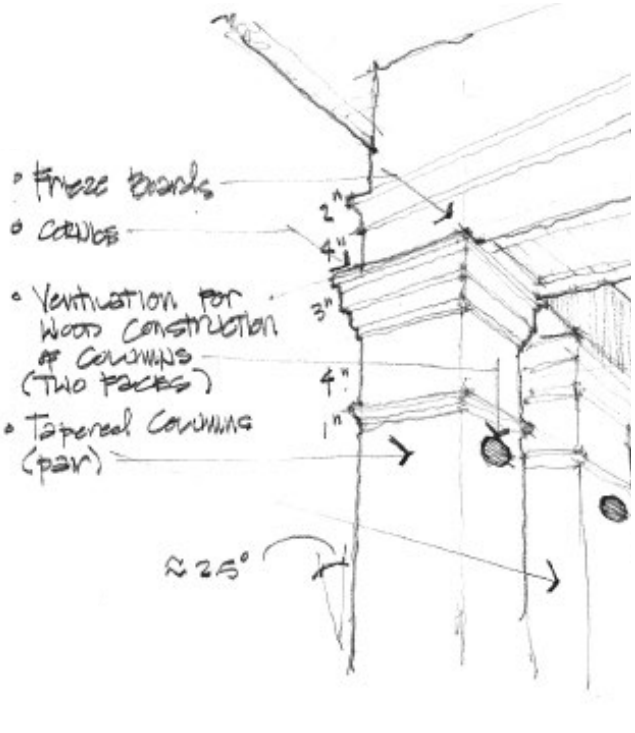
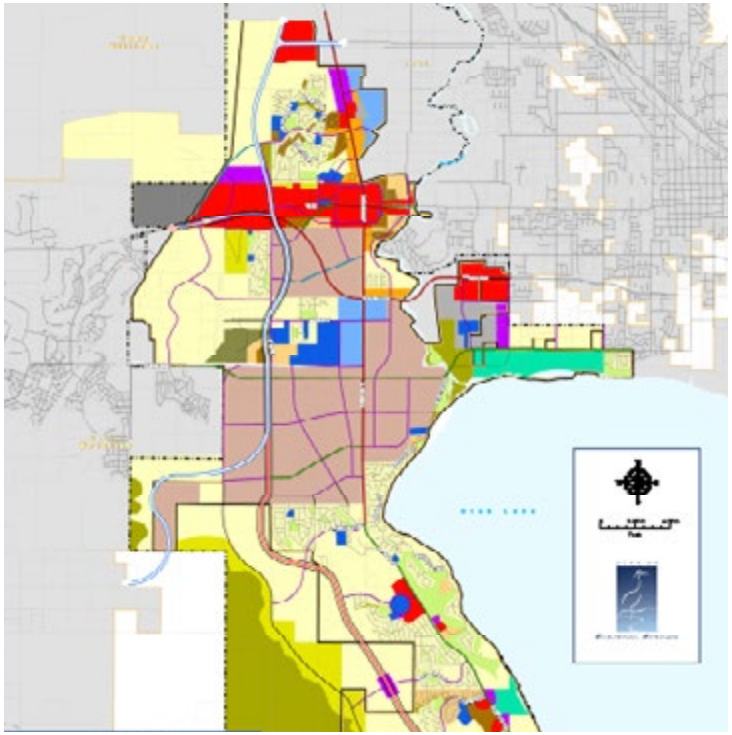
CITY OF SARATOGA SPRINGS

SITE AND ARCHITECTURAL DESIGN STANDARDS

[MIXED USE/PLANNED COMMUNITY . COMMERCIAL . OFFICE . INSTITUTIONAL . INDUSTRIAL]

07.02.13





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The photographs used throughout this document are meant as examples only, to show intent and not to be copied literally.

ACKNOWLEDGEMENTS

THE FOLLOWING INDIVIDUALS CONTRIBUTED TO THE DEVELOPMENT OF THE CITY OF SARATOGA SPRINGS SITE AND ARCHITECTURAL DESIGN STANDARDS

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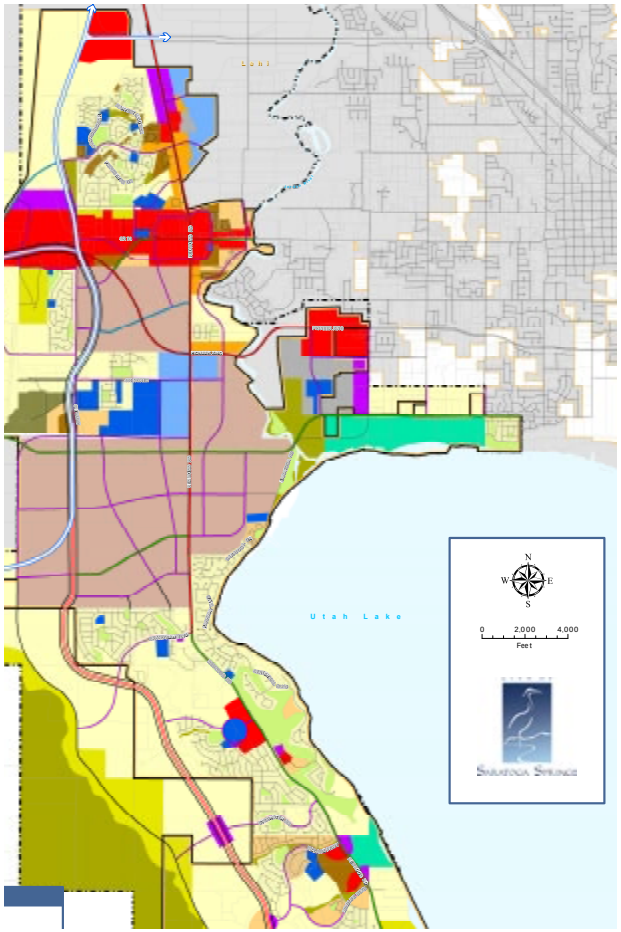
MHTN Architects, Inc.

1: PURPOSE



Design Standards have been adopted by Saratoga Springs to promote high quality development and growth. The Design Standards establish the requirements for the site, circulation, architecture and landscape components.

These design standards enable developers, architects, landowners and the general public to anticipate and plan for acceptable buildings as part of the approval process. The standards provide information regarding the common design & aesthetic intentions of the City.

These design standards will promote:

A. High quality architectural and site design.

B. Protection of existing natural features, view corridors, open space, sensitive land areas and stands of mature trees.

C. Creation of mixed-use, commercial, office and industrial developments which enhance the surrounding community.

Each new development in the City shall be designed to:

A. Provide for a harmonious arrangement of buildings, site landscaping, open space, driveways, access, parking and development amenities.

B. Relate to existing and proposed land uses and circulation plans of the community, without disrupting elements.

C. Reasonable efforts should be made to preserve the desirable existing conditions found on a site through minimized removal of desirable trees and other vegetation and soil and minimized site grading.

D. Use high quality building materials, colors, textures, lighting, architectural and landscape forms to create a harmonious design for each site which is compatible with neighboring structures and uses.

E. Create safe vehicular, pedestrian and bicycle circulation by way of interior drives, parking areas, pathways, and sidewalks.

F. Provide adequate buffering between adjacent properties. Consider sound and sight buffers, privacy buffers, view protection and light pollution.

G. Provide architectural designs that are visually appealing on all elevations (front, sides, back).

H. Maintain building massing that is scaled to pedestrian and vehicular perspectives.

I. Take into account all CPTED (Crime Prevention Through Environmental Design) principals.

J. Provide a signage plan that is compatible with the original building design and site layout.

Interpretation of these Design Standards shall:

A. Allow deviations subject to the discretion of the Urban Design Committee, Planning Commission, or City Council.

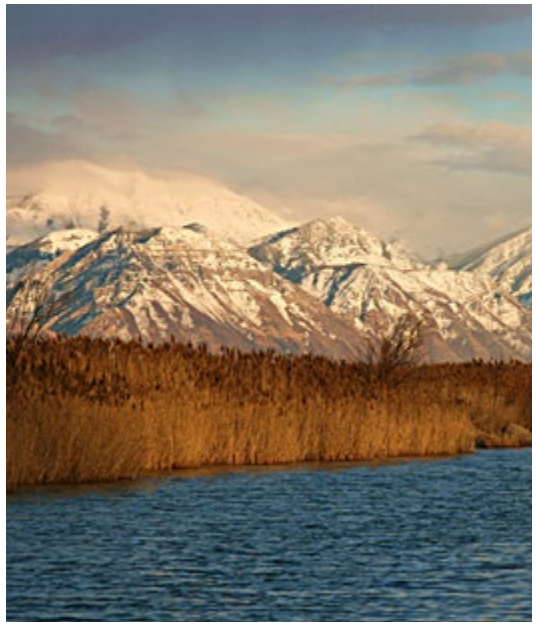
B. Reference the photo examples in the document for similarities and intent only. Photos used in this document are selected to illustrate the general ideas or particular aspects captioned below each photo. None of the example reference photos are 100% compliant of the Design Standards described herein.

2: APPLICATION AND REVIEW PROCESS

A. The Planning Division staff and Urban Design Committee will review all plans in order to determine compliance with the Site and Design Standards in addition to the underlying zoning regulations found within the Saratoga Springs Land Development Code.

B. Redevelopment, refacing, exterior remodels and additions to existing buildings and development sites shall also comply with the provisions of these Design Standards.

C. Material and color boards, along with colored elevations of all sides of the proposed buildings shall be submitted with the accompanying development application. These materials are then reviewed by the Urban Design Committee prior to any Planning Commission or City Council meetings. All recommendations of the Urban Design Committee shall be incorporated into the project. If there are disagreements, the Planning Commission and/or City Council shall make the final decision.



3: GENERAL DESIGN STANDARDS

APPLICABLE TO ALL DEVELOPMENT PROJECTS

A. Architectural Design/Building Character

1. The treatment of the building mass, materials and exterior elements shall create an aesthetically pleasing building and site design that is in harmony with or an upgrade from surrounding development.

2. The architectural character of buildings shall portray a high quality image. Individual creativity and identity are encouraged, but care must be taken to maintain design integrity and compatibility among projects in order to establish a clear, unified image throughout the community.

Example: numbers (1) and (2).

Example: numbers (1) and (2).

Example: numbers (1) and (2).

3. Massing forms should reflect building functions. Entrances must be well defined from access drives, pedestrian links, public plazas and major parking areas.

Example: number (3) and (9).

Example: number (3) and (4).

4. Buildings should have visually interesting architectural horizontal and vertical features and patterns that are designed to articulate mass and scale relative to their surroundings.

5. The apparent mass of large buildings shall be reduced and a varied street appearance created by manipulating the building form using elements such as: offsets, recesses, changes in plane, changes in height, windows, trellis', etc.

Example: number (4) and (5).

Example: number (4) and (5).

6. Architecture should complement the pedestrian environment to create an aesthetically pleasing image and should be of human scale. Attention to detail, and materials should relate to the natural features of the region.

7. Long and monotonous wall and roof planes should be avoided. Large uninterrupted expanses of a single material are prohibited.

Example: number (4) and (5).

Example: number (6).

Example: number (6).

Example: number (7).

8. All sides of a building that are open to public view (including views from adjacent residential dwellings or probable location of residential dwellings) shall receive equal architectural design consideration (e.g. windows, doors, architectural treatments, etc.). No building shall have blank, flat walls.

Example: number (6), (7) and (9).

Example: number (8), (9) and (10).

9. All building components such as windows, doors, eaves, soffits and parapets shall have proportions that relate well to the overall facade of the building and with one another.

10. Window opening proportions and sizes, colors, building materials, and architectural style shall be so designed to be compatible from building to building. When selecting the level of glass reflectivity, the owner shall consider safety of the exterior pedestrian and vehicular traffic as it relates to sun angles and 'mirror-like' effects. The use of vision glass at windows is strongly encouraged on all facades of buildings for natural light, security and to create a human scale to the building.

Example: number (9) and (10).

Example: number (9) and (10).

11. Clerestory windows are suggested to increase natural light in buildings.

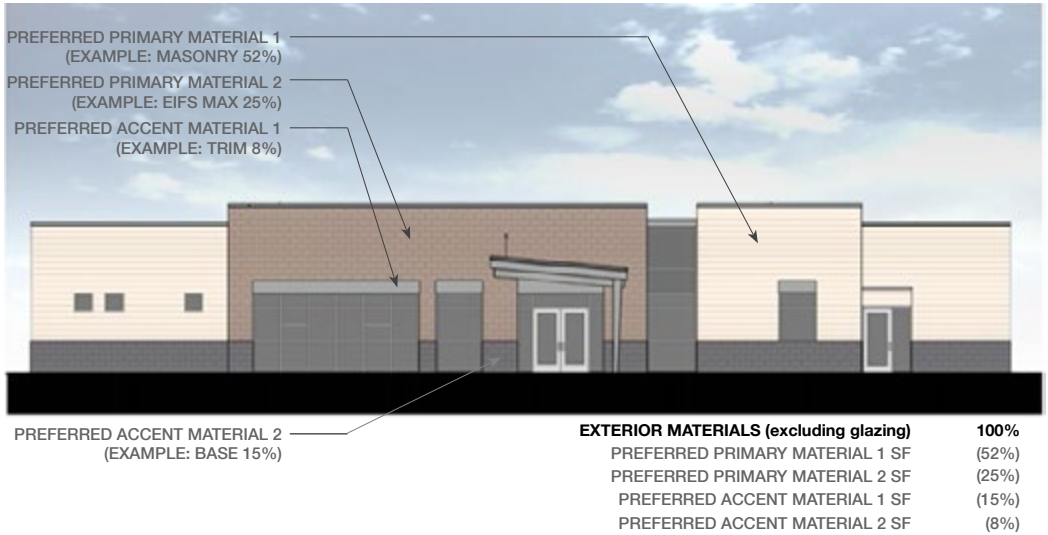
12. For non-residential uses, all stairways to upper levels shall be located within the building unless otherwise approved by the Planning Commission for secondary access to outdoor patio decks.

13. For non-residential uses, all roof drains shall be designed to be interior to the building, In addition, all conduit and piping for heating, maintenance stairs and ladders, air conditioning units and other related services shall be located on the interior of the building.

14. To the extent possible, all electric panels and communication equipment should be located in an interior equipment room.

Example number (11) clerestory windows; Example number (13) roof drains toward interior of building, AND used as an architectural scupper feature with landscape.

Example: number (11) clerestory windows



Example: Building Materials and color, paragraph B.2.

B. Building Materials/Colors

1. Exterior Building Materials shall be considered any materials that make up the exterior envelope of the building and shall be limited to no more than four types of materials per building, window and door openings excluded, unless otherwise recommended by the Urban Design Committee.

2. A variety of exterior building materials is encouraged, with a suggested composition of one or two Preferred Primary Materials (70% min. to 80% max.), and one or two Preferred Accent Materials (20% min.- 30% max.). SEE EXAMPLE DIAGRAM of primary-to-accent material.
    a.) Total area of exterior building material shall not count glazing and all other openings such as doors.

3. Color of exterior building materials (excluding accent colors) shall be limited to no more than four major colors per development. A variety of colors is encouraged. The Urban Design Committee may recommend alterations to the proposed color palette.

Example: Building Materials and color.

Example: Building Materials - Four major colors.

C. Grading

1. Buildings shall be designed to enable convenient pedestrian access from sidewalks, parking areas, etc.

2. Buildings shall have a relationship to existing or new grade conditions that minimizes dramatic grade-changes, and that covers exposed foundation walls.

3. Modification to the existing topography will be permitted where and to the extent that it contributes to good design.

D. Landscape and Streetscape

1. Repetition of certain plant varieties, colors and materials shall be used to unify the design of the site.

2. All development landscape plans shall include a combination of evergreen and deciduous trees in order to remain attractive during winter months.

3. Landscaping and tree removal shall be consistent with the standards contained within the Saratoga Springs Development Code.

4. All landscaping and irrigation plans shall conform with Section 19.06 of the Land Development Code. Inquire with the Planning Department regarding soils data, recommended plants and planting methods. The unique soils conditions in this area may require special considerations.

5. All landscaping shall preserve and generally enhance desirable natural features, (e.g. topography, waterways, vegetation, etc.), enhance architectural features of the building, strengthen vistas, and provide shade for the project as well as its customers and employees.

6. Landscaping around the base of the building is recommended to soften the transition between the parking lot and building and also to discourage graffiti. Exposed foundation walls are not encouraged, but in cases where inevitable, will require heavier landscaping.

7. Concrete mow strips or heavy duty edging are recommended between turf and shrub or ground cover areas.

Example: Landscape and Streetscape

Example: Landscape and Streetscape

Example: Landscape and Streetscape

Example: Landscape and Streetscape

Example: Landscape and Streetscape

Example: Landscape and Streetscape

E. Site Layout, Setbacks, Proportion and Placement

1. Entrances
   a. The main entrance shall generally face the primary street with secondary entrances to the side or rear to allow access to available parking. A hierarchy of entry points shall be provided for each site and to each building. Site layouts shall encourage street front pedestrian activity. Primary entrances shall be designed with one or more of the following:
      (1) Canopy, overhang or arch above the entrance,
      (2) Recesses or projections in the building facade surrounding the entrance,
      (3) Peaked roof or raised parapet structures over the door,
      (4) Display windows surrounding the entrance.
      (5) Secondary entrances shall also be considered and may be required to utilize similar treatment.
      (6) Drive through lanes are discouraged between the building and the primary street and shall not wrap more than two sides of a building. Drive through lanes shall be designed to minimize vehicular stacking into drive isles, streets and pedestrian paths.

Example: Setback and Entry articulation E.1.a. (1), (2), (3).

Example: Setback and Entry articulation E.1.a. (1), (2), (3).

Example: Drive through Lanes E.1.a. (6)

E. Site Layout, Setbacks, Proportion and Placement, continued

2. Building Articulation

a. Building articulation shall be used (in areas open to public view) to enhance the visual interest of buildings. Building articulation shall be designed to address the way in which the building is viewed, or approached. The following guidelines shall be considered:

(1) Close Proximity & Walking Pace: Ground level articulation shall be used to create a pedestrian street environment, and break large wall expanses into frequent human-scaled elements.

(2) Driving Pace at Curb: Buildings primarily viewed from vehicular distances and speeds should have building elements that create focal points or rhythm. A suggested horizontal spacing between elements or focal points is 25-50 feet.

(3) Viewing from Distant Proximity: For larger scaled buildings that are seen and approached from a distance, the exterior treatment shall include more closely spaced articulation at the lower floors/elevations, and other methods of distinguishing scale above the ground level. Long, tall, unarticulated monolitic masses are discouraged.

E.2.a.(1) Walking Pace Example: *Elements such as light sconces and frequent openings give a pedestrian scale to the facade where the building will be primarily experienced by foot traffic.*

E.2.a.(2) Driving Pace at Curb Example: *Small building scale (one story) with elements such as frequent transparent glazing, building stepping, and canopy entry give a pedestrian scale to the facade where the building will be in a low-speed vehicular environment.*

E.2.a.(3) Distant Proximity Example: *Large buildings requiring a significant amount of solid wall (movie theater or big box) should utilize elements such as color change, stepping in volume, or base articulation to give rhythm and scale to the facade when viewed from a distant approach.*

b. One story buildings or buildings having no side longer than 60' in length, the Urban Design Committee may determine which of the three views is the most applicable (Close Proximity, Driving Pace, or Distant Proximity) for articulation of the building or structure. This could apply to one side of the building, up to all sides of the building.

c. Multi-story buildings or buildings exceeding 60' in length must always consider building articulation as viewed from all three viewing scenarios.

d. Windows and doors provide visual enhancement to articulation, however, they will not be considered as articulation except in conjunction with other elements as noted below.

e. Acceptable Articulation: Reasonable building articulation shall be accomplished through combinations of the following techniques:

(1) Facade modulation – stepping portions of the facade to create shadow lines and changes in volumetric spaces.

(2) Use of engaged columns or other expressions of the structural system.

(3) Horizontal and vertical divisions – by use of textures or materials (usually combined with facade modulation).

(4) Providing projections such as balconies, cornices, covered entrances, porte-cocheres, trellis', pergolas, arcades and colonnades (providing such trellis' and awnings extend outward from the underlying wall surface at least 36-inches).

Example: Paragraph E.2.e.(1) Facade modulation

Example: Paragraph E.2.e.(2) Engaged Columns

(5) Variation in the rooflines by use of dormer windows, overhangs, arches, stepped roofs, gables or other similar devices.

Example: Paragraph E.2.e. Variation in rooflines, engaged columns

Example: Paragraph E.2.e. Volume variation and Roof Articulation.

Example: Paragraph E.2.e. Building Articulation.

Example: Paragraph E.2.e.Balconies, Cornices, Covered Entrances

E. Site Layout, Setbacks, Proportion and Placement, continued

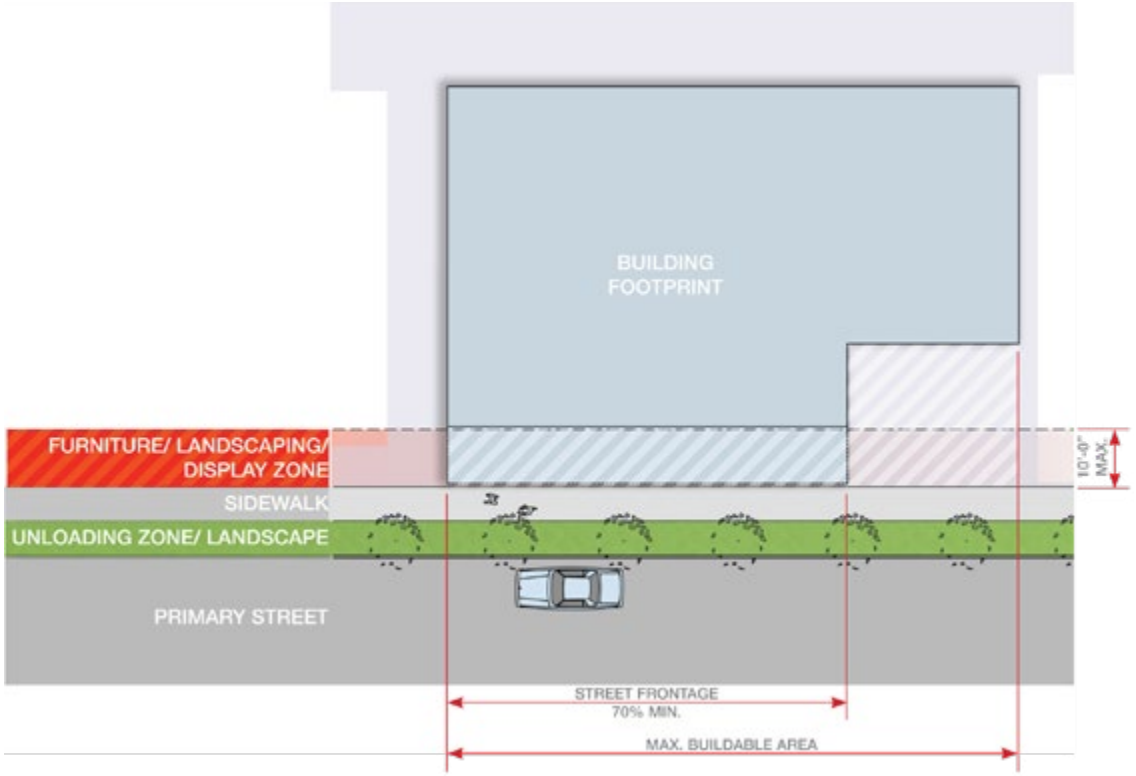
3. Building Setback Reduction

a. Building setbacks may be reduced to encroach into the typical required building setback from a public right-of-way if a public utility easement is not needed.

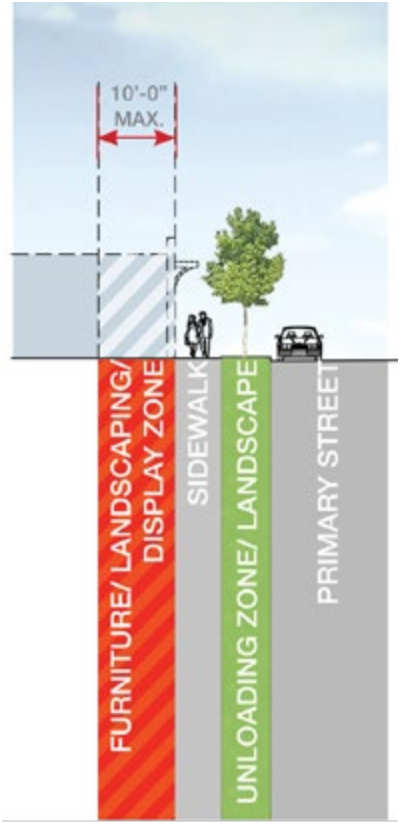
b. Buidling facades shall comprise at least 70% of each street edge identified as "build-to lines". To meet this requirement, building facades must be 0-10 feet from the street side property lines (inside edge os sidewalk), where build-to lines are drawn.

c. Awnings and architectural features may project beyond build-to lines, as recommended by the UDC and approved by the Planning Commission.

d. Street side setback variations may be used when an activity related to pedestrian use is maintained - shown below as a "furniture/landscaping/display zone". Pedestrian friendly urban streetscape, outdoor seating for a restaurant, plazas, courtyards, and trellises are encouraged.



Example: Building Footprint to Street Front Relationship



Example: Section Diagram of Setback

F. Roof Design & Mechanical Equipment Screening

1. Roof Design

a. Sloped roofs shall provide articulation and variations in order to break up the massiveness of the roof. Sloped roofs shall include eaves which are proportional to the roofs slope and scale of the building.

b. Flat roofs shall be screened with parapets on all sides of the building. If no roof top equipment exists or is proposed, the parapet shall be a minimum of 18 inches in height of the roof.

c. All parapets shall feature cornice treatments, minimal or major expression, but must be in proportion to the facade design.

Example: Sloped roof articulation

Example: Flat roof screened with Parapet and cornice treatment

Example: Sloped roof articulation

2. Mechanical Equipment Screening.

a. Roof Mounted

(1) The placement and screening of roof top mechanical equipment, such as evaporative coolers, HVAC units, vents, etc. must be integrated into the architectural design of the building.

(2) The intent is that roof mounted equipment is not visible from adjacent public and private streets as well as from adjacent properties (unless grade differences make visibility unavoidable.)

(3) Design integration of roof equipment screening shall be accomplished by the following:

(a) Raising the parapet on all sides of the building to be as high as the highest mechanical unit or vent on the roof.

(b) A secondary roof screening system designed to be as high as the highest mechanical unit or vent on the roof.

(4) Where secondary roof top screens are used, the following conditions shall apply:

(a) Secondary roof screening systems shall enclose groups of units rather than individual units where possible.

(b) Screens shall be aesthetically incorporated into the design of the building and have screen materials that are compatible with those of the building. All secondary roof equipment screens shall have continual maintenance.

(c) In no case shall wooden or vinyl fences or chain link fencing with slats be used as a roof top equipment screen.

(d) All proposed roof screening systems shall be reviewed by the Urban Design Committee.

(e) The use of EIFS or stucco on roof equipment screens shall be included in the maximum percentage of EIFS or stucco allowed on a building.

(f) All roof top mechanical equipment shall be shown to scale on all building cross sections and/or architectural building elevations. When the final equipment is selected, an adjusted drawing shall be submitted to the Planning Staff for review.

Example: Flat roof with enclosed mechanical penthouse.

Example: Mechanical rooftop screening with parapot wall

Example: Mechanical rooftop screening as a roof clearstory

b. Ground Mounted

(1) Mechanical units (condensers, generators, etc.) shall be screened from view with wing walls or other enclosures that are integrated into the building and landscaping of the site.

Example: ground mount equipment behind site wing wall.

Example: Screening of ground mounted mechanical units.

G. Awnings & Canopies

1. Awnings or canopies must function as true awnings or canopies by being placed over a doorway or window and under certain circumstances with the approval of the Planning Director, may be allowed over a walkway or outdoor seating area. All awnings or canopies must be attached to a vertical wall. Awnings or canopies shall project at least 4 feet from the building when located over a pedestrian traffic area and no less than 2 feet otherwise.

2. Awnings or canopies shall maintain a minimum clearance above sidewalk grade of 8 feet to the bottom of the framework when located over a pedestrian traffic area.
   The bottom of the framework shall not be more than 8 feet above covered grade or the maximum height of the protected window, door, or recessed building entry.

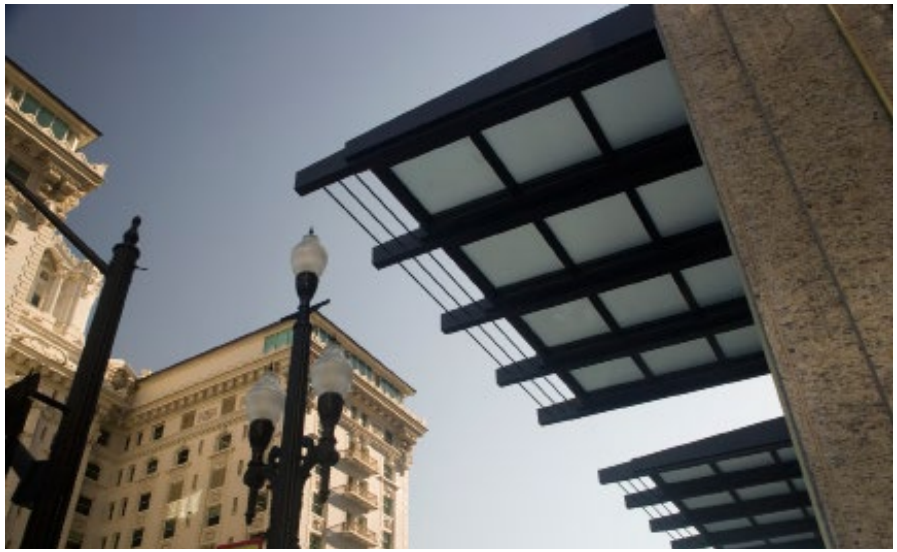
Example: Awnings and Canopies

3. The top of the awning or canopy framework may not extend above a vertical wall terminus nor cover any architectural elements. They shall be designed to enhance the exterior of the building as an aesthetic element, not as an advertising medium.

4. All awnings shall be made of woven cloth or architectural metal materials. Design, color, and materials shall be compatible with the building to which it is attached. Lighting, including backlighting of awnings is allowed, however, in all cases shall be reviewed by the Urban Design Committee, and is subject to requirements of the City sign ordinance. Refer to Section 19.18 of the Land Development Code.

Example: Canopy at a pedestrian walkway

Example: Awnings and Canopies



Example: Canopy at urban street edge

H. Pedestrian Access

1. All buildings and Site Plans shall be designed to be pedestrian friendly by way of connecting walkways.

Example: Pedestrian environment at street edge

Example: Connecting walkway

2. Pedestrian connections shall be made, when feasible between developments, between buildings within a development, to any streets adjacent to the property and to any pedestrian facilities that connect with the property. All pedestrian connections shall be shown on the Site Plan. Sites shall be designed to allow for safe pedestrian access from parking areas to the building, from building to building, from the building to adjacent developments and from buildings to the public sidewalk to minimize the need to walk within the parking lot among cars.

Example: Minimize the need to walk through parking among cars

Example: Pedestrian surface over vehicular street

I. Parking Areas

1. Parking areas should be looked at as 3 dimensional outdoor spaces with horizontal and vertical elements and not as a flat sheet of asphalt or concrete. Such elements may include:
    - Parking lot planters and tree wells to provide horizontal and vertical relief
    - Landscaped walkways
    - Lighting structures

2. Parking lots larger than 75,000 square feet shall provide raised or delineated pedestrian walkways. Walkways shall be a minimum of ten (10) feet wide and shall be placed through the center of the parking area and extend to the entrance of the building. Landscaped islands along the center walkway shall be placed at a minimum interval of every thirty (30) feet. Landscaped islands are encouraged to be offset from one another to create a feeling of greater coverage. Pedestrian covered walkways may be substituted for tree-lined walkways. Where the developer desires to have a driveway access at the center of the parking area, a pedestrian access shall be placed on either side of the driveway.

3. On-site parking shall be located primarily to the sides or rear of the building. Variations must be approved by the Planning Commission.

4. The location of parking shall be determined not only from its visual relationship to the building and site, but also as it relates to safe and convenient pedestrian and vehicular circulation patterns.

5. Parking lots should be designed with a hierarchy of circulation: major access drives with no parking; major circulation drives with little or no parking; and then parking aisles for direct access to parking spaces. Small projects may need to combine components of the hierarchy.

6. The periphery of all surface parking areas shall be designed to hide the major portions (i.e. height) of automobiles from view from the street. Screening may be accomplished by using walls and/or hedges of shrubs that create a three (3) foot high screen (at maturity) along the street periphery. Minimum size of shrubs should be 5 gallon and placed at a spacing not to exceed 4 - 5 feet apart.

7. Landscaping shall be required within the parking lot area where large expanses of asphalt occur, as per Section 19 of the Saratoga Springs Land Development Code.

8. Planters within parking areas shall be landscaped with trees, upright shrubs, ground covers, bark mulch or landscape rock 2 inches in size or greater. Turf grass is not an acceptable landscape material in parking lot planters that are less than 8 feet in width. Section 19.06 of the Land Development Code outlines specific City requirements.

9. Developments may have parking in excess of that required by the Land Development Code. The need for additional parking will be reviewed by the Planning Commission and City Council prior to approval.

10. The use of shared parking with adjacent sites may be considered as per the shared parking provision within Section 19.09 of the Land Development Code.

Example: Landscaped walkway and lighting structures

Example: Landscaped walkway and lighting structures

Example: Landscaped walkway

Example: Landscaped walkway

J. Trash Area Screening

1. Service yards, refuse and waste-removal areas, loading docks, truck parking areas and other utility areas shall be screened from view by the use of a combination of walls, fences and dense planting.

2. Screening shall block views to these areas from on-site as well as from public rights of way and adjacent properties. All trash dumpsters shall be provided with solid enclosures.

3. Enclosure material for the above uses shall be composed of 6 foot high solid masonry or decorative precast concrete walls with opaque gates and self-latching mechanisms, to keep gates closed when not in use. Bollards are required at the front of the masonry walls to protect the enclosure from trash collection vehicles. Gates shall be made of opaque metal for durability. Chain link gates with opaque slats are not acceptable.

4. Refer to the City of Saratoga Springs Land Development Code, Section 19.14, for specific requirements.

Example: Trash area screening

Example: Trash area screening

Example: Trash area screening

K. Shopping Cart Corrals

Example: Shopping cart corral

1. Shopping cart corrals are recommended for big box or mid box retail uses.
2. Roof covers are recommended as the local climate includes wind, rain, and winter snow conditions. If roof covers are utilized they should blend in with the established building design.
3. If a roof cover is not utilized, the shopping cart corral rail finish should match or compliment the exterior finishes of the main building. Exposed galvanized steel finish is not encouraged.

Example: Shopping cart corral

Example: Shopping cart corral roof matching building identity.
Galvanized rail used without a colored finish roof is not encouraged.

L. Outdoor Display

1. All retail product displays shall be located under the buildings' permanent roof structure and on designated display pads within front landscape areas as may be approved by the Planning Commission by Conditional Use.

2. All display areas in front of buildings shall be clearly defined on the approved Site Plan and designated on the pavement with a contrasting colored paint.

3. Display areas shall not block building entries or exits, pedestrian walks, or parking spaces in front of the building. Outdoor display areas shall not spill into walkways or any drive aisle adjacent to a building.

4. All outdoor displays must be located within approved display areas. These areas shall be clearly identified through the Site Plan process and demarcated by a contrasting colored paint. Seasonal uses outside of these areas may be approved through the Temporary Use process.

Example: Outdoor display

Example: Outdoor display

M. Signs

(See Section 19 of the Saratoga Springs Land Development Code)

N. Utility Boxes and Pedestals

1. Dense vegetative buffers which include an evergreen variety of plant materials shall be placed where appropriate to screen all utility boxes and pedestals in order to remain attractive during the winter months.
2. The location of utility boxes shall be clearly identified on the Site Plan.

   a. The developer is responsible to work with the utility companies to coordinate locations of utility boxes and pedestals according to the provisions listed herein.

   b. Utility boxes, pedestals and meter panels shall be painted to blend in with surroundings. All utility boxes and meter panels on walls shall be painted to match the building walls with utility company approvals.

   c. These standards shall also be applied to all rights-of-way and pedestrian areas that are adjacent to the development.
3. Utility box and pedestals (including but not limited to transformers, switch gear, phone and cable TV pedestals) shall be placed such that they do not block required visibility triangles at streets intersections and driveways.

Example: Vegetative buffers at utility boxes

Example: Vegetative buffers at utility boxes

Color palette blends against building elevation

O. CPTED Principles (Crime Prevention Through Environmental Design)

www.cptedsecurity.com/cpted_design_guidelines.htm

1. The developer is required to consider the basic principles of CPTED when designing the Site Plan, landscape plan and the architectural design for their project. Use of the CPTED principles is strongly encouraged in the interest of the future security of the project.

2. The concept of CPTED is based upon the following theory:
   The proper design and effective use of the built environment can contribute to the reduction in the incidence and fear of crime, and an improvement in the quality of life. The following principles should be taken into account in the design of all buildings and developments:

   a. Natural Surveillance. Physical design which keeps potential intruders under the perception of continual watch, using 'eyes on the street' (e.g. view to streets, driveways and parking lots) and visual permeability in architecture, lighting and landscaping.

   b. Natural Access Control. Physical design which guides the mobility of people and which decreases crime opportunity and increases perception of risk to potential offenders.

   c. Territorial Reinforcement. Physical design which encourages users of property to develop ownership over it, developing space with an easily discernible purpose, using symbolic barriers such as low lying fences/walls, landscaping and signage, eliminating ambiguous spaces, encouraging easy maintenance, and discouraging crime.

   d. Management and Maintenance. Responsibility for managing and maintaining the property. Show that someone cares about and sees that the property is in a presentable appearance and is secure for the customers that use the facility. CPTED principles should be used in the design and layout of buildings, streets, accesses and open space areas. The design shall promote natural surveillance, access control, territorial reinforcement, sense of ownership, and maintenance.

   e. CPTED landscaping standards should be used, including planting shrubs with a maximum height of two to three feet and trees with a proper ground clearance of seven (7) feet above walkways and sidewalks and fourteen (14) feet above vehicular travel and parking lanes. This shall be accomplished through proper pruning practices not by clear cutting, topping trees or other "pruning for exposure" techniques.

3. In order to encourage public safety through natural surveillance, natural access control, and territorial reinforcement, blank walls are not permitted adjacent to streets, pedestrian areas, and open space amenities.

4. Symbolic barriers, such as low lying fences/walls, landscaping and signage shall be used to discourage crime and to promote safety.

5. Ground floor parking garages are not permitted immediately adjacent to streets.

6. Developments shall have street side building elevations with extensive windows, balconies, decks or landscape terraces being encouraged.

P. Site/Building Lighting

1. Lighting fixture shall be selected to enhance the architecture of the project.

2. All site/building lighting shall be shielded and directed downward so light spill does not adversely affect adjacent properties or streets.

3. Exterior lighting shall be limited to those areas needed for safety & security purposes only.

4. Bollard style lighting should be utilized adjacent to pedestrian walking paths on the site.

5. The use of color corrected high-pressure sodium, metal halide (white light), or LED lamps as the primary light source on site is highly encouraged. All lighting must be shielded and driected downward to avoid light spill.

6. Lamp selection to achieve natural color rendition (white light) as the primary light source on site is highly encouraged.

7. Non-residential parking lots shall use the City's adopted light poles and fixtures unless the Planning Commission approves a comparable style through the Site Plan process.

4: DESIGN STANDARDS SPECIFIC TO RETAIL COMMERCIAL OFFICE INSTITUTIONAL

A. Architectural Design/Building Character

1. Big Boxes, where possible, are encouraged to provide multiple entrances as they:
   - reduce walking distances from cars,
   - facilitate pedestrian and bicycle access from public sidewalks,
   - provide convenience where certain entrances offer access to individual stores or identified departments of a store,
   - mitigate the effect of unbroken walls and neglected areas that often characterize building facades that face other properties.

B. Building Materials/Colors

1. When masonry is used, "full veneer" brick or other similar high quality masonry materials such as quarried stone shall comprise the primary exterior material(s) of the building. Window and door openings excluded.

2. At least 70%, and not more than 80%, of the exterior building material walls shall be comprised of the Preferred Primary Materials, window and door openings excluded.

3. Preferred Accent Materials shall comprise no less than 20%, and no more than 30%, of the exterior finish, window and door openings excluded.

4. When a material is used as the Preferred Primary Material, that same material shall not be used as the Accent Material.

5. Preferred exterior building materials shall include, but are not necessarily limited to the following materials.

   a. Preferred Primary Materials:
      - Quarried stone (i.e. granite, etc.),
      - Full veneer brick, (brick veneer tile is not allowed)
      - Cultured Stone
      - Composite lap siding
      - Architectural concrete (with recessed panels and reveal lines),
      - Colored CMU block and architectural CMU block (i.e. split face, fluted, scored, honed, etc)
      - Stucco or EIFS (exterior insulating finish system)
      - Architectural metals & standing seam metal roofing,
      - Metal walls (insulated architectural metal panels) (i.e. aluco bond),
      - Glass: vision glass, storefront and curtain wall

b. Preferred Accent Materials:

- Quarried stone (i.e. granite, etc.)
- Full veneer brick, (brick veneer tile is not allowed)
- Cultured Stone
- Precast concrete accents
- Stucco or EIFS
- Glass accents
- Metal Trim
- Wood

c. Discouraged Materials include:

- Plain, grey, unfinished CMU block
- EIFS to replicate brick or stone finishes are not allowed
- Brick tiles,
- Metal walls (unless it is an insulated architectural-grade metal panel),
- Wood as a primary exterior finish material.

NOTE: Materials noted above, and new products, may be proposed to be used, however, will require further review, justification and recommendation by the Urban Design Committee. Approval will be given on a case-by-case basis.

Example: Civic or Institutional Architecture (fire station)

Example: Big box character and National Franchise Architecture

Example: Big box character and National Franchise Architecture

C. National Tenant/National Franchise Architecture

1. Franchise architecture (building designs that are prototypical or identifiable with a particular chain or corporation) shall be revised if the proposed building design does not conform to these Design Standards.

2. The developer, at the request of the Planning Staff, shall provide color pictures of other national tenant buildings (non-prototype examples) that have been built in other cities and states.

Example: National Franchise Architecture

Example: National Franchise Architecture

D. Street Furniture and Public Art

1. Street Furniture

   a. Where provided, street furniture should follow a consistent street furniture design throughout the entire project as approved by the Saratoga Springs Planning Commission. The color of street furniture should compliment the design and colors of the development.

   b. All street furniture shall be made of a durable and weather resistant material and finish.

Example: Street furniture

Example: Street furniture

Example: Street furniture

2. Public Art and Fountains

   a. Amenities and works of art enhance quality of life as well as visual interest. Public amenities and art encourage pedestrian activity and contribute to the visual experience.

   b. Public art (which may include artists' work integrated into the design of the building, landscaping, sculpture, painting, murals, glass, mixed media or work by artisans), that is accessible or directly viewable to the general public is encouraged to be included in all projects.

   c. The plan to incorporate public art and fountains shall be reviewed for recommendation by the Urban Design Committee and the Planning Commission with approval being granted by the City Council. Appropriate Community Standards shall apply for all public art and fountains.

Example: Public art: fire pit

Example: Public art

Example: Public art and fountains

E. Human Scale

1. In order to enhance street activity and a pedestrian friendly design the ground level of any multi-story structure shall be visually distinct from the upper stories by use of a ground floor architectural separation. Design features recommended include the use of an intermediate cornice line, sign band, awning arcade or portico feature, change in building materials or window proportion.

2. All Retail or Commercial buildings shall have expansive windows, balconies, terraces, or other design features oriented to the street, or other people spaces.

Example: human scale

Canopies create human scale.

Pedestrian arcade creates human scale

Example: ground-level of a multi-story structure

3. At least 70 percent of the first floor elevation(s) of multi-story buildings that are viewed from public streets shall include transparent windows, display windows and/or doors to minimize the expanse of blank walls and encourage a pedestrian friendly atmosphere.

4. Glass is included as an architectural feature to encourage retail and office tenants to provide views into and out of stores and offices. This provides added security through eyes on the street as well as more visual connection and scale to the street presence of the building.

Example: Glass at Office spaces against street edge.

Example: Human scaled openings and people spaces at building entry.

Example: Transparent windows at public street

Example: Street elements such as this canopy and fire pit create human scale and invite positive activity.

F. Parking Structures.

Parking structures shall be designed to be an integral part of the buildings that they are serving. Design features shall include:

1. Structures that are architecturally consistent with the project buildings.

2. The use of the same finish materials as the exterior of the adjacent or adjoining building.

3. When placement of parking structures along site frontages is necessary, mitigation such as landscape buffers, upper-level setbacks or additional architectural treatment shall be used.

4. Ground floor retail frontage in parking structures is encouraged.

5. The view of a parking structure from a public street should be minimized by placing its shortest dimension along the street edge.

6. The top deck of parking structures shall include raised periphery landscape islands (where visible from public view) in order to soften the appearance of the top of the parking structure and screen the view of cars on the top deck of the structure.

7. All top deck lighting shall be screened and directed downward to avoid light spill onto the street below. Visibility of light poles from the street level is strongly discouraged.

Example: Parking with a landscape buffer

Example: Parking structure with retail street frontage

G. Gas Stations, Gas Island Canopies and Related Facilities

1. All building materials and designs shall be consistent with the general standards for commercial businesses.

2. All structures on the site (including kiosks, car wash buildings, gas pump islands, trash enclosures) shall be architecturally consistent with the main structure, including roof design.

3. All building elevations shall be architecturally detailed to avoid the appearance of the "back of the building" and should contribute a positive presence to all street exposures.

4. Gas island structures shall be finished of the same high quality materials as the convenience store or kiosk associated with the gas island. These structures shall be designed to create architectural harmony with the primary structure on the site. Canopy light fixtures shall be flush with the soffit of the canopy to avoid light spill onto adjacent properties.

Example: Gas Stations, Gas Island Canopies and Related Facilities

Example: Gas Stations, Gas Island Canopies and Related Facilities

Example: Integrated loading dock between bays.

H. Screening of Storage & Loading Areas

1. To alleviate the unsightly appearance of loading facilities for retail, commercial, office, and institutuional uses, these areas shall not be located on the side(s) of the building facing the public street(s). Such facilities shall be located at the rear or side of the site.
2. Outside storage shall not occupy required parking stalls nor block any driveway as approved on the Site Plan for the development.
3. Enclosure material for the above uses shall be composed of 6 foot high solid masonry or architectural precast concrete walls with opaque gates and self-latching mechanisms, to keep gates closed when not in use. Bollards are required at the front of the masonry walls to protect the enclosure from trash collection vehicles.

   Gates shall be made of opaque metal for durability. Chain link gates with opaque slats are not acceptable.
4. The method of screening shall be architecturally integrated with the adjacent building in terms of materials and colors.
5. Trash areas shall be designed to include the screening of large items (e.g. skids and pallets) as well as the trash dumpsters that are needed for the business (unless storage is otherwise accommodated behind required screened storage areas).
6. Long expanses of fence or wall surfaces should be offset and architecturally designed to add visual interest. Landscape design shall be utilized to aid in scale and interest.
7. Refer to the City of Saratoga Springs Land Development Code, Section 19.14, for specific requirements.

5: DESIGN STANDARDS SPECIFIC TO OFFICE AND INDUSTRIAL WAREHOUSE DEVELOPMENTS

The design guidelines for office and industrial warehouse design are intended to promote quality development which will be an asset to the City. These guidelines will assist the developer to understand the City's concept of "quality" design. **General Design Standards in Section III** of these standards shall be utilized in addition to the following standards for all industrial warehouse, industrial manufacturing and office/warehouse type developments.

A. Architectural Design/Building Character

1. Building Design
   a. A variety in building forms should be used to create entry character and visual interest.

   b. To avoid long (over 100 feet) unbroken building facades, varied front setbacks are required. Architectural details shall be incorporated to avoid blank wall elevations where visible from street frontages.

   c. Entries to industrial warehouse buildings should portray a quality office appearance while being related to the architecture of the building.

   d. Alteration of colors and materials should be used to produce contrast and visual interest.

   e. Buildings shall be protected from vehicles or machinery contact. Protection may be achieved through the use of landscaped areas, raised concrete curbs, and traffic barriers and bollards.

Example: Building entry accentuation, and details that utilize relief (change in surface).

Example: Entry element uses material variety, and screens equipment on roof.

Example: Building entry accentuation, and details that utilize relief (change in surface).

Example: Landscaping softens approach,
and rooftop equipment screening is integrated with building's architecture

2. Desirable Elements
   a. Architectural details that utilize relief and change in surface
   b. Building entry accentuation
   c. Screening of equipment and storage areas
   d. Landscaping to soften building exteriors and buffer between uses
3. Undesirable Elements
   a. Large, blank, flat surfaces
   b. Loading doors facing the street
   c. Exposed roof drains.

B. Building Materials/Colors

1. Use various exterior materials such as metal, masonry, concrete texturing, concrete or plaster to produce effects of texture and relief that provide architectural interest.
2. Use exterior wall materials such as concrete, stone, concrete block that will withstand abuse by vandals or accidental damage by machinery.
3. Preferred exterior building materials shall include, but are not necessarily limited to the following materials.
   a. Preferred Primary Materials:
      - Quarried stone (i.e. granite, etc.),
      - Full veneer brick, (brick veneer tile is not allowed)
      - Cultured Stone
      - Composite lap siding
      - Tilt-up or Architectural concrete (with recessed panels and reveal lines),
      - Colored CMU block and architectural CMU block (i.e. split face, fluted, scored, honed, etc)
      - Stucco or EIFS (exterior insulating finish system)
      - Architectural metals & standing seam metal roofing,
      - Metal walls (insulated architectural metal panels) (i.e. aluco bond),
      - Glass: vision glass, storefront and curtain wall
4. Preferred Accent Materials:
   - Quarried stone (i.e. granite, etc.)
   - Full veneer brick, (brick veneer tile is not allowed)
   - Cultured Stone
   - Precast concrete accents
   - Stucco or EIFS
   - Glass accents
   - Metal Trim
   - Wood
5. Discouraged Materials include
   a. Plain, grey, unfinished CMU block
   b. EIFS and stucco to replicate brick or stone finishes are not allowed

   NOTE: If any other materials are proposed to be used, as noted above, these materials will require further review, justification and recommendation by the Urban Design Committee.
6. Colors
   a. Blending of compatible colors in a single facade or composition is a good way to add interest and variety while reducing building scale and breaking up plain walls.
   b. Light, neutral colors should be used on industrial buildings to help reduce their perceived size. Contrasting trim and horizontal color bands can help break up the vertical monotony of tall flat walls. Other solutions are encouraged.
   c. Color of exterior building materials (excluding accent colors) shall be limited to no more than four major colors per development. A variety of colors is encouraged. The Urban Design Committee may recommend alterations to the proposed color palette.

C. Metal Buildings

1. All metal buildings (where such metal materials are allowed) must be designed to have an exterior appearance of conventionally built structures. Stock, "off the shelf" metal buildings are highly discouraged.

2. Metal buildings should employ a variety of building forms, shapes, colors, materials and other architectural treatments to add visual interest and variety to the building.

D Screening of Storage & Loading Areas

1. To alleviate the unsightly appearance of loading facilities for office warehouse and industrial uses, these areas shall not be located on the side(s) of the building facing the public street(s). Such facilities shall be located at the rear or side of the site.

2. Outside storage shall not occupy required parking stalls nor block any driveway as approved on the Site Plan for the development.

3. Enclosure material for the above uses shall be composed of 6 foot high solid masonry or architectural precast concrete walls with opaque gates and self-latching mechanisms, to keep gates closed when not in use. Bollards are required at the front of the masonry walls to protect the enclosure from trash collection vehicles.

   Gates shall be made of opaque metal for durability. Chain link gates with opaque slats are not acceptable.

4. The method of screening shall be architecturally integrated with the adjacent building in terms of materials and colors.

5. Trash areas shall be designed to include the screening of large items (e.g. skids and pallets) as well as the trash dumpsters that are needed for the business (unless storage is otherwise accommodated behind required screened storage areas).

6. Long expanses of fence or wall surfaces should be offset and architecturally designed to add visual interest. Landscape design shall be utilized to aid in scale and interest.

7. Refer to the City of Saratoga Springs Land Development Code, Section 19.14, for specific requirements.

Example: Industrial Development Entry Articulation, and good use of xeriscape landscape.

Example: Industrial Development Entry Articulation

F. Parking and Circulation

1. Parking lots and cars should not be the dominant visual element of the site. Large expansive paved areas located between the street and the building should be avoided in favor of a group of smaller parking areas separated by landscaping and buildings.

2. Parking lots adjacent to, and visible from, public streets shall be screened from view through the use of earth berms, low screen walls, landscape hedges or combinations thereof.

Example: Parking and Circulation roads within industrial develpment landscaped edges.

Example:Entries, Parking, and integrated landscape

Two Examples: Color and entry of a two story warehouse.

Example: Keep multiple garage doors out of street view by creating inner drives within the site layout.

Example: Articulated Scale and materials of an industrial park office building.

Example: Integrated loading dock between bays.

Example: Color and entry of a two story warehouse.

APPENDIX: INTERPRETATION AND APPEALS

A. If in the course of administration, a question arises as to the meaning of any phrase, section or chapter of these Site and Architectural Design Standards, the interpretation thereof shall be given by the Planning Director of Saratoga Springs and shall be construed to be the official interpretation thereof.

B. In the event that there is a need of further interpretation of the intent of these standards by any person, firm or corporation or official the City of Saratoga Springs, they shall submit the question to the Planning Commission which, unless otherwise provided, is authorized to interpret the standards and such interpretation shall be final.

C. Information on submittal requirements for appeals to the Planning Commission may be obtained from the Planning Staff.