

RESOLUTION NO. 2023-52

**A RESOLUTION OF THE CITY COUNCIL OF THE CITY OF FREMONT
IMPLEMENTING PROGRAM 17 OF THE 2023-2031 HOUSING
ELEMENT TO CLARIFY THE OBJECTIVE DESIGN STANDARDS FOR
THE CITYWIDE DESIGN GUIDELINES, GLENMOOR GARDENS
DESIGN GUIDELINES, MISSION RANCH DESIGN GUIDELINES,
MISSION SAN JOSE DESIGN GUIDELINES, MULTIFAMILY DESIGN
GUIDELINES, NILES DESIGN GUIDELINES AND REGULATIONS, AND
SMALL-LOT SINGLE-FAMILY DESIGN GUIDELINES (PLN2023-00213)**

WHEREAS, the California Legislature has found that “California has a housing supply and affordability crisis of historic proportions. The consequences of failing to effectively and aggressively confront this crisis are hurting millions of Californians, robbing future generations of the chance to call California home, stifling economic opportunities for workers and businesses, worsening poverty and homelessness, and undermining the state’s environmental and climate objectives” (Government Code §65589.5.); and

WHEREAS, the California Legislature passed Senate Bill (SB 330) and adopted the “Housing Crisis Act of 2019” (HCA) which states that “In 2018, California ranked 49th out of the 50 states in housing units per capita... California needs an estimated 180,000 additional homes annually to keep up with population growth, and the Governor has called for 3.5 million new homes to be built over 7 years;” and

WHEREAS, the California Legislature passed the HCA to address the current “housing crisis” in the State with the aim of increasing residential unit development, protecting existing housing inventory, and expediting permit processing; and

WHEREAS, State Housing Element Law (Government Code §65580 et seq.) requires the City to adopt a Housing Element for the eight-year period 2023-2031 to accommodate the City’s regional housing need allocation (RHNA) of 12,897 housing units, comprised of 3,640 very-low income units, 2,096 low-income units, 1,996 moderate-income units, and 5,165 above moderate-income units; and

WHEREAS, on December 22, 2022, the Planning Commission held a public hearing and recommended that the City Council adopt a General Plan Amendment to update the Housing Element; and

WHEREAS, on January 10, 2023, the City Council conducted a public hearing, reviewed the 2023-2031 Housing Element and all pertinent maps, documents and exhibits, including the findings and recommended changes made by HCD, the City’s response to HCD’s findings, public comments, and the Planning Commission’s recommendation, and adopted the Hosing Element after determining it to be consistent with State law and the City’s General Plan; and

WHEREAS, on March 22, 2023, HCD certified the City’s 2023 2031 Housing Element, making Fremont the sixth city in Alameda County to receive State certification; and

WHEREAS, State law requires that the City review its Housing Element as frequently as appropriate to evaluate the progress of the City in implementation of its Housing Element (Government Code §65588); and

WHEREAS, Program 17 of the City's 2023-2031 Housing Element requires the City to clarify the Objective Design Standards for the City's existing design guidelines to provide a predictable basis to review housing projects; and

WHEREAS, such Objective Design Standards will be applicable to housing development projects, as defined by the Housing Accountability Act, and as mandatory standards for all qualifying projects; and

WHEREAS, the Objective Design Standards primarily comprise design rules and design guidelines currently contained in adopted City documents; and

WHEREAS, as an alternative, any applicant of a housing development project seeking exceptions to the Objective Design Standards may proceed with the City's existing discretionary design review process; and

WHEREAS, on October 26, 2023, the Planning Commission held a duly noticed public hearing, during which all interested persons were heard, and recommended that the City Council adopt the proposed Objective Design Standards for the Citywide Design Guidelines, Glenmoor Gardens Design Guidelines, Mission Ranch Design Guidelines, Mission San Jose Design Guidelines, Multifamily Design Guidelines, Niles Design Guidelines and Regulations, and Small-Lot Single-Family Design Guidelines; and

WHEREAS, a Staff Report, recommending approval of the proposed Objective Design Standards, was submitted to the City Council; and

WHEREAS, on November 14, 2023, the City Council held a duly noticed public hearing, at which time all interested parties had the opportunity to be heard; and

WHEREAS, proper notice of said hearing was given in all respects as required by law; and

WHEREAS, the City Council heard and considered all said reports, recommendations, and testimony herein above set forth and used its independent judgment to evaluate the project.

NOW, THEREFORE, THE CITY COUNCIL OF THE CITY OF FREMONT RESOLVES AS FOLLOWS:

SECTION 1. CEQA. The City Council finds that the proposed amendments, making miscellaneous, minor administrative, clarifying, and technical revisions to the Citywide Design Guidelines, Glenmoor Gardens Design Guidelines, Mission Ranch Design Guidelines, Mission San Jose Design Guidelines, Multifamily Design Guidelines, Niles Design Guidelines and Regulations, and Small-Lot Single-Family Design Guidelines are exempt from the requirements of the California Environmental Quality Act (CEQA) pursuant to, without limitation, each on a separate and independent basis, CEQA Guidelines: §15061(b)(3) in that it can be seen with

certainty that there is no possibility that this action may have a significant impact on the environment.

- (1) §15061(b)(3) [Review for Exemption] in that it can be seen with certainty that there is no possibility that there is no possibility that this action may have a significant impact on the environment.
- (2) §15183 [Projects Consistent with a Community Plan, General Plan, or Zoning] in that the proposed text amendments are consistent with the development densities and policies in Fremont’s General Plan, for which an Environmental Impact Report (EIR) [SCH #2010082060] was previously prepared and certified, and none of the circumstances necessitating further environmental review are present.

SECTION 2. Objective Design Standards. The City Council adopts this resolution adopting the Objective Design Standards attached as Exhibit “A” and incorporated by reference as though fully set forth herein.

SECTION 3. Clarifications and Revisions. The City Council hereby delegates responsibility to the Community Development Director, or their designee, to make miscellaneous, minor administrative, clarifying, technical, or other changes, as necessary, to facilitate implementation of the adopted Objective Design Standards or maintain compliance with State law.

SECTION 4. Effective Date. The effective date of this resolution shall be November 14, 2023.

ADOPTED November 14, 2023, by the City Council of the City of Fremont by the following vote:

AYES: Mayor Mei, Councilmembers Keng, Campbell, Kassan, and Salwan

NOES: None

ABSENT: Vice Mayor Cox and Councilmember Shao

ABSTAIN: None

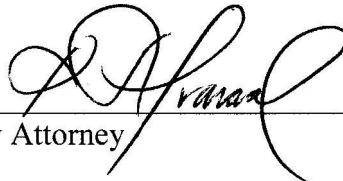
Mayor 

ATTEST:



City Clerk

APPROVED AS TO FORM:



City Attorney

Objective Design Standards

The City has developed the herein “Objective Design Standards” (ODS) from the City’s *existing* design guidelines¹ in response to Program 17 of the City’s 2023-2031 Housing Element. Program 17 requires the City to clarify its existing design guidelines to provide a predictable basis to review housing projects. To satisfy this objective, miscellaneous, minor, administrative, clarifying, and technical revisions are made to the City’s adopted design guidelines to produce the ODS with the intent to facilitate implementation of the City’s *existing* “design rules” and design guidelines. Furthermore, the ODS are provided as a checklist to help reduce delays and uncertainty for property owners and developers by emphasizing the required standards. Therefore, the purpose of the ODS is to comply with State housing law while honoring the City’s *existing* regulations. The ODS are mandatory standards that must be satisfied by all residential development including the residential component of a mixed-use development.

Housing development project applicants who seek exceptions or deviations to the ODS may proceed with the City’s existing discretionary design review process, as provided in the Fremont Municipal Code. The ODS apply to residential development, unless certain residential projects (i.e., accessory dwelling units, two-unit developments, small-scale multifamily developments) are otherwise governed by State law or explicitly controlled by the Fremont Municipal Code. Non-residential development must continue to be subject to both the ODS and the City’s existing design guidelines and standards, as applicable.

¹ Citywide Design Guidelines, Glenmoor Gardens Design Guidelines, Mission Ranch Design Guidelines, Mission San Jose Design Guidelines, Multifamily Design Guidelines, Niles Design Guidelines and Regulations, and Small-Lot Single-Family Design Guidelines

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1. Citywide Objective Design Standards

Objective Design Standard	Complies?			
	N/A	No	Yes	Comments
1. A minimum 1.5-foot-wide landscape strip is required along the property line adjacent to a driveway leading to a rear garage.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
2. Landscaping, consisting of trees, shrubs, groundcovers, and an automatic irrigation system, shall be provided in the front and exterior side yards on newly constructed or substantially reconstructed homes.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
3. Street trees are required on all residential lots per applicable City Standard Details.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

2. Glenmoor Gardens Objective Design Standards

Objective Design Standard	Complies?			Comments
	N/A	No	Yes	
1. Include a raised brick foundation, or horizontal wood siding for a base, or board-and-batten for gable end walls.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
2. Minimum lot area: 6,000 square feet	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
3. Minimum lot width: 55 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
4. Minimum lot depth: 100 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
5. Minimum front-yard setback: 20 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
6. Minimum side-yard setback: 5 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
7. Minimum aggregate side-yard setback: 12 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
8. Minimum street side-yard setback: 10 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
9. Minimum rear-yard setback: 25 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
10. Minimum street frontage: 35 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
11. Roof pitch: 3:12 (minimum) to 5:12 (maximum).	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Objective Design Standard	Complies?			
	N/A	No	Yes	Comments
12. Maximum floor area, including garage: 40-percent of lot.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
13. Maximum building height, as measured to the top of the ridge: 17 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
14. Maximum height above grade for finish floor level: 28 inches	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

3. Mission Ranch Objective Design Standards

Objective Design Standard	Complies?			
	N/A	No	Yes	Comments
1. Include a raised brick foundation, or horizontal wood siding for a base, or board-and-batten for gable end walls.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
2. Minimum lot area: 8,000 square feet	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
3. Minimum lot width: 75 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
4. Minimum lot depth: 100 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
5. Minimum front-yard setback: 25 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
6. Minimum side-yard setback for single-story elements: 7 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
7. Minimum aggregate side-yard setback for single-story elements: 16 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
8. Minimum side-yard setback for second-story elements: 8 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
9. Minimum aggregate side-yard setback for second-story elements: 20 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
10. Minimum street side-yard setback: 12.5 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
11. Minimum rear-yard setback for single-story elements: 25 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Objective Design Standard	Complies?			
	N/A	No	Yes	Comments
12. Minimum rear-yard setback for two-story elements: 30 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
13. Minimum street frontage: 35 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
14. Roof pitch: 3:12 (minimum) to 5:12 (maximum).	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
15. Maximum floor area, including garage, for a one-story residence: 40-percent of lot.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
16. Maximum floor area, including garage, for a two-story residence: 30-percent of lot. A two-story residence is only allowable if the first-floor lot coverage reaches 22 percent but does not exceed 30 percent.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
17. Maximum building height, as measured to the top of the ridge, for a one-story residence: 17 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
18. Maximum building height, as measured to the top of the ridge, for a two-story residence: 27 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
19. Maximum height above grade for finish floor level, first story over basement: 28 inches.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

4. Mission San Jose Objective Design Standards: Residential Properties – Neighborhood Conservation Area

Objective Design Standard	Complies?			
	N/A	No	Yes	Comments
1. Maximum building height, as measured to the top of the ridge: 25 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
2. Maximum number of stories: 2.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
3. Maximum lot coverage: 2,500 square feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
4. Minimum lot width: 50 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
5. Minimum lot depth: 150 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
6. Minimum front-yard setback: 20 feet.* <i>* Parking or storage of motor vehicles within the front-yard setback is prohibited.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
7. Minimum side-yard setback: 5 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
8. Minimum rear-yard setback for residential structures: 15 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
9. Minimum rear-yard setback for parking structures: 3 feet.*	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Objective Design Standard	Complies?			
	N/A	No	Yes	Comments
<p><i>* If a residential structure on an adjoining property already exists within 15 feet of that property's rear property line, then the required minimum rear-yard setback for a parking structure shall be 15 feet.</i></p>				
<p>10. Mid-parcel outdoor areas: 1,000 square feet.*</p> <p><i>* This standard is required when a parcel accommodates more than one detached residential unit.</i></p>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<p>11. Parking: 2 enclosed spaces per dwelling unit.*</p> <p><i>* Tandem parking within structures or enclosed parking areas is permitted to satisfy this requirement.</i></p>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

5. Multifamily Objective Design Standards

The Multifamily Objective Design Standards shall not apply to mixed-use developments and projects within the City’s Downtown District, the City Center District, and the Warm Springs Innovation District.

Objective Design Standard	Complies?			
	N/A	No	Yes	Comments
1. Any temporary street stubs intended for future through circulation shall be marked with street signage at the street terminus to reinforce and alert residents of eventual through connection.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
2. Accent elements, made up of trellises, arches, arbors, columns, or low monument features, shall be used to demarcate entrances to the development and common open space areas. <i>See Multifamily Design Guidelines Section 2, page 20 for an illustration of this concept.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
3. When buildings are adjacent to a public street, building entrances shall be oriented to face the public street, unless such orientation is obstructed by a required sound wall or a noise mitigation barrier.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
4. For sites greater than two acres, the majority of required common open space (greater than 50%) shall be consolidated into a primary central open space area.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
5. Stormwater treatment facilities shall not be located in areas counted towards minimum common open space requirements, unless such facilities can be designed to accommodate usable open space.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
6. Windows shall be oriented to face onto common open space and play areas to provide informal surveillance and safety. To meet this requirement, at least two	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Objective Design Standard	Complies?			
	N/A	No	Yes	Comments
windows, no smaller than 24 inches in height by 20 inches in width, shall be provided per building adjoining the common open space areas on the building frontage facing common open space.				
7. Private streets that run along perimeter property lines shall include a minimum six-foot-wide planter to provide landscape feature as well as vegetative separation between developments.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
8. Upper stories shall not project beyond the ground floor footprint, except for bays no wider than 50-percent of the primary facade. Bays shall be set within the main facade, not flush with side facades. See Section 2, page 29 for an illustration of this concept.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
9. The massing of upper stories, particularly those over a garage, shall be modulated by stepping back massing elements a minimum of two feet from the ground floor setback, and/or through the use of projecting bays. See Section 2, page 14 for an illustration of this concept.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
10. Side yards or separation between buildings shall be a minimum of 10 feet wide when the upper story steps back 15 feet or more, and 15 feet wide when second story does not step back.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
11. For every 100 feet of building length, there shall be a plane-break along the facade comprised of an offset of at least five feet in depth by 25 feet in length. The offset shall extend from grade to the highest story.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
12. Garage entries, loading and service entries, utility rooms, stairs, elevators, and other similar inactive elements shall occupy no more than 20% of the width of a public street facing building façade.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Objective Design Standard	Complies?			
	N/A	No	Yes	Comments
13. Horizontal eaves longer than 40 feet shall be broken up by gables, building projections, or other articulation.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
14. Pedestrian-scaled lighting, less than 16 feet in height, shall be used to illuminate areas used for pedestrian circulation. See Section 2, page 34 for an illustration of this concept.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
15. All illumination shall be controlled with cutoffs that primarily direct light downward.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

6. Niles Objective Design Standards

Objective Design Standard	Complies?			
	N/A	No	Yes	Comments
<p>1. Second stories of new corner buildings with a frontage on Niles Boulevard shall not extend over a public sidewalk more than three feet, subject to issuance of an encroachment permit. The projection along the face of the building from the property line corner shall not exceed 15 feet in either direction (see 6.2 Corner Building Styles of the Niles Design Guidelines). The vertical clearance of the encroachment shall be a minimum of eight feet, plus one additional foot of vertical clearance for each foot of projection (see Figure 8 of the Niles Design Guidelines).</p>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<p>2. Awnings shall not extend over the public sidewalk more than five feet, and awnings shall maintain at least an eight-foot vertical clearance above the sidewalk.</p>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<p>3. Commercial block/corner buildings:</p> <p style="margin-left: 20px;">a. Appropriate materials and colors:</p> <p style="margin-left: 40px;">(1) Building walls, windows, and doors</p> <p style="margin-left: 80px;">(A) Concrete and plaster (lightly troweled or sand finished).</p> <p style="margin-left: 80px;">(B) Stucco with deep reveals.</p> <p style="margin-left: 80px;">(C) New structural and face-brick.</p> <p style="margin-left: 80px;">(D) Concrete block and brick block (concealed side and rear elevations only).</p> <p style="margin-left: 80px;">(E) Terra cotta.</p> <p style="margin-left: 80px;">(F) Decorative ceramic tile, with integral color, used as an accent.</p> <p style="margin-left: 80px;">(G) Clear glass.</p> <p style="margin-left: 80px;">(H) Wood frame window systems.</p>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Objective Design Standard	Complies?			
	N/A	No	Yes	Comments
<ul style="list-style-type: none"> (I) Aluminum windows and doors, if substantial. (2) Roofs <ul style="list-style-type: none"> (A) Concrete or clay tiles to be single color. (B) Dark-colored metal with standing seam. (C) Composition shingle. (3) Fences, walls, and gates <ul style="list-style-type: none"> (A) Stucco walls. (B) Painted wood fences and gates. (C) Open wrought-iron style fence. b. Inappropriate materials and colors: <ul style="list-style-type: none"> (1) Building walls, windows, and doors <ul style="list-style-type: none"> (A) Glass block. (B) Any rough-hewn or rustic material. (C) Wood siding or hardboard. (D) Synthetic stucco when used to create overly built-up elements, such as column capitals. (E) Baked enamel panels, tiles (except as accents), or other reflective materials. (F) “Narrow line” aluminum window and door systems. (G) Imitation stone. (H) Used brick. (I) Molded foam decorative elements. (2) Roofs <ul style="list-style-type: none"> (A) Cedar shake. (B) Crushed stone. (C) Brightly colored reflective tile or standing seam metal. (D) Slate or slate substitutes. (3) Fences, walls, and gates 				

Objective Design Standard	Complies?			
	N/A	No	Yes	Comments
<ul style="list-style-type: none"> (A) Concrete masonry units, unless covered with stucco. (B) Chain link. (C) Rough swan or natural wood. 				
<p>4. Mid-block and Victorian-derived styles:</p> <p>a. Appropriate materials:</p> <ul style="list-style-type: none"> (1) Building walls, windows, and doors <ul style="list-style-type: none"> (A) Solid body-stained wood siding. (B) Painted horizontal wood shiplap. (C) Painted exterior “hardboard,” resembling shiplap. (D) Any of the original colors used on Victorian style buildings in the Niles, as confirmed by research or filed investigation. (E) Clear glass in doors and in true, divided light systems. (F) Wood frame windows and doors. (G) Cast iron. (H) Ceramic tile with integral color emulating building tiles in Niles. (I) Copper window frames, combined with bulkheads. (2) Roofs <ul style="list-style-type: none"> (A) Composition shingle. (3) Fences, walls, and gates <ul style="list-style-type: none"> (A) Wood picket. (B) Wrought iron, but not combined with only masonry. <p>b. Inappropriate materials and color:</p> <ul style="list-style-type: none"> (1) Building walls, windows, and doors <ul style="list-style-type: none"> (A) Glass block. (B) Cement plaster and synthetic stucco. 	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Objective Design Standard	Complies?			
	N/A	No	Yes	Comments
<ul style="list-style-type: none"> (C) Imitation stone. (D) Exterior plywood. (E) Aluminum windows and doors. (F) Baked enamel panels. (G) Brick or brick veneer. <p>(2) Roofs</p> <ul style="list-style-type: none"> (A) Cedar shake. (B) Crushed stone. (C) Brightly colored (e.g., orange, blue) reflective tile or standing seam metal (D) Slate or slate substitutes. <p>(3) Fences, walls, and gates</p> <ul style="list-style-type: none"> (A) Stucco or synthetic stucco. (B) Chain link. (C) Rough sawn or natural wood. (D) Any fence that is not constructed of an open material (i.e., not more than 50-percent visually open), except such fencing is permissible for side and rear yards. 				

7. Small-Lot Single-Family Objective Design Standards

The following objective standards apply to lots less than 6,000 square feet in area to allow for development at the densities permitted by the General Plan. The City will rely on these objective standards, in addition to any other applicable objective development standards, to evaluate small-lot, single-family projects.

Objective Design Standard	Complies?			
	N/A	No	Yes	Comments
1. Minimum building separation*: a. A single-story residence adjacent to a single-story residence: 10 feet. b. A single-story residence adjacent to a two-story residence: 12 feet. c. A two-story residence adjacent to a two-story residence: 15 feet. <i>* Zero-lot line configurations are preferred, making more useful side yard spaces.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
2. Minimum front-yard setback: 10 feet.* <i>* Porches may encroach a maximum of three feet into the minimum front-yard setback.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
3. Minimum rear-yard setback: 15 feet. a. Minimum setback for ancillary buildings shall be sufficient for fire and safety. b. Garages along alleys shall provide a minimum setback/apron of 4 feet.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
4. Minimum street side-yard setback shall match the minimum front-yard setback for a lot with both conditions.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
5. Front yard parking aprons shall not be considered yard area.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Objective Design Standard	Complies?			
	N/A	No	Yes	Comments
6. Street trees shall be provided no more than 25 feet on center along each side of the street.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
7. The minimum size of all street and yard trees shall be 24-inch box.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
8. Front yards shall include a minimum of one, 24-inch box tree. Tree species shall be selected from the City's list of approved street trees.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
9. The minimum dimension of the rear yard shall not be less than 15 feet by 20 feet. The minimum rear yard area shall not exceed a 10-percent slope.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

CITYWIDE DESIGN GUIDELINES



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CITY OF FREMONT

CITYWIDE DESIGN GUIDELINES

ADOPTED BY CITY COUNCIL RESOLUTION No. 2014-04 on February 11, 2014
Amended by City Council Resolution No. 2015-27 on May 19, 2015
Amended by City Council Resolution No. 2016-48 on July 12, 2016
Amended by City Council Resolution No. 2017-26 on May 16, 2017
Amended by City Council Resolution No. 2017-83 on October 17, 2017

PREPARED FOR:



IN COOPERATION WITH:



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CHAPTER ONE

INTRODUCTION

INTRODUCTION

1. PURPOSE

The purpose of this Citywide Design Guidelines document is to guide future single-family housing, commercial, and industrial development located outside of areas currently governed by existing guidelines or specific plan documents (refer to Section 2 of this chapter). The guidelines have been written to make it easy for a property owner, architect, developer, City staff, and decision makers to use and are intended to provide clear direction for new construction and projects with additions. Photographs that accompany the rules and guidelines are intended to depict concepts related to building elements and site design rather than a specific architectural theme or style.

The following chapters contain both Design Rules (R) and Design Guidelines (G). It is important to make a distinction between the two types of regulations. **Rules are mandatory regulations that must be satisfied by all development to which the standards apply.** In addition to the Rules, future development is also informed by Design Guidelines which are not mandatory requirements, but provide a defined framework of the design principles that supplement the Rules and zoning development standards. **The guidelines provide direction on the more qualitative aspects of a development project and may be interpreted with some flexibility.** The guidelines are utilized during the City’s development review process to encourage the highest level of design quality, while at the same, time providing the flexibility necessary to encourage creativity on the part of project designers. Some guidelines may not apply in every circumstance and therefore should not be interpreted to be “always required”. Project proponents are encouraged to articulate their reasons or objectives in not meeting encouraged guidelines contained herein and are welcome to propose alternatives that meet the intent of an encouraged design guideline. All projects are evaluated on their adherence to the Design Rules

and the degree to which substantial compliance with the intent of Design Guidelines is demonstrated, leading to a recommendation of project approval or denial.

2. DESIGN GUIDELINE REFERENCES

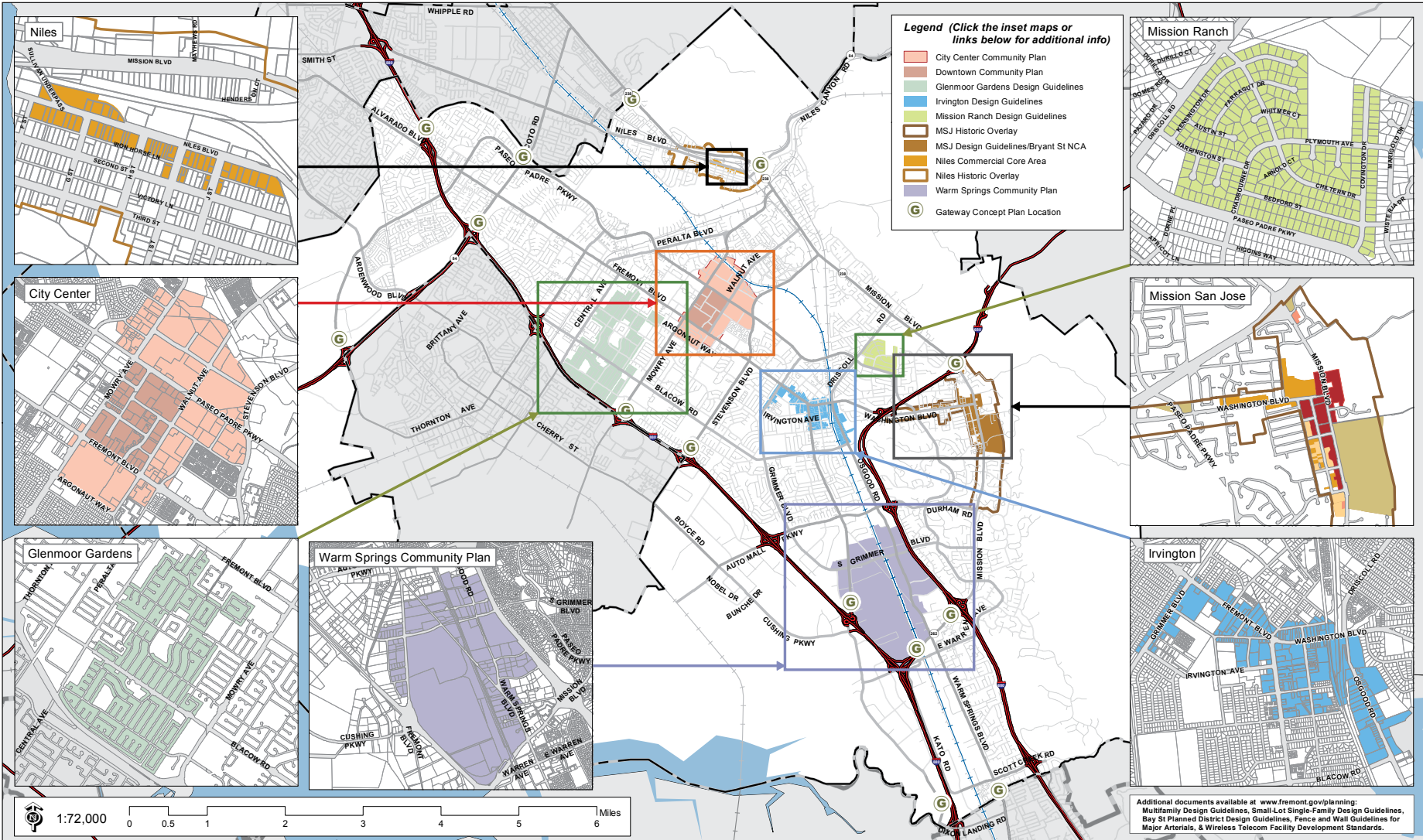
A number of Design Guidelines and Design Policies that have previously been adopted by the City Council provide specific guidance for particular geographic areas and/or types of development, and may supersede requirements specified in this document. This document provides direction for properties that are NOT located within an area or topic regulated by one of the following guidelines. Furthermore, Planned District (PD) zone policies and guidelines, Planned Unit Developments (PUDs), and other applicable site-specific entitlements should be reviewed as they may contain unique and in certain instances, overriding design considerations to those found in this document. If PD or PUD guidelines are silent with regard to a particular design requirement, the Citywide Design Guidelines shall apply. Please consult development review staff for further assistance and direction.

Existing Guidelines

- City Center Community Plan
- Community Character Element of the General Plan
- Place Type Manual – Community Character Element
- Community Plans Element of the General Plan
- Downtown Community Plan and Design Guidelines
- Fence and Wall Design Guidelines for Major Arterials
- Glenmoor Gardens Design Guidelines
- Irvington Design Guidelines
- Mission Ranch Design Guidelines
- Mission San Jose Design Guidelines
- Multifamily Residential Design Guidelines

Fremont City of
 Community Development Department
 Planning Division
 39550 Liberty Street P.O. Box 5006
 Fremont, CA 94537-5006

Areas Subject to Specific Design Policies and Guidelines



- Niles Design Guidelines
- Landscape Development Requirements and Policies (LDRP)
- Small-lot, Single Family Design Guidelines
- Waste Handling Guidelines
- Warm Springs/South Fremont Community Plan

3. DESIGN PRINCIPLES

The following design principles help achieve the City’s goal of high quality development, embody the intent of the overall Design Guidelines, and are used for evaluating new development proposals:

1. CITY GOALS

Development that is consistent with the City of Fremont General Plan Policies and Goals. Particular emphasis is placed on conformity with the Place Type Manual and Design Policies of the Community Character and Community Plans Elements.

2. SITE DEVELOPMENT

Development that highlights community features for enhanced appearance, safety, convenience, and social interaction through circulation connectivity, street hierarchy, and siting of open space.

3. BUILDING DESIGN AND ARCHITECTURE

Development that embodies high quality design elements and project identity through variation in building massing, articulation, heights, materials, styles, and creativity while complementing site planning for compatibility and privacy.

4. OPEN SPACE AND LANDSCAPE

Development that supports a high quality of life with appropriate usable private and common open space, community amenities, retention of mature trees, new planting of large trees and accent plants, and varietal interest of colors and textures.

5. CONTEXT SENSITIVE

Development that incorporates building design, types, and orientation with site improvements and circulation in a manner that cohesively integrates into its existing and planned surroundings.

6. SUSTAINABILITY

Development that holistically uses sustainability techniques for site planning and construction of healthy and energy efficient buildings.

4. DESIGN DEVELOPMENT

Before starting a project design, the City of Fremont highly recommends the project team (owners, applicants, planners, architects, engineers, landscape architects, and other design professionals) follow the following steps:

STEP 1: REVIEW THE CITY'S GENERAL PLAN, ZONING, AND THIS CITYWIDE DESIGN GUIDELINES DOCUMENT.

The City's General Plan places a great deal of emphasis on creating desirable new development that achieves multiple objectives. Key parts of the General Plan include the Land Use, Mobility, Community Character, and Community Plans Elements. The Place Types Manual within the Community Character Element provides a good overview of the big picture design goals for a given area of the City. The zoning code sets forth on citywide standards such as parking, landscaping, screening, and other details in addition to specific standards for each zone such as set backs, height, and allowable square footage per lot (FAR).

Resources:

General Plan: www.fremont.gov/generalplan

Planning and Zoning Ordinances (see Title 18):

<http://www.codepublishing.com/ca/fremont/>

Design Guidelines: www.fremont.gov/design

STEP 2: DO A COMPREHENSIVE SITE ANALYSIS.

Most professional design teams begin their design process with a site visit and site analysis that identifies both on site and surrounding off-site features that provide overall design guidance. Site topography, mature trees or vegetation, and adjoining buildings and uses all provide information and visual clues to the design process. A second critical layer of this analysis includes a review of utility locations and existing easements as these can significantly influence project design and cost.

STEP 3: REVIEW YOUR BASIC ASSUMPTIONS OR QUESTIONS WITH DEVELOPMENT REVIEW STAFF.

You may visit the Development Services Center for basic information. If your questions or project are more complex, you may arrange to meet with a team of development review staff members in a pre-application review meeting. One meeting of this type is typically provided free of charge and is intended to provide overall policy guidance and direction. If more detail is required, the City offers a Preliminary Review Process. This process is initiated by application to the City and results in detailed comments and guidance. Customized review or guidance is also possible under this process but applicants must be specific as to their needs in their application or supplemental letter.

Resources:

For basic general plan, zoning, and design guideline information:

Email staff at: Planinfo@fremont.gov or

Leave a message at 510.494.4455

Calls and e-mails are returned within 24 hours.

For pre-application appointments call 510.494.4440

5. DESIGN REVIEW

As set forth in Chapter 18.235 (Design Review) of the Fremont Municipal Code, the purpose of Design Review is to implement the General Plan's goals and policies and to determine compliance with specific regulations of the title and general provisions of policies and guidelines adopted by City Council resolution. Additionally, Design Review serves to promote the orderly development of the City, the stability of land values and development by the erection of structures or additions or alterations thereto with proper attention to the harmony, compatibility, and aesthetic quality of the architecture, landscape architecture, and engineering design.

The City's Community Development staff will grant a ministerial Design Review Permit when the proposed project conforms to the requirements and standards established by the Fremont Municipal Code and the Design Rules. If a project cannot meet a Design Rule established within this document, the property owner can elect to go through Discretionary Design Review wherein additional justification demonstrates that the intent of the Design Guidelines is met. Discretionary review may impose guidelines that are encouraged in order to achieve the purposes and intent of the City's Design Review Ordinance. A discretionary Design Review Permit does, however, require notice and public hearing to neighboring property owners and tenants within a minimum of 300 feet from the property boundaries. As such, the Zoning Administrator will consider any input in rendering a decision on the Design Review Permit.

CHAPTER TWO

SINGLE FAMILY RESIDENTIAL DEVELOPMENT

SINGLE FAMILY RESIDENTIAL DEVELOPMENT

The guidelines in this section apply to the development of new single and two-family homes and for projects involving additions to, or reconstruction of an existing home. The guidelines in this section are divided into the following five subsections:

1. Site Development,
2. Neighborhood Context,
3. Building Design, Architectural Elements, Materials and Color,
4. Open Space and Landscaping,
5. Dwelling Units Located Above the Toe of the Hill or Within the Hillside Combining District or Open Space Districts.

As described in Chapter 1, design rules or standards are identified with an “R” and guidelines with a “G”. All projects will be evaluated on their adherence to the rules and the degree to which substantial compliance with the intent of the guidelines is demonstrated, leading to a recommendation of project approval or denial. Applicants are strongly encouraged to review the recommendations provided in the Design Development section of Chapter 1 of this document.

1. SITE DEVELOPMENT

DESIGN RULES & GUIDELINES

- 2.1R** The maximum allowable lot coverage for all structures on a residential shall be as set forth in the Zoning Ordinance. If the zoning district (e.g. P-District) does not specify or depict maximum lot coverage, the maximum coverage is 40%.^c

Notes:

- a. Hardscape such as driveways, walkways, patios and patio covers are not counted towards lot coverage.
- b. Also see rule 2.28 regarding upper floor area allowances and rule 2.12 regarding minimum yard size.



- c. Editor's Note: Ordinance 21-2018 modified FMC 18.90.040 to limit second floors to 50% of the first floor square footage, and to apply maximum second floor square footage that vary by Zoning District. Refer to governing zoning code for current information.

- 2.2R** Buildings shall be developed in accordance with the underlying zoning requirements (e.g., setbacks, height limits, lot coverage, first to second floor ratios, etc.)
- 2.3G** Applicants are encouraged maintain and protect large trees on the site.
- 2.4R** Site development shall minimize the impacts of hardscape through the utilization of reduced pavement areas and decorative pavement treatments, especially for driveways. Building designs shall minimize the impacts of the garage on the streetscape through set backs and architectural design treatments.
- 2.5G** The garage should be visually subordinate to the house. A garage shall be set back a minimum of 4 feet from the face of the home’s primary street fronting facade. Sidedrives with garages at the rear of the lot are encouraged.
- 2.6G** Garage doors should be well articulated, with panels and/or windows to reduce the presence of large flat planes.
- 2.7G** Single car curb cuts with driveways that widen to garage door openings, decorative paving materials, and/or tire strips are all encouraged as ways to minimize the concrete area of driveways.
- 2.8G** Adjacent landscaping is encouraged near all driveways to help soften the visual impact.
- 2.9G** Existing natural features, such as significant trees, vegetation, and drainage areas should be integrated into the overall site design.



2 SINGLE FAMILY RESIDENTIAL DEVELOPMENT

- 2.10G** Grading should minimize differentiation in pad heights between the subject property and adjacent properties, as well as the street.
- 2.11G** Slopes should be rounded and contoured to blend with the existing terrain.
- 2.12R** The minimum dimension of the usable rear yard shall be no less than 15' x 20'.
- 2.13G** Rear yards are typically private and more personalized, and should be designed to enhance privacy between neighbors, with appropriate fencing and trellises.



2. NEIGHBORHOOD CONTEXT DESIGN RULES & GUIDELINES

Neighborhoods are not all uniform in scale and appearance; however, they are generally characterized by similar architectural style, site plan layout and/or home size. The fact that one or more homes of a different scale and character have, in the past, been constructed does not negate the need and desirability of relating new or substantially reconstructed homes to the majority of homes nearby. The Design Rules and Guidelines that follow are intended to allow flexibility and diversity in the development of improvements to existing lots while respecting the unique scale and appearance of the surrounding neighborhood.

2.14R When a new or substantially reconstructed home or new second story addition is proposed, a survey of the immediate neighborhood shall be prepared. The survey shall include a vicinity map showing the existing home, two homes to either side of the home, three to four homes directly across the street and two to three homes directly to the rear with photos keyed to the vicinity map. A summary of common features (e.g., number of stories, types of roofs, building materials, etc.) for all of the homes shall be provided. The survey shall be used to guide the project design and shall be submitted with the application for a Design Review Permit with a description of how the proposal conforms to the scale and appearance of the neighborhood.

2.15R Design of additions shall reinforce prevailing neighborhood development patterns by maintaining similar setbacks, entry elements, garage locations, finish floor to ceiling heights, and street/front yard trees. New or substantially reconstructed homes need not replicate existing home designs.



2 SINGLE FAMILY RESIDENTIAL DEVELOPMENT

2.16G Additions/remodels that propose a second story in a neighborhood of predominantly one-story homes require special sensitivity regarding window placement, privacy, and overall scale and mass or bulk. Second stories should be placed in the least obtrusive location on the lot (generally set further back from all neighbors) and second floor balconies and outdoor spaces should be avoided.

2.17G Similar roof forms (e.g., orientation, slope, eave heights, and overhangs) to those found on existing homes should be maintained in the case of an addition and similar to those found in the neighborhood if the home is being rebuilt or substantially reconstructed.

2.18G Additions to existing homes as well as substantially reconstructed homes should be designed to respect and compliment existing architecture by using similar window types, sizes, and proportions, and similar building materials to those found in the neighborhood.



3. BUILDING DESIGN, ARCHITECTURAL ELEMENTS, MATERIALS AND COLOR DESIGN RULES & GUIDELINES

BUILDING MASSING AND ARTICULATION:

The massing and articulation of buildings is of great importance. Square “blocky” homes, with minimal architectural detailing result in a lack of character and should be avoided. The lack of architectural detail or variety of material and color exacerbates the bulky dense appearance of the homes. New or substantially remodeled or reconstructed homes shall consider massing and articulation similar to that found in the surrounding neighborhood.

2.19R In order to achieve massing and overall heights that are consistent with neighboring homes, foundations and finished floors that are excessively raised from grade as compared with surrounding homes are not permitted. This design rule shall not apply to additions to existing homes where finished floor grades are being maintained, or where floors must be raised due to flood zone regulations.

2.20R Floor to ceiling heights shall be similar to those found in homes within the neighborhood. If desired, open/vaulted ceilings, recessed ceilings, sunken rooms or other internal design features can be used to create increased floor to ceiling heights.

2.21R The design of a home shall articulate the main facade of the home into distinct elements: entry; main building; a single story element and the roof.

2.22R The design of a home shall incorporate a single-story massing element on the front facade. This may be achieved by using porches, or single story living areas seen from the street.



2 SINGLE FAMILY RESIDENTIAL DEVELOPMENT

2.23G One-story roofs, often over porches or bays, should be incorporated to assist in further breaking up the massing of larger two-story homes.

2.24G The massing should be further varied by articulation of elements such as porches, chimneys, dormers, trellis, etc. Changing materials on these elements may provide further emphasis and add desirable variety. Entries and porches are strongly encouraged to be the primary element of each home on the street facade; they should be clearly identifiable and articulated.

BUILDING ENTRIES

2.25G Entries and porches are strongly encouraged to be the primary element of each home on the street facade; they should be clearly identifiable and articulated.

2.26G Porch / Entry features should primarily be single story elements.

Notes:

- a. Roofs over 17' in height are considered two story elements.
- b. Heights are measured to the midpoint of the roof ridge in most of the "flat lands" of Fremont. In the Hillside Combining District, Open Space Districts, and some Planned Districts, however, overall height is measured to the roof ridge or peak thereof.

2.27G Entries and porches should be sized to accommodate a small seating area for chairs or a bench outside of the main entry circulation path. A minimum dimension of 6'x 6' or 5'x 7', plus additional circulation area is desirable.



TWO STORY BUILDINGS

- 2.28R** A second story shall be limited to a maximum of a home's first floor area as set forth in the Zoning Ordinance. If the zoning district (e.g. P-District) does not specify or depict maximum second story size, the maximum shall be 60% of the home's first floor area.^c Hip roof forms and/or varied upper floor setbacks shall be used to break up overall massing. A second floor that is converted from an attic or built in a way that the second floor area is located within the slope of the roof system over the first floor (when that roof is architecturally compatible with the neighborhood per 2.17G) shall not be subject to the second-story percentage limitation. Any new dormers will be limited in size for architectural compatibility.
- 2.29G** Second stories are discouraged over garages that are set back less than other portions of the primary residence.
- 2.30R** A variety of setbacks are required. At least two sides of the second-story must have a greater setback than the first. In no case shall a second-story be in alignment with the first story when adjacent to a single-story dwelling.
- 2.31G** A roof segment should be maintained between the first and second-floor walls for at least 50% of the building perimeter unless two-story high walls are common in the neighborhood. Generally, these roof forms should be carried around building corners to provide visual continuity between adjacent house façades. In predominantly one-story neighborhoods, two-story walls without intervening roof eaves on front elevations should be avoided.



c. Editor's Note: Ordinance 21-2018 modified FMC 18.90.040 to limit second floors to 50% of the first floor square footage, and to apply maximum second floor square footage that vary by Zoning District. Refer to governing zoning code for current information.

2 SINGLE FAMILY RESIDENTIAL DEVELOPMENT

2.32G Tucking second stories within roof eaves or use of dormers is a viable alternative to mitigate mass and bulk of a building, especially where roof pitches are steeper and commonly found within the neighborhood.

ROOF FORMS

2.33R Roof forms with lower profiles shall be employed when adjacent existing homes have lower massing profiles

2.34G High pitched roofs and gables are most successful when used to emphasize vertical elements of the facade, but should only be used when appropriate to the building architecture and neighborhood character.

2.35G Flat roofs are generally discouraged unless appropriate to the neighborhood character.

BUILDING MATERIALS AND ARTICULATION

Variety of materials are encouraged for new residential project articulation. The predominance of stucco exteriors, with limited detailing and no variety of treatments, produces a monotonous appearance. A greater variety of materials used on the exterior of homes creates a more diverse and interesting neighborhood.

2.36R Homes shall have a minimum of two exterior wall cladding materials, one primary and one secondary.

2.37G Materials should be used in an appropriate and authentic manner so that they do not appear to be “applied”.

2.38G Project components should incorporate contextual materials commonly found on homes in the neighborhood.



- 2.39G** Heavier materials should be used at building bases.
- 2.40G** Material changes should occur at a change in wall plane where the changes tend to appear substantial and integral to the structure, preferably at an inside corner.
- 2.41G** Accent and trim elements should be differentiated in texture, color, or material.
- 2.42R** Architectural detailing is an important component of architectural design and is required on all projects. Examples of architectural detailing include, but are not limited to: trim, window panes, shutters, pot shelves, bay windows, awnings, exposed rafters, and corbels.
- 2.43G** Building color variety should relate to changes of materials, such as stucco and wood or body/base and trim.
- 2.44G** It is strongly recommended that window sashes, mullions, and trim receive accent colors to emphasize the building's details.
- 2.45G** Awnings or canopies over large windows may be provided to add visual interest and solar shading. Recessed windows, or thickened walls may also be appropriate depending on architectural style.



2 SINGLE FAMILY RESIDENTIAL DEVELOPMENT

2.46G In projects involving additions or facade renovations, proponents should match detailing to that of existing construction. Alternatively, buildings of historical significance should adhere to policy of The Secretary of Interior Standards for additions to buildings whereby architectural design of the addition is distinctly of its time and differentiated from the design of existing buildings.

2.47G Materials and installation which are authentic to the existing architectural style are encouraged. This includes use of similar roofing forms as well as window styles (e.g., if the home has existing horizontal sliding windows, vertically hung windows should not be used in the addition or modification).

Exceptions to this requirement:

- a. When all windows or other building materials are updated concurrently,
- b. When the design of the addition or alteration is distinctly differentiated consistent with the Secretary of the Interior Standards.

2.48R All projects are required to meet requirements set forth in the California Green Building Code.

2.49G All projects are encouraged to incorporate further green and sustainable building materials and practices into their design.



DESIGN FOR ENHANCING PRIVACY

New development shall be designed to limit privacy impacts on adjacent properties; however, complete privacy is not a realistic expectation. Privacy shall be considered when designing locations of windows, balconies, decks, doors, landings, and stairways. Designs should reduce opportunities for individuals to be casually observed by others and minimize intrusions upon neighboring private yard areas, such as the main outdoor living space area and primary patios.

2.50R Potential privacy-sensitive areas on adjacent parcels shall be identified on the site plan and details shall be provided on how they have been addressed by the proposed design.

2.51R New development shall carefully consider floor plan layout and window placement to minimize unfiltered and direct views from a primary living area into a primary living area, or backyard recreational area.

Note: If side and rear yards have been substituted for one another, special care shall be taken to address the most sensitive yards.

2.52R Windows, doors, porches, balconies, and decks shall be oriented to minimize privacy impacts on adjacent properties. Second floor windows not required for egress located directly adjacent to neighboring outdoor living spaces or facing second story windows on adjacent lots shall employ techniques such as the use of smaller and/or higher-placed (clerestory) windows, inset windows, non-transparent or obscured glazing, permanent architectural screens, permanently affixed louvers or increased distance between homes at privacy sensitive locations.

2.53R The use of large, blank walls as a method to address privacy impacts is not acceptable.



See 2.51R



See 2.52R



See 2.52R



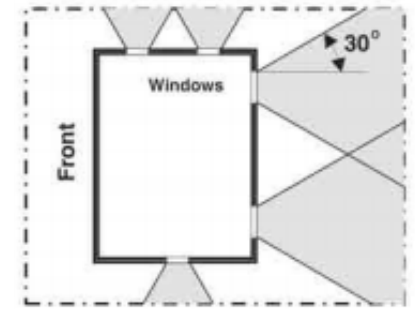
See 2.53 R

2 SINGLE FAMILY RESIDENTIAL DEVELOPMENT

2.54R Landscaping including large evergreen trees, and/or garden features (e.g., trellis or supplementary fencing) shall provide a buffer or screening between properties and obscure direct sight-lines (see diagram 2.54 below) into private yard areas or windows on adjacent properties. Screening must be attained at privacy-sensitive areas before a certificate of occupancy or final sign-offs are provided. The city shall also require the current owner sign a notice that obligates them to disclose (at time of sale) that landscaping or other garden features were required for screening purposes and that they and subsequent property owners are obligated to maintain or replace them as needed. The notice shall incorporate a site plan identifying such features. Shrubs shall be a minimum 15-gallon size, and trees shall be a minimum 24-inch box size and a minimum 12 feet in height at planting, however, the zoning administrator may require a larger number or size of trees to achieve screening goals. The mature size of the screen planting must be compatible with available space and not obstruct solar access as provided in the state solar shading act.

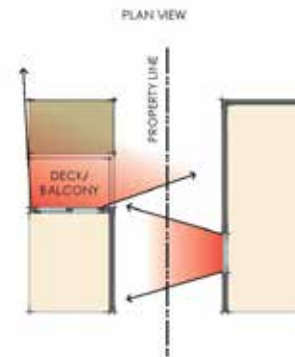


See 2.54R

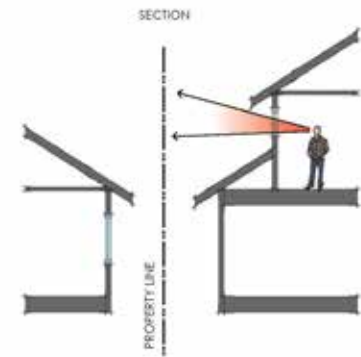


See 2.54R

2.55G Windows on walls adjacent to a neighbor's home should be offset to minimize direct views into neighbor's windows, with specific attention paid to new second floor windows that look down into first floor windows or outdoor living spaces on adjacent properties.



See 2.55G



2.56R Balconies and second floor decks are not permitted when adjacent to one-story homes.

2.57G Balconies and second floor decks (not covered by Design Rule 2.56R) should avoid direct sight lines to windows and/



Encouraged



Discouraged

See 2.56G

or outdoor living spaces on neighboring lots. Where possible balconies and second floor decks should be recessed into a building rather than projecting from a building.



See 2.57G

2 SINGLE FAMILY RESIDENTIAL DEVELOPMENT

TRELLIS AND FENCE DESIGN

2.58G Consider trellis extensions to yard fencing to add privacy and to provide a framework for landscape vines. Trellis or patio covers can also provide privacy and shade.

Notes:

Fence trellises and other trellis structures over seven feet in height require a building permit. Fence trellises on or within three feet of a property line are generally limited to an overall height of 8 feet. A trellis structure attached to a primary residence, but outside of a yard set back is permissible and when unenclosed does not count towards lot coverage. A trellis structure that is detached from the primary residence is limited to no more than 12 feet in height – refer to zoning code.

2.59G Porch and building columns and other trellis framework should be proportioned appropriately for the scale of the element.

2.60G Fencing is an important visual element. Fencing, especially when seen from the street, should be designed to integrate into the architecture of the buildings and add visual interest in its detail, materials or color. Trellises may be used to add visual interest and provide privacy.

Note:

Fencing set backs and height limits are established in the zoning code.

2.61G Fencing on corner lots should begin at or near the back end of the building, and fences that are visible from the street should have additional detailing to provide visual interest.

2.62G Partially transparent fencing can be used to add interest while maintaining privacy.

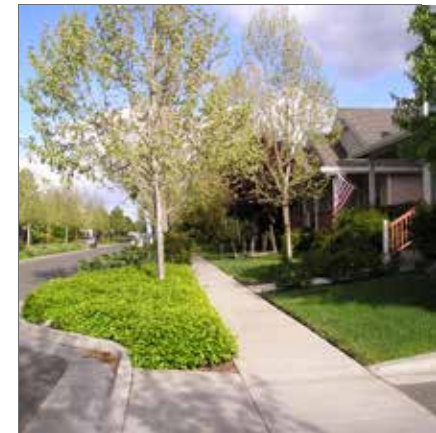
2.63G Accents at gates, such as arched gates or arbors, should be considered to add visual interest and demarcation of an entrance.



4. OPEN SPACE & LANDSCAPING DESIGN RULES & GUIDELINES

A summary of the City’s landscape requirements may be found at:
www.fremont.gov/LDRP.

- 2.64R** Landscaping, consisting of trees, shrubs, groundcovers, and an automatic irrigation system, shall be provided in the front and exterior side yards on newly constructed or substantially reconstructed homes.
- 2.65G** Drip irrigation systems for water conservation are strongly encouraged and can aid in meeting state mandated water conservation requirements.
- 2.66R** Restorative landscaping efforts are required to be incorporated into all project proposals.
- 2.67R** To improve the appearance of the streetscape, landscaping and street trees are required (if not already existing) to diminish the impact of the buildings and provide a softer appearance.
- 2.68G** Provide tree species which:
 - create a continuous canopy along the street,
 - are appropriate to the planter size,
 - are consistent with established street trees existing along a street,
 - avoid overhead lines (if in the right-of-way),
 - comply with Bay Friendly Basic Practices.



Appropriate areas for ornamental landscapes are within small courtyards and patios or in close proximity to the development footprint.

2 SINGLE FAMILY RESIDENTIAL DEVELOPMENT

- 2.69G** Planting palettes should be selected to reinforce the home design and add variety to the streetscape, provide privacy between neighbors, and limit blockage of sunlight to neighbors.
- 2.70G** Landscaping elements such as vines on trellises, hedges or low fences and walls, and specimen trees are encouraged.
- 2.71R** A minimum 1' 6" to 2' wide landscape strip is required along the property line adjacent to a driveway leading to a rear garage.
- 2.72G** Planting in front of windows, in lieu of fencing, to provide privacy is desired and strongly encouraged. To achieve these results, plant sizes for screens and hedges should be set out from containers that are a minimum of 5 - 15 gallons in size.
- Note: Hedge heights are limited when located along property lines.*
- 2.73R** In addition to street trees, yard trees may be required where existing landscaping is limited, or when privacy concerns arise.
- 2.74G** Deciduous shade trees or fruit trees are encouraged. Evergreen trees may be used when privacy is of concern or when blocking out objectionable views.
- 2.75G** Select species that will be contained on the property and not unduly burden neighboring properties.



5. DWELLING UNITS LOCATED ABOVE THE TOE OF THE HILL OR WITHIN THE HILLSIDE COMBINING DISTRICT OR AN OPEN SPACE DISTRICT

DESIGN GUIDELINES

In addition to any requirements in the previous Residential subsections, dwelling units within this category shall comply with the following provisions:

- 2.76G** To the maximum extent feasible, structures should be sited so as to naturally transition with the existing topography. Safe and sound grading, drainage, and engineering principles should be applied.
- 2.77G** Structures supported on open forms of underpinnings, such as poles, should be designed to integrate the under-structure systems with the overall structure design. Areas under the structure should be appropriately screened or incorporated into the architectural massing.
- 2.78G** Special attention should be given to second story decks and balconies to address privacy between neighboring residences.



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CHAPTER THREE

OTHER DEVELOPMENT TYPES

OTHER DEVELOPMENT TYPES

The guidelines in this section apply to all projects other than individual Single Family Residential Developments (covered in Chapter 2) or by more specific Design Guidelines adopted by the City Council. A complete list of design guidelines can be found at www.fremont.gov/design. The guidelines in this section are divided into the following four subsections:

1. Site Development,
2. Building Design, Architectural Elements, Materials and Color,
3. Landscape Design,
4. Crime Preventative Design.

As described in Chapter 1, design rules or standards are identified with an “R” and guidelines with a “G”. All projects will be evaluated on their adherence to the rules and the degree to which substantial compliance with the intent of the guidelines is demonstrated, leading to a recommendation of project approval or denial. Applicants are strongly encouraged to review the recommendations provided in the Design Development section of Chapter 1 of this document.

1. SITE DEVELOPMENT

DESIGN RULES & GUIDELINES

ACCESS & CIRCULATION

- 3.1R** Public streets shall be designed to comply with the Mobility and Community Character Elements of the General Plan.
- 3.2G** Internal streets should be designed with traffic calming elements such as bulb-outs, speed tables, delineated pedestrian crossings, and on street parking as appropriate.



- 3.3G** Driveway entries should align with existing or planned median openings and driveways on the opposite side of a street.
- 3.4G** Concrete curbing should be used as wheel stops, where possible. The use of individual wheel stops is discouraged.
- 3.5G** Dead end drive aisles should be avoided.
- 3.6R** Bike racks shall be provided and located near main entrances.
- 3.7R** Durable, decorative paving shall be used when paved areas serve multiple purposes (e.g. when pedestrians, walks, or recreational amenities coincide with driving areas).
- 3.8R** In large parking areas, pedestrian paths with adjacent landscape shall be provided to connect parking and building entries.
- 3.9R** Easily identifiable and accessible pedestrian paths of travel from the street, sidewalk, parking areas, and bus stops to building entrances and key areas within the site shall be provided.
- 3.10R** Decorative or other special paving shall be provided at crosswalks within a project as opposed to a painted stripe designation.
- 3.11R** Pedestrian walkways shall be visually attractive and well defined by landscaping, lighting, and other amenities (e.g. benches).



3 OTHER DEVELOPMENT TYPES

PLAZAS, EMPLOYEE BREAK AREAS, AND OTHER URBAN OPEN SPACE AREAS

- 3.12G** Public open spaces should be located adjacent to the commercial component of the development to allow for such uses as outdoor dining and socializing.
- 3.13G** Industrial and office developments are encouraged to provide outdoor employee break areas.
- 3.14G** Employee break areas and open space associated with residential components of a mixed use project should be sheltered, as much as possible, from noise and traffic of adjacent streets and other incompatible uses.
- 3.15G** Plazas, employee break areas, and outdoor use areas should be designed to provide shade trees or shade structures and pedestrian amenities such as benches, fountains, landscaping and public art.

GRADING & DRAINAGE

- 3.16R** Excessive cut and fill shall be avoided by following natural contours.
- 3.17R** Slopes shall be rounded and contoured to blend with the existing terrain and to minimize grade differentials with adjacent streets and properties.
- 3.18R** Manufactured slopes shall be planted or otherwise protected from the effect of stormwater runoff erosion.
- 3.19G** Grading should retain as much natural vegetation (especially trees) as possible.
- 3.20G** Concrete or concrete block walls should be textured and colored to complement building surfaces or landscaping.



- 3.21G** Stormwater retention ponds, bioswales, and other stormwater features should be designed as landscape features.

UTILITY LOCATION

- 3.22R** Mechanical equipment, including gas meters, electrical meters, cable boxes, junction boxes, and fire riser and irrigation controllers should be located within a utility room. Roof access ladders should be contained within the building and, where this cannot be achieved, they shall be designed as an integral part of the building on a rear or side elevation and screened from public view.
- 3.23R** Large backflow preventers shall be painted a forest or olive green color to blend into adjoining landscape if not screened with low screen walls or other building elements.
- 3.24R** All rooftop mechanical equipment and appurtenances shall be screened from adjacent properties and the public right-of-way by an approved screen constructed of material similar to the principal structure. Mechanical equipment and appurtenances located on the ground shall be screened by material similar to the principal building or mature landscaping.
- 3.25G** Utility and service areas should be considered early in the building design process rather than as an afterthought at the construction document phase.
- 3.26G** Double Check Detector Assemblies (Backflow preventers) for landscape irrigation and domestic water should not be located at visually prominent locations (such as site entries) and should be well screened with shrubs, berms or low screen walls.



3 OTHER DEVELOPMENT TYPES

3.27G Landscaping should be used to screen above-ground utility transformers, irrigation backflow, irrigation controller boxes, pull boxes and termination cabinets where allowed by utility providers.

PARKING AREAS

The following guidelines should be used in conjunction with the standards provided in Section 18.183.110 of the Fremont Municipal Code (FMC).

3.28R Any parcel or portion of land used for the parking or loading of motor vehicles, or vehicle storage, shall be improved and maintained with landscaping.

3.29G Parking areas and cars should not be the dominant visual element of the site or streetscape. Refer to FMC 18.183.110(a).

3.30G Large expanses of paved areas and long rows of parking spaces should be avoided. Refer to FMC 18.183.110(e).

3.31G Parking lots on corner sites should not be located near the intersection. It is preferred that buildings be placed close to the required set back from street.

LOADING AND SERVICE AREAS

3.32R Truck loading and material handling shall be accommodated on-site in designated areas.

3.33R Commercial and industrial complexes with security gates shall provide an adequate on-site turn-around area so that maneuvering in the public right-of-way is not necessary.



- 3.34R** Loading, storage and service facilities shall be screened from view to the extent feasible. Materials, colors, and finishes should be consistent with the architecture of the main building(s). Planting may also be required. If loading is visible from public view, a wide landscaped buffer, wall or other method of screening shall be provided.
- 3.35G** Loading facilities should be designed as an integral part of the building which they serve and should be located in the most inconspicuous location.
- 3.36G** Service and loading areas should be located and designed for easy access by service vehicles; for convenient access by each tenant; and to minimize circulation conflicts with other site uses.
- 3.37G** Visitor and employee parking should be separated from loading and service areas.



3 OTHER DEVELOPMENT TYPES

COMMERCIAL AND MIXED USE SITE PLANNING

- 3.38R** Commercial space shall be located so as to provide continuity of the commercial presence along a street frontage within the context of surrounding development or anticipated future commercial development.
- 3.39R** Commercial space shall be oriented towards the street and major pedestrian or plaza areas.
- 3.40G** Provide direct and visible access noticeable from the street to uses located above ground level in order to highlight their location.
- 3.41R** Provide built-in flexibility to allow conversion from one commercial use to another and to ensure that the commercial space adequate for retail is also adequate for a variety of other uses. Elements such as the following shall be incorporated into the design:
 - Adequate ventilation and mechanical equipment to allow conversion to a variety of uses, such as a retail store or eating establishment.
 - Minimum of 16 feet floor to ceiling heights on the ground floor.
 - The depth of commercial tenant spaces should be predominantly 50 feet.
- 3.42G** Mixed-use buildings with residential building spaces should be improved or constructed in such a manner that noise levels do not exceed a maximum interior decibel rating of 45 dBA with windows closed, assuming 85 dBA on the first floor and an exterior noise level of 80 dBA. If noise analysis assumes closed windows 100 percent of the time, a fresh air ventilation system should be utilized.



2. BUILDING DESIGN, ARCHITECTURAL ELEMENTS, MATERIALS AND COLOR

DESIGN RULES & GUIDELINES

OVERALL DESIGN

- 3.43G** The Place Type Manual in the Community Character chapter of the General Plan should be consulted for building placement and design direction.
- 3.44G** Project design should complement surrounding development and the character of community.
- 3.45G** Project designs should provide authentic representations of architectural styles and details.
- 3.46G** The use of corporate “chain” architecture is discouraged. Corporate tenants should design their buildings to fit the scale and character of the community.
- 3.47G** Buildings within commercial centers or campus-style industrial parks should be designed to complement one another. This may include the common use of roofing or building materials, roof pitch, exterior finish material, and consistent color palettes.

SCALE & MASSING

- 3.48G** Large buildings are strongly encouraged to utilize one (1) or more of the following in order to reduce their perceived height and bulk:
- A change of roof or wall plane,
 - A change in massing,
 - Projecting or recessed elements, and/or
 - Varying cornice or roof lines.



3 OTHER DEVELOPMENT TYPES

3.49G Scale and proportions should be in keeping with the architectural style of the building and type of use.

ROOF FORMS

3.50R Buildings with flat or low-pitched roofs shall incorporate architectural elements to break up long horizontal roof lines.

3.51G Roof lines should be designed to create architectural interest and to “break” large structures into smaller forms. Roofs should incorporate a maximum of two (2) varying roof types (e.g., hip, gable) or a minimum of two (2) varying roof heights for flat-roofed structures.

3.52G Roof lines should be designed to screen roof-mounted mechanical equipment.

3.53R All screening shall be constructed consistent with the materials of the building and shall be designed as a continuous component.

3.54G Variation in roof form is encouraged to create interest, lessen the mass of the building, and add visual appeal.

3.55G Deep roof overhangs are encouraged to create shadow and add depth to facades.

PARAPETS

3.56G If the interior side of a parapet is visible from pedestrian view, it should be finished with the same materials and a similar level of detail as the exterior side.

3.57G Parapets should be designed to screen mechanical equipment without requiring the use of an additional roof screen. Height and method of screening should be clearly defined.



- 3.58G** If additional roof screening is required, the design of the roof screen should be architecturally compatible with the building.
- 3.59G** Parapets should not appear “tacked on” and should convey a sense of permanence.

ARTICULATION

- 3.60G** The highest level of articulation should occur on the front facade and facades visible from public streets. Similar and complementary massing, materials, and details are to be incorporated into other building elevations. No elevation should be monotonous, overly repetitive, or lacking articulation relative to the architectural style.
- 3.61G** Architectural elements such as overhangs, trellises, projections, awnings, insets, materials, textures, and colors should be used to create a human scale at the pedestrian level of a building.

ENTRIES, DOORWAYS & WINDOWS

- 3.62R** Ground floor glazing materials shall be transparent especially in pedestrian-oriented environments such as building entries and commercial storefront areas.
- 3.63G** In commercial and mixed use developments with commercial space, windows or window displays shall be provided along at least 30 percent of a building’s street-facing facades.
- 3.64G** Buildings should have at least one primary entrance facing a street or within 20 feet of a public plaza or other open space. The primary entry to the building should provide protection from the weather. Corner buildings should have corner entrances.



3 OTHER DEVELOPMENT TYPES

- 3.65G** Roll-up doors are discouraged where visible from public right-of-way.
- 3.66G** Service and roll-up doors should be painted to match the building or trim and recessed into the building to provide a shadow line. Steel corners should be installed to protect the building from damage by vehicles in lieu of bollards.
- 3.67G** Well-designed storefronts, including windows, doors, wall composition, colors, and materials, are very important to create a sense of entry and pedestrian scale. It is important that the main entrance to a building is clearly identifiable and unique as it is the primary point of arrival. Entry design should incorporate two (2) or more of the following methods:
 - a.* Change in wall/window plane,
 - b.* Placement of art or decorative detailing,
 - c.* A projecting element above the entrance,
 - d.* A change in material or detailing,
 - e.* Implementation of architectural elements, such as flanked columns or decorative fixtures,
 - f.* Recessed doors, archways, or cased openings,
 - g.* A portico or formal porch either projecting from or set into the surface,
 - h.* Changes in the roof line, a tower, or in the surface to a wall.



3.68G Stairways should be designed as an integral part of the overall architecture of the building. Stairways should complement the building's mass and form. Exterior metal stairs are strongly discouraged.

3.69G Window type, material, shape, and proportion should complement the architectural style of the building.

MATERIALS & COLOR

3.70G Material changes should occur at intersecting planes or at other logical locations, preferably at inside corners of changing wall planes or where architectural elements intersect such as a pilaster or projection.

3.71G Materials, textures, and colors should be used to enhance different parts of a building's facade where appropriate to the architectural style. Heavier materials should be used lower on the building elevation to form the building base.

3.72R Durable/textured building materials (e.g., stone, brick, masonry block, slate, tile) shall be incorporated at the base of buildings in areas where pedestrian activity is expected. Stucco or stucco-like surfaces are not acceptable building materials in such high traffic areas.

TRASH & RECYCLABLE ENCLOSURES

3.73G Trash enclosure areas should be carefully designed, located, and integrated into the site plan consistent with waste handling guidelines and provider servicing needs.



3 OTHER DEVELOPMENT TYPES

3. LANDSCAPE DESIGN

DESIGN RULES & GUIDELINES

A summary of the City's landscape requirements may be found at: www.fremont.gov/LDRP.

PLANTING AREAS

3.74G Landscaping should be used to:

- a. Define areas such as building entrances, key activity hubs, focal points, and the street edge,
- b. Provide screening for unattractive/unsightly service areas,
- c. Serve as buffers between neighboring uses, and
- d. Buffer pedestrian circulation from vehicular circulation.

3.75R Unpaved areas shall be landscaped with ground cover and/or shrub plant material.

3.76R Landscape design, planting, and irrigation shall conform to the City's Water Efficient Landscape Ordinance (WELO) and adopted Bay Friendly Design Principles.

3.77R Trees and shrubs shall be located and spaced to allow for mature and long-term growth. Trees and shrub types should be selected to minimize root problems.

3.78G Walkways should be paved through landscaped areas along paths of likely travel to protect landscaping from foot traffic.

3.79G Murals, trellises, vines, and/or espaliers should be placed on large expanses of walls and/or at the rear or sides of buildings to break up building mass and create visual interest.



3.80G Planting areas should be designed to capture and treat stormwater.

3.81G Canopy trees should be strategically used in parking areas to reduce the impact of large expanses of paving and provide shade, as well as reduce glare and heat build up.

WALLS & FENCING

3.82G Chain link fencing or similar metal wire fencing with wood slats is strongly discouraged.

3.83G Fences and walls should be designed to complement project architecture and may be planted with vines, shrubs and trees.

3.84R All outdoor storage for goods, materials, and commercial vehicles or equipment shall be visually screened.



3 OTHER DEVELOPMENT TYPES

LIGHTING

- 3.85R** All lighting, including security lighting, shall be shielded to minimize glare upon neighboring property and public rights-of-way.
- 3.86G** Parking areas should have lighting capable of providing adequate illumination for security and safety. Lighting standards should be energy-efficient and in scale with the height and use of the on-site structure(s).
- 3.87G** Light fixtures and the design of parking lot lighting fixtures should be architecturally compatible with building design.
- 3.88R** Lighting fixtures shall not project above the fascia or roof line of the building.

4. CRIME PREVENTATIVE DESIGN DESIGN GUIDELINES

Crime Prevention Through Environmental Design (CPTED) is a commonly recognized approach that seeks to reduce opportunities for crime that may be inherent in the design or placement of structures or by neighborhood design, by way of lighting, landscaping, and placement of windows or openings in buildings and structures. CPTED is also used to increase security by way of access control and territorial enforcement; required locks on doors and windows are not only installed but maintained.

- 3.89G** Incorporate Crime Preventative Design through the application of the City's Crime Prevention Through Environmental Design (CPTED) Checklist in the review of projects.

CHAPTER FOUR

WIRELESS FACILITIES

WIRELESS FACILITIES

The primary purpose of these guidelines is to ensure visually acceptable facility design and to provide direction on required and preferred design of wireless facilities.

1. ALL FACILITIES DESIGN RULES

- 4.1.1R** All proposed wireless facilities shall be located so as to minimize their visibility.
- 4.1.2R** Applicants shall use architectural treatments and “stealth techniques” to reduce potential visual impacts from all wireless facilities, and especially for those proposed in areas easily visible from a scenic route as identified in the General Plan, as well as from major traffic corridors, or commercial centers.

2. ROOF-MOUNTED FACILITIES DESIGN RULES & GUIDELINES

- 4.2.1R** Roof-mounted antennas shall not be placed in direct line of sight from scenic routes and commercial centers unless they incorporate appropriate stealth techniques such as designing them to appear as rooftop vents, or architectural features. Installation of new parapet walls or adding roof enclosures may also be considered.
- 4.2.2R** All roof-mounted antennas and equipment shall be located to minimize visibility from public right-of-ways. Antennas and equipment shall be located as far back from the roof edge as feasible to minimize the visual impact from the public right-of-way, unless adequate stealth or screening techniques are used (parapets, roof enclosure, etc.).
- 4.2.3G** All equipment and wiring should be located within an enclosure.



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3. FAÇADE-MOUNTED FACILITIES DESIGN RULES & GUIDELINES

- 4.3.1R** Façade-mounted antennas shall be painted and textured to match the existing structure, unless incorporated as a design element of the building.
- 4.3.2R** Antennas and the associated mountings shall not project beyond a maximum of eighteen (18) inches from the face of a building, unless they are considered to be an architectural element of the overall building design. No exposed cabling is permitted.
- 4.3.3G** Façade-mounted antennas should be camouflaged by incorporating the antennas as part of the dominant design element of the building.
- 4.3.4G** When façade-mounted antennas are used as a design element, additional faux elements may be required to be installed in order to retain the architectural design continuity of the building.
- 4.3.5G** Proposed façade antennas should be located in a symmetrical, balanced design consistent with the building design. Antennas should be no longer or wider than the façade on which they would be located.



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4 WIRELESS FACILITIES

4. GROUND-MOUNTED FACILITIES AND GROUND-LEVEL EQUIPMENT ENCLOSURES DESIGN RULES & GUIDELINES

- 4.4.1R** Equipment cabinets and wireless facilities located on the ground shall be placed in areas least visible from public right-of-ways, and have minimal impacts to existing landscape removal.
- 4.4.2R** Equipment cabinets and wireless facilities located on the ground and visible from a public right-of-way shall be screened from public view. Screening techniques may include an enclosure, and/or landscaping. In areas where visibility cannot be screened architectural treatment compatible with existing buildings, an underground vault, or a *boxART* installation may be required.
- 4.4.3G** Wherever possible, equipment cabinets and wireless facilities on the ground should be located away from open spaces and required yard setbacks and should be placed within the building envelope area.

5. MONOPOLES DESIGN RULES & GUIDELINES

- 4.5.1G** Freestanding monopoles should be stealth or camouflaged to blend into the surrounding environment. Simple or single “radome” or “slimline” poles may be considered sufficiently stealth in parking lots, street right-of-ways, and in heavy industrial settings.



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4.5.2R All cables must be routed directly from the ground up through the pole. Equipment enclosures shall completely enclose or hide cabling. No exposed cabling is allowed.

4.5.3R Monopoles shall not be located in a front or side street setback unless designed as a stealth structure that might otherwise be permitted in the setback, such as a flag pole or sign structure.

FAUX TREES

4.5.4G Faux tree monopoles should replicate the shape, structure, and color of live trees, and be similar in appearance to the surrounding trees with regard to color and species.

4.5.5R All faux trees monopoles must incorporate a sufficient number of branches/foilage materials to screen antennas/cables and provide as natural, mature and healthy appearance as possible. There shall be no gaps in branch coverage and branches should extend beyond the mounted equipment.

4.5.6R All antennas and associated equipment components on a faux tree shall have covers or needle “socks”.



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The above two faux trees have exposed antennas with no covers or needle socks and insufficient foliage and branches to hide equipment.



The above two faux trees above have needle coverings and natural-looking shape and dense foliage that blends with landscape context.

6. RIGHT-OF-WAY INSTALLATIONS DESIGN RULES & GUIDELINES

- 4.6.1R** Installations on existing utility poles must use all design techniques possible to minimize visual impacts.
- 4.6.2G** Due to the potential visual impacts associated with Right-of-Way installations, consider using Distributed Antenna Systems (DAS) or Small Cell facilities.
- 4.6.3G** Antennas and pole-mounted equipment should be screened or disguised with shrouding and /or located behind existing traffic signs.
- 4.6.4G** Minimize the quantity and size of equipment placed on poles. Long and narrow equipment, as opposed to wide and bulky equipment should be used. Equipment should be clustered as much as possible and located toward the top end of the pole.
- 4.6.5R** There shall be no flashing lights or unnecessary, distracting, non-essential or poorly placed warning stickers, unless required by law.
- 4.6.6R** There shall be no exposed cables or wiring. Cables shall be concealed within a sleeve between the bottom of the antenna and the mounting bracket.
- 4.6.7G** Exterior panel antennas should not exceed the height of the pole.
- 4.6.8G** Wireless metering shaped in a small disc or “puck” style electric smart meters should be utilized to the greatest extent possible.



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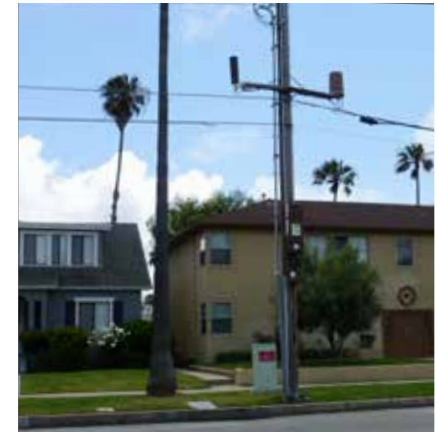


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- 4.6.9G** Avoid installations with wide offsets from the pole. Equipment should not project more than twelve (12) inches from the pole.
- 4.6.10G** Avoid poles that are directly in front of businesses. Poles near street corners, landscaped areas, or in alleys should be considered for installation first.
- 4.6.11G** Equipment should be minimally visible through the use of an underground vault. If not feasible, above ground cabinets must be designed and located in an area with minimal visual impact or as a *boxART* installation to reduce visual impact.
- 4.6.12R** In no case shall equipment block the sidewalk or pedestrian pathway. All installations must maintain accessibility requirements and standards.
- 4.6.13R** Equipment shall be painted with graffiti-resistant paint to match pole color and surroundings.
- 4.6.14R** All disturbed pavement and landscaping shall be replaced and areas of bare or disturbed soils must be re-vegetated. If replacement landscape is determined to be infeasible the City may accept mitigation funds to use elsewhere within city right-of-ways.



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Above are examples of wide offsets and highly visible pole installations which are discouraged.

7. LANDSCAPING / FENCING DESIGN RULES & GUIDELINES

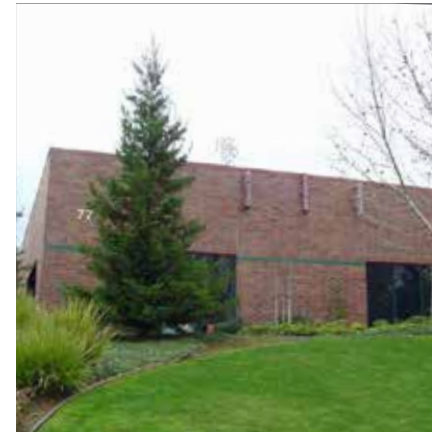
- 4.7.1R** Landscaping shall be used as screening where conditions allow, to minimize visual impacts and should be visually compatible with existing vegetation in the vicinity.
- 4.7.2R** All wireless facilities shall be installed in a manner that maintains and enhances existing vegetation.

4 WIRELESS FACILITIES

- 4.7.3G** New landscaping should be drought tolerant and designed to be natural and clustered.
- 4.7.4R** Additional adapted or native vegetation or trees may be required, where deemed necessary, to provide additional screening or to create a more natural landscape environment, in particular surrounding faux trees.
- 4.7.5R** Any vegetation that is disturbed during construction shall be restored. Planting used for restoration shall be similar to the existing vegetation in the area.
- 4.7.6R** Fencing shall be constructed of solid material at a minimum height of six (6) feet, but tall enough to screen equipment. No chain-link or barbed-wire fencing is permitted.

8. COLORS AND MATERIALS DESIGN RULES & GUIDELINES

- 4.8.1R** Colors and materials for antennas and equipment cabinets shall be chosen to minimize the visibility of the wireless facility.
- 4.8.2R** Antennas shall be painted and textured to match the existing structures, unless used consistently as a design element to add visual interest to the building.
- 4.8.3R** Ground-mounted facilities shall be painted with non-reflective matte finish paint using color shades that are compatible or blend with surrounding natural elements such as soil, trees or grasslands.
- 4.8.4R** All roof-mounted facilities shall be painted with non-reflective matte finish paint using an appropriate color that blends with the backdrop and/or building.



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