5

COMMUNITY DESIGN ELEMENT

5.1 Introduction

The Community Design Element describes the various visual features that comprise the physical image of the city and its parts, and the patterns of activity that create interesting and diverse lifestyles. The presence or absence of these visual elements and the patterns of activity can determine the structure and character of the urban environment citywide and within neighborhoods. They can also influence people's feelings about their environment and, hence, the quality of life in the city. In establishing guidelines for visual features and activity patterns, Community Design takes into consideration constraints and opportunities imposed on the city by the desert environment.

In developing a set of design guidelines for the General Plan, certain aspects of site design and architecture are common to all land uses. These common elements have been assembled in this Element. When reviewing standards for a particular land use, the goals and policies of Chapter 3, Land Use Element should also be considered.

5.2 Principles of Design

Throughout this Element, certain design\principles will be used to describe a desired effect. These principles, in various combinations, will be applied to project design within every land use category. Although the list of design principles could be lengthy, the General Plan Design Guidelines will focus on the following eight items: style, mass, materials, texture/pattern, color, shadow, detail, and scale and proportion.

The following paragraphs provide general definitions of the above eight items. The application of these eight items in the City of Ridgecrest is discussed later in this Element.

Style

In the development of a shopping center, residential area, or a village concept within a city, an overall "theme" for the development can be adopted. These styles provide an architectural framework for a development or area and help establish a strong identity as well as a consistent pattern of image and character. In southern California, styles derived from the Spanish influence are very popular and fit well with the desert environment and lifestyle. Two popular implementations are the Spanish Mediterranean and Spanish Colonial styles. Although not required, both are characterized by tile roofs, arches, entrance portals, and the use of shadow.

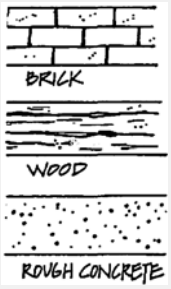
Mass

Examples of breaking up mass by using smaller geometric shapes and varying setbacks

The mass of a building or feature is described by its overall three-dimensional size. Massing is shaped by the combination of three-dimensional forms, the simplest of which are cubes, pyramids, spheres, and cones. Large masses are used to emphasize features, and small masses are used to subdue building elements.

The mass of a building can be broken into smaller pieces, which provide the same amount of floor space, but at the same time reduce the apparent mass of the building to observers. The following figure provides an illustration of two buildings of approximately the same floor space. The first building has been broken into smaller geometric shapes and stepped back from the street. The second building is a single geometric shape that shows four large unbroken facades. To the observer, the second building is larger and more obtrusive.

Materials



Materials and textures

The use of different materials can change the appearance of a structure dramatically. The types of materials that can be used in a building or other structure are extensive and include glass, wood, metals, brick, concrete and concrete materials, stucco, and so forth. The use of more than one material can add interest to a structure. Cities can regulate materials through both restrictions (i.e., no metals on structure), required mixes (i.e., structure must use more than one material in a building), or application (i.e., metals only as accents).

Texture / Pattern

Texture refers to the roughness and pattern of a surface material. Texture can be affected by the use of different materials (brick versus wood), but can also be changed by different methods of application for the same material. For example, brick can be placed in different patterns and shapes to modify texture.

Texture can be used to change the visual nature of a structure and can be quite effective on both a large and small scale. On a large scale, a brick facade offers quite a different "visual" texture in comparison to an exposed aggregate finish. On a small scale, the subtle change in patterns or material can add interest to a pedestrian area (brick pavers in an asphalt parking lot aisle).

Color

Color can be provided by both the natural color of a material (i.e., brick, stone) or by the application of a color. In the regulation of color, the hue (i.e., red, green. yellow) and the tone (light versus dark) are the most commonly regulated aspects.

Shadow

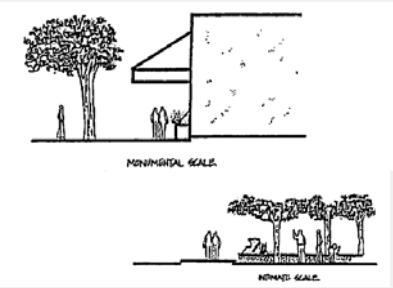
Shadow, or the contrast between light and shade on a surface, is an important design consideration in that it enhances the three-dimensional appearance of a structure. Shadow treatments on a building should include a variety of shadows. For instance, thin lines of shadow can be produced by moldings, and heavy shadows can be produced by recessed windows, archways, or roof overhangs. In addition to producing an interesting effect on a building facade, shadow can also be used to provide relief from direct sunlight in outdoor pedestrian areas and interior spaces, thereby reducing the buildup of heat in the summer.

Detail

Architectural detail in this plan deals with three items: articulation of building facades, architectural treatment of building facades, and fine detail. Articulation in the vertical and horizontal plane of a building, as well as the inclusion of a varied roof line, is desired in order to avoid box-like structures. The City also wishes to ensure that all sides of a structure include some architectural detail in order to avoid long blank walls in commercial, industrial, and apartment developments. Finally, the inclusion of design details--articulated columns, tile bands, landscape pockets, multipaned windows, and balconies--is desired in order to achieve a quality product.

Scale and Proportion

Scale and proportion play major roles in establishing the human interaction with design. Within this plan, scale will refer to the relationship between a new structure and surrounding structures, and also with a structure's relationship with the "human scale." The human scale refers to structures and elements that are modest in size, include details of interest, and are more horizontally oriented.



Examples of scale

5.3 Goals and Policies

General

Goal CD-1	Promote the City's unique character through high quality design focusing on appearance and harmony between existing and new uses. [New Goal].

CD-1.1 Character and Identity

Through urban design programs, including principles and guidelines, the City shall reinforce the city's unique character, scale, and identity. [New Policy]

CD-1.2 Spatial Attributes

The City shall promote development that creates and enhances positive spatial attributes of major public streets, open spaces, cityscape and mountain sight lines and important "gateways" into the City. [New Policy]

CD-1.3 Linkages

The City shall develop linkages between different parts of the City, and foster creation of unique elements that provide identity to the City and the neighborhoods and result in the creation of diverse and distinctive places. [New Policy]

CD-1.4 Gateways

The City shall designate gateway points at major entrances to the City, and prioritize their design and implementation through the City's Capital Improvements Program. [New Policy]

CD-1.5 Maintain Urban Edge

The City shall maintain a distinct urban edge, while creating a gradual transition between urban uses and open space. [New Policy]

CD-1.6 Visual Compatibility

The City shall encourage development that is visually and functionally compatible with the surrounding neighborhoods by:

1. Maintaining a height and density of development that is compatible with adjacent developed neighborhoods; and

2. Accenting entrances to new neighborhoods with varied landscaping, hardscaping, and signage treatment. [New Policy]

CD-1.7 Integrate Natural Features

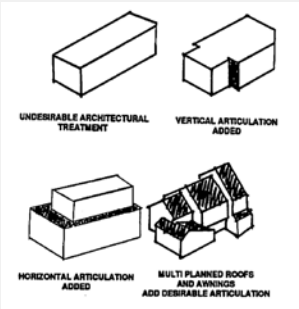
The City shall emphasize Ridgecrest's natural features as the visual framework for new development and redevelopment. Projects should be designed to fit a site's natural conditions, requiring minimum site alteration to accommodate the building plan. [New Policy]

CD-1.8 *Neighborhood Integrity*

Projects should be designed to minimize interference with the safety, privacy, quietness and scenic views of the neighborhood.

Design Standards – All Uses

Goal CD-2	Provide a set of general design guidelines that provide a consistent level of deign in all land use designations. [New Goal].



Examples of articulation

ARTICULATION

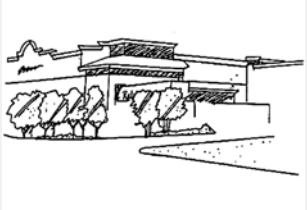
CD-2.1 *Articulation of Facades*

All development types shall be required to provide articulation of facades. This includes a combination of vertical, horizontal, and roofline treatments. The variation of masses, facades, and rooflines helps provide an interesting form, proportion and scale. It also provides for shadow, a softer line between the building and landscaping, and a more 'human'' .scale. [New Policy]

BUFFERING

CD-2.2 *Buffering Land Uses*

Buffering techniques shall only be used when absolutely necessary to promote compatible land use and maintain an open, inviting and inclusive City. [New Policy]



Example of loading dock screening

CD-2.3 *Screening of Transportation Facilities*

Screening along arterial and collector roads should make maximum use of berming and landscaping and use fences and walls only when justified by site or safety constraints. Where block walls are unavoidable at street corners, additional setbacks should be required to protect the visual corridor of motorists and pedestrians. [New Policy]

CD-2.4 *Buffering Residential Land Uses*

When placing nonresidential uses adjacent to an existing residential use or a land use designation that allows residential uses, the following guidelines shall apply:

1. Setbacks shall be increased between residential use / designation and proposed building. A minimum setback of 50 feet shall be required, with larger setbacks possible depending on the intensity of land uses.

2. A heavy landscape screen shall be established along the common property line, using 15-gallon and 24-inch box trees within a minimum 15-foot wide planting strip.

3. Tree and vine pockets shall be encouraged against the rear of the structure.

4. Noise-generating uses, such as loading docks and trash collection facilities, shall be located as far as possible from residential uses and shall be oriented and screened to reduce visual impacts.

5. The rear of the building shall include articulation treatments similar to the front of the building to provide visual interest.[New Policy]

Crime Prevention

CD-2.5 ***Crime Prevention Design Standards***

The City shall develop site design standards to reduce opportunities for crime. [New Policy]

CD-2.6 ***Police Department Design Review***

All major developments shall be reviewed by the Ridgecrest Police Department or its designee prior to site plan approval. [New Policy]

CD-2.7 ***Anti-Graffiti Design***

The City will require the use of designs that discourage graffiti and other forms of vandalism within the Planning Area. Standards include:

1. Long expanses of blank walls shall not be allowed.

2. Whenever feasible, walls or building surfaces should have planters with mature shrubs or vines to hide wall surfaces or make access to the walls difficult.

3. Where a wall on a property line abuts a vacant parcel or open area likely to be vandalized, vines will be used to cover the wall surface. Vines growing over the top of the wall, in a planter on top of a wall, or growing through pockets in the wall from the developed side to the undeveloped side can be used for this purpose.

4. The City will continue efforts to remove graffiti expediently from all areas through City or volunteer mechanisms. [New Policy]

Entry Statements/Gateways

CD-2.8 ***Gateways***

Gateway areas should use a combination of streetscape, building orientation and placement, landscaping and signage to create memorable community entries. [New Policy]

Geologic Hazards

CD-2.9 ***Special Design Standards***

In areas of geologic hazards, the City shall require that design and siting of buildings protect the health and welfare of the occupants prior to construction. [New Policy]

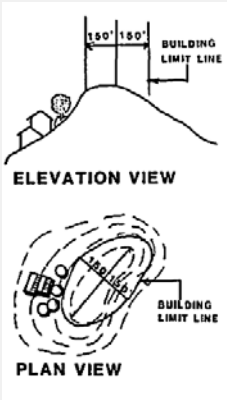
CD-2.10 Geologic Study

As part of the application process, developments within 50 feet of a known geologic hazard will be required to have a certified engineering geologist prepare a geologic study that conforms to state requirements. [New Policy]

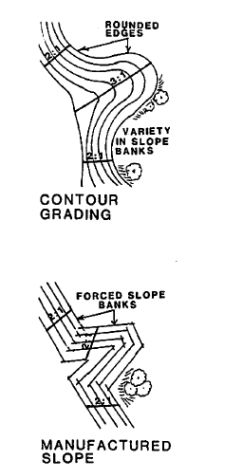
HILLSIDE DEVELOPMENT

CD-2.11 Development in Hillside Areas

Development of properties in hillside areas will require special design techniques to ensure that community viewsheds and the natural environment are not adversely impacted by development. Design requirements for hillside areas shall include:



Ridgeline preservation



Grading techniques

1. All developments shall incorporate a variety of site planning techniques that allow for view preservation, setback and floor plan variations, reductions to building height and massing, and minimum lot coverage.

2. Structures and site furnishings shall compliment the surrounding natural environment.

3. Development on prominent peaks and ridgelines will not be allowed. Projects in hillside areas shall be designed to preserve prominent ridgelines and slope banks in their natural form.

4. Architectural techniques such as split pads, stepped footings, and grade separations shall be incorporated into the design of all structures constructed in the hillside area.

5. Native trees and shrubs shall be planted between structures and the hillsides to soften the backdrop views.

6. Contour grading techniques shall be used to provide for a variety of slope percentages and undulating patterns similar to the natural terrain.

7. Large cut slopes and padded areas shall be avoided. Slopes shall not exceed 50 percent or a 2:1 horizontal to vertical ratio.

8. Significant topographical features, such as prominent peaks, ridgelines, and major rock out-croppings, visible from the surrounding areas shall be preserved in their natural form.

9. All structures shall compliment the natural surroundings and blend with the environment.

10. Grading of slopes 40 percent or greater shall be restricted. [New Policy]

LANDSCAPING

CD-2.12 *City-Wide Landscaping Plan*

The City shall develop a City-Wide Landscaping Plan to encourage well landscaped, well shaded plazas, and streets with seating areas and points of interest to promote public social gathering places. [New Policy]

CD-2.13 *Outdoor Seating*

Outdoor dining and seating areas shall be encouraged by the City to create interesting sidewalks. [New Policy]

CD-2.14 *Create Walkable Streets*

The City shall promote walkable streets in landscaping by creating shaded and sheltered sidewalks, by utilizing arcades and trees. [New Policy]

CD-2.15 *Graded Areas*

Any area that was graded for new developments shall be required to be revegetated by the developer. [New Policy]

CD-2.16 *Community Gardens*

The City shall require any new development projects and redevelopment plans to include the creation of community gardens for areas within 10 miles of each other. [New Policy]

CD-2.17 *Drought Tolerant Landscaping*

The City shall require native desert species or other drought tolerant plants should be used for landscaping to minimize maintenance, especially irrigation. [New Policy]

CD-2.18 *Ground Cover*

Decomposed granite, crushed rock, cinder or other suitable aggregate should be used for ground cover to enhance retention of water in the soil and for beauty. Use of plants for ground cover, including lawns, should be selective in the interest of water conservation.

CD-2.19 *Amount of Landscaping*

The amount of landscaping provided must be in proportion to a whole development, be integrated with building design, enhance the appearance and enjoyment of a project and soften the effects of buildings and pavement.

CD-2.20 *Irrigation Systems*

An appropriate irrigation system must be provided for plants requiring irrigation. The system must be designed for conservative efficient use of water. Automatic water systems are encouraged.

CD-2.21 *Use of Reclaimed Wastewater*

Develop a long range plan for the distribution of reclaimed waste water to be used in place of fresh water where applicable.

Lighting

CD-2.22 ***Adequate Lighting***

The City shall require adequate lighting throughout Ridgecrest, to provide for a safe and attractive night environment. [New Policy]

CD-2.23 ***Lighting Plan***

The City shall require a lighting plan for all commercial, industrial, and subdivision developments. The plan shall include the type and height of all outdoor illumination and provide a point-to-point or isofootcandle diagram showing the illumination of all areas onsite and any light spillage offsite properties based on a horizontal reading. The type of measurement to be performed shall be stated in the City's zoning ordinance. [New Policy]

CD-2.24 ***Lighting Guidelines***

The City will develop lighting standards for all streets, sidewalks and parking lots. Intensities will depend on placement whether the area has low, medium, or high density residential development. [New Policy]

CD-2.25 ***Exterior Lighting***

Exterior lighting, when used, should be subdued, enhance building design and landscaping and provide for safety and security. Lighting should not create glare for project occupants or neighboring properties.

Mobility

CD-2.26 ***Pedestrian Orientation***

Developments shall be designed to encourage pedestrian mobility options through the provision of sidewalks, walkways, and trails, but also other design amenities that make a location more interesting and inviting for public use. Pedestrian oriented design elements that should be encouraged include:

1. Within multi-family residential developments, convenient access shall be provided from all units to common areas, such as pools, recreation rooms, laundry facilities, mailboxes, trash receptacles, and so forth.

2. Landscaped and well-shaded plazas with seating areas and points of interest, such as fountains, shall be created.

3. Shaded walkways/arcades in areas of pedestrian traffic shall be provided in order to give shelter from the elements and encourage people to walk through the commercial area. This will create a more intimate scale to larger commercial centers.

4. The inclusion of outdoor dining areas in commercial areas shall be encouraged.

5. Separate and clearly defined pedestrian and automobile circulation within a center, especially parking areas, shall be provided. Methods to achieve this separation include:

a. Enhanced pavings are encouraged for distinguishing pedestrian walkways.

b. Parking lots should include one or more sidewalks within the parking area to collect persons and separate them from auto traffic.

c. Pedestrian walkways should be oriented toward major entrances.

d. Drive isle should run perpendicular to major stores so that pedestrian traffic is not forced to cross drive isles at several points, but instead moves parallel to traffic.

6. Deliveries should not be allowed in areas of high pedestrian traffic and shall be oriented to separate loading facilities.

7. Shaded/sheltered common areas for lunch, break, and congregational opportunities should be provided.

CD-2.27 Site Mobility

A project's various uses and activities should be logically located so that it operates efficiently and traffic problems, on- and off-site are minimized.

Public Art

CD-2.28 Integrate Public Art Work into Buildings

To promote sense of place and support local artists and groups, the City shall encourage the integration of public art into the design of buildings or centers that are over 50,000 square feet of floor area, in any commercial or public land use designation, and in any industrial land use designation having office space in excess of 50,000 square feet. [New Policy]

Examples of public art

CD-2.29 Public Art Commission

The City shall establish a Public Art Commission, who will then set guidelines and review and approve all artwork submitted for display. [New Policy]

CD-2.30 Art Interaction

The City shall encourage the interaction of art and its surrounding. Residents should be able to sit, touch and walk on the public art pieces that are displayed. [New Policy]

CD-2.31 Siting of Public Art

Public artwork shall be located in areas that highlight the design of the structure or area or within a high volume pedestrian area. [New Policy]

CD-2.32 Partnerships in Art

The City shall strengthen partnerships between the City and local artists, art agencies and organizations, schools, and businesses. [New Policy]

CD-2.33 *Event Participation*

The City shall encourage public and private participation in and support of arts and cultural events. [New Policy]

Signage

CD-2.34 *Outdoor Advertising*

The City shall refine its program to limit the size, appearance and number of outdoor advertising signs and billboards. [Source: Policy 1.5.2, Land Use Element]

CD-2.35 *Signage*

The City shall create a signage program for Ridgecrest. The program should follow a general standard for the entire City, but allow for variations to set individual neighborhoods, historic areas, and the Downtown apart. Standards to be included within the signage program include: [New Policy]

8. The materials used for and the size, color, location and arrangement of signs must be an integral part of the design of a site and building and must be compatible with their surroundings.

9. Signs should be simple, restrained and subordinate to an overall project design.

10. Signs should be consistent in location and design throughout a development, including those for shopping centers.

11. Signs shall conform to standards for type, size and location established by City ordinance. [New Policy]

Sustainable Building Design

CD-2.36 *Sustainable Building Standards*

The City shall require new commercial and industrial projects have a minimum of 65% "green" or sustainable designs, such as the use of grey water for landscaping, or utilizing active or passive energy designs. [New Policy]

Utilities / Infrastructure

CD-2.37 *Trash Containers*

Trash containers should be provided in a convenient location away from public streets and store entrances. Containers should be completely screened with materials compatible with building exteriors.

CD-2.38 *Mechanical and Utility Equipment*

Mechanical and utility service equipment, including meter boxes, should be designed as part of a structure and should be screened or hid within the development. The following standards apply:

1. Trash collection, loading facilities, mechanical equipment, outdoor storage (where allowed), and antennas shall be screened from public view using both walls, enclosures, and other solid screening materials

as well as landscaping. Such screenings will use colors, materials, and vertical and horizontal variations in order to be consistent with the overall design theme of the building. The next figure illustrates the use of screen walls and landscaping to screen a loading facility.

2. Common trash collection areas shall be fully enclosed and shall include a separate gate for user access and emptying the trash receptacles.

3. Onsite utilities and equipment shall be located in inconspicuous locations that are out of the public view.

4. Roof-mounted equipment shall be fully screened using a material and treatment that are compatible with the building. Screenings for multiple pieces of equipment shall be accomplished by a single screen, and not a series of screening enclosures.

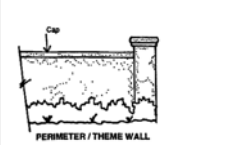
5. Solar heating equipment requiring full access to the sun need not be screened but must be as unobtrusive as possible.

6. Satellite dishes shall also be placed as unobtrusive as possible. [New Policy]

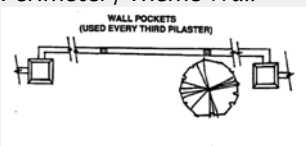
WALLS AND FENCES

CD-2.39 Residential Walls and Fences

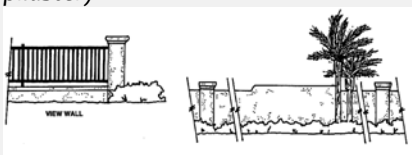
Residential projects shall use walls, landscaping, and identification signage to identify entries. Residential projects are encouraged to provide additional landscaped areas at entries to allow for additional landscape and hardscape elements, including identification signage. Walls and fencing will be required to define private yard space, define the boundaries of a master plan area, or provide attenuation from traffic noise. The following standards should be applied:



Perimeter / Theme Wall

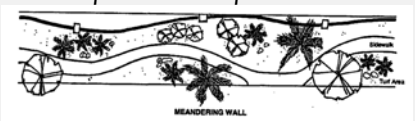


Wall Pockets (used every third pilaster)



View Wall

Stair Step Wall on Slope



Meandering Wall

1. To avoid the appearance of a plain precession block wall, walls shall be encouraged to include decorative block or a stucco finish.

2. Walls shall use pilasters, or similar treatments, in order to break up the mass of the wall.

3. Perimeter walls (walls enclosing a housing development, planned unit development, or associated facilities) shall be compatible with the architectural theme of the development. Perimeter walls should be treated/articulated to break up their mass. These treatments include, but are not limited to, use of pilasters, mixtures of wall treatments/textures, wall pockets, meandering or zigzag walls, including of view sections (i.e., wrought iron inserts), planter boxes at the base or top of the wall, and varied landscaping.

4. View fencing, using a wrought iron material, is encouraged to provide views into a project. Such fencing is appropriate in walls surrounding

commercial land uses, open space, or where the ends of cul-de-sacs abut the wall. View fencing is also encouraged where existing views are present. [New Policy]

CD-2.40 Non-Residential Walls and Fences

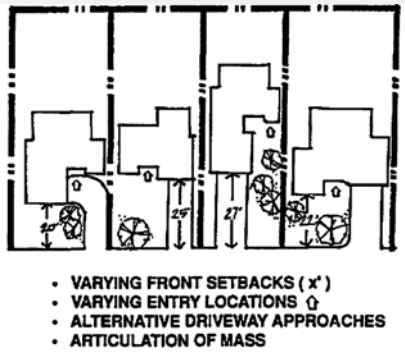
Walls used to separate residential and non-residential land uses shall have appropriate treatments to ensure that the wall is not intrusive on residential units. These walls shall be articulated on both sides. [New Policy]

Design Standards – By Land Use Type

Goal CD-3	Provide a set of design guidelines for aspects unique to residential, commercial, industrial, and mixed use land use designations. [New Goal]

CD-3.1 Single-Family Residential Design Standards

Single-family residential neighborhoods shall be designed to create a recognizable sense of place and a secure neighborhood. The following standards are encouraged for single-family residential developments:



Single-family residential site design

1. Each housing tract shall include a variety of floor plans and facade treatments for each floor plan in order to provide variety and interest in the streetscape.

2. Floor plans within a tract should have varying front widths in order to provide variety in the streetscape.

3. Treatments such as porches, patio covers, and balconies are encouraged.

4. Residential structures shall be set back varying distances from the minimum allowed front yard setback in order to increase the visual diversity along a street. Setbacks should vary a minimum of 5 feet.

5. For single-family detached units, garages shall be set back a minimum of 20 feet to allow vehicles to park in a driveway and not block the sidewalk.

6. Residences should be designed to have varying entry locations and articulation of mass to provide a more attractive neighborhood.

7. When lot sizes permit, residential units should be designed so that various garage orientations can be achieved, such as entering from the front or the side.

8. All roof surfaces are encouraged to provide an overhang of at least 12 inches. An 18-inch overhang is preferred.

9. New residential developments shall be encouraged to have front porches, gardens, and windows that face the street to promote social interaction between residents. [New Policy]

CD-3.2 Multi-Family Design Standards

Site design and architectural treatments shall be included in multifamily projects to provide a safe and well-designed living area that provides private and common use areas. The following design standards are encouraged for multi-family residential developments:

1. Private balconies and patios are encouraged.

2. Linear entries and common landings running along the face of a building are discouraged. Entrances to individual units should be clustered. Common stairways and landings should provide access to a maximum of four units.

3. Common open spaces should be conveniently located to units within the complex, and separate, secured children's play areas are encouraged.

4. The provision of private open spaces for each unit is encouraged. This would include patios or balconies.

5. Long, unbroken lines of garages and carports on both sides of a drive aisle are discouraged. Garages and carports should be arranged to avoid blocking views of the residential units.

6. All areas not dedicated for residential units, ancillary structures, parking, and drives shall be landscaped.

7. In addition to landscaping in and around the residential units, landscaping should also be provided within the parking areas. Planters at the end of drive aisles should be used to enhance the visual perception of the drive.

8. Multifamily residential complexes shall have a perimeter wall and shall use a security gate system for access into the project.

9. Parking shall be distributed throughout the project so that each unit has convenient access to private and visitor parking.

10. Because of the potential bulk of multifamily structures, facade and roofline articulation are vital to providing a desirable product. Each unit should have a projection from the wall surface, which can include ledges, balconies, window alcoves, and so forth. Several rooflines should be provided for each building.

11. Multifamily units within large complexes should be divided into groups of smaller buildings instead of providing a few large structures (greater than 10 units per building).

12. All mechanical equipment including air conditioning and forced air units shall be screened using an enclosure that matches the architectural design of the building. Equipment can also be placed within private patio areas as long as these areas have a solid enclosure.

13. Carports, when used, shall be designed to avoid the flimsy appearance of thin metal supports and flat metal roofs. Support columns shall be designed to have the appearance of mass.

14. Lighting shall be provided to ensure safety of those living and visiting a complex. All multifamily complexes shall provide the City with a lighting plan, including location, height, type, and brightness, for review and approval.

15. Higher residential uses shall be encouraged to locate adjacent to transit facilities and activity centers. Bicycle and pedestrian linkages shall be included to encourage residents to explore and actively engage in the community. [New Policy]

CD-3.3 Commercial Design Standards

Commercial projects shall contain a level of design that provides for a pleasant and safe shopping experience and encourages the movement of pedestrians throughout the project.

3. Whenever possible, structures should be sited in a cluster arrangement surrounding a common plaza on several sides. A center made up of several individual pads, each surrounded by parking, discourages pedestrian usage and emphasizes the parking facilities rather than the commercial center.

4. When buildings cannot be clustered, landscaping, pavement treatments, trellises, or other amenities shall be used to visually link the structures into a cohesive whole.

5. Entry driveways into a commercial center shall be used to make a statement of entry. Enhanced paving, wide entries with center medians, entry statement signage and landscaping are examples of possible treatments.

6. It is desired that access to major roadways occur at 300-foot intervals. In addition, median breaks will only be provided on a ¼ mile interval. Reciprocal access and shared driveways will be required in order to provide a consistent and workable ingress and egress plan for an area.

7. Loading docks should be placed in the rear of buildings where it will be easier to screen these facilities from public views. If the rear of a commercial center is adjacent to residential uses, locations on the sides of buildings, increased setbacks, or screening will be considered.

8. Parking lots in commercial centers will be required to provide a minimum of 15 percent landscaping. Landscaping plans should achieve the following:

    a. Provide shade for parked cars. To achieve this, landscaping will be required throughout a shopping complex. Landscaping can be provided in the parking lot with a combination of finger islands and diamond planters (located at the center of four parking spaces).

    b. Landscaping should be provided adjacent to all building facades in order to soften the appearance of the building.

    c. Provide shade for outdoor plazas and walkways.

9. Commercial centers shall achieve a high quality design that includes the following:

    a. High levels of articulation shall be required for both facades and roof planes.

    b. Buildings shall provide articulation of all building faces. Large facades shall be broken up by use articulation along the entire length of the building face, not just at the building entrance.

    c. Building entrances shall have additional elements that make entries easy to identify.

    d. Covered walkways shall be included when possible.

    e. Varied materials and textures shall be used.

    f. Accent colors should be used to add interest to large buildings.

10. Where possible, rehabilitation and renovation of existing small businesses shall be encouraged.

11. Development of commercial projects that integrate the vertical mixing of uses shall be encouraged.

5.4 Implementation Measures

Table 5-1, Community Design Implementation Measures, identifies the implementation measures the City should take to implement the goals and policies of this General Plan. The implementation program lists each specific implementation measure, a reference to which General Plan policy it is implementing, who is responsible to implement the program, and the timeframe for implementation.

Table 5-1. Community Design Implementation Measures

Implementation Measure		Policy	Who is Responsible	Timeframe			
				2008-2010	2010-2015	2015-2030	On-going
1.0	The City shall develop zoning incentives to encourage innovative design in both infill and newly developing areas that optimizes the use of vacant land through flexible development standards, shared parking, landscaping, and site amenities. [New Implementation Measure]	CD-1.1	Public Services	■			
2.0	The City shall incorporate design guidance into development codes and regulations including the zoning ordinance and subdivision. [New Implementation Measure]	CD1.1	Public Services	■			

Please see the next page.