Commercial Infill Housing Overlay District Objective Design Standards Checklist

Name of Applicant:									
Date:									
Project Address:									
Project Application # (City staff to fill out):									
Development Type (check all that apply):									
Residential Only Horizontal Mixed Use									
Townhouses Ver	Townhouses Vertical Mixed Use								
Multifamily Complex	idential	Podium	١						
Project Site Context (check all that apply):									
Situated adjacent to existing residential develop	ment								
Situated adjacent to existing or planned comme	rcial dev	elopme	ent						
	Applic	ant Eval	luation	Staff E	valuatio	n By: _			
Objective Design Standards Checklist Items		No	N/A	Yes	No	N/A	Drawing Reference		
3.1 Site Design Standards									
3.1.1 Site Entries (fill in all entry drive types that a	pply)								
3.1.1 Site Entries (fill in all entry drive types that a Main Entry Drive	pply)								
· · · · · · · · · · · · · · · · · · ·	pply)								
Main Entry Drive	pply)								
Main Entry Drive A: Curb and Gutter	pply)								
Main Entry Drive A: Curb and Gutter B: Sidewalk	pply)								
Main Entry Drive A: Curb and Gutter B: Sidewalk C: Streetlights	pply)								
Main Entry Drive A: Curb and Gutter B: Sidewalk C: Streetlights D: Landscaping and Street Trees	pply)								
Main Entry Drive A: Curb and Gutter B: Sidewalk C: Streetlights D: Landscaping and Street Trees E: Gates	pply)								
Main Entry Drive A: Curb and Gutter B: Sidewalk C: Streetlights D: Landscaping and Street Trees E: Gates F: Curb Ramps	pply)								
Main Entry Drive A: Curb and Gutter B: Sidewalk C: Streetlights D: Landscaping and Street Trees E: Gates F: Curb Ramps G: Bicycle Facilities	pply)								
Main Entry Drive A: Curb and Gutter B: Sidewalk C: Streetlights D: Landscaping and Street Trees E: Gates F: Curb Ramps G: Bicycle Facilities New Shared Entry Drive	pply)								
Main Entry Drive A: Curb and Gutter B: Sidewalk C: Streetlights D: Landscaping and Street Trees E: Gates F: Curb Ramps G: Bicycle Facilities New Shared Entry Drive H: Independent Roadway	pply)								
Main Entry Drive A: Curb and Gutter B: Sidewalk C: Streetlights D: Landscaping and Street Trees E: Gates F: Curb Ramps G: Bicycle Facilities New Shared Entry Drive H: Independent Roadway I: Curb and Gutter	pply)								
Main Entry Drive A: Curb and Gutter B: Sidewalk C: Streetlights D: Landscaping and Street Trees E: Gates F: Curb Ramps G: Bicycle Facilities New Shared Entry Drive H: Independent Roadway I: Curb and Gutter J: Sidewalk	pply)								

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	Applic	ant Eva	luation	Staff Evaluation By:				
Objective Design Standards Checklist Items	Yes	No	N/A	Yes	No	N/A	Drawing Reference	
Enhanced Shared Entry Drive		<u> </u>	'		'		•	
N: Sidewalk								
O: Street Lighting								
P: Landscaping and Street Trees								
Separate Entry Drives			,	'				
Q: Main Entry Drive Compliance								
R: Driveway Widths and Clearances Compliance								
S: Signage and Landscaping								
Vertical Mixed Use/Residential Podium Entry Driv	re	'	'	'	'			
T: ADA Compliance								
U: Driveway Widths and Clearances Compliance								
V: Pedestrian Entries								
Secondary Entry Drives			<u>'</u>		\ 			
W: Gates								
3.1.2 Street Frontage				'				
General								
A: Landscaping Buffer								
B: Maximum Width								
Primary Frontage	<u>'</u>							
C: Entry Doors								
D: Surface Parking Siting								
E: Carports and Tuck-under Parking								
F: Fencing								
Secondary Frontage			,	'				
G: Parking Siting								
H: Fencing								
3.1.3 Context Sensitivity								
Adjacent to Existing Residential Development								
A: Windows								
B: Daylight Plane								
C: Parking								

Objective Design Standards Charlist House	Applic	ant Eval	luation	Staff Evaluation By:				
Objective Design Standards Checklist Items	Yes	No	N/A	Yes	No	N/A	Drawing Reference	
Adjacent to Commercial Development								
D: Separation Buffer								
E: Fencing								
F: Gate								
3.1.4 Access and Parking								
Vehicle Access								
A: Multifamily Complex Internal Circulation								
B: Townhouse Internal Circulation								
C: Podium Project Parking Access								
Parking Design								
D: Siting								
E: Visitor Parking								
F: Screening								
G: Parking Courts								
Pedestrian and Bicycle Access and Parking								
H: Pedestrian Walkway								
I: Pedestrian Connections								
J: Landscape Buffer								
K: Bicycle Parking								
L: Bicycle Parking for Podium Projects								
3.1.5 Service Access, Trash, and Storage Facilities								
Access								
A: Loading and Service Areas								
B: Trash Enclosure Siting								
Design of Trash and Storage Facilities								
C: Screening								
D: Gates								
E: Sizing								
F: Roof								
G: Drainage								

	Applic	ant Eva	luation	Staff Evaluation By:				
Objective Design Standards Checklist Items	Yes	No	N/A	Yes	No	N/A	Drawing Reference	
3.1.6 Open Space Areas			'	'	'		•	
General								
A: Minimun and Type of Open Space								
B: Siting								
C: Usability								
Common Open Space								
D: Minimum Dimensions								
E: Visibility								
F: Pedestrian Walkways								
G: Seating								
H: Amenity Features								
I: Play Areas								
J: Openness and Buildings								
Private Open Space			'	'	'			
K: Accessibility								
L: Minimum Dimensions								
M: Openness								
3.2 Building Design Standards								
3.2.1 Building Massing and Articulation								
General Standards								
A: Massing Breaks								
B: Horizontal Stepback								
C: Architectural Detail								
D: Architectural Design Features								
E: Façade Articulation								
F: Rooflines								
Vertical Mixed Use								
G: Ground Floor Height								
H: Pedestrian-Oriented Features								
Townhouses								
I: Attached Units Limit								
J: Roof Form								

Objective Design Story Is also Charlet !	Applic	ant Eva	luation	Staff Evaluation By:				
Objective Design Standards Checklist Items	Yes	No	N/A	Yes	No	N/A	Drawing Reference	
3.2.2 Entryways								
General								
A: Primary Building Entries								
Townhouses	•				'			
B: Entry Details								
C: Entry Connections								
Vertical or Horizontal Mixed Use								
D: Ground Floor Elevation								
E: Entry Design								
3.2.3 Building Materials and Finishes	•				'			
A: Appropriate Building Materials								
B: Brick and Stone Veneer								
C: Inappropriate Building Materials								
3.2.4 Windows/Glazing	•				'			
A: Street Frontage								
B: Orientation and Proportion								
C: Recess								
D: Glazing								
E: Subdivision and Mullions								
3.2.5 Projecting Elements								
Awnings								
A: Frequency								
B: Projection								
C: Height								
D: Lighting								
Balconies, Decks, and Trellises								
E: Projection								
F: Proportion								
Bay Windows								
G: Projection								
H: Horizontal Separation								
I: Design								

Objective Design Standards Chapter thorse	Applic	ant Eva	luation	Staff Evaluation By:				
Objective Design Standards Checklist Items	Yes	No	N/A	Yes	No	N/A	Drawing Reference	
3.2.6 Roofs								
A: Appropriate Roof Materials								
B: Inappropriate Roof Materials								
C: Equipment Screening								
D: Vent Pipes								
E: Gutters/Downspouts								
F: Roof Overhangs								
3.3 Landscaping Standards								
3.3.1 Plantings								
A: Minimum Landscaped Area								
B: Landscaping of Front Yards								
C: Materials								
D: Design								
E: Ground Cover Materials								
F: Size and Spacing								
G: Protection from Encroachment								
H: Interference with Utilities								
I: Staking and Root Barriers								
J: Automatic Sprinkler Controllers								
K: Sprinkler Heads								
L: Enclosures								
3.3.2 Wall and Fences								
A: Inappropriate Fencing								
B: High Activity Areas and Street Frontages								
C: Material Durability								
D: Visual Interest								
E: Screening and Noise Mitigation								

Objective Design Standards Checklist Items	Applic	ant Eva	luation	Staff E	valuatio		
	Yes	No	N/A	Yes	No	N/A	Drawing Reference
3.4 Lighting Standards							
3.4.1 Pedestrian Lighting							
A: Pedestrian Safety							
B: Height							
C: Inappropriate Lighting							
D: Illumination Level							
E: Street Lighting							
F: Glare							
G: Concealment							
3.4.2 Parking Lot Lighting							
A: Height							
B: Illumination Level							
C: Energy Efficiency							
D: Glare							
3.5 Signage Standards							
3.5.1 General							
A: Appropriate Signage							
3.5.2 Monument Signs							
A: Location							
B: Illumination							
C: Sight Obstructions at Intersections							
D: Frequency							
E: Base							