



NOVEMBER 2006

DOWNTOWN DESIGN GUIDELINES

VILLAGE OF UNION GROVE

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CHAPTER 1: INTRODUCTION



Purpose

The Village of Union Grove Downtown Design Guidelines are intended to help the Village accomplish several important goals related to planning and project design review. The Design Guidelines are intended to:

- Help align the design of public sector and private sector projects with Village policies, including an emphasis on traditional downtown retail design and mixed-use design practices.
- Enable innovative and creative site planning, building design, and development.
- Clarify expectations by communicating requirements to all stakeholders.
- Help expedite design review by focusing on adherence to standards.
- Contribute to a more efficient design review and entitlement process.



The goal is to create clear concise guidelines that the CDA, Village Board, Planning Commission, and development community can effectively use in their respective capacities. The Design Guidelines should be an adaptable foundation for a potential update of the Village's Zoning Ordinance.

The design standards for the Village of Union Grove Downtown should:

- Have a long-term perspective.
- Require quality design, materials, and construction.
- Consider all stakeholder impacts.
- Be guided by the vision and strategy for community and economic development.
- Be influenced by historical, social, and economic drivers in the district.
- Be balanced by local and regional trends and goals.
- Incorporate elements of the previously developed Downtown Redevelopment Plan.

CHAPTER 1: INTRODUCTION

Process leading to Design Guidelines

Previously, the Village of Union Grove and the Community Development Authority conducted a public process to understand the community's preferences for redevelopment downtown and to draft the design guidelines. The Downtown Redevelopment Plan describes the intended character of redevelopment.

Those recommendations are based in part on the results of a Visual Preference Survey (VPS), when community members were polled on which types of development they preferred.

With the results of the Redevelopment Plan and its Visual Preference Survey, the CDA drafted the Design Guidelines in conjunction with a focus group of Downtown property owners. These property owners worked with the CDA Design Subcommittee and its consultants to understand the intents and limits of design guidelines, and then review and revise the design guidelines.

The CDA Design Subcommittee oversaw the drafting and review process. The Design Subcommittee is comprised of Linda Hrupka, Melanie Reichert, and Francesca Bumpurs.

Design Guidelines Boundary and Districts

The Downtown Design Guidelines implementation boundary centers on the Main Street/Mill Avenue intersection and is shown in Figure 1.

Union Grove's downtown area has two distinct character areas, also shown in Figure 1. The Downtown Design Guidelines controls redevelopment throughout the design guidelines area, with specific design requirements for these two districts.

The **Downtown Core District** extends from Mills Avenue to 12th Avenue and consists of commercial mixed-use buildings, most of them historic in character with zero front setbacks. Buildings in this district are generally two stories high with the occasional one or three story building.

The **Extended Core District** is the area outside the Downtown Core. It contains a mix of commercial and residential uses with varying setbacks and architectural character. Most buildings are one story high in this District and are single-use residential or commercial use.

Design Guidelines Implementation Approach

These design guidelines are intended to shape redevelopment and new development that occurs within the design guidelines boundary. These guidelines should apply to all new development and substantial redevelopment, as defined by the Village at a later point. The Village's ordinances regarding nonconforming uses may inform the extent of redevelopment necessary for compliance with these regulations.



CHAPTER 1: INTRODUCTION

The Design Subcommittee members and the participants in the downtown property owner focus group sought a mixed approach to implementing the design guidelines. They sought both a "carrot" and "stick" approach, a mix of required and encouraged/ optional portion

- "Stick": The most basic and fundamental guidelines necessary to guide redevelopment have been written to be mandatory requirements. It is expected that these guidelines will be incorporated into a new downtown redevelopment overlay in the Zoning Ordinance. Compliance with these regulations will be mandatory for redevelopment within the overlay district.
- "Carrot": Supporting but not fundamental design guidelines will be encouraged by the Village and the CDA, but it is intended that these guidelines will be optional. It is recommended that any property owner that chooses to participate any future CDA/Village-sponsored incentive program (e.g. a façade improvement loan/grant, expedited permitting), that the supporting guidelines become mandatory.

The downtown design guidelines in Chapter 2 have been designated as either required and encouraged.

Chapter 3 contains recommendations for public streetscape improvements. It is intended that these guidelines will guide the reconstruction and repair of streets and streetscapes within the design guidelines boundary. These guidelines should be considered by the Village, county, and Wisconsin Department of Transportation when resurfacing, restoring, rehabilitating, or reconstructing streets or sidewalks within downtown Union Grove.

Chapter Organization

The report is organized into the following sections:

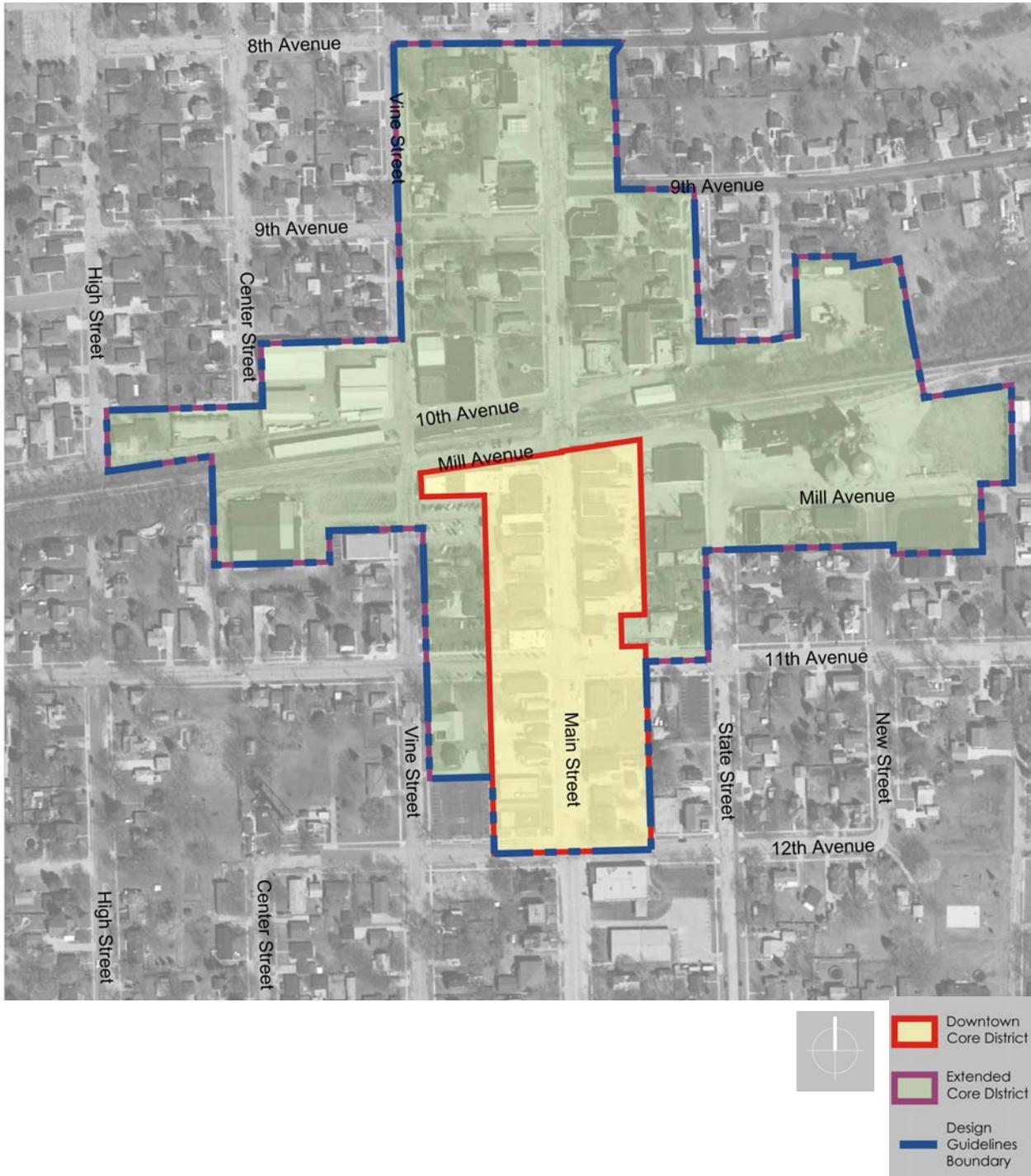
Chapter 1: Introduction: Goals, Process, Boundary and Districts

Chapter 2: Character Images, Design Guidelines for Private Property- Required and Encouraged

Chapter 3: Design Concepts for Public Property

CHAPTER 1: INTRODUCTION

FIGURE 1: DESIGN DISTRICTS MAP



CHAPTER 2: DESIGN GUIDELINES FOR PRIVATE PROPERTY

CHARACTER IMAGES

The images within this section show the intended character of redevelopment within Union Grove. These images were either highly rated in the Downtown Redevelopment Plan visual preference survey or were highly regarded during the public outreach during the drafting of the design guidelines.

The Village, CDA, and downtown property owners should consider the intended character of downtown Union Grove as the downtown guidelines are implemented.



Corner building defines the intersection (DC)



Features such as towers, landscape, materials (DC, EC)



100% of block with zero build-to line (DC)



Landscaped setbacks (EC)



Variable setbacks with landscaping (EC)



Parking lot screened with plantings (DC, EC)



Visible sides of the building are designed (DC, EC)



Architectural detailing- awnings, signs, landscape (DC, EC)



Architectural detailing- material, windows, cornice (DC, EC)



Hanging sign (DC)



Awning sign (DC, EC)



Wall sign (DC, EC)

CHAPTER 2: DESIGN GUIDELINES FOR PRIVATE PROPERTY



Architectural detailing- double hung windows, plantings on buildings, colors, cornice (DC, EC)



Hanging signs, wall signs (DC)



Wall, awning, and projecting signs (Downtown Burlington) (DC)

DC- Downtown Core EC- Extended Core

CHAPTER 2: DESIGN GUIDELINES FOR PRIVATE PROPERTY

REQUIRED GUIDELINES

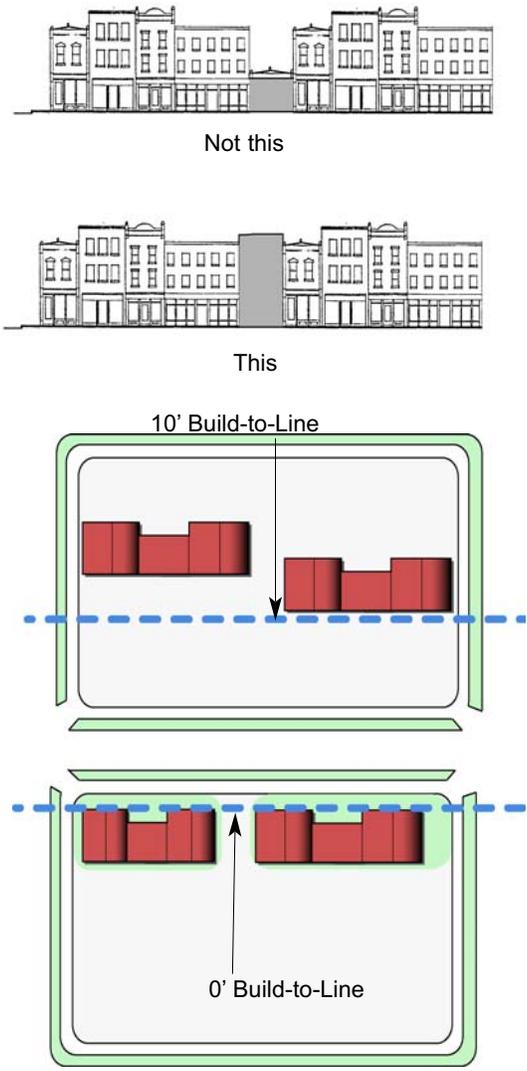
The first section contains mandatory guidelines for all redevelopment and new development. It is intended that these guidelines will be incorporated into the Village's revised zoning ordinance.

1. BLOCK FACE DESIGN

Buildings in the downtown shall respect, reinforce, and enhance the entire blockface. The main objectives of the guidelines at the block-face level are to:

- Coordinate building and site designs with adjoining properties,
- Promote shared driveways and parking,
- Use landscaping and furnishings to enhance the public sidewalk, and
- Ensure new development is consistent with existing character.

- a. The infill of one story buildings is discouraged when the infill site is located between multi-story buildings or when located in blocks that consist predominantly of multi-story buildings.
- b. Landscaping is encouraged along the block to establish continuity between buildings and define the blockface where there are no buildings.
- c. Corner buildings shall define the intersection with distinctive architectural features including towers, architectural accents, or other design features.
- d. Consistent building frontage is required.
 - Downtown Core: 100% of the block shall have building frontage at the build to line.
 - Extended Core: 85% of the block shall have building frontage at the build to line.
- e. Downtown Core: The parapet of an infill building shall be no less than one and half stories.



Corner buildings should have distinctive architectural features

CHAPTER 2: DESIGN GUIDELINES FOR PRIVATE PROPERTY

2. SITE DESIGN

These guidelines pertain to the physical arrangement of buildings, walkways, parking lots, landscaping, and other elements within a site.

2.1 Building Location and Orientation

- a. Downtown Core: Redevelopment projects shall utilize the concept of “build to” lines versus setback lines. A build-to line establishes the point to which buildings shall be placed. This is in contrast to the more conventional zoning concept of “setback” lines that dictate how far a building must be placed off the front property. Development shall maintain a consistent build-to line with adjacent buildings.
- b. Extended Core: Development shall set a prominent building edge no more than 10 feet from the sidewalk edge.
- c. In places where buildings do not meet the right-of-way line or property line, the space shall be occupied by an active use (outdoor eating and drinking or outdoor sales) or landscaping.
- d. Extended Core: Buildings shall be placed in a manner that minimizes the number of “gaps” created by large setbacks and parking areas between the building and the street.
- e. Buildings that are set back five or more feet shall incorporate features including landscaping, furniture, and paved pedestrian walkways connecting the building to the sidewalk.
- f. Building edges shall be parallel to the street right-of-way.
- g. Sites shall have visible and direct pedestrian sidewalks that connect the front entrance of the building to the street for those buildings not built adjacent to the sidewalk edge.
- h. For corner buildings, the front of buildings shall face Main Street. The side of a building can face onto Main Street provided this lot orientation is required by the building use. This shall be reviewed on a case-by-case basis. All visible sides of the building, however, must comply with these design guidelines.
- i. Service areas and loading facilities shall not be visible from Main Street. They shall be enclosed, screened, and located to minimize their potential impacts on adjacent properties.

2.2 Access and Loading

- a. The front of the building and the main entrance shall face Main Street. If the entrance is located on the side of the building, it shall be positioned close to Main Street and preferably as a corner feature of the building.
- b. Handicap ramps shall be well integrated into the building design, particularly with regard to material use and location.
- c. Handicap ramps shall be provided from the public sidewalk and parking areas to the main entrance of buildings.



Not This

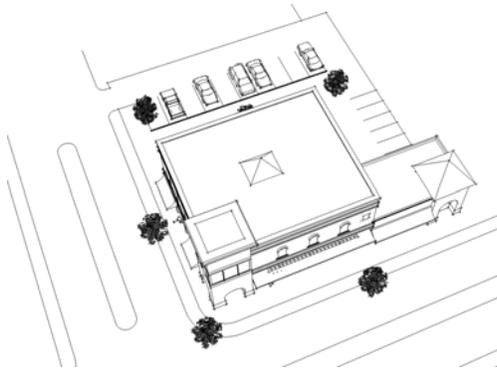


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Screening of Service Areas

CHAPTER 2: DESIGN GUIDELINES FOR PRIVATE PROPERTY

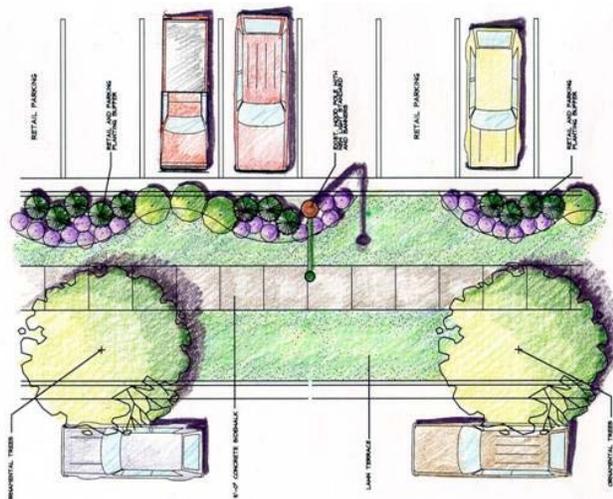
- d. Main Street curb cuts shall be managed.
 - Downtown Core: Driveways shall not be provided on Main Street. Parking areas shall be accessed from either Vine Street, State Street, or side streets wherever possible.
 - Extended Core: Shared access ways shall be used to minimize the number of driveways connecting with Main Street.
- e. Loading vehicles shall not service buildings from Main Street. They shall access the buildings from either Vine Street, State Street, or side streets.



Parking Behind Building

2.3 Off- Street Parking

- a. Location of off-street parking:
 - Downtown Core: Parking areas shall be located to the side or rear of buildings, rather than in front yards of buildings.
 - Extended Core: Where practical, parking shall be located to the side or rear of buildings. When this provision is not practical, a majority of parking shall be located to the sides and behind the building.
- b. Extended Core: Surface parking lots are prohibited at corners.
- c. Parking areas shall be clearly differentiated from the public right-of-way using curb and gutter, colored/ textured paving, or other landscape options.
- d. Shared parking areas are encouraged. Whenever possible, adjoining parking lots shall be linked to provide internal traffic circulation.
- e. Any surface parking lot with a capacity of 20 or more cars shall provide landscaping in the form of shrubs or trees within the parking area.
- f. Parking areas shall be lit with downward aimed lighting. Lighting of parking lots shall be screened by landscaping and fencing from adjacent and nearby uses.
- g. All parking lots shall be screened from the street with ornamental fencing, dense hedges and other plantings to soften the visual impact.



Parking Screened from Street and Sidewalk by Landscape Buffer

CHAPTER 2: DESIGN GUIDELINES FOR PRIVATE PROPERTY

3. Building Design

The architecture of individual buildings helps create the block character. These guidelines shall help new buildings and renovated buildings complement the character of adjacent buildings and provide a pedestrian friendly environment.

3.1 Building Bulk

- a. Downtown Core: One-story buildings shall have extended facades and parapets to increase building height and to help achieve a relatively consistent roofline.
- b. The height of buildings forming the blockface shall not vary by more than one story from adjacent buildings.
- c. Public or semipublic facilities, such as schools, churches, hospitals, monuments, sanitariums, libraries, governmental offices and stations:
 - Downtown Core: 4 story height limit
 - Extended Core: 3 story height limit

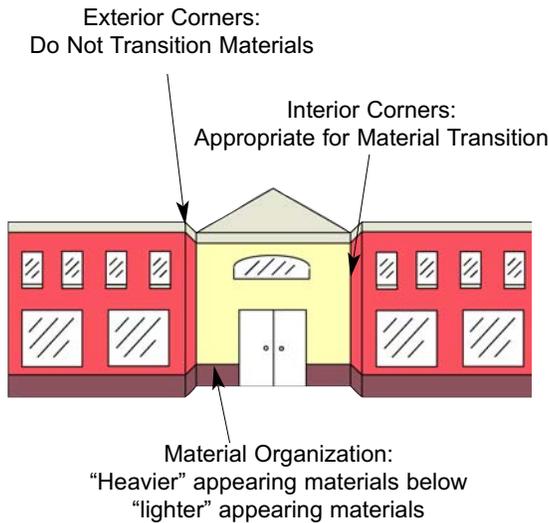
3.2 Building Materials

- a. Acceptable Primary Materials:

Primary materials are those that make up at least 80% of the solid (non-window) portion of any elevation. Acceptable primary materials include the following:

 - Common size brick is acceptable for the construction of all building types. Special sizes and shapes are acceptable only as accents and decorations.
 - Native Stone including limestone, fieldstone or lannon stone is acceptable on any building type.
 - Pre-Cast Stone/Pre-Cast Concrete: allowed on a conditional basis requiring Village staff recommendation and approval by Plan Commission. These materials have a wide range of finishes, many of which could be appropriate in the Downtown.
 - Downtown Core: Wood siding allowed where the adjacent structures have wood facades.
 - Original sills, lintels, frames, sash, and mullions shall be preserved. Necessary replacements shall duplicate the original design and materials.
 - Non-authentic details shall be avoided wherever possible (e.g. false shutters, balconies, windows etc).
- b. Acceptable Accent and Secondary Materials Accents and secondary materials comprise less than 20% of the solid portion of any elevation. These materials include:
 - Exterior Insulation and Finish Systems (EIFS): such as Dryit.
 - Fiber Cement building products: such as Hardie board.
 - Precast Concrete and Cast Stone are acceptable when used as accents, lintels, sills or decorations. Other uses shall be considered on a case-by-case basis.
 - Terra Cotta is an acceptable material as cladding or accent.
 - Stucco is acceptable as wall finish material on upper floors and gables.
 - Wood Siding is acceptable on upper floors and gable ends or as roofing materials.

CHAPTER 2: DESIGN GUIDELINES FOR PRIVATE PROPERTY



- Ornamental Metals are acceptable as accent materials such as grills, railing, panels, gutters, etc.
- Concrete Masonry Unit/Decorative Concrete Block is acceptable only when used in non-visible areas or as a secondary building material or accent (i.e. banding). It is considered most appropriate as material found in the "base" portion of building. The use of standard, plain gray block or glazed block is not acceptable. Other uses will be reviewed on a case-by-case basis by Village staff and approved by the Plan Commission.

c. Material Changes

- Material changes shall occur at inside corners to give the materials a sense of permanence and thickness. A change at an exterior corner does not provide this sense and additionally, may provide an unprotected seam vulnerable to damage and peeling. In most cases, it is recommended that primary facade materials shall "wrap around" exterior corners.
- Material changes may also occur horizontally. In this case, the heavier material shall appear below the lighter. Generally, changes of material shall include a minimum 1/2" variation in wall plane.

3.3 Color

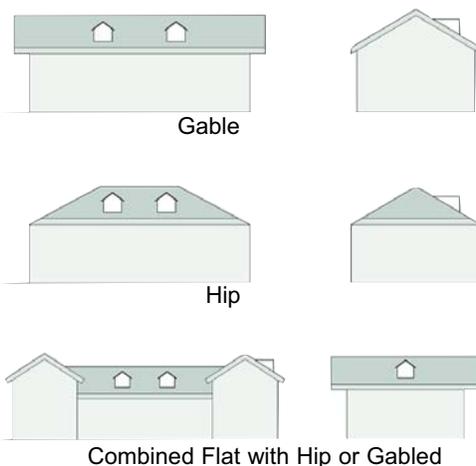
If certain basic color and paint guidelines are kept in mind, color can add visual richness and appeal to any building facade.

- If the existing base surface is masonry, it shall not be painted.
- A typical 3-color design includes:
 - A principal color for the body, upper wall surface, and the storefront piers. For unpainted masonry wall, the natural brick or stone is the base color.
 - A darker shade of the principal color shall be used for any base
 - A major trim color for prominent details such as caps, cornices, window enframements, and corner boards.
 - A minor trim color used sparingly for window and other small decorative elements.
- Paint shall not be removed from old masonry by sandblasting or abrasive cleaning.
- Paint color choices shall be limited to the paint colors included in the Arts and Crafts and Victorian palettes of the Exterior Preservation Palette by Sherwin Williams, or similar.

3.4 Roof Forms and Materials

- The following roof forms are permitted:
 - Gabled Roofs. These roofs shall have a minimum 8 inches rise for 12 inches of run. The gable end shall face Main Street, Vine Street, or State Street.
 - Hip Roofs. When done in conjunction with dormers that face Main Street, Vine Street, or State Street.
 - Flat roofs with extended and shaped parapets. Parapets are extended walls that give height and shape to the roofline. Any parapet wall shall be designed in a manner to appear as a solid, three-dimensional form, rather than a veneer. In addition to enhancing the architectural character of the roof, parapet walls shall screen all roof top mechanical equipment.

Permitted Roof Forms



CHAPTER 2: DESIGN GUIDELINES FOR PRIVATE PROPERTY

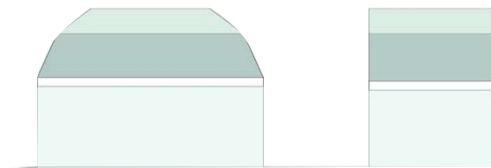
- Combination Flat and Gabled Roofs or Hip Roofs. Flat roofs are acceptable on larger buildings when done in conjunction with gabled roofs, hip roofs, or dormers.
 - If a long roof paralleling the street is unavoidable, large gables facing the street shall be used to help maintain the rhythm of gables facing the street.
 - Prohibited Roof Forms: Gambrel, Mansard, and Flat without Parapets.
- b. Permitted Roofing Materials:
- Downtown Core: The materials shall preferably be similar in proportion and size to adjacent buildings.
 - Clay Tiles
 - Wood Shingles
 - Slate
 - Asphalt Shingles
 - Metal Tiles
 - Extended Core: All roofing materials permitted in the Downtown Core. In addition,
 - Metal - Copper coated, terne metal, or painted to resemble weathered copper.
 - Roofing Tile - Cement roof tiles in natural colors.
 - Aluminum
- c. Prohibited Roof Materials:

Materials that were not historically present and do not relate to the existing buildings shall be avoided (i.e. Clay tiles shall not replace wood shingles). Materials such as PVC and Rubber shall be discouraged due their toxic nature and general aesthetics. Tar and Bitumen Roofing shall also be avoided as they have a short-life, are messy to install, and have no visual appeal.

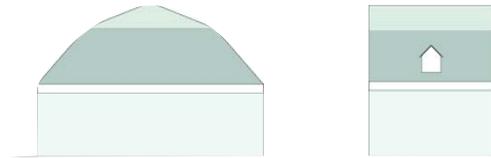
3.5 Awnings

- a. Awnings over doors and windows are encouraged. Awnings must be an integral part of the architecture of the building and reflect the design and character of the structure.
- b. Building supported awnings are allowed to project up to three feet beyond the build-to line, but must not extend below any point seven feet above the sidewalk.
- c. Permitted Awning Types:
- Fabric awnings.
 - Rigid awnings are permitted provided the wall to which the awning is attached extends a minimum of 4 feet above the top edge of the canopy. This is done in order to ensure that the awning does not overwhelm the façade.
- d. Prohibited Awning Types:
- Plastic or plastic laminated awnings.
 - Waterfall or bubble type awnings.

Prohibited Roof Forms



Gambrel



Mansard



Awnings Over Doors and Windows are Encouraged



Prohibited Waterfall, or Bubble Type Awning

CHAPTER 2: DESIGN GUIDELINES FOR PRIVATE PROPERTY

4. SIGNS

Building signage shall fit with and enhance the character of a building and the overall environment of the Downtown. As buildings in the corridor exhibit a broad period of architectural history, signage shall be reviewed on a building-by-building basis by Village staff.

4.1 Style

- The style comprises of the type, color, material, font, and background of the signage itself.
- Permitted sign types:
 - Wall
 - Awning
 - Projecting
 - Leaded or art glass transom lettering
 - Raised or painted letters
 - Wall mounted cast bronze plaques or tablets
 - Backlit letters are acceptable for use in the form of individual letters with metal frame
- Signs shall not be electrically lit from within unless it can be proven historically accurate to the style of the building.
- Sign colors shall related to and complement the principal colors of the building façade.

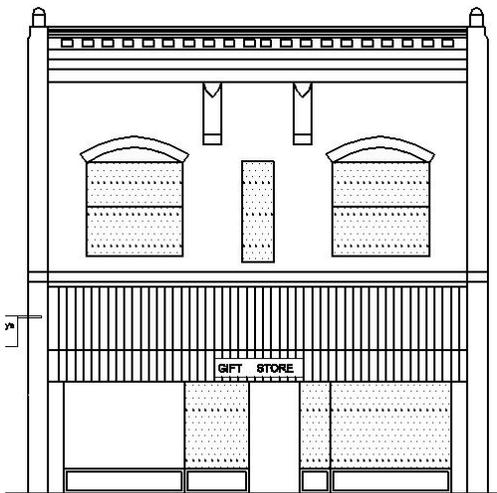
4.2 Size

Signs shall not dominate the building to which they are affixed.

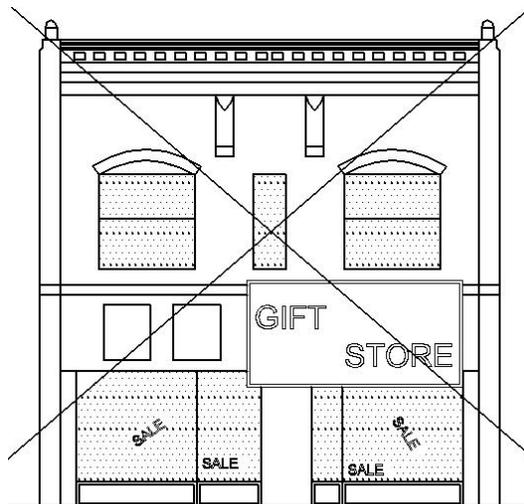
- The size of a window sign shall not account for more than 25% of the main display window size.
- The area of any wall sign shall not exceed 20% of the area of the first floor façade, and shall not be greater than 200 square feet.
- Projecting signs shall not project more than 36" into any public right-of-way and shall not be greater than 20 square feet.



Centered Wall Sign



Awning Sign



Signs greater than allowed area prohibited

CHAPTER 2: DESIGN GUIDELINES FOR PRIVATE PROPERTY

4.3 Location

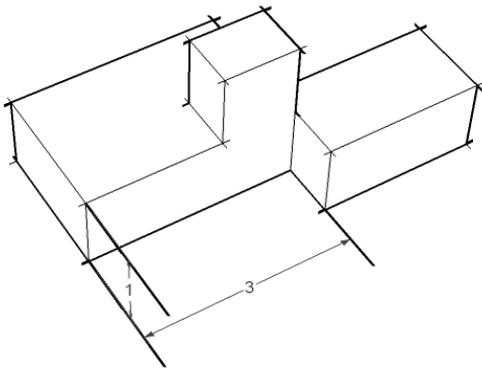
Signs shall generally be centered within the signage area of the building. Other appropriate locations may be assessed on a case-by-case basis by Village staff.

- Projecting signs shall not be located above the main level of the building or above the second floor line.
- Wall signs shall not extend above the wall on which it is placed.
- Window signs shall only be placed on the inside of the building.
- Building mounted signs shall be located on flat surfaces which contain no windows, doors, or architectural details.
- Signs shall not obscure architectural details.

4.4 Lighting

- Signage shall be lit through small, well-designed building mounted light fixtures.
- Light fixtures illuminating signage shall not disrupt other businesses or on-street vehicles.

CHAPTER 2: DESIGN GUIDELINES FOR PRIVATE PROPERTY



Height : Width Should Not Exceed 1:3



Buildings Should Consist of a Base, Body and Cap

Encouraged Guidelines

The second section contains encouraged design guidelines. Compliance with these standards is not required but is highly encouraged.

5. Building Design

The additional building design guidelines focus on historic preservation and the composition of building elevations.

5.1 Building Bulk

- a. Building height:
 - Downtown Core: Buildings should be between two and three stories.
 - Extended Core: Buildings should be between one and two stories.
- b. Changes in mass should be related to entrances, the integral structure, and/or the organization of interior spaces. They should not be done merely for cosmetic purposes.

5.2 Architectural Style and Character

- a. No one architectural style is encouraged. Architectural style and character should be based upon the suitability of a building's use.
- b. Buildings should share similar design elements such as varied roof forms, minimized setbacks, scaling, massing, materials, and architectural detailing as provided in these guidelines.
- c. Horizontal massing should not exceed a height: width ratio of 1:3 without a substantial variation in massing that includes change in height and projecting or recessed elements.
- d. All architectural elevations of new buildings should consist of a base, body, and cap. The base and the cap should be clearly distinguishable from the body through changes in color, material, profile, or texture.

CHAPTER 2: DESIGN GUIDELINES FOR PRIVATE PROPERTY

5.3 Façade Composition

a. Front Elevations

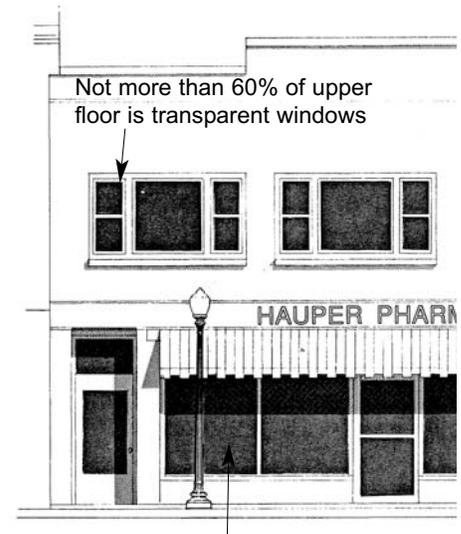
- Commercial uses should have at least 60% of their ground floor front elevation comprised of transparent windows.
- Window coverage should not exceed 90% of the ground floor elevation.
- In instances in which the main entrance or front facade does not face the street, the street facing elevation should be designed as a front elevation.
- Upper stories should not exceed 60% window coverage.
- No wall visible from Main Street should have a blank, uninterrupted length exceeding thirty feet without including at least two of the following: change in plane, change in texture or masonry pattern, windows, trellage with vines, or an equivalent element that subdivides the wall into human proportions.

b. Side Elevations

- Other building sides that are visible from walkways or similar public space should utilize primary and secondary materials that are required for front facades.
- Visible side elevations should incorporate the use of other scale providing features including horizontal banding, columns, sills, lintels, and other features to emphasize window openings, changes in color, material, or texture.

c. Historic Preservation

- When considering building improvements, property owners of older structures are encouraged to restore the original character of the building.
- The distinguishing features of the original building should be preserved. The removal or alteration of historic materials or distinctive architecture features should be avoided, whenever possible.
- Property owners should remove any inappropriate elements, signs, awnings, etc. that cover details and features of the original building.
- Where practical, property owners should restore original masonry and reconstruct missing elements such as cornices, windows, storefronts, etc. that were part of the original building design. If restoration is not feasible, design new elements to compliment the character, materials, and design of the original building are encouraged.



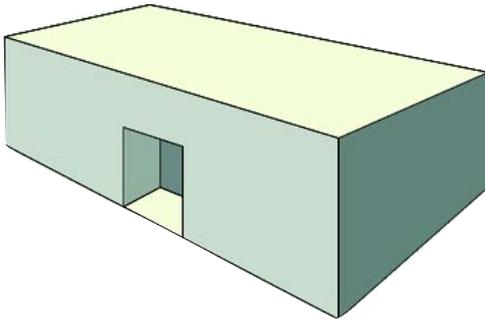
At least 60% of ground floor is transparent windows

Vertically Oriented Windows

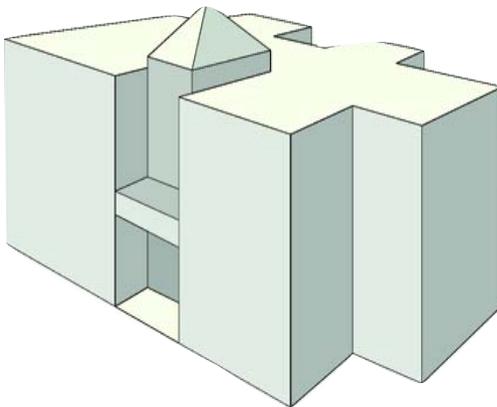


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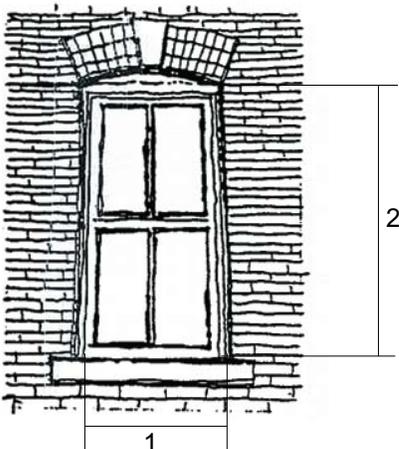
Discouraged



Encouraged



Large wall planes should be broken up to create pedestrian interest at street level



Double hung and casement windows are encouraged

d. Large Buildings

Large buildings are structures that occupy more than 25,000 sf or 60 feet or more of street frontage.

- Avoid blank building walls with little detail or variety, particularly along primary facades.
- Large new buildings should be designed with recesses and projections, material changes, or other articulation to break up large masses and create the appearance of smaller buildings and individual store fronts. It is important to provide variation to the building face design using materials and color, or by dividing the building into bays to break up large facades to create pedestrian interest at the street level.
- Smaller retail stores that are part of a larger principal building should have display windows and separate outside entrances.

5.4 Site Lighting

- Architectural lighting should be designed to complement the character of the building and provide a pleasing relationship with adjoining properties and the public sidewalk.
- All pole and building security lighting should feature total cut-off luminaires with angles of less than 90 degrees.

5.5 Openings

- Building entrances should be designed as the focal point of the façade.
- Windows on the ground floor should not be darkly tinted, colored or have a mirrored finish.
- The main entrance should be located close to the sidewalk and should be recessed. This helps give the entrance further definition and allows for pedestrian movement.
- Upper floor windows should be vertically oriented with a minimum of two units height to each unit horizontal.
- The use of double hung and casement windows is strongly encouraged, wherever feasible.
- Downtown Core: Sliding windows are strongly discouraged.
- Window openings are preferred to be rectangular, but segmental arch and round head windows are acceptable.

5.6 Buildings Facing Open Space

- All the façade composition guidelines applicable to buildings along Main Street should be applicable to buildings surrounding a public open space.
- Buildings adjacent to an open space should have a main entrance facing it.
- The minimum height of buildings facing open space should be 2 stories to provide a feeling of enclosure.



CHAPTER 3: DESIGN GUIDELINES FOR PUBLIC PROPERTY

INTRODUCTION

The public realm of the design guidelines occurs within the public right-of-ways along Main Street and adjacent side streets. The design guidelines has three levels of streetscape improvements based on street type and land use: Downtown Core Streetscape, Extended Core Streetscape, and Side Street Streetscape. The images and graphics in this section are intended to illustrate the general character of the streetscape, not to recommend specific design elements.

DOWNTOWN CORE STREETScape

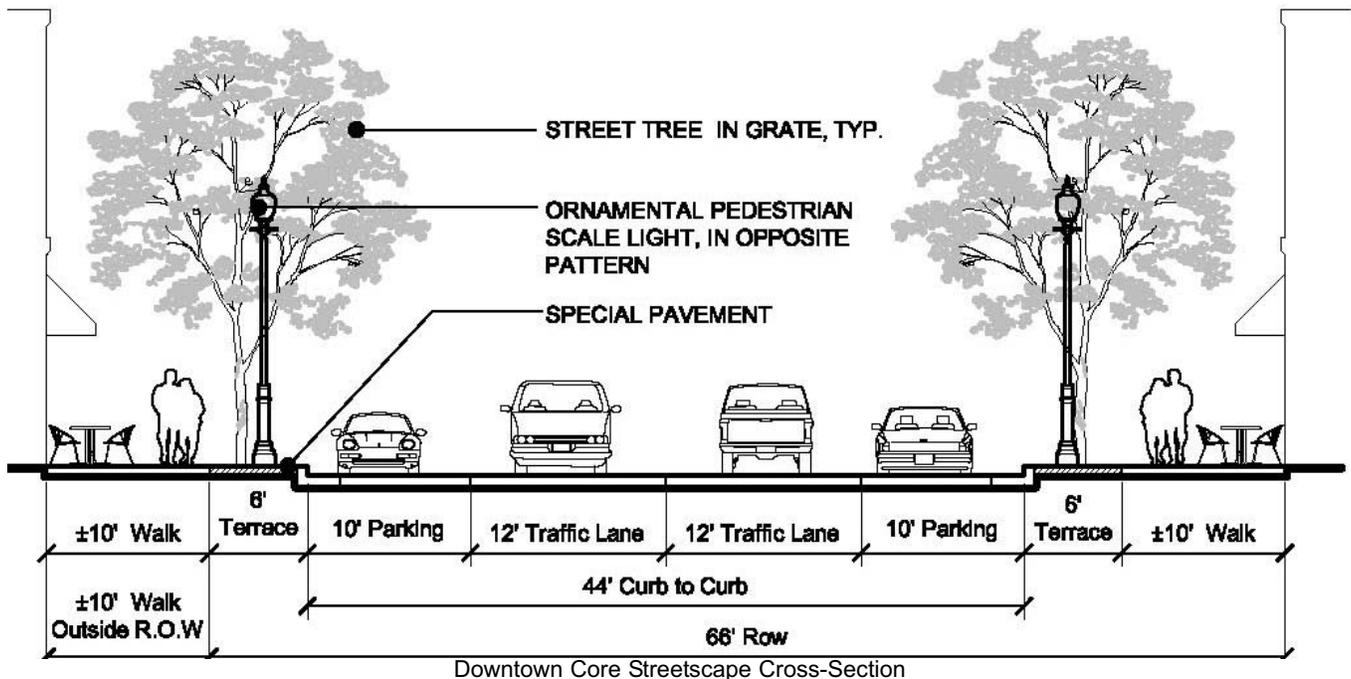
The Downtown Core Streetscape occurs along Main Street between the railroad tracks and Twelfth Street. The streetscape design guidelines focus on creating a comfortable environment for pedestrians. The 44 feet wide road slows down traffic and reduces the dominance of the road. Bump outs with special pavement in the crosswalks squeeze the road even further at intersections and mid-block crossings to alert motorists to pedestrians crossing. The narrow road enables wider sidewalks that create opportunities for more pedestrian activities to occur in downtown such as outdoor dining. Special pavement in the terrace delineates the pedestrian circulation from other sidewalk uses. Street trees in ornamental grates create an overhead canopy and provide shade in the downtown. The pedestrian scale lighting and site furnishings have a historical appearance that reinforces the existing character of the downtown.



Special Pavement Terrace



Tree Grate



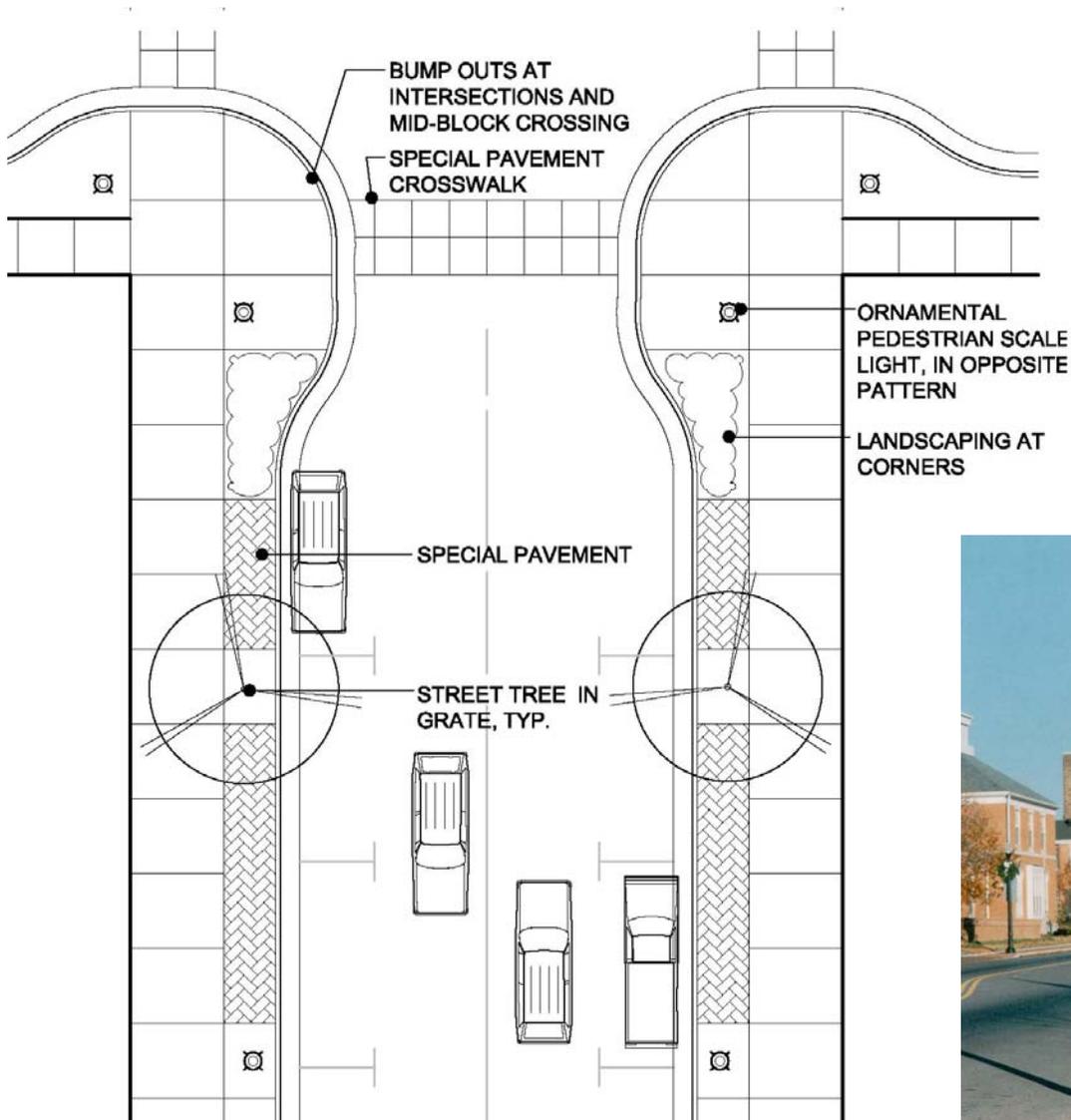
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Bump Out with Special Pavement Crosswalk



Bench



Downtown Core Streetscape Plan, Typical

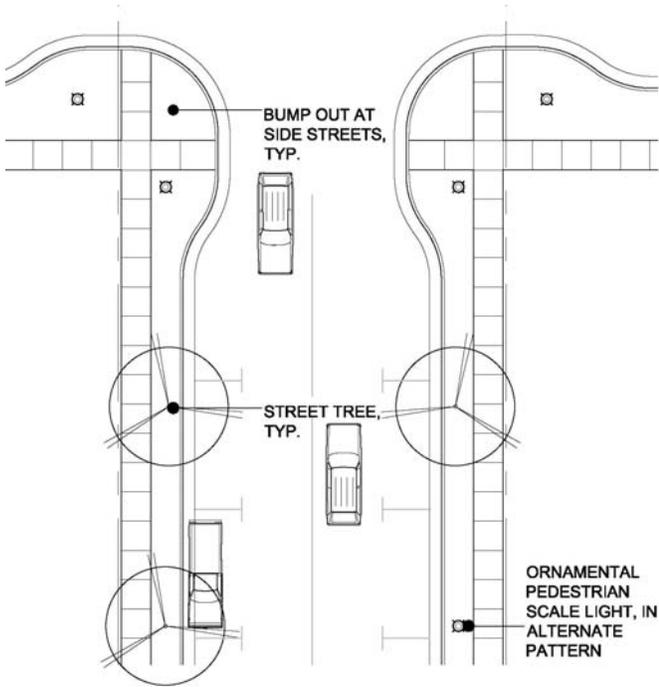


Ornamental Pedestrian Light

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EXTENDED CORE STREETScape

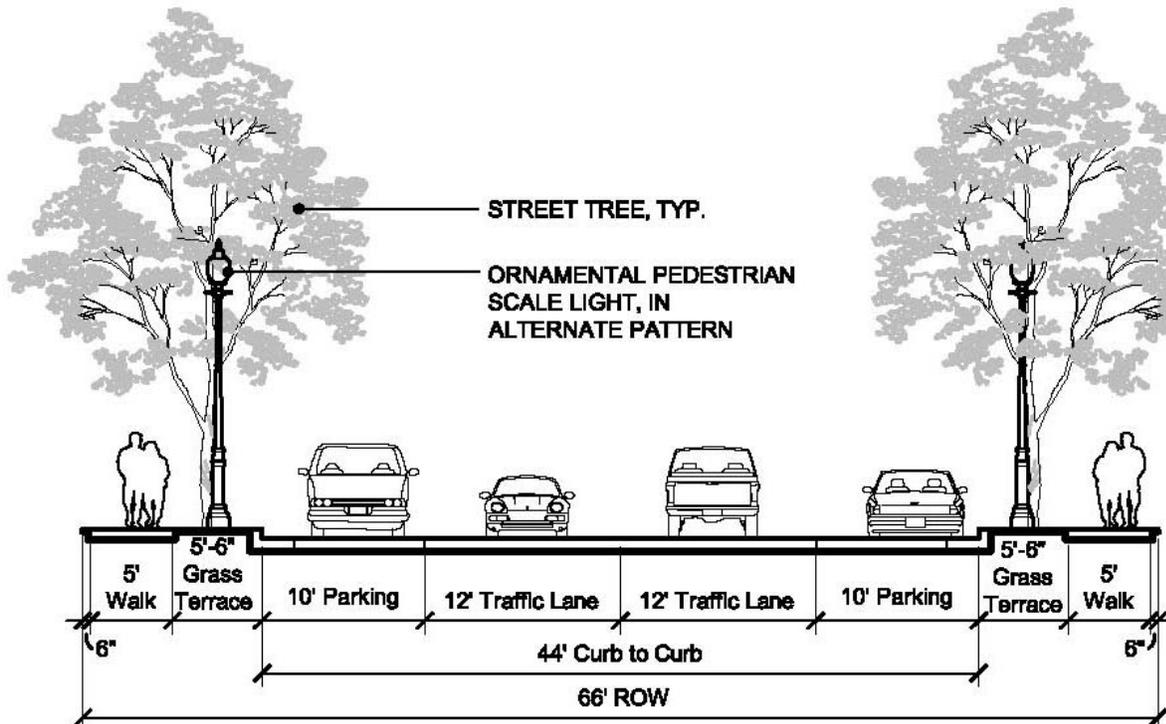
The Extended Core Streetscape occurs along Main Street between the railroad tracks and Eighth Street. This streetscape provides a 44 feet wide road with bump outs at intersections to help calm traffic and shorten pedestrian crossings. The streetscape design has a grass terrace planted with trees to provide separation between pedestrian and vehicular traffic. The pedestrian scale lighting adds to the historical character of the Village.



Extended Core Streetscape Plan, Typical



Bump Out at Main Street Streetscape

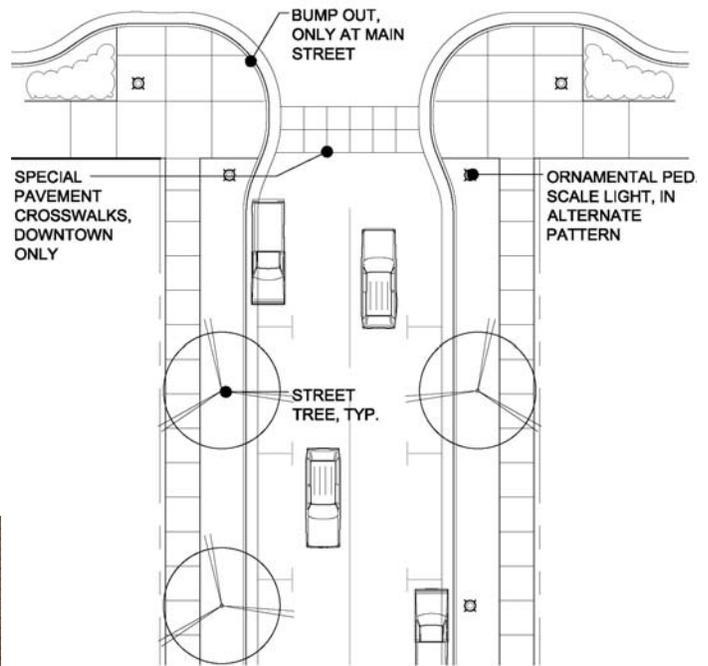


Extended Core Streetscape Cross-Section

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SIDE STREET STREETScape

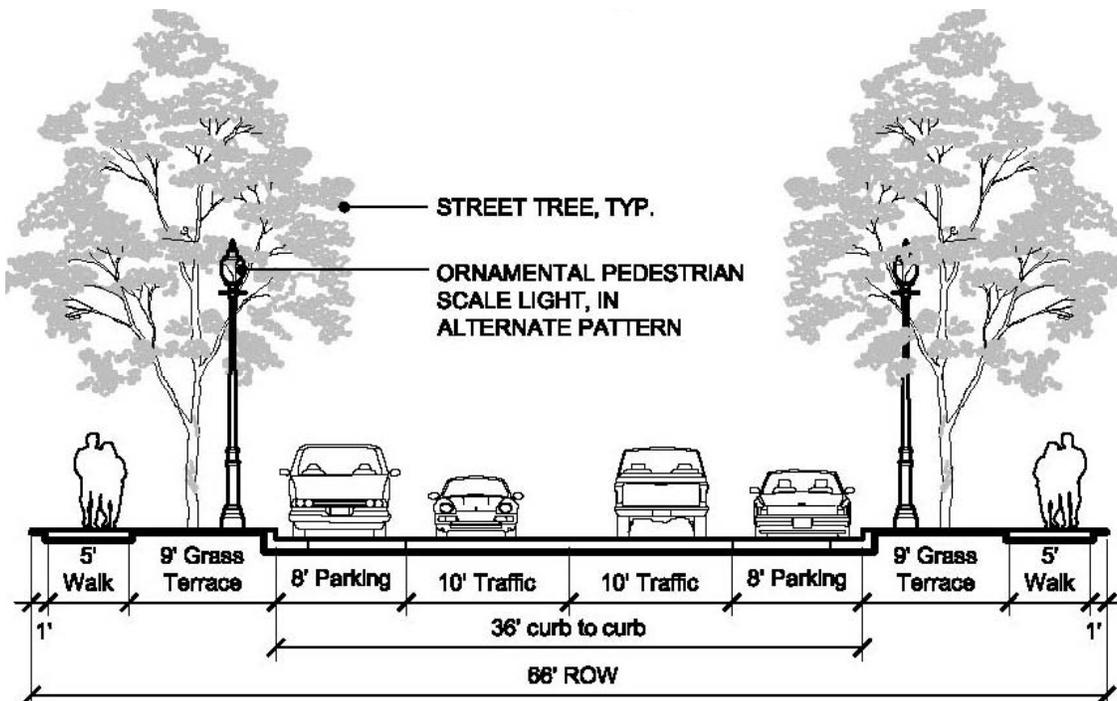
The Side Street Streetscape occurs on all streets within the Design Guidelines Boundary except along Main Street. This streetscape uses the Village's standard 36 feet wide road for most streets. Streets with right-of-ways other than 66 feet and/or having diagonal parking will need to modify the design guideline to fit their unique situation. All streets should have a curb and gutter edges and those streets abutting diagonal parking should have a clear delineation of travel lanes. Bumpouts to narrow the crossing distance occur on sides streets where they intersect Main Street. The wide grass terraces with trees provide a smooth transition to adjacent residential streets and uses. The pedestrian scale lighting adds to the historical character of the Village and unifies the commercial area.



Side Street Streetscape Plan, Typical



Grass Terrace with Pedestrian Scale Lights



Side Street Streetscape Cross-Section



Design Guidelines Prepared by:
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