space shall be permitted above the colonnade.

Colonnades shall only be constructed where the minimum depth can be obtained. Colonnades shall occur forward of the principal façade, and may not encroach within the right-of-way, and shall not extend past the curb line. Colonnades may replace street trees along their length. On corners, colonnades may wrap around the side of the building facing the side street.

4. Balconies



Depth = 3' ft minimum for 2nd floor balconies.

Height = 10 ft minimum clear.

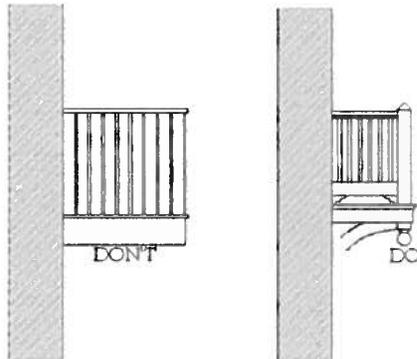
Length = up to 100% of Building Front (for Storefronts only).

Balconies may differ in length and depth.

Balconies shall occur forward of the Build-to Line and may encroach over the right-of-way only upon approval by the City Architect.

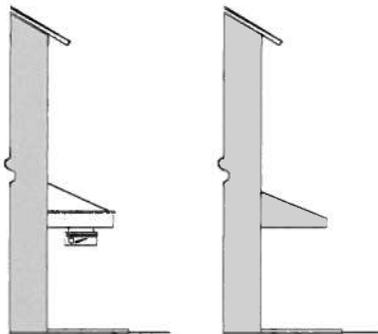
Balconies may have roofs, but are required to be open-air parts of the building; i.e., balconies cannot be screened or glassed in.

On corners, balconies may wrap around the side of the building facing the side street.



Balconies should always be supported in some way and should also be safe to stand on and under.

5. Marquees & Awnings



Depth = 3 ft minimum.

Height = 8 ft minimum clear.

Length = up to 100% of Building Front (for Storefronts only).

The above requirements apply to first-floor awnings. There are no minimum requirements for awnings above the first floor.

Marquees and Awnings shall occur forward of the Build-to Line and may encroach over the right-of-way.

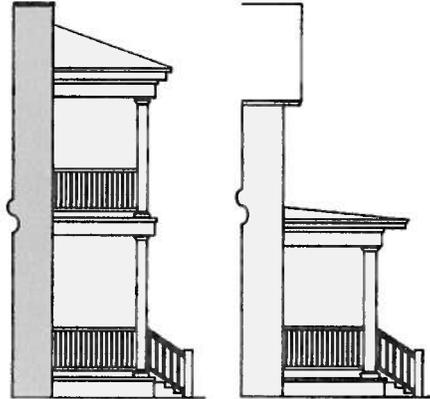
Awnings shall be made of fabric. High-gloss or plasticized fabrics are prohibited.

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Residential Buildings:

The following standards shall apply to residential structures in the District. Each are permitted in the district but are not required; however, building fronts are required to have at least one of the following: porch or stoop.

6. Porches



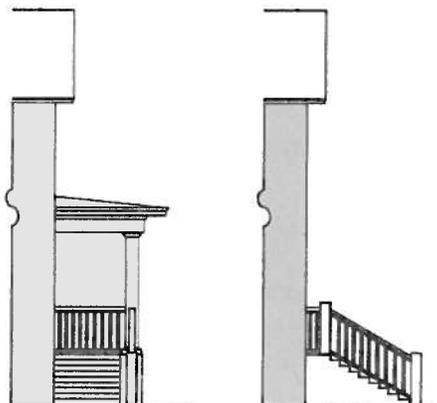
- Depth = 7 ft minimum from building face to outside column face.
- Length = up to 100% of Building Front.
- Height = 30" min. from grade to top of stairs; 96" maximum.

Front Porches may be multi-story, with verandas and/or balconies above.

Front Porches may occur forward of the Build-to Line or Zone. Porches shall not extend into the right-of-way.

Front Porches may be screened (except on main level); however, if screened, all architectural expression (columns, railings, pickets, etc.) must occur on the outside of the screen (facing the street or public space).

7. Stoops



Depth = 4 ft minimum
Length = up to 25% of Building Front. (length does not include stairs)
Height = 30" minimum from grade to top of first finished floor; 96" maximum.

Stoops may occur forward of the principal façade, but shall not extend into the right-of-way. Stoop stairs may run to the front or to the side. Stoops may be shared by two adjacent units as long as both units meet the above dimensional requirements.

Sidewalks shall have a minimum 5' clear access for pedestrians. Stoops may be covered or uncovered.

J. Architectural Standards

This section specifies building materials, details and configurations. Building designs which strictly comply with these standards are to be considered approved for matters of aesthetics and shall not require further discretionary review for architectural character or appearance. Building designs which do not comply with these standards may be permitted, but only after review and approval by the City Architect.

The lists of permitted materials and configurations come from study of traditional buildings found in the Lowcountry and have been selected for their appropriateness to the visual environment and climate.

A primary goal of the Architectural Standards is authenticity. The Standards encourage construction which is straightforward and functional, and which draws its ornament and variety from the traditional assembly of genuine materials. The City Architect shall have authority to approve substitute materials for those listed as options under the Architectural Standards. As an additional reference for architectural standards, refer to Traditional Construction Patterns by Stephen Mouzon, McGraw Hill, 2004.

General Requirements:

The following shall be located in rear yards or sideyards not facing side streets:

- Window and Wall Air Conditioners;
- Air Conditioning Compressors;
- Irrigation and pool pumps; and
- Electrical Utility Meters.
- Satellite dish antennas greater than 18" in diameter (satellite dishes must be shielded from view from the street or public space)

The following shall be located in rear yards only:

- Antennas;
- Permanent Barbecues; and

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- Refuse enclosures.
- Clotheslines

The following are prohibited:

- Undersized shutters (the shutter or shutters must be sized so as to equal the width that would be required to cover the window opening.)
- Plastic shutters;
- Clothes Drying Yards;
- Reflective and/or bronze-tint glass;
- Glossy-finish awnings; and
- Fences made of chain link, barbed wire, or oversized wire mesh.

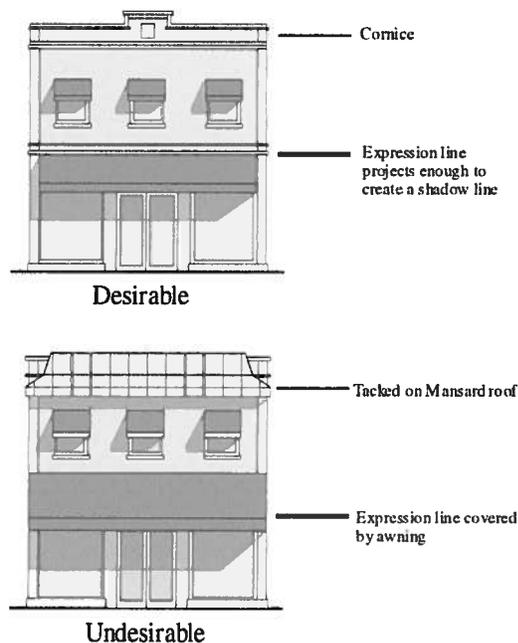
1. Building Walls

a. General Requirements

Required for all buildings except attached and detached single family houses:

All buildings should express the three main parts: Base, Body and Top
An expression line shall delineate the division between the first story and the second story as a minimum to define the base. Other alternatives can be considered for approval by the City Architect.

A cornice shall delineate the tops of the facades. Cornices shall either be a molding extending a minimum of 2 inches, or a jog in the surface plane of the building wall greater than 2 inches.



b. Permitted Finish Materials

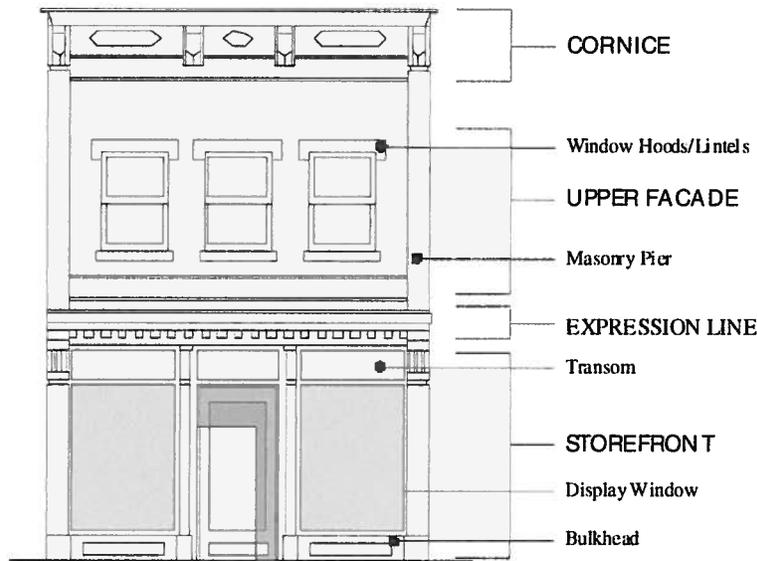
- *Concrete masonry units with stucco (C.B.S.)
- *Reinforced concrete with stucco
- *Fiber cement board such as "Hardie-Plank" siding (50-year siding product)
- *Wood (termite resistant, 50-year siding product): painted, stained, or natural
- *Brick
- *Tabby
- *Other materials may be approved by the City Architect.
- *Wherever possible, Green building materials are encouraged in the construction of building walls, including recycled-content sheathing, siding composed of reclaimed or recycled material, and salvaged masonry brick or block.

2. Storefronts

a. General Requirements

Required for all buildings that have storefronts:

(1) Building Components



(2) Opacity

In order to provide clear views of merchandise in stores and to provide natural surveillance of exterior street spaces, the ground-floor along the building frontage shall have untinted transparent storefront windows and / or doors covering no less than 33% of the wall area. Low emissivity glass with high visual light transmittance is permitted. Bottoms of the

Article 6: District Development Standards
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storefront windows shall be between 1 and 3 feet above sidewalk grade. Storefronts shall remain unshuttered at night and shall provide clear views of interior spaces within.

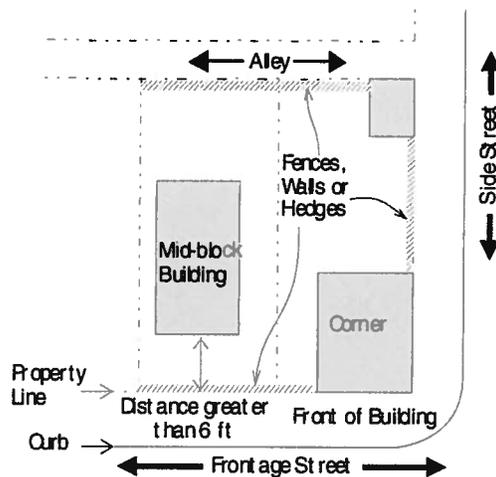
(3) Doors or Entrances

Doors or entrances with public access shall be provided at intervals no greater than 50 feet, unless otherwise approved by the City Architect.

3. Garden Walls & Fences

a. General Requirements

Fences, garden walls, or hedges are strongly encouraged and, if built, should be constructed along all un-built rights-of-way which abut streets and alleys as shown in the diagram below. Fences, garden walls, or hedges are encouraged along side yards and rear yards. Fences, garden walls and hedges shall be a minimum of 10% opaque.



Height of garden walls:

Front Yard: (in front of the primary structure) maximum height of 36 inches. Pillars and posts may extend up to 6 inches more, to a height of 42 inches.

Side and Rear Yards: (behind the principal façade of the primary structure) maximum height of 72 inches. Pillars and posts may extend up to 6 inches more, to a height of 78 inches.

b. Permitted Finish Materials

*Wood (termite resistant) painted or stained; unpainted wood is only allowed in rear yards.

- *Concrete Masonry Units with Stucco (C.B.S.)
- *Reinforced Concrete with Stucco
- *Wrought Iron
- *Brick
- *Aluminum

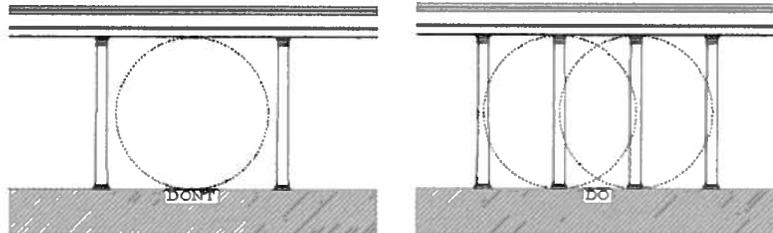
c. Permitted Configurations

- *Wood:
 - Picket Fences: minimum 25% opacity, w/ corner posts
 - Other: to match building walls
- *Wrought Iron: Vertical, 5/8" minimum dimension, 4" to 6" spacing
- *Brick
- *Stucco: with texture and color to match building walls

4. Columns, Arches, Piers, Railings & Balustrades

a. General Requirements

- (1) Column and Pier spacing:
Columns and Piers shall be spaced no farther apart than they are tall unless approved by the City Architect.



Generally column bays should be equal and of precise proportions.

b. Permitted Finish Materials

- (1) Columns:
Wood structure with finished wood
Cast Iron
Concrete with smooth finish stucco
Brick
Perma-cast or similar synthetic upon approval by the City Architect.
- (2) Arches:
Concrete Masonry Units with Stucco (C.B.S.)
Reinforced Concrete with Stucco
Brick

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- (3) Piers:
 - Concrete Masonry Units with Stucco (C.B.S.)
 - Reinforced Concrete with Stucco
 - Concrete with smooth finish
 - Brick
 - Tabby

- (4) Railings & Balustrades:
 - Painted Wood
 - Wrought Iron
 - Pvc or other synthetic upon approval by the City Architect



Railing & Balusters

c. Permitted Configurations

- (1) Columns:
 - Square, 6" minimum, with or without capitals and bases
 - Round, 6" minimum outer diameter,
 - Classical Orders (For classical column proportions refer to *American Vignola: A Guide to the Making of Classical Architecture* by William R. Ware, W.W. Norton & Company, New York, 1977.)

- (2) Arches:
 - Semi-circular, Segmental, Pointed, and Elliptical

- (3) Piers:
 - 16" minimum dimension

- (4) Porches:
 - Railings 2-3/4" minimum diameter (for wood)
 - Balustrades 4" minimum spacing, 6" maximum spacing.
 - (All dimensions shall also conform to local building codes.)

5. Roofs & Gutters

a. General Requirements

- (1) Permitted Roof Types:
 - Gabled, hipped, shed, barrel vaulted, flat, mono-pitch, mansard and domed. Applied mansard roofs are not permitted.
- (2) Exposed rafter ends (or tabs) at overhangs are strongly recommended.
- (3) Downspouts are to match gutters in material and finish. 1/2 round gutters with round downspouts are preferred on all roof types. Only 1/2 round gutters can be applied on exposed rafter tails.

b. Permitted Finish Materials

(1) Metal:

- Galvanized
- Copper
- Aluminum
- Zinc-Alum

(2) Shingles:

- Fiberglass or Metal, "dimensional" type
- Slate
- Composite slate
- Cedar shake
- Asphalt

(4) Membrane or built-up:

- For flat and mono-pitched roofs only

(5) Gutters:

- Copper
- Aluminum
- Galvanized Steel

c. Permitted Configurations

(1) Metal:

- Standing Seam or 5V - 24" maximum spacing, panel ends exposed at overhang. Standing Seam should have a flat pan between seams with a max. seam width of $\frac{3}{4}$ " and a max. seam height of 1".

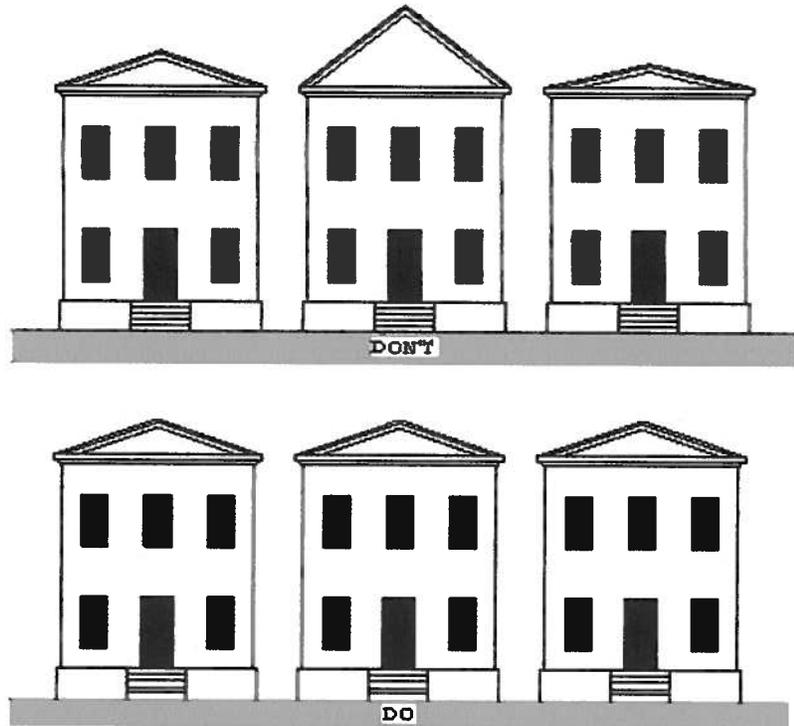
(2) Shingles:

- Square
- Rectangular
- Fishscale
- Diamond
- Shield

(3) Gutters:

- Rectangular section
- Square section
- Half-round section

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In regards to roof slope, do not vary the slopes drastically within the same style. Instead base slopes on local syntax.

6. Windows, Skylights, & Doors*

a. General Requirements

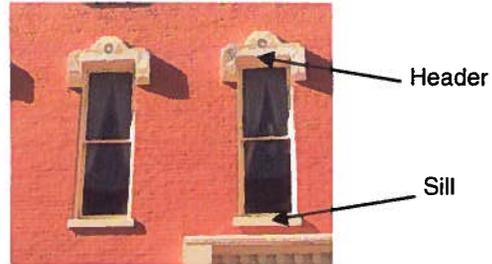
- (1) Window and door openings shall be taller than they are wide.
- (2) Window openings may be grouped horizontally but mullions between windows should be a min. of 4".
- (3) Masonry Construction: A header and sill are required for all windows.
- (4) Wood Construction: Windows are required to have trim on all four sides.
- (5) The following accessories are permitted: Shutters, Window Boxes, Mullions, Fabric or Metal Awnings (no glossy-finish fabrics)

* The requirements for doors apply to the primary entrance to all buildings which shall be located on the exterior wall facing the frontage street. The requirements do not apply to parking garage doors or loading dock doors because they are required to be located in the rear of the buildings and are to be accessed by alleys.

b. Finish Materials

(1) Windows:

- Wood
- Aluminum
- Copper
- Steel
- Clad Wood
- PVC



(2) Doors:

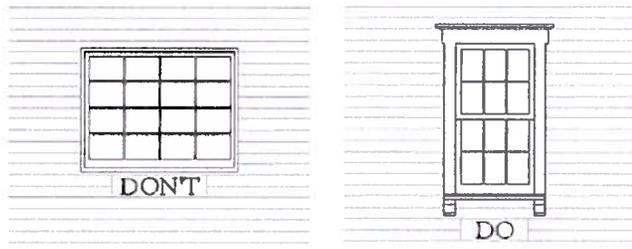
- Wood or Metal*
- *In storefront locations, glass doors are allowed.
- Aluminum Clad
- Others by sample approval to City Architect

(3) Whenever possible, Green building materials shall be used for windows & doors, including wood/composite windows, finger-jointed wood windows, and reconstituted or recycled-content doors.

c. Permitted Configurations

(1) Windows:

- Rectangular
- Square
- Round (18" maximum outer diameter)



Horizontal windows do not reflect human proportions. Use vertical windows that respond to the human body. Use vertical or square window panes and restrict them to a few related proportions, such as 1:1.6 or 1:2.

(2) Window Operations:

- Casement
- Single and Double-Hung
- Industrial
- Fixed Frame for storefront

- (3) Skylights:
Rear and side roofs only...Flat to the pitch of the roof
(highly discouraged)
- (4) Door Operations:
Casement
French
Sliding (upper floors and rear only)

7. Opacity & Facades

Each floor of any building facade facing a park, square, or street shall contain transparent windows covering from 10% to 90% of the wall area. Tinted glass and reflective glass are not allowed.

8. Signs

a. General Requirements

- (1) All signs shall be subject to review by the City Architect in order that signs are consistent and in harmony with the Bladen Street Master Plan. The City Architect shall use graphics in this section as non-binding guidelines, but shall make a determination of appropriateness on a case by case basis.
- (2) Signs shall be flat against the facade, mounted projecting from the facade, or mounted above the top of the facade.
- (3) Signs can be hung underneath an arcade, perpendicular to the front wall, but only for the purpose of being seen within the arcade.
- (4) Signs shall be externally lit. Individual letters and symbols may be internally lit or back-lit.

b. Finish Materials

- *Wood: painted or natural
- *Metal: copper, brass, galvanized steel
- *Painted Canvas
- *Paint/engraved directly on facade surface
- *Plastic (channel letters only)

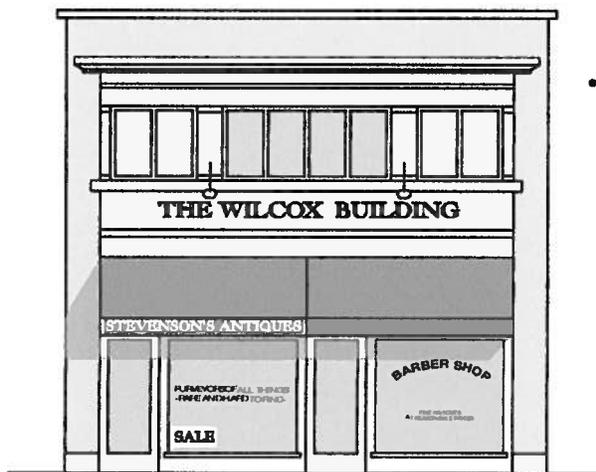
c. Configurations

- (1) Maximum gross area of signs on a given facade shall not exceed 10% of the applicant's facade area. If a sign is integrated into the building's architecture, these rules do not apply and the city architect may approve.

- (2) Maximum area of any single sign mounted perpendicular to a given facade shall not exceed 10 square feet.
- (3) Signs shall maintain a minimum clear height above sidewalks of 8 feet.

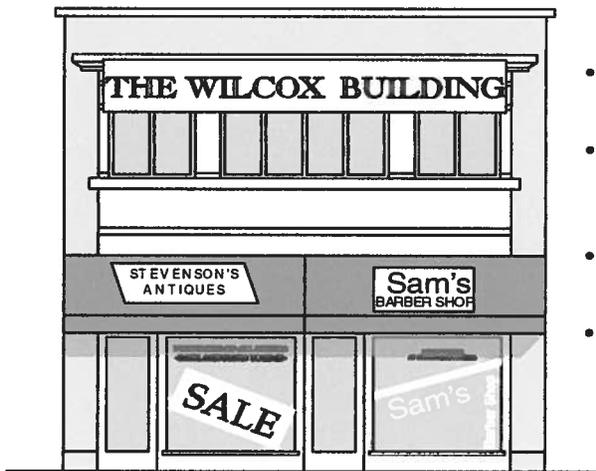
d. Nonconforming Signs

- (1) Signs not conforming to the requirements of this section shall be altered, removed, or otherwise brought into compliance with the requirements of this section when improvements to existing buildings exceed 50% of the present building value.



Desirable

- Signs are coordinated in size and placement with the building and storefront



Undesirable

- Building sign conceals the cornice
- Over-varied sign shapes create visual confusion
- Awning sign covers the masonry piers
- Sale sign too large for storefront and poorly placed in display window

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Example of Signs Flat Against a Façade:



The sign is centered within the symmetrical arrangement of the window above and shopfront below
 Internally lit letters

Internally lit letters

The sign runs horizontally along the expression line



Lamps for external lighting
 The sign is centered above the main entrance at the top of the facade

Lamps for external lighting
 The top edge of the facade is sculpted to create a special focal spot for the sign



Elegant and reserved cast bronze address plate located at pedestrian eye level

Sign painted directly on the facade above the main entrance
 External lighting discreetly located above the awning



Internally lit plastic signs are designed for the "strip", not a pedestrian oriented town center

Example of Signs Mounted Projecting from the Façade:



Discreetly located external lighting
Sign painted on the face of a canvas awning over entry

Neon signs can provide a warm glow, enhancing night time pedestrian activity



Signs on the sides of awnings are directly in the line of sight of pedestrian customers

Vertical projecting signs are highly visible far down the street



A lower marquee sign caters to people on foot and in cars passing directly in front of the venue



A sign extending from the corner of a building is highly visible along two streets

A second lower sign catches the eye of pedestrians passing in front of the entrance

Signs hanging from the ceilings of arcades command the attention of pedestrian shoppers



Monument signs fit within the deep setbacks of suburban strip development to direct motorists to stores set too far back

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Examples of Signs Mounted Above the Top of the Façade:



Signs projecting from the tops of buildings are highly visible from a great distance

This distinctive sign, made of individual letters projecting from the front of the facade and extending above the cornice line, is memorable to shoppers and is highly visible from many directions



A second lower sign marks the entrance to the store



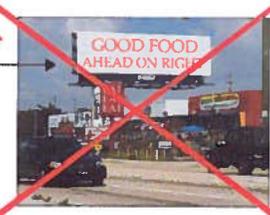
Projecting signs which break the skyline are visible from a variety of distances and serve as beacons to customers when lit at night

Signs projecting above the roof stand out against the sky, adding an architectural flair to a shop's identity



Pole mounted signs are designed to fit in deep suburban setbacks and are not appropriate for pedestrian-oriented environments

Billboards cater entirely to motorists traveling at high speeds



APPENDIX

Civic Art, by Hegemann and Peets;

Great Streets, by Allan B. Jacobs;

The Charter of the New Urbanism, by Congress for the New Urbanism;

AIA Graphic Standards, 9th Edition;

Traditional Construction Patterns, by Stephen A. Mouzon;

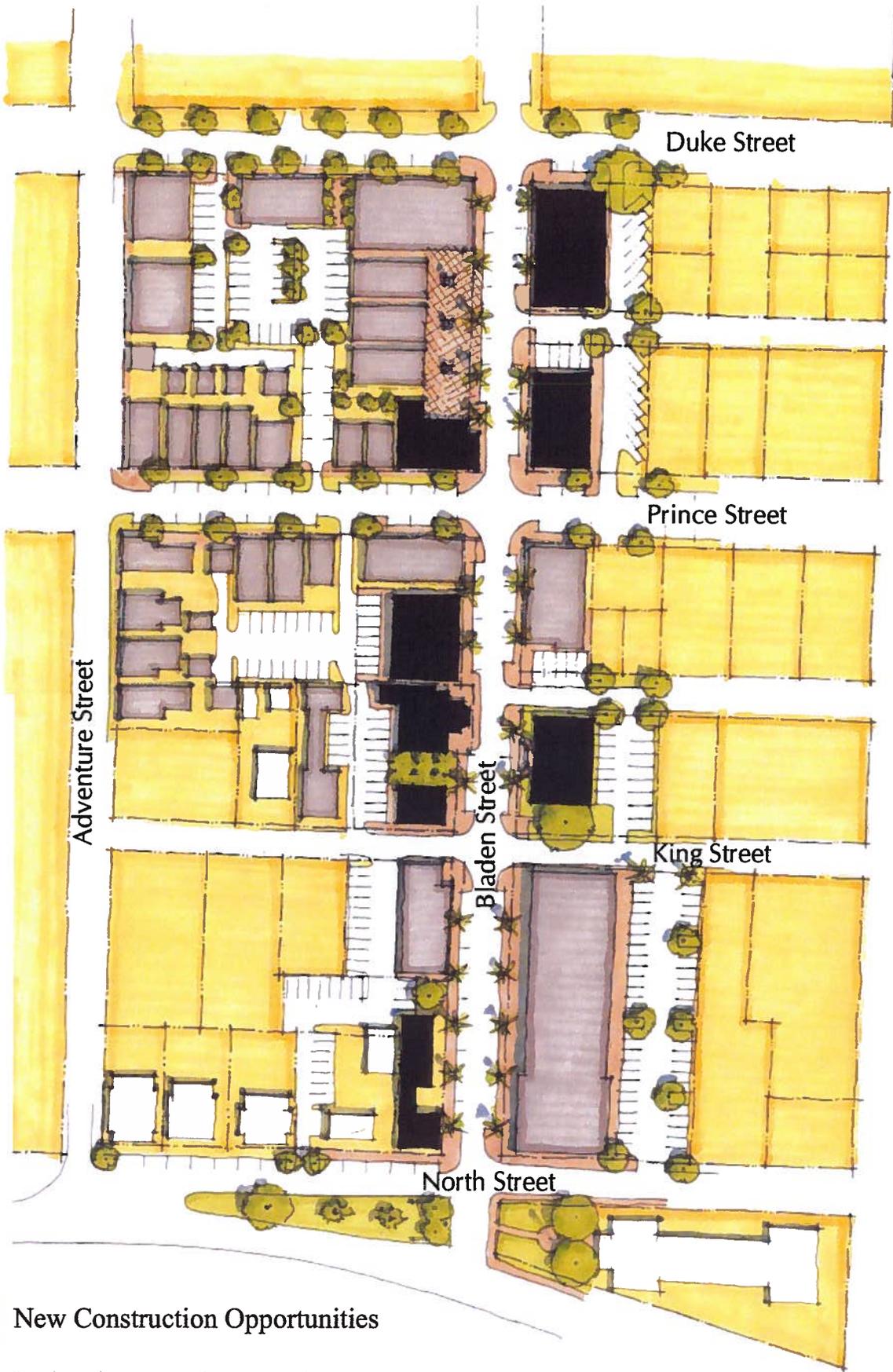
The Lexicon of the New Urbanism, by Duany et al, Congress for the New Urbanism;

Shared Parking, by Barton-Aschman Associates, The Urban Land Institute;

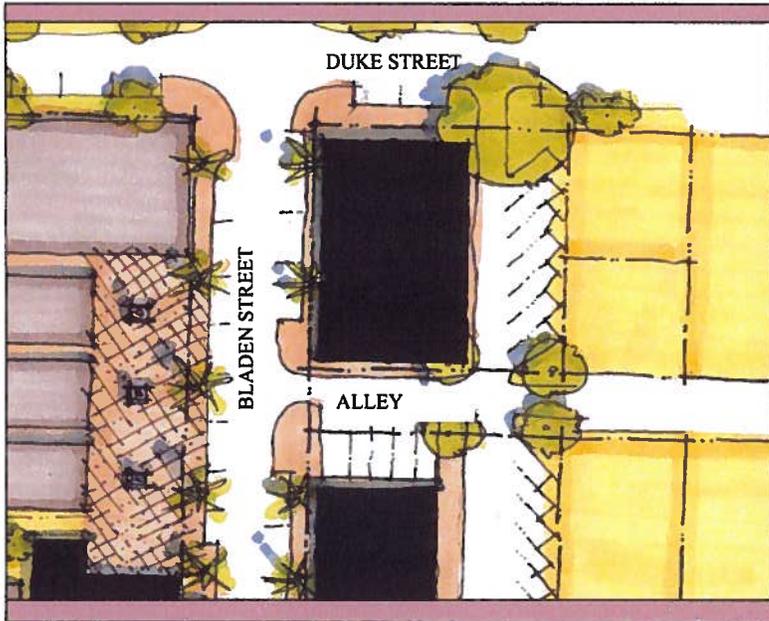
The American Vignola: A Guide to the Making of Classical Architecture, by William R. Ware.

Light Imprint Manuel, by Tom Lowe

The Original Green, by Stephen A. Mouzon;



- New Construction Opportunities
- Redevelopment Opportunities



Enlarged diagrammatic site plan

GENERAL SITE CHARACTERISTICS

- Ground floor must present itself with a commercial facade regardless of the specific use within.
- Significant Live Oak tree on Duke Street should be preserved.
- Parking must be located in the rear and should be accessed from the alley. Parking off alley is allowed.
- Building design should address the fact that this is a corner lot with appropriate public facades on each street.



Streetscape for illustrative purposes only

BUILDING PLACEMENT

Bladen - Build to Line	0'-0" to 12'-0"
Duke - Build to Line	0'-0" to 12'-0"
Side setback	0'-0"
Rear setback	0'-0"

BUILDING MASS

Principle Building	2 stories min.- 3.5 stories max.
Accessory Buildings	2 stories max.
Building Depth	60' maximum (primary mass)
Building Width	60% of frontage - minimum.
Building Height	55' for pitched - 38' for flat

SITE STANDARDS

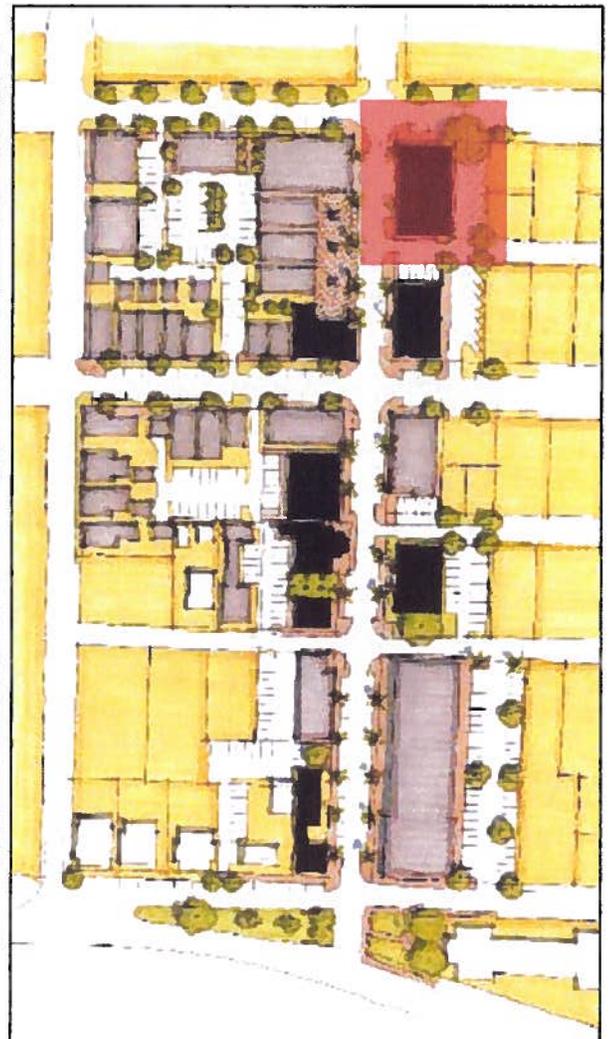
Minimum parking on site	
Maximum parking on site	1 per 2000 s.f. gross
Parking and Drive material	pervious
Maximum Lot Coverage	none
On site water retention	BMP's as practical

NOTED EXCEPTIONS FOR LOT

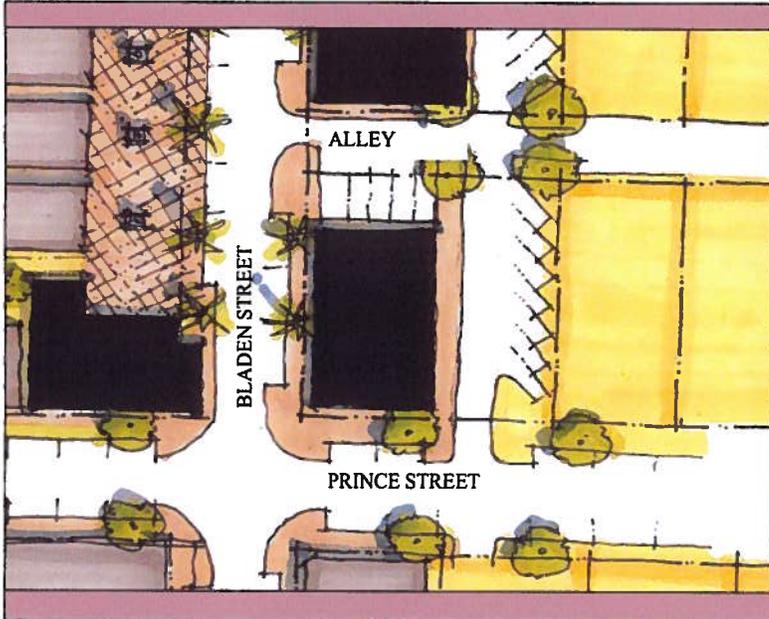
Existing site has severe limitations for redevelopment and should be discouraged.

Recommend demolition and redevelopment. Max. parking may be revised if

residential units are included. Max. of 2 spaces per unit will be allowed.



Site Location Plan



Enlarged diagrammatic site plan

GENERAL SITE CHARACTERISTICS

- Due to the configuration of the existing conditions of this site, Dealing with redevelopment options for this site must remain flexible. Existing parking lot should be screened with a wall or fence. New construction would be allowed in limited form to preserve some parking and the existing building if necessary. Bladen street is the primary street. Prince street facade is secondary. Demolition and redevelopment is encouraged but not necessitated for this site.



Streetscape for illustrative purposes only

BUILDING PLACEMENT

Bladen - Build to Line	0'-0" to 12'-0"
Prince - Build to Line	0'-0" to 12'-0" **not req'd**
Side setback	0'-0"
Rear setback	0'-0"

BUILDING MASS

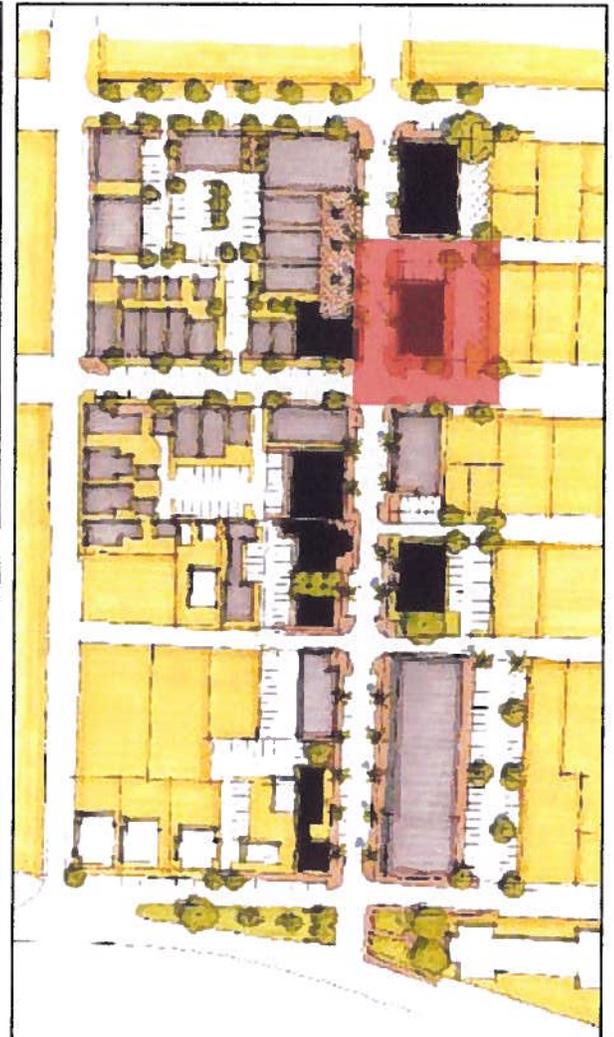
Principle Building	2 stories min.- 3.5 stories max.
Accessory Buildings	2 stories min. - 3.5 stories max
Building Depth	60' maximum (primary mass)
Building Width	60% of frontage - minimum.
Building Height	55' for pitched - 38' for flat
<i>* Arcade encouraged</i>	

SITE STANDARDS

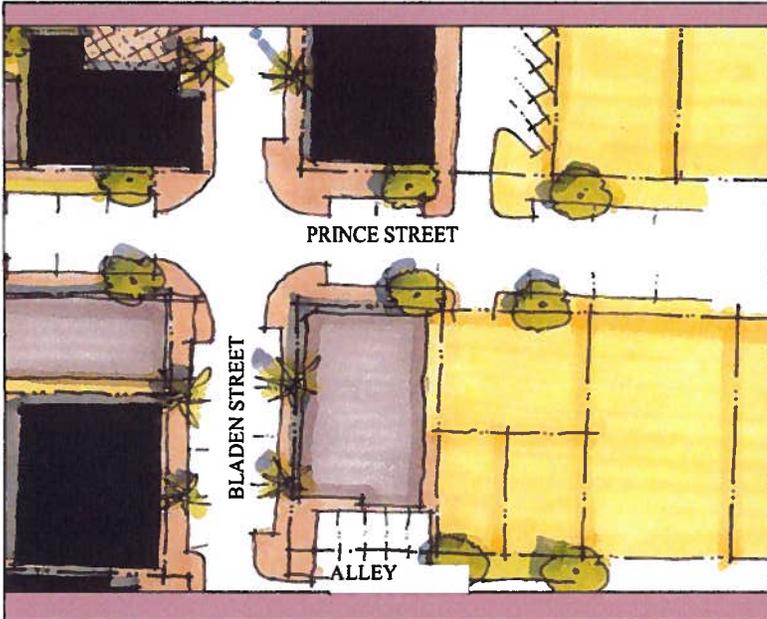
Minimum parking on site	none
Maximum parking on site	existing
Parking and Drive material	pervious for redevelopment
Maximum Lot Coverage	none
On site water retention	BMP's as practical

NOTED EXCEPTIONS FOR LOT

A unique design solution for this lot is likely and should be considered for architectural merit if exceptions should be required.



Site Location Plan



Enlarged diagrammatic site plan

GENERAL SITE CHARACTERISTICS

- The primary limitation to this lot will be it's building depth.
- Parking must be located in the rear and should be accessed from the alley. Parking off alley is allowed.
- Ground level should present a commercial use and facade regardless of specific use.
- A min. depth of 20' should be reserved on the ground level for commercial uses.



Streetscape for illustrative purposes only

BUILDING PLACEMENT

Bladen - Build to Line	0'-0" to 12'-0"
Prince - Build to Line	0'-0" to 12'-0" **not req'd**
Side setback	0'-0"
Rear setback	0'-0"

BUILDING MASS

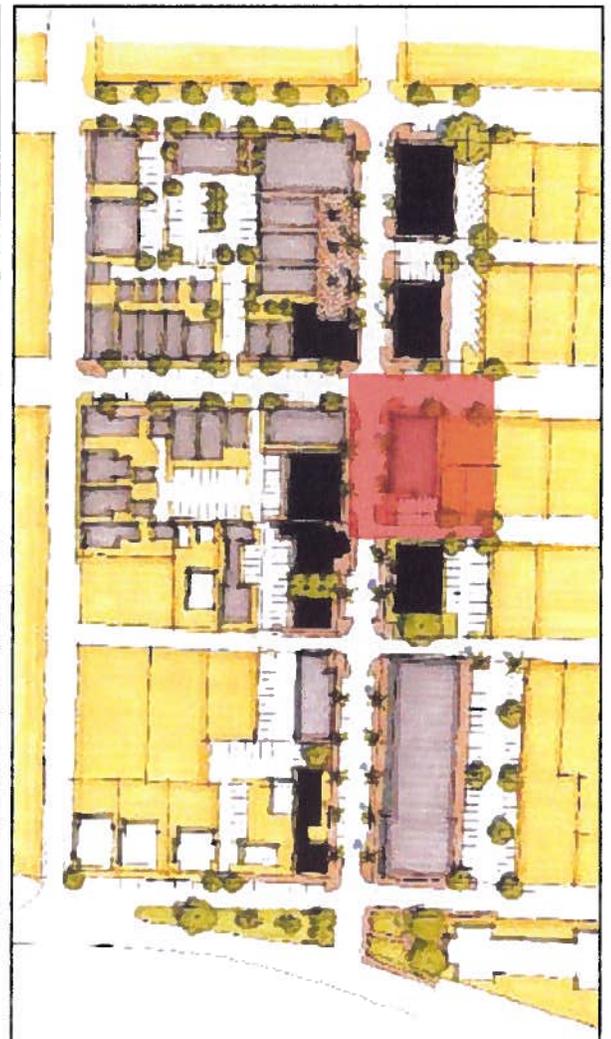
Principle Building	2 stories min. - 3.5 stories max.
Accessory Buildings	1 story min. - 3.5 stories max
Building Depth	60' maximum (primary mass)
Building Width	60% of frontage - minimum.
Building Height	55' for pitched - 38' for flat
<i>* Arcade encouraged</i>	

SITE STANDARDS

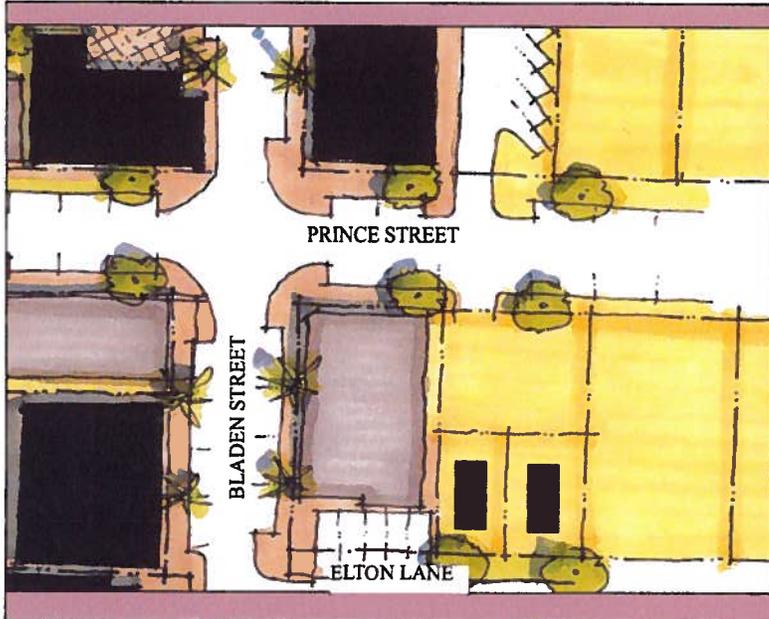
Minimum parking on site	none
Maximum parking on site	1 per 300
Parking and Drive material	pervious
Maximum Lot Coverage	none
On site water retention	BMP's as practical

NOTED EXCEPTIONS FOR LOT

A unique design solution for this lot is likely and should be considered for architectural merit if exceptions should be required.



Site Location Plan



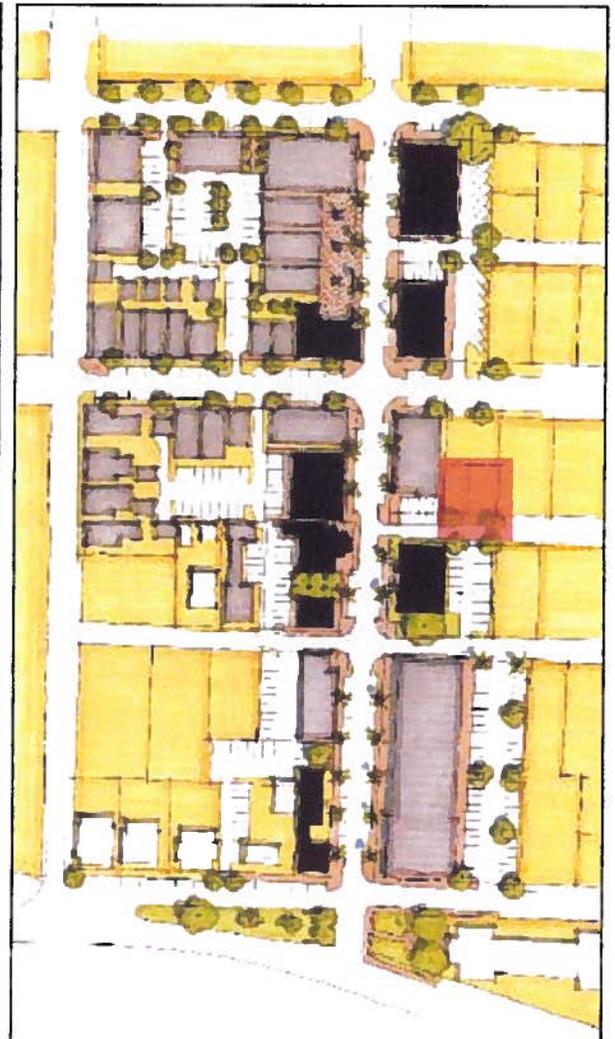
Enlarged diagrammatic site plan

GENERAL SITE CHARACTERISTICS

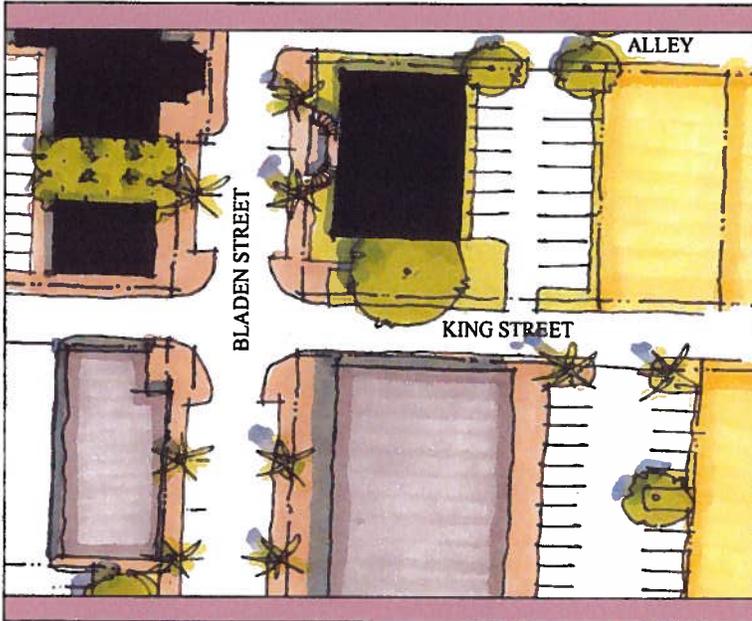
- The existing sites have two small adorable cottages on them. Any new additions and or alterations to these structures should be carefully considered. Major alterations to these structures should be approved by the Historic District Review Board due to the significant contributions these structures make to the district.

Streetscape for illustrative purposes only

BUILDING PLACEMENT	
Elton Lane - Build to Line	0'-0" to 12'-0"
Side setback	0'-0"
Rear setback	0'-0"
BUILDING MASS	
Principle Building	2 stories max.
Accessory Buildings	1 story min./max.
Building Depth	none
Building Width	none
Building Height	35' max.
SITE STANDARDS	
Minimum parking on site	none
Maximum parking on site	1 per 300
Parking and Drive material	pervious
Maximum Lot Coverage	none
On site water retention	BMP's as practical
NOTED EXCEPTIONS FOR LOT	



Site Location Plan



Enlarged diagrammatic site plan

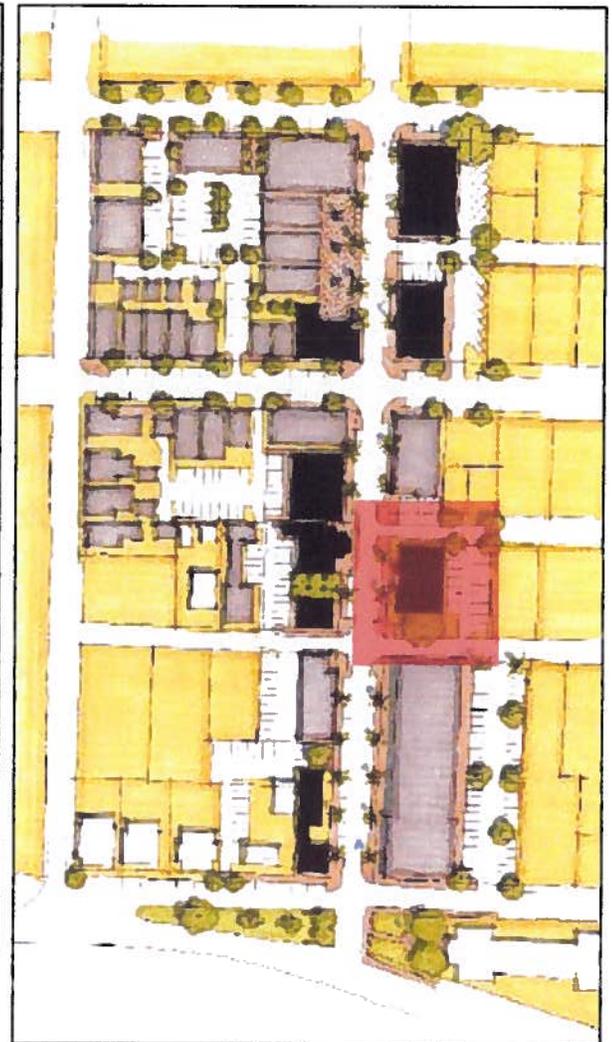
GENERAL SITE CHARACTERISTICS

- The existing structure on this site is relatively new and not likely to redevelop for many years. The parking lot location and general building location is appropriate for this site.
- Existing Live Oak tree on corner should be preserved.
- If redevelopment for this site is proposed, focus on better addressing the existing mass (adding a second story) and better addressing Bladen Street would be a priority.

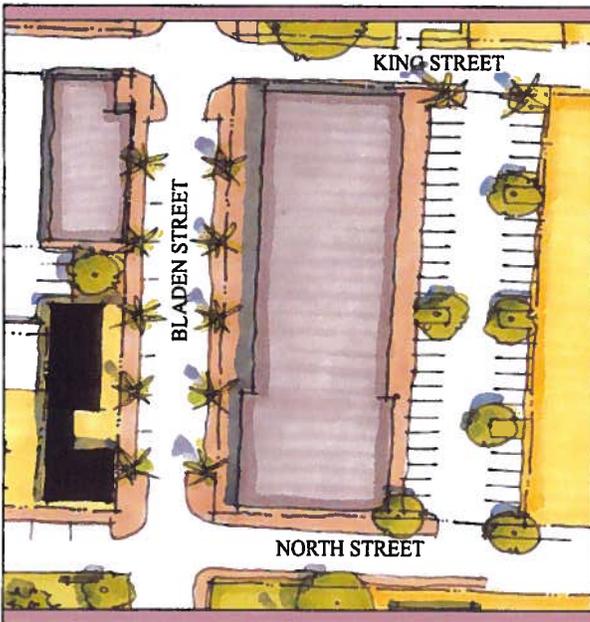


Streetscape for illustrative purposes only

BUILDING PLACEMENT	
Bladen - Build to Line	0'-0" to 12'-0"
King - Build to Line	0'-0" to 12'-0" **not req'd**
Side setback	0'-0"
Rear setback	0'-0"
BUILDING MASS	
Principle Building	2 stories min. - 3.5 stories max.
Accessory Buildings	1 story min. - 3.5 stories max
Building Depth	60' maximum (primary mass)
Building Width	60% of frontage - minimum.
Building Height	55' for pitched - 38' for flat
SITE STANDARDS	
Minimum parking on site	existing
Maximum parking on site	existing
Parking and Drive material	pervious (existing)
Maximum Lot Coverage	none
On site water retention	BMP's as practical
NOTED EXCEPTIONS FOR LOT	



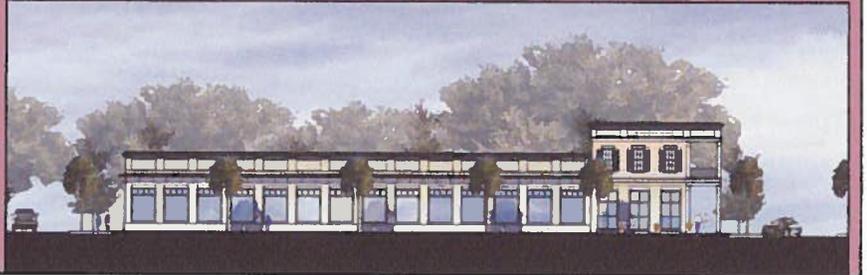
Site Location Plan



Enlarged diagrammatic site plan

GENERAL SITE CHARACTERISTICS

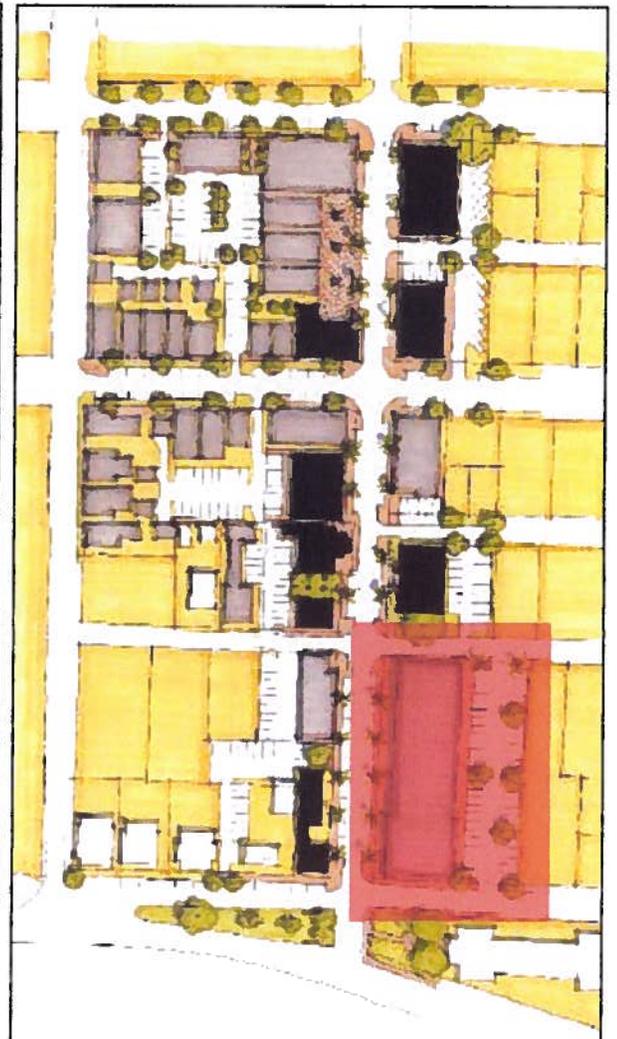
- The existing site is vacant and primarily used as overflow parking by the neighborhood.
- This site is an excellent opportunity to provide a gateway and anchor project for the Bladen Street redevelopment.
- The existing site has several significant Live Oak trees. Preservation of these trees is encouraged however, the building form and successful use of this site for a redevelopment anchor justifies the removal of these trees if necessary.



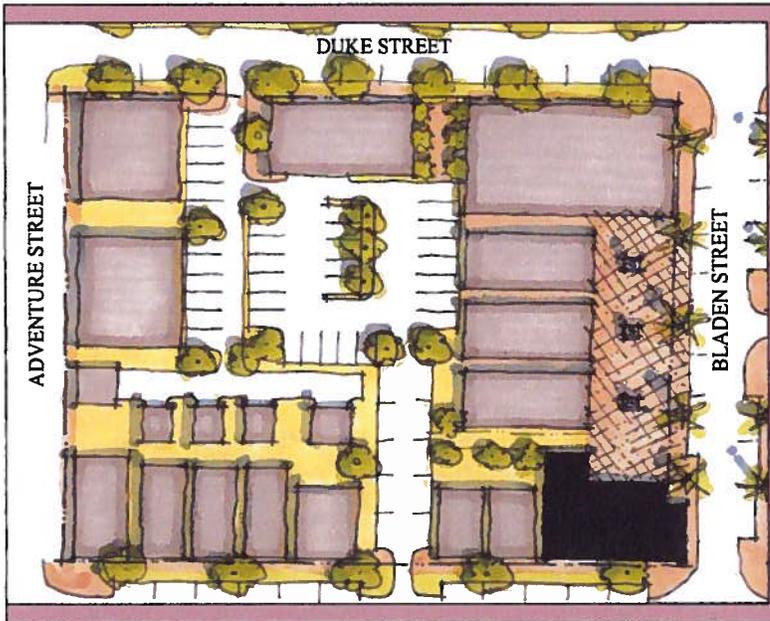
Streetscape for illustrative purposes only

BUILDING PLACEMENT	
Bladen - Build to Line	0'-0" to 12'-0"
King - Build to Line	0'-0" to 12'-0" **not req'd**
North - Build to Line	0'-0" to 12'-0"
Rear setback	0'-0"
BUILDING MASS	
Principle Building	2 stories min.- 3.5 stories max.
Accessory Buildings	1 story min. - 3.5 stories max
Building Depth	80' maximum (primary mass)
Building Width	60% of frontage - minimum.
Building Height	55' for pitched - 38' for flat
SITE STANDARDS	
Minimum parking on site	1 per 2000 sq. ft.*see except.* (min. of 1 space per unit for residential)
Maximum parking on site	1 per 400 sq. ft.
Parking and Drive material	pervious where feasible
Maximum Lot Coverage	none
On site water retention	BMP's as practical
NOTED EXCEPTIONS FOR LOT	

If a neighborhood anchor store such as a small grocery store or market, or other destination use is provided, a form exception should be allowed to reduce the min. number of stories from two stories to one provided that the North Street mass is a full two story mass. No min. parking requirement will also be provided for this use.



Site Location Plan



Enlarged diagrammatic site plan

GENERAL SITE CHARACTERISTICS

- This property is bordered by 4 city streets. All streets should be properly addressed and fronted by any project that is proposed with Bladen Street remaining the major focus.
- A public plaza or gathering space is strongly encouraged on Bladen Street to create a mid-town destination. A visual anchor (tower or other focal point) is encouraged on this plaza as a visual cue for the gathering space.
- Parking should be mid-block where possible in order to address the perimeter streets with proper architecture.
- A historic commercial structure is on the corner of prince and bladen street that should be restored and re-purposed.

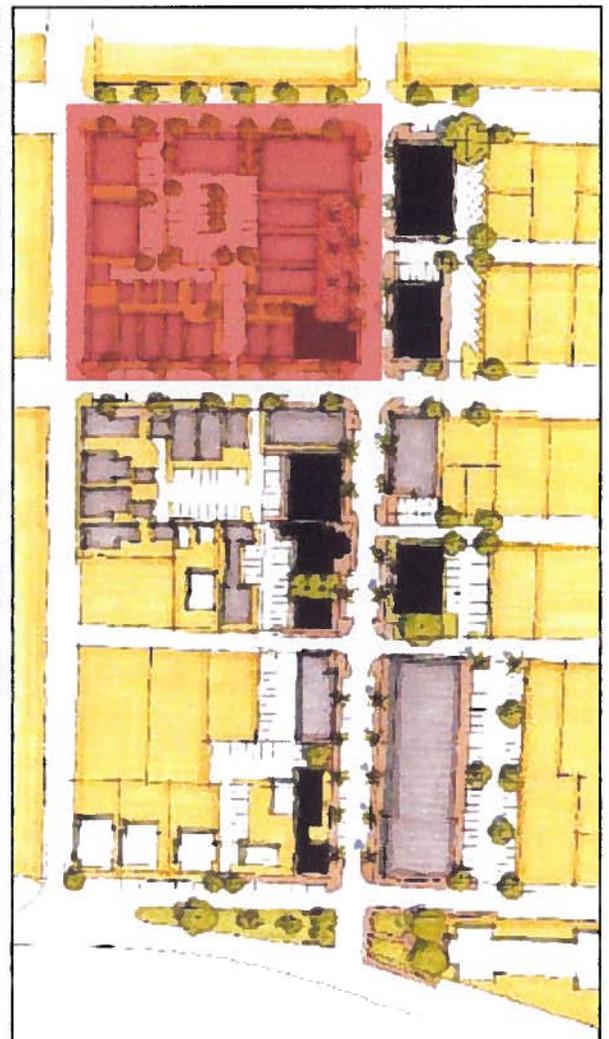


Streetscape for illustrative purposes only

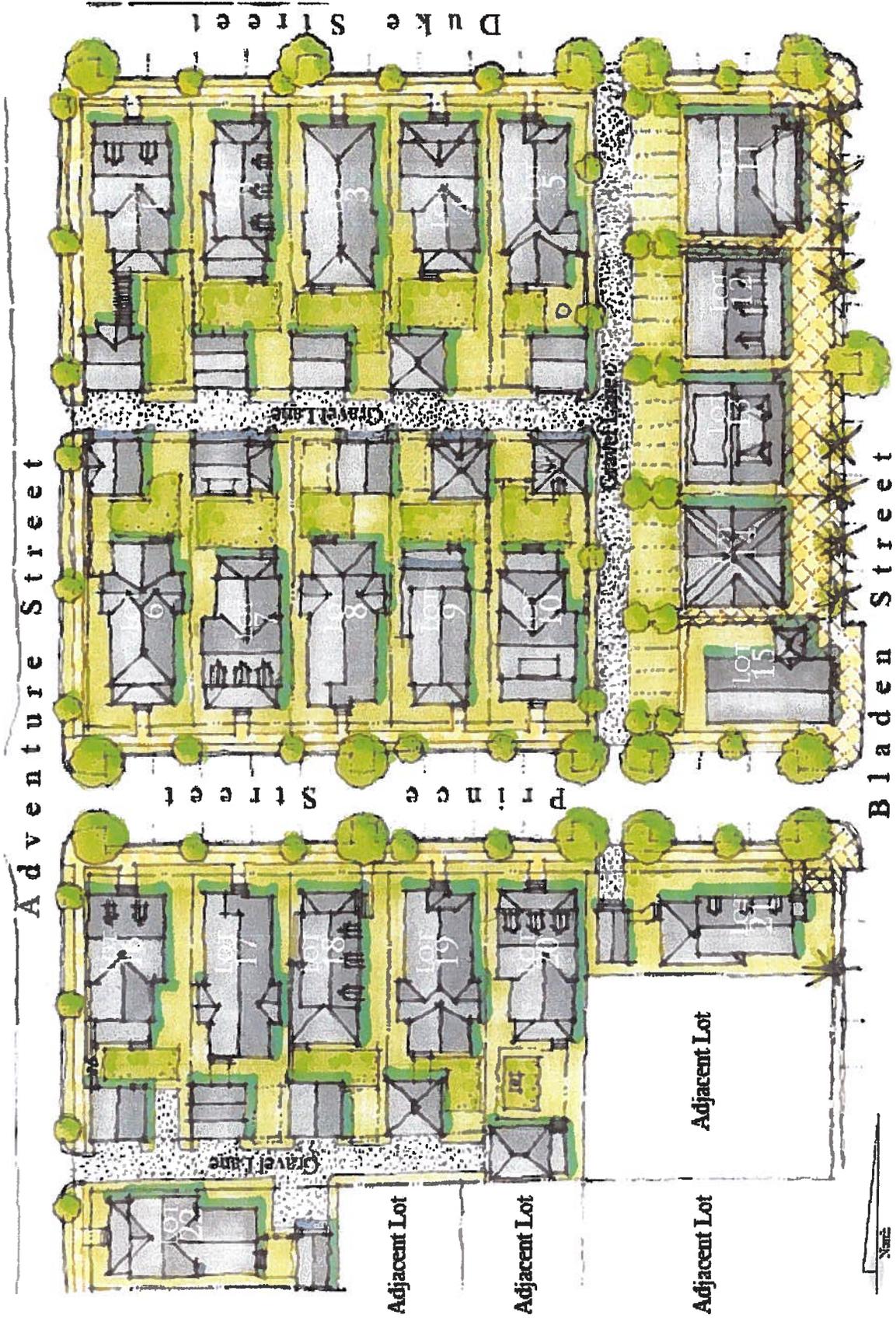
BUILDING PLACEMENT	
Bladen - Build to Line	0'-0" to 12'-0"
Duke - Build to Line	0'-0" to 12'-0"
Adventure - Build to Line	0'-0" to 12'-0"
Prince - Build to Line	0'-0" to 12'-0"
BUILDING MASS	
Principle Building	2 stories min.- 3.5 stories max.
Accessory Buildings	2 stories max.
Building Depth	60' maximum (primary mass)
Building Width	60% of frontage - minimum.
Building Height	55' for pitched - 38' for flat
SITE STANDARDS	
Minimum parking on site	1 per 1000 s.f. gross (1 space min. for each residential unit)
Maximum parking on site	1 per 300 s.f. gross
Parking and Drive material	pervious
Maximum Lot Coverage	none
On site water retention	BMP's as practical
NOTED EXCEPTIONS FOR LOT	

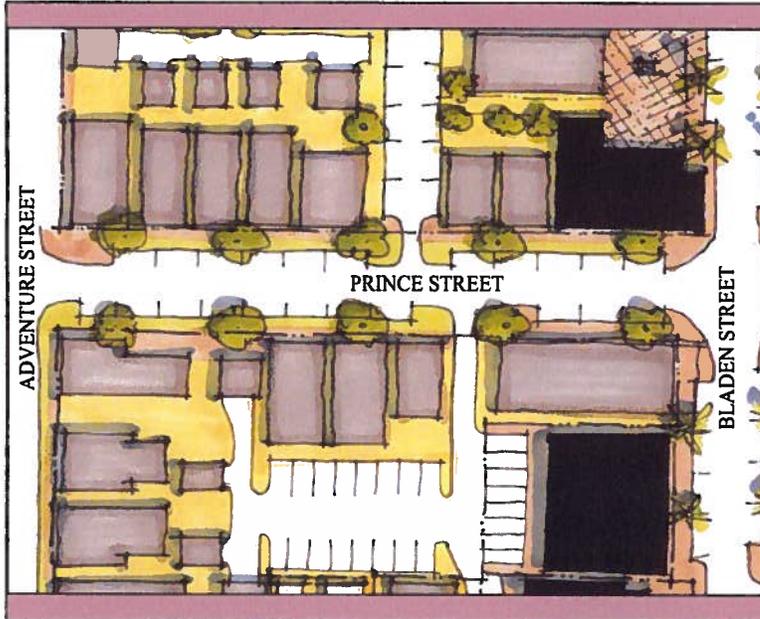
The minimum story requirement for buildings may be reduced to 1 story for buildings fronting on Adventure Street and 1.5 stories for structures on Duke Street and Prince Street.

The maximum building depth may be increased to 80' for buildings fronting on Bladen street due to the large lot depth.



Site Location Plan





Enlarged diagrammatic site plan

GENERAL SITE CHARACTERISTICS

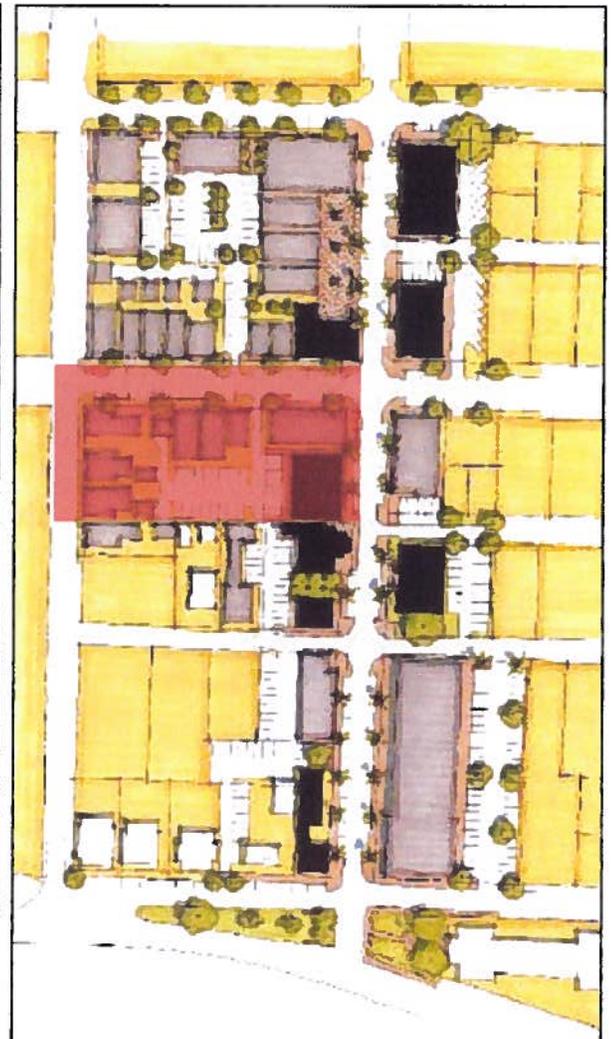
- The primary limitation to this lot will be it's building depth.
- Parking shall be located in the rear or side and should be accessed from the alley. Parking off alley is allowed.
- A shared access plan for all adjoining properties is suggested.



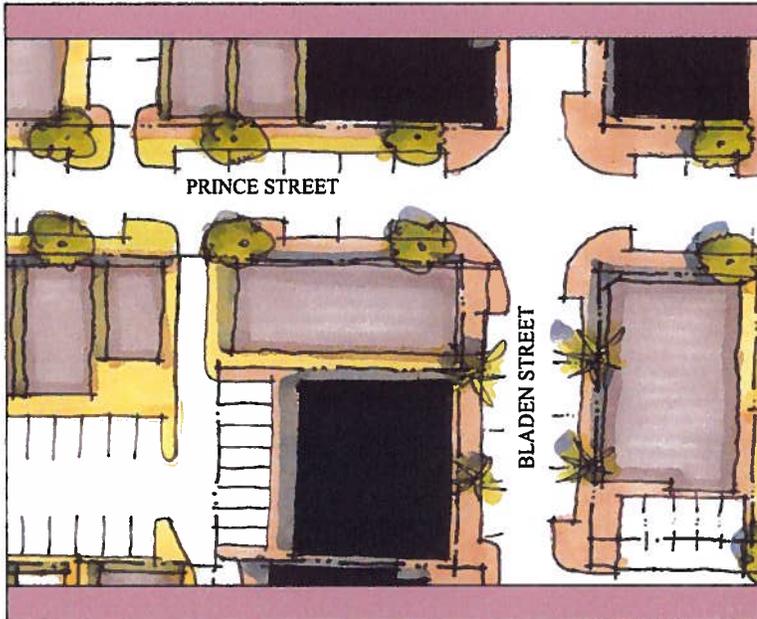
Streetscape for illustrative purposes only

BUILDING PLACEMENT	
Bladen - Build to Line	0'-0" to 12'-0"
Prince - Build to Line	0'-0" to 12'-0"
Adventure - Build to Line	0'-0" to 12'-0"
Rear setback	0'-0"
BUILDING MASS	
Principle Building	2 stories min.- 3.5 stories max.
Accessory Buildings	1 story min. - 2.5 stories max
Building Depth	60' maximum (primary mass)
Building Width	60% of frontage - minimum.
Building Height	55' for pitched - 38' for flat
<i>* Arcade encouraged</i>	
SITE STANDARDS	
Minimum parking on site	1 per 1000 s.f. gross (1 space min. for each residential unit)
Maximum parking on site	1 per 300 s.f. gross
Parking and Drive material	pervious
Maximum Lot Coverage	none
On site water retention	BMP's as practical
NOTED EXCEPTIONS FOR LOT	

The minimum story requirement for buildings may be reduced to 1 story for buildings fronting on Adventure Street and 1.5 stories for structures on Prince Street. The maximum building depth may be increased to 80' for buildings fronting on Bladen street due to the large lot depth.



Site Location Plan



Enlarged diagrammatic site plan

GENERAL SITE CHARACTERISTICS

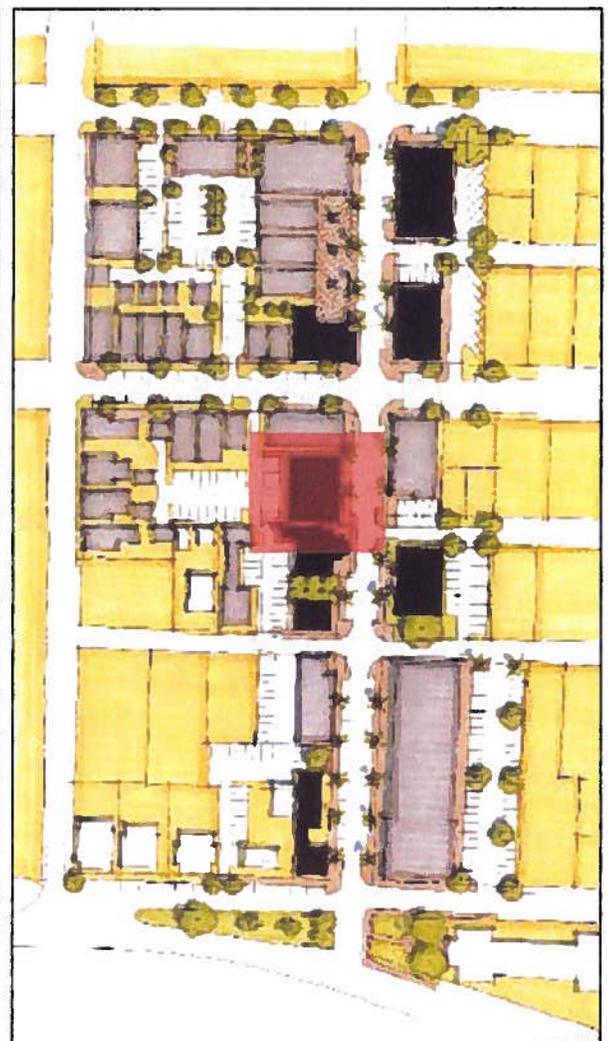
- The existing site has two small one story structures that fit nicely around a small Live Oak tree. This site is a good candidate for total demolition and redevelopment. A new structure should conform to the standards below.
- If modifications to the existing structures are proposed, a focus on defining the front gardens with a fence or wall will be req'd.



Streetscape for illustrative purposes only

BUILDING PLACEMENT	
Bladen - Build to Line	0'-0" to 12'-0"
Side Setback	0'-0"
Rear Setback	0'-0"
BUILDING MASS	
Principle Building	2 stories min.- 3.5 stories max.
Accessory Buildings	1 story min. - 2.5 stories max
Building Depth	60' maximum (primary mass)
Building Width	60% of frontage - minimum.
Building Height	55' for pitched - 38' for flat
<i>* Arcade encouraged</i>	
SITE STANDARDS	
Minimum parking on site	1 per 1000 s.f. gross (1 space min. per residential unit)
Maximum parking on site	1 per 300 s.f. gross
Parking and Drive material	pervious
Maximum Lot Coverage	none
On site water retention	BMP's as practical
NOTED EXCEPTIONS FOR LOT	

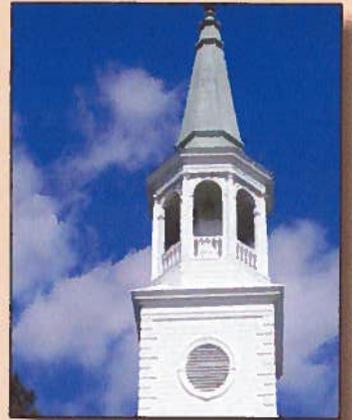
A shared parking and access plan is suggested with adjoining properties.



Site Location Plan

ARCHITECTURAL GUIDELINES

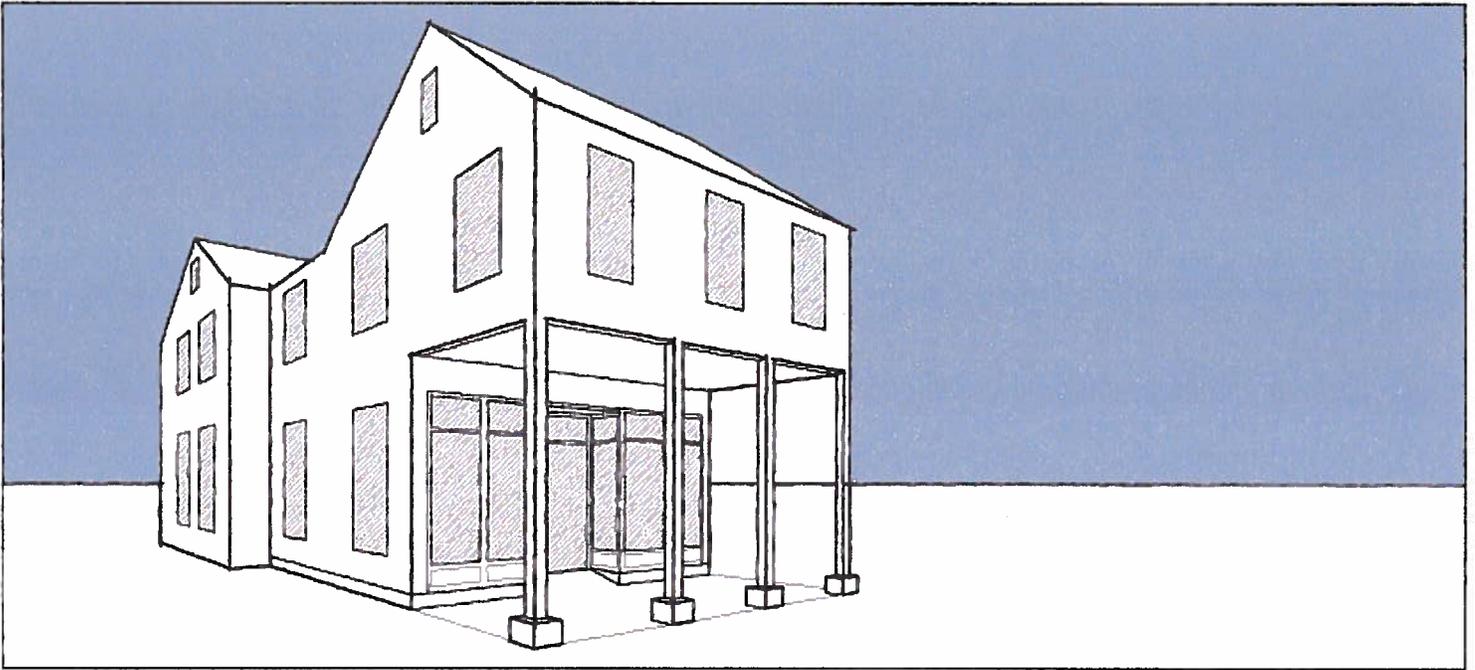
The following architectural guidelines have been developed to aid lot owners, architects, builders, and other design professionals in the understanding of what are the appropriate details to develop, enhance and preserve our timeless Architecture. The City of Beaufort can rely on these guidelines to encourage quality, attention to detail, and create a sustainable theme and consistency in improvements. By doing so, the serenity and beauty can be preserved and property values can be protected and enhanced. The style of architecture will reflect the simple style of the downtown as well as the surrounding Low Country. The design elements that will help achieve this overall harmony are discussed in great detail throughout these guidelines while ensuring that the building practices conform to what is timeless and sustainable. They do so by addressing the major components of a structure's exterior. Calling out the proper materials and execution of building walls, foundation, roof, porches, windows, doors, and fences the architectural guidelines are intended to become a resource for the designer or owner, not a legalistic tool used to stunt positive growth or development.



CONTENTS:

- INSPIRATIONAL ARCHETYPES
- BUILDING WALLS
- ROOFS AND CHIMNEYS
- FOUNDATIONS
- PORCHES AND DECKS
- WINDOWS AND DOORS
- BRACKETS, OVERHANGS, AND DORMERS DORMERS
- FENCES AND GARDEN WALLS

The provisions of these Guidelines shall not be construed as absolute rules binding on the review authority, as they may not contain all building uses, materials, easements, setbacks, deed restrictions, etc. which may apply to each individual lot. Therefore, each individual should familiarize themselves with the various applicable codes and building regulations.

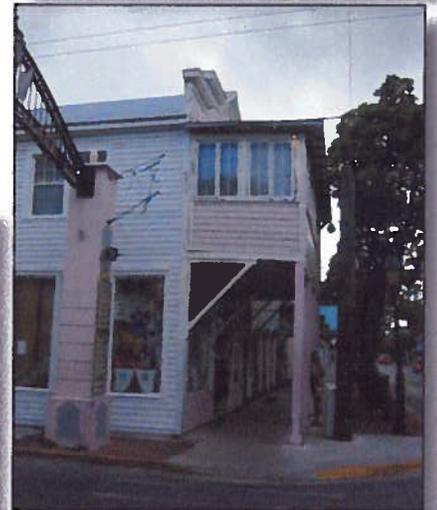


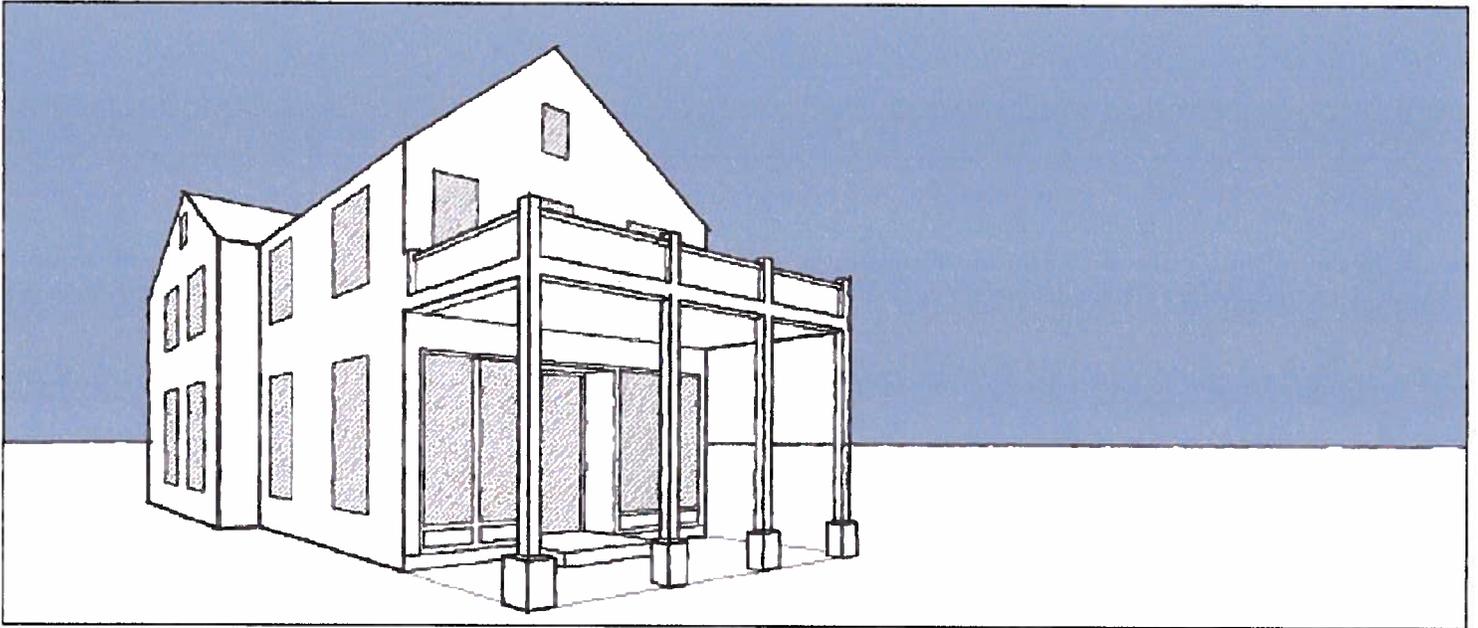
The Mass over Arcade/Colonnade Commercial archetype is typically a two or two and a half story structure typically containing a ground floor of retail or office space. These spaces are treated with a storefront that provides a place for retailers to show their goods to passersby on the street. The upper floors may be office space or residential lofts. The second floor structure typically cantilevers out over the first floor. This overhanging mass is supported by columns seven feet or more from the lower floor façade. This public area that is created is called an Arcade or Colonnade. These structures are built in groups to establish a sheltered, pedestrian oriented walkway parallel to the street. Arcade frontages are usually addressed with a curb and on street parking.

The following are a few of elements that are indicative of this type:

1. Two story structure typically containing a ground floor of retail or office space.
2. Storefront treatment at street level.
3. The second floor structure typically cantilevers out over the first floor.
4. These structures are built in groups to establish a sheltered, pedestrian oriented walkway parallel to the street.
5. These Arcades/Colonnades are typically hardscaped, decorated with potted plants and window boxed plants, and well lit for safety and safe foot travel.

Arcade/Colonnade types of structures are meant for intense development without utilizing attached type construction. These structures are usually built at grade and provide easy access from street level. Materials vary from Stucco to wood siding. As with any mixed use type building, this is a powerful building type when fully developed, in that it can infuse an area with social activity 24 hours a day. This is due to the fact that residences, offices and commercial often house activities that are active at altering times.





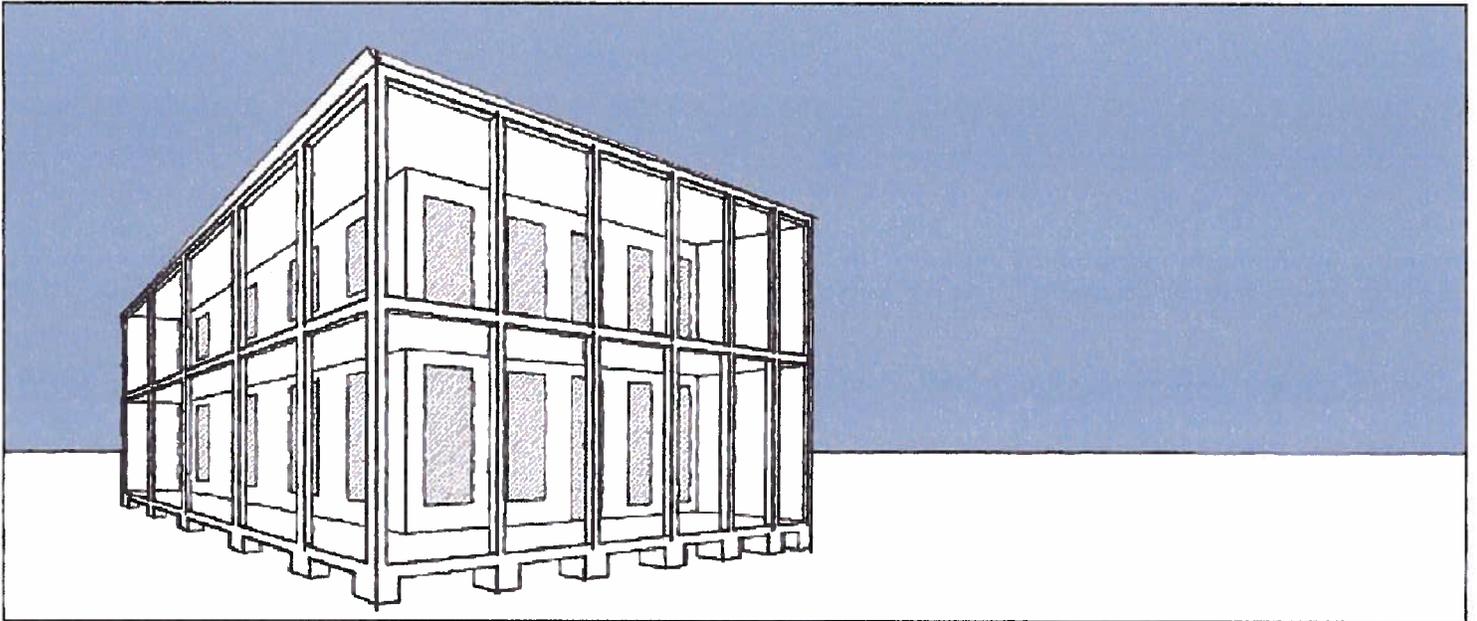
The Porch over Arcade/Colonnade Commercial archetype is typically a two or two and a half story structure typically containing a ground floor of retail or office space. These spaces are treated with a storefront that provides a place for retailers to show their goods to passersby on the street. The upper floors may be office space or residential lofts. The second floor contains a porch or deck that extends out over the public way. This overhanging porch is supported by columns seven feet or more away from the lower floor façade. This public area that is created is called an Arcade or Colonnade. These structures are built in groups to establish a sheltered, pedestrian oriented walkway parallel to the street. Arcade frontages are usually addressed with a curb and on street parking.

The following are a few of elements that are indicative of this type:

1. Two or two and one half structure typically containing a ground floor of retail or office space.
2. Storefront treatment at street level.
3. The second floor structure typically cantilevers out over the first floor.
4. These structures are built in groups to establish a sheltered, pedestrian oriented walkway parallel to the street.

Arcade types of structures are meant for intense development without utilizing attached type construction. These structures are usually built at grade and provide easy access from street level. Materials vary from Stucco to wood siding. As with any mixed use type building, this is a powerful building type when fully developed, in that it can infuse an area with social activity 24 hours a day. This is due to the fact that residences, offices and commercial often house activities that are active at altering times.



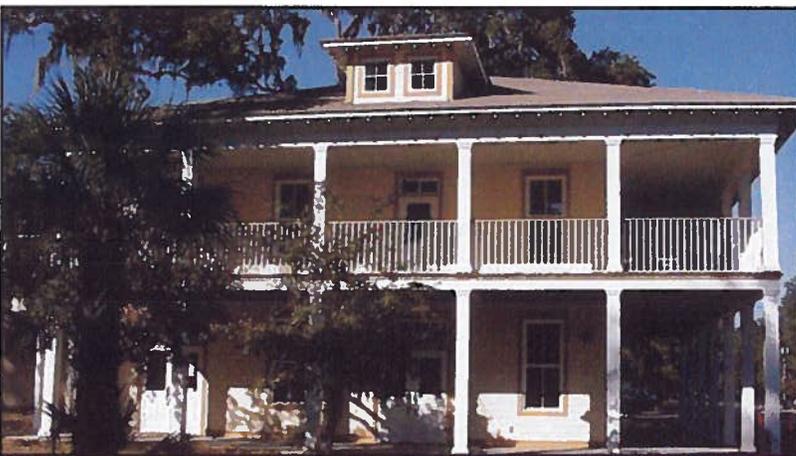


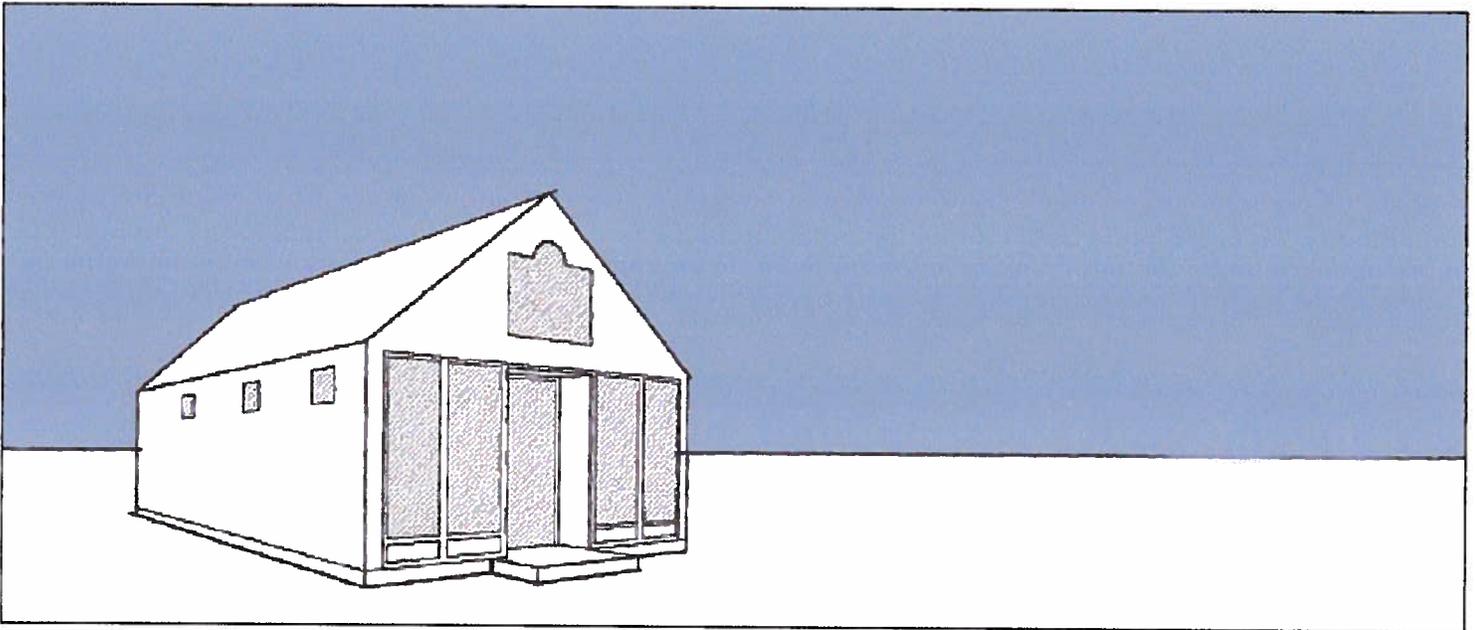
The Double Gallery “Commercial” archetype is typically a two story main mass with a long two story covered porch running the majority of the house width, and possibly even wrapping around the sides. The main roof form is a hip. Variations can have a steeper pitch over the heated space paired with a lower pitch porch roof. Windows are formally arranged within the porch bays. Chimney and fire boxes are external to the house footprint and are exposed on the exterior as brick or stucco finish.

The following are a few of elements that are indicative of this type:

1. Two story porches are located at the front and/ or rear of the structure.
2. Porch is raised with masonry piers below.
3. Masonry finished chimney.
4. Fire box and chimney are external to house mass. One or two chimney stacks are typical.
5. Square or round columns with cap and base.
6. Formal window arrangement at porch bays.
7. Body of house is typically lap siding, or stucco.

These buildings are simple yet show a quiet formality. The detailing on these buildings may vary in style but the overall structures are firmly based in tradition. The foundation type is a continuous wall system under the heated spaces and piers with screening at the porches to hide the under workings of the structure and to deter animals. A pier and girder foundation is also appropriate. The overall goal with these structures is to keep the massing simple and rely on the details and the clean lines of the mass to make the biggest impression. Good for transitional buildings (live/work).



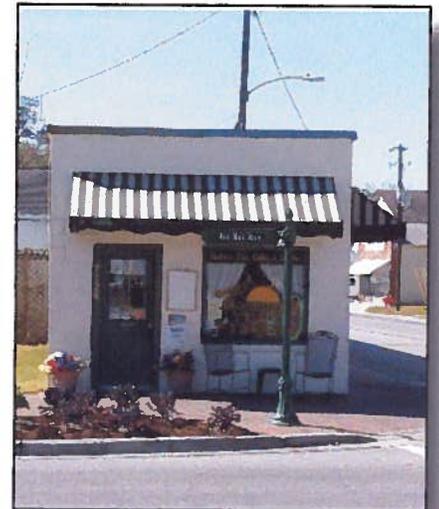


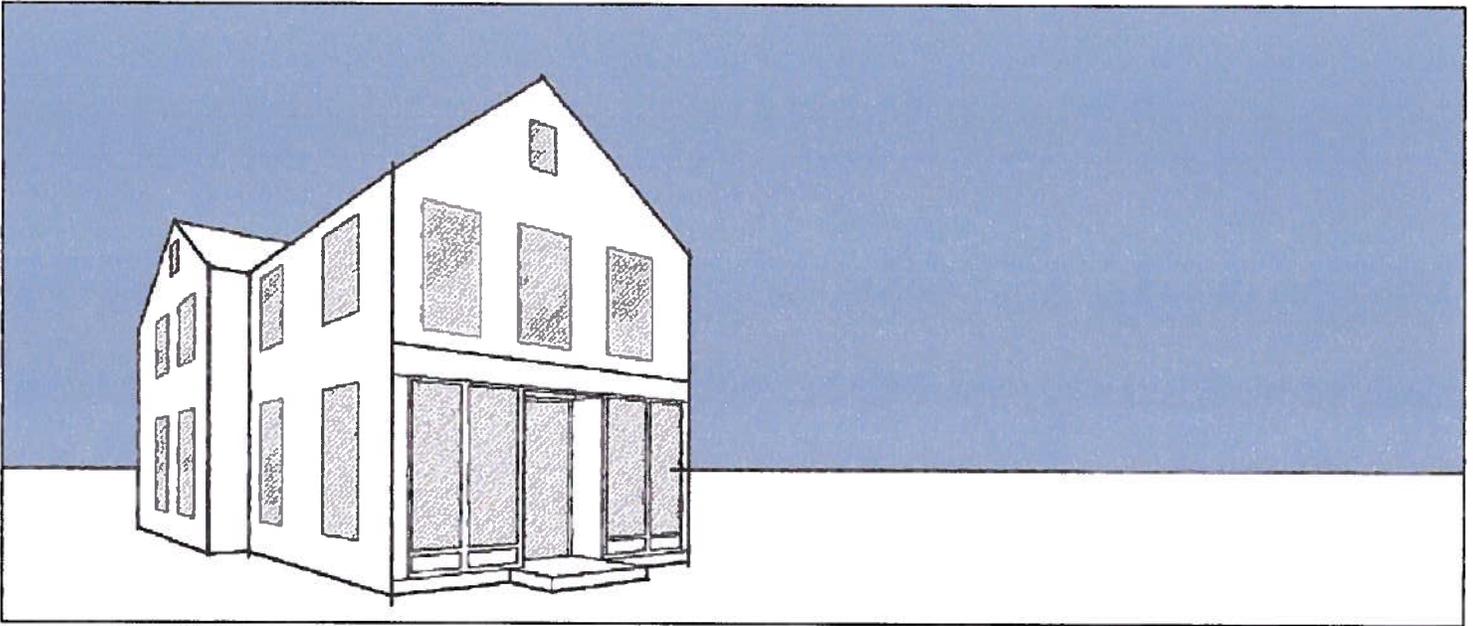
One Story Fabric - Edge Commercial is typically a one or one and a half story structure typically containing retail or office space. These structures are treated with a wooden storefront that provides a place for retailers to show their goods to passersby on the street. The front façade of the structure is typically flat except for canopies on the facade. These structures are built separate from each other. Frontage is usually addressed in a more commercial manner, including small group parking behind or to the side of the structure.

The following are a few of elements that are indicative of this type:

1. One to two story structure typically containing a ground floor of retail or office space.
2. Storefront treatment at street level.
3. Built in groups to line street.
4. Frontage is usually addressed in a more commercial manner.
5. Small group parking behind or to the side of the structure.

These structures are usually built at grade and provide easy access from street level. Materials are used simply. The overall feel is lighter than the town center commercial.



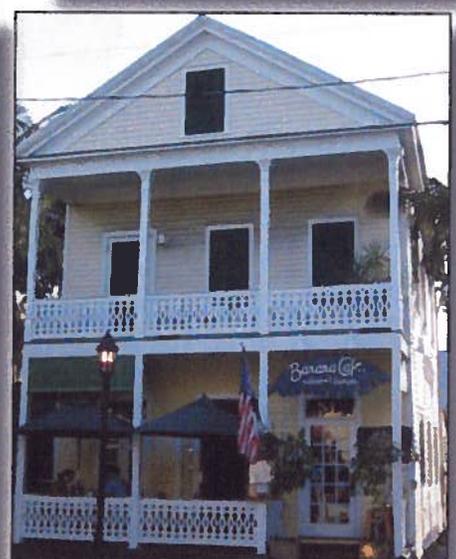
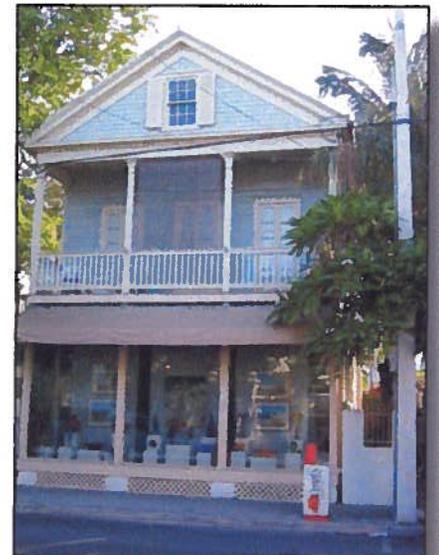


Two Story Fabric - Edge Commercial is typically a two story structure containing retail or office space at the first floor. These structures are treated with a storefront that provides a place for retailers to show their goods to passersby on the street. The second floor is a “flex space”, meaning that this space can be lofts, apartments, more commercial, or simply a two story volume with a mezzanine. The front façade of the structure is typically flat except for canopies or balconies on the facade. These structures are built separate from each other. Frontage is usually addressed in a commercial manner, including small group parking behind or to the side of the structure.

The following are a few of elements that are indicative of this type:

1. Two or two and one half story structures typically containing a ground floor of retail or office space.
2. Storefront treatment at street level.
3. Built in groups to line street.

These structures are usually built at grade and provide easy access from street level. Materials are used simply. The overall feel is that of a very traditional small town shop front.



BUILDING WALLS

MATERIALS

-Walls shall be finished in one or more of the following materials (but not more than three):

- Cementitious siding with 6" max. exposure
- Wood clapboard with 6" max. exposure
- Wood shingles
- Traditional board and batten siding.
- Fiber cement board and batten
- Fiber cement panels
- Masonry stucco (fine or sand finish)
- Brick

-Walls may change materials.

e.g.- Wood clapboard and decorative wood shingles with material change at a significant horizontal expression (pending approval by STAFF).

EXECUTION

-Cementitious siding to have minimum 3 1/2" x 1 1/2" wood or synthetic trim at corners. (Full mitered corners are allowed)

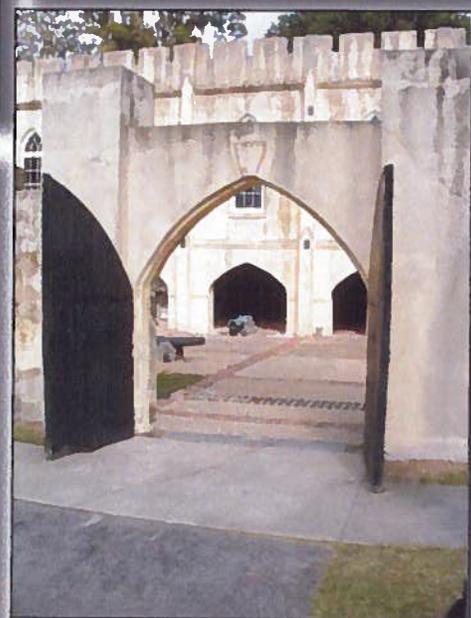
-Cementitious siding to be face nailed top and bottom, and all nail holes and vertical seams to be caulked and sanded per mfg. recommendations. Horizontal siding (wood and cementitious) as approved by the Staff must be fully back supported to maintain a straight and even outer surface, and must be fully and properly finished.

-Stucco applied to wood frame construction to be continuous product over vapor barrier and metal lath with 3 coat application (scratch coat, brown coat and masonry finish coat).

-Final coat can be "painted" or "color in concrete".

No

No faux wood grain is allowed on synthetic materials (except decking) Synthetic siding and trim should be smooth.



ROOFS AND CHIMNEY

MATERIALS

-Roofs shall be finished in one of the following materials:

Metal standing seam

5v crimp

Corrugated metal

Architectural grade shingles

Wood Shakes

- Gutters and downspouts, where allowed, shall be galvanized steel, aluminum or copper.

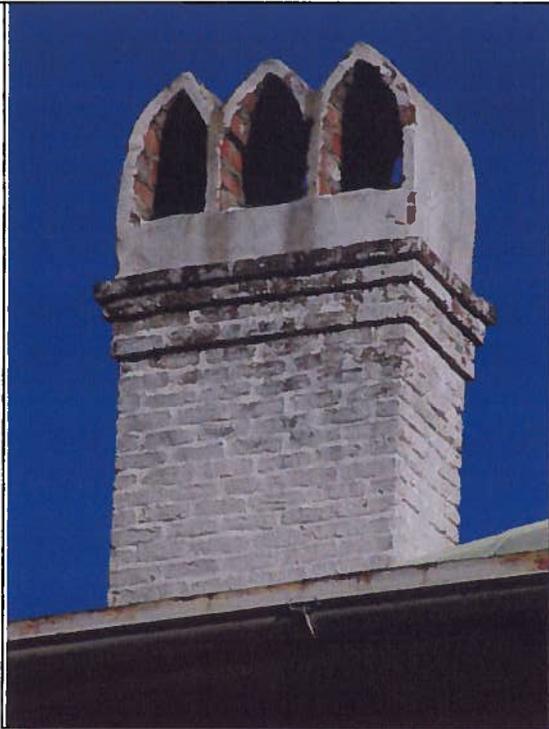
-Exposed flashing shall be copper, lead, or anodized aluminum.

-Chimneys shall have a masonry exterior surface.

-Lap siding, panelized products, shakes, or shingles are not permitted on chimneys.

EXECUTION

-Principal roof(s) shall be a symmetrical gable, hip, gambrel, or Jerkin-Head with a slope of 3:12 to 12:12. Roofs shall be proportional and appropriate to the architectural style.



ROOFS AND CHIMNEY

EXECUTION - (cont.)

- No pork chops or box-end soffits.
- Gable end returns shall have a maximum slope of 2:12, unless architectural merit dictates otherwise.
- Secondary roof(s) shall be a shed, hip, or gable with a minimum slope of 2:12.
- Flat roofs (slopes of less than 2:12) shall be permitted, based on architectural merit or when enclosed by a balustrade or parapet and shall be occupiable and accessible from an interior space.
- Gutters shall be half-round. Downspouts shall be round with splashbacks or as approved by the staff.
- Roof penetrations shall be placed on the rear slope of the roof and shall not be visible from the street.
- Roof penetrations shall be painted to match the color of the roof, except those of copper which may be left unpainted and flashing applied to vertical surfaces may be painted to blend with the vertical materials where more appropriate. Any other roof treatments or features (i.e., ridge vents) shall be so noted on the architectural plans and approved by the staff.

GENERAL NOTES

- Skylights are not recommended, but may be permissible on rear slope of roof with staff approval.
- Chimneys are to extend to the ground and shall be the same material throughout. Chimneys are not to be broken by wooden band boards.
- Chimneys should break and return to a smaller width or should diminish in size proportionate to its height.
- Metal flues shall be located on the rear or side of building mass and shall be painted to match building colors.
- No metal spark arrestors or shrouds are allowed on chimneys.



FOUNDATIONS

MATERIALS

-Foundation walls, piers and chimneys shall be finished with stucco, or brick.

-Approved Foundation Screenings are:

Horizontal or Vertical louvered wood vent.

Note- Size appropriate to frame between piers with blades to shed rain (screened on the back side).

Lattice (square orientation).

Brick infill

EXECUTION

- All slab and crawl space foundations shall place the main mass of the structure a minimum of 24" above grade as seen from the front elevation (except for commercial structures)

- The Staff reserves the right to set specific foundation height requirements for specific areas or neighborhoods.

- Visible piers shall be no less than 16" on exposed face.

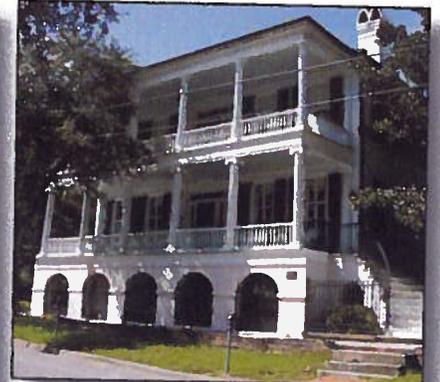
-All screening must be set back (not flush) from the face of piers/wall.

-Basements are to be considered part of the foundation, and material choices should be consistent with approved materials.

-Basement wall penetrations shall follow guidelines for window materials and execution.

GENERAL NOTES

- Masonry arches shall be a minimum of 8" in depth.



PORCHES AND DECKS

MATERIALS

-Columns shall be made of wood or an approved synthetic material of the appropriate proportion for the style of the structure.

-Posts shall be of wood, or an approved synthetic material.

-Balusters, spindles, and rails shall be made of wood, wrought or cast iron, or an approved synthetic material.

-Porch and deck flooring shall be made of wood, stone/slate, or brick or an approved synthetic material.

-Porch ceilings shall be made of painted exposed wood framing or paneled wood (e.g. beadboard) of the appropriate style.

EXECUTION

-Porch column bays can should be vertically proportioned, but must be consistent with the architectural style of the structure.

-Wood posts shall be 6x6 minimum, unless approved by the Staff.

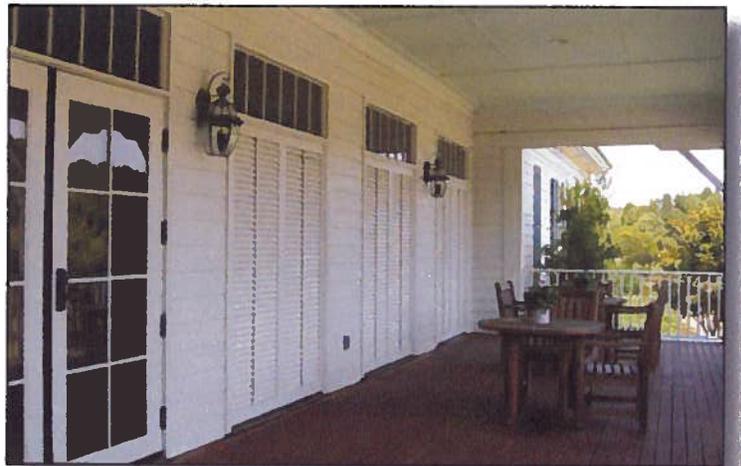
-Railing shall have horizontal top and bottom rails.

-Hand rails may be round or oval, chamfered or eased cap with an apron. Railings and balusters or spindles should be centered on the porch columns or posts. Balusters and spindles are not required. Cables, wire mesh or panels are acceptable (subject to ARB approval).

-Square baluster size is not to exceed a 2 x 2 square edge picket.

-The spacings between balusters or spindles can vary but must conform to local building codes.

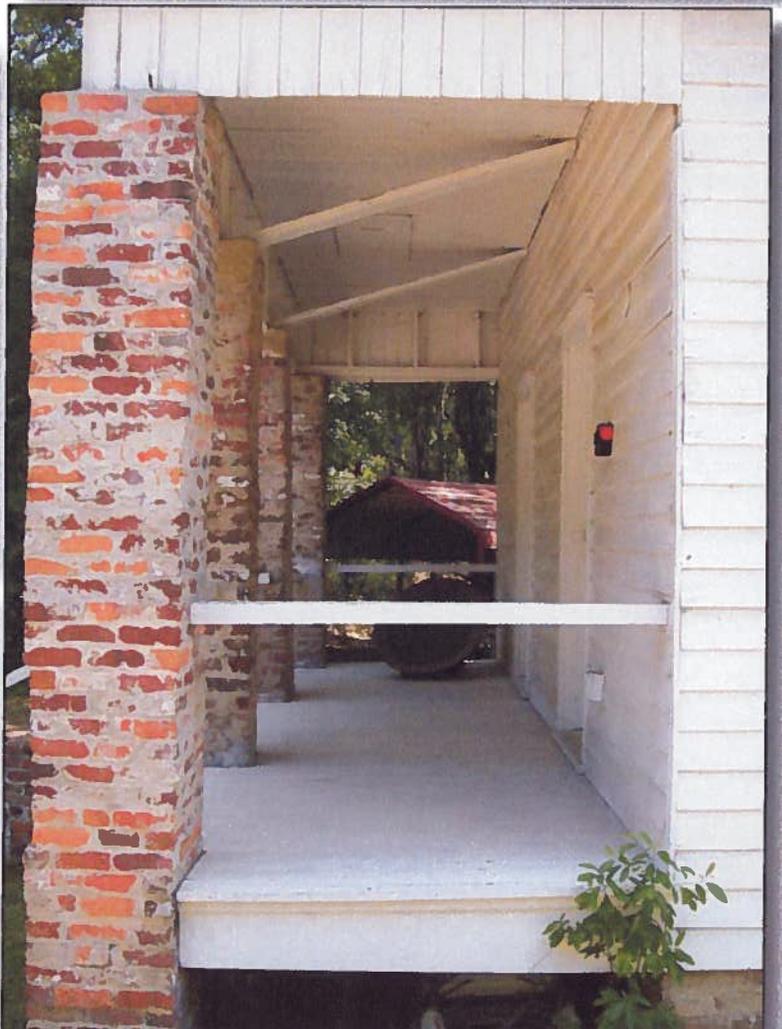
-Screened porches may **not** occur on the front of the major mass of the structure. However, second floor screened porches are permitted. Infilled porches are allowed.



PORCHES AND DECKS

GENERAL NOTES

- Wood elements must be painted or stained.
- Outdoor spaces (terraces/decks/patios/etc.) must be at grade.
- Screened porches shall be framed in wood installed behind framed railings.
- Porch must be 25% minimum of total facade exposure, unless otherwise approved by the staff.



WINDOWS AND DOORS

MATERIALS

-Windows should generally be a complimentary type and style all around the house.

-Upon staff approval, windows are to be painted wood, aluminum clad, vinyl clad, or solid PVC.

-Doors are to be painted or stained wood. Doors made of wood and glass are acceptable.

EXECUTION

-Provide wood or masonry sill that projects enough for a drip kerf.

-Window sashes can either be horizontal or vertical, depending on the style and character of the house.

-Multiple windows in the same opening are to be separated by a 4" mullion (minimum). This is not applicable for storefronts.

-Windows are to be true divided or simulated divided lite windows with 7/8" muntins- creating panes of vertical orientation. Muntins of a larger size are acceptable upon ARB approval.

-A variety of window lite patterns are allowed in. However, choices in the number and pattern of lites should be consistent with the architectural style and with the development zone.



WINDOWS AND DOORS

EXECUTION (continued)

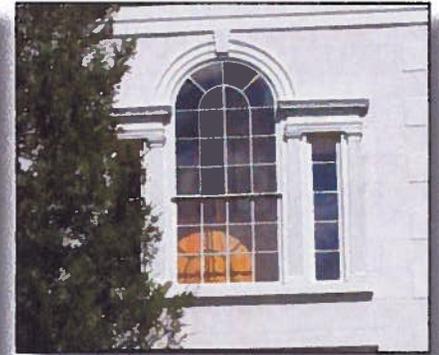
-Bay windows should be of the appropriate size and proportion. Materials and execution should be consistent with the overall style and character of the house. Brackets should provide/suggest structural support to bay windows.

-All trim at windows and doors should be a minimum of 3 ½" wide (stucco trim articulations will be subject to approval by the staff).

GENERAL NOTES

-Security doors and window grills must be approved by the ARB.

-Storm windows and screens should be integral with the window. Screens, if not part of the manufactured unit, are subject to approval by the staff.



BRACKETS, OVERHANGS, & DORMERS

EXECUTION

-A variety of soffit styles will be allowed, but must be consistent with the architectural style of the house.

-Vinyl soffits are not allowed.

-Materials used for dormers should be consistent with the materials that are appropriate for building walls.

-Special attention should be paid to the architectural design and detail of dormers. There are numerous examples of the variety of dormer style and character in the following pages.

-Dormers should have gable, hip or shed roofs with a minimum slope of 2:12.

-Bracket style and character can vary, but should be appropriate to the style of the house. Brackets should be constructed of wood. Brackets should provide/suggest structural support.

-Rakes and overhangs can be of varying depths and configurations but should conform to the style, proportion,



FENCES AND GARDEN WALLS

MATERIALS

-All fences and garden wall designs must be submitted to the staff for consideration.

-All materials for fences and garden walls must be submitted to the staff for consideration.

-Board-on-board, chainlink or welded wire fencing is not permitted (some exceptions may be made for private rear yard)

-Fences and garden walls shall be made of wood with wood pickets, brick, or stucco. Fences and garden walls can also be made of wood pickets in combination with stucco or brick (pending approval of type by staff).

-Garden walls and retaining walls shall be of stone, stucco, or brick (pending approval of type by staff).

-Gates shall be wood or iron.

-Fences/garden walls at frontages and front yards shall be a maximum 36" above finished grade.

-Fences shall be composed of wood boards with a rectangular or round section. Spacing between boards is not to exceed 1 1/2".

-Garden walls shall be a minimum of 8" thick.

-Fences and garden walls located on the side or rear of the property shall not exceed 6'-0" in height above finished grade.

-Garden walls and privacy fences are not allowed in the front 1/3 of the property or facing the street on corner lots.



FENCES AND GARDEN WALLS

GENERAL NOTES

- Walls and fences should be considered an extension of the architecture and a transition of the architectural mass to the natural forms of the site. All wall and fence designs should be compatible with the total surrounding environment.

-Special consideration should be given to design, placement, impact and view of the wall or fence from neighboring sites. Fences and walls should be considered as design elements to enclose and define courtyards, and other more intimate spaces. The design and construction of fences and walls should be sensitive to existing trees to avoid unnecessary cutting. The staff, prior to any installation, must approve the location, materials, size and design of all fences and walls in advance and in writing.

- Once one approved fence or wall has been erected on a side or rear lot line, that approved fence or wall generally will be the only approved fence or wall to be erected on that lot line. In other words, double fencing by adjoining lot owners will generally not be allowed on side or rear lot lines.



APPENDIX

Civic Art, by Hegemann and Peets;

Great Streets, by Allan B. Jacobs;

The Charter of the New Urbanism, by Congress for the New Urbanism;

AIA Graphic Standards, 9th Edition;

Traditional Construction Patterns, by Stephen A. Mouzon;

The Lexicon of the New Urbanism, by Duany et al, Congress for the New Urbanism;

Shared Parking, by Barton-Aschman Associates, The Urban Land Institute;

The American Vignola: A Guide to the Making of Classical Architecture, by William R. Ware.

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