

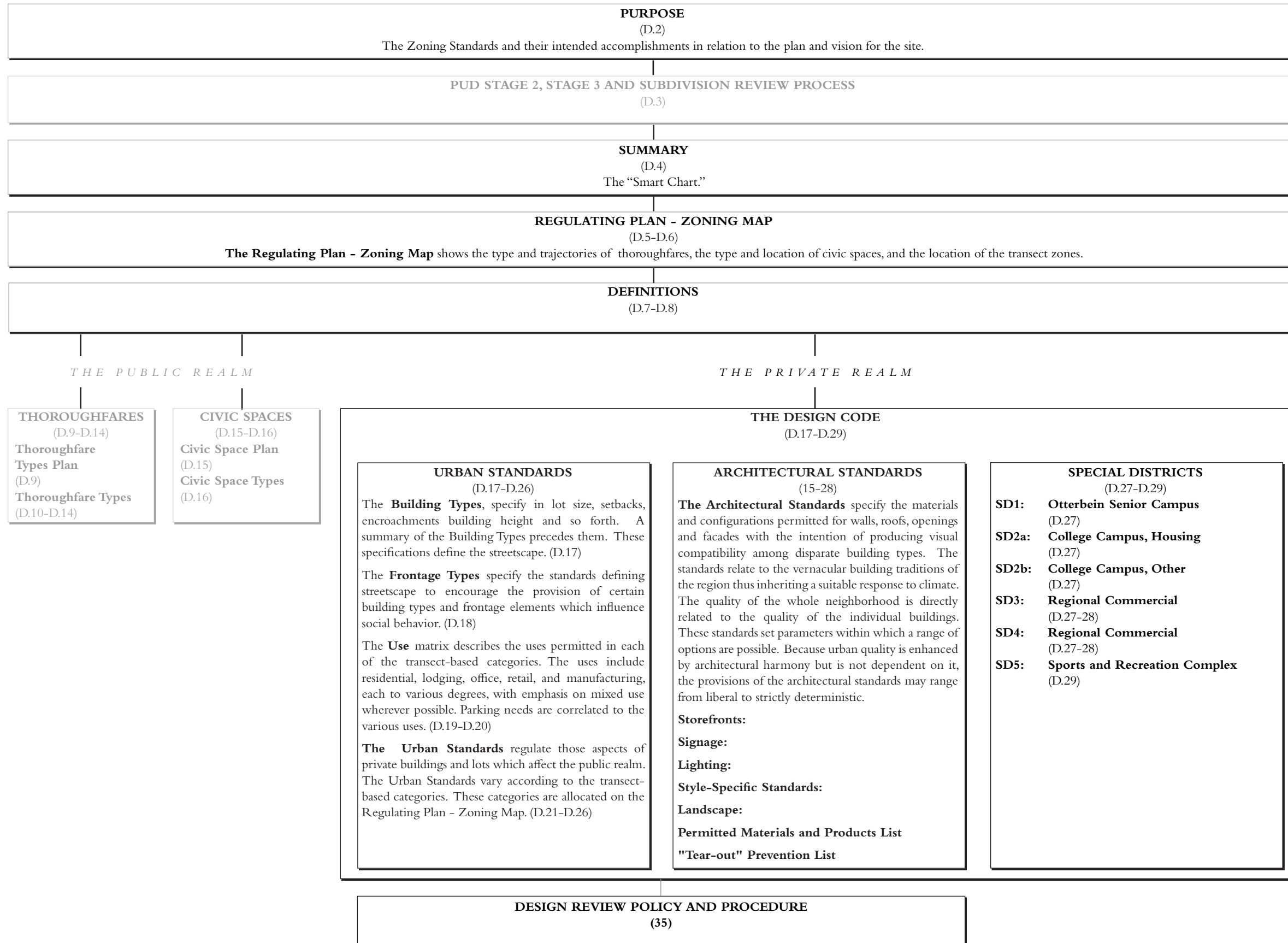
The Union Village Design Code includes material found in the approved PUD Zoning Standards as well as the following additional documents:

- Architectural Standards
- Design Review Policy & Procedure

Where pages numbers are referenced, they may refer to pages from the PUD Zoning Standards which may or may not be included in this Code. (Page numbers from the PUD Zoning Standards have a "D" prefix, e.g. D.1, D.2, etc.)

DESIGN CODE CONTENTS

Overview 1
 Purpose 2
 Summary 3
 Regulating Plan - Zoning Map 4
 Definitions 5
 Urban Standards 7
 Architectural Standards 17
 "Tear-Out" Prevention List 29
 Special Districts 31
 Design Review Policy & Procedure 34



THE PURPOSE AND INTENT OF THE UNION VILLAGE PUD ZONING STANDARDS is to enable, encourage and qualify the implementation of the following policies:

THE SITE

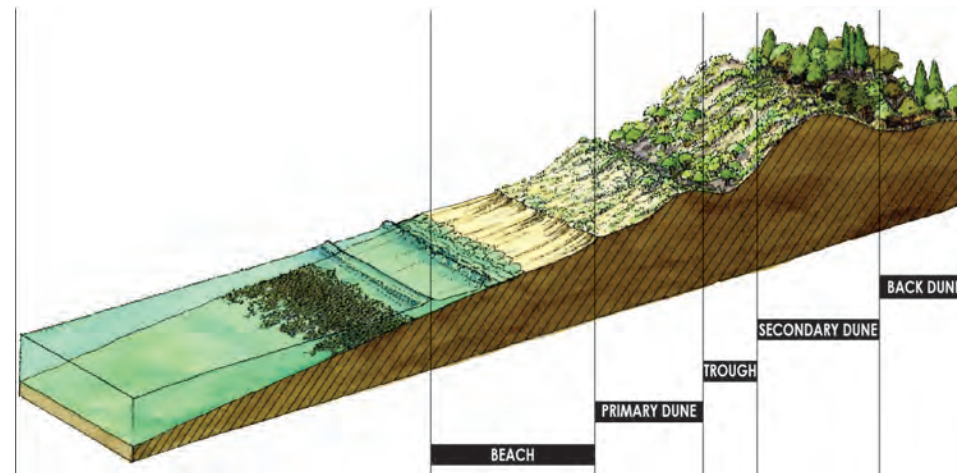
- That development should be organized in the pattern of historic local settlements, such as hamlets, villages and neighborhoods, and national best practices, while retaining the character of the site derived from the topography, wetlands and woodlands.
- That green corridors should be used to define the hamlets, villages and neighborhoods and connect them to one another and to parks and trail systems.

THE NEIGHBORHOODS

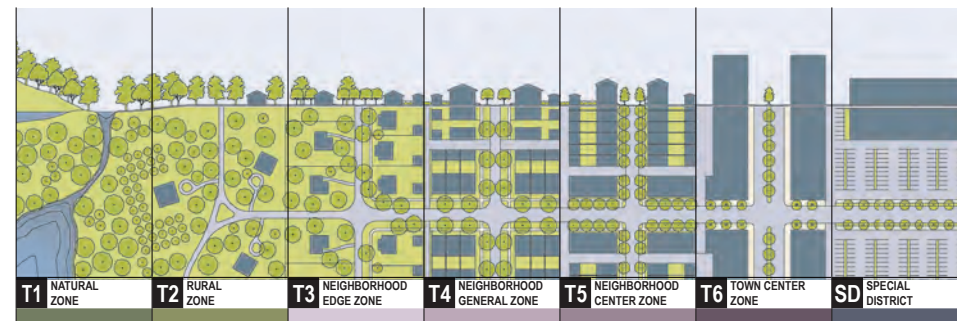
- That hamlets, villages and neighborhoods are the preferred pattern of development and that Districts of a predominantly single use are the exception.
- That neighborhoods should be compact, pedestrian-oriented and Mixed Use.
- That as many ordinary activities of daily living as possible should occur within walking distance of most dwellings, allowing independence to those who do not drive.
- That interconnected networks of Thoroughfares should be designed to disperse traffic and reduce the length of automobile trips.
- That a range of housing types and price levels should be provided to accommodate diverse households.
- That appropriate building Densities and land uses should be provided within walking distance of neighborhood centers and transit stops.
- That commercial, Civic and institutional activity should be embedded in downtowns, not isolated in remote single-use complexes.
- That schools should be sized and located to enable children to walk or bicycle to them.
- That a range of Open Space including parks, greens, squares and playgrounds should be distributed throughout.

THE BLOCK AND THE BUILDING

- That buildings and landscaping should contribute to the physical definition of Thoroughfares as Civic places.
- That development should adequately accommodate automobiles and bicycles, while respecting the pedestrian and the spatial form of public areas.
- That the design of streets and buildings should reinforce safe environments, but not at the expense of accessibility.
- That architecture and landscape design should grow from local climate, topography, history, and building practice.
- That buildings should provide their inhabitants with a clear sense of geography and climate through energy efficient methods.
- That Civic Spaces and Civic Buildings should be provided as locations that reinforce community identity and support self-government.
- That Civic Buildings should be distinctive and appropriate to a role more important than the other buildings that constitute the fabric of the city.
- That the preservation and renewal of historic buildings should be facilitated, to affirm the continuity of society.
- That the developed areas evolve harmoniously and orderly.
- That people should have meaningful choices in living arrangements as manifested by distinct physical environments, the general characters of which are delineated by the below Transect Zones.



A TYPICAL NATURAL TRANSECT



A TYPICAL RURAL TO URBAN TRANSECT, WITH TRANSECT ZONES

TRANSECT-BASED PLANNING

Different human beings thrive in different places. There are those who could never live in an urban center; there are those who would wither in a rural hamlet. The rural-to-urban Transect is divided into six Transect Zones. These six habitats vary by the level and intensity of their physical and social character, providing immersive contexts from rural to urban. Elements of the built environment are coordinated by these Transect Zones at all scales of planning, from the region through the community scale down to the individual lot and building.

One of the principles of Transect-based planning is that certain forms and elements belong in certain environments. For example, a ranch house belongs in a more rural setting, an apartment building in a more urban setting. Some types of thoroughfares are rural in character, and some are urban. A deep suburban setback destroys the spatial enclosure of an urban street; it is out of context. These distinctions and rules don't limit choices; they expand them. This is the antidote for the one-size-fits-all development of today.

T1 Natural Zone consists of lands approximating or reverting to a wilderness condition, including lands unsuitable for settlement due to topography, hydrology or vegetation.

T2 Rural Zone consists of sparsely settled lands in open or cultivated states. These include woodland, agricultural land, grassland, and irrigable desert. Typical buildings are farmhouses, agricultural buildings, cabins, and villas.

T3 Neighborhood Edge Zone consists of low density residential areas, adjacent to higher zones that some mixed use. Home occupations and outbuildings are allowed. Planting is naturalistic and setbacks are relatively deep. Blocks may be large and the roads irregular to accommodate natural conditions.

T4 Neighborhood General Zone consists of a mixed use but primarily residential urban fabric. It may have a wide range of building types: single, sideyard, and rowhouses. Setbacks and landscaping are variable. Streets with curbs and sidewalks define medium-sized blocks.

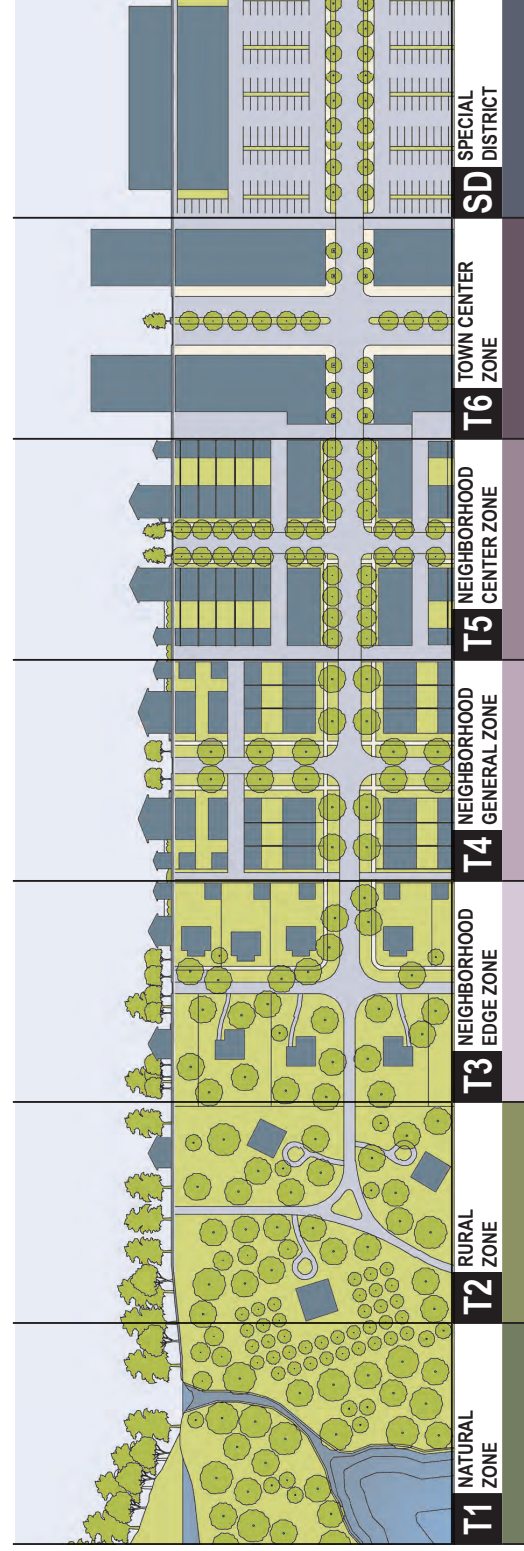
T5 Neighborhood Center Zone consists of higher density mixed use building that accommodate retail, offices, rowhouses and apartments. It has a tight network of streets, with wide sidewalks, steady street tree planting and buildings set close to the sidewalks.

T6 Town Center Zone consists of the highest density and height, with the greatest variety of uses, and civic buildings of regional importance. It may have larger blocks; streets have steady street tree planting and buildings are set close to wide sidewalks. Typically only large towns and cities have an Urban Core Zone.

Union Village will not have T1, T2, or T6. They are included here for illustrative purposes only.

UNION VILLAGE

DESIGN CODE FOR PRIVATE LOTS
PURPOSE



PROGRAM

*These residential numbers may increase or decrease by as much as 20% with the understanding that the total will not exceed 4500 units. Total commercial, retail, and manufacturing (excluding live-work units) for the entire PUD shall not exceed a maximum of 1 million square feet. The number of residential units in for the residential options for the SD2, SD4 and SD5 sites are shown in the SD2, SD4 and SD5 rows.

Union Village Neighborhoods								
Number of Residential Units			1,388*	1,277*				
Density		1,475*	1 u/a min. - 30 u/a max.	1 u/a min. - 30 u/a max.	1 u/a min. - 30 u/a max.			
Sq. Ft. of Commercial			40,000 net max.	300,000 net max.				
Union Village Special Districts								
SD1: Senior Campus						See D.27		
SD2a: College, Housing					OR	356		
SD2b: College, Other			146 (res. option)			As required		
SD3: (Regional) Commercial					OR	400,000 s.f. net max.		
SD4: (Regional) Commercial			131 (res. option)			300,000 s.f. net max.		
SD5: Sports and Rec. Complex		69 (res. option)						
Civic			Civic Building sq.ft. is in addition to Commercial sq.ft.					

THOROUGHFARES (D.19)

Road	permitted		
Street	permitted	permitted	permitted
Avenue	permitted	permitted	permitted
Boulevard	permitted	permitted	permitted
Commercial Street			permitted
Arcaded Street			permitted
Rear Lane	permitted	permitted	required
Rear Alley		permitted	permitted
Access Drive, 1-way		permitted	permitted
Access Drive, 2-way		permitted	permitted
Path	permitted	permitted	
Passage	permitted	permitted	permitted

CIVIC SPACES (D.15-D.16)

Park	permitted		
Green	permitted	permitted	permitted
Square		permitted	permitted
Plaza			permitted
Playground	permitted	permitted	permitted
Pocket Park	permitted	permitted	permitted
Cemetery	permitted	permitted	permitted

BUILDING TYPES (D.17)

Mansion	permitted			
Large House	permitted			
House	permitted	permitted	permitted	permitted
Small House	permitted	permitted	permitted	permitted
Cottage	permitted	permitted	permitted	permitted
Odd Lot		permitted	permitted	permitted
Duplex		permitted	permitted	permitted
Townhouse		permitted	permitted	permitted
Multi-Family House		permitted	permitted	permitted
Multi-Family Building		permitted	permitted	permitted
Live-Work Unit		permitted	permitted	permitted
Mixed-Use Building				permitted

FRONTAGE TYPES (D.18)

Common Lawn	permitted			
Porch & Fence	permitted			
Terrace & Light Court	permitted	permitted	permitted	permitted
Forecourt		permitted	permitted	permitted
Stoop		permitted	permitted	permitted
Shopfront & Awning		permitted	permitted	permitted
Gallery		permitted	permitted	permitted
Arcade				permitted




USE (D.19)

Residential	restricted use	limited use	open use
Lodging	restricted use	limited use	open use
Office	restricted use	limited use	open use
Retail	restricted use	limited use	open use
Manufacturing	restricted use	limited use	open use
Civic	restricted use	limited use	open use
Institutional	restricted use	limited use	open use



UNION VILLAGE

DESIGN CODE FOR PRIVATE LOTS REGULATING PLAN - ZONING MAP







Transect Zones

-  T3 Neighborhood Edge Zone
-  T4 Neighborhood General Zone
-  T5 Neighborhood Center Zone

Civic Spaces & Buildings






-  Civic Space
note: Civic Spaces may include tree stands, ponds, trails, recreation fields, buildings, cemeteries, playgrounds, pavilions, recreation related structures, and the like.
-  Civic Buildings
note: Civic Buildings may include premises available for not-for-profit organizations dedicated to religion, arts and culture, education (including schools), government, social service, transit, post offices, and the like.

Special Districts

-  SD1: Otterbein Campus
-  SD2a: College Campus, Housing (See next page for alternative zoning)
-  SD2b: College Campus, Other (See next page for alternative zoning)
-  SD3: (Regional) Commercial
-  SD4: (Regional) Commercial (See next page for alternative zoning)
-  SD5: Sports and Recreation Complex (See next page for alternative zoning)

Special Requirements

(to be added at Stage 1 and/or Site Plan Review)

-  Required Storefront Frontage
-  Recommended Storefront Frontage
-  Common Lawn Frontage
-  Required Terminated Vista
-  Recommended Terminated Vista

Thoroughfares

See Thoroughfares (D.9-D.14)



See inset at left

DEFINITIONS

These definitions are for terms in these Zoning Standards that are technical in nature or that otherwise may not reflect a common usage of the term.

Access Drive: See Thoroughfares (D.13).

Accessory Building: an Outbuilding with an Accessory Unit.

Accessory Unit: an Apartment not greater than 550 square feet sharing ownership and utility connections with a Principal Building; it may or may not be within an Outbuilding.

Allee: a regularly spaced and aligned row of trees usually planted along a Thoroughfare or Path.

Apartment: a Residential unit sharing a building and a Lot with other units and/or uses; may be for rent, or for sale as a condominium.

Arcade: See Frontage Types (D.18).

Attic: the interior part of a building contained within a pitched roof structure. Where a vertical knee-wall is greater than 5 ft., an attic shall be considered a story.

Avenue (AV): a limited distance, free-movement thoroughfare connecting civic locations within an urbanized area. Unlike a boulevard, its length is finite and its axis is terminated. An avenue may be conceived as an elongated square. See Thoroughfares (D.11).

Backbuilding: a single-story structure connecting a Principal Building to an Outbuilding.

Bed and Breakfast Inn: an owner-occupied Lodging type offering 1 to 5 bedrooms, permitted to serve breakfast in the mornings to guests.

Block: the aggregate of private Lots, Passages, Rear Alleys and Rear Lanes, circumscribed by Thoroughfares.

Block Face: the aggregate of all the building Facades on one side of a Block.

Boulevard (BV): a long-distance, free movement thoroughfare traversing an urbanized area. A boulevard is flanked by parking, sidewalks, and planters buffering the buildings along the sides. See Thoroughfares (D.12).

By Right: characterizing a proposal that complies with the PUD Zoning Standards and is permitted and processed administratively by the County Zoning Inspector, without public hearing. See Minor Modification and Variance.

Civic: the term defining organizations dedicated to arts, culture, religion, education, health, recreation, government, transit, municipal parking, institutional uses, or for use approved by the legislative body.

Civic Building: a building operated by organizations dedicated to arts, culture, religion, education, health, recreation, government, transit, municipal parking, institutional uses, or for use

approved by the legislative body. See Civic Buildings (D.15).

Civic Space: an outdoor area dedicated for public use. Civic Space types are defined by the combination of certain physical constants including the relationships among their intended use, their size, their landscaping and their Enfronting buildings. See Civic Spaces (D.15-D.16)

Close: a small green area surrounded by a driveway providing vehicular access to several buildings, performing the same function as a cul-de-sac but creating a socially useful space. The width of the close must correspond to the standard turning radius requirements. A close may be built to economical driveway standards.

Commercial: the term collectively defining Lodging, Office and Retail Uses.

Common Lawn: See Frontage Types (D.18).

Configuration: the form of a building, based on its massing, Private Frontage, and height.

Cottage: See Building Types (D.17).

Curb: the edge of the vehicular pavement that may be raised or flush to a Swale. It usually incorporates the drainage system.

Density: the number of dwelling units within a standard measure of land area.

Drive: a thoroughfare along the boundary between an urbanized and a natural condition, usually along a waterfront, a park, or a promontory.

Driveway: a vehicular access way within a private lot connecting a garage to a thoroughfare.

Duplex: See Building Types (D.17).

Effective Turning Radius: the measurement of the inside Turning Radius taking parked cars into account.

Elevation: an exterior wall of a building not along a Frontage Line. See Definitions, Illustrated, at the end of these definitions (D.8).

Encroach: to break the plane of a vertical or horizontal regulatory limit with a structural element, so that it extends into a Setback, into the Public Frontage, or above a height limit.

Encroachment: any structural element that breaks the plane of a vertical or horizontal regulatory limit, extending into a Setback, into the Public Frontage, or above a height limit.

Enfront: to place an element along a Frontage, as in “porches Enfront the street.”

Facade: the exterior wall of a building that is set along a Frontage Line. See Definitions, Illustrated, at the end of these definitions (D.8).

Forecourt: See Frontage Types (D.18).

Frontage: the area between a building Facade and the vehicular lanes, inclusive of its built and planted components. Frontage is divided into Private Frontage and Public Frontage. See Definitions, Illustrated, at the end of these definitions (D.8).

Frontage Line: a Lot line bordering a Public Frontage. Facades facing Frontage Lines define the public realm and are therefore more regulated than the Elevations facing other Lot Lines. See Definitions, Illustrated, at the end of these definitions (D.8).

Gallery: See Frontage Types (D.18).

Green: See Civic Space Types (D.16).

Greenway: an Open Space Corridor in largely natural conditions which may include trails for bicycles and pedestrians. See Civic Space Types (D.16).

Highway: a long-distance, speed-movement thoroughfare traversing open countryside. A highway should be relatively free of intersections, driveways, and adjacent buildings, otherwise it becomes strip development which interferes with traffic flow and human comfort.

Home Occupation: non-Retail Commercial enterprises. The work quarters should be invisible from the Frontage, located either within the house or in an Outbuilding. Permitted activities are defined by the Restricted Office category.

House: See Building Types (D.17).

Inn: a Lodging type, owner-occupied, offering 6 to 12 bedrooms, permitted to serve breakfast in the mornings to guests.

Institutional Use: a use of land thereon owned, occupied, and used for the benefit of members inclusive of, but not limited to nursing homes, assisted living, senior centers, adult day care, hospice, physical therapy, hospitals, emergency care, physician services, home health, or for use approved by the legislative body.

Large House: See Building Types (D.17).

Layer: a range of depth of a Lot within which certain elements are permitted.

Leadwalk: the walk that connects the Primary Frontage line to the Principal Building entrance.

Light Court: See Frontage Types (D.18).

Liner Building: a building specifically designed to mask a parking lot or a Parking Structure from a Frontage.

Live-Work Unit: See Building Types (D.17).

Lodging: See Building Use (D.20).

Lot: a parcel of land accommodating a building or buildings of unified design. The size of a Lot is controlled by its width in order to determine the grain (i.e., fine grain or coarse grain) of the urban fabric.

Lot Line: the boundary that legally and geometrically demarcates a Lot. See Definitions, Illustrated, at the end of these definitions (D.8).

Lot Width: the length of the Principal Frontage Line of a Lot.

Manufacturing: premises available for the creation, assemblage and/or repair of artifacts, using

table-mounted electrical machinery or artisanal equipment, and including their Retail sale.

Mansion: See Building Types (D.17).

Minor Modification: See Review Process (D.3).

Mixed-Use: multiple Uses within the same building through superimposition or adjacency, or in multiple buildings by adjacency, or at a proximity determined by Minor Modification.

Mixed-Use Building: See Building Types (D.17).

Multi-Family Building: See Building Types (D.17).

Multi-Family House: See Building Types (D.17).

Odd Lot: See Building Types (D.17)

Office: See Building Use (D.19).

Outbuilding: a secondary building usually located toward the rear of the same Lot as a Principal Building, and sometimes connected to the Principal Building by a Backbuilding.

Park: See Civic Space Types (D.16).

Parking Structure: a building containing one or more Stories of parking above grade.

Passage (PS): a pedestrian connector, open or roofed, that passes between buildings to provide shortcuts through long Blocks and connect parking areas to frontages. See Thoroughfares (D.14).

Path (PT): a pedestrian way traversing a park or rural area, with landscape matching the contiguous Open Space. Paths should connect directly with the urban Sidewalk network. See Thoroughfares (D.14).

Pedestrian Shed: An area that is centered on a Common Destination. Its size is related to average walking distances for the applicable Community Unit type. Pedestrian Sheds are applied to structure Communities.

Planter: the element of the Public Frontage which accommodates street trees, whether continuous or individual.

Playground: See Civic Space Types (D.16).

Plaza: See Civic Space Types (D.16).

Porch and Fence: See Frontage Types (D.18).

Principal Building: the main building on a Lot, usually located toward the Frontage.

Principal Entrance: the main point of access for pedestrians into a building.

Primary Frontage: On lots with two frontages, the Private Frontage designated by the Regulating Plan to bear the address and Principal Entrance to the building. Prescriptions for the parking Layers pertain only to the Principal Frontage. Prescriptions for the first Layer pertain to both Frontages of a corner Lot. See: Frontage, and Definitions, Illustrated, at the end of these definitions (D.8).

Private Frontage: the privately held Layer between the Frontage Line and the Principal Building Facade.

UNION VILLAGE

DESIGN CODE FOR PRIVATE LOTS DEFINITIONS

Where no definition is included in these PUD Zoning Standards or the Union Village Design Code, the definitions of the most current Warren County Code shall apply.

Public Frontage: the area between the Curb of the vehicular lanes and the Frontage Line.

Rear Alley (RA): a vehicular way located to the rear of Lots providing access to service areas, parking, and Outbuildings which may contain utility easements. Rear Alleys should be paved from building face to building face, with drainage by inverted crown at the center or with roll curbs at the edges. See Thoroughfares (D.13).

Rear Lane (RL): a vehicular way located to the rear of Lots providing access to service areas, parking, and Outbuildings which may contain utility easements. Rear lanes may be paved lightly to Driveway standards. The streetscape consists of gravel or landscaped edges, has no raised Curb, and may be drained by percolation at the edges or an inverted crown at the center. See Thoroughfares (D.13).

Regulating Plan: a Zoning Map that shows the Transect Zones, Civic Zones, Special Districts if any, and Special Requirements if any, of areas subject to, or potentially subject to, regulation by the PUD Zoning Standards.

Residential: See Building Use (D.20).

Retail: See Building Use (D.20).

Retail Frontage: Frontage designated on a Regulating Plan that requires or recommends the provision of a Shopfront, encouraging the ground level to be available for Retail use.

Right of Way (ROW): the composite public area dedicated to circulation, including the vehicular way and the streetscape. See Definitions, Illustrated, at the end of these definitions (D.8).

Road (RD): a local, slow-movement thoroughfare suitable for edge and rural areas. A road tends to be rural in character without curbs or on-street parking; it may have clustered plantings and paths instead of sidewalks. See Thoroughfares (D.10).

Secondary Frontage Line: on corner Lots, the Private Frontage that is not the Primary Frontage. As it affects the public realm, its First Layer is regulated. See Definitions, Illustrated, at the end of these definitions (D.8).

Setback: the area of a Lot measured from the Lot line to a building Facade or Elevation that is maintained clear of permanent structures, with the exception of Encroachments listed in.

Shopfront and Awning: See Frontage Types (D.18).

Sidewalk: the paved section of the Public Frontage dedicated exclusively to pedestrian activity.

Slip Road: an outer vehicular lane or lanes of a Thoroughfare, designed for slow speeds while inner lanes carry higher speed traffic, and separated from them by a planted median.

Small House: See Building Types (D.17).

Specialized Building: a building that is not subject to Residential, Commercial, or Lodging classification.

Special District (SD): an area that inherently, cannot or should not conform to one or more of the normative Community Unit types or Transect Zones. Special Districts may be mapped and regulated at the regional scale or the community scale.

Square: See Civic Space Types (D.16).

Standard Pedestrian Shed: a Pedestrian Shed that is an average 1/4 mile radius or 1320 feet, about the distance of a five-minute walk at a leisurely pace. See Pedestrian Shed.

Stoop: See Frontage Types (D.18).

Story: a habitable level within a building, excluding an Attic or raised basement.

Street (ST): a local, slow-movement thoroughfare suitable for general, center, and core zones. A street is urban in character, with raised curbs, closed drainage, wide sidewalks, parallel parking, and trees in individual planting areas. See Thoroughfares (D.11).

Streetscreen: a freestanding wall built along the Frontage Line, or coplanar with the Facade. It may mask a parking lot from the Thoroughfare, provide privacy to a side yard, and/or strengthen the spatial definition of the public realm.

Substantial Modification: alteration to a building that is valued at more than 50% of the replacement cost of the entire building, if new.

Swale: a low or slightly depressed natural area for drainage.

Terminated Vista: a location at the axial conclusion of a Thoroughfare. A building located at a Terminated Vista designated on a Regulating Plan is required or recommended to be designed in response to the axis.

Terrace: See Frontage Types (D.18).

Thoroughfare: a way for use by vehicular and pedestrian traffic and to provide access to Lots and Open Spaces, consisting of Vehicular Lanes and the Public Frontage.

Townhouse: a single-family dwelling that shares a party wall with another of the same type and occupies the full Frontage Line. See Building Types (D.17).

Transect: a cross-section of the environment showing a range of different habitats. The rural-urban Transect of the human environment is divided into six Transect Zones. These zones describe the physical form and character of a place, according to the Density and intensity of its land use and Urbanism. See Purpose (D.2).

Transect Zone: Transect Zones are administratively similar to the land use zones in conventional codes, except that in addition to the usual building use, Density, height, and Setback requirements, other elements of the intended habitat are integrated, including those of the private Lot and building and Public Frontage. See Purpose (D.2).

Turning Radius: the curved edge of a

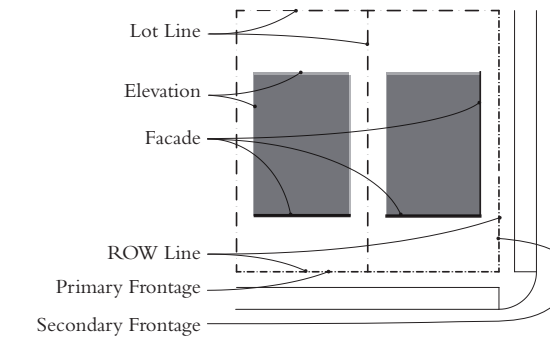
Thoroughfare at an intersection, measured at the inside edge of the vehicular tracking. The smaller the Turning Radius, the smaller the pedestrian crossing distance and the more slowly the vehicle is forced to make the turn.

Use: the use or uses accommodated by a building and its Lot, categorized as Restricted, Limited, or Open, according to the intensity of the use. See Use (D.19).

Variance: a ruling that would permit a practice that is not consistent with either a specific provision or the Intent of the PUD Zoning Standards and/or the Design Code. Variances may be granted by the Warren County Board of Zoning Appeals following permission of the Developer.

Yield: characterizing a Thoroughfare that has two-way traffic but only one effective travel lane because of parked cars, necessitating slow movement and driver negotiation. Also, characterizing parking on such a Thoroughfare. See Thoroughfares (D.9).

DEFINITIONS, ILLUSTRATED



Lot Line: the boundary that legally and geometrically demarcates a lot.

Elevation: the exterior walls of a building.

Frontage Line: the line between a private lot and a primary thoroughfare or civic space.

Facade: the exterior walls of a building that are set along a Frontage Line.

Right of Way (ROW): the composite public area dedicated to circulation, including the vehicular way and the streetscape.

Frontage: the privately held layer between the Facade of a building and the Frontage Line.

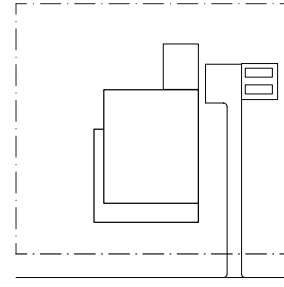
Primary Frontage: On lots with two frontages, the Private Frontage designated by the Regulating Plan to bear the address and Principal Entrance to the building.

Secondary Frontage Line: on corner Lots, the Private Frontage that is not the Primary Frontage.

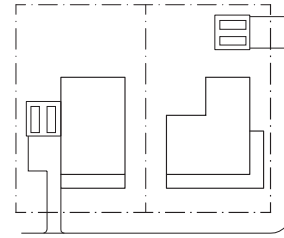
Where no definition is included in these PUD Zoning Standards or the Union Village Design Code, the definitions of the most current Warren County Code shall apply.

BUILDING TYPES

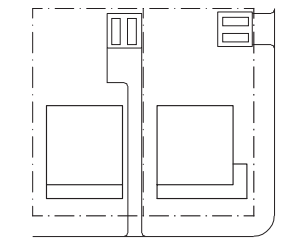
Mansion: A detached single-family dwelling on a very large lot that must be shared with one or more Outbuildings.



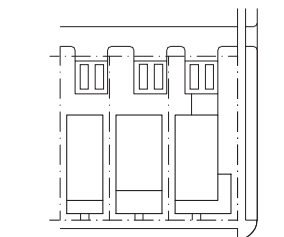
Large House: A detached single-family dwelling on a large lot that may be shared by one or more Outbuildings.



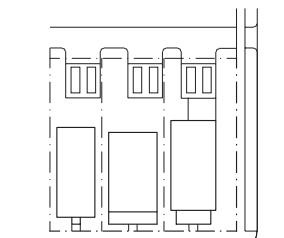
House: A detached single-family dwelling on an average-sized lot that may be shared with an Outbuilding.



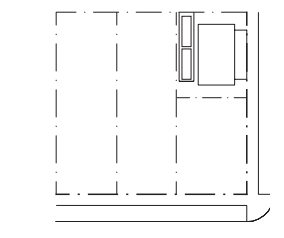
Small House: A detached single-family dwelling on a small lot that may be shared with an Outbuilding.



Cottage: A one- or one and a half-story detached single-family dwelling on a small lot that may be shared with an Outbuilding.



“Odd” Lots: A detached single-family dwelling on a small, atypical lot.

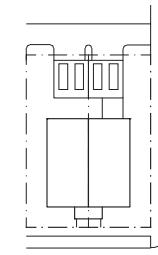


T3 Neighborhood Edge Zone

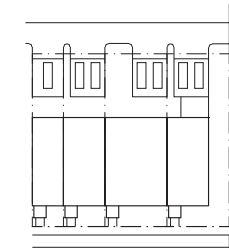
T4 Neighborhood General Zone

T5 Neighborhood Center Zone

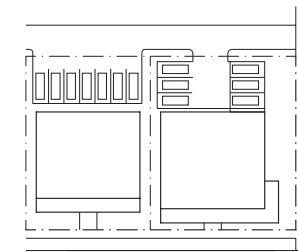
Duplex: A two-family dwelling with a common wall on one side lot line, often with the facades forming a single continuous frontage line. A duplex may have an Outbuilding.



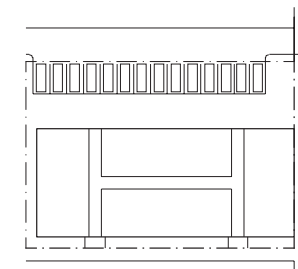
Townhouse: An attached single family dwelling with common walls on the side lot lines, typically with the facades forming a continuous frontage line. A townhouse may have an Outbuilding.



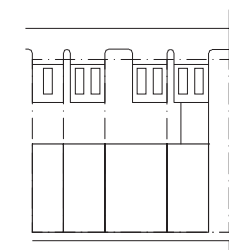
Multi-Family House: A large residential building type accommodating multiple dwellings disposed above/below and/or beside each other, sharing a common entry. They may be condominiums or rental units. A multi-family house may have one or more Outbuildings.



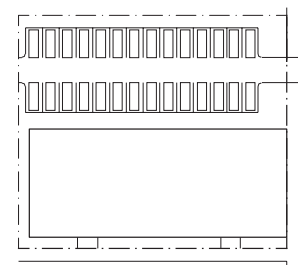
Multi-Family Building: A large residential building type accommodating multiple dwellings disposed above/below and/or beside each other, sharing a common entry and hallway. They may be condominiums or rental units. A multi-family building may have one or more Outbuildings.



Live-Work Unit: A mixed-use building type with one dwelling above or behind a commercial space. A live-work may have an Outbuilding.



Mixed-Use Building: A flexible building type, often with commercial on the ground floor and office or residential on upper floors. In some locations, buildings may be entirely office; in other locations, they may be required to have retail frontage on the ground floor. A mixed-use building may have one or more Outbuildings.



T4 Neighborhood General Zone

T5 Neighborhood Center Zone

FRONTAGE TYPES

Frontage is the privately held layer between the facade of a building and the lot line. The variables of frontage are the dimensional depth of the front yard and the combination of architectural elements such as fences, stoops, porches, and colonnades. The combination of the private frontage, the public streetscape and the types of thoroughfare defines the character of the majority of the public realm. The combination of elements constitutes the layer between the private realm of buildings. It ranges in character from urban to rural as a function of the composition of their elements. These elements influence social behavior.

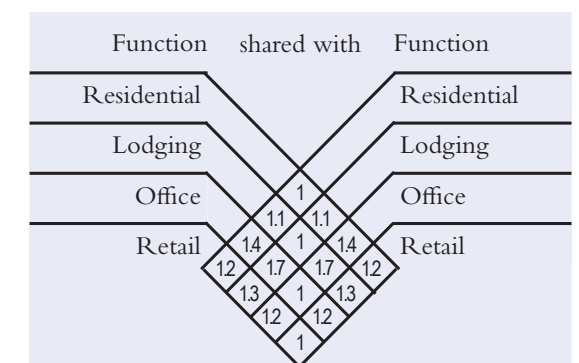


USE

Traditional Neighborhood Development (TND) zoning categories enable a broad range of activity throughout the urban fabric. This is in contrast to the zoning of Conventional Suburban Development (CSD) that assigns different uses to sectors, at the minimum separating dwellings from shopping and from workplaces. While this is justified for certain categories of noxious activities, the absolutism of this technique is usually unwarranted.

Mixed-use, while permeating the TND, is subtly variegated. This is in response to desired lifestyles ranging from isolated to socialized, all of which should be accommodated within the neighborhood structure. Accordingly, the PUD Zoning Standards incorporate a system for grading the intensity of mixed use using the three categories of Restricted, Limited, and Open for buildings and lots held in private ownership.

SHARED PARKING FACTOR



T5 Neighborhood Center Zone

OPEN

Open Residential: the number of dwellings on each lot is limited by the requirement of 1.0 assigned or adjacent on-street parking space for each dwelling, a ratio which may be reduced according to the shared parking standard (e.g.: apartment buildings & rowhouses).

Open Lodging: the number of bedrooms available for lodging is limited by the requirement of 1.0 assigned or adjacent on-street parking space for each bedroom, a ratio which may be reduced according to the shared parking standards. Food service may be provided at all times. The area allocated for food service shall be calculated and provided with parking according to Retail Use. The maximum length of stay shall not exceed 90 days. (e.g.: boarding house or hotel).

Open Office: the area available for office use is limited by the requirement of 2.0 assigned or adjacent on-street parking places per 1000 square feet of gross office space, a ratio which may be reduced according to the shared parking standards (e.g.: corporate office).

Open Retail: The building area available for Retail use is limited by the requirement of 3.0 assigned or adjacent on-street parking places per 1000 square feet of net Retail space. Retail spaces under 1500 square feet are exempt from parking requirements.

Open Manufacturing: the area available for manufacturing use is limited to the building and a contiguous yard to its rear circumscribed by a solid masonry wall no less than 8 ft high and by the requirement of 3.0 assigned or adjacent on-street parking places per 1000 square feet of net Manufacturing space. Manufacturing spaces under 1500 square feet are exempt from parking requirements.

Open Civic: civic uses are permitted.

T4 Neighborhood General Zone

LIMITED

Limited Residential: the number of dwellings on each lot is limited by the requirement of 1.0 assigned or adjacent on-street parking space for each dwelling, a ratio which may be reduced according to the shared parking standard (e.g.: apartment buildings & rowhouses).

Limited Lodging: the number of bedrooms available for lodging is limited by the requirement of 1.0 assigned or adjacent on-street parking space for each bedroom, up to twelve, in addition to the parking requirement for the dwelling. Food service may be provided only in the morning. The maximum length of stay shall not exceed ten days. (e.g.: bed & breakfast inn).

Limited Office: the area available for office use is limited to the first story of the Principal Building and/or an Outbuilding, and by the requirement of 2.0 assigned or adjacent on-street parking places per 1000 square feet of gross office space, in addition to the parking requirement for each dwelling (e.g.: home office).

Limited Retail: The building area available for Retail use is limited to the first story of buildings at corner locations and by the requirement of 4.0 assigned or adjacent on-street parking places per 1000 square feet of net Retail space in addition to the parking requirement of each dwelling. The specific use shall be further limited to neighborhood store, or food service seating no more than 40.

Limited Manufacturing: the area available for manufacturing use is limited to 600 sq ft within the first story of a Live-Work or an Outbuilding. Artifacts shall not be stored in the yard. There shall be no parking requirement assigned to this use (e.g.: home workshop, artist studio, woodcraft, furniture refinishing, bicycle).

Limited Civic: civic uses are permitted.

T3 Neighborhood Edge Zone

RESTRICTED

Restricted Residential: the number of dwellings on each lot is restricted to one within a principal building and one Accessory Unit, and by the requirement of 1.5 assigned or adjacent on-street parking spaces for each. Both dwellings shall be under single ownership (e.g.: houses & cottages).

Restricted Lodging: the number of bedrooms available for lodging is restricted by the requirement of 1.0 assigned or adjacent on-street parking space for each bedroom, up to five, in addition to the parking requirement for the dwelling. Food service may be provided only in the morning. The maximum length of stay shall not exceed ten days. (e.g.: bed & breakfast inn).

Restricted Office: the area available for office use is restricted to the first story of the Principal Building or an Outbuilding, and by the requirement of 2.0 assigned or adjacent on-street parking places per 1000 square feet of gross office space, in addition to the parking requirement for each dwelling (e.g.: home occupation).

Restricted Retail: The building area available for Retail use is restricted to one Block corner location at the first story and by the requirement of 4.0 assigned or adjacent on-street parking places per 1000 square feet of net Retail space in addition to the parking requirement of each dwelling. The specific use shall be further limited to neighborhood store, or food service seating no more than 20.

Restricted Manufacturing: the area available for manufacturing use is limited to 600 sq ft within an Outbuilding. Artifacts shall not be stored in the yard. There shall be no parking requirement assigned to this use (e.g.: home workshop, artist studio, woodcraft, furniture refinishing, bicycle).

Restricted Civic: civic uses are permitted.

USE TYPES

USE CATEGORIES:

RESIDENTIAL: premises available for long-term human habitation by means of ownership and rental, but excluding short-term letting of less than a month's duration.

LODGING: premises available for short-term human habitation, including daily and weekly letting.

OFFICE: premises available for the transaction of general business, but excluding retail sales and manufacturing.

RETAIL: premises available for the commercial sale of merchandise and prepared foods, but excluding manufacturing.

MANUFACTURING: premises available for the creation, assemblage, and repair of artifacts including their retail sale except when such activity creates adverse impacts.

CIVIC: premises available for not-for-profit organizations dedicated to religion, arts and culture, education (including schools), government, social service, transit, post offices, and the like.

SHARED PARKING

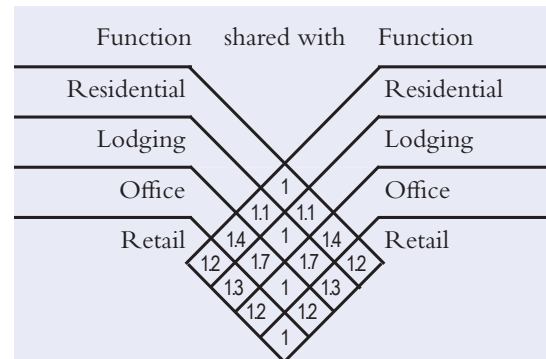
REQUIRED PARKING

	T2	T3	T4	T5	T6
Residential	2.0 / dwelling		1.5 / dwelling		1.0 / dwelling
Lodging	1.0 / bedroom		1.0 / bedroom		1.0 / bedroom
Office	3.0 / 1000 sq. ft.		3.0 / 1000 sq. ft.		2.0 / 1000 sq. ft.
Retail	4.0 / 1000 sq. ft.		4.0 / 1000 sq. ft.		3.0 / 1000 sq. ft.
Civic	To be determined by Warrant				
Other	To be determined by Warrant				

The Shared Parking Factor for two functions, when divided into the sum of two amounts as listed on the Required Parking table below, produces the Effective Parking needed for each uses involved in sharing. To determine the Effective Parking for two uses:

1. Required Parking for each use using the Required Parking table below.
2. Add them together.
3. Divide the total by the Shared Parking Factor shown in the table below.
4. The quotient is Effective Parking required for these two uses.

SHARED PARKING FACTOR



SPECIFIC USES

Real estate sales and information center(s) are permitted anywhere, but require approval by the Warren County Zoning Inspector.

Model homes and other model units are permitted anywhere, but require approval by the Warren County Zoning Inspector.

USES PROHIBITED IN THIS PUD

The uses listed below, regardless of whether the proposal will be a principal or accessory use, shall be prohibited in this PUD:

- Sexually Oriented Businesses
- Shooting Range, Outdoor
- Race Tracks
- Commercial Amusement, Outdoor
- Truck Stop
- Truck Terminals
- Moving Truck and Trailer Rental
- Junk & Wrecked Vehicle Salvage Yard Facility
- Motor Vehicle Impound Lots
- Salvage Motor Vehicle Auction or Pool Facility
- Self-Storage Facility
- Mover Storage Facility
- Container/POD Storage Facility
- Wind Energy Conversion System, Large Wind Farms
- Mineral Extraction and Surface Mining
- Concrete or Asphalt Batching Plant
- Petroleum or Related Products Refining or Distributor
- Class I, II, III, and IV Composting Facility
- Construction and Demolition Debris Disposal Facility
- Methane Recovery Facility associated with Soil Removal
- Sanitary Landfill
- Incinerator for the Burning of Solid Wastes
- Solid Waste Disposal Facility
- Recycling and Salvage Center
- Central Processing Facility for Solid Waste Transfer, Materials Resource Recovery and/or Recycling
- Distribution Facilities
- Billboards
- Outdoor vending machines
- Other uses which create an adverse impact on adjacent lots such as noise, vibration, odor, pollution or socio-economic disruption. Consequences confined to the lot are not considered adverse.

USES PROHIBITED IN THIS PUD, UNLESS NOTED OTHERWISE

The uses listed below, regardless of whether the proposal will be a principal or accessory use, shall be prohibited in this PUD unless noted otherwise elsewhere in these PUD Zoning Standards, or, later permitted by Variance:

- Tattoo & Body Piercing Parlor
- Pawn Shop
- Commercial Stable
- Commercial Kennels and Animal Husbandry
- Nursery
- Automobile Fueling Station
- Automobile Oil Change, Lube, Light Service
- Automobile Body Repair Shop
- Automobile General Repair
- Automobile and/or Truck Washing Facility
- Paint Mixing & Spraying Facility
- Plastic & Rubber Products Manufacture
- Drive-through commercial
- Similar Uses: For a proposed use not listed herein, a Variance or a Warrant may be issued as described elsewhere in these PUD Zoning Standards.

UNION VILLAGE

**DESIGN CODE FOR PRIVATE LOTS
URBAN STANDARDS**

USE, CONTINUED

UNION VILLAGE

DESIGN CODE FOR PRIVATE LOTS URBAN STANDARDS

BUILDING PLACEMENT

1. Lot Lines that coincide with a thoroughfare (except alleys and lanes) or Civic Space are designated Frontage Lines. Primary Frontages are designated on the Detail Regulating Plan with each phase. All other Frontages are considered Secondary.
2. Principal buildings shall be centered on the Primary Frontage line.
3. Facades shall be set parallel to straight Frontage Lines, and parallel to the chord if broken or curved. Elevations may need not parallel the lot lines.
4. Corner lots may be wider to allow the secondary front setback to be equal to the primary front setback.
5. Side setback is 0 ft. at a party wall.
6. Outbuilding rear setback at corner lots served by a rear lane or rear alley shall be 3 ft.

PERMITTED ENCROACHMENTS

7. In no case shall an encroachment violate the building code.
8. The following may encroach into the setbacks, but not across property lines: stoops, balconies, awnings and porches, chimneys, steps, turrets and towers.
9. Where permitted as a Frontage Type, the following may encroach upon the R.O.W. to the full width less 2 ft. of the enfronting sidewalk: arcades, colonnades and galleries.
10. At Retail Uses, the following may encroach upon the R.O.W. to the full width less 1 ft. of the enfronting sidewalk however, a 5 ft. clear pedestrian zone shall be maintained: awnings, signage, merchandise, cafe tables, chairs, umbrellas, planters and the like.

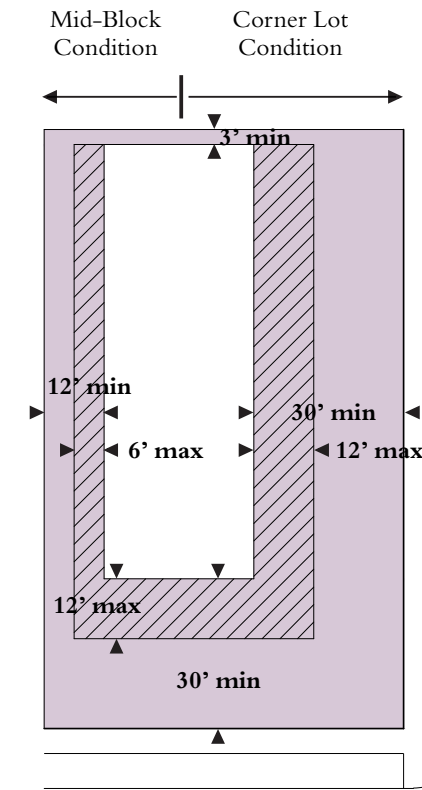
BUILDING HEIGHT

11. The maximum building height shall be measured in number of stories, excluding attics and raised basements. Each story shall not exceed 12 ft. clear, except retail stories which shall be between 12 ft. and 18 ft. clear. See definition of Attic.
12. Building height shall be measured from the average grade of the frontage line to the eave of a pitched roof or surface of a flat roof.
13. Backbuilding & Outbuilding height at eave shall be no higher than eave of the principle building, or 2 stories, whichever is more restrictive.
14. A portion of a building no greater than 250 sq. ft. may exceed the height limit.
15. First floor elevation is measured at the point where the lead walk intersects the sidewalk.

PARKING PLACEMENT

16. The number of parking places provided shall be as required by the Use Standards.
17. The required off-street parking shall be placed a minimum of 20 feet behind the facade.

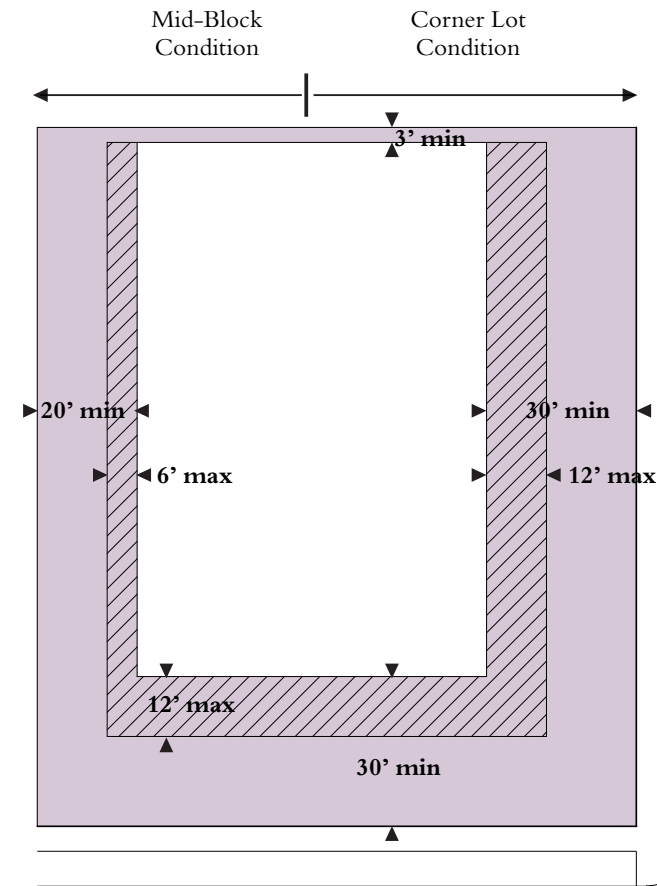
LARGE HOUSE



T3

	T3	T4	T5
Lot width	72' min.		
Lot depth	120' min.		
Lot area	8,640 s.f. min.		
Lot coverage by roofs	50% max.		
Building volume	50,000 c.f. max.		
Frontage Setback (primary & secondary)	30' min.		
Side Setback *5	12' min.		
Rear Setback *6	3' min.		
% of principal building facade at primary frontage setback	40% min.		
Encroachments at frontage setbacks	12' max.		
Encroachments at side setback	6' max.		
Height of Principal Building *11	2.5 stories max.		
Height of Backbuilding	Eave of Principal Building max.		
Height of Outbuilding	Eave of Principal Building max.		
Elevation of first floor above grade *14	1.5' - 4.5'		
Frontage type(s)	Common Lawn Porch & Fence		

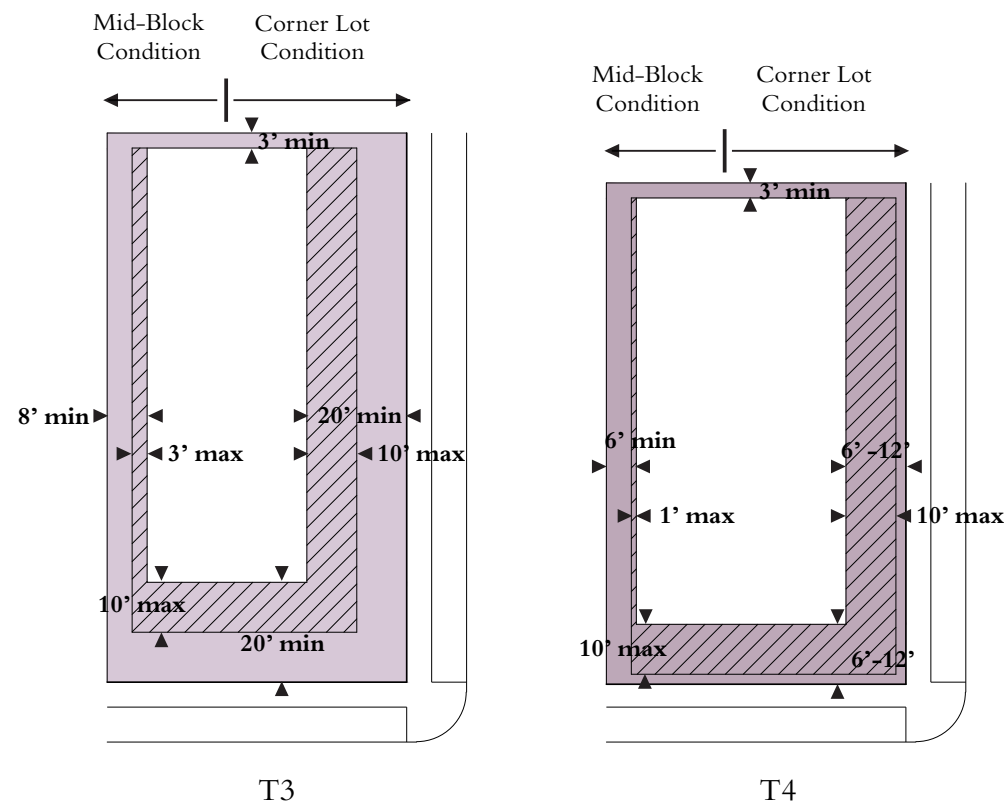
MANSION



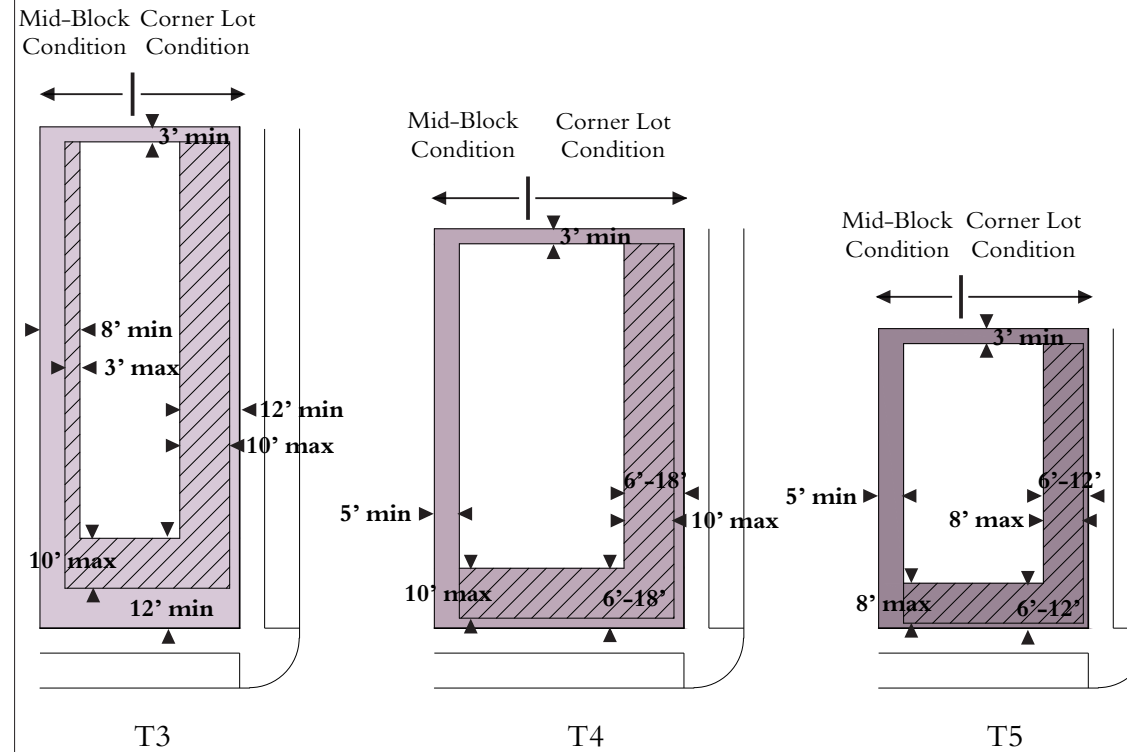
T3

	T3	T4	T5
Lot width	120' min.		
Lot depth	140' min.		
Lot area	16,800 s.f. min.		
Lot coverage by roofs	30% max.		
Building volume	50,000 c.f. max.		
Frontage Setback (primary & secondary)	30' min.		
Side Setback *5	20' min.		
Rear Setback *6	3' min.		
% of principal building facade at primary frontage setback	40% min.		
Encroachments at frontage setbacks	12' max.		
Encroachments at side setback	6' max.		
Height of Principal Building *11	2.5 stories max.		
Height of Backbuilding	Eave of Principal Building max.		
Height of Outbuilding	Eave of Principal Building max.		
Elevation of first floor above grade *14	1.5' - 4.5'		
Frontage type(s)	Common Lawn		

HOUSE



SMALL HOUSE



UNION VILLAGE

DESIGN CODE FOR PRIVATE LOTS URBAN STANDARDS

BUILDING PLACEMENT

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2. Principal buildings shall be centered on the Primary Frontage line.
3. Facades shall be set parallel to straight Frontage Lines, and parallel to the chord if broken or curved. Elevations may need not parallel the lot lines.
4. Corner lots may be wider to allow the secondary front setback to be equal to the primary front setback.
5. Side setback is 0 ft. at a party wall.
6. Outbuilding rear setback at corner lots served by a rear lane or rear alley shall be 3 ft.

PERMITTED ENCROACHMENTS

7. In no case shall an encroachment violate the building code.
8. The following may encroach into the setbacks, but not across property lines: stoops, balconies, awnings and porches, chimneys, steps, turrets and towers.
9. Where permitted as a Frontage Type, the following may encroach upon the R.O.W. to the full width less 2 ft. of the enfronting sidewalk: arcades, colonnades and galleries.
10. At Retail Uses, the following may encroach upon the R.O.W. to the full width less 1 ft. of the enfronting sidewalk however, a 5 ft. clear pedestrian zone shall be maintained: awnings, signage, merchandise, cafe tables, chairs, umbrellas, planters and the like.

BUILDING HEIGHT

11. The maximum building height shall be measured in number of stories, excluding attics and raised basements. Each story shall not exceed 12 ft. clear, except retail stories which shall be between 12 ft. and 18 ft. clear. See definition of Attic.
12. Building height shall be measured from the average grade of the frontage line to the eave of a pitched roof or surface of a flat roof.
13. Backbuilding & Outbuilding height at eave shall be no higher than eave of the principle building, or 2 stories, whichever is more restrictive.
14. A portion of a building no greater than 250 sq. ft. may exceed the height limit.
15. First floor elevation is measured at the point where the lead walk intersects the sidewalk.

PARKING PLACEMENT

16. The number of parking places provided shall be as required by the Use Standards.
17. The required off-street parking shall be placed a minimum of 20 feet behind the facade.

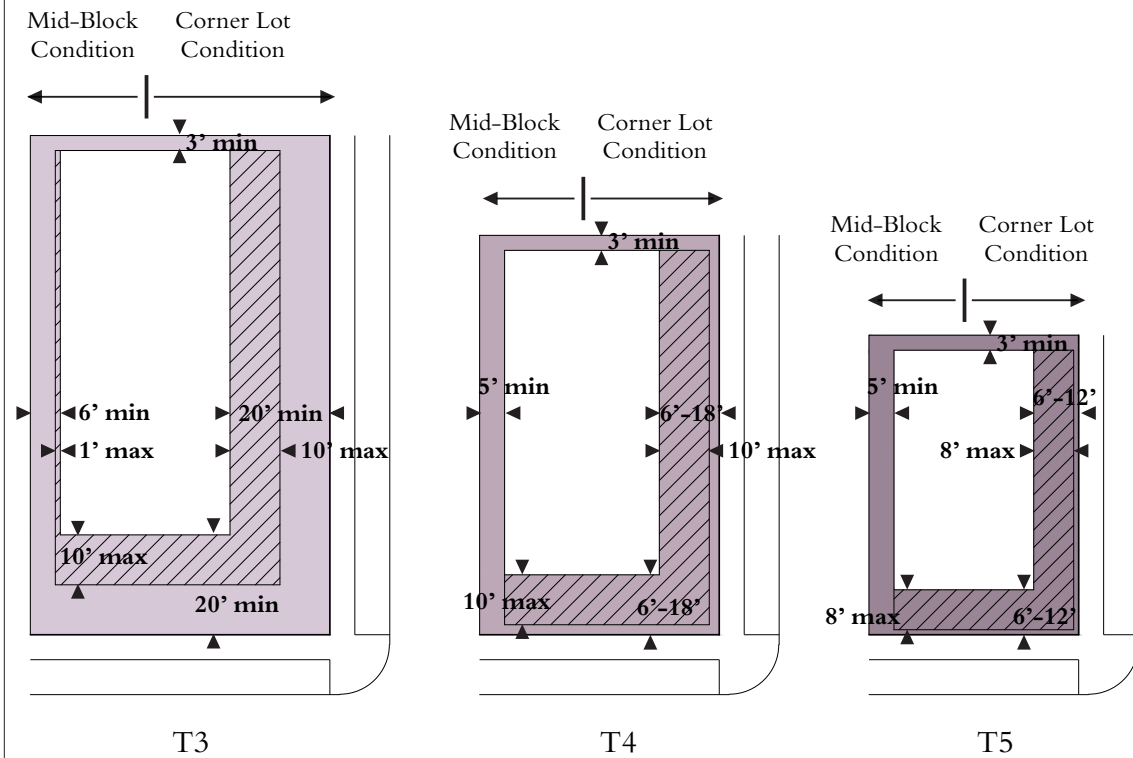
	T3	T4	T5
Lot width	60' min.	48'-60'	
Lot depth	110' min.	100' min.	
Lot area	6,600 s.f. min.	4,800 s.f. min.	
Lot coverage by roofs	50% max.	60% max.	
Building volume	45,000 c.f. max.	45,000 c.f. max.	
Frontage Setback (primary & secondary)	20' min.	6'-18'	
Side Setback *5	8' min.	6' min.	
Rear Setback *6	3' min.	3' min.	
% of principal building facade at primary frontage setback	50% min.	50% min.	
Encroachments at frontage setbacks	10' max.	10' max.	
Encroachments at side setback	3' max.	1' max.	
Height of Principal Building *11	2.5 stories max.	2.5 stories max.	
Height of Backbuilding	Eave of Principal Building max.		
Height of Outbuilding	Eave of Principal Building max.		
Elevation of first floor above grade *14	1.5' - 4.5'	1.5' - 3'	
Frontage type(s)	Common Lawn Porch & Fence	Porch & Fence Terrace & Lt. Ct. Stoop	

	T3	T4	T5
Lot width	40' min.	30'-50'	30'-42'
Lot depth	100' min.	80' min.	60'-100'
Lot area	4,400 s.f. min.	2,400 s.f. min.	1,800 s.f. min.
Lot coverage by roofs	60% max.	70% max.	80% max.
Building volume	45,000 c.f. max.	45,000 c.f. max.	45,000 c.f. max.
Frontage Setback (primary & secondary)	12' min.	6'-18'	6'-12'
Side Setback *5	8' min.	5' min.	5' min.
Rear Setback *6	3' min.	3' min.	3' min.
% of principal building facade at primary frontage setback	50% min.	60% min.	70% min.
Encroachments at frontage setbacks	10' max.	10' max.	8' max.
Encroachments at side setback	3' max.	0' max.	0' max.
Height of Principal Building *11	2.5 stories max.	2 stories max.	2 stories max.
Height of Backbuilding	Eave of Principal Building max.		
Height of Outbuilding	Eave of Principal Building max.		
Elevation of first floor above grade *14	1.5' - 4.5'	1.5' - 3'	1.5' - 3'
Frontage type(s)	Common Lawn Porch & Fence	Porch & Fence Terrace & Lt. Ct. Stoop	Stoop

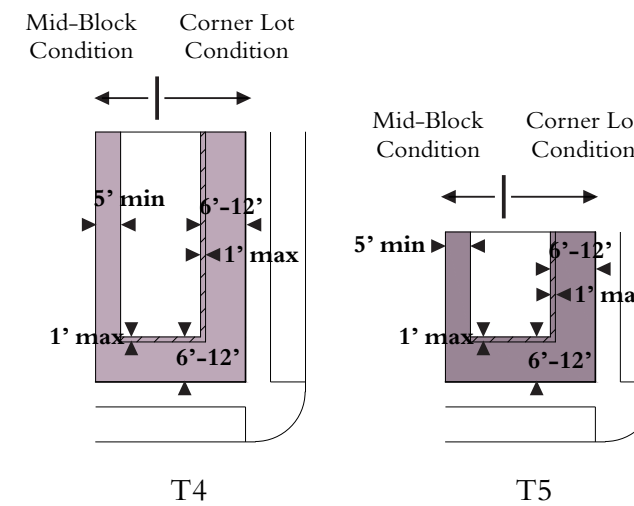
UNION VILLAGE

DESIGN CODE FOR PRIVATE LOTS URBAN STANDARDS

COTTAGE



“ODD” LOTS



	T3	T4	T5
Lot width	36'-60'	30'-48'	30'-42'
Lot depth	100' min.	80' min.	60' min.
Lot area	4,800 s.f. min.	2,400 s.f. min.	1,800 s.f. min.
Lot coverage by roofs	60% max.	70% max.	80% max.
Building volume	40,000 c.f. max.	40,000 c.f. max.	40,000 c.f. max.
Frontage Setback (primary & secondary)	20' min.	6'-18'	6'-12'
Side Setback *5	6' min.	5' min.	5' min.
Rear Setback *6	3' min.	3' min.	3' min.
% of principal building facade at primary frontage setback	50% min.	60% min.	70% min.
Encroachments at frontage setbacks	10' max.	10' max.	8' max.
Encroachments at side setback	1' max.	0' max.	0' max.
Height of Principal Building *11	2.5 stories max.	1.5 stories max.	2 stories max.
Height of Backbuilding	Eave of Principal Building max.		
Height of Outbuilding	Eave of Principal Building max.		
Elevation of first floor above grade *14	1.5' - 3'	1.5' - 3'	1.5' - 3'
Frontage type(s)	Porch & Fence Terrace & Lt. Ct. Stoop	Porch & Fence Terrace & Lt. Ct. Stoop	Stoop

	T3	T4	T5
Lot width		30' min.	30' min.
Lot depth		50' min.	30' min.
Lot area		784 s.f. min.	784 s.f. min.
Lot coverage by roofs		80% max.	80% max.
Building volume		12,000 c.f. max.	12,000 c.f. max.
Frontage Setback (primary & secondary)		6'-12'	6'-12'
Side Setback *5		5' min.	5' min.
Rear Setback *6		n/a	n/a
% of principal building facade at primary frontage setback		80% min.	80% min.
Encroachments at frontage setbacks		1' max.	1' max.
Encroachments at side setback		0' max.	0' max.
Height of Principal Building *11		2.5 stories max.	2.5 stories max.
Height of Backbuilding		Eave of Principal Building max.	
Height of Outbuilding		Eave of Principal Building max.	
Elevation of first floor above grade *14		at grade	at grade
Frontage type(s)		Fence	Stoop

BUILDING PLACEMENT

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5. Side setback is 0 ft. at a party wall.
6. Outbuilding rear setback at corner lots served by a rear lane or rear alley shall be 3 ft.

PERMITTED ENCROACHMENTS

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9. Where permitted as a Frontage Type, the following may encroach upon the R.O.W. to the full width less 2 ft. of the enfronting sidewalk: arcades, colonnades and galleries.
10. At Retail Uses, the following may encroach upon the R.O.W. to the full width less 1 ft. of the enfronting sidewalk however, a 5 ft. clear pedestrian zone shall be maintained: awnings, signage, merchandise, cafe tables, chairs, umbrellas, planters and the like.

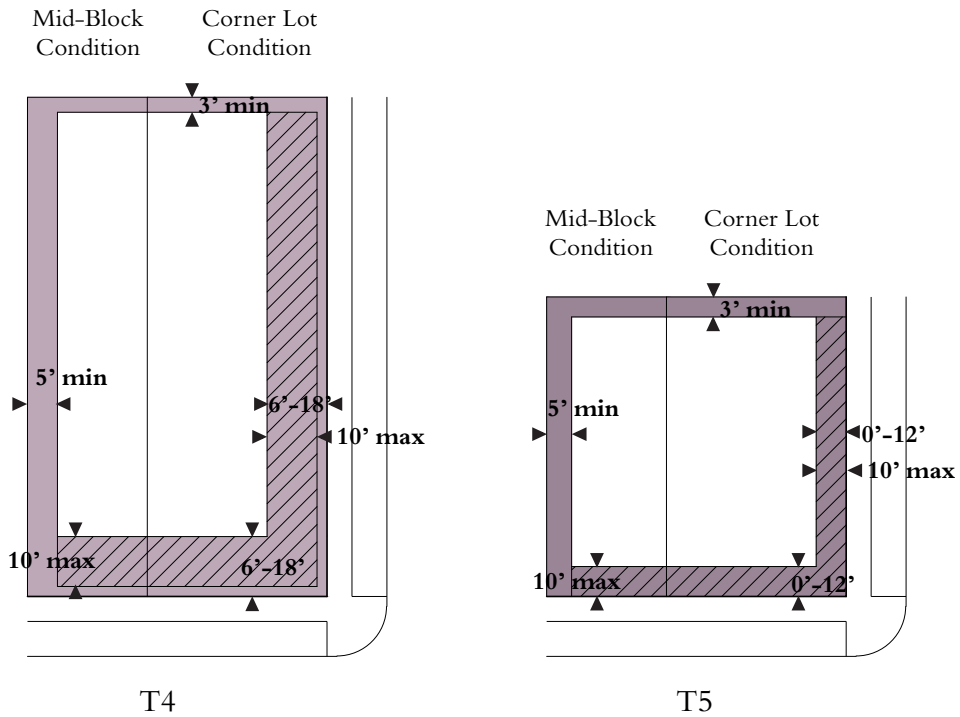
BUILDING HEIGHT

11. The maximum building height shall be measured in number of stories, excluding attics and raised basements. Each story shall not exceed 12 ft. clear, except retail stories which shall be between 12 ft. and 18 ft. clear. See definition of Attic.
12. Building height shall be measured from the average grade of the frontage line to the eave of a pitched roof or surface of a flat roof.
13. Backbuilding & Outbuilding height at eave shall be no higher than eave of the principle building, or 2 stories, whichever is more restrictive.
14. A portion of a building no greater than 250 sq. ft. may exceed the height limit.
15. First floor elevation is measured at the point where the lead walk intersects the sidewalk.

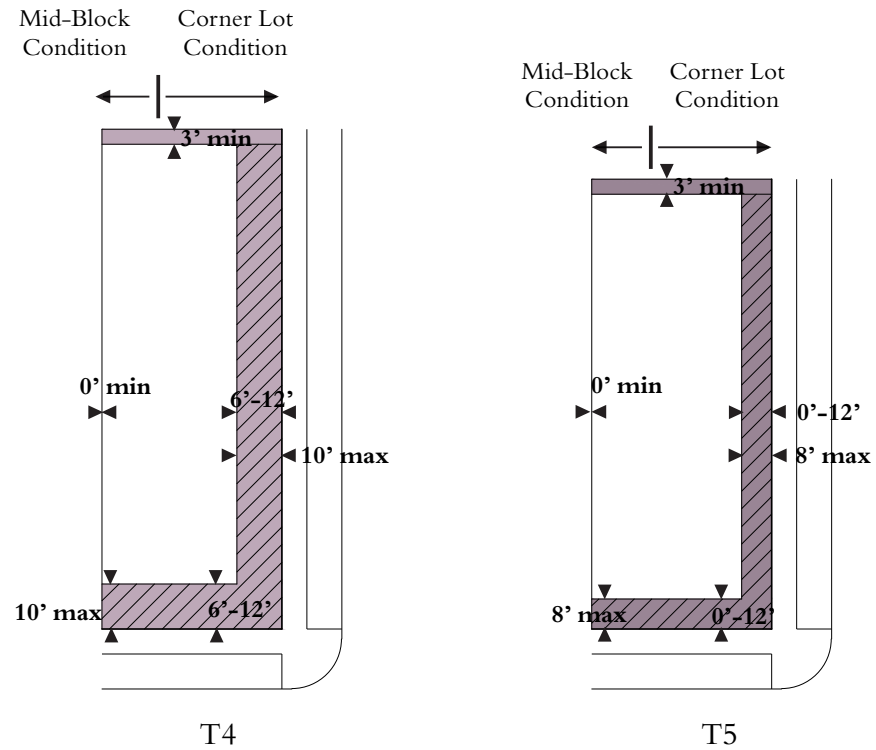
PARKING PLACEMENT

16. The number of parking places provided shall be as required by the Use Standards.
17. The required off-street parking shall be placed a minimum of 20 feet behind the facade.

DUPLEX



TOWNHOUSE



UNION VILLAGE

DESIGN CODE FOR PRIVATE LOTS
URBAN STANDARDS

BUILDING PLACEMENT

1. Lot Lines that coincide with a thoroughfare (except alleys and lanes) or Civic Space are designated Frontage Lines. Primary Frontages are designated on the Detail Regulating Plan with each phase. All other Frontages are considered Secondary.
2. Principal buildings shall be centered on the Primary Frontage line.
3. Facades shall be set parallel to straight Frontage Lines, and parallel to the chord if broken or curved. Elevations may need not parallel the lot lines.
4. Corner lots may be wider to allow the secondary front setback to be equal to the primary front setback.
5. Side setback is 0 ft. at a party wall.
6. Outbuilding rear setback at corner lots served by a rear lane or rear alley shall be 3 ft.

PERMITTED ENCROACHMENTS

7. In no case shall an encroachment violate the building code.
8. The following may encroach into the setbacks, but not across property lines: stoops, balconies, awnings and porches, chimneys, steps, turrets and towers.
9. Where permitted as a Frontage Type, the following may encroach upon the R.O.W. to the full width less 2 ft. of the enfronting sidewalk: arcades, colonnades and galleries.
10. At Retail Uses, the following may encroach upon the R.O.W. to the full width less 1 ft. of the enfronting sidewalk however, a 5 ft. clear pedestrian zone shall be maintained: awnings, signage, merchandise, cafe tables, chairs, umbrellas, planters and the like.

BUILDING HEIGHT

11. The maximum building height shall be measured in number of stories, excluding attics and raised basements. Each story shall not exceed 12 ft. clear, except retail stories which shall be between 12 ft. and 18 ft. clear. See definition of Attic.
12. Building height shall be measured from the average grade of the frontage line to the eave of a pitched roof or surface of a flat roof.
13. Backbuilding & Outbuilding height at eave shall be no higher than eave of the principle building, or 2 stories, whichever is more restrictive.
14. A portion of a building no greater than 250 sq. ft. may exceed the height limit.
15. First floor elevation is measured at the point where the lead walk intersects the sidewalk.

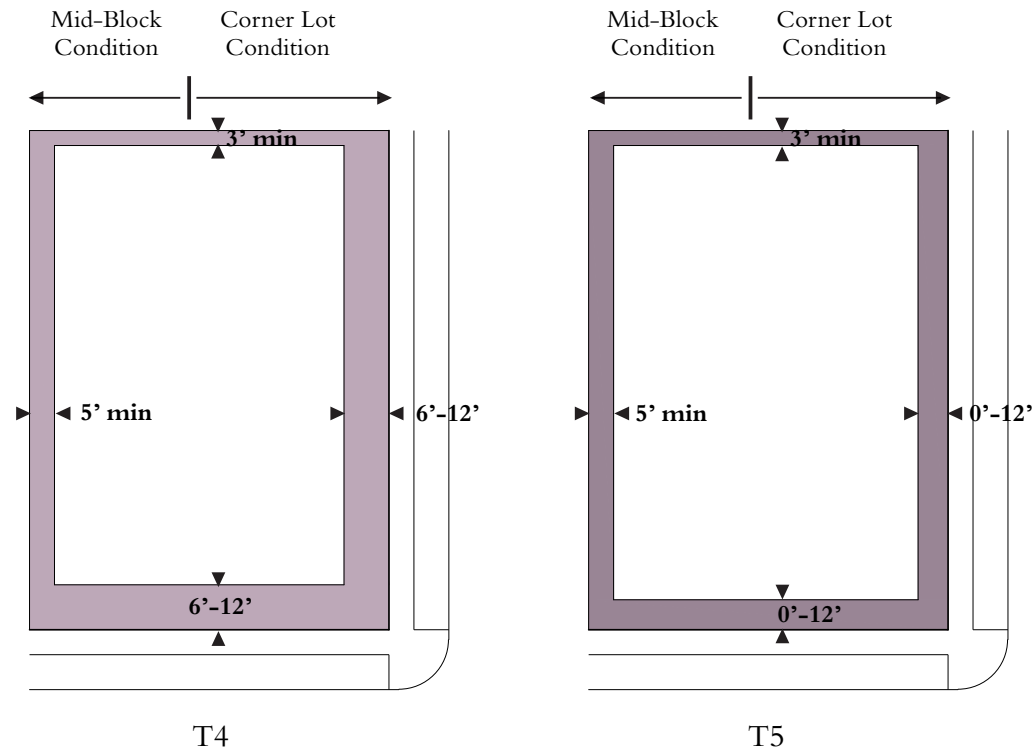
PARKING PLACEMENT

16. The number of parking places provided shall be as required by the Use Standards.
17. The required off-street parking shall be placed a minimum of 20 feet behind the facade.

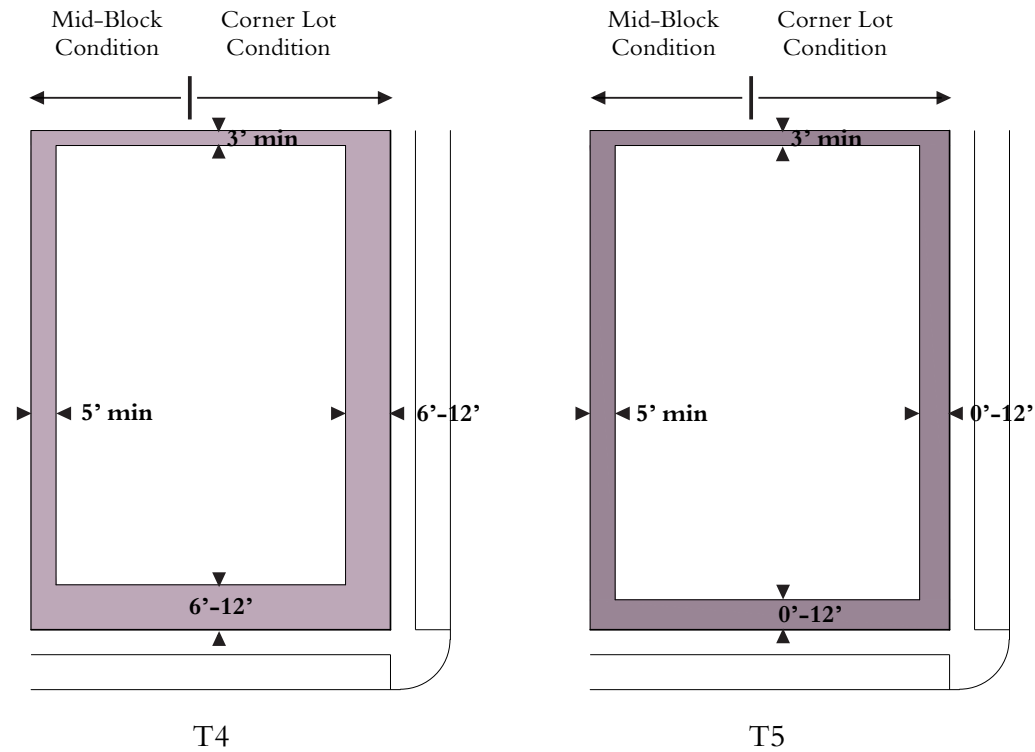
	T3	T4	T5
Lot width		24'-36'	24'-36'
Lot depth		100' min.	60'-100'
Lot area		2,400 s.f. min.	1,400 s.f. min.
Lot coverage by roofs		60% max.	70% max.
Building volume		40,000 c.f. max.	40,000 c.f. max.
Frontage Setback (primary & secondary)		6'-18'	0'-12'
Side Setback *5		5' min.	5' min.
Rear Setback *6		3' min.	3' min.
% of principal building facade at primary frontage setback		70% min.	70% min.
Encroachments at frontage setbacks		10' max.	10' max.
Encroachments at side setback		0' max.	0' max.
Height of Principal Building *11		2.5 stories max.	3 stories max.
Height of Backbuilding	Eave of Principal Building max.		
Height of Outbuilding	Eave of Principal Building max.		
Elevation of first floor above grade *14		1.5' - 3'	1.5' - 3'
Frontage type(s)		Porch & Fence Terrace & Lt. Ct. Stoop	Stoop

	T3	T4	T5
Lot width		18'-36'	18'-36'
Lot depth		100' min.	90' min.
Lot area		1,800 s.f. min.	1,620 s.f. min.
Lot coverage by roofs		70% max.	80% max.
Building volume		40,000 c.f. max.	40,000 c.f. max.
Frontage Setback (primary & secondary)		6'-12'	0'-12'
Side Setback *5		5' min.	5' min.
Rear Setback *6		3' min.	3' min.
% of principal building facade at primary frontage setback		100% min.	100% min.
Encroachments at frontage setbacks		10' max.	8' max.
Encroachments at side setback		0' max.	0' max.
Height of Principal Building *11		3 stories max.	4 stories max.
Height of Backbuilding	Eave of Principal Building max.		
Height of Outbuilding	Eave of Principal Building max.		
Elevation of first floor above grade *14		1.5' - 3'	1.5' - 3'
Frontage type(s)		Porch & Fence Terrace & Lt. Ct. Stoop	Stoop

MULTI-FAMILY HOUSE



MULTI-FAMILY BUILDING



UNION VILLAGE

DESIGN CODE FOR PRIVATE LOTS
URBAN STANDARDS

BUILDING PLACEMENT

1. Lot Lines that coincide with a thoroughfare (except alleys and lanes) or Civic Space are designated Frontage Lines. Primary Frontages are designated on the Detail Regulating Plan with each phase. All other Frontages are considered Secondary.
2. Principal buildings shall be centered on the Primary Frontage line.
3. Facades shall be set parallel to straight Frontage Lines, and parallel to the chord if broken or curved. Elevations may need not parallel the lot lines.
4. Corner lots may be wider to allow the secondary front setback to be equal to the primary front setback.
5. Side setback is 0 ft. at a party wall.
6. Outbuilding rear setback at corner lots served by a rear lane or rear alley shall be 3 ft.

PERMITTED ENCROACHMENTS

7. In no case shall an encroachment violate the building code.
8. The following may encroach into the setbacks, but not across property lines: stoops, balconies, awnings and porches, chimneys, steps, turrets and towers.
9. Where permitted as a Frontage Type, the following may encroach upon the R.O.W. to the full width less 2 ft. of the enfronting sidewalk: arcades, colonnades and galleries.
10. At Retail Uses, the following may encroach upon the R.O.W. to the full width less 1 ft. of the enfronting sidewalk however, a 5 ft. clear pedestrian zone shall be maintained: awnings, signage, merchandise, cafe tables, chairs, umbrellas, planters and the like.

BUILDING HEIGHT

11. The maximum building height shall be measured in number of stories, excluding attics and raised basements. Each story shall not exceed 12 ft. clear, except retail stories which shall be between 12 ft. and 18 ft. clear. See definition of Attic.
12. Building height shall be measured from the average grade of the frontage line to the eave of a pitched roof or surface of a flat roof.
13. Backbuilding & Outbuilding height at eave shall be no higher than eave of the principle building, or 2 stories, whichever is more restrictive.
14. A portion of a building no greater than 250 sq. ft. may exceed the height limit.
15. First floor elevation is measured at the point where the lead walk intersects the sidewalk.

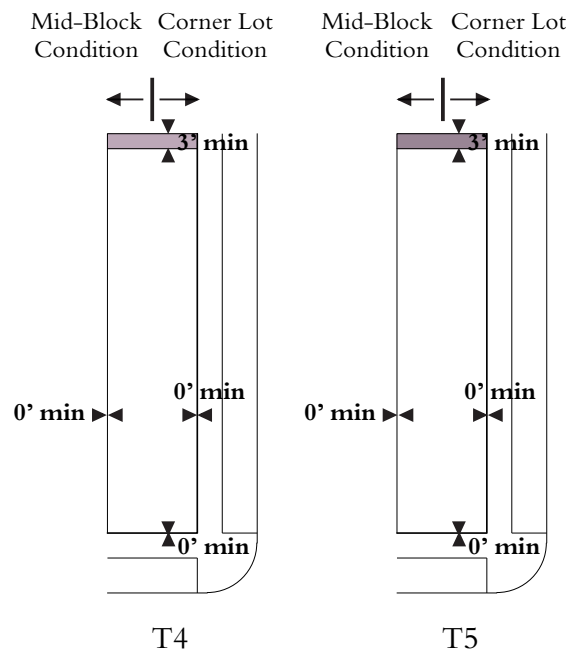
PARKING PLACEMENT

16. The number of parking places provided shall be as required by the Use Standards.
17. The required off-street parking shall be placed a minimum of 20 feet behind the facade.

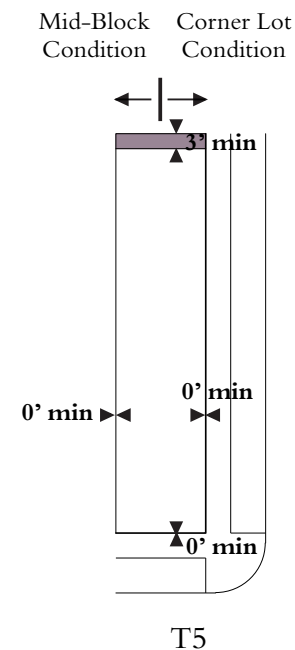
	T3	T4	T5
Lot width		72' min.	72' min.
Lot depth		100' min.	100' min.
Lot area		7,200 s.f. min.	7,200 s.f. min.
Lot coverage by roofs		70% max.	70% max.
Building volume		160,000 c.f. max	160,000 c.f. max
Frontage Setback (primary & secondary)		6'-12'	0'-12'
Side Setback *5		5' min.	5' min.
Rear Setback *6		3' min.	3' min.
% of principal building facade at primary frontage setback		70% min.	70% min.
Encroachments at frontage setbacks		0' max.	0' max.
Encroachments at side setback		0' max.	0' max.
Height of Principal Building *11		4 stories max.	4 stories max.
Height of Backbuilding	Eave of Principal Building max.		
Height of Outbuilding	Eave of Principal Building max.		
Elevation of first floor above grade *14		0' - 2'	0' - 2'
Frontage type(s)		Terrace & Lt. Ct. Stoop Forecourt	Stoop Forecourt

	T3	T4	T5
Lot width		72' min.	72' min.
Lot depth		100' min.	100' min.
Lot area		7,200 s.f. min.	7,200 s.f. min.
Lot coverage by roofs		70% max.	70% max.
Building volume		n/a	n/a
Frontage Setback (primary & secondary)		6'-12'	0'-12'
Side Setback *5		5' min.	5' min.
Rear Setback *6		3' min.	3' min.
% of principal building facade at primary frontage setback		70% min.	70% min.
Encroachments at frontage setbacks		0' max.	0' max.
Encroachments at side setback		0' max.	0' max.
Height of Principal Building *11		4 stories max.	4 stories max.
Height of Backbuilding	Eave of Principal Building max.		
Height of Outbuilding	Eave of Principal Building max.		
Elevation of first floor above grade *14		0' - 2'	0' - 2'
Frontage type(s)		Terrace & Lt. Ct. Stoop Forecourt	Stoop Forecourt

LIVE-WORK UNIT



MIXED-USE BUILDING



UNION VILLAGE

DESIGN CODE FOR PRIVATE LOTS
URBAN STANDARDS

BUILDING PLACEMENT

1. Lot Lines that coincide with a thoroughfare (except alleys and lanes) or Civic Space are designated Frontage Lines. Primary Frontages are designated on the Detail Regulating Plan with each phase. All other Frontages are considered Secondary.
2. Principal buildings shall be centered on the Primary Frontage line.
3. Facades shall be set parallel to straight Frontage Lines, and parallel to the chord if broken or curved. Elevations may need not parallel the lot lines.
4. Corner lots may be wider to allow the secondary front setback to be equal to the primary front setback.
5. Side setback is 0 ft. at a party wall.
6. Outbuilding rear setback at corner lots served by a rear lane or rear alley shall be 3 ft.

PERMITTED ENCROACHMENTS

7. In no case shall an encroachment violate the building code.
8. The following may encroach into the setbacks, but not across property lines: stoops, balconies, awnings and porches, chimneys, steps, turrets and towers.
9. Where permitted as a Frontage Type, the following may encroach upon the R.O.W. to the full width less 2 ft. of the enfronting sidewalk: arcades, colonnades and galleries.
10. At Retail Uses, the following may encroach upon the R.O.W. to the full width less 1 ft. of the enfronting sidewalk however, a 5 ft. clear pedestrian zone shall be maintained: awnings, signage, merchandise, cafe tables, chairs, umbrellas, planters and the like.

BUILDING HEIGHT

11. The maximum building height shall be measured in number of stories, excluding attics and raised basements. Each story shall not exceed 12 ft. clear, except retail stories which shall be between 12 ft. and 18 ft. clear. See definition of Attic.
12. Building height shall be measured from the average grade of the frontage line to the eave of a pitched roof or surface of a flat roof.
13. Backbuilding & Outbuilding height at eave shall be no higher than eave of the principle building, or 2 stories, whichever is more restrictive.
14. A portion of a building no greater than 250 sq. ft. may exceed the height limit.
15. First floor elevation is measured at the point where the lead walk intersects the sidewalk.

PARKING PLACEMENT

16. The number of parking places provided shall be as required by the Use Standards.
17. The required off-street parking shall be placed a minimum of 20 feet behind the facade.

	T3	T4	T5
Lot width		18' min.	18' min.
Lot depth		80' min.	80' min.
Lot area		1,400 s.f. min.	1,400 s.f. min.
Lot coverage by roofs		80% max.	80% max.
Building volume		N/A	N/A
Frontage Setback (primary & secondary)		0' min.	0' min.
Side Setback *5		0' min.	0' min.
Rear Setback *6		3' min.	3' min.
% of principal building facade at primary frontage setback		70% min.	100%
Encroachments at frontage setbacks		0' max.	0' max.
Encroachments at side setback		0' max.	0' max.
Height of Principal Building *11		3 stories max.	4 stories max.
Height of Backbuilding	Eave of Principal Building max.		
Height of Outbuilding	Eave of Principal Building max.		
Elevation of first floor above grade *14		0' required	0' required
Frontage type(s)		Shopfront Gallery	Shopfront Gallery Arcade

	T3	T4	T5
Lot width			18' min.
Lot depth			80' min.
Lot area			1,440 s.f. min.
Lot coverage by roofs			80% max.
Building volume			
Frontage Setback (primary & secondary)			0'-12'
Side Setback *5			5' min.
Rear Setback *6			3' min.
% of principal building facade at primary frontage setback			80% min.
Encroachments at frontage setbacks			0' max.
Encroachments at side setback			0' max.
Height of Principal Building *11			5 stories max.
Height of Backbuilding	Eave of Principal Building max.		
Height of Outbuilding	Eave of Principal Building max.		
Elevation of first floor above grade *14			0' required
Frontage type(s)			Shopfront Gallery Arcade

Applicability. These Architectural Standards shall apply to all improvements on lots in Union Village.

Review Process. Review by the Town Architect is required for any construction, installation, modification, or removal of any structures, colors, major landscape features, hardscape, landscape art, trees or satellite dishes.

The review process for initial construction is described in the “Union Village Design Review Policy and Procedure.”

The review process for changes after the issuance of the Certificate of Occupancy is described in the “Union Village Design Review Policy and Procedure.”

Intent. The Architectural Standards are derived predominantly from the Ohio River Valley building traditions prior to 1940. These standards are intended to support coherent neighborhoods, pedestrian-friendly streets and civic spaces; and distinctive house types while allowing personalized private gardens and interior spaces and flexibility to meet market conditions. Further, these standards are intended to restore and advance a practical, logical use of building forms and materials that are the region's building tradition.

Limitation of Applicability. These standards are strictly aesthetic. In cases of contradiction with life safety codes and other codes and laws, those codes and laws shall prevail. The Town Architect shall be notified by the applicant of any such occurrence. In no way does compliance with these regulations exempt a structure from conformance with other applicable codes. The building code and manufacturer's specifications shall prevail over this Design Code.

Additional Standards. In addition, improvements in Union Village should follow the standards of Traditional Construction Patterns by Steve Mouzon, Get Your House Right by Marianne Cusato, and the American Vignola by William Ware. These books go into extensive detail and are a must read.

Design Intent. It is the design intention not the “letter” of the Architectural Standards to which properties and improvements shall conform.

Definitions. Definitions shall be as found in the PUD application and the Lexicon of the New Urbanism unless noted otherwise.

Exceptions. Exceptions to the Architectural Standards may be granted by the Town Architect on the basis of architectural merit (including style), site conditions and/or other extenuating or unusual circumstances. One exception shall not set a precedent for future exceptions.

Replacement. Replacement of any previously permitted material or product with the same does not require permission. Replacement with anything

other than the previously permitted material requires the permission of the Town Architect. The same is true for paint color. Where a previously permitted material has since been prohibited the previously permitted material may be used for minor repairs.

Revisions. These standards will be updated periodically. Applications that have not yet had their Schematic Design review at the time the revisions are effective will be required to conform to the revised standards.

Shall / Should / May. Provisions of these standards are activated by “shall” when required, “should” when recommended and “may” when optional.

Meaning. Where a material is specified, it is the material that is specified not others that may, in the opinion of some, resemble it. For example, “wood” means “wood,” not wood chips pressed and glued together, or recycled plastic melted and molded to sort of resemble wood.

Simulated Materials and Configurations. No bad fakes. If you can't fake the real thing and get away with it, don't fake it at all.

The Transect. The Transect is an idea that organizes places from the most rural to the most urban. Some of the patterns in this book change according to their location on the Transect. Of the six zones in the Transect, three are referred to in the Architectural Standards: Neighborhood Edge (T3), Neighborhood General (T4) and Neighborhood Center (T5). The characteristics of each are described in the PUD application.

Visibility Standard. With the express permission of the Town Architect requested during the Design Review, details not easily visible from a frontage may not need to be executed to an equally high standard as details visible from frontages. “Easily visible” may be considered to be that portion of a building or lot beyond a point on the side elevation equal to 1.5 times the distance to the next building and on the rear elevation. It is important to note, however, that this rule may not apply in every instance and the decision to relax the standards or not lies with the Town Architect.

Material Notes. A number of products are available today that have exceeded the performance of the originals in performance and have equaled them in appearance. A number of natural materials have declined in quality of performance and appearance in recent years. In the pursuit of materials that perform well and achieve the desired appearance, the following two rules shall establish the guidelines for the acceptability of such materials with the final decision to be made by the Town Architect:

- **Arm's Length Rule:** Substitute materials may be used for materials noted here, but their appearance shall be indistinguishable from

the original at arm's length or less, and their performance shall exceed that of the original if they are to be used below the second floor.

- **Eye's Only Rule:** Substitute materials used at or above the second floor shall be indistinguishable from the original at a distance of 10'.

The Permitted Materials and Products List. These Architectural Standards are to be used in conjunction with The Permitted Materials and Products List. The Town Founder and the Town Architect may add and delete materials and products from this list at any time and at their discretion.

Simplicity of Massing. Keep massing simple. Compose a building of one or a few simple boxes. The simplicity of the eave line and the roof plan is often a great indicator of the simplicity of the massing.

Hierarchy of Massing. When buildings are composed of more than a single volume, they shall embody a clear hierarchy of massing. The location of the principal building and the location of the entry (for people) shall be discernible at a glance.

Scale. Long buildings shall be reduced to a scale compatible with other buildings on the block face and the adjacent blocks by articulating the building in plan or elevation. This is not to say that a single building should appear to have been designed by multiple architects.

Simplicity of Proportion. Use simple proportions found in nature and music that include the rational (1:1, 2:1, 3:2, 4:3, etc.) and the irrational (the square root of 2 and the golden mean).

Mass-to-Void Ratio. Facades shall be a minimum of 55% mass, storefronts excepted.

Ceiling Height. Principal residential rooms shall have a minimum ceiling height of 9'. Commercial spaces shall have a minimum ceiling height of 12'.

Regular Arrangement of Columns and Openings. Place columns and openings according to a rational system.

Cap, Shaft, and Base. Arrange buildings and their elements to follow the pattern of cap (head), shaft (body) and base (feet).

Multi-Unit Buildings. Materials and configurations for units of a multi-unit building shall be consistent.

Site Arrangement. Site buildings to create outdoor rooms and internal courtyards.

MATERIALS

Walls. Walls shall be finished in wood clapboard (painted), board and batten (painted), machine sawn cedar shingles (left to age naturally or painted), cementitious siding (prefinished or painted) [e.g. “hardie plank”], stone, or brick (painted or not), or stucco. Wall materials shall have a smooth finish; simulated wood grain is prohibited. Synthetic stucco (E.I.F.S.) may be used subject to the permission of the Town Architect.

Foundation Walls and Piers. Foundation walls and piers shall be parged block, smooth-finished poured concrete, stone, brick or stucco. Openings between foundation piers shall be filled with horizontal or vertical wood boards or horizontal and vertical lattice. Diagonal lattice is prohibited. These panels shall be recessed about 1/2 the depth of the pier and shall be painted a dark color.

Concrete. If any part of a concrete foundation wall is exposed more than 30" above grade, the entire exposed foundation wall shall be parged. Parging shall be smooth.

Siding and Shingle Materials. The following materials are acceptable: Lowland Cypress, Redwood, Cedar, cementitious Siding. Shingles shall be machine-cut with the bottom edges aligned. Butt joints between siding pieces may be caulked but not “covered.”

Stone Veneer Wall Material. Stone shall be square- or rough-cut and shall be laid with the stones horizontal. The broad face of the stone shall not be laid to the outside of the wall. Stone veneer shall be laid to resemble structural stone walls.

Brick. Brick shall look as if it could have been produced locally during the period in which the architectural style was in use. Brick may be painted if appropriate to the style and to local precedent. If painted, brick should be sand-finished and may be “off-grade.” Brick shall be common or modular size.

Brick Texture. Bricks shall be of the following textures and/or finishes: smooth, salt-glazed, sand faced, sand faced with thumb prints, sand finished with heavy thumb-prints, molded-look (sand-faced with “whopper-chopper”), cut and roll back, heritage. Any of these may be lightly flashed. Moderate or heavy flashing and simulated flashing are prohibited. Worm and wire-cut textures are prohibited.

Brick Color. Bricks shall be generally deep, dark reds. For Federal and Greek, lean toward deep burgundy, wind red. Extra credit for iron spot even if it is used only on the front and common brick elsewhere. Vernacular is best if brick is painted. Blended brick is prohibited.

Stucco. Stucco shall be smooth sand-finished with no evidence of the mark of the trowel. Synthetic

stucco, if used, shall adhere to the following rules:

- Prohibited within 3' of the ground and within Arm's Length.
- Stucco shall face out or down, never up.
- Sheathing shall be fiberglass faced.
- Expansion joints shall be a rational part of the composition of the wall and shall be covered by final application.

Some impressionistic finishes may be permitted as an exception on buildings of an Arts and Crafts style.

Arches and Piers. Arches and piers including foundation piers shall be stone, brick or stucco.

Posts. Posts shall be wood or synthetic wood.

Trim. Trim shall be better than number 2 pine, fiber-reinforced cement; PVC shall be indistinguishable from wood when painted. Trim shall have a smooth finish; simulated wood grain is prohibited.

Colors. Colors for all exterior materials (siding, trim, stone, brick, stucco, etc.) shall be selected appropriate to the building style and to local precedent. Mortar shall be a warm neutral color such as buff or “old colonial.” Gray and white mortar are prohibited.

Wood. Wood, if visible, shall be painted or stained except certain types of wooden walking surfaces may be left natural.

CONFIGURATIONS

Number of Materials. No more than two wall materials should be visible on any exterior wall, not including the foundation wall or piers. Material changes shall only occur along a horizontal line. The visually heavier material shall be beneath the lighter one. Typically, material changes for the primary mass shall occur at a floor line, sill level, or gable end. All of the walls of a single building mass or volume (principal building, back building and outbuilding) shall be built of the same materials in the same configuration.

Wall Height. As a rule always rest the roof rafters on a double plate on top of the ceiling joist this will add height to the resting plate of the rafter and create a more vertical home.

Frame Wall and Masonry Foundation Alignment. The outside face of a frame wall shall align with the face of the masonry foundation wall below so that the siding or skirt board overlaps the masonry below.

Siding. Siding shall be 6" maximum to the weather and shall be run horizontally, except at the sides of dormers where it may run diagonally.

Parging. Parging shall be smooth with no evidence of the mark of the trowel.

Shingles. Shingles shall be run horizontally. Shingles shall be a maximum of 8" to the weather. Shingles shall be hand split or machine cut and have bottom edges aligned.

Masonry Veneer Walls. Masonry veneer walls shall be detailed exactly as masonry bearing walls especially at openings. Exterior building walls shall be a minimum of 8" in thickness when using stone or brick veneer.

Masonry Watertable. Masonry water tables shall be either a slightly projected running bond or soldier course or a watertable brick.

Brick Patterns. Brick shall be laid in a horizontal running bond or Flemish bond pattern, with raked, concave, struck or grapevine joints not greater than 1/2" thick.

Brick Coursing at Wall Openings. Brick shall course exactly to both the top and the bottom of all wall openings. If necessary, set the window head to brick coursing and use a filler strip above the masonry sill.

Skirt Board (a.k.a. Band Board). A minimum 5/4 x 10 skirt board with a minimum 5/4 x 2 cap is required for siding walls.

Wall Material Joints. Heavier materials shall be located below horizontal joints. Vertical joints between different materials may occur only at inside corners. Material changes at outside corners are prohibited. Expansion joints shall be a rational part of the composition of the wall and colored to match the wall.

Arches and Piers. Arches and piers, including foundation piers, shall be no less than 12" x 12".

Posts. Posts shall be no less than 6" x 6".

Trim. Trim is required where there is a change in material or a change in plane. Trim around lights, outlets, vents, meters, etc., shall match the wall color not the trim color or the color of the object. Exterior trim shall be indistinguishable from wood when painted and shall be sized appropriately to its location. The cut edge shall not be exposed to the primary frontage on any exterior trim. All corner trim shall be 6" minimum in width and rest on top of the water table or skirtboard. All horizontal articulation (cornices, beams, etc.) shall have the horizontal run first and the vertical second. Vertical articulation (corner boards) shall always appear to support the horizontal articulation. Stucco trim articulations shall be subject to the permission of the Town Architect.

MATERIALS

Door Brands. All doors (including storm doors and garage doors) shall be selected from the Permitted Materials and Products List.

Doors. Residential doors shall be wood (painted) or fiberglass with smooth finish. Commercial doors shall be wood, hollow steel frame or extruded aluminum. All doors shall have glass, raised panels (not flush with trim applied) or both except commercial doors not visible from frontages which may be flush. Simulated wood grain is prohibited.

Storm Doors. Storm doors shall be full view, free of decorative trim and finished to match the door they serve or the trim around it.

Garage Doors. Garage doors shall be wood or veneered with synthetic or wood trim. Simulated wood grain is prohibited.

Window Brands. All windows shall be selected from the Permitted Materials and Products List.

Shutters. Shutters shall be built of cedar or redwood. Solid PVC shutters are also acceptable if they are indiscernible from wood at arm's length.

Screens. Screens shall be full view, covering the entire window, not just one sash. They shall be free of decorative trim and finished to match the door or window they serve or the trim around it. Screens shall be integrated with the window and shall be made of brass, bronze or black vinyl.

Bay Windows. Bay windows shall be made of trim materials, not wall materials.

Lintels. Square-end lintels shall be solid stone, precast stone or precast concrete.

Security Grilles. Security door and window grilles require the permission of the Town Architect.

Glass. Glass used in all windows and doors shall be clear and free of color. Stained, frosted, tinted and art glass require the permission of the Town Architect.

Sliding Doors and Windows. Sliding doors and windows are prohibited when visible from frontages.

CONFIGURATIONS

Door and Window Style versus Building Style. The style of the front door shall match the style of the building as shall the style of the windows.

Doors. All doors shall be side-hinged except for garage doors, which may be sectional. Head heights for doors with casing should be lower than or the same as window head heights. Head heights for doors with transoms may be the same as window head heights. Front doors, including the entry door to the porch on side yard houses, shall be located on the frontage line. Entry doors shall be single door unless all frontage doors are French doors.

WALLS

Double doors shall not exceed 5'-4" in width. Double doors are prohibited when visible from frontages except French doors. Doors on upper stories shall be French doors. Where multiple pairs of French doors are used on the same façade, all shall be identical. Windows and window lites in doors shall be rectangular, and vertically proportioned or square.

Sidelights. Sidelights shall be vertically proportioned or square, and not exceed 12" in width. Sidelights shall have muntins as described in "Window Muntins."

Transoms. All transoms shall be direct set (not in-sash), 14" minimum in height. Openings with transoms and fanlights shall have muntins as described in "Window Muntins."

Entry Surrounds. Entry surrounds shall be detailed carefully according to the style of the building as one of its most expressive parts.

Garage Doors. Garage doors visible from frontages or at the corner of a primary frontage and a lane or alley, shall be no wider than 9'. Lots of 24' in width or less with a two-car garage may have doors as wide as 18'. Garage doors shall be painted or stained.

Window Types. Windows shall be double-hung, triple-hung, casement, awning, hopper or, if under 2 sq. ft., fixed. Unusual windows, including art glass and stained glass, require the permission of the Town Architect.

Window Placement. Under no circumstances shall the windows be installed flush with the outer surface of the façade, rather they should be installed such that the centerline of the window and the centerline of the wall are roughly the same.

Proportions of Doors, Windows and Other Openings. All doors, windows, other openings, sashes and panes shall be vertically proportioned or square, and similarly proportioned throughout an entire building. Proportions of panes within a classically-styled building should not vary by more than 12%, while proportions of panes within a vernacular building may vary up to 18%. Square panes may be used in special windows no matter what proportion of pane is used elsewhere in the building. Transoms windows may be oriented horizontally with vertical panes.

Window Sizes. Double-hung windows for residential uses (other than kitchen or bath windows) should be 6' minimum in height on the first floor and 5' minimum in height on upper stories.

Window Muntins. The use of muntins shall be consistent with the style of the building and consistent throughout the building. Muntins shall either divide panes into true divided lights, or shall be adhered to the outside surfaces, in which case a spacer bar may be placed in between the panes.

Snap-in muntins, removable grids, "sandwich" muntins and "GBGs" (grills between the glass) are prohibited. Muntins shall be profiled in section, not rectangular.

Multiple Windows. Multiple windows and/or doors in the same rough opening shall be separated by a minimum 4" mullion.

Shutters. Shutters shall be exactly one-half the width of the sash they are to cover, equal to the combined sash height and shall be the shape of the window. All shutters shall be installed with hinges, dogs and a latch, and mounted to appear operable and shall be hinged to angle back to the wall (not flush with the face of the house). Shutter dogs shall be mounted within reach to secure shutters at the bottom. Shutters shall be louvered, paneled, or constructed of boards as appropriate to the style of the building. Louvers should angle down and out when closed; up and out, when open. Shutters shall be applied to all or none of the typical windows on any given façade or elevation.

Bay Windows. Bay windows shall have a minimum of three sides and, if at the first floor, shall extend to the ground, or, if on upper floors, be supported by visible brackets of appropriate size.

Bay Jambs. Bay window jambs shall be trimmed with a single vertical jamb casing that extends from the window-sash to the corner of the bay.

Palladian Window Proportions. Palladian windows shall conform to certain principles of proportion and detail. Palladian windows shall be surrounded by a full classical order, with an arch above the circle-head window. Sidelights shall be four panes high, and either double-hung windows or a fixed single sash. The central window shall be five panes high. The pane height shall be identical to the sidelight pane height with a space equal to one pane height above the sidelights and below the circle-head dedicated to a full entablature. The central window may be three, four, or five panes wide. The sidelights may be one or two panes wide. The pane with in the sidelights shall match the pane width of the central window. The order of the columns and the entablature shall match or exceed the highest order found elsewhere in the building. The Palladian window surround shall include four pilasters: two flank the outsides of the sidelights, while the other two occur between the sidelights and the central windows. These pilasters are mounted directly against the window casing. The spring line of the arch shall occur at the top of the cornice of the entablature. If the Palladian window is set in a brick wall the entire surround shall be set outside the face of brick so that the pilasters, entablature, and arch will overlap the brick, which should be run straight behind them in running bond with no border brick of any sort.

Window Wells. Window wells (and related

structures) shall be constructed and landscaped so as not to be visible from frontages.

Blank Walls. Blank walls are prohibited in principal buildings when visible from frontages.

Zero-Lot-Line Walls. Zero-lot-line building walls against private property shall not provide any first-floor visual access into the adjoining lot, however, clerestories are permitted.

Brick Mold. Brick mold not less than 3" wide is appropriate for use in all masonry openings except buildings of the Federal style. Brick mold shall be set back from the surface to provide required 2" minimum return of the masonry finish, including stucco. Brick mold is prohibited at all openings other than masonry openings and is required at the top and sides of all masonry openings.

Casing. All doors and windows require, at minimum, a lintel, face frame, and drip mold. Windows in wood walls shall have flat casing, 5/4" in depth. Door and window casing on all except brick walls shall be 3-1/2" minimum wide. Mullion casing shall be 3-1/2" minimum. Masonry shall never be visible between a door or window and its casing.

Head Casing. Head casing shall be 3-1/2" minimum in height (taller preferred) and no less than the width of the jamb casing. It shall have a drip cap that can be flashed over, and shall extend 3/4" in any direction beyond the furthest adjacent projection.

Wood Sills. The sill shall be 1" minimum actual thickness. Casing shall never be picture framed at the sill. Sills shall project from the face of the wall and should have a drip edge.

Masonry Lintels. Masonry lintels shall be at least as tall as one-fifth of the opening width. The jack arch may be constructed of solid stone, stone blocks, or brick. Square-end lintel shall overhang the opening either one-half the height of the lintel or exactly the height of the lintel. Keystones are prohibited in square-end lintels. All masonry lintels shall be flush with the wall.

Masonry Sills. Brick rowlock sills shall not extend beyond the sides of the masonry opening. The ends of a brick rowlock sill shall be solids. Stone or precast sills, preferably with lugs, shall extend beyond the sides of the masonry opening either 2" or 4". Sill extensions should be mitred where the sill meets the wall of the house.

Arches. Arch thickness (height) shall be at least one-sixth of the opening width. Every arch shall be supported immediately below the arch.

Jack Arches. The side faces of jack arch keystones shall converge at the same radius point as the ends of the jack arch. The end of jack arches shall be either 22.5 degrees or 30 degrees from vertical. All joints

in a jack arch shall converge on a single point. If a keystone is used, the side angles of the keystone shall converge on the radius point of the arch.

Brick Jack Arch. Brick jack arches shall be built of gauged brick. Jack arches shall be capable of supporting the brick in the wall above.

Keystones. Keystones shall never be used as a part of picture-framed casing. Lintels with square ends shall never include a keystone.

Arch or Lintel and Eave Alignment. Eave trim shall never intersect an arch except to touch the top of a keystone. If a keystone is used the side angles of the keystone shall converge on the radius point of the arch. If there is no keystone, the top of the arch shall miss the element above by at least 3 brick courses. The same principle applies to all types of lintels.

**PORCHES AND BALCONIES
(AND ARCADES AND GALLERIES)**

MATERIALS

Porches, Columns, Posts, Spindles, Pickets and Balusters. Porches, Columns, Posts, Spindles and Balusters shall be made of wood or another material selected from The Permitted Materials and Products List. Additionally, balusters may be stone or precast concrete.

Porch Floor Materials. Porch floors shall be a material appropriate to the style of the house which may include tongue-and-groove wood, brick or concrete. Synthetic wood materials may be permitted if detailed like wood. Where not easily visible from frontages, porch floors may be other synthetic wood materials.

Porch Ceiling Materials. Porch ceilings shall be built of wood or, if adjacent to brick or stucco walls, stucco, or another material selected from The Permitted Materials and Products List. Permitted patterns are: timber beams and purlins (small cross-beams) with solid floor deck above; V-groove wide board ceiling; exposed framing and metal roofing; narrow beaded board ceiling; open slat ceiling; plywood grooved to resemble beaded board. All exposed wood shall be painted.

Porch Beam Materials. Porch beam casings shall be built of materials that reflect the structural nature of beams. The grain or texture of the casing material shall be horizontal. Vertically ribbed materials such as vinyl are prohibited.

Railing Materials. Railings shall be built of wood, metal, or stone, or another material selected from The Permitted Materials and Products List. The railing material shall not be heavier in appearance than the primary elements of the porch, stoop, stair, or balcony. "Sleeve-like brackets" connecting rails to posts are certainly prohibited. Metal railings shall be painted gloss black.

Crawl Space. Foundation piers shall be masonry. 12" minimum masonry arches are permitted between piers. When not using arches, the crawl space beneath a building or porch shall be enclosed with horizontal wood boards, wood louvers, framed wood lattice or an permitted framed vinyl lattice. Spaces between boards shall not exceed 1-1/2". Galvanized hardware cloth may be placed behind the lattice.

Enclosed Porches. Porches when visible from frontages shall not be enclosed with glass or screens, except at T3, where 2/3 maximum of the porch may be enclosed, subject to permission of the Town Architect. Porches not visible from frontages may be enclosed with glass or screens. Glass enclosures shall be comprised of similar windows as those throughout the building. Screened porches shall have screens framed in wood installed behind framed railings.

Balcony Materials. Balconies shall be constructed

of wood or metal.

Patios. Patios shall be stone pavers or brick.

Stoops. Stoops shall be made of wood, brick or concrete. If concrete, a stoop shall have brick or stucco cheek walls.

Arcades and Galleries. Arcades and Galleries at shall be metal or stucco, with wood or metal posts, railings and balconies.

Column Materials and Proportions. Columns shall be built of materials that allow proper column design, such as wood, stone, fiberglass or composites such as "Fypon." Extruded aluminum is prohibited. Columns (The Orders), if provided, shall be of the Tuscan or Doric orders with correct proportions and profiles according to The American Vignola. Fully articulated classical orders such as Ionic and Corinthian orders should be reserved for civic buildings. All columns shall have entasis. Simplified classical elements in T5, including column/post bases and capitals, beams, and pediments are subject to permission of Town Architect.

Piers and Arches. Piers and arches shall be made of stone, brick, or stucco.

CONFIGURATIONS

Column to Entablature. The face of the entablature shall always align with the face of the top (neck) of the column. This applies to both the outside and the inside face and to both tapered and square columns.

Entablature Principles. Each of the components of the entablature (cornice, frieze and architrave) shall conform to certain principles as described in The American Vignola. The cornice shall project a dimension equal to its height. The frieze may be plain, elaborately ornamental, or almost anything in between. The architrave shall never be taller than the frieze and is typically plain.

Intercolumniation. Intercolumniation shall be vertically proportioned. When columns and beams are masonry, intercolumniation shall not exceed a proportion of 1:1. Wood structures that are not strictly classical may have intercolumniation wider than 2:1.

Stacked Columns. Stacked columns shall have a centerline that extends through the upper floor(s) beam and column to the first floor beam and column. Columns shall be laid out to account for size variation with larger on the first floor to smaller on the second. When using round columns for a two-story porch the neck of the first floor column should be the same dimension as the bottom diameter of the second floor column shaft. Beams shall be centered on the columns and adjusted accordingly.

Porch Design. Porches shall be a minimum of 8'

deep and shall not be enclosed by glass or screens at frontage. The width of the porch floor shall not extend beyond the width of the house or the inside edge of the corner boards or pilasters.

Porch Beam. The beam at the top of porch columns supporting the porch roof should be visible from both the inside and the outside of the porch. The bottom of the beam should not be less than 8' off the finished decking, and is best when matching the interior ceiling height. The bottom of the porch roof beam should not be less than 8'-0" off the first decking.

Railing Design. Railings shall have both top and bottom rails, with bottom rails clearing the floor. Wood top rails shall be eased and bottom rails shall have a vertical section. The maximum length of a railing section is 8'. Spindles, pickets and balusters shall be centered on the rails and spaced with no more than 4" clear opening, or 2" minimum when pickets are 1.5" or smaller. For turned pickets, the length of the top square portion of the picket should be in a ratio of 1:1.6 to the length of the bottom square portion. All railing posts and columns shall be 6" x 6" minimum and shall have a milled capped, not mitred.

Porch Crawl Space. Foundation piers shall be 12"x12" minimum. The enclosure material shall be recessed from the face of the piers by at least half the distance of the depth of the foundation.

Lattice. Lattice shall be designed to have square openings.

Balcony Design. Balconies shall project no more than 6' from the face of the building and shall be visually supported by brackets. Multiple balconies shall appear as set of single punched openings rather than a continuous horizontal one. Balcony railings, while meeting the building code minimum height requirements shall be designed to appear shorter as was traditionally the case. This can be accomplished by raising the door one step from the finished floor and/or by adding a dark metal handrail on top of a shorter masonry wall.

Stoops. A stoop may be covered by a roof or canopy. Stoops shall not be greater than 8' in length or depth.

Arcades and Galleries. Arcades and galleries shall overlap the enfronting sidewalk to within 18" of the curb. The interior passage of arcades shall be a minimum of 14' wide and 14' height. The openings of the arcade or gallery on the façade shall be vertical, measured to the top of its arch or lintel. The ceiling of the arcade shall be formed as vaults or coffers or have visible beams. The arcade may be chamfered or setback to accommodate the required visibility triangle at intersections.

Posts. Posts shall be no less than 6" x 6".

Piers. Piers of masonry construction shall be no

less than 12" X 12".

Square Column Cap and Base Trim. Square columns shall be used for most vernacularly oriented styles. While not classically correct, their capital and base trim shall nonetheless appear to be supporting the load as their classical counterparts do. Those visible from frontages shall have a milled cap. Square column capitals should be no more than 2" in height. Capitals should not be larger in width than 3/4" materials and not taller than 2" (no 2x4s).

Column Base to Porch Edge. Column bases shall never protrude beyond the edge of the porch flooring. The outer edge of the base shall align with the face of the pier or foundation below. Interior columns center over piers, but corner columns slide near the outside corner of piers so that column base and outside face of pier align.

Large Square Columns. Square columns wider than 12" shall be built of frames and panels unless they are classically correct manufactured columns.

Triglyph / Column Alignment. Triglyphs shall almost always be centered over columns. Additional triglyphs shall be equally spaced between the ones that are centered over columns.

Built-up Beams. Seams between built-up beam faces and beam bottoms shall be located on the underside of the beam. The beam bottom board shall be installed between the beam side boards and flush with the bottom of the side boards. A 3/8" slot shall be routed out of each side of the beam bottom to serve as a drip slot (and hide any irregularities between beam sides and beam bottom).

Arches. Arches of masonry construction shall be no less than 12" in depth.

UNION VILLAGE

**DESIGN CODE FOR PRIVATE LOTS
ARCHITECTURAL STANDARDS**

PORCHES AND BALCONIES

MATERIALS

Eave Return Cap Material. The eave return cap shall be built of continuous, seamless metal flashing. Cover the eave return cap with a simple continuous piece of flashing rather than short sections of expensive ribbed roofing.

Trim under Cornice. The trim immediately below the cornice shall be a bed mold or similar shape, never a crown mold.

Soffits. Soffits shall be wood, cementitious panels, or another material selected from The Permitted Materials and Products List. Vinyl soffits are prohibited.

Gutters and Downspouts. Exposed gutters and downspouts shall be copper, galvanized steel, or aluminum. Copper shall be unfinished and left or age naturally. Steel may be painted. Downspouts, other than copper, on dark walls shall match the wall color. Metal chains may be use in lieu of downspouts. Splash blocks shall be stone, brick or gravel.

CONFIGURATIONS

Eave Continuity. Eaves shall be as continuous as possible both horizontally and vertically. Eaves when visible from frontages shall have no more than 4 outside corners.

Eave Overhang and Enclosure. Eave overhangs shall be appropriate to the style of the building, usually less than 18". Classical buildings and those with taught eaves (less than 8") shall have closed eaves. The cornice shall be as deep as it is tall. Vernacular buildings and those with eaves over 18" usually have open eaves. Exposed rafter tails shall not exceed 8" in height. As the building becomes more vernacular, the overhang generally may increase.

Eave Return. Eaves shall always be trimmed in such a manner that the corona, or fascia, returns around the corner and dies into the wall without the excess triangle attached to the raking cornice. The slope of the eave return cap shall be built of continuous, un-seamed metal flashing of a 1:12 slope, ideally, but never greater than 2:12. The corona, or fascia, of the raking and bottom (horizontal) cornices shall occur in the same plane. The cymatium, or crown, shall occur only on the raking cornice, however the eave should be continued across the horizontal fascia of the eave return.

Brackets, Corbels, and Modillions. Vernacular and Italianate brackets shall extend at least to the fascia, if not slightly beyond. Their height is often as great as their depth. Classical corbels or modillions should extend to the drip of the soffits. Their height is usually one-third to one-half of their depth. Brackets, modillions, and corbels of all styles shall extend to the back side of the fascia. Properly sized elements catch sunshine at their outer faces and

contours.

Dentil Size and Proportion. Dentils shall be small square or vertically rectangular blocks and shall be located just below the coronal as a part of the bed moldings. Dentils shall generally be 6 to 7.5 percent of the height of the entablature and shall be square in plan. Proportion and size dentils so that they are very clearly based on classical proportions when the building is classical. Vernacular building can also have dentils, but they are based more closely on construction elements.

Triglyphs. Triglyphs shall be composed of three vertical parts. Triglyphs occur only on the Doric order. Triglyphs extend the full height of the frieze and engage both the bed moldings above and the taenia and architrave below.

Frieze. A frieze board shall occur below every eave and raking cornice. The frieze shall never be picture-framed. The classical frieze is a least as wide as the cornice. More vernacular friezes vary more widely.

Gutters and Downspouts. Buildings with exposed eaves and all buildings in the Neighborhood Center (T5) shall have half-round gutters and round downspouts. Buildings with closed eaves shall have ogee and should have an appropriately sized cove beneath, and round or rectangular downspouts. Gutters and downspouts shall match the color of the surface to which they are attached except galvanized which may be left natural.

MATERIALS

Slope Roofs. Slope roofs shall be clad in machine-sawn wood shingles, galvanized steel, (corrugated, 5V crimp or standing seam), galvalume or copper. Asphaltic or fiberglass shingles shall be selected from The Permitted Materials and Products List. Roof colors shall be black, charcoal gray, brown, red, or green. Roof colors may be black, charcoal grey, medium greys, dark green, dark purple, dark rustic red, or dark brown hue. Samples shall be submitted to the Town Architect.

Asphalt Shingles. "Blended" color shingles are prohibited.

Metal Roofing Material. Metal roofing panels shall be flat between the primary ribs with no striations or pencil ribs.

Shingle Roofing Material. Shingle roofing materials shall be slate, wood, shingles, wood shakes or asphalt shingles shall be selected from The Permitted Materials and Products List. Asphalt shingles are prohibited for roofs below the eave such as porches and bay windows where easily visible from frontages.

Tile Roofing Material. The roofing materials include clay tiles, concrete tiles or metal tiles of half-circle profile.

Built-up Roofs. Buildings in T5 may have EPDM (ethylene propylene diene monomer) or built-up roofs edged with a parapet wall.

Parapet Walls. Parapet walls extending above the roofline shall have cast concrete or stone copings.

Ridge Caps. Bulbed ridge caps shall be used with 5V metal roofing, standing seam ridge caps shall be of the lowest profile possible.

Flashing. Flashing shall be copper, lead or anodized aluminum.

Copper. Copper roofs, flashing, gutters and downspouts shall be allowed to age naturally (not painted, anodized or sealed).

CONFIGURATIONS

Roof Shapes. Roofs shall be simple shapes, either symmetrical gables or hips. Roofs shall overhang a gable end a depth equal to the height of the cornice. Shed roofs with the high end attached to a wall are permitted for areas less than 50 sq. ft. Flat roofs shall be no greater than 500 sq. ft., accessible from an interior room and edged by a horizontal railing or parapet. Commercial buildings shall have a horizontal eave when visible from frontages. There shall be a dominant principal roof of unambiguous massing and clear hierarchy.

The roof of the principal building mass shall be a symmetrical gable or hip.

Roof Slopes. All primary roof slopes of a particular style shall fall within a range of no greater than 15%. Ancillary roof slopes shall be appropriate to the style of the building, which in most cases is between one-third and one-half of the primary roof slope. Shed roofs shall have a slope no less than 2:12. Roofs on towers shall be flat or have a slope of 4:12 to 8:12.

Gable Ends. Gable ends shall have historically accurate and appropriately detailed rake and fascia trim. On gable ends that tie to an eave return, the fascia (corona) of the eave return and the fascia of the raking cornice shall be in the same plane, but shall not be picture-framed. The crown of the eave return runs over the join and is capped by the flashing of the eave return.

Overlapping Gables. Overlapping gables shall only be used when the smaller gable is part of a balcony, porch, or entrance. These gables shall have matching slopes.

Shingles. Wood shingles and slate shingles shall be maximum 8" exposed to the weather.

Bay Roofs. Bay roofs shall be distinct from the primary roof, and shall return on themselves at each end. The roof shall not be a shed continuation of the main roof.

Soffits and Overhangs at the Neighborhood Center (T5). The underside of soffits and roof overhangs on buildings over three stories should be elaborately detailed.

Skylights and Solar Panels. Skylights and Solar Panels shall be flat and shall not be visible from frontages.

Roof Vents. Roof vents shall be in the form of natural roof ventilation using linear or round soffit vents, ridge vents and dormer vents. Ridge vents, if used, shall extend the full length of the ridge. Exposed roof vents such as turbines or power roof ventilators are prohibited.

Roof Penetrations. Roof Penetrations shall be placed on the rear slope of the roof. Roof penetrations shall be painted to match the color of the roof except those of metal, which may be left unpainted. At T5 roof penetrations and equipment shall be screened in a manner consistent with the architectural design of the building to minimize the visibility from neighboring buildings and from the public realm.

Roof Equipment. Rooftop equipment shall be placed and screened to minimize visual impacts from Frontages.

EAVES

ROOFS

MATERIALS

Dormer Jamb Material. Dormer jambs shall be a solid casing assembly from the window to the corner of the dormer wall. Wall materials are prohibited on the face of the dormer. Dormers shall have single, strong, substantial casing boards at the corners.

Brick Dormer Face. Brick shall be used for a dormer face only when the brick forms a parapet at the top of the dormer. Create a distinct parapet wall extending beyond both the sides and top of the dormer. The roof should break at this dormer so the brick dormer face is a continuous extension of the brick wall.

CONFIGURATIONS

Dormers. Dormers should be habitable or open into spaces that are habitable.

Dormer Roof Trim. Dormer roof trim, beginning at the window head shall be composed of a head casing, a soffit and a corona, or fascia, at a minimum. A cymatium, or crown, may be added, but only on the raking cornice. Siding shall never be used anywhere above a window head except in the tympanum of a gable-front dormer.

Dormer Body Shape and Proportion. The window dormer shall be vertically proportioned or square. Dormer windows shall be proportioned similar to or slightly shorter than typical windows in the floor below. Dormers shall have gabled, shed or hipped roofs. Exceptions maybe appropriate based on style. For example, eyebrow dormers are typical of the Arts and Crafts style as are horizontally proportioned dormers with shed roofs. Dormers shall have minimal headers if any. Dormer sidewall framing shall be minimal so that the face trim easily runs from corner to window.

Dormer Front Wall. Dormers should not have any siding on the front. The face of the dormer should be all trim boards. The trim on the windows sides should be maximum 8".

Dormer Side Walls. Side walls of dormers should be built with studs turned on end. All dormers should have the side walls built with studs turned on end headers on dormer should be minimal if any. Variations may occur on craftsman style with dormers that have multiple windows.

Dormer Placement. Dormers shall be placed a minimum of 3' from side building walls.

Tower and Lantern Principles. Towers, lanterns, cupolas and belvederes shall sit on a low base and be trimmed to resemble pilasters surrounding glazed or louvered openings and supporting a beam and roof above. Siding, if any, shall be below the sill height.

MATERIALS

Chimney Materials. Chimneys, when visible, shall be finished with stone, brick, or stucco. Use chimney construction that appears to be substantial, even when using a masonry veneer. Individuality in chimney and chimney pot design is encouraged.

Flue Materials. Flues shall be clay tile or galvanized metal left natural or painted black. Permitted flue tops in order of preference are terra-cotta chimney pot, plain clay tile flue, and short, simple metal cap. Potbelly stoves shall have metal flues.

Awning Materials. Awnings shall be constructed of canvas or solution-dyed acrylic fabric attached to a light metal frame so that the flap moves naturally. Translucent fabric is prohibited.

Window Boxes. Window boxes shall be wood or simulated wood and are encouraged! Plastic plants are prohibited.

Metal elements. Metal elements such as hardware and light fixtures, shall be unpainted galvanized steel, anodized or ESP aluminum, or marine-grade aluminum or black iron.

Driveways and Garage Aprons. Garage aprons shall be gravel, stone pavers, brick, concrete pavers or asphalt.

CONFIGURATIONS

Chimney Height. Chimney height shall be appropriate to the style of the building and shall meet code-required minimum heights.

Chimney Material versus Detailing. Chimney detailing shall be appropriate to the materials used, thus natural stone and stucco chimneys should generally be simpler than brick chimneys.

Chimney Size and Configuration. Chimneys shall be no less than a 2:1 proportion in plan at their base and should break and return to a small width (preferably square) above. They shall be supported by a foundation and have a trimmed cap that projects from the sides. Spark arresters should be concealed. Unsightly, large, and awkward arresters are not allowed.

Flue Height. Flues shall be no taller than required by local building codes.

Fireplaces. Projecting fireplaces shall extend to the ground and have a chimney of an appropriate size and shape. Projecting fireplace boxes may project no more than two feet, be no more than 6' wide and no more than five feet tall. They shall have some visible means of support or extend to the ground. The top shall be flashing or roof material depending on the size. The box shall have trim, but all trim shall be painted the wall color. Vents for direct vent fireplaces shall not face frontages nor be easily visible from them.

Awning Configurations. Awnings shall be sloped rectangles with or without end panels but absolutely without bottom panels. Awning design shall be simple, of reasonable size, and of a style appropriate to the building and the place. "Barrel vault" shapes are permitted in T5 between the primary entrance and the curb. Awnings shall not be backlit. On residential buildings awnings shall be a solid dark color. The cross-section of a storefront awning shall be different from that on the adjacent lot. All awnings on a single establishment shall be identical. Awnings should be retractable. Awnings of the quarter-round variety are prohibited. If necessary for support, metal pipe columns may be allowed on the public sidewalk, providing that they do not directly impinge on the main pedestrian flow.

Awnings may have side panels but shall not have a bottom soffit panel.

Awning Signs. Signage may be painted either on the fringe of an awning or in the center of the body of the awning. Awnings shall be fabricated of canvas on metal frames. Awning signs shall be painted directly on canvas. Backlit awnings are prohibited. Signs that occupy the fringe of the awning may fill the entire height and width of the fringe up to a maximum fringe height of 9".

Encroachment. Commercial awnings may encroach into setbacks and across R.O.W. lines but not onto private properties.

Wood. Wood elements shall be painted or stained with an opaque or semi-solid stain, except walking surfaces, which may be left natural.

Cables, etc. Cables, conduits, and any other such wiring may not be exposed.

Driveways. Driveways at building frontages are only allowed for properties without alley access, and shall have a maximum width of 12' within the front yard.

Foundation Vents. Vents in foundations shall be cast iron grates, painted wooden grates, plastic, pierced stone, or brick.

DORMERS

ATTACHMENTS

STOREFRONTS

MATERIALS

Storefront Materials. Storefronts shall be subject to permission of the Town Architect. They shall be painted or stained and built of wood, cementitious boards, Celuka Cellular PVC and solid PVC, custom metal work, extruded aluminum, or hollow steel frame. Aluminum natural (silver) or bronze (dark brown) storefronts are prohibited. Thin storefront framing members shall have some other part of the design that is thick to contrast it against. Storefront colors shall be compatible with the neighborhood.

Glass. Storefront glass shall be clear, as any saturation will cause the display to become invisible behind the resulting reflection.

Neon. Neon may be used inside a storefront window and elsewhere as noted.

CONFIGURATIONS

Unified Design. The shopfront door, signage and lighting shall be designed as a unified design.

Frontage Setbacks shall be paved to match the sidewalk.

Encroachment. Awnings, Lights and Signs may encroach into setbacks and across R.O.W. lines but not onto private properties.

Commercial Uses are encouraged to place tables, chairs and temporary displays on the public sidewalk provided a 5' wide clear corridor is maintained for pedestrians.

Storefronts. Storefronts shall be a single, near-black dark gloss or white background color. Storefronts shall have mounting bolts for awnings, signs and lighting whether or not such items are installed at the time of initial construction.

Fenestration. Fenestration at ground floor commercial uses shall not be less than 70% void.

Storefront Windows. Storefront windows shall be between 2 and 2.5' above ground level.

Storefront Lighting. Storefront windows shall be lit at night using compact fluorescent, LED, or halogen light with a photocell control to come on at dusk. A minimum of two storefront lights shall be on all night. Exterior lighting shall have a photocell control and be on all night.

Signs. Signs shall be integral to the design of the buildings and/or storefront. See "Signs."

Window Signs. Window signs may be neon behind the glass, or paint or vinyl applied directly to the glass. Neither shall be mounted on opaque signboards. The height of any window sign is limited to one-third the height of the glass in the sash where the sign is installed, excluding muntins. The width of any window sign is limited to 90 percent of the width of the glass in the sash where

the sign is installed. Signs may not be affixed with tape or other temporary means to the exterior nor to the interior of glass surfaces. Decals may not be affixed to glass.

Neon is permitted inside the building. Outside the building, it is subject to the permission of the Town Architect.

Interior Lighting. All retail establishments shall be lit in the incandescent (warmer) spectrum, whatever technology is used. Small spotlights (ideally halogen) are recommended rather than a uniform wash of light.

Security Gates and Shutters. Solid metal security gates and solid roll-down windows are prohibited. Link or grill security devices are only permitted if installed from the inside, within the window or door frames.

Hours of Operation. The hours of operation of non-residential land uses may be restricted by the Town Architect to minimize nuisances to adjoining property owners. Restriction on hours of operation may be imposed on existing uses by the Town Architect. Property owners shall comply within 30 days of receipt of notice from the Town Architect. Alternatively, such restrictions may be imposed by the Town Architect as a condition of issuance of a building permit.

SIGNS

All signage is subject to the permission of the Town Architect.

MATERIALS

Sign Materials. Signs shall be constructed of painted wood or synthetic wood, enameled steel or metal, or painted on building walls or windows with the permission of the Town Architect. Neon shall be permitted as noted elsewhere.

Address Numbers. Numbers shall be metal, ceramic or paint.

CONFIGURATIONS

Attached Signs. Four types of attached signs are permitted:

- **Band Signs** consist of a band of lettering across the entire width of the building. If lit, band signs shall be front-lit with gooseneck lights. Band signs shall be a maximum of 30" tall, and the bottom of the band sign shall not be installed more than 12' or less than 10' above the sidewalk.
- **Board Signs** consist of painted or vinyl graphics on a signboard attached flush with wall.

SIGNS

- **Window Signs** may be neon behind the glass, or paint or vinyl applied directly to the glass. Neither shall be mounted on opaque signboards. The height of any window sign is limited to one-third the height of the glass in the sash where the sign is installed, excluding muntins and the width is limited to 90% of the width of the glass in the sash where the sign is installed.

- **Painted Wall Signs** are subject to the permission of the Town Architect and shall be painted only on brick wall surfaces that are set back at least 50' from the edge of the pavement to allow for equal viewing by pedestrians and motorists and shall not be the primary sign of the business they represent. Such signs shall be rectangular, oriented horizontally or vertically, and no larger in area than 2' by two times the building width. These signs shall have a dark background color with a black border.

Projecting Signs. Two types of projecting signs are permitted:

- **Blade Signs** may be hung so that they project from a wall a maximum of 5'. Blade signs may also be hung from an architectural element if centered on that element. The top of the sign shall be between 9' and 12' above the sidewalk. The sign shall be 32" tall maximum and shall be no more than 4' wide nor project more than 5' from the wall. No blade sign shall exceed 6 sq. ft. in urban neighborhood retail locations or 8 sq. ft. in T5. Brackets or other suspension device shall match the sign style and shall not be computed as part of the allowable size of the sign.

- **Vertical Corner Signs** are permitted only at the corner lots in T5. Vertical corner signs may project perpendicular from one side of the building or at a 45-degree angle to the corner. Such signs may be constructed of either signboards or metal, and may be lit either with gooseneck lights or with surface neon. The bottom of the sign shall be a minimum of 12' from the sidewalk. The height of the sign shall not exceed the first-story wall height. Vertical corner signs shall be mounted 12" maximum away from the exterior wall of the building and shall be a maximum of 3' wide.

Ground Signs. Ground signs, subject to the permission of the Town Architect, may be permitted if a place of business is not close enough to a thoroughfare for an attached sign to be readable. If permitted, they shall consist of an open structural framework supporting a double-sided signboard lit with gooseneck lights. The bottom of the signboard should not be more than 12' above the sidewalk or finished grade, the height shall not exceed 3', and its width shall not exceed 4'. Pylon ground signs should be located adjacent to the sidewalk or pathway leading to the business. Sculptural and A-frame sign

boards placed on the sidewalk are encouraged!

Freestanding, Off-site and Detached Signs are prohibited unless noted otherwise.

Rooftop Signs. Rooftop signs meant to be viewed from great distances are subject to the permission of the Town Architect.

Flashing, moving or internally illuminated signs are prohibited.

Plaque Signs. Plaque signs less than 2' square and made of bronze, aluminum, concrete or stone shall be permanently affixed in a conspicuous location and inscribed with the name of the architect, builder and date of completion.

Home-based Business Signs. One sign advertising a home-based business is permitted at each frontage. Signs shall be wood, painted, and a maximum size of 6 sq. ft. Signs may have engraved, gold leaf letters and symbols. Signs may be mounted to a freestanding post, hung below a porch roof, or mounted to a building wall. Brass signs may be used on masonry building walls.

Security Signs. One security system sign is permitted at each frontage affixed to a building.

Encroachment. Signs may encroach into setbacks and R.O.W. lines but not private properties.

Address Numbers. Numbers (not letters spelling numbers) shall be placed near the front door or front porch steps. Numbers shall be mounted to the door, the wall beside the door, the entablature, a square porch column or the top riser.

Parking Directional Signs. Parking directional signs which are in addition to the tenant sign shall follow the requirement for other signage except that they may be 1.5 times the size.

Sign Lighting. With the exception of neon sign, signs, if lit, shall be front lit with incandescent bulbs of appropriate wattage or LED lamps.

Temporary Signs. Temporary signs such as real estate sales signs shall be permitted on a case-by-case basis by the Town Architect.

Real Estate Signs. Real Estate signs shall adhere to permitted patterns and colors, and shall be 6"x18" maximum. One real estate sign advertising a property for sale or rent may be displayed at a frontage.

UNION VILLAGE

DESIGN CODE FOR PRIVATE LOTS ARCHITECTURAL STANDARDS

STOREFRONTS

SIGNS

MATERIALS

Exterior lighting. Exterior lighting shall be appropriate to the Transect zone and the style of the building.

Lighting Spectrum. All exterior lighting shall be of the incandescent or equivalent (warm) spectrum. Color corrected sodium is recommended.

*CONFIGURATIONS***Exterior Lighting.**

Landscape Lighting. Landscape lighting visible from a frontage shall be subject to the permission of the Town Architect.

Uplighting of Landscape Material. Uplighting of landscape material is prohibited when visible from frontages except at civic spaces and civic, non-residential and multi-family buildings.

Flooding of Walls. Flooding or washing of walls of residential buildings is prohibited. Flooding of walls of mixed-use or commercial buildings shall produce a soft glow as opposed to a blinding glare.

Floodlights. Floodlights attached to building walls or roof eaves are only permitted in rear yards and shall be directed away from adjoining structures.

Rear Lighting. Exterior lights at rear building entries and service areas should be LED fixtures with frosted globes, sixty watts maximum. All other exterior residential light fixtures visible from a frontage shall be compact fluorescent or LED fixtures, thirty watts maximum, and shall be subject to the permission of the Town Architect.

Garage Door Lighting. Garage doors opening onto a lane or alley shall have a light fixture with an incandescent bulb activated by a photocell.

Parking Lot Lighting. Parking lots shall be lit with metal halide lamps in direct cutoff fixtures that prevent light spillover onto adjacent properties. Parking lots may be lit with mercury vapor lamps subject to the permission of the Town Architect.

Encroachment. Light fixtures may encroach into setbacks and across R.O.W. lines but not onto private properties.

MATERIALS

Hedge Materials. Hedges shall be one of the hedge materials found on the Master List planted in a continuous row (tight enough to form a wall) and shall be 7 gallons at the time of installation.

Fences. Fences at T3 shall be built of smooth cedar or pressure-treated wood. **Fences at T4 and T5** may also be built of metal in a cast-iron style and may have stone or brick piers and base. Wood fences at T4 and T5 may have stone or brick piers and base. Alternatives may be permitted by the town architect on a case-by-case basis.

Fence color. All wood fences along frontages shall be painted white. All metal fences shall be gloss black.

Piers. Wood fences may have stone or brick piers.

Fences not visible from frontages may be made of: closed wood boards of a rectangular section capped with wood, trellis, lattice, or some combination thereof.

Garden Walls. Walls in the landscape, "garden walls," shall be stone or brick to match the foundation wall. Cast concrete elements may be used as necessary for copings. Walls shall not be perforated with precast elements, but may accommodate pierced brick. Walls shall be capped with stone, precast or a brick rowlock course, or cut brick. Where not visible from frontages, retaining walls may be wood, stone, brick, stucco, or concrete "key" stone.

Gates in Garden Walls. Gates at T3 shall be built of wood. **Gates at T4 and T5** may also be built of iron.

Decks. Decks shall be painted or stained (except walking surfaces which may be unpainted). Deck floors shall be a material appropriate to the style of the house which may include tongue-and-groove wood, synthetic wood, brick or concrete (Foursquare Arts & Crafts only).

Gardens. Private gardens, i.e.: vegetable, English, herb, Zen sand, are permitted.

Grass. Grass is prohibited when visible from frontages at T5.

Mulch. Mulch should be natural materials and colors. Dyed and synthetic mulch is prohibited when visible from frontages.

Terraces. Terraces visible from frontages shall be brick, brick pavers, flagstone or slate and faced with stone or brick and have low walls or balustrades of precast concrete or brick.

Walks. Walks shall be brick, brick pavers or concrete.

Paths. Paths shall be stone, slate or stone dust.

Driveways. Driveways shall be granite, brick or asphalt.

CONFIGURATIONS

Hedges, Fences and Garden Walls. Hedges, fences and garden walls shall provide complete closure by connecting with other fences, hedges, walls or buildings. Openings in fences and garden walls shall have gates.

Hedges. A hedge shall be a single species. At installation plants shall be 18" o.c. and shall be at least 5-gallons or 24" in height. Maintenance shall produce a tapered hedge that is slightly wider at the base than the top to allow light to penetrate to all branches. Hedge height shall be maintained to meet the fence standard for the same location.

Frontage Fences. Frontage fences shall be of a different design from those of neighboring fences. Fences shall be composed of individual panels no taller than 40" although 36" is preferable. **T3 frontage fences** shall be no more than 36" tall, and may retain the character of more rural board or hedgerow fences, or they may be constructed of pickets. **T4 frontage fences** shall be no more than 48" tall if composed of 3 panels or more, not more than 40" tall if built of 1- or 2-panel (picket and dog board) designs. They shall be placed 12" to 18" inside the sidewalk, leaving a band of earth for annual flowers or ground cover. **T5 frontage fences** shall be built tight to the sidewalk and may be as tall as 80" if the top panel is made of thin iron pickets that allow uninterrupted views, or 60" if entirely solid.

Posts. Terminal posts (corners, openings, ends, etc.) shall be a minimum of 6x6 and fatter and taller than typical posts. They shall not be placed next to each other—even if on adjacent lots, where the terminal post shall be shared. Posts shall be equally spaced but not greater than 8' o.c. Spacing between a post and a picket shall be the same as the spacing between pickets.

Wood Pickets. Wood pickets shall have a rectangular section, be ¾" deep and spaced no further apart than 1-½".

Neighbors' Fences. Neighbors' fences may be up to 18" taller than frontage fences, but shall taper down to the height of the frontage fence where they meet. Neighbors' fences may be built with a slightly less elaborate design than the frontage fence.

Private Yard Fences. Private yard fences may be up to 80" tall, they may not be constructed in front of the front wall of the building when screening the front of the private yard, or in front of the side face of the building when screening the side of the private yard from a side street. Use a middle rail to divide the vertical boards of a private yard fence into panels no taller than 40" each.

Split Rail Fences. Split rail fences are permitted when visible from frontages on lots not served by alleys and not designated "common lawn frontage required" on the Regulating Plan. Split rail fences

are permitted for neighbors' and private yard fences for all lots not served by alleys. They shall be no taller than 42", shall be unpainted but may be stained black or dark brown, and may have a woven wire mesh affixed to the private side to deter movement of critters from one side to the other. Fences in the rear 20' of T3 lots backing to an open space shall be split rail.

Garden Walls. Garden Walls shall be minimum 8" thick. Garden walls may be up to 96" tall in T3 and T4 and up to 120" tall in T5. They shall not be constructed in front of the front wall of the building. Exterior surfaces of garden walls shall be articulated in a manner appropriate to the style of the building. Wall caps shall be 1-1/2" to 3" thick and shall overhang the wall no less than ½" on each side. Piers shall be a minimum of 16" square. Pilasters shall be capped. Brick mortar joints shall be struck and no more than ½" wide.

Decks. Decks are permitted in rear yards only if not easily visible from frontages, including secondary frontages. The walking surface shall be within 4' of grade at T4 and T5. Decks shall be of a scale compatible with the building and the lot.

Screening. Yard equipment shall not be visible from frontages. Trash and recycling containers shall be located within permanent enclosures.

Walks. Walks shall be flush with the ground.

Driveway Aprons. Driveway aprons serving garages 20' or more from the property line providing access shall be no wider than 12'.

Garage Placement. Garages on street corner lots shall be placed opposite the garage across the alley.

Garage Slab Elevation. Garage slabs shall be set at an elevation such that the apron does not exceed a 4% slope.

Parking. Parking is prohibited in the front third of any lot.

Outbuildings and Landscape Constructions. The following shall be permitted and shall adhere to this Code. Garages, workshops, guest houses, artisan studios, garden pavilions, greenhouses, gazebos, trellises, arbors, in-ground swimming pools, outdoor tubs, sauna, handball and squash courts, pool houses and equipment enclosures, dog houses, storage sheds, etc.

Trees. No tree over 6" in caliper may be removed within the public or private property without permission from the developer. Proposed tree species not included in the recommended tree list shall be permitted on the basis of compatibility with local climate, soils, and native species by a professional landscaper. Trees shall be drawn from regional seed sources of varieties that are proven to adjust well to the soil and climate without amendment or extra fertilization.

COLORS

Colors. All colors shall be subject to the permission of the Town Architect and should be earth tone and historic in nature. Colors should be appropriate to the architectural style of the building.

Color schemes may include 1 to 3 colors used as follows:

- **Walls Color.** The wall color shall be used for the walls as well as trim at inside corners, trim (including mounting boards) around light fixtures, receptacles, hose bibs, meters and the like.
- **Trim Color:** The trim color, if different from the Wall Color, shall match the window frame and be used for all trim. It may also be used for doors, window sashes and shutters.
- **Accent Color:** The accent color, if different from the Trim Color, may be used for doors, window sashes and shutters.

Color schemes recommended for some specific styles are as follows:

Federal

Body: Shades of white, pale gray, pale blue, pale yellow, pale green, beige.

Trim: Dark green, red, brown, black, off-white.

Door: Dark green, medium blue, black, white, red.

Porch: Similar to body.

Example: Beige body, white trim, black shutters.

Greek Revival

Body: Shades of white, pale pink, pale gray, pale blue, pale yellow.

Trim: White if white siding; gray blue, olive green, buff, dark green, black.

Door: Dark green, medium blue, black, natural.

Porch: Similar to body.

Example: White or yellow body, white trim, dark green shutters.

Classical Vernacular

Neutral, muted colors for body.

Body: White, light gray, medium gray, dark gray, blue gray, beige, tan, cream, light yellow, olive.

Trim: White

Accent: Black, dark green

Door: Same as accent, red

Example: White body, white trim, black shutters and door.

MISCELLANEOUS

The following are prohibited:

- Panelized materials
- Simulated wood grain
- Glass blocks
- Quoins
- Bricks with moderate or heavy flashing and simulated flashing
- Worm and wire-cut textured brick
- Blended brick
- Gray and white mortar
- Material changes at outside corners
- Metal doors stamped to resemble wood doors unless indiscernible from wood at arm's length
- Simulated wood grain garage doors
- Single-hung windows
- Flush-mounted windows
- Snap-in muntins, removable grids, "sandwich" muntins and "GBGs" (grills between the glass)
- Brick mold at all openings other than masonry
- Keystones in square-end lintels
- Beams made of vertically ribbed vinyl, etc.
- "Sleeve like brackets" connecting rails to posts
- Extruded aluminum columns
- Copper-anodized aluminum
- Asphaltic or fiberglass shingles
- "Blended" color asphalt shingles
- Asphalt shingles for roofs below the eave
- Exposed roof vents such as turbines or power roof ventilators
- Wall materials on the face of dormers
- Translucent fabric for awnings
- Window air-conditioning units
- Above-ground pools (except those of the inflatable variety)
- Backlit or quarter round awnings; bottom panels
- Aluminum natural (silver) and bronze (dark brown) storefronts
- Solid metal security gates and rolldown windows
- Freestanding, off-site, and detached signs
- Flashing, moving and internally illuminated signs
- Uplighting of landscape material except in T5
- Flooding or washing of walls of residential buildings.
- Cyclone fences
- Grass when visible from frontages at T5
- Synthetic or dyed mulch when visible from frontages
- Parking in the front third of any lot
- Flags and banners of any sort draped over balconies, railings, shrubs, and the like
- Vinyl soffits

The following are prohibited where easily visible from frontages:

- "Swing set" doors and those of the sliding patio variety
- Double doors except french doors
- Blank walls in principle buildings
- Vents for direct vent fireplaces
- Floodlights such as those often mounted under the eave
- Retaining walls of wood, stone, brick, stucco or concrete "key" stones
- Air conditioning equipment
- Utility meters
- Solar panels
- Antennas and 18" satellite dishes
- Permanent grills
- Permanent play equipment (except basketball hoops)
- Hot tubs and spas (those at ground level shall be covered)
- Decks
- Clotheslines
- Synthetic statuary
- Bird baths or statuary (except those of museum quality)
- Garbage cans
- In-ground swimming pools
- Rock gardens and vegetable gardens
- Firewood (except on porches)
- Doghouses and dog runs

The following are subject to the permission from the Town Architect:

- Replacement with anything other than the previously permitted material.
- Details not easily visible from a frontage, executed to a lesser standard
- Synthetic stucco
- Stucco trim articulations
- Doors (including storm doors and garage doors)
- Windows
- Security door and window grilles
- Stained, frosted, tinted and art glass
- Vinyl clad wood
- Enclosed front porches at T3
- Simplified classical elements in T5, including column/post bases and capitals, beams, and pediments
- Storefronts
- Neon signs, outside the building
- All signage
- Landscape lighting visible from frontage

- Exterior residential light fixtures visible from a frontage with LED lamps
- Mercury vapor lamps in parking lots
- Colors
- Air conditioning equipment
- Utility meters
- Solar panels
- Antennas and 18" satellite dishes
- Permanent grills
- Permanent play equipment (except basketball hoops)
- Hot tubs and spas (those at ground level shall be covered)
- Decks
- Clotheslines
- Synthetic statuary
- Bird baths or statuary (except those of museum quality)
- Garbage cans
- In-ground swimming pools
- Rock gardens and vegetable gardens
- Firewood (except on porches)
- Doghouses and dog runs

Paintable Products. Paintable products shall be painted.

Height limit. There is no height limit on portions of structures with a footprint of less than 215 sq ft.

Flags. The United States of America flag, United States state flags, and flags from branches of the United States military, all measuring 3' x 5' and mounted to poles may be flown from walls and square posts but not from trees, bushes, clotheslines, tapered columns, or any other manner on the structure or lot. Other seasonal or occasion flags, sports teams flags (only to be flown in the season in which the sport takes place) and other non-offensive flags may be flown without the need for architectural review. Flags and banners of any sort draped over balconies, railings, shrubs and the like are prohibited.

Flagpoles. Flagpoles less than 6' in length may be mounted at an angle to square columns, posts and building walls. Free standing flagpoles shall be reserved for use on civic properties only.

Mailboxes, newspaper boxes, lettering and numbering. Mailboxes, newspaper boxes, lettering and numbering shall not be plastic or vinyl.

Parking Decks. Parking decks shall be masked by a habitable liner building at street level while the decks above shall be masked by habitable liner building or a façade designed to appear habitable. To facilitate future retrofitting, parking decks shall be level with an independent ramp system.

UNION VILLAGE

DESIGN CODE FOR PRIVATE LOTS ARCHITECTURAL STANDARDS

COLORS

MISCELLANEOUS

MASTER PLANT LIST

Species not included in the Master Plant List require the permission of the Town Architect, usually on the basis of compatibility with local climate and soils. Plants shall respect any existing groundcover and tree species.

TREES

Wide Canopy Trees

Live Oak
Swamp Red Oak
Willow Oak

Medium Trees

Magnolia
Southern Pine species

Small Trees

Crepe Myrtle
Dogwood
Magnolia species
Malus Angustifolia
Redbay
Sassafras
Sabal Palm
Southern Crab Apple
Southern Palm
Southern Pine
Wax Myrtle

HEDGES

Abelia, Edward Goucher
Azaka species
Burberry
Boxwood, English
Camellia
Cherry Laurel
Cleyera
Holly, American
Holly, Japanese
Holly Osmanthus
Oakleaf Hydrangea
Oleander
Pittosporum
Privet species
Podocarpus
Viburnum
Hick's Yew
'Hatfield' Anglojap Yew

UNION VILLAGE

DESIGN CODE FOR PRIVATE LOTS
ARCHITECTURAL STANDARDS

MASTER PLANT LIST

Sample list:

List can be developed as designs are submitted.

WALLS

CEMENTITIOUS SIDING

For siding not on the Permitted List, submit samples.

Hardiplank www.hardiplank.com
Spec TBD

CertainTeed www.certainteed.com
Spec TBD

SHINGLE (SIDING)

For shingles not on the Permitted List, submit samples.

STONE & STONE VENEER

For stone and stone veneer not on the Permitted List, submit samples.

BRICK

For bricks not on the Permitted List, submit samples.

The particular products listed below is generally intended to avoid highly “blended” or wire cut brick. As noted above, all brick should be common or modular sizes.

Boral Brick Company

Ashbury, Bayou, Bordeaux, Harvard 0 Modular, Harvard 65 Modular, Harvard 70 Modular, Harvard 80D Modular, Harvard 90 Modular, Highland Modular, Indian River, L200, Monticello, Old Overton, Rutherford, Southport, Water’s Edge, Waverly, Woodward Blend

Brickcraft Brick Company

Ashbury, Concordia, Harvard, Fort Harrison

Cherokee Brick Company

Old Mississippi, Stratton

Columbus Brick Company

Louisville Colonial, Brentwood, Old Colony, Saxton, Madison, Burlington, Yorktown

Cunningham Brick Company

Chandler, Old Walnut

Endicott Brick Company

Park Ironspot Modular Velour

General Shale Company

Annapolis, Ballpark, Barnsley Tudor, Berrywood, Biltmore, Brandywine, Buckingham Tudor, Carrington Tudor, Coffeebean, Colonial Satin, Dutch Chocolate, Glenmore Heritage, Hatteras Heritage, Hawthorne Tudor, Mesa Verde, Preservation Red, Red Range Smooth, Rembrandt, Rome Victorian, Rose Red Tudor 6010, Rose Red Tudor 6020, Spalding Tudor, Seton Hall Regent, St. Louis, Virginia Vintage Tudor, Waterlodge, Waterton

Hanson Brick Company

Cranbrook, Faulkston, Kirkwood, Olde Towne,

Patriot

Henry Brick Company

Breckinridge, Market Street, Providence, Red Colonial, Valley Creek

Jenkins Brick Company

Blacksburg, Holly Hill, Inverness, Red Richmond, Woodbury

Lawrenceville Brick Company

Abingdon

Pine Hall Brick Company

Brown’s Ferry

Triangle Brick Company

Camden, Hartford, Old Colony, Oxford, Williamsburg Handform

MORTAR

For mortar not on the Permitted List, submit product cut sheet.

Mortar shall be buff, old colonial or B-500 ochre. Standard gray and white are prohibited.

Brixment (or equal) in the following colors:

OC, Old Colonial

C-224, Pecan

B-200, Dark Buff

B-500, Buff Ochre

TRIM

For trim not on the Permitted List, submit samples.

Azek www.azek.com

Traditional Trimboard

Synboard www.synboard.com

Synboard

Fypon www.fypon.com

Window and Door Trim

MiraTEC www.miratechtrim.com

Trim

Hardiplank www.hardiplank.com

Spec TBD

Boral Fly Ash

CONCRETE

For concrete not on the Permitted List, submit samples.

DOORS AND WINDOWS

DOORS

For doors not on the Permitted List, submit product cut sheet.

STORM DOORS

For storm doors not on the Permitted List, submit product cut sheet.

Larson www.larsondoors.com

Full view glass, full view screenaway color to match color of trim or front door.

WINDOWS

For windows not on the Permitted List, submit samples. Trim color shall match window frame color.

Windsor www.windsorwindows.com

Legend Series

Andersen www.andersenwindows.com

200 Series with 400 series grille, 400 Series

M&W www.mwwindows.com

Unity

Monarch www.monarchwindows.com

Majestic series with field applied casing

Jeld-Wen www.jeld-wen.com

Spec TBD

MGM www.mgmindustries.com

Numbers 8007 and 8017 with field-applied casing

PlyGem www.plygemwindows.com

Double-hung, 600 series with field-applied casing

GARAGE DOORS

For garage doors not on the Permitted List, submit product cut sheet.

SHUTTERS

For shutters not on the Permitted List, submit samples.

UNION VILLAGE

DESIGN CODE FOR PRIVATE LOTS ARCHITECTURAL STANDARDS

PERMITTED MATERIALS

Sample list:

List can be developed as designs are submitted.

Following is a list of permitted materials for use in Union Village. The list is subject to change at the sole discretion of Union Village. The materials on this list are recommended on the basis of their appearance only. Builders are advised to investigate the performance of all products on the list to their own satisfaction.

**PORCHES AND BALCONIES
(AND ARCADES AND GALLERIES)**

WOOD OR FIBERGLASS COLUMNS

For columns not on the Permitted List, submit samples.

Dixie Pacific www.dixiepacific.com

Spec TBD

Fypon www.fypon.com

Spec TBD

Hartmann-Sanders www.hartmann-sanders.com

Spec TBD

PORCH CEILING

For ceilings not on the Permitted List, submit samples.

RAILINGS

For railings not on the Permitted List, submit samples.

BALUSTERS

For balusters not on the Permitted List, submit samples.

PORCH FLOORS

For flooring not on the Permitted List, submit samples.

Aeratis www.aeratis.com

TBD

LATTICE

For lattice not on the Permitted List, submit samples.

Permalatt Products www.permalatt.com

1-7/8" diagonal and 2" rectangular Dura Shell vinyl lattice

Cross VINYLattice www.crossvinyl.com

Square openings (horizontal & vertical slats) only. Diagonal not permitted.

Spec TBD

EAVES

EAVES

For eaves not on the Permitted List, submit samples.

GUTTER & DOWNSPOUTS

For gutters and downspouts not on the Permitted List, submit samples.

BRACKETS

For brackets not on the Permitted List, submit samples.

ROOFING

METAL ROOFING

For metal roofing not on the Permitted List, submit samples.

ASPHALT ROOF SHINGLES

For shingles not on the Permitted List, submit samples.

CertainTeed www.certainteed.com

3-tab, colors: TBD

Tamko www.tamko.com

3-tab, colors: Rustic Black, Weathered Wood 3-tab, colors

RIDGE VENTS

For ridge vents not on the Permitted List, submit product cut sheet.

ATTACHMENTS

FLUES & CHIMNEYS

For flues and chimneys not on the Permitted List, submit product cut sheet.

AWNINGS

For awnings not on the Permitted List, submit product cut sheet.

UNION VILLAGE

**DESIGN CODE FOR PRIVATE LOTS
ARCHITECTURAL STANDARDS**

PERMITTED MATERIALS, CONT.

Sample list:

List can be developed as designs are submitted.

STOREFRONTS

STOREFRONTS

For storefronts not on the Permitted List, submit product cut sheet.

LIGHTING

EXTERIOR LIGHTING

For fixtures not on the Permitted List, submit product cut sheet.

SITWORK

FENCES

For fences not on the Permitted List, submit samples.

EXTERIOR HARDSCAPE

For hardscape materials not on the Permitted List, submit product cut sheet.

UNION VILLAGE

DESIGN CODE FOR PRIVATE LOTS
ARCHITECTURAL STANDARDS

PERMITTED MATERIALS, CONT.

Sample list:

List can be developed as designs are submitted.

TEAR-OUT
PREVENTION LIST

Sample sheet:

List can be developed and redrawn as submissions are received and we discover which mistakes are common.

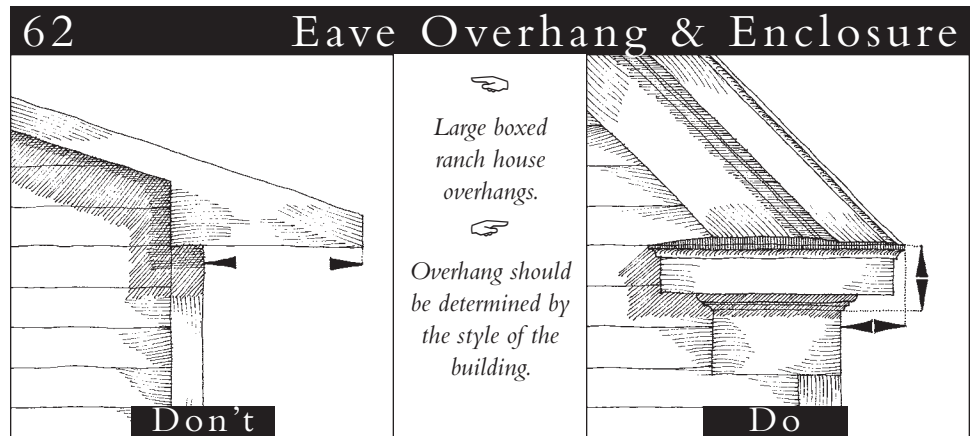
Miscellaneous Notes

Unpleasant Necessities. Air handling units, meters and other such unpleasant necessities shall be placed on the "active" side of the lot and indicated as such in the documents submitted for Design Review. The "active" side shall be confirmed by the Town Architect during the Design Review Process.

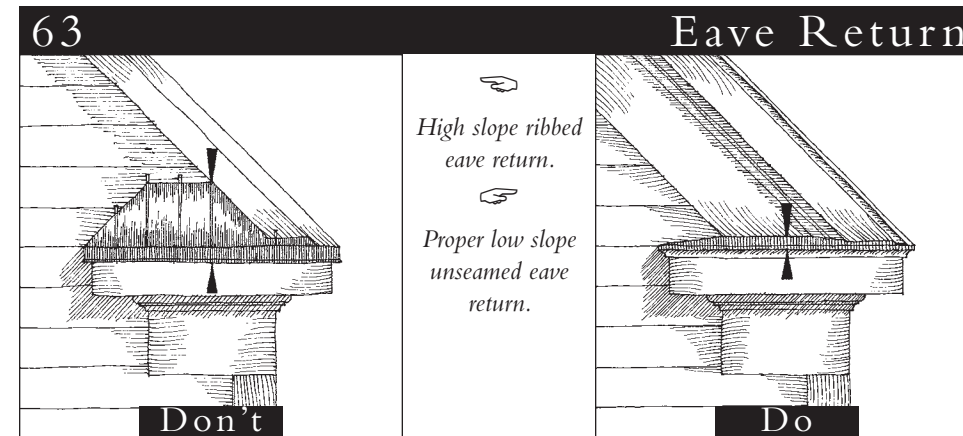
Trim. Trim at inside corners of siding walls and around all lights, outlets, vents, meters, etc., shall match the wall color not the trim color or the color of the object.

Casing Principles. Mullion casing shall never be narrower than 3-1/2" regardless of location.

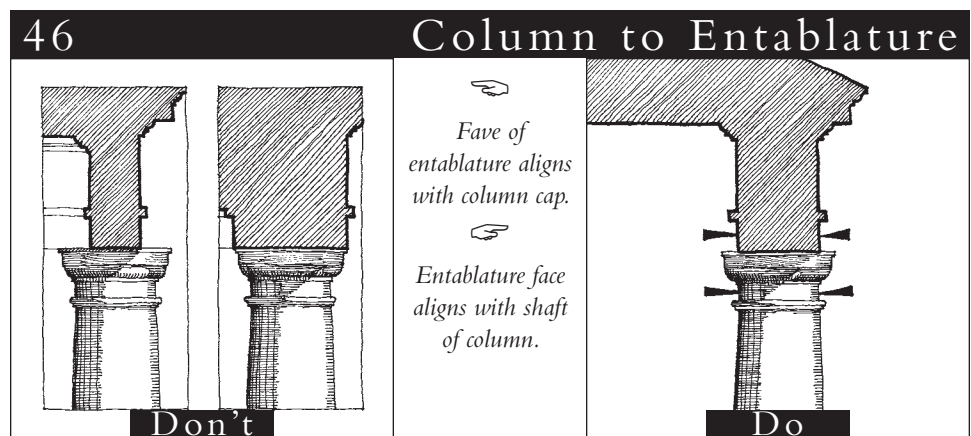
Rock, Lava Rock and gravel. Only permitted inside yards enclosed by fences.



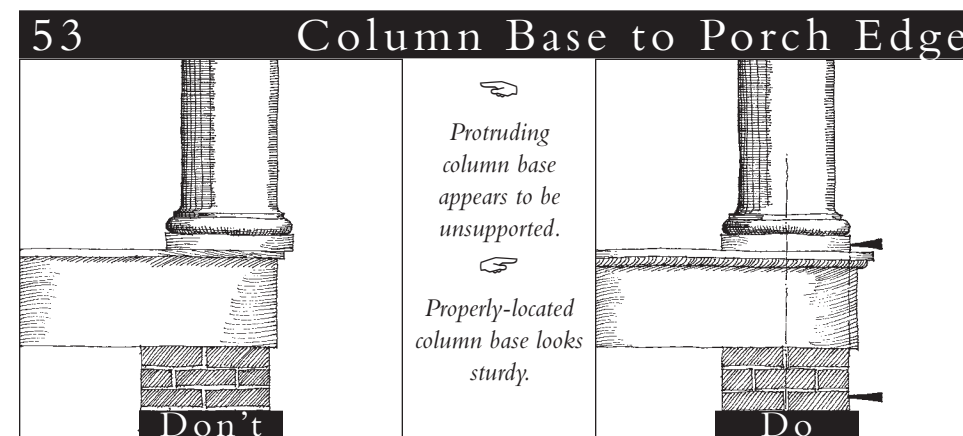
Eave overhangs should be appropriate to the style of the building. In most cases, this will be significantly less than the 18" to 24" overhangs commonly used in tract houses. Rigorously specific styles may have closed eaves if appropriate to the style of the building, but vernacular buildings should have open eaves. Exposed rafter tails should not exceed 6" in height.



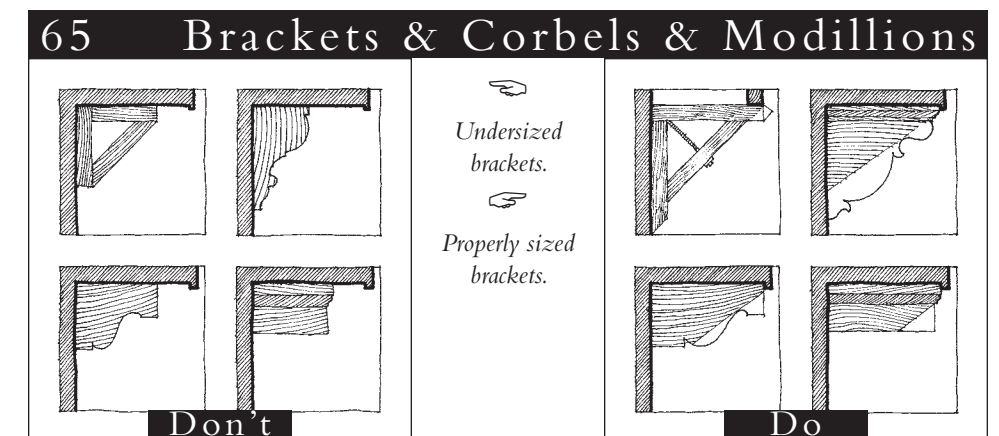
The infamous "pork chop eave" is the flagship of cheap tract house construction. Eaves should always be trimmed in such a manner that the corona, or fascia, returns around the corner and dies into the wall without the excess triangle attached to the raking cornice. The slope of the eave return cap should ideally be 1/12; in no case should it be greater than 2/12. The corona, or fascia of the raking and bottom cornices should occur in the same plane. The cymatium, or crown, should occur only on the raking cornice.



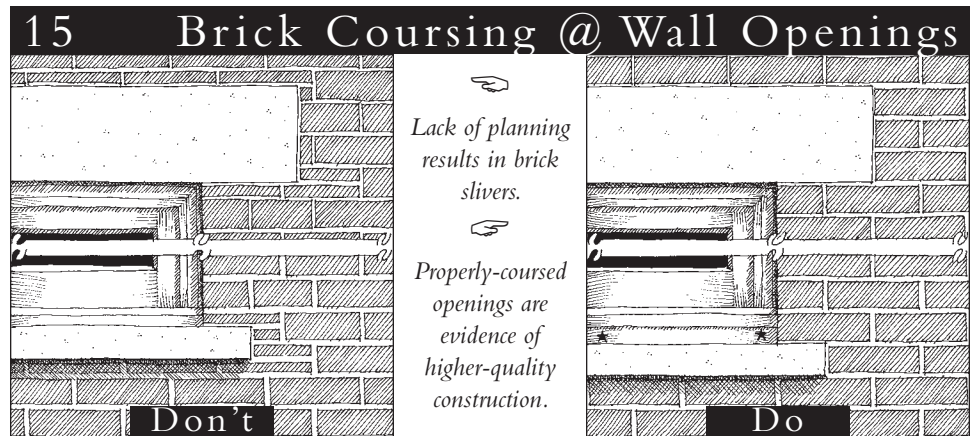
The face of the entablature shall always align with the neck of the column. Renaissance architects put forth the idea that there were certain canonical ways of constructing the classical orders, and that there should be very little variation in their design. Later archaeology demonstrated the tremendous variety of the classical orders of antiquity, effectively dispelling this notion. The relationship of the column to the entablature, however, was an exception. It is nearly impossible to find examples of classical or even good traditional architecture that violates this rule. Simply stated, the top of the column shaft should align flush with the face of the beam or architrave above. Consider this: if a 6" square wood post is used to support a 6" square wood beam, there is no doubt that the face of beam would be set flush with face of column. There is no reason to move the beam if trim is added to the column.



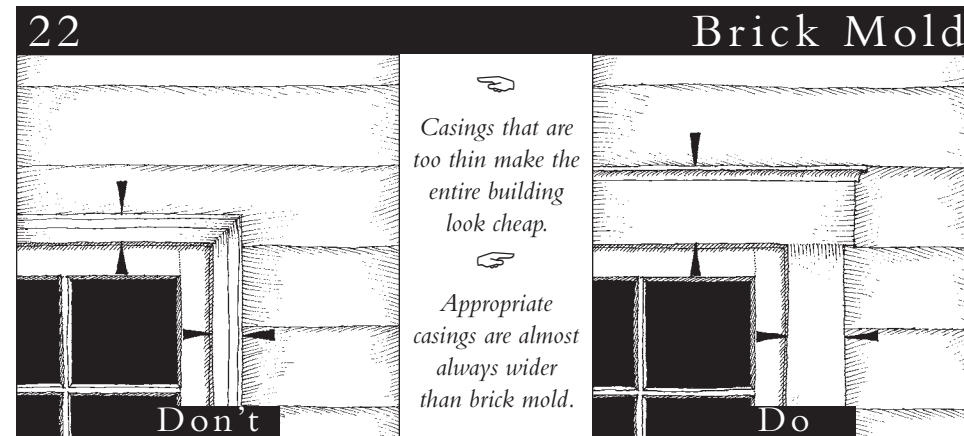
Column bases shall never protrude beyond the edge of the porch flooring. Ideally, the outer edge of the base shall align with the face of pier or foundation below. Interior columns center over piers, but corner columns slide near the outside corner of piers so that column base and outside face of pier align.



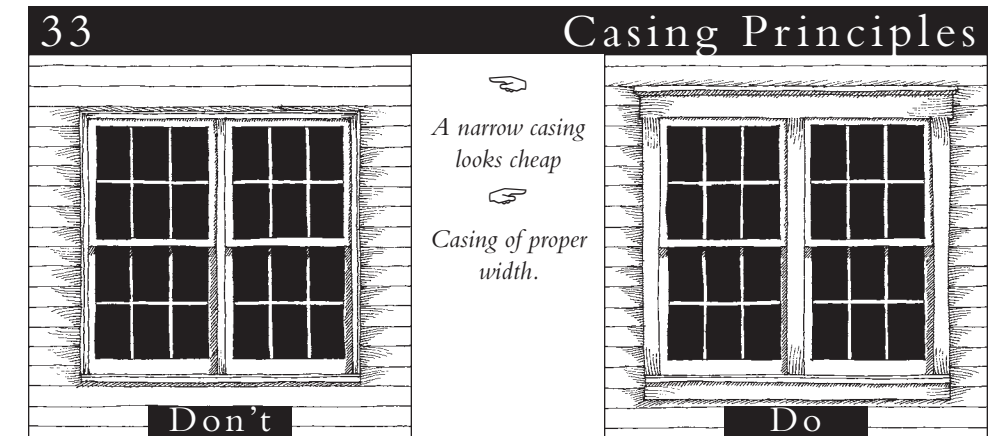
Vernacular brackets shall extend at least to the fascia, if not slightly beyond. Their height is often as great as their depth. Italianate brackets follow similar guidelines. Classical modillions should extend to the drip of the soffit. Their height is usually 1/3 to 1/2 of their depth. Bed moldings occur just below the modillions.



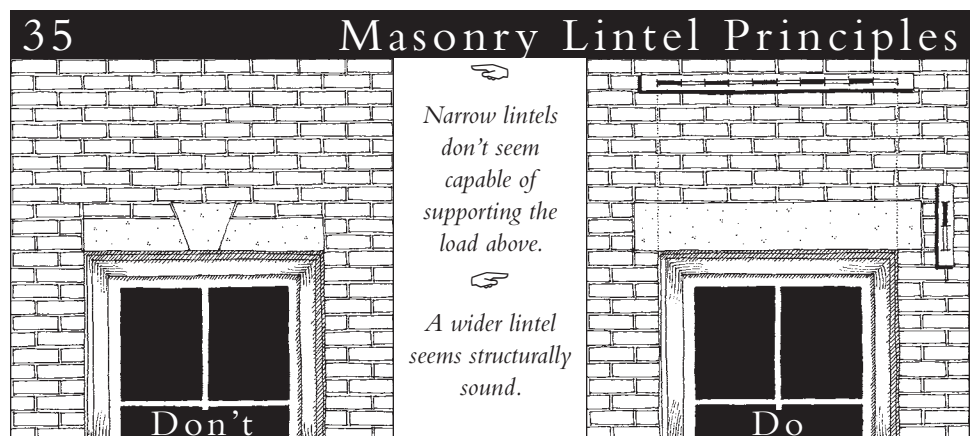
Brick shall course exactly to both the top and bottom of all wall openings. There once was a time that exterior masonry bearing walls were built first and doors and windows were custom-built to fit the openings. If the openings varied, the carpenter would simply build the door or window to fit. Now, however, opening sizes are generally pre-determined by the manufacturer. The head heights of the openings are also generally pre-set, and all doors and windows are set in place before brickwork begins. The result is one of the most careless-looking details in traditional construction today: slivers of brick above and below the window opening.



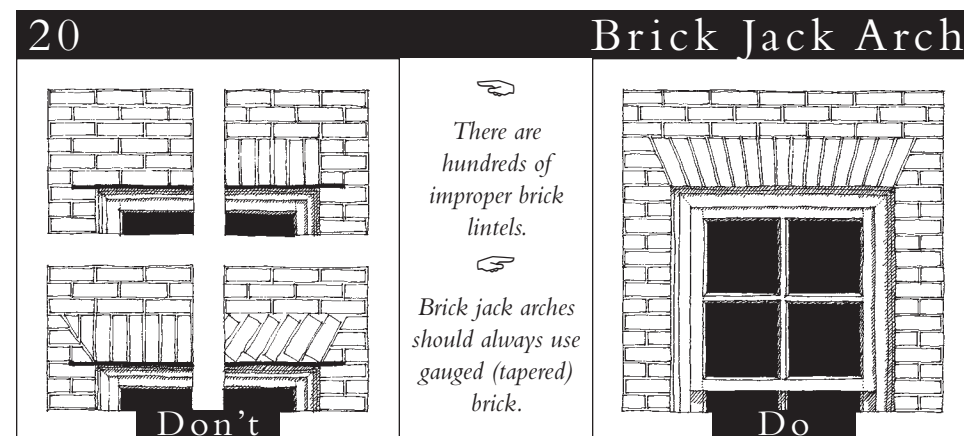
Brick mold should usually be much wider than the 2" shape that is commonly used. The only style where thin brick mold is appropriate is the Federal (Adam) Style, and then only in more modest buildings. All other traditional styles found in the United States use casing that is wider than a typical brick mold. Many styles use flat casing, whereas the typical brick mold is shaped. Casing should always be appropriate to the style of the building.



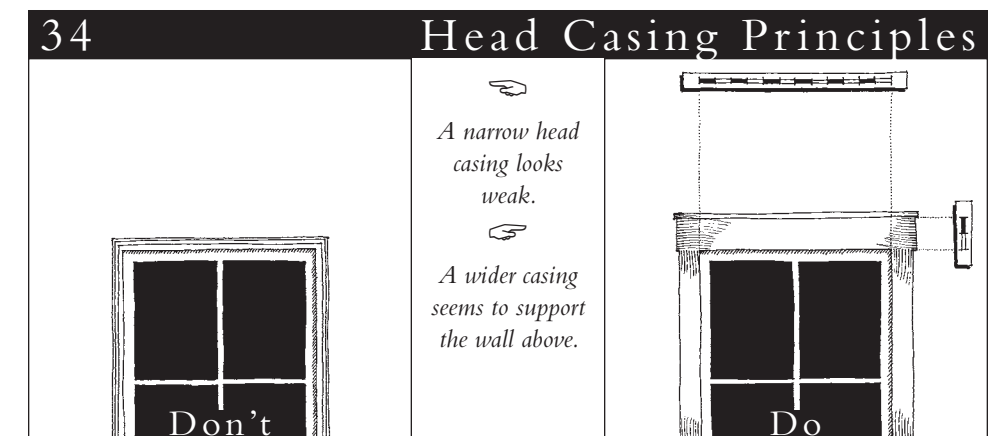
Door & window casing on all except brick walls shall never be narrower than 3-1/2". Doors and/or windows in the same rough opening shall be separated by a mullion of not less than 3 1/2". Brick shall never be visible between a door or window and its casing.



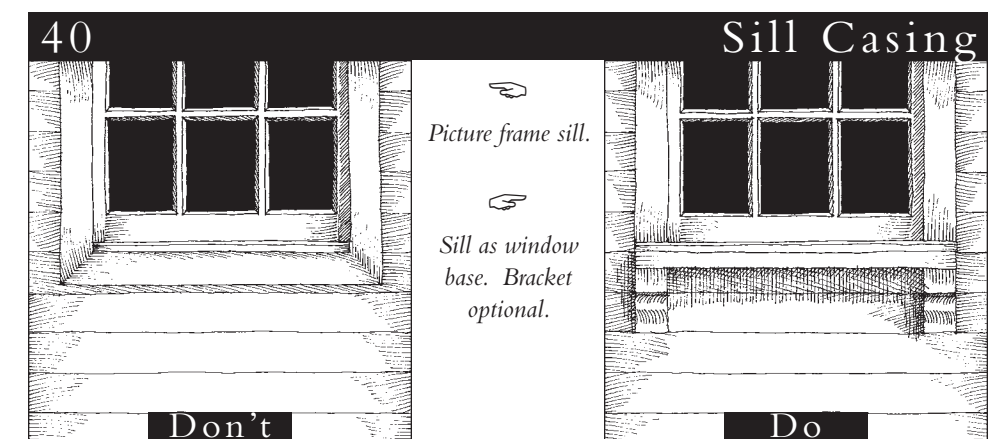
Masonry lintels shall not be shorter than 1/5 of the masonry opening width. The square-end lintel may only be constructed of solid stone, precast stone or precast concrete. The square-end lintel shall overhang the opening either one-half the depth of the lintel or exactly the depth of the lintel. Keystones are prohibited in square-end lintels. Steel angle lintels are prohibited.



Brick jack arches shall be built of gauged brick. There are numerous incorrect ways to build brick jack arches. Almost none of them would stand up if not supported by a steel lintel below. True brick jack arches are structurally sound because each brick is wedge-shaped (gauged). Jack arches may vary in width, depth, and occasionally angle but little else. The end of jack arches shall be either 22.5° or 30° from vertical.



Head casing should be equal to or wider than jamb casing, and in height shall not be less than 1/6 of the opening width. Exterior head casing shall have a drip cap that can be flashed over.



The sill shall be a minimum of 2" thick to act as a visual base to a window. Sills shall project from the face of the wall and should have a drip edge. Casing shall never be picture framed at the sill. The brackets shown below the sill are an excellent detail, but optional.

**SPECIAL DISTRICT 1:
OTTERBEIN SENIOR CAMPUS**

Purpose and Intent:

The Purpose and Intent for Special District 1, Otterbein Senior Campus is to allow this use to continue to evolve and flourish in their pursuit of better ways to enhance the physical, social and spiritual life of seniors.

Density:

There is a total of 774 dwelling units within the approximate 131-acre Special District 1, Otterbein Senior Campus shown here. Thus, the overall density in SD1 is 5.9 DU/acre. The building types include the 32 small apartments within Phillippi (+/- 30 DU/acre). The average density within Circle Drive is +/- 20 DU/acre (including nursing care and assisted living). The LEC 3-story apartment building has a density of +/- 20 DU/acre including the associated parking and green space. The attached single family quads and triplexes located outside circle drive has a density of about 4 DU/acre.

Uses Permitted:

The core business of the Otterbein Senior Campus remains unchanged by the proposed development around it. The future Uses and densities in SD1 will remain consistent and compatible with the existing campus as noted above.

Urban Standards:

As buildings are renovated or added, changes will move each improvement in the direction of making this Campus more walkable.

Architectural Standards:

As buildings are renovated or added, changes will make each improvement more like other buildings on this Campus and/or more like the buildings proposed for the remainder of the Otterbein's property which surrounds this Campus. The intent is that improvements make the Campus more architecturally coherent both internally as well as with its surroundings.

**SPECIAL DISTRICTS 2a & b:
COLLEGE CAMPUS**

Purpose and Intent:

The Purpose and Intent for Special District 2, College Campus is to enrich the life of the surrounding community by providing higher education for its residents and others in the region by expanding diversity of educational opportunities, employment opportunities and housing types in Union Village.

Uses Permitted:

- Higher education classrooms, administration and related uses.
- Housing for higher education students, faculty and staff.

Design Standards:

- All buildings shall conform to the Urban Design Standards and Architectural Standards for T3, T4 and/or T5, or,
- The college may, during the Site Plan Review process, request approval from the Warren County Board of Commissioners for individual building designs, or, a set of Urban and Architectural Standards with the intent of establishing a specific identifiable harmonious character for the campus buildings, which would then be reviewed by the Warren County Zoning Inspector for compliance with the approved standards.
- A combination of the two above options.

**SPECIAL DISTRICTS 3 & 4:
REGIONAL COMMERCIAL**

Purpose and Intent:

The Purpose and Intent for Special Districts 3 and 4, Regional Commercial is to provide an expanded range of commercial uses might not as readily conform to the pedestrian-friendly design requirements of the more walkable community types that comprise Union Village. The proximity of these districts will enable easy patronage by those in Union Village while accommodating the automobile traffic (and parking) demands of the surrounding region. This is essential as the success of the preponderance of these uses will rely on the support of the broader region.

Special Districts 3 & 4 seek to provide Union Village with a broader range of goods and services than can be accommodated with the walkable, mixed-use neighborhoods. The uses will tend to have a higher parking demand or other requirements that might compromise the walkability of the neighborhood but would nevertheless be advantageous to have in close proximity. The intent is that these Special Districts would be easily accessible from Union Village neighborhoods using predominantly neighborhood streets and paths. At the same time, it is expected that the success of uses within these Special Districts is dependent upon the patronage of those from the greater region. Thus, these Special Districts shall be readily accessible to routes 63 and 741 and adequate (though not necessarily abundant) parking shall be provided.

Uses Permitted:

- All allowable land uses within the Community Commercial Business Zone (B2) as indicated in the Warren County Rural Zoning Code
- All uses described as "Open Residential, Open Lodging, Open Office and Open Retail" in the PUD Zoning Standards Uses.

as well as...

- Tattoo & Body Piercing Parlor
- Pawn Shop
- Commercial Stable
- Nursery
- Automobile Fueling Station
- Automobile Oil Change, Lube, Light Service
- Automobile Body Repair Shop
- Automobile General Repair
- Automobile and/or Truck Washing Facility
- Paint Mixing & Spraying Facility
- Plastic & Rubber Products Manufacture
- Similar Uses: For a proposed use not listed herein, a Variance or a Warrant may be issued as described elsewhere in these PUD Zoning Standards.

Thoroughfares:

**SPECIAL DISTRICTS 3 & 4:
REGIONAL COMMERCIAL (CONT.)**

These Special Districts shall be planned in a pattern of streets and blocks that is an extension of the thoroughfare network of Union Village. The proposed thoroughfares within these Special Districts shall include direct internal connections to Union Village as well as provide for additional future connections. To that end, the thoroughfares in these SDs shall be designed as much like the thoroughfares in the PUD Zoning Standards Thoroughfares as reasonably feasible. At a minimum, underground utilities, lights, trees, sidewalks, etc., shall follow the pattern of the thoroughfare network leaving parking lots largely free of obstructions to future infill development. In places where the thoroughfares are not interrupted by drive aisles, on-street parking should be provided. Sidewalks, at least 8 feet in width, shall be provided along facades and between all entrances and all other sidewalks. Sidewalks shall maintain a clear pedestrian zone of 8 feet in width

Parking:

Parking lots will generally occupy a "block" bounded by thoroughfares designed as described above. The parking blocks are to be conceived as "holding uses" which could be retrofitted for potential future development. However, at present they will be necessary as parking to serve the proposed uses. These parking blocks should be no wider than 250' (four rows of double-load, head-in parking) by 600' or so in length (a typically block size). Bigger blocks could be considered with a proposal for how they might reasonably be retrofitted into smaller blocks in the future with little or no change to infrastructure such as lights, trees, sidewalks, etc. To the extent reasonable, parking lots should be designed for dual uses such as farmers markets, basketball tournaments, fairs, Christmas tree sales, and the like. This suggests that the use of curbs, wheel stops, etc. requires consideration beyond simply that of the car.

Landscaping shall include tree-lined thoroughfares as part of the thoroughfare network. Planting strips containing these trees should be planted with grass where pedestrians are likely to cross, hedges where it is unsafe for pedestrians to cross, and, ground cover and/or shrubs elsewhere. Landscaping should be used to minimize the visibility of and/or enhance the appearance of the parking lots from SR 63 and 741.

Lighting shall be sufficient for pedestrians, bicyclists, automobiles to use the parking lot safely. All fixtures shall be dark-skies friendly and not allow light to spill across the property lines.

The **parking requirements** of the Warren County Code shall apply less a 15% reduction justified by

UNION VILLAGE

**DESIGN CODE FOR PRIVATE LOTS
SPECIAL DISTRICTS**

The PUD proposes 5 Special Districts at this time:

- SD1: Otterbein Campus**
- SD2a: College Campus, Housing**
- SD2b: College Campus, Other**
- SD3: Regional Commercial**
- SD4: Regional Commercial**
- SD5: Sports and Recreation Complex**

**SPECIAL DISTRICTS 3 & 4:
REGIONAL COMMERCIAL (CONT.)**

the proximity of and accessibility to the walkable communities surrounding them.

Urban Standards:

Building placement, whether principal buildings or out parcel buildings, should:

- reinforce the network of thoroughfares and parking blocks previously described,
- facilitate and support walkability where this is likely to occur. Pedestrian activity along SR 63 seems unlikely, therefore, it should not be expected that building would be placed in close proximity to SR 63 for that reason.
- shape common gathering spaces such as squares and plazas. Such squares and plazas should be furnished, lit and landscaped to facilitate their use and enhance community interaction.

The primary facade and the primary building entrance shall face a thoroughfare, square or plaza.

All facades of a given building shall be of the same materials and detailing. Elevations of the same building shall be compatible with the facades but the level of detail may be simplified. Buildings with all sides equally visible should have similar materials and detailing on all sides.

Architectural Standards:

The **architectural design** of buildings within each Special District should be harmonious and reinforce a common character. Themed restaurants, commercial chains, and other franchise- structures may need to adjust some aspects of their standard architectural model to support this more important intent.

All **facades** of a given building shall be of the same materials and detailing. Elevations of the same building shall be compatible with the facades but the level of detail may be simplified. Buildings with all sides equally visible should have similar materials and detailing on all sides.

The **primary building entrance** shall be clearly distinguished with a higher level of detail and a portico, canopy or other cover.

Walls of one-story commercial buildings fronting thoroughfares should be 50% glazing between 2' and 12' above the adjacent sidewalk elevation. This glazing shall be clear, not tinted, and offer views a minimum of 20' into the depth of the building. For single tenants occupying over 200' of continuous frontage this requirement shall apply for the first 200' of frontage and may be reduced by half for the remaining frontage.

Mixed-use and office buildings shall follow the architectural requirements of buildings in the T5

**SPECIAL DISTRICTS 3 & 4:
REGIONAL COMMERCIAL (CONT.)**

zone.

Pitched roofs should be simple shapes. Flat roofs should have parapet walls scaled to the height of the elevation and sufficient to conceal most roof-mounted equipment. Equipment not concealed by a parapet wall may need to be screened by a separate enclosure. If so, this enclosure should be as understated and inconspicuous as possible. Equipment should be placed on the roof in the least conspicuous location possible.

Building materials:

Permitted building materials include those in the Union Village Architectural Standards. Split face and decorative concrete block may be used as a base or foundation material on facades and for elevations.

Signage:

The following principles shall control the computations of sign area and sign height.

Sign area. The area of a sign face shall be computed by means of the smallest square, circle, rectangle, triangle, or combination thereof that shall encompass the extreme limits of the writing, representation, emblem, or other display, together with any material or color that is an integral part of the background of the display or used to differentiate the sign from backdrop or structure against which it is placed. This area does not include supporting framework, bracing, or decorative fence or wall unless such structural support is determined by the County Zoning Inspector to constitute an integral part of the sign design or is determined to be designed to attract attention. Signs may have two faces, but no more. Two signs placed back to back and part of the same sign structure, the sign area shall be computed by the measurement of one of the faces.

Window Area. Where the sign area is based on the total window area, the window area shall be calculated as the total area of glass windows on the building frontage.

Sign Height. The height of a sign shall be computed as the distance from the average natural grade at the base of the sign or support structure to the top of the highest attached component of the sign. A freestanding sign on a man-made base, including a graded earth mound, shall be measured from the average natural grade, where the sign is to be located, prior to the addition of the sign.

Permitted Signs include the following:

One Entrance Monument Sign or Entrance Wall Sign is permitted at each development entrance from State Routes 63 and 741 and Greentree

**SPECIAL DISTRICTS 3 & 4:
REGIONAL COMMERCIAL (CONT.)**

Road.

- **Entrance Monument Signs.** An Entrance Monument Sign shall be freestanding with a maximum sign area of 30 square feet per side with a maximum of two sides. The sign shall be a maximum of five feet high. The sign shall not include any changeable copy, shall not bear a commercial message and shall not be internally illuminated.
- **Entrance Wall Signs.** An Entrance Wall Sign shall be attached to a wall. The maximum sign area is 30 square feet per side. The sign shall be a maximum of five feet high. The sign shall not include any changeable copy, shall not bear a commercial message and shall not be internally illuminated. The wall to which it is mounted may be a maximum of 12 ft. high with piers of a maximum of 15 ft. high.

Wall, Projecting, Canopy, or Awning Signs. Wall signs (integral or attached to a building), projecting, canopy, or awning signs are permitted in accordance with the following:

- The maximum square feet of any combination of wall, projecting, canopy, or awning signs on a single structure shall not exceed one square foot per lineal foot of building frontage. The allowable sign area may be allocated to more than one sign.
- The above ratio shall apply separately to each building frontage that faces a public or private street.
- Allowable sign area may be allocated to a wall that is not building frontage, but the combined sign area shall not exceed the maximum square feet allowed.
- No changeable copy sign shall be permitted.
- No wall sign shall project more than 15 inches beyond any building facade, canopy facade, or wall.
- Wall signs shall be limited to individually mounted letters or logos. Back-lit light box style signs that have interchangeable sign faces shall be prohibited.
- Awnings shall not be backlit. Awnings may incorporate signage but the total area of signage on an awning shall be counted as part of the maximum wall sign area permitted for the building.
- Signs located on canopies for the sale of automotive fuel shall be considered canopy signs. Such canopies shall be considered a separate structure for the purpose of determining allowable sign area. The maximum area of signs on such structures shall not exceed one-half square foot per lineal foot of canopy building

**SPECIAL DISTRICTS 3 & 4:
REGIONAL COMMERCIAL (CONT.)**

frontage. The allowable sign area may be allocated to more than one sign.

Multi-family, Mixed-Use and Commercial Buildings shall have their signage integrated into the building entablature or entrance portico or a similar location otherwise incorporated into the architecture.

Signs for Civic Buildings at T3, T4 and within Parks and Greens shall be either Free Standing or incorporated into the architectural design of the building. Signs for Civic Buildings at T5 shall be incorporated into the architectural design of the building.

Changeable Copy. Freestanding signs may include a changeable copy sign provided that it does not comprise more than 75% of the total sign area. The changeable copy shall not change more than one time per 60-second period. The changeable copy sign may be manually changed or may be an electronic message sign but electronic messaging areas shall not comprise more than 25% of the total sign area. The changeable copy sign shall have an automatic dimming capability that adjusts the brightness to the ambient light at all times of day and night.

Fuel Price Displays. Digital fuel price signs are permitted for automotive fuel sales. Such price signs shall be included in the allowable sign area for the use.

Menu Boards. Menu boards are permitted.

Prohibited signs include the following:

- backlit signs
- free-standing signs, except the entrance signs
- Signs in the right-of way unless specifically permitted in this article
- Signs Exempt from these standards
- Pennants, banners (except Temporary Signs), streamers and similar type devices intended to grab the attention of drivers or pedestrians
- Roof signs, except neon signs on an open metal framework
- Flags intended for advertising or commercial purposes
- Signs emitting sounds
- All portable advertising signs (mobile signs on wheels, etc.) and signs mounted, attached, painted, etc. on trailers, boats or motor vehicles except those on licensed commercial delivery and service vehicles
- Beacons and searchlights, except for emergency purposes
- Off-premise signs
- Billboards
- Flashing, moving, blinking, racer type, intermittent, rotating, moving or revolving signs,

UNION VILLAGE

**DESIGN CODE FOR PRIVATE LOTS
SPECIAL DISTRICTS**

**SPECIAL DISTRICTS 3 & 4:
REGIONAL COMMERCIAL (CONT.)**

whirligig devices, inflatable signs and tethered balloons, ribbons, spinners, and other similar types of attention-getting devices

- Merchandise, equipment, products, vehicles or other items not themselves for sale and placed for attention-getting, identification or advertising purposes
- Back-lit light box style signs.

**SPECIAL DISTRICT 5:
SPORTS AND RECREATION COMPLEX**

Purpose and Intent:

The Purpose and Intent for Special District 5, Sports and Recreation Complex is to provide Union Village and the larger region with sports and recreation uses on a scale made possible by the regional (or broader) draw. While serving the region, the District will simultaneously be a good neighbor to those in Union Village through the use of sensitive design and/or design standards.

Uses Permitted:

- Multi-purpose playing fields.
- Supporting structures including restrooms and concession stands.

Design Standards:

- All buildings shall conform to the Urban Design Standards and Architectural Standards for T3, T4 and/or T5, or,
- Buildings may apply for a Warrant to create an identifiable, coherent unique “campus” style, or,
- A combination of the two above options.

UNION VILLAGE

**DESIGN CODE FOR PRIVATE LOTS
SPECIAL DISTRICTS**

DESIGN REVIEW POLICY

The Function of the Town Architect (TA). The Town Architect review encourages architectural harmony and verifies that all improvements adhere to the Design Code. No structure or improvement shall be erected or altered during construction, or altered after the Certificate of Occupancy, until the signature and/or stamp of the Town Architect has been obtained

Scope of Responsibility. All improvements, including alterations and modifications to structures shall be submitted to the TA for review. Permission of the TA does not relieve an applicant of the obligation to obtain government approval(s).

Limitations of Responsibilities. The TA does not assume responsibility for:

- Structural adequacy, capacity, or safety features.
- Non-compatible or unstable soil conditions, erosion and the like.
- Compliance with building codes, safety requirements, and governmental laws, regulations or ordinances.
- Performance or quality of work of contractors.

Administration. The Town Architect is appointed by the developer. The TA may appoint an administrator to handle the day-to-day responsibilities of processing applications. Review fees may be established by the developer.

Review Policies. The TA reviews the application and either grants permission, grants permission with stipulations, or denies permission. The applicant shall be notified of the decision of the TA within thirty days. If the TA does not contact the applicant within thirty days, the application shall not be deemed "permitted." The TA may deny permission if the application is incomplete.

Compliance Deposit. A compliance deposit of \$1500 per unit is required from the applicant for proposed improvements. The deposit check, payable to the developer, shall be held by the developer until the improvements pass the Field Inspection and a Letter of Compliance has been issued by the TA. Full compliance will result in the return of the deposit. If the deposit is used to repair, replace, or clean up common areas that are damaged due to construction activities or to bring the improvements into compliance with the permitted application, the applicant will be notified forty eight hours prior to the use of the deposit to allow the applicant a final opportunity to rectify the problem.

Construction Observation & Enforcement. Periodic field observations may be made by the TA to verify compliance of the improvements with the permitted application. To enable compliance, the TA is empowered to enforce the Design Code, including an action in a court of law. Should a violation occur the TA has the right to an injunctive relief which requires the applicant to stop, remove, and/or alter any improvements in a manner that complies with the Design Code.

Waivers. The TA reserves the right to waive some or all of the requirements of the Design Code for any proposed improvement(s).

The Town Architect receives submittals and communications at:

townarchitect@michaelwatkinsarchitect.com
 Mike Watkins
 MICHAEL WATKINS ARCHITECT, LLC
 330 Firehouse Lane
 Gaithersburg, MD 20878
 301 675 6223

Doors Brand and Model (smooth Finish) _____ Color _____

Window Brand and Model _____ Color _____

Garage Door Brand and Model _____ Color _____

Siding (Smooth No Wood grain) _____ Color _____

Trim (if widow is White Clad or Vinyl trim must match window color) _____ Color _____

Porch Ceiling _____ Color _____

Shutters (operable) _____ Color _____

Roof Material _____ Color _____

All siding and Trim must have smooth surface to the outside.

DESIGN REVIEW PROCEDURE

A. Schematic Design Review. This review confirms conceptual conformance with the Design Code. More than one scheme may be submitted. Submit:

- ___ Lot Plan at 1"=20'
- ___ Floor Plans at 1/8"=1'-0"
- ___ Elevations (at frontages) at 1/8"=1'-0"

Note: If the same building has been built on another lot, A, B and C reviews may be requested by submitting:

- ___ Lot Plan at 1"=20'
- ___ Landscape Plan at 1"=20'
- ___ Previously permitted Construction Documents
- ___ Photo of each elev. as previously built.
- ___ All changes from previously built structure(s) clearly noted.

B. Design Review. This review confirms compliance of the design details with the Design Code and verifies that previous recommendations made by the TA have been incorporated. Submit:

- ___ Style Checklist
- ___ Lot Plan at 1"=20'
- ___ Outdoor Room Plan at 1/4"=1'-0"
- ___ Landscape Plan at 1"=20', including Gift to the Street.
- ___ Floor Plans at 1/4"=1'-0"
- ___ Elevations (all) at 1/4"=1'-0"
- ___ Wall Section & Details at 1- 1/2"=1'-0"
- ___ Material List

C. Construction Documents Review. Submit:

- ___ Design Review Comments
- ___ Construction Documents

X. Change During Construction (if any needed). For permission of minor changes during construction, submit:

- ___ Change During Construction Form
- ___ Additional Information to describe change(s)

D. Post-Construction Inspection. This inspection confirms that improvements comply with the Design Code. Submit:

- ___ Post-Construction Inspection Form

Z. Change Made After Occupancy. For permission of changes after occupancy submit sufficient information describing the change to verify compliance with the Design Code.

DESIGN REVIEW REQUIREMENTS

Lot Plan

- ___ North arrow, scale
- ___ Property lines and easements with dimensions
- ___ Building footprints with entries noted
- ___ Encroachments, if any, dimensioned
- ___ Sidewalks, driveways, patios, fences and walls
- ___ Finished floor elevations, ex. & proposed grades
- ___ Ex. trees over 3" caliper and other natural features (no tree over 6" DBH may be removed without permission from the TA)
- ___ HVAC equipment, meters, window wells, sump pump discharge and the like

Floor Plans

- ___ Room dimensions and uses labeled
- ___ Encroachments, if any, dimensioned
- ___ Roof drip line

Roof Plan

- ___ All roof penetrations

Elevations

- ___ Openings, doors, and windows
- ___ Finished grade and finished floor elevations
- ___ Building height to eaves, ridges & parapet walls
- ___ Overall height from grade at front setback
- ___ Roof pitches
- ___ Open or closed eave condition, if any
- ___ Awnings, signs and lights, if any

Wall Sections and Details showing:

- ___ Openings, doors & windows (incl. heads and sills)
- ___ Porches and balconies including railings; bay windows
- ___ Eaves and cornices, ornamental elements and trim
- ___ Inside & outside corners (pilasters, corner boards, etc.)
- ___ Dimensions of column centerline to:
 - ___ Face of pier
 - ___ Face of column at bottom of shaft (1st floor)
 - ___ Face of column at top of shaft (1st floor)
 - ___ Face of beam (1st floor)
- ___ If two-story porch:
 - ___ Face of column at bottom of shaft (2nd floor)
 - ___ Face of column at top of shaft (2nd floor)
 - ___ Face of beam (2nd floor)
- ___ Fences and garden walls
- ___ Dormers, other roof structures and chimneys
- ___ Storefront, if applicable

Material List (manufacturer, product & color)

- ___ Roof, eave return cap, flashing, gutters and downspouts
- ___ Foundations, exterior walls, columns, trim, and eaves
- ___ Windows, doors and garage doors, incl. storms, screens & shutters
- ___ Stoop, porch and balcony: ceiling, railing, balusters, floor, crawl space
- ___ Fence and garden walls
- ___ Sidewalk, driveway and patio
- ___ Storefronts, signs, awnings, lighting

Landscape Plan

- ___ Name, size, quantity and location of all plant materials
- ___ Sidewalks, driveways, patios,
- ___ Garden elements such as retaining walls, paved surfaces, hedges fences and garden walls trellises, arbors, fences and gates, etc.
- ___ Lighting

UNION VILLAGE

**DESIGN CODE FOR PRIVATE LOTS
 DESIGN REVIEW POLICY & PROCEDURE**

Title block to appear on first page of submission.

PHASE / LOT: _____

NEIGHBORHOOD ZONE:

- T3 Neighborhood Edge
- T4 Neighborhood General
- T5 Neighborhood Center

PATTERN BOOK STYLE:

- Federal Classical
- Greek Revival Classical
- Classical Vernacular
- Italianate
- Arts & Crafts

PREVIOUSLY PERMITTED FOR LOT(S): _____
 (included one photo of each built elevation) _____

APPLYING FOR:

- Form A Schematic Review
- Form B Design Review
- Form C Const Docs Review

NUMBER OF SHEETS SUBMITTED: _____

DESIGNER:

Contact: _____

Company: _____

Address: _____

Phone: _____

E-mail: _____

BUILDER:

Contact: _____

Company: _____

Address: _____

Phone: _____

E-mail: _____

To be completed by the Town Architect

REVIEW COMMENTS: _____

The level of review indicated herein confirms that these documents are to the best of the belief of the reviewer, consistent with the intent of the Design Code subject to the following limitations: (i) unless specifically noted by Applicant as absent, the absence of any feature required by the Design Code is not permitted, (ii) comments made on the documents do not relieve the applicant and/or contractor from compliance with the Design Code and all applicable laws and codes, and (iii) THIS REVIEW DOES NOT CONSTITUTE A WARRANTY OR ASSURANCE OF THE SAFETY OF A BUILDING OR OTHER IMPROVEMENTS OR ITS ABILITY TO SERVE THE PURPOSES FOR WHICH IT WAS INTENDED, THE COMPLIANCE OF A BUILDING OR OTHER IMPROVEMENTS WITH ANY CODE OR LAW, OR ANY OTHER WARRANTY, EXPRESS OR IMPLIED, WHATSOEVER.

- Form A Schematic Review
- Form B Design Review
- Form C Const Docs Review

Town Architect _____ Date _____

(Titleblock revised 07/03/2014)