Chapter 5 - Downtown Design Guidelines	Consistent	Inconsistent	
PUBLIC REALM			
Blocks (Pg. 212)			
Provide vehicle access to nearby buildings via alleyways or shared driveways.	Consistent		
Utilize smaller curb radii to shorten crossing distances for pedestrians.		Inconsistent	
Extend the historic downtown block pattern throughout the entirety of the downtown character districts.	Consistent		
Implement interior pedestrian cut throughs as necessary to achieve the ideal block size (300-500').	Consistent		
Main Street & Downtown Edge Character Districts (Pg. 213)			
Any future development or redevelopment within the Main Street and Downtown Edge character districts should maintain			
consistent with the existing block size and grid layout along Main Street and in the downtown core.	Consistent		
New connector streets and alleys should be considered where appropriate to increase better access and circulation.	NA	NA	
Streetscape Character (Pg. 218-222)			
The streetscape character matches the street classification the development is located on. (Pg. 218-219)	Consistent		
The streetscape zones are sufficient for the street classification. (Pg. 224-234)	Consistent		
Pedestrian & Bike Infrastructure (Pg. 238-243)			
Sidewalks (Pg. 238)			
Internal sidewalk connections should be provided between buildings and from buildings to all on-site facilities including			
parking areas, bicycle facilities, open spaces, and amenities.	Consistent		
External sidewalks should be provided from all buildings onsite to the existing or proposed sidewalk system and to			
abutting multi-use trails, parks, and greenways.		Inconsistent	
Greenways & Trails (Pg. 238)			
Expand and improve greenway and trail networks to create connections between neighborhoods, parks, and destinations.	NA	NA	
On-Road Facilities			
Sidewalks (Pg. 240)			
Expand existing sidewalk network to fill gaps in connectivity. Downtown sidewalks, where feasible, should be a minimum			
of 10' in width to promote walkability.	Consistent		
Incorporate buffer zones, such as landscaped areas or street furniture, between sidewalks and vehicular traffic	Consistent		
SITE DESIGN (Pg. 254-265)			
Frontage Types (Pg. 254)			
Identify which Frontage Type the development is and write in cell to the right.	Sec	ondary	

Building Placement & Setback Character (Pg. 254-255)		
Orientation (Pg. 254-255)		
Building faces the street and is accessible from the sidewalk.	Somewhat Consistent	
Site layout shall prioritize placing buildings towards the front of the lot, with parking situated to the side and/or rear of the		
building	Consistent	
Buildings located on a corner should have one of the following architectural features: Two entrances, one primary and one		
secondary, located on each frontage. Architecturally prominent corner entry with vertical emphasis through building		
height or architectural elements like porches, colonnades, etc.	NA	NA
Setback Line (Pg. 255)		
The setback line is based off of the future back of curb - based on Frontage Type (Pg. 256, refer to Figure 5.26)	Consistent	
Build-To-Zone		
The Build-to-Zone begins at the required Frontage Type setback line (Pg. 256, refer to Figure 5.26)	Consistent	
Build-To-Percentage		
The Build-To-Percentage refers to the proportion of a lot's frontage that must be occupied by the building façade. (Pg. 256,		
refer to Figure 5.26)	Consistent	
Setback Exceptions (Pg. 255)		
Refer to this section for setback exceptions for Primary and Primary-Other classification. (Pg. 255)	NA	NA
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	NA	NA
Building Height	NA	NA
Building Height Story (Pg. 257)	NA Consistent	NA
Building Height Story (Pg. 257) New downtown buildings must be at least two stories tall, with exceptions for certain accessory structures like retail		NA
Building Height Story (Pg. 257) New downtown buildings must be at least two stories tall, with exceptions for certain accessory structures like retail kiosks or public restrooms		NA
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Building Height Story (Pg. 257) New downtown buildings must be at least two stories tall, with exceptions for certain accessory structures like retail kiosks or public restrooms Building Height by District The permitted building height varies according to the specific character district. Refer to Figure 5.28 The building height is appropriate based off of the maximum heights set by the Building Heights Map (Figure 5.31, Pg. 259) Rear and Side Setbacks for Development Character District Transitions (Pg. 260)	Consistent	NA
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Building Height Story (Pg. 257) New downtown buildings must be at least two stories tall, with exceptions for certain accessory structures like retail kiosks or public restrooms Building Height by District The permitted building height varies according to the specific character district. Refer to Figure 5.28 The building height is appropriate based off of the maximum heights set by the Building Heights Map (Figure 5.31, Pg. 259) Rear and Side Setbacks for Development Character District Transitions (Pg. 260) When development is located next to a district with a lower height restriction, the development should be no more than one-story differential for the first 50 feet of building width.	Consistent Consistent Consistent	NA

Greenway & Trail Frontage (Pg. 260)		
When future development is planned along a proposed trail as outlined on any adopted plans, it is the responsibility of the		
development to construct the portion of the trail along the development frontage.	NA	NA
Connections to Parks and Greenways (Pg. 261)		
When a development abuts an existing or future greenway, park, or open space area, pedestrian/bicycle accessways must		
be provided at a minimum of every 1000 feet when feasible as determined by City staff.	NA	NA
Landscape (Pg. 261)		
Design landscaping, fencing, and retaining walls to be integrated into the site and its architecture.	Consistent	
Screen service areas, utilities, and parking areas with trees, shrubs, and other landscaping.	Consistent	
Install pedestrian bulbouts at street intersections within the downtown districts to reduce pedestrian crossing distance		
and expand public space. Integrate plantings, monumentation, public art, and seating within these spaces	NA	NA
Stormwater Management (Pg. 261)		
Underground stormwater detention should be utilized within the downtown districts versus surface detention facilities.	NA	NA
Low impact stormwater management methods such as pervious paving, bioretention, and vegetated landscape islands		
shall be utilized in surface parking lots.	Consistent	
Utilize innovative stormwater management methods such as the use of bioretention in planting strips along nonprimary		
streets.	NA	NA
Parking (Pg. 262)		
Surface parking lots shall not be a principal use in any character district	Consistent	
For commercial and institutional/semi-public uses within the character districts, 5% of the total parking spaces should		
allow for public use during offpeak business hours.	NA	NA
Shared parking is encouraged.	Consistent	
Structured Parking (Pg. 262)		
Parking structures are encouraged within the downtown districts to reduce the footprint of surface lots.	NA	NA
Developments requiring 200 vehicular parking spaces or more must build structured parking.	NA	NA
Parking structures may be a principal use in the character districts.	NA	NA

Parking structures should be wrapped with liner buildings and follow these design duidelines: When adjacent to a		
frontage, parking structures shall include active uses along 80% of the primary frontage and 60% of the ground floor		
building length along any seconding frontage, excluding areas of required vehicular and pedestrian egress, and utility		
rooms. Vertical and horizontal architectural elements should be designed in a manner to approximate the window		
openings on adjacent habitated portions of the building. 60% of all openings on or visible from a frontage shall be		
screened with architectural louvers and/or panels.	NA	NA
Parking Requirements (Pg. 262-263)		
Within the Main Street character district, parking requirements are optional with the provision of a fee in lieu of.	NA	NA
Within the Downtown Edge, 7th Avenue, and Lower Trailhead character districts, minimum parking requirements are per		
the underlying zoning district.	Consistent	
The following parking maximums apply to properties within each of the character districts regardless of the underlying		
zoning designation (Figure 5.33, Pg. 263).	Consistent	
Trailhead Parking (Pg. 263)		
Surface lots for trailhead parking are allowed within the 7th Avenue and Lower Trailhead character districts.	NA	NA
Trailhead parking lots must be spaced a minimum ½ mile from each other.	NA	NA
These parking lots shall hold 10 spaces or fewer, including ADA spaces.	NA	NA
Trailhead parking lots may incorporate amenities such as restrooms, water fountains, trash/recycling receptacles, and		
benches.	NA	NA
Parking lots must be screened from the trail and the public street utilizing landscaping at a minimum width of a 10'		
landscape buffer.	NA	NA
On-Site Open Space (Pg. 264)		
All proposed developments are required to provide onsite open space except for developments on parcels onefourth acre		
or less in size.	Consistent	
Developments shall provide a minimum of on-site open space in accordance with the following: Main Street: 5%,		
Downtown Edge: 10%, 7th Avenue: 10%, Lower Trailhead: 15%	Consistent	
Public On-Site Open Space (Pg. 264)		
Public on-site open space should be provided in accordance with Table 5.34 on Pg. 264.	Consistent	
On-Site Open Space Types (Pg. 264)		
Appropriate on-site open space is provided in accordance with Figure 5.36 Pg. 265.	Consistent	
BUILDING DESIGN		
Architectural Character (Pg. 266)		
Development design fits into the existing architectural character of the character district its located in.	Somewhat Consistent	
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Façade Articulationa and Massing (Pg. 268-269)		
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For buildings 150 feet in length or longer: Façades shall be divided into shorter segments by means of modulation; such modulation shall occur at intervals of no more than 60 feet and shall be no less than 2 feet in depth. A courtyard, with a minimum width and depth of 60 feet, shall be visible from the street on primary frontages spaced no more than 150 feet.	Consistent	
Ground-floor designs such as arcades, galleries, colonnades, outdoor plazas, or outdoor dining areas shall be incorporated into the building façade and are considered in meeting required build-to percentages. The first two floors above the street grade shall be distinguished from the remainder of the building with an emphasis on providing design elements that will enhance pedestrian environment. Special interest to the base shall be provided by incorporating elements such as corbeling, molding, stringcourses, ornamentation, changes in material or color, recessing, architectural lighting, and other sculpturing of the base. Buildings on a corner or at an axial terminus should be designed with additional height or architectural embellishment. Examples include: Chamfered or rounded corners. Projecting and recessed balconies and entrances. Enhanced window designs		
Building Elements (Pg. 270-275)	Contempt Consistent	
Entry		
The main pedestrian entry shall be a prominent entrance on the primary frontage		Inconsistent
For corner buildings with two frontages, the main pedestrian entry can be located on the corner.	NA	NA
Enhance the design of entry areas with materials, as well as architectural and landscape features, that will naturally guide		
pedestrians	Somewhat Consistent	
Windows		
Shopfront windows shall not be lower than 2 feet from the ground plane except where architectural elements like floor or		
ceiling glass curtain walls or glass roll up doors are utilized.	NA	NA
Windows should comprise more than 60% of the building façade in the Main Street and Downtown Edge districts.		Inconsistent
Windows should comprise more than 40% of the building façade in the 7th Avenue and Lower Trailhead districts.	NA	NA
Windows shall be set back 4-6 inches from the façade rather than flush.		Inconsistent
Roof		
Infill development in the Main Street district shall have flat roofs to match the existing architecture of Main Street.	NA	NA
Pitched roofs are permitted in the Downtown Edge, 7th Avenue, and Lower Trailhead districts.	Consistent	
Recessed Doorways		
Recessed doorways are encouraged with 5 feet as the maximum distance of recess from the front wall.	Consistent	
No glass shall be positioned lower than two feet above ground level.	Consistent	
Doors are not permitted to swing into the sidewalk/ pedestrian zone	Consistent	

Activated Ground Floor		
Ground floor façades should be composed primarily of glass to allow views of the use and activity within the buildings	Somewhat Consistent	
Within the Main Street and Downtown Edge districts, the ground floor shall be composed of commercial uses.	Consistent	
Private residences are prohibited on primary frontages within Main Street and Downtown Edge districts.	Consistent	
Primary residence entries, including those for townhomes and brownstones, should incorporate features such as stoops,		
porches, etc.		Inconsistent
Ground floor design should incorporate elements such as retail displays, planters, art, and canopy coverings to encourage		
pedestrian activity.	Somewhat Consistent	
Materiality		
Materials chosen for building façades, balconies, windows, or roof should be compatible with the surrounding context of		
the district but should not be identical as to not allow for any diversity.	Consistent	
All façades visible from a primary frontage shall utilize high-quality finish materials such as: brick, wood, stone, concrete-		
based stucco, horizontal wood siding, architectural metal panel, or wood shingle.	Consistent	
Within the Main Street and Downtown Edge districts, brick shall be the primary building material. Predominant shall mean		
more than (50%) of the non-glasses wall surface		Inconsistent
The following materials are prohibited within any of the downtown districts: EFIS, concrete board, concrete block, pre-		
engineered corrugated metal panels, and vinyl.	Consistent	
Franchise Architecture		
Franchise architecture, a standardized architectural building style used as part of a standardized program to promote		
brand identity through visual recognition, is not permitted within the character districts.	NA	NA
Franchise architecture should be modified as necessary to be in line with the existing character district in which it is		
proposed.	NA	NA
Franchise architecture must conform with all Downtown Design Guidelines.	NA	NA
Drive-Throughs		
Drive-through facilities or services are not permitted within the Main Street, Downtown Edge, or 7th Avenue districts. • This		
applies to any type of drive-through facility or service including restaurants and financial institutions. Walk-up service		
windows are the preferred service window in a downtown pedestrian-oriented district	NA	NA
Within the Lower Trailhead District, drive-throughs are permitted but cannot be along the primary frontage. They shall be		1
located to the rear of the building.	NA	NA
Signs		

Landmark signs may include historic painted wall signs on a building façade; even if that business or product is no longe		
on site, the sign adds character to the area, and should be considered a landmark sign.	NA	NA