

## **Section 400.490 District Peculiar Way Design Overlay.**

### **A. General Provisions**

1. *Intent.* The intent of this section is:
  - a. To guide the pattern and design of development adjacent to the interchange and along the Peculiar Way Corridor, to reflect the character of the community.
  - b. To coordinate site development with streetscape and street design requirements, whether the streetscape and street design types are existing, constructed in association with development, or planned as future city improvements.
  - c. To coordinate development efficiently across adjacent sites including consideration for existing conditions and planned or anticipated development on these sites.
  - d. Ensure that individual sites are developed in an efficient and coordinated manner, meeting the design requirements of this Section, and designed to most effectively meet the multiple purposes, intents, and design objectives of the various sub-sections.
  - e. To ensure the over-all development of this district corresponds to the requirements outlined in Section 400.490.E Design Overlay Table.
2. *Place Types.* The City of Peculiar desires to provide goods and services to its residents and visitors to the community in this area through the following distinct Place Types:
  - a. Walkable Retail – smaller to medium scale commercial center engaged in the sale of household merchandise, specialty merchandise, restaurants and consumer products and typically involving between 5,000 and 25,000 square feet of gross leasable area. These uses are characterized by a target market area of less than 1mile radius for most of its on premise sales.
  - b. Destination Retail – Commercial uses primarily engaged in the sale of household merchandise, specialty merchandise or general consumer products and typically involving between 25,000 and 100,000 square feet, or more, of gross leasable area. Large scale retail uses are characterized by a target market area that may be greater than 1 mile radius for the on premise component of its sales. Destination Retail Centers may include services uses that provide support for adjacent residential uses or businesses which may involve more than 3,000 square feet of gross leasable area. Examples include copy centers, large banks, or similar services.

- c. Mixed-Use Employment – Office and light industrial development that creates a campus environment to connect multiple development sites into a cohesive setting and pattern.
    - (1) Small Office - uses include those uses where individual units of gross leasable area are typically between 3,500 and 20,000 square feet, and where each owner or tenant typically employs between 20 and 100 employees on premises. Examples include large professional service offices such as accountants, architects, insurance, law, real estate, or other similar businesses.
    - (2) Large Office - uses, or complexes, include individual units of gross leasable area that may be more than 20,000 square feet in a single building or group of buildings, and each owner or tenant may typically employ more than 100 employees on premises. Examples include major professional service firms or large corporate offices.
    - (3) Light Industrial - uses include those where byproducts such as smoke, odor, dust or noise are not discernable from outside of the building in which it is located. Distribution and deliveries can occur from general consumer delivery services or limited commercial truck access. Examples include research labs or facilities, small electronics or computer assembly and manufacturing, furniture assembly.
  - d. Neighborhood Retail – small scale, commercial center engaged in the sale of household merchandise and general consumer products and typically involving between 2,000 and 5,000 square feet of gross leasable area. Neighborhood retail uses are characterized by a target market area of less than ½ mile radius for most of its on premise sales. An exception can be made for one anchor tenant or grocery store, of less than 45,000 square feet within a Neighborhood Center.
3. *Place Type Application.* The place types are allocated for the Peculiar Way interchange area according to the Place Type Map which defines the Peculiar Way Design Overlay District and its boundaries.
- a. West Peculiar Mixed-use Employment – the area designated as West Peculiar Mixed-Use Employment shall be restricted to Light Industrial uses as defined in in Section 400.490. A.2.c.
4. *Planned Zoning.*

District Peculiar Way Design Overlay is a planned zoning district that overlays and amends underlying zoning classifications. Any conflict between the standards and guidelines in this section and the underlying zoning shall be resolved in favor of this section. Applications under the District Peculiar Way Design Overlay require submittal of sketch plans and development plans in accordance with the procedures and criteria for the "C-P district and Chapter 400, Article XI: Review and Approval Procedures.

## **B. Development Pattern and Structure**

### **1. Block Size.**

The block size defines the pattern and compactness of development and encourages walkability where the blocks are small.

- a. Small Block – blocks of 2.5 to 4 net acres in size.
- b. Medium Block – blocks of 4 to 6 net acres in size.
- c. Large Block – blocks 6 to 10 acres; larger only as limited exceptions or where internal access streets within the block mimic the A-street, B-street or C-street connections.

### **2. Street Type / Streetscape**

The street type and streetscape design define the street network that shapes the public realm, and transitions and differences in street types help define distinct places.

- a. A Street. "A Streets" prioritize pedestrian activity and create value for buildings and business that front directly on them. In general "A Streets" shall have the following design features: Wide sidewalks (12'-20'); On-street Parking (8' parallel or 18' angled); Slow speeds (below 20mph target) and narrow travel lanes (10'); Frequent street trees planted in tree wells within sidewalks (25' to 40' on center); Seating area and other public amenities along the sidewalk or associated with businesses; and Frequent cross-walks in association with short blocks.
- b. B Street. "B Streets" have a balance between all modes of transportation (cars, pedestrians, bicycles and transit) and promote access and connections to key places. In general, "B Streets" shall have the following design features: Sidewalks (6' – 10'); On-street parking (8' parallel were appropriate); Moderate speeds (20-30 mph) and travel lanes (10'-11'); Bicycle lanes where appropriate; and a landscape buffer (6'- 10') with street trees between the street and sidewalk (or in tree wells if on-street parking provides the buffer between vehicles and pedestrians).
- c. C Street. "C Streets" provide access throughout the areas, and support important land uses that require a higher degree of vehicle access and connections. Due to the difficult site designs and compromised streetscapes that result, these streets are typically on edges or secondary networks of more valuable places. In general, "C Streets" shall have the following design features: Sidewalks ((6'-10') or trail (10'+) where appropriate; Moderate to high speeds (25 – 40 mph) and moderate to

wide travel lanes (11' – 12'); and a landscape buffer (10'+) with street trees or landscape berms between the sidewalk or trail and road.

### 3. *Civic Space/Landscape*

Civic space and landscape design creates an extension of the public realm and establishes transitions between public spaces and private development. The design of these spaces can create gathering places, establish an aesthetic character for the area, and/or screen and buffer more intense elements of site or building designs.

- a. **Formal Space** - Formal spaces are primarily designed for people to gather and are designed with a high degree of pedestrian amenity and ornamentation. These spaces are small and strategically located, typically along important street frontages as an extension of the public right-of-way or as a focal point of surrounding blocks. They include landscape elements, but also have a significant amount of hardscape. Examples include courtyards, plazas or squares.
- b. **Open Space** – Open spaces are primarily designed to promote an aesthetic character or buffer or screen elements of a site from adjacent areas, and are designed with a high degree of landscape amenity. These spaces are incorporated into sites for either ecological or aesthetic functions. Examples include buffers, berms, tree or landscape islands, greens or any natural storm water BMP.
- c. **Campus Space** – Campus spaces are larger-scale and coordinated landscaped areas designed to tie together larger and more dispersed projects into a common theme. These spaces compliment the street network as an extension of the public realm and though accessible to bicycles and pedestrians, include a large amount of landscape amenity (which can be natural or formal). Examples include greens, trails and greenways, lawns and other landscaped or garden-like amenities.
- d. **Natural Area** – Natural areas are landscape areas preserved or restored for their natural or ecological function. These spaces are located based on inherent opportunity of the site but become an organizing element and amenity for surrounding development patterns. Examples include greenways, stream buffers, forested areas, or any natural storm water BMP.

## **C. Uses**

### 1. *Scale of Use*

- a. **Small Scale** – uses that require less than 5,000 square feet of space.
- b. **Medium Scale** – uses that require between 5,000 and 60,000 square feet of space.
- c. **Large Scale** – uses that require more than 60,000 square feet of space.

### 2. *Mix of Uses*

- a. Retail – use category is for businesses engaged in the exchange of merchandise for general consumers, and nature of the exchange generally requires frequent interactions with the clients, customers or patrons on the premises, where lots or buildings are primarily designed for exposure to the public-at-large.
- b. Services - Service uses include businesses engaged in the exchange of professional skills, advice, personal care or other resources, and the nature of the exchange generally requires frequent interactions with the clients, customers or patrons on the premises, and where lots or buildings may require access or exposure to the public-at-large.
- c. Employment - Employment uses include businesses engaged in administrative, clerical, professional operations and support, and light industrial/manufacturing where products or services are of the nature that generally, when compared to retail uses, do not require daily on premise interactions with the clients, customers or patrons, and where lots and buildings are not primarily designed to maximize exposure to the public-at-large. Operations may require commercial vehicle access for distribution and deliveries.
- d. Civic – Civic uses include uses serving a broad and general public and community interest to enhance daily cultural, social or recreation opportunities for area landowners and residents. Civic uses may include uses that are public and accessible to all citizens; common and accessible by rights associated with ownership; or private and accessible by membership or general association.
- e. Residential - Residential uses include all types of dwelling units used for permanent residence, including a variety of lot types, building types, and unit types, that may vary in the kind and classes of buildings based on the character of the neighborhood.

## **D. Site Design**

## 1. *Building Type / Orientation*

- a. Small Footprint – Small footprint buildings allow for compact development patterns that add vitality by placing a larger amount and wider variety of uses within close proximity to a key destination. In general, small-footprint buildings are no greater than 3,000 square feet (footprint), however a series of these buildings may be joined by common walls along a block face.
- b. Large Footprint – Larger footprint buildings accommodate destination uses. However due to the larger impact and difficult site design and building access and orientation challenges, these buildings need to be carefully sited to not disrupt urban design and development patterns of nearby areas. In general, large-footprint buildings are typically single story (or extended single story) and greater than 50,000 square feet.
- c. Street Front – Street-front building orientation over-rides conventional setbacks and places the building along the front lot line. This helps define the public realm and streetscape as important space, and adds activity and vitality to the streetscape with pedestrian activity. In general, Street-front building orientation includes the following design features: Front “build-to” line (0’ – 10’); Building frontage on at least 80% of the lot frontage/“build-to” line, except that up to 50% may be set back to provide outside civic space along the frontage; and Building orientation to the street (front entrance features and active street level uses).
- d. Enhanced Façade – Enhanced Facades create quality and visual interest along the building frontage and typically accompanies street-front building orientation. In general, enhanced facade design includes: Primary entrances (1 entrance at least every 50 linear feet); Transparency (at least 70% windows between 2’ and 10’ from street level; 25% - 40% on each story above street level); Limited blank wall space (walls with no windows and doors – no more than 30 linear feet and 600 s.f.); Pedestrian scale ornamentation and details – especially associated with primary entrances or to animate “blank wall” space.

## 2. *Building Materials*

All building shall be constructed according to the following materials standards. Material use by category, primary, secondary or trim/accent, as identified in Table D-2, will be dependent on the place type identified in sub-section A.2 and in accordance with the percentage specified in sub-sections D.2.a through D.2.d.

**Table D-2: Permitted Materials by**

<b>Permitted Materials by Category</b>	<b>Primary</b>	<b>Secondary</b>	<b>Trim / Accent</b>
<b>Masonry</b>			
Brick, solid / modular	X	X	Any of the Primary or Secondary Materials may be used as a trim or accent material.
Brick, veneer / overlay		X	
Stone	X	X	
Stucco, genuine	X	X	
Stucco, synthetic (EIFS)			
Concrete / CMU, detailed	X		
Concrete, plain / split faced		X	
Cement Fiber Board		X	
<b>Metal</b>			
Architectural		X	
Corrugated, lap, aluminum			
<b>Glass</b>			
Clear / Architectural	X	X	
Opaque / Mirror		X	
<b>Wood</b>			
Genuine		X	
<b>Other synthetics</b>			
Vinyl			X
Plastic			X

- a. Walkable Retail –
  - (1) Principal / Enhanced Façades – will be designed with a minimum of 80% primary materials / 20% secondary materials.
  - (2) Other Facades - will be designed with a minimum of 60% primary materials / 40% secondary materials.
  
- b. Destination Retail
  - (1) Principal / Enhanced Façades – will be designed with a minimum of 70% primary materials / 30% secondary materials.
  - (2) Other Facades - will be designed with a minimum of 60% primary materials / 40% secondary materials.

- c. Employment Center –
  - (1) Principal / Enhanced Façades – will be designed with a minimum of 70% primary materials / 30% secondary materials.
  - (2) Other Facades - will be designed with a minimum of 50% primary materials / 50% secondary materials.

- d. Neighborhood Retail
  - (1) Principal / Enhanced Façades – will be designed with a minimum of 80% primary materials / 20% secondary materials.
  - (2) Other Facades - will be designed with a minimum of 60% primary materials / 40% secondary materials.

### 3. *Parking and Access*

- a. Restricted Access – no vehicular access is allowed along the block face, access is provided from a side street or rear alley / parking lot. Typically applied to A Streets.
- b. Limited Access – no more than one vehicular access point is allowed along the block face, additional access is provided from a side street, rear alley or adjacent B or C Street types.
- c. On-street Parking – parking along the block face within the right-of-way, can be parallel or angled depending on the size of the right of way. Typically on-street parking is associated with A Street types to encourage a higher level of pedestrian connectivity.
- d. Secondary Parking – Parking that is behind the building. Parking may be accessed by a drive way from the block face or from side or adjacent streets.
- e. Small Lot – a parking field that does not exceed 25 parking spaces, that may be in front of, beside or behind the building and extensively landscaped to buffer parking from view.

## E. Design Overlay Table

	Walkable Retail	Destination Retail	Mixed-Use Employment	Neighborhood Retail
<b>DEVELOPMENT PATTERN &amp; STRUCTURE</b>				
Block Size				
Small Block	R	at least 60% of area	O	O
Medium Block	O		P	P
Large Block	L	limited to perimeter of development	O	L
				must reinforce pattern of campus open space
				D
Street Type / Streetscape				
"A" Street	R	min. 25%	P	R
"B" Street	O	25% to 50%	P	15% to 50%
"C" Street	L	max. 25%	O	50% to 65%
				max. 40%
				D
				min 50%
				max 50%
				max 10%
Civic Space / Landscape				
Formal Spaces	R	small, and at least 1on every block; OR larger spaces can serve abutting blocks	O	O
				mixed with open spaces and associated with high-activity buildings
				R
				small, and at least 1on every block;
Open Space	O		R	for buffer/screening; min 15%
				large areas / connectivity; min 5%
				D
Campus Space	D		O	P
				create natural setting; min 15%
				D
Natural Area	L	for resource protection	P	O
				protection/connectivity
				L
				for resource protection
<b>USES</b>				
Scale of Use				
Small Scale	R	under 2,500 sq. ft.	L	L
				at development entry
				associated with formal open space and high-activity buildings
				R
				under 2,500 sq. ft.
-Medium Scale	L	limited to B streets	L	P
				at development entry
				One anchor tenant or grocery on B or C street
Large Scale	L	on perimeter of dev.	P	O
				D

	Walkable Retail			Destination Retail			Mixed-Use Employment			Neighborhood Retail			
Mix of Uses													
Retail	R	min 75%		R	min 75%		L	max 20%; associated with formal open space and high-activity buildings			R	min 60%	
Service	C	max 25%		O	max 25%		O	max 20%			O	max 40%	
Employment	O	small scale/2 <sup>nd</sup> floor		D			R	min 60%			O	Max 25%	
Civic	O	max 25%		L	max 10%		O	max 25%			P	min 10% - max 25%	
Residential	L	not of first floor		D			L	on perimeter of dev.			L	not of first floor	
<b>SITE DESIGN</b>													
Building Type / Orientation													
Small Footprint	R			O			O				R		
Large Footprint	L			O			O				D		
Street Front	R/P	R on "A streets"; P on "B streets"		P			L	on "A streets"			R		
Enhanced Facade	R			O/P	P on "A" or "B streets"		O/P	P on "A" or "B streets" or any frontage on Campus Open Space			R		
<b>Building Materials</b>													
Façade Type		Principal / Enhanced	Other		Principal / Enhanced	Other		Principal / Enhanced	Other		Principal / Enhanced	Other	
Primary Materials		80%	60%		70%	60%		70%	50%		80%	60%	
Secondary Materials		20%	40%		30%	40%		30%	50%		20%	40%	
<b>Parking / Access</b>													
Restricted Access	R			P			P				R		
Limited Access	L	"B" or "C Streets" only		O			O				L	"C streets" only	
On-Street Parking	R/P	R on "A streets"; P on "B streets"		O	only on "A" streets		O				R/P	R on "A streets"; P on "B streets"	
Secondary Parking	O			O			O				L	Behind building or on perimeter of dev.	
Small Lot	P			O			P				R		

**Table Key:**  
R = Required  
P = Preferred  
O = Optional  
L = Limited  
D = Discouraged

Place Type Map

