

City of Gardner, Kansas



Gardner Design Standards

Version:

November 30, 2010



Design Standards Introduction

PURPOSE AND INTENT

The Gardner Design Standards are criteria which are used in the City's review of project proposals. The purpose of these standards is to promote diverse, yet harmonious, design. The standards encourage unique architectural expression and do not exclude any particular architectural styles.

The Gardner Design Standards are intended to:

- encourage high quality building design that complements the architecture, landscapes, history and culture of Gardner;
- ensure the functionality of the built environment;
- encourage creativity in design; and
- clarify procedures used in reviewing development proposals.

These requirements provide a framework in which diverse solutions may be measured and approved.



GOALS

The City of Gardner in Kansas was first established as a center for commerce and a place of rest for those in transit on a long journey westward. The Oregon and Santa Fe Trails divided at a location just west of the downtown. The historical context of being a small community at the trailhead on the edge of the prairie provides the vision of a community with a unique character. The following goals are intended to promote the future growth of Gardner towards a unified image as a unique place to live, work and visit.

1. Promote growth that is environmentally, economically, and socially sustainable.
2. Reinforce the unique and historic character of the City.
3. Encourage quality building that respects, reinforces and unifies Gardner.
4. Create economically vibrant commercial and industrial areas.
5. Create a safe and comfortable environment within the City.
6. Encourage a vibrant cultural atmosphere and actively promote civic art within the City.
7. Foster visual and physical continuity while encouraging a diversity of uses, activities and sizes of development.
8. Encourage intense street level activity by creating a unique streetscape.
9. Foster pedestrian and bicycle corridors and connectivity.
10. Soften the impact of the automobile.

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Design Standards

Introduction

ENFORCEMENT

These requirements are enforceable by the Gardner Planning Commission as part of any site plan or final development plan application. For projects that do not require site plan or final development plan approval, Community Development Department staff will enforce these design requirements as part of the building permit application. The Planning Commission may approve a plan (or staff may approve a building permit) that varies from one or more requirements, provided the variances are integral to an architectural vision that is consistent with the purpose statement outlined in this chapter.

APPEALS

Appeals of staff's decisions shall be considered by the Planning Commission. Appeals of the Planning Commission's decisions shall be considered by the Board of Zoning Appeals.

RULES

In the application of these regulations, the provisions and rules of this section shall be preserved and applied, except when the context clearly requires otherwise:

1. Words used in the present tense shall include the future.
2. Words in the singular number include the plural number, and words in the plural number include the singular number.
3. The word "shall" or "must" is mandatory.
4. The word "may" is permissive.
5. Unless otherwise specified or implied, all distances shall be measured horizontally.
6. The word "City" means City of Gardner, Kansas.
7. The words "Community Development Director" mean the Community Development Director or designee.

Any word or phrase which is defined in this chapter or elsewhere in these regulations shall have the meaning as so defined whenever the word or

phrase is used in these regulations, unless such definition is expressly limited in its meaning or scope. Words or terms not herein defined shall have their ordinary meaning in relation to the context.

INTERPRETATION

Where the conditions imposed by any provision of these regulations upon the use of land or structures are either more restrictive or less restrictive than comparable conditions imposed by any other provision of these regulations or any provision of any other law, ordinance, resolution, rule or regulations of any kind, the regulations which are more restrictive shall govern.

These regulations are not intended to abrogate, annul or otherwise interfere with any easement, covenant or any other private agreement or legal relationship; provided, however, that where the provision of these regulations are more restrictive (or impose higher standards or requirements) than such easements, covenants, or other private agreements or legal relationships, the provisions of these regulations shall govern.

SEPARABILITY

It is hereby declared to be the intention of the City that the provisions of these regulations are separable, in accordance with the following rules:

1. If any court of competent jurisdiction shall adjudge any provisions of these regulations to be invalid, such judgment shall not affect any other provisions of these regulations.
2. If any court of competent jurisdiction shall adjudge invalid the application of any provision of these regulations to a particular property or structure, such judgment shall not affect the application of said provisions to any other property or structure.



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DEFINITIONS



Arcade: a covered passageway open on one or both sides, especially one with arches along the open side(s). A porch may function as an arcade.

Architectural Element: unique details and component parts that together form the architectural style of buildings and structures.

Blank Surface Area: an area of the façade that is devoid of both transparent design elements and depth-providing architectural elements.

Building: a structure that is intentionally capable of human occupancy, usually having walls and a roof.

Color Palette: A color scheme that incorporates related colors of complimentary hues and shades.

Depth-Providing Architectural Element: an architectural element that adds depth to the wall surface by projecting or recessing a distance of at least one foot. Depth-providing architectural elements may include, but are not limited to: changes in the wall plane, recesses, pilasters, chimneys, arcades, and awnings.

Façade: that portion of any exterior elevation on a building extending from grade to top of the parapet, wall, or eaves along the entire width of the building elevation.

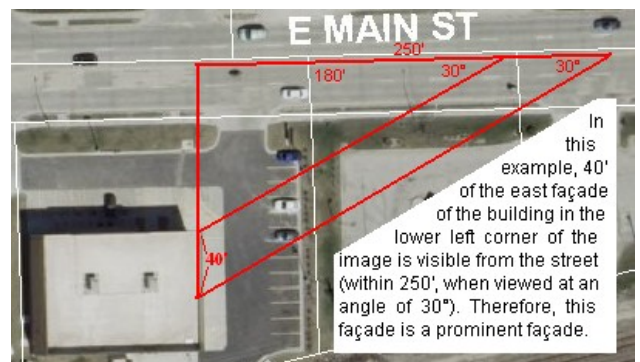
Ground Floor: the first ten feet of the wall height, measured vertically from grade.

Pedestrian View Plane: that portion of the façade located between two and ten feet above grade or the nearest pavement level, whichever is higher.

Primary Colors: Base colors chosen to dominate a color scheme.

Primary Façade: Any front façade or any façade that fronts onto a street, accessway, walkway, or internal drive. Alleys and service drives shall not be considered streets, accessways, or internal drives for the purposes of this definition.

Prominent Façade: Any non-primary façade where more than 30 horizontal feet of the façade is visible from the centerline of a public street (within 250 feet of the façade, as measured along the centerline from a point aligned with the façade) when viewed at an angle of 30 degrees from the centerline. Permanent structures, but not landscaping elements, that block the view of a façade may prevent it from being prominent. The “prominent portion” of the façade is that visible part of the façade that makes a façade prominent.



Structure: anything constructed or erected, which requires location on the ground, or permanently attached to something located on the ground.°

Transparent Design Element: an architectural element that allows view beyond the wall surface, such as a window or opening.

Wall: a vertically-oriented, usually planar, architectural element used to divide or enclose an area or to support another structure. A wall may be expressed or implied; for example, a row of columns, though not planar, may define an implied plane and therefore function as a wall.



Design Standards

Architectural Design Requirements

Chapter 1. Architectural Design Requirements

INTRODUCTION

The following section outlines a series of design principles for building façades. Each principle includes a specific and measurable requirement. Reinforcing goals in the Gardner Design Standards, these principles provide quantifiable objectives for façade design.

PRINCIPLES FOR FAÇADE DESIGN

Principle 1: Scale

Principle 2: Proportion

Principle 3: Symmetry

Principle 4: Rhythm

Principle 5: Transparency

Principle 6: Expression

Principle 7: Materials

Principle 8: Color

Principle 9: Harmony

HOW TO USE THIS DOCUMENT

The Architectural Design Requirements are based upon basic principles of architectural design. Each section focuses on a specific principle, and includes a description of the principle plus enforceable requirements based upon that principle. Some of the requirements are broadly applicable, while others are categorized by building type (see categories on page 7).

These categories will not necessarily correspond to zoning or land uses; instead, the building itself determines the category. For example, a single-family house that has been legally converted into a business would remain in the Single-Family/Duplex category unless the building was significantly redesigned to become a different building type. As another example, a legal non-retail business may lease a space in a retail strip mall, but the building would remain in the Retail category. A single lot may have multiple buildings in different categories, and a single building may have façades in multiple categories if clearly designed to accommodate multiple uses. In cases of uncertainty, the Community Development Director shall determine which category is applicable to each façade of each building. Decisions of the Community Development Director may be appealed to the Planning Commission. Building type shall not imply suitability for a particular use or zoning district. The architectural design requirements apply to all façades unless otherwise specified.



Design Standards

Architectural Design Requirements

HOW TO USE, cont.

BUILDING TYPES

Industrial (I): Includes buildings designed as facilities for manufacturing, fabrication, processing, reduction/destruction, finishing, assembly, packaging, warehousing, and/or storage of any article, substance, or commodity. The Industrial category also includes buildings designed to be occupied by automobiles, such as oil change facilities, car washes, parking decks, etc.

Retail (R): Includes buildings designed to house businesses that sell merchandise or retail services on-site, directly to the general public. Examples include grocery stores, pharmacies, restaurants, dry cleaners, banks, florists, thrift stores, etc.

However, the Retail category does not include buildings designed for businesses that provide services in an office environment or primarily by appointment only (whether scheduled in advance or not), such as hospitals, walk-in clinics, realty firms, architecture firms, legal firms, etc. Additionally, any building designed to be occupied by automobiles (for example, oil change facilities, car washes, parking decks, etc.) is hereby excluded from the Retail category.

Office/Civic (O/C): Includes buildings designed to house businesses or organizations where the building is primarily occupied by employees; the bulk of any merchandise or services for sale are not typically sold to ultimate consumers on-site. Office buildings may include industrial offices, commercial offices, and/or governmental offices. Office/Civic also includes buildings designed to house schools, nonprofit organizations, and assembly uses, unless the primary activity within the building falls into another category (for example, a thrift store operated by a religious organization would likely operate in a Retail building). Exam-

ples of Office/Civic buildings include hospitals, realty firms, call centers, engineering firms, elementary schools, churches, athletic clubs, etc.

Multifamily Residential (MR): Includes buildings designed as residences and/or sleeping accommodations for more than two separate and distinct families. Examples include apartments, townhouses, nursing homes, hotels. Clubhouses and other accessory buildings within multi-family residential neighborhoods are included in this category.

Single-Family/Duplex (SF/D): Includes buildings designed as residences for no more than two separate and distinct families. Clubhouses and other accessory buildings within single-family or duplex neighborhoods are included in this category.



PHOTOGRAPHIC EXAMPLES

Each photograph that is provided shall only be construed to represent an example of the specific standard it is illustrating; the photograph may include items that are prohibited by standards other than the standard it is specifically illustrating.



Design Standards

Architectural Design Requirements

HOW TO USE, cont.

EXCEPTIONS

Mobile homes, accessory buildings and loading and service areas are not subject to these Architectural Design Requirements.

Nonconforming buildings that were legal prior to adoption of these requirements may remain legally until changes are proposed, subject to "Remodels and Existing Buildings" below.

The reviewing body may exempt a façade or portion of a façade, provided ALL of the following criteria are met:

- o a unique circumstance exists that would make it either exceptionally difficult or unimportant for that particular façade or portion of the façade to meet the requirements;
- o the façade is not considered to be the front of the building;
- o the façade does not include a public building entrance;
- o the façade does not face residential development or land zoned for residential purposes (unless thoroughly screened per the Community Development Director or designee); and
- o the façade is not visible from a public street.

REMODELS AND EXISTING BUILDINGS

If any changes are made to the exterior of an existing building, the changes shall be consistent with the architectural design requirements to the extent reasonable, as determined by the Community Development Director or designee. For example:

- If major changes to the façade are proposed, then the façade shall be brought fully into compliance with the design requirements.
- If only the siding will be altered, the new siding shall meet the requirements for materials and color, but the façade may continue to be grandfathered for other requirements, such as scale and transparency, if applicable.
- If only part of a building's façades will be altered, the alterations may or may not be required by the Community Development Director to coordinate with the existing façades, even if the existing façades do not meet the design requirements. For example, this allows for repairs to a wall that has been grandfathered, without bringing the entire wall into compliance (depending upon the extent of the repairs).
- If some, but not all, of the façades are affected by a remodel, then the affected façades shall coordinate with the unaffected façades, but should meet these requirements to the extent practicable.
- If all façades are affected, the project shall meet these requirements to the extent practicable based on the extent of the remodel.

The Community Development Director or designee shall determine the applicability of these requirements in cases of uncertainty. Decisions of the Community Development Director or designee may be appealed to the Planning Commission. Decisions of the Planning Commission may be appealed to the Board of Zoning Appeals.



Pizza Hut Remodel





Design Standards

Architectural Design Requirements

Principle 1

SCALE

Scale in architecture is relative size. It refers to how we perceive the size of a building element relative to other forms, and to the human body. There are two types of scale: overall scale and human scale. Overall scale is the legibility of a building from a distance. Human scale is the legibility of elements when one is very close to a building. Good buildings incorporate both types of scale simultaneously.

REQUIREMENTS

Human scale (I, R, O/C, and MR)*

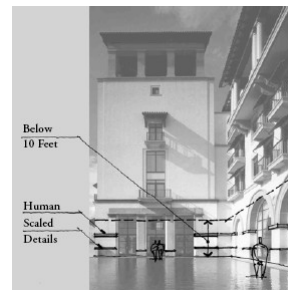
1.1.1 Façades 25 feet tall or taller (excluding roofs, but including parapets) shall incorporate architectural elements that differentiate the ground floor from the remainder of the façade along any portion of the façade that is within 20 horizontal feet of a paved surface.

1.1.2 Each primary public/customer entrance shall be clearly defined and highly visible, with at least three of the following elements contributing toward this goal:

- Awnings, porticos, or overhangs
- Recesses/projections
- Arches or arcades
- Raised parapets or gables
- Transoms and/or display windows
- Architectural details such as tile work and moldings
- Change in color or building materials
- Statues, fountains, freestanding columns, or public art
- Integral planters or wing walls that incorporate landscaping and/or places for sitting
- Trees or shrubs

Overall scale (All building types)

1.1.3 In addition to the maximum height requirements set forth in the Zoning Ordinance, any *portion* of a building that is within 100 feet of a less-intense zoning district may not exceed 150% of the maximum height permitted in the less-intense zoning district.



Reveals and arches differentiate the ground floor of the building at left from its upper floors.

The public entrance of the building below is defined by the raised parapet, change in building materials, fountain, and large windows.



*Building Type Abbreviations (see pg. 7):

I = Industrial

R = Retail

O/C = Office/Civic

MR = Multifamily Residential

SF/D = Single-Family/Duplex



Design Standards

Architectural Design Requirements

Principle 2

PROPORTION

Proportion refers to the relationship between two or more parts with regards to size or quantity. In architecture, this can refer to the relative size of architectural elements compared to the overall building mass.

Architectural elements prevent monotony and can be used to organize the perceived mass of larger buildings. Architectural elements that provide changes in depth of at least one foot can divide and create orientation on a large surface.

REQUIREMENTS

Façades (I, R, O/C, and MR)*

1.2.1 Applicable façades shall not incorporate any blank surface areas that are larger than 8 feet tall by 25 feet wide unless the blank surface area is less than 10 percent of the total façade area AND the longest dimension of the blank surface area is less than 50 feet. Additionally, no wall that is wider than 10 horizontal feet shall be entirely a blank surface area.



This façade could have been a large blank surface, but instead is broken up by decorative elements that relate to the pedestrian.

Parapets, roofs, and awnings (All building types)

1.2.2 Continuous, unchanging parapet lines shall not continue more than 90 feet in length, without a change in height.

1.2.3 Pitched roofs shall modulate such that unadorned roof planes do not continue more than 90 feet in length (as measured at the base of the roof plane). Elements that may be used to provide visual relief from continuous roof planes include, but are not limited to, projections such as dormers, hips, steps, or gables.

1.2.4 No awning shall be longer than a single storefront or 100 feet, whichever is shorter.



This building's parapet varies in height, and the awnings are not wider than the individual storefronts.

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Design Standards

Architectural Design Requirements

Principle 3

SYMMETRY

Visual balance should be achieved in the building composition. A fundamental tool for achieving balance is the use of symmetry. Applied to buildings, this principle creates order within elements of a composition. Minor variations to a symmetrical condition, for example a door that is balanced by a window of the same proportion on the other side, can be absorbed while maintaining an overall sense of balance.

REQUIREMENT

Symmetry (All building types)

1.3.1 Elements within each segment of a building façade are required to be symmetrical (segments are defined by the roofline, façade area, or vertical elements that segment the façade). The façade as a whole need not be symmetrical.

A symmetrical condition is achieved when façade elements and openings are repeated in the same positions on either side of a central vertical line for that segment.



The façades in these images are asymmetrical, but contain multiple symmetrical segments defined by the roofline and vertical elements.

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Design Standards

Architectural Design Requirements

Principle 4

RHYTHM

Rhythm applied to architecture refers to the regular or harmonious recurrence of lines, shapes, forms and details. It incorporates repetition and spacing as a fundamental device to create visual organization.

Architectural elements chosen to repeat on a facade, whether a massing form or detail element, should represent a primary characteristic of the building's identity.

REQUIREMENT

Rhythm (All building types)

1.4.1 A minimum of one significant detail or massing component shall be repeated no less than three (3) times along each applicable façade. The scale of the chosen element should relate to the scale of the structure.

These details or components need not be identical, but should be clearly identifiable as a repeating detail or component. Trees may be used as the repeating detail or component if they are a prominent feature of the façade, provided that:

- the trees meet the minimum planting requirements outlined in the landscaping regulations (GMC 18.165);
- the trees are maintained for the life of the building according to the maintenance requirements outlined in the landscaping regulations (GMC 18.165); AND
- the trees must be located close enough to the façade to be considered an architectural feature of the building while allowing ample room for the trees to grow and mature.



This building has a number of repeating details; the most prominent example is the windows.

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Design Standards

Architectural Design Requirements

Principle 5

TRANSPARENCY

Transparent design elements narrate the uses inside the building to the observer and are a measure of how public or private these uses are intended to be. For example, storefront windows at street level are more expansive, suggesting common uses, while upper levels are smaller, indicating more private uses.

Seen from the outside, it is the openings in a wall that create one of the strongest visual impacts beyond the wall itself. Transparent design elements such as windows, doors, and arcades provide the opportunity to see beyond the wall, as well as accomplish many of the other façade principles.

REQUIREMENTS

Minimum Transparency (I, R, and O/C)*

1.5.1 All applicable façades shall incorporate transparent design elements as follows:

- Prominent portions of prominent façades that are less than 20 feet from a paved surface and all primary façades shall incorporate transparent design elements along a minimum of 30% of the pedestrian view plane. Transparent design elements shall not be spaced more than 20 feet apart.
- Prominent portions of prominent façades that are set back at least 20 feet from all paved surfaces shall incorporate transparent design elements along a minimum of 10% of the pedestrian view plane.
- Primary and prominent façades of multi-story buildings shall incorporate transparent design elements along a minimum of 10% of the area above the pedestrian view plane.
- Except where otherwise specified, elements may be grouped and/or spaced at intervals of any length, provided that:
 - Portions of the façade that are less than 20 feet from a paved surface shall

incorporate architectural features (fountains, art, landscaping, etc.) along any 20' or longer stretch of the pedestrian view plane that is without transparent design elements.

- Portions of the façade that are set back at least 20 feet from all paved surfaces shall use trees as architectural features (see 1.4.1) along any 40' or longer stretch of the pedestrian view plane that is without transparent design elements.

- The Community Development Director or designee may grant exceptions where deemed necessary for a particular use.

Transparent Design Elements (I, R, and O/C)*

1.5.2 All ground-level windows shall provide direct views to the building's interior or to a lit display area extending a minimum of 3 feet behind the window.

1.5.3 Arcades that are used as transparent design elements shall extend at least 8 feet from the solid building wall and shall incorporate an ADA-compliant corridor. Arcades are encouraged to include windows, architectural features (fountains, sconces, etc.), or outdoor sales displays along the solid building wall.

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Design Standards

Architectural Design Requirements

Principle 6

EXPRESSION

The principle of structural expression creates façades with inherent visual logic, and provides a human comfort level to the observer corresponding to our intuitive understanding of gravity. Design and detailing of materials should result in an authentic appearing structure, with dimensions and spans of visible materials related to their own structural properties.

Beams and columns, whether expressed or concealed on the façade, form a structural framework that defines modules of space. In the construction of architecture, structural elements must span across spaces and transmit their loads through vertical supports to a building's foundation. The size and proportion of these elements are directly related to the structural tasks they perform.

REQUIREMENTS

Expression (All types)

1.6.1 All masonry elements designed to appear as load-bearing shall be visually supported by other masonry elements directly below. On masonry building walls, expressed or implied structural piers shall be evident as vertical alignments on the facade.

1.6.2 Transitions between different types of building materials shall occur logically:

- Where materials are stacked (i.e. one above another), the transition between materials shall include a sill, cap, frame, roof (if at ceiling height), or similar element to separate the two materials.
- Where materials are side-by-side, the transition between materials shall occur at interior corners. An exception may be granted where a change in material height is used to break up a large wall or for a transition that occurs at the edge of an exempted portion of a façade (provided the transition is not visible from any public street and a frame or flashing is used to transition the materials).



In the image at left, masonry elements are visually supported by other masonry elements; a sill is used to separate stacked materials; and side-by-side materials transition at interior corners.

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Design Standards

Architectural Design Requirements

Principle 7

MATERIALS

High quality materials are the building blocks of good buildings and great places. The message of quality and durability inherent in long-lasting materials promotes the human perception of timelessness and continuity of place. High quality materials provide an expression of concern for the quality of the pedestrian experience.

Materials also contribute to the perception of a building's overall scale and texture. Individual elements of a known size allow the observer to understand the total size and scale of the structure. The texture of the surface, together with its color, will affect its visual weight, scale and light reflective qualities.

REQUIREMENT

Acceptable Building Materials (All building types)

1.7.1 The predominant surfaces on building walls shall incorporate one or more of the following building materials:

Buildings of any size

- Brick
- Stone
- Cast stone
- Synthetic stone
- Stucco
- Water-managed EIFS
- Prefinished non-corrugated metal (nonresidential only)
- Glass

Buildings greater than or equal to 20,000 square feet only

- Integral-color Concrete Masonry Units
- Concrete (precast or formed, excl. CMU)

Buildings under 20,000 square feet only

- Wood siding (excl. plywood sheet siding)
- Fiber-cement siding
- Synthetic wood siding
- Split shakes
- Vinyl siding (residential only)

Prohibited Building Materials (All building types)

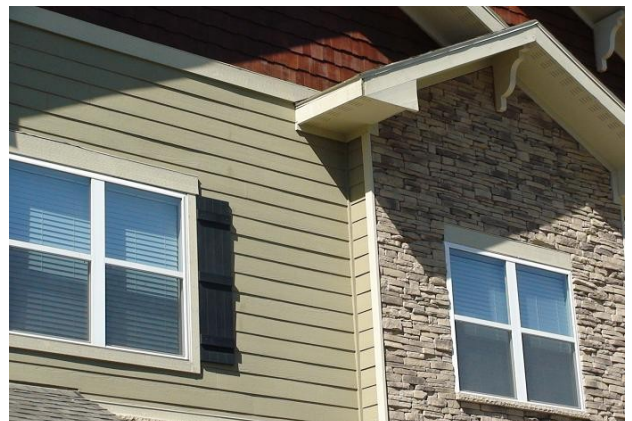
1.7.2 Predominant surfaces on building walls shall not include any of the following building materials:

- Plywood sheet siding
- Barrier-type EIFS
- Painted CMU
- Corrugated metal
- Painted metal

Roofing Materials (All building types)

1.7.3 Wood shakes are prohibited as roofing materials.

(Continued on page 16)



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Design Standards

Architectural Design Requirements

Principle 7

MATERIALS, cont.

Awning Materials (All building types)

1.7.4 Awning shall be constructed of fabric, metal or glass. Plastic awnings are prohibited.

Screening of Equipment (All building types)

1.7.5 Mechanical equipment (e.g. rooftop and ground-mounted units) shall be screened from view from all points within 500 feet of the building, measured at 5 feet above grade level.

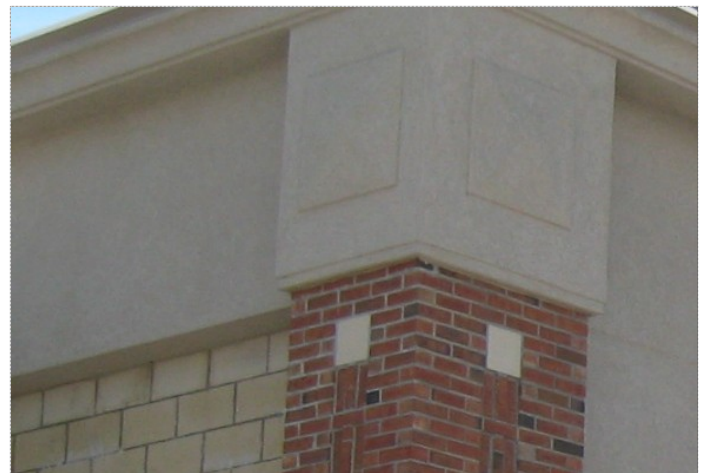
1.7.6 Screening shall be provided by constructed screening elements (i.e. parapets, fencing, or architectural elements) and/or evergreen landscape screening elements:

- Evergreen landscape screening elements shall screen the full height and width of the mechanical equipment at the time of installation.
- Constructed screening elements shall provide a solid, opaque screen that coordinates with the architecture of the building in terms of style, color, and materials.

1.7.7 Mechanical equipment shall be shown on the elevations and a sight-line study shall be required for any mechanical equipment that extends above the height of the screening elements.



The buildings in the images above and below use acceptable building materials and acceptable awning materials.



The ground-mounted mechanical equipment in the image below is screened by evergreen landscaping elements.



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Design Standards

Architectural Design Requirements

Principle 8

COLOR

Brick, concrete, and stone have their own inherent color and should be left in their natural state to weather over time. Paint can be used to complement and accent other exterior building materials. To ensure that there is consistency, the City of Gardner requires a project-based palette related to color.

Proposed color schemes shall incorporate a base primary color for each building. Each building within a complex does not need to be of the same base primary color but the color must be compatible with other selected colors on the site.

In the case of buildings that are entirely of brick, concrete or stone, the base color may be the natural color of the material.

REQUIREMENTS

Color Palette (I, R, O/C, and MR)*

- 1.8.1 A color palette shall be provided with all site plan, final development plan, and building permit applications. No building permit shall be issued until a color palette has been approved by the Planning Commission or Community Development Department staff.
- 1.8.2 The color palette shall include all primary and accent colors that will be used throughout the development, including roofs and awnings. The number of colors is not limited, provided that all of the proposed colors are part of a coordinated color scheme.
- 1.8.3 Color palettes shall tie building elements together, relate separate (freestanding) buildings within the same development, and enhance the architectural form of a building.

Color Selection (I, R, O/C, and MR)*

- 1.8.4 Primary façade colors shall be low-reflecting and subtle. Intense, bright, or fluorescent colors are prohibited as primary façade colors.
- 1.8.5 All building accessories, including, but not limited to, meters, flues, vents, gutters, and utilities shall match or complement in color the permanent color of the surface from which they project.



The meters are painted to match the building.

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Design Standards

Architectural Design Requirements

Principle 9

HARMONY

Harmony in architecture refers to a pleasing relationship between different architectural elements or buildings. Harmony achieves simultaneous unity and diversity. To unify and protect Gardner's character, new development should coordinate with existing development while avoiding monotony.

REQUIREMENTS

Unity (All building types)*

1.9.1 Buildings in areas with an established architectural character that is consistent with the spirit and intent of the Gardner Design Standards (as determined by Community Development Director or designee) shall be compatible with or complement the established character of the area in terms of the individual elements that define the character. Elements that contribute to architectural character may include, but are not limited to: architectural style; building setbacks; rooflines; building materials and colors; architectural elements; and window and door patterns.

1.9.2 All buildings (excluding SF/D*) in multiple-building developments (determined by preliminary plat boundaries, not lot lines), shall utilize coordinated building materials and colors and incorporate similar architectural elements.



Diversity (All building types)*

1.9.3 Developments with at least five buildings of the same building type shall be required to use multiple building forms according to the table below. A difference in building form shall include a distinct (but complementary) change in at least one of the following: building footprint; building height; building materials. Any particular building form may comprise no more than 60% of the buildings in the development.

5-10 Buildings	2+ Building Forms
11-15 Buildings	3+ Building Forms
16-25 Buildings	4+ Building Forms
26-50 Buildings	5+ Building Forms
51-75 Buildings	6+ Building Forms
76+ Buildings	7+ Building Forms

1.9.4 In single-family and duplex residential developments, a building may not be located adjacent on either side or directly across the street from another building with the same floor plan unless there is a substantial difference between the front façades (see 1.9.6).

(Continued on page 19)

These buildings use different building forms, but are unified by similar building materials and colors. Each building is unique, but clearly part of the same development.

*Building Type Abbreviations (see pg. 7):

I = Industrial

R = Retail

O/C = Office/Civic

MR = Multifamily Residential

SF/D = Single-Family/Duplex



Design Standards

Architectural Design Requirements

Principle 9

HARMONY, cont.

Diversity, cont. (All building types)*

1.9.5 Buildings designed to be segmented into separate units for occupation by multiple owners or tenants (e.g. townhouses, retail strip centers) shall incorporate variations along the front façade such that no more than two horizontally adjacent units have similar façades. Façades are considered similar if there is not a substantial difference between them (see 1.9.6). Individual unit façade segments shall extend through the full height of the building, even if units are also stacked vertically (e.g. second floor apartments).

1.9.6 A substantial difference between façades shall require at least three variations. Variations that may contribute toward a substantial change to the façade include, but are not limited to:

- reversal of an asymmetrical façade
- different building materials
- different windows or doors (shape and/or location)
- different roof or parapet designs
- different architectural elements
- different setback (multiple-unit buildings only).



The building above is properly segmented with substantial differences in the façade between adjacent units. While the façade segments are substantially different from each other, they remain unified by using complementary materials and colors, similar architectural style, similar window and door patterns, and similar architectural elements.



The building above uses a façade reversal, a change in height of masonry material, and a different roof design to create a substantial difference between the two-story units. The building remains unified by similar architectural style, similar building materials, similar window and door patterns, and similar architectural elements.



The building above is properly segmented while remaining unified by similar building materials, colors, and architectural elements.

*Building Type Abbreviations (see pg. 7):

I = Industrial R = Retail O/C = Office/Civic MR = Multifamily Residential SF/D = Single-Family/Duplex