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 guidelines[1] 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.	☐	☐	☐	
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.	☐	☐	☐	
3.	Street trees are required on all residential lots per applicable City Standard Details.	☐	☐	☐	

2. Glenmoor Gardens 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.	☐	☐	☐	
2. Minimum lot area: 6,000 square feet	☐	☐	☐	
3. Minimum lot width: 55 feet.	☐	☐	☐	
4. Minimum lot depth: 100 feet.	☐	☐	☐	
5. Minimum front-yard setback: 20 feet.	☐	☐	☐	
6. Minimum side-yard setback: 5 feet.	☐	☐	☐	
7. Minimum aggregate side-yard setback: 12 feet.	☐	☐	☐	
8. Minimum street side-yard setback: 10 feet.	☐	☐	☐	
9. Minimum rear-yard setback: 25 feet.	☐	☐	☐	
10. Minimum street frontage: 35 feet.	☐	☐	☐	
11. Roof pitch: 3:12 (minimum) to 5:12 (maximum).	☐	☐	☐	

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

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.	☐	☐	☐	
2. Minimum lot area: 8,000 square feet	☐	☐	☐	
3. Minimum lot width: 75 feet.	☐	☐	☐	
4. Minimum lot depth: 100 feet.	☐	☐	☐	
5. Minimum front-yard setback: 25 feet.	☐	☐	☐	
6. Minimum side-yard setback for single-story elements: 7 feet.	☐	☐	☐	
7. Minimum aggregate side-yard setback for single-story elements: 16 feet.	☐	☐	☐	
8. Minimum side-yard setback for second-story elements: 8 feet.	☐	☐	☐	
9. Minimum aggregate side-yard setback for second-story elements: 20 feet.	☐	☐	☐	
10. Minimum street side-yard setback: 12.5 feet.	☐	☐	☐	
11. Minimum rear-yard setback for single-story elements: 25 feet.	☐	☐	☐	

Objective Design Standard	Complies?			
	N/A	No	Yes	Comments
12. Minimum rear-yard setback for two-story elements: 30 feet.	☐	☐	☐	
13. Minimum street frontage: 35 feet.	☐	☐	☐	
14. Roof pitch: 3:12 (minimum) to 5:12 (maximum).	☐	☐	☐	
15. Maximum floor area, including garage, for a one-story residence: 40-percent of lot.	☐	☐	☐	
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.	☐	☐	☐	
17. Maximum building height, as measured to the top of the ridge, for a one-story residence: 17 feet.	☐	☐	☐	
18. Maximum building height, as measured to the top of the ridge, for a two-story residence: 27 feet.	☐	☐	☐	
19. Maximum height above grade for finish floor level, first story over basement: 28 inches.	☐	☐	☐	

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.	☐	☐	☐	
2. Maximum number of stories: 2.	☐	☐	☐	
3. Maximum lot coverage: 2,500 square feet.	☐	☐	☐	
4. Minimum lot width: 50 feet.	☐	☐	☐	
5. Minimum lot depth: 150 feet.	☐	☐	☐	
6. Minimum front-yard setback: 20 feet.* * *Parking or storage of motor vehicles within the front-yard setback is prohibited.*	☐	☐	☐	
7. Minimum side-yard setback: 5 feet.	☐	☐	☐	
8. Minimum rear-yard setback for residential structures: 15 feet.	☐	☐	☐	
9. Minimum rear-yard setback for parking structures: 3 feet.*	☐	☐	☐	

Objective Design Standard		Complies?			
		N/A	No	Yes	Comments
	* *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.*				
10.	Mid-parcel outdoor areas: 1,000 square feet.* * *This standard is required when a parcel accommodates more than one detached residential unit.*	☐	☐	☐	
11.	Parking: 2 enclosed spaces per dwelling unit.* * *Tandem parking within structures or enclosed parking areas is permitted to satisfy this requirement.*	☐	☐	☐	

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.	☐	☐	☐	
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. *See Multifamily Design Guidelines Section 2, page 20 for an illustration of this concept.*	☐	☐	☐	
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.	☐	☐	☐	
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.	☐	☐	☐	
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.	☐	☐	☐	
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	☐	☐	☐	

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.	☐	☐	☐	
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.	☐	☐	☐	
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.	☐	☐	☐	
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.	☐	☐	☐	
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.	☐	☐	☐	
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.	☐	☐	☐	

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.	☐	☐	☐	
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.	☐	☐	☐	
15.	All illumination shall be controlled with cutoffs that primarily direct light downward.	☐	☐	☐	

6. Niles Objective Design Standards

Objective Design Standard	Complies?			
	N/A	No	Yes	Comments
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).	☐	☐	☐	
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.	☐	☐	☐	
3. Commercial block/corner buildings: a. Appropriate materials and colors: (1) Building walls, windows, and doors (A) Concrete and plaster (lightly troweled or sand finished). (B) Stucco with deep reveals. (C) New structural and face-brick. (D) Concrete block and brick block (concealed side and rear elevations only). (E) Terra cotta. (F) Decorative ceramic tile, with integral color, used as an accent. (G) Clear glass. (H) Wood frame window systems.	☐	☐	☐	

Objective Design Standard	Complies?			
	N/A	No	Yes	Comments
(I) Aluminum windows and doors, if substantial. (2) Roofs (A) Concrete or clay tiles to be single color. (B) Dark-colored metal with standing seam. (C) Composition shingle. (3) Fences, walls, and gates (A) Stucco walls. (B) Painted wood fences and gates. (C) Open wrought–iron style fence. b. Inappropriate materials and colors: (1) Building walls, windows, and doors (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 (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
(A) Concrete masonry units, unless covered with stucco. (B) Chain link. (C) Rough swan or natural wood.				
4. Mid-block and Victorian-derived styles: a. Appropriate materials: (1) Building walls, windows, and doors (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 (A) Composition shingle. (3) Fences, walls, and gates (A) Wood picket. (B) Wrought iron, but not combined with only masonry. b. Inappropriate materials and color: (1) Building walls, windows, and doors (A) Glass block. (B) Cement plaster and synthetic stucco.	☐	☐	☐	

Objective Design Standard	Complies?			
	N/A	No	Yes	Comments
(C) Imitation stone. (D) Exterior plywood. (E) Aluminum windows and doors. (F) Baked enamel panels. (G) Brick or brick veneer. (2) Roofs (A) Cedar shake. (B) Crushed stone. (C) Brightly colored (e.g., orange, blue) reflective tile or standing seam metal (D) Slate or slate substitutes. (3) Fences, walls, and gates (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.

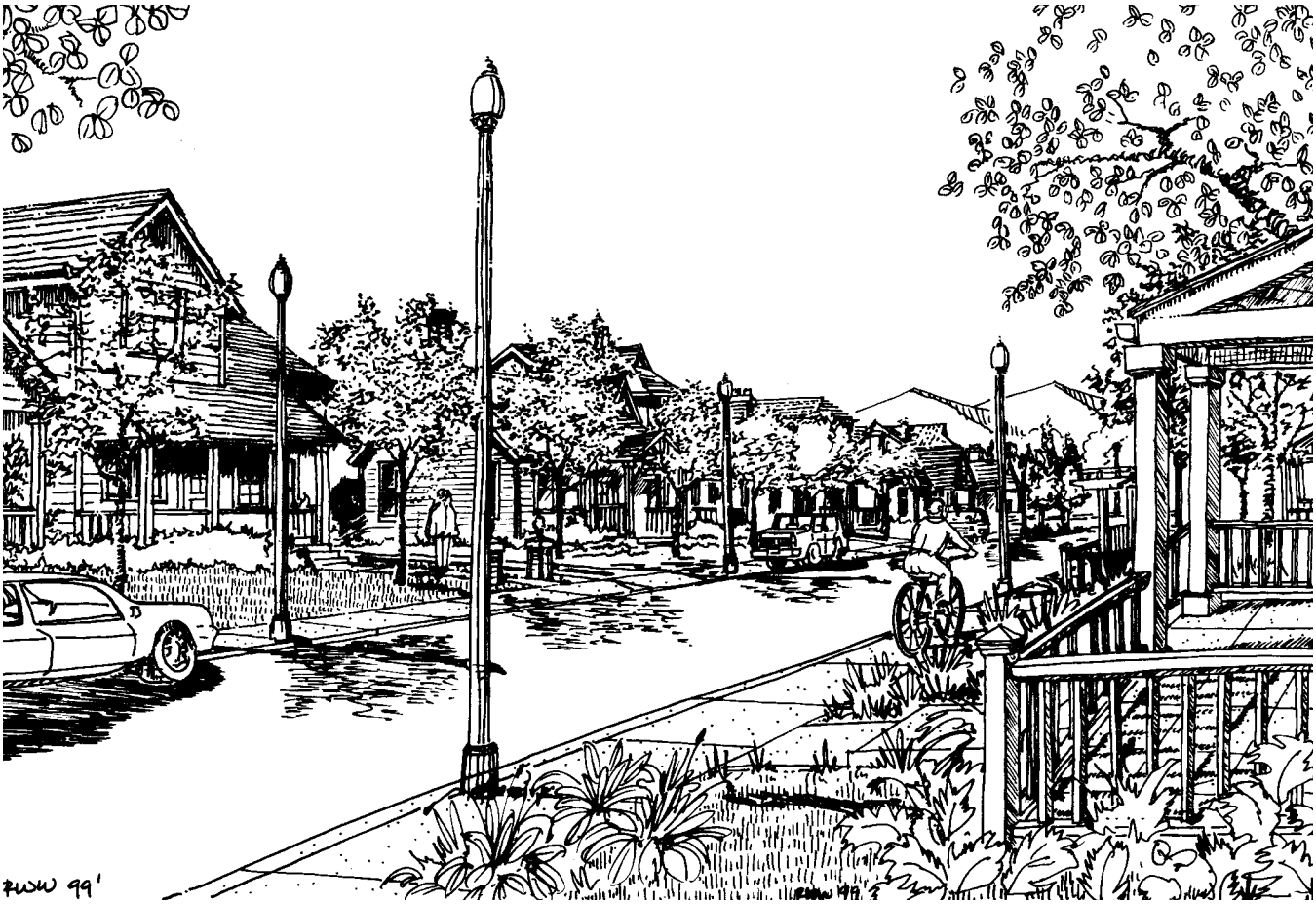
Objective Design Standard	Complies?			
	N/A	No	Yes	Comments
1. Minimum building separation*: a. A single-story residence adjacent to a single-story residence: 10 feet. b. A single-story residence adjacent to a two-story residence: 12 feet. c. A two-story residence adjacent to a two-story residence: 15 feet. * *Zero-lot line configurations are preferred, making more useful side yard spaces.*	☐	☐	☐	
2. Minimum front-yard setback: 10 feet.* * *Porches may encroach a maximum of three feet into the minimum front-yard setback.*	☐	☐	☐	
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.	☐	☐	☐	
4. Minimum street side-yard setback shall match the minimum front-yard setback for a lot with both conditions.	☐	☐	☐	
5. Front yard parking aprons shall not be considered yard area.	☐	☐	☐	

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.	☐	☐	☐	
7.	The minimum size of all street and yard trees shall be 24-inch box.	☐	☐	☐	
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.	☐	☐	☐	
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.	☐	☐	☐	

Design Guidelines

for

Small-Lot Single-Family Residential Developments



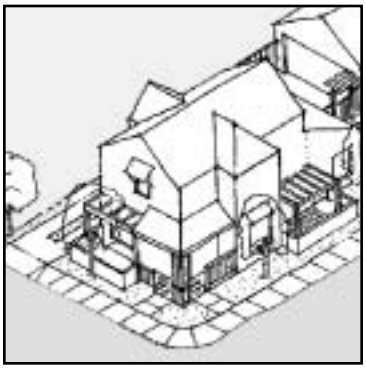
City of Fremont, California

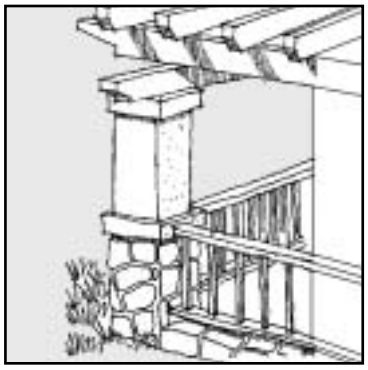
Development & Environmental Services Department
39550 Liberty Street
P.O. Box 5006
Fremont, California 94537-5006
Phone: 510-494-4740
FAX: 510-494-4515

Design Guidelines

for

Small-Lot Single-Family Residential Developments





City of Fremont, California

Contact:

Development & Environmental Services Department
39550 Liberty Street
P.O. Box 5006
Fremont, California 94537-5006
Phone: 510-494-4740
FAX: 510-494-4515

Consultant:

Van Meter Williams Pollack
Architecture • Urban Design
520 Third Street, Suite 525
San Francisco, California 94107
Phone: 415-974-5352
FAX: 415-974-5238
www.vmwp.com

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A. BACKGROUND

Background

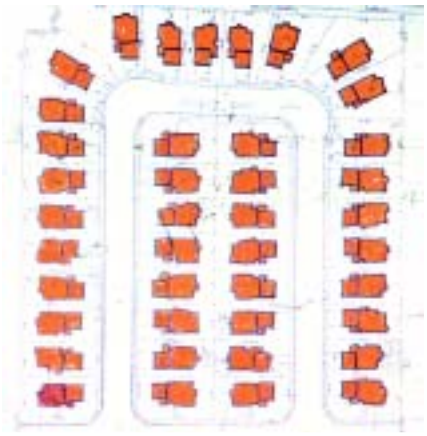
The following residential design guidelines are specifically for "small lot" single family developments. "Small Lots" range in size from 4,000 to 6,000 square feet. These guidelines may also be used, by the City, informally, in the review of other single family developments.

The City of Fremont has, in the recent past, approved a number of "small lot" single family developments under the City's Planned District Ordinance. The Planned District Ordinance (Fremont Municipal Code, Title 8, Chapter 2, Article 18.1) encourages and provides a means to allow flexibility in the planning of superior development featuring variations in siting, lot sizes , density or setbacks; and/or non-conventional residential unit types. Recent projects appear, to both the City Council and Planning Commission, to be standard subdivisions, which are using the PD designation only to allow smaller lots and greater density, without the commensurate greater amenities or higher quality design.

In City Council and Planning Commission workshops a number of primary issues arose with regard to these projects. These include:

- *" lack of substantial landscaping",*
- *"useability of yards and open space",*
- *"insufficient or inappropriate parking",*
- *"insufficient building separation",*
- *"little or no variety between buildings",*
- *"garage doors dominate the street facade",*
- *"buildings appear too big and blocky",*
- *"lack of single story homes and elements",*
- *lack of variety in materials and colors",*
- *"lack of architectural character and detail".*
- *a shared dislike for current sound wall and sub division entry feature designs.*

The City Council and Planning Commission have requested a set of guidelines be created to provide clear direction to the development community as to the City's vision. The guidelines will be used to assist the planning staff, Planning Commission and City Council in evaluating the merits of future "small lot" development proposals.



Undesirable: Standard Sub Division Layout

Recent projects appear to be standard subdivisions, using the PD designation only for smaller lots and greater density without commensurate amenities and high quality design.

Undesirable: Home Design

Prominence of garage doors, buildings appearing too big and blocky, insufficient single story elements, lack of variety in materials and colors, lack of architectural character and detail, have all been cited as deficient qualities of recent developments.

Desirable: Streetscape

The purpose of the Design Guidelines is to assist in the development of quality residential neighborhoods for current and future residents of the City of Fremont.

B. PURPOSE & APPLICATION OF THE GUIDELINES

Purpose

The purpose of the design guidelines is to provide a clear set of design policies to project sponsors such as developers, property owners, architects and designers . These are the primary design issues which the planning staff, City Council and Planning Commission will use to evaluate project proposals. The goal is to expedite the planning review process by clearly stating the City's desires for quality design of residential projects.

Application of the Design Guidelines

It is the intent of these Guidelines to be specific enough to be able to guide development, while at the same time flexible so as not to preclude creative design solutions.

The following Guidelines are to be used by the development proposal team to assist them in producing a quality Planned District development. The Planning Staff, Planning Commission and City Council will use these Guidelines as a framework for evaluating development proposals and for commenting on the design aspects of the proposed projects.

To assist the City's review, a project description is required for each submittal which discusses how the development proposal meets the various design guidelines for each topic, or why it varies from the guidelines, and the additional benefit the proposed project provide to the community.

Zoning Ordinance

The Guidelines will be used to augment and reinforce the Planned District Ordinance, Fremont Municipal Code Title 8, Chapter 2, Article 18.1, as it relates to "small lot" residential developments. It is the intent and desire of the City to use the design guidelines to streamline and clarify the review and evaluation of project proposals.

Desirable: Streetscape with trees and architectural variety.
The guidelines are to be used by the development proposal team to assist them in producing a quality Planned District development.

Desirable: *Homes which minimize the impact of the garage on the streetscape and have prominent entries.*

Undesirable: *Homes where garages are the dominant feature and entries are hidden or minimal.*

Desirable: *Corner lots which orient entries and extend architectural detailing to all visible elevations.*

Undesirable: *Buildings with blank facades, lacking architectural detail and blank side-yard fencing.*

Application of the Design Guidelines (Cont.)

Early Consultation with Staff
Applicants should review the Design Guidelines, Background and Purpose so as to understand the rational and spirit of the guidelines. Applicants should contact the City of Fremont Development Organization early in the project planning and design process to determine application and processing requirements and discuss key issues particular to their specific site. Photographs, site plans and drawings should be submitted as appropriate, to show the relationship of the proposed project to the adjacent properties and surrounding neighborhoods.

Development Organization
The Development Organization is the City's site plan and architectural approval agency and is composed of staff from the departments of Development and Environmental Services, and Fire and Police.

Planning Commission and City Council
Planned District projects are reviewed by the Planning Commission and City Council. Projects are assessed for conformance with the Guidelines by staff prior to consideration by these bodies. Planning Commission decisions may be appealed to the City Council.

Discretionary Decision Making
Every project is unique and requires a review on a case-by-case basis. This process depends upon the exercise of discretionary judgement. While some Guidelines include quantitative standards, most require qualitative interpretation. The approving agency has the latitude to interpret the Guidelines, so long as proposed projects meet their intent.

Comments and Suggestions
To ensure that the Guidelines help to achieve their objectives, they will be reviewed on a periodic basis. Comments and suggestions to improve them are welcome and should be made in writing to:

City Planner
Development & Environmental Services Dept.
P.O. Box 5006
City of Fremont
Fremont, California 94537-5006

Desirable: Smaller homes with sensitive detailing.

Applicants should review the Design Guidelines, Background and Purpose so as to understand the rational and spirit of the guidelines.

Desirable: *Homes which minimize the impact of the garage on the streetscape and have prominent entries.*

Undesirable: *Homes where garages are the dominant feature and entries are hidden or minimal.*

Desirable: *Tree-lined streets with entry porches and homes, connecting to the neighborhood.*

Undesirable: *Developments which are internally focused and become individual enclaves isolated from the City.*

DGL 1.1: Connection to Adjacent Uses

Background
Many of the recent small lot single family development (SLSFD) have isolated themselves from adjacent neighborhoods, or have not taken the opportunity to connect with other commercial or residential developments. This internalized pattern has created an image of separate isolated enclaves, rather than new projects being a part of the existing neighborhood or district.

Purpose
To promote the connection of new developments to adjacent uses and neighborhoods, via biking, walking or driving, to better integrate new projects into the existing community. This will make it easier for residents to circulate throughout the neighborhoods.

Design Guidelines

DGL 1.1.1: Connect to Residential Neighborhoods
Project designs should connect into the adjacent neighborhoods and provide for future connections to currently undeveloped properties via streets or pedestrian and bike paths.

DGL 1.1.2: Connect to Retail Shops
Projects adjacent to existing or future retail properties should provide auto access or pedestrian/ bike access to adjacent developments, coordinating with walkways and plaza locations.

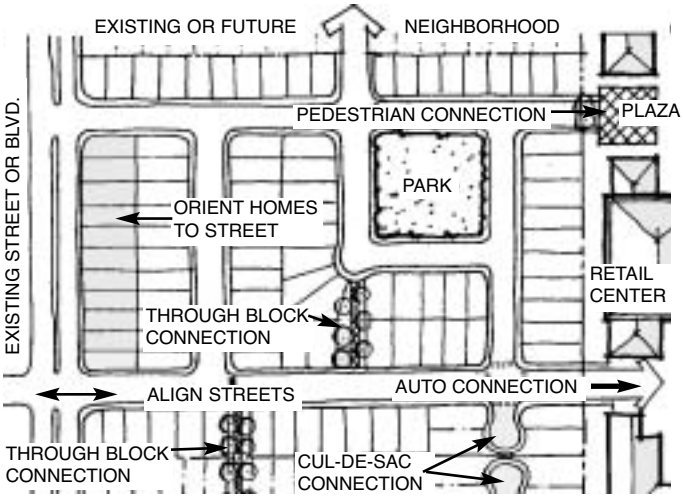
DGL 1.1.3: Perimeter Building Orientation
Projects should be designed with residences facing existing streets, eliminating street facing rear yard fences or sound walls, unless the traffic or acoustic impacts are significant and cannot be feasibly addressed by the building design. Frontage roads are encouraged. (see DGL 1.7.1)

DGL 1.1.4: Pedestrian and Bike Connections
Pedestrian and bike and visual connections should be made wherever auto connections are infeasible due to traffic, physical constraints or other considerations.

Desirable: *Pedestrian and bike connections should be made wherever auto connections are infeasible due to physical constraints.*

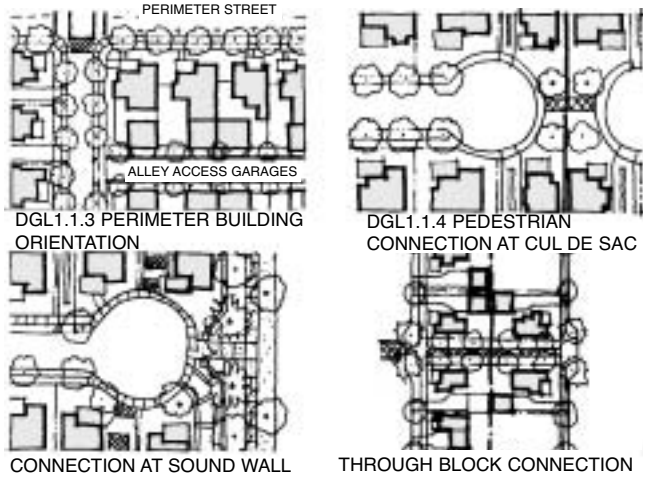
Undesirable Development and Building Orientation

Many existing developments lack connections to their surroundings, orient inward, rather than to the community, and at times create undesirable street facing rear yard walls.



Desirable: Connections to Adjacent Properties

DGL 1.1.1 & 1.1.2: *New developments should connect to existing and future neighborhoods and commercial uses via street connections, bike or pedestrian paths.*



Examples of Connections and Building Orientation

DGL 1.1.3: *Residences should orient to existing streets.*
DGL 1.1.4: *Pedestrian, bike and visual connections should be made wherever possible.*

DGL 1.2: Internal Street Layouts & Connections

Background
Recent residential developments have been internally focused and have failed to properly connect to existing amenity opportunities such as creeks and community facilities. The street layouts have been insular in quality, making internal connections to amenities more difficult.

Purpose
To promote neighborhood circulation and street layouts which provide convenient connections via streets or pedestrian and bike paths to parks, tot lots or other amenities, making these more readily accessible to all residents. To promote paths and vistas which allow residents and visitors to see landmarks and amenities "down the street", providing orientation for residents, visitors, and children, and providing neighborhoods with a sense of place or identity.

Design Guidelines

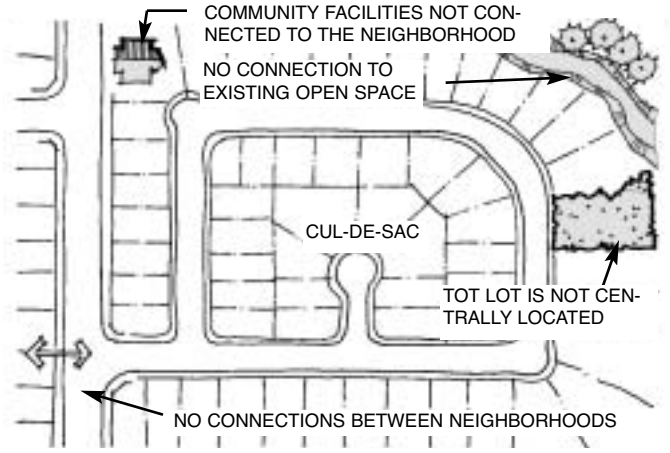
DGL 1.2.1: Internal Street Layout
Internal street layout should provide loop circulation wherever possible rather than dead end cul-de-sacs.

DGL 1.2.2: Connecting to Amenities
Internal street and path layouts should connect to landmarks or amenity features such as parks or community buildings, tot lots or stands of major tree(s).

DGL 1.2.3: Vistas
Streets and paths should focus on important vistas such as community buildings, mountains, trees or open spaces.

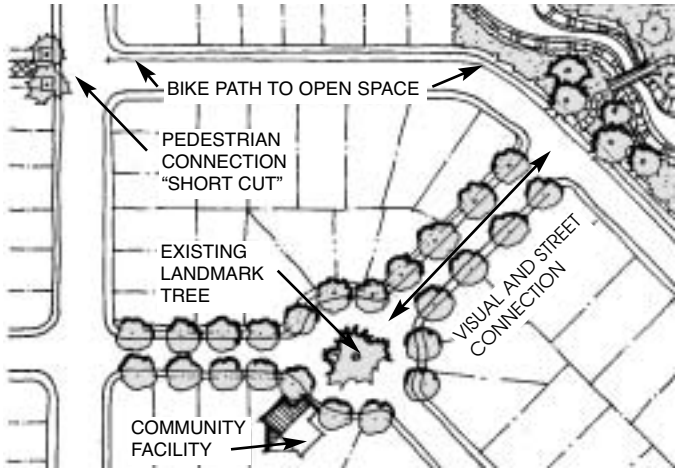
DGL 1.2.4: Pedestrian and Bike Connections
Where loop street connections are not feasible, pedestrian and bike paths may be used as "shortcuts" to make walking and biking more convenient.

Connecting streets, pedestrian and bike paths and focusing on landmarks features provides better orientation for residents and visitors .



Undesirable Internalized Layout

DGL 1.2.1*: Loop and through circulation within the development is greatly desired rather than cul-de-sacs or dead ends. Where loop street connections are not possible, pedestrian and bike paths should connect streets with shortcuts.*



Desirable Layout with Vistas & Connections to Amenities

DGL 1.2.2 & 1.2.3: *Internal street and path layouts should connect to landmarks or amenity features such as parks or community buildings, tot lots or stands of major tree(s).*

Desirable Vistas & Connections to Amenities

DGL 1.2.3: *Streets and paths should focus on important landmarks and vistas such as community buildings, mountains, trees or open spaces.*

DGL 1.4: Private Street Design

Background
Recent projects have been developed with private streets having sidewalks and on-street parking on one side only. Sidewalks have typically been of a minimal width. These minimal design standards do not enhance the pedestrian quality of the neighborhood. "No Parking" signage further clutters the streetscape. In some instances, the front doors of the residences open directly into the street conflicting with a driving lane or parking space.

Purpose
To promote appropriate street designs which support and reinforce pedestrian activity within the neighborhood. Sidewalks encourage walking within the neighborhood and on street parking provides visitor parking and helps to buffer pedestrians from moving vehicles.

Design Guidelines

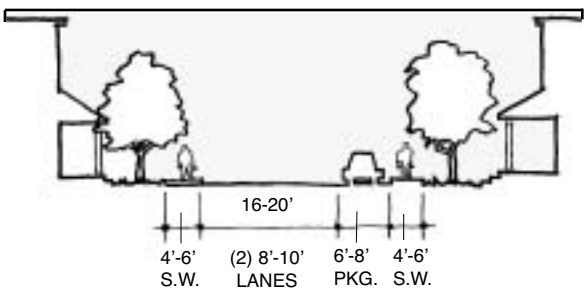
DGL 1.4.1: Private Streets
Where private streets are used, they should incorporate special design features such as special paving, neckdown intersections and separated sidewalks with street trees.

DGL 1.4.2: On Street Parking
Minor streets, serving greater than six homes, should have on street parking and sidewalks on each side of the street. A minimum of 1 on-street parking space per home is required.

DGL 1.4.3: Single-Side Parking and Sidewalk
Where on-street parking is limited to a single side of the street, a sidewalk should be on that side.

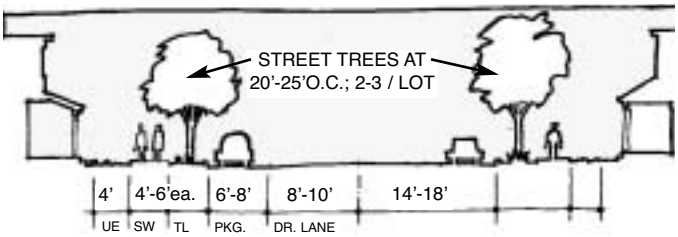
DGL 1.4.4: Primary and Collector Streets
Separated sidewalks with street trees or decorative tree grates are strongly encouraged for primary circulation and collector streets.

DGL 1.4.5: "Neckdown" or "Bulbed" Intersections
Neckdown" curbs and decorative paving at crosswalks at primary intersections, entries and at parks or tot lots are encouraged.

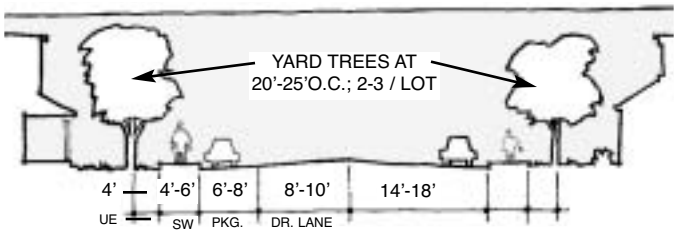


Minimum Private Street Std.: Serving 6 units maximum.
Where on-street parking is limited to a single side of the street, a sidewalk will be on that side.

Undesirable: Streetscape discourages walking or biking.
Recent street designs minimize elements which support or reinforce pedestrian circulation throughout the neighborhood.

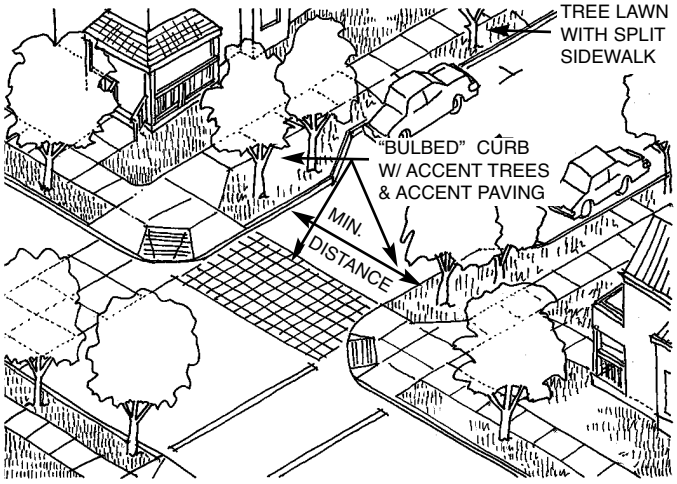


Street Section: With Street Trees (Preferred)



Street Section: With Yard Tree Alternative (Acceptable)

PREFERRED STREET SECTIONS



DGL 1.4.5: *Neckdown curbs, accent trees and decorative paving at primary intersections, parks and tot lots are desirable.*

DGL 1.3: Public Street Design

Background
The majority of recent PDs have been constructed with private streets, conforming to the City's standards for private streets. The private streets have prevented or discouraged the connections between adjacent developments. There is also concern regarding the long term maintenance of these streets. The private street designs have not provided the community with the desired street trees, bike ways and sidewalks which enhance the quality of the neighborhoods.

Purpose
The purpose of this design guideline is to emphasize the preference for public streets and street designs which enhance the quality of the planned district. Street trees, separated sidewalks, street lamps and special paving and intersection designs are illustrated as desired elements to promote residential scaled, aesthetic streetscapes and reinforce pedestrian activity.
Note: The City is currently developing standards for street lamps and special intersection paving.

Design Guidelines

DGL 1.3.1: Public Streets
Public Streets are strongly encouraged for all but the most minor streets, those serving less than six residences.

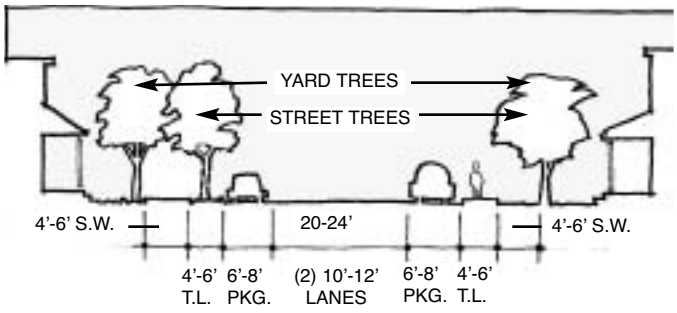
DGL 1.3.2: Minimum Design/Layout Requirements
At a minimum one public street should be constructed within any PD development of over 12 dwelling units or one acre. This street should connect to adjacent roads or parcels at a minimum of two locations creating a through street condition wherever feasible without creating shortcuts.

DGL 1.3.3: Public Street Design Elements
Residentially scaled street lights, separated sidewalks with street trees within planting strips or in tree wells and accent paving at neighborhood entries and crosswalks are strongly encouraged.

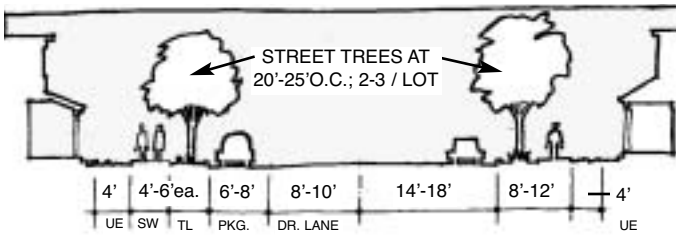
Preferred
DGL 1.3.3: *"Neckdown" curbs and decorative paving at crosswalks, entries and at parks or tot lots are strongly encouraged.*

Preferred Street Design

The private street designs have not provided the community with the desired street trees, bike ways and sidewalks which enhance the quality of the neighborhoods.



Minimum Public Street Design Standard for Small Local Street.



Street Section: With Street Trees (Preferred)

PREFERRED STREET SECTION

Street Trees @ 25' on center maximum

Street Lights

PREFERRED STREET DESIGN ELEMENTS

DGL 1.3.3: Public Street Design Elements: *Residentially scaled street lights, separated sidewalks with street trees and accent paving at neighborhood entries and crosswalks.*

DGL 1.5: Alley Design

Background

Alleyways have not been recently developed within the City of Fremont. Recent projects in other communities have incorporated high quality alley designs with single family residences. Alleys may be desirable to eliminate the impact of the garage door and driveway apron on the streetscape and eliminate driveway access conflicts on streets with higher traffic volumes or speeds. It is anticipated that alleys would only be used in areas with unique site constraints.

Purpose

To promote alleys, at appropriate locations, with design quality consistent with the neighborhood streetscapes.

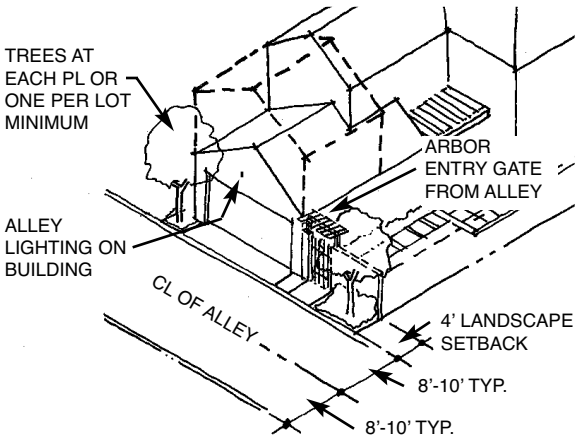
Design Guidelines

DGL 1.5.1: Alleys: Appropriate Use

Alleys may be allowed where developments face major streets to which driveway access is not allowed but homes oriented to the street are desired by the City. Alleys may be permitted wherever visitor parking is in high demand in order to provide the greatest amount of on-street parking. Alleys also allow homes to front tot lots, parks or open space without a road separating the homes from such features.

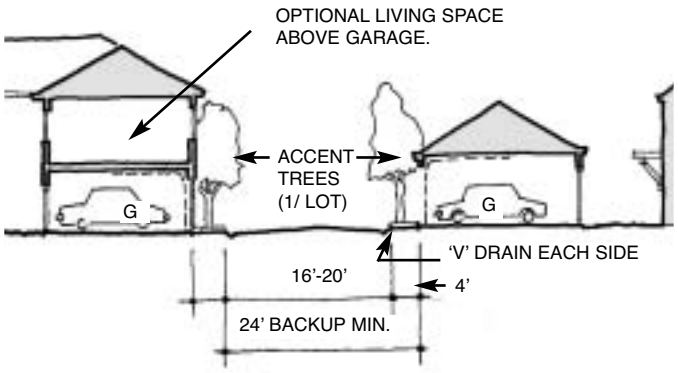
DGL 1.5.2: Alley Design Principles:

a. Alleys should be straight so that you can see from one end to the other.
b. Deadend alleys should be less than 100' long.
c. Alleys should have special accent paving similar to auto courts.
d. Landscaping should be consistent with the rest of the development with a 4' landscape strip and minimum one tree per lot.
e. Each Lot should provide lighting from either building or pedestal lighting.



DGL 1.5.2: Alley Design Elements

Desirable: Front Yard without garage or parking apron
Alleys are desirable to eliminate the impact of the garage door and driveway apron on the streetscape and eliminate driveway access conflicts on streets with higher traffic volumes or speeds. Eliminating curb cuts provides the greatest amount of on street parking



Minimum Design Standard for Private Alleys.

Desirable: Quality consistent with streetscape.
Alleys provide access to large garages without negatively impacting the streetscape and they maximize on-street parking opportunities in areas needing added visitor parking.

DGL 1.6: On-street and Off-street Parking

Background
On-street parking provides a substantial amount of short term and visitor parking. Off-street parking standards are to provide for long term parking, typically for residents. On-street parking along sidewalks helps to buffer pedestrians from passing autos. On-site and on-street parking should be balanced to make effective use of parking areas, create pleasant streetscapes and provide parking for residents and visitors. The visual impact of off-street parking, viewed from the street, should be minimized using side drives and semi-recessed garages and additional landscaping.

Purpose
The purpose is to locate off-street parking and provide paving design which improves the streetscape, to minimize curb cuts and maximize front yard landscaping and to maximize the opportunity for on-street parking.

Design Guidelines

DGL 1.6.1: Required Parking Spaces
Each lot should have a minimum of three parking spaces with a fourth on-street space. Lots with more than four off-street spaces, including the garage, should have side-drive rear yard parking.

DGL 1.6.2: Carports
Carports are allowed for the second required covered parking space, and are recommended particularly in the rear yard configuration.

DGL 1.6.3: On-Street Parking Spaces
There should be a minimum of one on-street parking space per unit for visitor parking.

DGL 1.6.4: Curb Cuts and Driveways
Curb cuts should be 12' max. to allow for single drives. Drives shared by two to five lots (as in parking courts) should be a maximum of 16-18'.

DGL 1.6.5: Apron Designs
Parking aprons and driveways should have accent paving at the curbcuts and on the parking apron to diminish the appearance of expansive concrete surfaces.

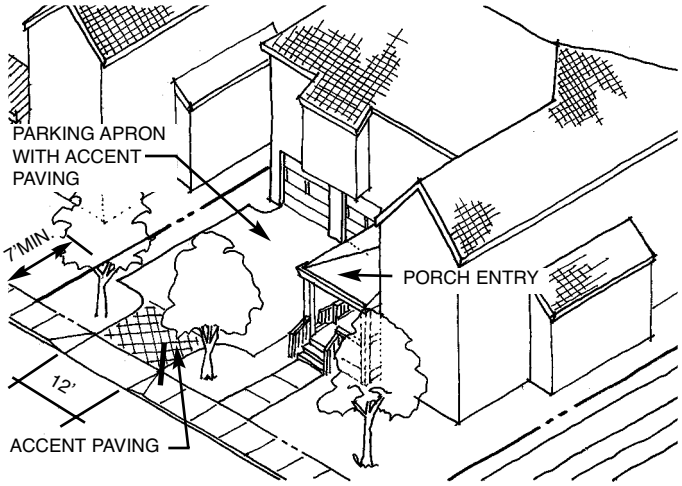
DGL 1.6.6: Side-Drive Parking Design Preference
Side drives are preferred to minimize the impact of off-street parking on the streetscape, and maximize on-street parking.

(Also see DGL 2.3: Garage Location)

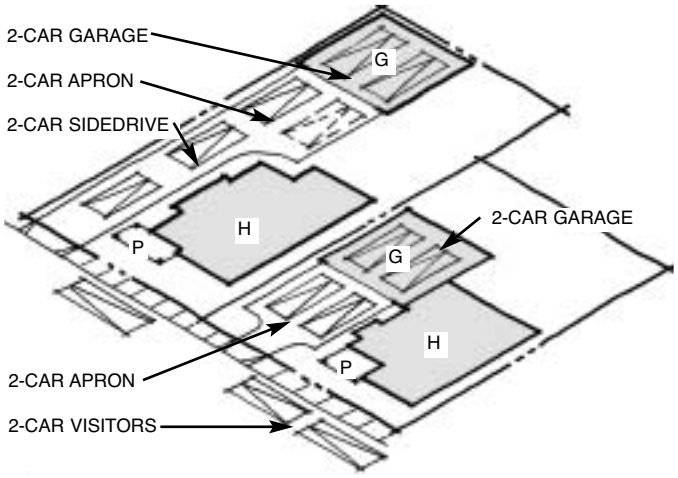
DESIRABLE
SIDEDRIVE W/ REAR GARAGE

UNDESIRABLE
FRONT YARD GARAGE W/ APRON
(MAX. 50% OF THIS TYPE ALLOWED)

Off-street parking on drive aprons in front garages may be convenient parking, but creates unaesthetic & inhospitable streetscapes and minimizes on-street parking.



DGL 1.6.1: *Single width (12') curb cuts are preferred . Semi-recessed garages with parking aprons should have two single-width garage doors and are not allowed adjacent to each other .*



DGL 1.6.1: *Each lot should have a minimum of three parking spaces with a fourth on-street space. Lots with more than four off-street spaces should have side-drive rear yard parking.*

DGL 1.7: Sound Walls and Entry Features

Background
Recent developments have been designed as internally focused projects surrounded by sound walls with the only access punctuated by an entry feature to highlight it as a separate development. This has helped to create the appearance of separate isolated enclaves rather than an inter-connected community.

Purpose
The purpose is to minimize the negative aesthetic qualities of soundwalls where they are required and to better connect neighborhoods to the larger street system via pedestrian and bike connections.

Design Guidelines

DGL 1.7.1: Minimize Soundwalls
Perimeter residences which are part of new developments should be oriented to existing streets, minimizing the extent of sound walls or rear yard walls, except where necessary due to acoustical requirements. Frontage roads are preferred in lieu of soundwalls wherever possible.

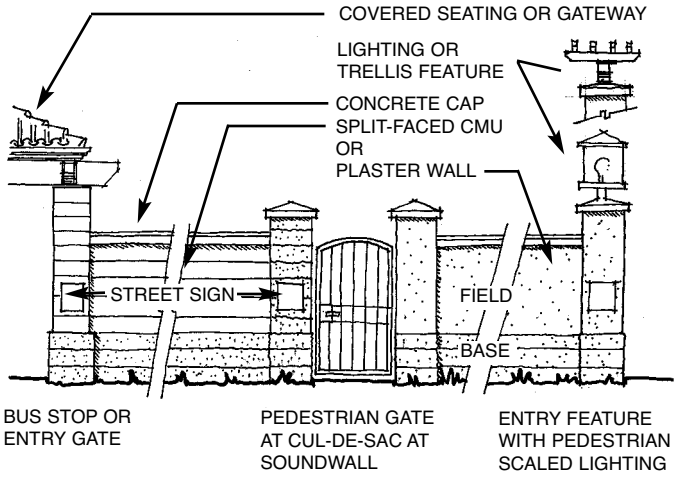
DGL 1.7.2: Entry Features Architectural Character
Understated entry features are desirable, to integrate the projects into the neighborhood rather than differentiate developments. Accent Landscaping and trellises to set off development entries are more desirable than walls or structures.

DGL 1.7.3: Landscaping
Berming along soundwalls should create the appearance of walls no taller than 6 feet. Additional landscape setbacks, street trees and accent trees at entries are strongly encouraged to improve the appearance of the soundwalls.

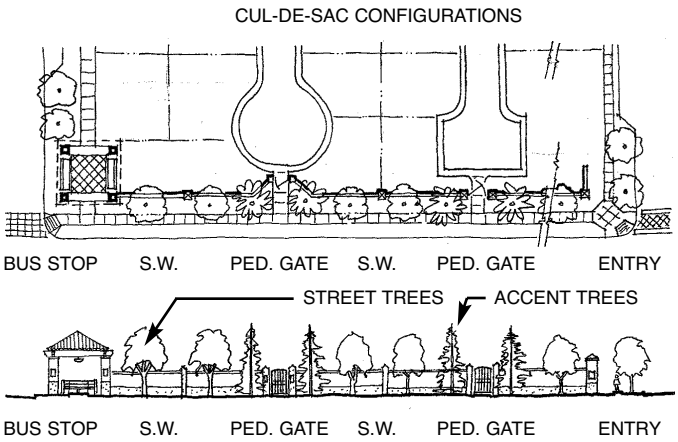
DGL 1.7.4: Sound Wall Design
Sound walls should have a rhythm rather than a single monotonous design. Periodic entries help to minimize walking distances, connecting bike paths along major roads. Designs should reflect compatability with building design.

Preferred: *Shared elements between entry features of separate developments can assist in integrating the neighborhood or defining a larger district.*

Undesirable Entry
Sound walls and entry features have typically been designed to separate developments or neighborhoods.



DGL 1.7.2 & 1.7.3: *Historic Entry features frequently defined districts and design elements were shared by many neighborhoods creating common themes rather than differentiating between each development.*



DGL 1.7.3 and 1.7.4: *Sound walls should have a rhythm rather than a single monotonous design along the entire lenth. Periodic entries help to minimize walking distances and integrate bike paths along the major roads. Landscaping and berms minimize the visual impact of long continuous soundwalls.*

DGL 2.1: Lot Sizes, Floor Area Ratios (F.A.R.s)

Background:
The size of homes relative to the lot size is a very important issue. Recent small lot single family developments have placed relatively large, standard sized homes on the small lots. The Planning Commission and City Council have each noted that the homes appear too large for the small lots. The City Council has set the minimum lot size they will consider at 4,000 s.f. lots. The appropriate home sizes are discussed below.

Purpose:
The purpose of this guideline is to set maximum average Floor Area Ratios (F.A.R.) acceptable for the overall development and general guidelines for various Lot Layouts / Building Prototypes. Smaller lots will require smaller homes. As incentive to adhere to the Residential Design Guidelines, a higher F.A.R may be allowed for projects which meet or exceed the guidelines. Prototypes with "rear yard garages" rather than "standard garages" are encouraged to have the largest homes and greatest individual floor area ratio. The higher the F.A.R., the more stringently the guidelines will be used in evaluating the projects' consistency with the guidelines in defining an exceptionally designed project in the P.D. evaluation.

Design Guidelines

DGL 2.1.1: Average Base/Allowable Project F.A.R.
The maximum average base Floor Area Ratio for an entire project is .5 F.A.R. with a maximum F.A.R. of .7 for any one lot. By meeting or exceeding the following primary Design Guidelines, as well as others, the maximum F.A.R. may be raised to .6 overall for the entire project at the discretion of the City. The Floor Area Ratio Calculation includes the garage floor area.

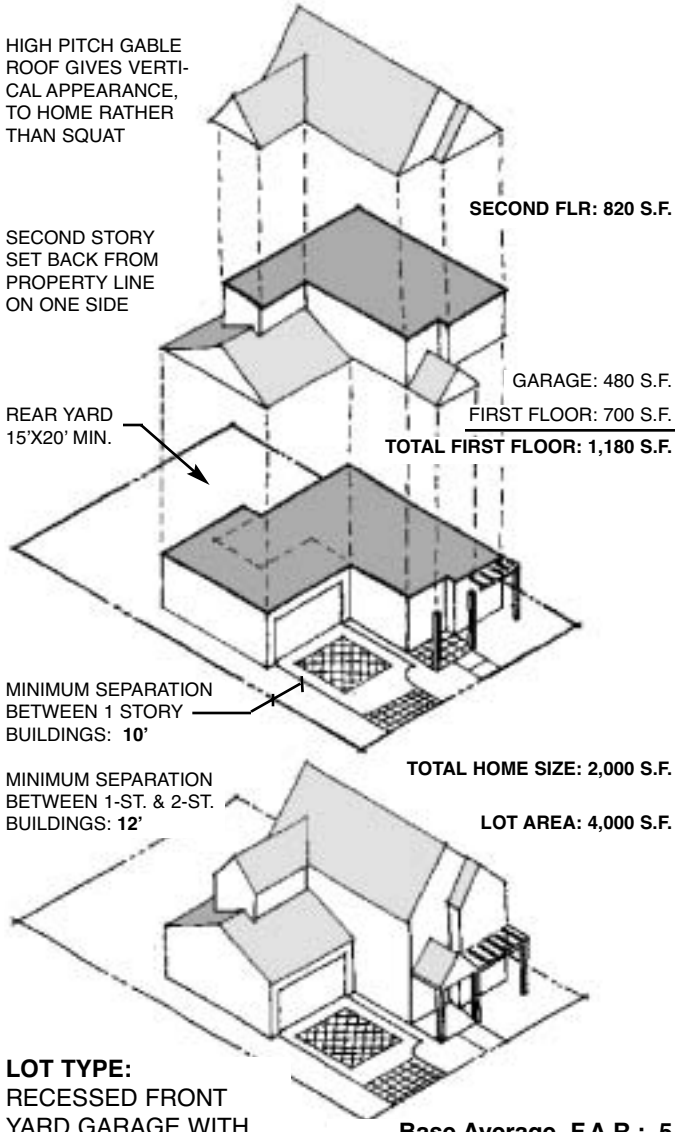
The increased F.A.R. also requires special design consideration above and beyond the minimum guideline requirements for issues including:

DGL 2.2; Setbacks and Building Separation and the projects relationship to existing developments
DGL 2.5; Yards: Types and Sizes
DGL 3.2.3; No.of Stories / Floor Area Mix.
DGL 2.3.2; Garage Location/Configuration Types
DGL 3.3; Variety of Materials
DGL 3.5; Entry / Porch Elements and Corner Lots
DGL 3.6; Variety of Colors
DGL 4.3; Open Space, Tot Los, Parks
DGL 4.1.2; Separated sidewalks with street trees.

Note: Projects which take special consideration for energy conservation, use renewable or recycled materials and provide provisions for recycling services will also receive special consideration in evaluating F.A.R.

Recent small lot single family developments have placed large, standard sized homes on the small lots. The Planning Commission and City Council have each noted that the homes appear too large for the small lots.

Example F.A.R. Calculation of a Single Lot



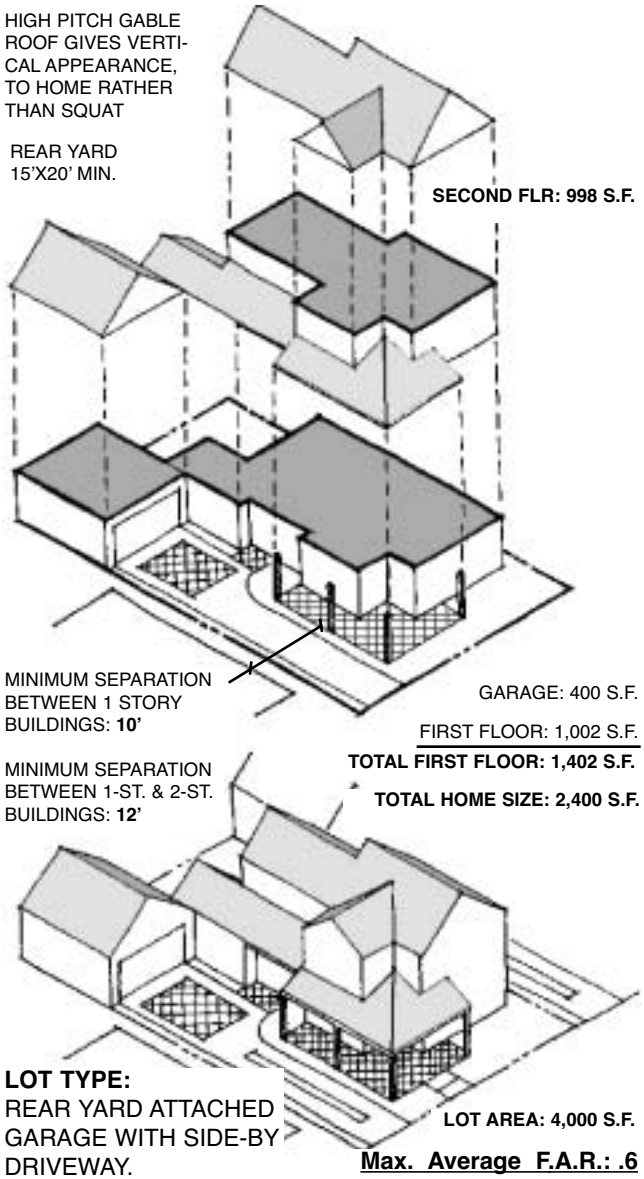
DGL 2.1: Floor Area Ratios (F.A.R.s) Cont.

Example: *The side-drive configuration assists in creating building separation, giving the homes a less massive appearance.*

The front yard garage and apron gives the home a larger appearance and minimizes building separations.

Example: *Home Designs may have an F.A.R. (Floor Area Ratio) of .7 F.A.R.* The Rear Yard Garage with sidedrive or alley access eliminates the garage (its door and parking apron) from the home's mass and bulk and are encouraged for higher F.A.R.s.

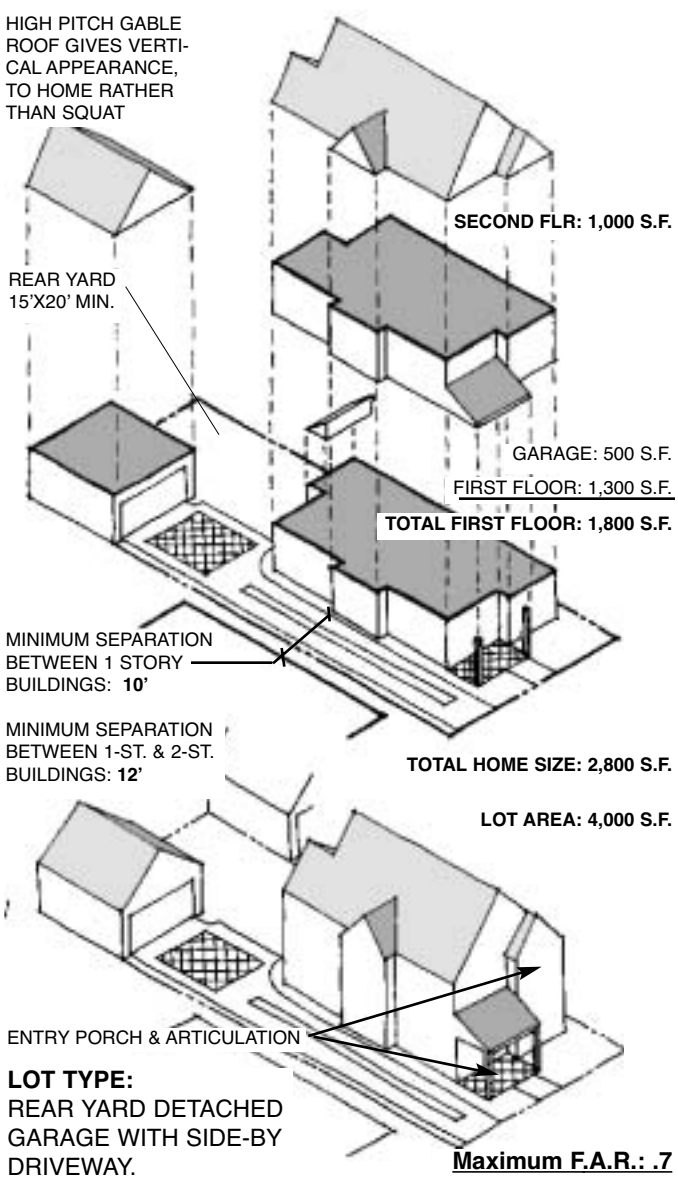
Example F.A.R. Calculation of a Single Lot



LOT TYPE:
REAR YARD ATTACHED GARAGE WITH SIDE-BY DRIVEWAY.

Max. Average F.A.R.: .6

Example F.A.R. Calculation of a Single Lot



LOT TYPE:
REAR YARD DETACHED GARAGE WITH SIDE-BY DRIVEWAY.

Maximum F.A.R.: .7

DGL 2.2: Setbacks and Building

Background
Small Lot residential developments necessitate minimal reasonable setbacks. The setbacks created shall allow for useful yard spaces and appropriate buffers and privacy. Successful minimal setbacks require additional landscaping and other elements such as screens and low walls, not typically necessary for standard large lot developments. Also, architectural detailing becomes more important.

Purpose
Insure appropriate building separations and to provide yard areas which are usable, receive ample sun light and allow for substantial landscaping for screening, privacy, etc.

Design Guidelines

DGL 2.2.1: Front Yard Setbacks
Front yard setbacks may be as small as 7' to the face of a front porch entry. The primary building setback should be a minimum range of 10'-15' with single story facades being closer and two story facades having greater setbacks. A variety of setbacks within this range is strongly encouraged.

DGL 2.2.2: Garage Setback
Front Yard "Standard or Recessed Garage" should be setback a minimum of 12' behind the homes' main facade line.

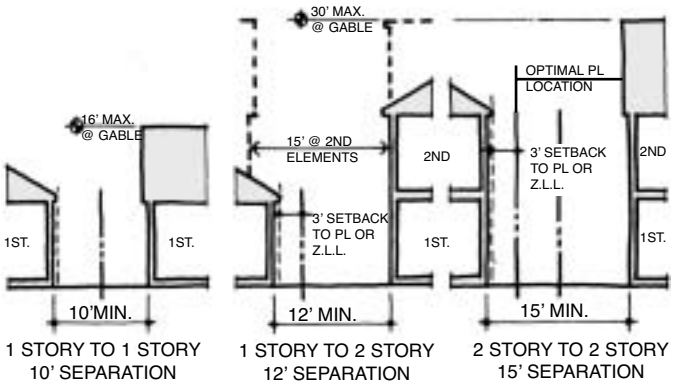
DGL 2.2.3: Building Separations
Building Separations are in accordance with current zoning regulations and are as follows:
10'-2 single story units, 12'-1 to 2 story units; 15'- 2 to 2 story units. Zero-lot line configurations are preferred, making more useful side yard spaces.

DGL 2.2.4: Rear Yard Setbacks
Rear yard minimum setback for homes is 15'and setbacks for ancillary buildings may be zero lot line. Garages along alleys are to provide minimum 4' setback / apron.

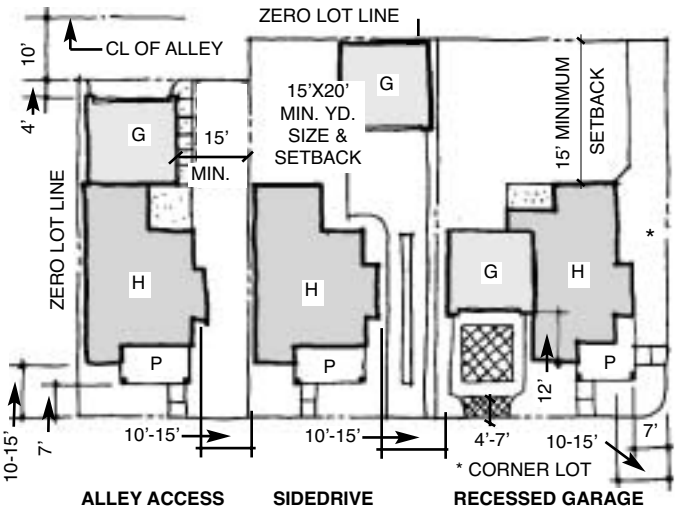
Note: When projects are adjacent to existing neighborhoods the setback of the second story of the new homes should be no less than the setback of the adjacent existing homes for equivalent or compatible sized lots as required by the zoning ordinance.

DGL 2.2.5: Corner Lot Setbacks
Side yard setbacks at corner lots are to comply with front yard setbacks.

DGL 2.2.1: Front Yard Setbacks: *Front yard setbacks may be as small as 7'-10'' to the face of a front porch entry. The primary building front yard setback shall range from 10'-15'with single story facades being closer and two story facades having greater setbacks. A variety of setbacks is encouraged.*



DGL 2.2.3: Building Separations: *are desired to minimize the appearance of one continuous wall of building along the street, and create more usable sideyards.*



Typical Building Setbacks and/or Building Separations

DGL 2.3: Garage Location: attached & detached; recessed, side drive and alleys.

Background
The single most important design feature impacting the streetscape and appearance of residential neighborhoods is the location and design of the off-street parking and garage. Large parking aprons with large garage doors facing the street create a stark appearance. They significantly impact the building and landscape designs of individual lots and the entire streetscape. Rear yard parking aprons can create quality private courtyards and secure play areas for children.

Purpose
To promote home designs which minimize the negative impact of the garage and parking apron on the streetscape.

Design Guidelines

DGL 2.3.1: Garage Location
Lot plans and building designs which minimize the impacts of the parking apron and garage on the streetscape are strongly encouraged.

DGL 2.3.2: Proportion of Garage Locations Types
The following percentages are the generally desired mix of garage locations and will be evaluated on a project by project basis:

• A maximum of 50% of the units may have standard 18' curbuts and 20' aprons. No two lots of this configuration should be adjacent to one another.

• An additional 25% of the units may have Semi-recessed two car garages and 20'x20' parking aprons should include 12' max. curb cuts and an additional 4'-7' landscaping setback at neck.

• 25% of the lots should have rear yard garage (in the back half of the lot) with a side-by drive.

Note: Parking courts are considered side-drive configuration for the purposes of this calculation. (See DGL 2.4)

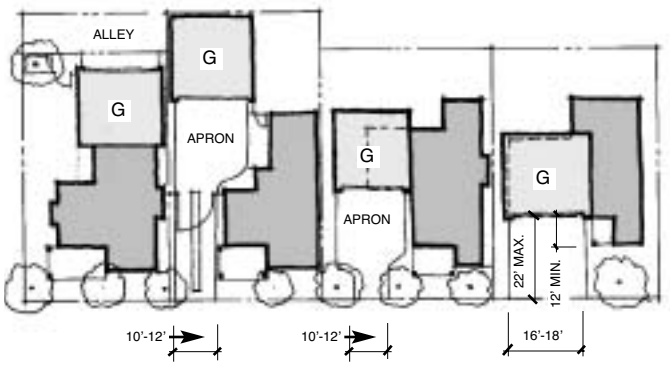
Note: Alley designs are considered rear yard garages. (See DGL 1.5)

Note: Smaller projects will be required to meet the intent of maintaining variety, while diminishing the impact of garage and apron parking on the streetscape.

DGL 2.3.3: Side-Drive or Alley Accessed Garages
Side-drive designs with rear yard garages and parking aprons are preferred. Accent paving or drives with landscape strips are strongly encouraged. Alley accessed garages are encouraged in some instances. (See DGL 1.6)

Preferred **Undesirable**

Large parking aprons with large garage doors facing the street create a stark appearance and significantly impact the building and landscape designs of individual lots and streetscape as a whole. Rear yard parking aprons can create quality private courtyards and secure play areas for children.



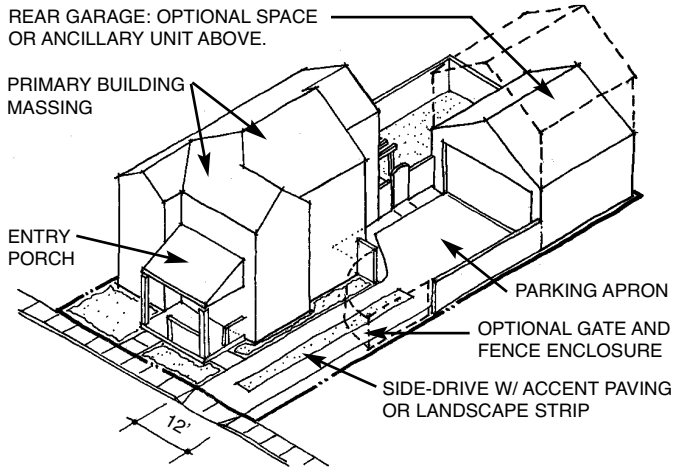
Alley Access Attached or Detached **(Minimum 25% Required)**

Side-Driive, Rear -Yard, Attached or Detached

Semi-Recessed Front Yard Apron **(Additional 25% Max. allowed)**

Garage with Standard Front Yard Apron. **(50% Max. Allowed)**

Typical Garage Locations and Proportions



Preferred: Side-Drive Lot Configuration

DGL 2.4: Garage Location - Parking Courts

Background
Parking courts may be a good strategy for lessening the impact of curb cuts, parking aprons and garages on the streetscape. However, recent designs have created courtyards which minimize the residential entries and maximize the view of the garages as seen from the street or within the parking court.

Purpose
To create quality parking court housing which closely follows the primary principles of the standard residential PD. To create parking courts that emphasize residential entries viewed from the street and courtyard. Entries should be emphasized and garages should be visually minimized.

Design Guidelines

DGL 2.4.1: Porch and Garage Orientation
Porches and Entries should be located in the front of the homes, and at the driveway entry corner to accentuate the entry. Garages should be recessed behind the homes' main facades similar to typical lots, minimizing the visual impact of the garage door and parking apron.

DGL 2.4.2: Paving
Parking Courts should have accent paving which provides a pedestrian walkway to all entrances from the street and minimizes the impact of the courtyard paving. Accent paving at parking aprons and accent bands along the driveway are strongly encouraged.

DGL 2.4.3: Landscaping / Trees
Trees and large landscape fingers between parking aprons are strongly encouraged to break up the expanse of paving and view of garages. One front yard tree at each interior lot minimum.

DGL 2.4.4: Length and No. of Units
The maximum depth of a Parking Court Lot is 100' and the max. no. of units it can serve is four.

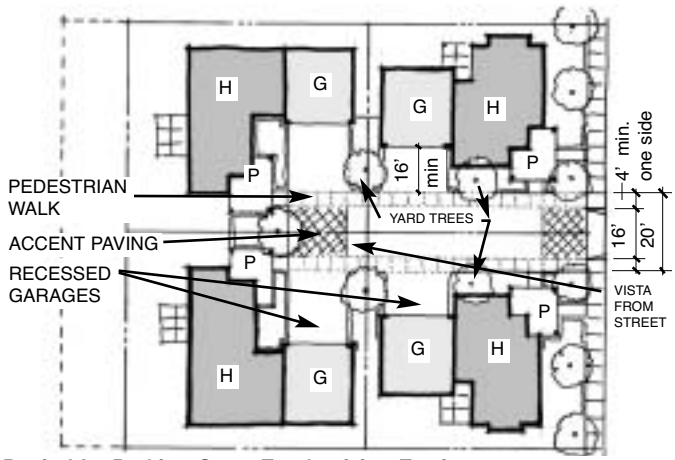
Desirable: Parking Court Housing

Parking courts provide the necessary parking while minimizing the impact of the garage,creating higher quality streetscapes.

Undesirable: *Recent courtyard parking designs have emphasized the garage doors and minimized the entries, even when viewed from the street.*

Undesirable Parking Court

Parking courts with an odd number of lots creates a garage at the end vista of the court as viewed from the street. This typical layout also pushes entries to the back corners, minimizing their impact.



Desirable: Parking Court Emphasizing Entries

Preferred Parking Courtyard Design Elements and Configuration. Garages are recessed and entries are enlarged and used to accent corners and interior vista.

DGL 2.5: Yards: Types and Sizes

Background
Large and small yards play an important part in making small lot residences more livable. Yards should be useful outdoor space not sized to merely meet minimum setback requirements. The location, size and access to yard space will vary depending on the lot layout of the residence and parking (garage) location.

Purpose
To define minimum yard requirements by size as well as to illustrate the need for unique designs, emphasizing usability of yard space given the small lot and yard sizes.

Design Guidelines

DGL 2.4.1: Desired Yard Areas
Each residence should have preferably three areas which may be accessed from the residence: a front yard porch, patio or lawn area; a sideyard courtyard and a rear yard more active space or court.

DGL 2.4.2: Front Yards
Front yards may provide small extensions of the entry porch or front living areas for semi private activity. (Minimum Size: 8'x12')

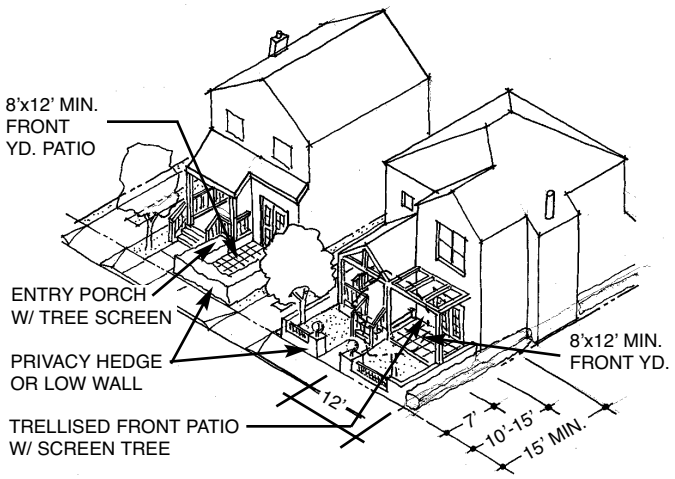
DGL 2.4.3: Side Yards
Side yards are typically more utilitarian. Aggregated side yards, as with side drive lots, wide enough for an activity area (Min. 8'x8') are preferred.

DGL 2.4.4: Back Yards
Back yards are typically private and more personalized. These should be designed for privacy from neighbors, with appropriate fencing and trellises. (Minimum Size: 15'x20')

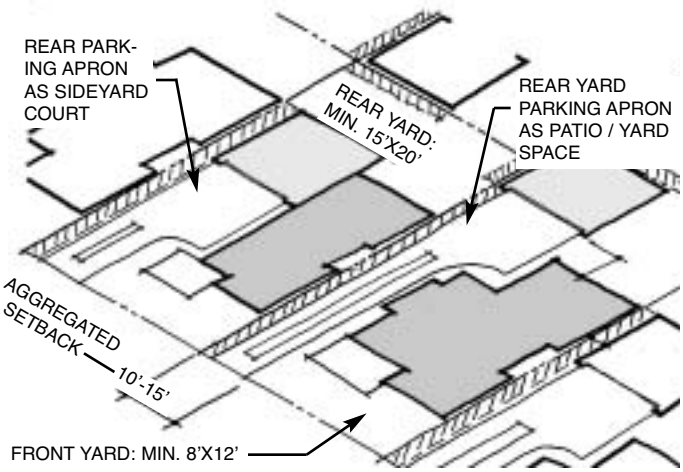
DGL 2.4.5: Parking Apron
Front yard parking aprons may not be considered yard area, while rear yard aprons at side drive lots may be considered hardscape back yard area.

Desirable: *Large covered porches and patios create extended living spaces in Fremont's mild climate..*

Desirable: *Rear yard parking aprons make quality semi-private patios.*



DGL 2.4.1: Front Yards: *should have small patios or lawn play areas with consistent landscaping. Patios with low fences walls or hedges, and trellises providing semi-privacy are preferred.*



DGL 2.4.3: Side Yards: *Side drives with aggregated side yards are preferred. A part of one side yard shall have a useful area such as a patio which is an extension of the home. This is required on all corner lots.*

DGL 2.4.4: Rear Yards: *Rear yards are the most flexible yard, minimum size and design of fencing, trellis etc. to provide privacy is required from adjacent homes and yards.*

DGL 3.1: Massing, Articulation, Proportion

Background
The massing and articulation of buildings within medium density small lot developments is of great importance. Many recent projects have had square, "blocky" homes, with minimal architectural detailing creating a lack of character. The proportion of the homes have been horizontal, creating an appearance of heavier denser homes. The lack of architectural detail or variety of material and color exacerbates the bulky dense appearance of the developments. The small lot buildings need to have a lighter quality, with a variety in the massing and articulation. Vertical elements, such as two story entries or bays, etc. help to breakup the horizontal and blocky quality found in recent projects.

Purpose
To create a greater variety of massing and articulation providing relief from the close adjacency of the homes and minimal setbacks. Breaking up the massing will make the homes appear smaller.

Design Guidelines

DGL 3.1.1: Massing
The design should break the main facade of the home into three to four distinct elements: entry; main building; a single story element and the roof. Gable roofs emphasize vertical proportions, create modulation and are strongly encouraged.

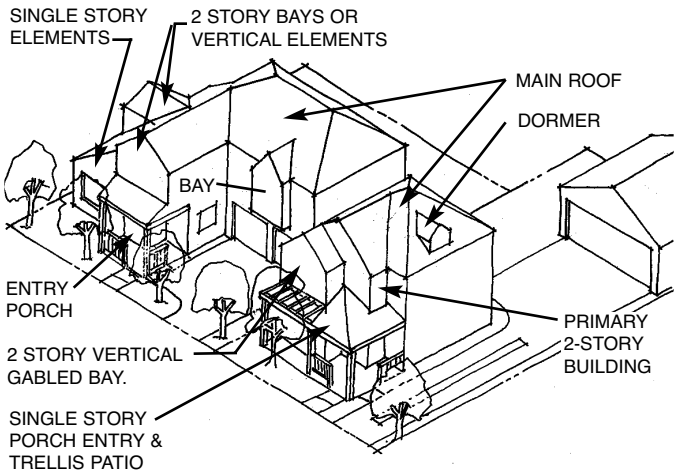
DGL 3.1.2: Articulation
The massing should be further varied by articulation of elements such as bays, dormers, etc.. Changing materials on these elements provides further articulation and adds variety.

DGL 3.1.3: Proportion
Each home should have a vertical element to its massing, such as a bay, corner turret or dormer, etc. based on the architectural character.

DGL 3.1.4: Emphasizing Articulation
The massing, articulation and proportion should have greater emphasis if the elements are differentiated by a change in detail, color and/or material.

Desirable: *Porches, bays, dormers and vertical articulation help to give the homes a less "bulky" or "squat" appearance.*

Undesirable: Poor Massing and Minimal Articulation
Many recent projects have had square, "blocky" homes, with minimal architectural detailing, creating a lack of character .



DGL 3.1.1: *The home design shall break the main facade of the home into a minimum of three to four distinct elements: entry; main building; a single story element and the roof.*

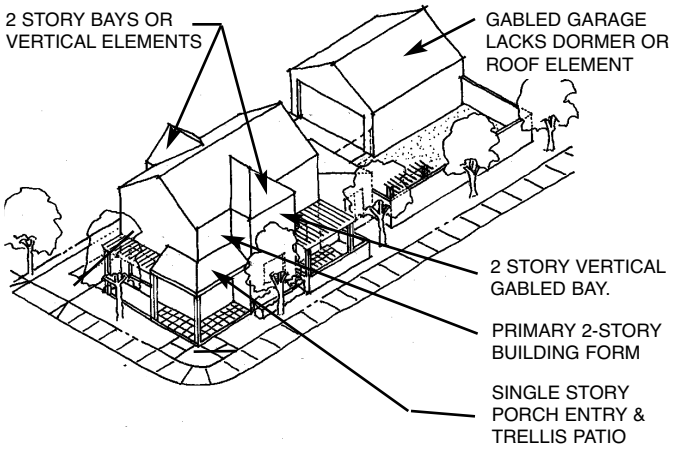
DGL 3.1.3: *Each two story home shall have a vertical element to its massing, such as a two story entry feature, bay, corner turret or dormer, etc.*

DGL 3.1: Massing, Articulation, Proportion (cont.)

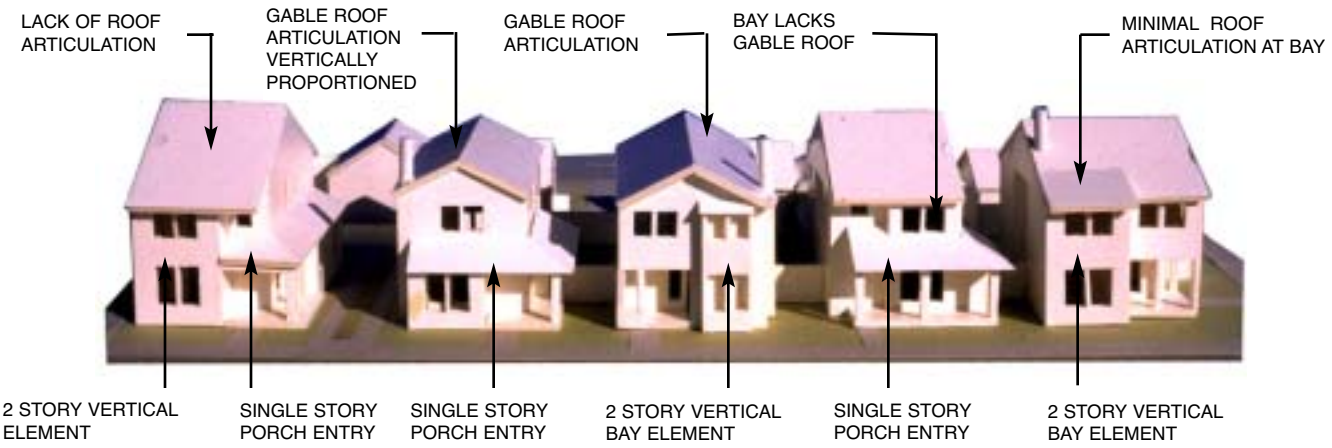
Desirable: *High pitched gable roofs add vertical proportions and articulation to home facades.*

Desirable: *Gable Roofs add variety to roof silhouette along street scape creating "sawtooth" appearance.*

Desirable: *Articulation of elements along corner lot sideyard should be comparable to front yard building articulation.*



Desirable: *At corner lots side facades shall maintain the architectural design consistent with the front facade.*



Examples: of Massing, Articulation and Proportion:

DGL 3.2: Number of Stories, Mix

Background
Recent small lot residential projects have predominantly consisted of two story homes. This has added to the perceived density and lack of variety within these neighborhoods. It is desirable for new residential neighborhoods to include additional one story homes to provide for seniors, the disabled, and those families who prefer or desire single story homes. Lot sizes may need to be larger to allow for these homes.

Purpose
To require single story homes for some residences and to add variety and minimize the perceived density of all two story neighborhoods.

Design Guidelines

DGL 3.2.1: One Story Home Requirement
15% of the homes should be single story. Single story residences should be scattered evenly throughout the neighborhood, with a minimum of one for each side of each block.

DGL 3.2.2: Single Story Massing
Single story massing elements should be emphasized on the front facades, using porches, or single story living areas seen from the street. (Roofs over 16' are considered two stories)

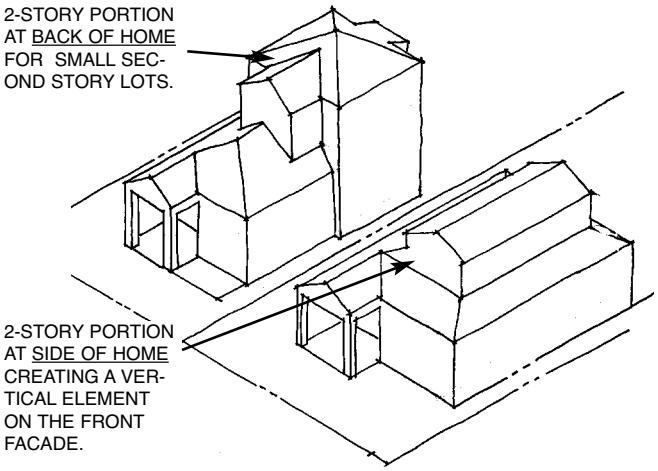
DGL 3.2.3: Two Story Area Limits
Two story homes should attempt to generally have the following first story to second story area relationships:

- 30% should have a small second story (maximum of 30% of the first floor)
- 30% should have a medium second floor (maximum of 50% of the first floor)
- The remaining 25% of the homes' second stories are limited to a maximum of 75% of a home's first floor area.
- The two story areas should generally be located in the rear or to one side of the home, creating a bay or vertical element on the front facade.

Note: This guideline will be adhered to more strictly with larger developments.

Desirable: *a change in color and material assists in breaking down the massing of two story residences.*

Undesirable: *Recent small lot developments have consisted of primarily two story homes, creating a lack of variety . A variety of single story and two story homes is required.*



DGL 3.2.1 and 3.2.2: *15% of the homes should be single story and scatterred evenly throughout the development. For two story homes, the second story portion should generally be located in the rear,* or to one side of the home, or create bays or other vertical elements.

Desirable: *single story massing elements shall be emphasized on the front facades.*

DGL 3.3: Materials, Variety

Background
Recent residential developments have lacked a variety of materials within their facade palettes. The predominance of stucco exteriors, many with limited detailing or limited variety of treatments has produced a monotony of appearance. A greater variety of materials used on the facades from home to home or within a single building creates a more diverse and interesting neighborhood. Materials should be used so that they do not appear to be "applied" are used in their appropriate manner or style.

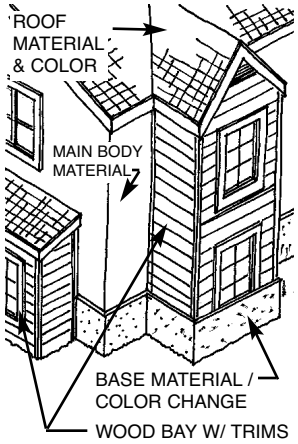
Purpose
To promote greater variety of material use within each development and to have materials used in an appropriate manner so as not to look applied.

Design Guidelines

DGL 3.3.1: Variety of Material Palettes
Developments over four homes should have a minimum of two material palettes, each with a different primary material. A minimum of 33% of the homes should have each of the material palettes. (A primary material is the material used on a minimum of 67% of the building's facades.) (See Example #1)

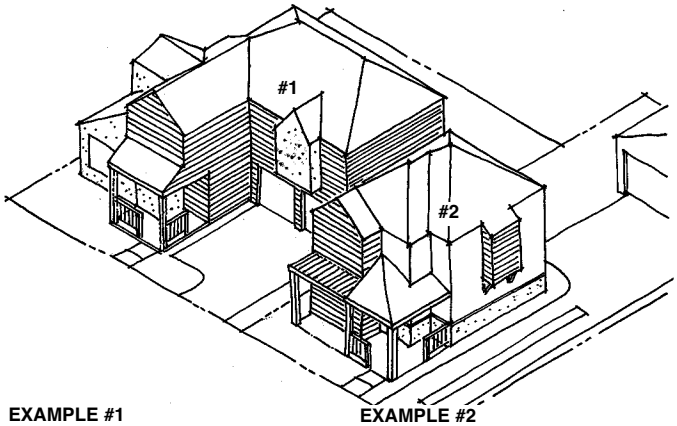
DGL 3.3.2: Alternative Material Variety
An alternative to DGL 3.3.1 is to have all homes have a minimum of 33% of a secondary material on each facade. (Example: stucco facade with wood or stone base and bays) (See Example #2)

DGL 3.3.3: Appropriate Material Use
Materials should be used so as not to appear to be "applied" by using heavier materials as bases and ending materials on inside corners.



DGL 3.3.3: *Materials should be used so as not to appear to be "applied"; by using heavier materials as bases and ending materials on inside corners.*

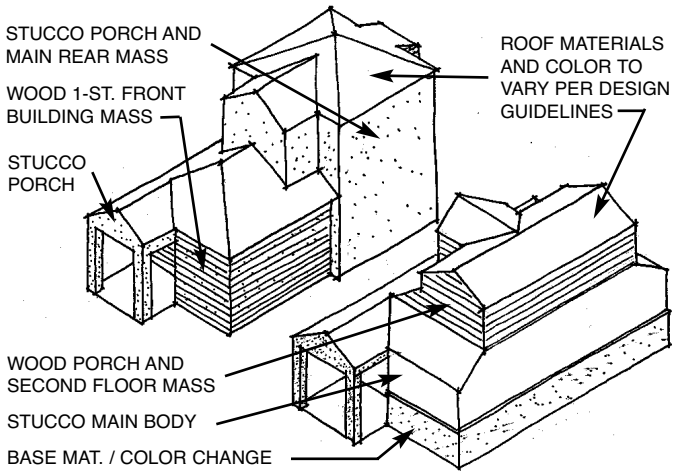
Undesirable: *Recent developments have been nearly all of a single material, stucco, creating monotony. Also, detailing or "applied" materials are used inappropriately.*



EXAMPLE #1
PRIMARILY WOOD WITH STUCCO BAYS AND ONE STORY ELEMENTS.

EXAMPLE #2
PRIMARILY STUCCO WITH WOOD BAYS AND BASE COLOR CHANGE.

DGL 3.3.1: *Developments over four homes should have a minimum of two material palettes, each with a different primary material. A minimum of 33% of the homes will have each of the material palettes. These two strategies may be blended within a single development.*



DGL 3.3.2: *Alternative: 33% of a secondary material on primary facades provides the variety desired within each individual home rather than residence to residence.*

DGL 3.4: Roofs: Forms and Materials

Background
Roof forms and materials have a great impact on the appearance of and variety within a neighborhood. The use of a single roof material and similar colors throughout a development has created the appearance that all of the homes are the same. A variety of roof forms, materials and colors within each development improves the overall appearance.

Purpose
To promote the use of a variety of roof materials within each development and a greater variety of roof forms throughout the neighborhood.

Design Guidelines

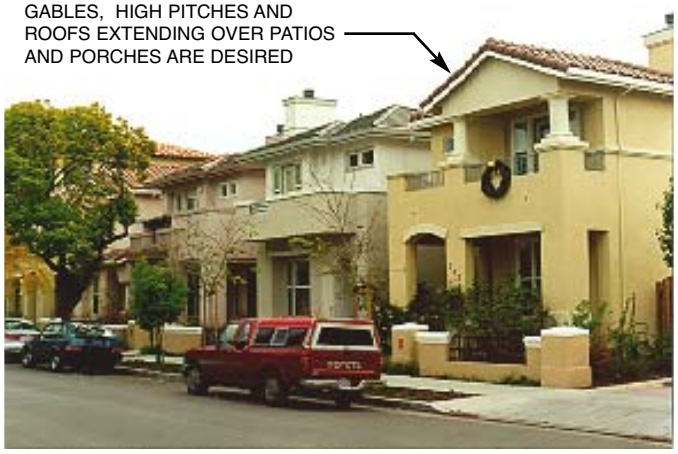
DGL 3.4.1: Roofing Material Variety
Developments over four homes should have a minimum of two primary roof materials, such as concrete shake or spanish tile or composition shingles. A minimum of 33% of the homes should have each of these materials. If concrete shake and composition shingle are used, two non-similar colors of each material should be used.

DGL 3.4.2: Roof Forms
A variety of hips and gables should be used, particularly on the front / street facade to further break up the mass of the homes. High pitched roofs and gables are most successful when used to emphasize vertical elements of the facade.

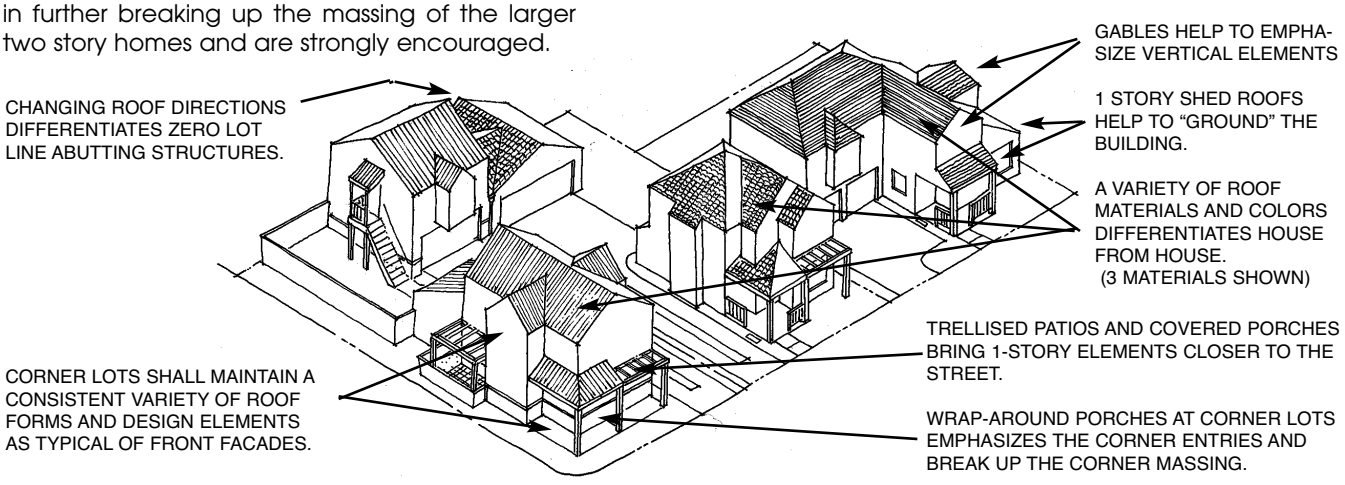
DGL 3.4.3: Overhangs and trellising
Roofs extended over windows for shading and associated brackets are strongly encouraged to add character and interest to the roof forms.

DGL 3.4.4: Single story Roof Elements
One story roofs, often over porches or bays assist in further breaking up the massing of the larger two story homes and are strongly encouraged.

Undesirable: Low pitched roofs of a single material
The use of a single roof material and often single or similar colors has assisted in creating monotony and an appearance that all the homes are the same throughout a development.



DGL 3.4.2: Roof Forms: *A variety of hips and gables shall be used. High pitched roofs and gables are often most successful when used to emphasize vertical elements of the facade.*



DGL 3.4.4: *First Floor roofs over porches and bays as well as extended roofs and trellis are encouraged to "bring the buildings to the ground" and add detail, breaking up the massing.*

Note: *Roof forms, materials and details add a great deal of variety to the residential neighborhood or development.*

DGL 3.5: Entries and Porches

Background
The location and size of entries affects the orientation of the residences. Orienting the homes to side or back yards rather than streets minimizes activity along the street and minimizes the opportunity for informal surveillance. Small entries or locating entries so that they are not seen from the street creates a bland street facade and minimizes activity on the street by removing the circulation associated with the home's front door.

Purpose
To improve neighborhood streetscapes by having entries and seating areas activating the street. To assist in breaking down the scale and breaking up the mass of the buildings, entries and porches are strongly encouraged.

Design Guidelines

DGL 3.5.1: Porches and Entry Requirements
Entries and porches are strongly encouraged to be the primary element of each home on the street facade.

DGL 3.5.2: Entry / Porch
Locate entries and porches on the front / street facade. Entries or porches should extend along 50% of the homes primary front building facade.

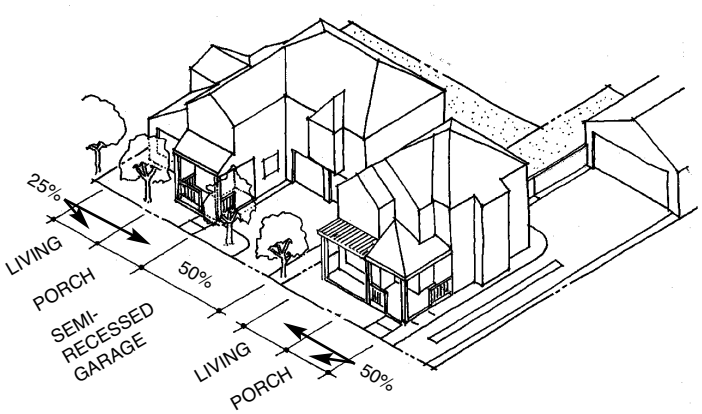
DGL 3.5.3: Corner Lot Entry Porches
Entries and porches should be oriented to the street corners. At corner lots, side yard facades shall maintain the architectural design consistent with the front facade.

DGL 3.5.4: Porch Massing / Articulation
Porch / Entry features should primarily be single story elements, or incorporated into two story vertical elements to break up the building mass along the street.

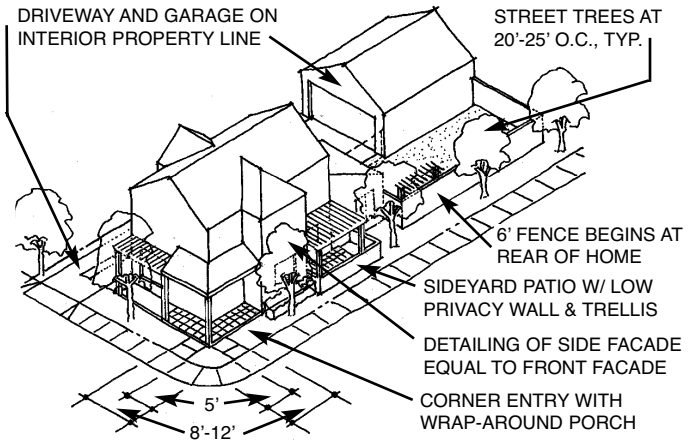
Desirable Corner Entry porch and Facade Design

Prominent porches along the street and well designed corner residences, especially with corner wrap-around porches, greatly enhance the streetscape appearance of the neighborhood.

Desirable: Streetscape lined with entries and porches. *Entries and porches greatly improve the residential character of the neighborhood.*



DGL 3.5.1 & 3.5.2: *Entries and porches should be a prominent element of the residence and be located along the street facade. Entries should extend along 50% of the homes' front building facade.*



DGL 3.5.3: *Corner Lots: Corner entries are highly desirable. The side yard facades should have architectural treatment consistent with the front facade. Wrap-around porches are highly desirable.*

DGL 3.5: Entries and Porches (cont.)

Background
Residential entries and porches provide seating areas and support activity along residential streets. Locating active living spaces toward the street also add activity and assist in an informal surveillance of the neighborhood street. Porches provide a "semi-private" transition or buffer between the sidewalk and the private living spaces. Trellises or porches also add architectural detail and visual interest to the homes.

Purpose
To promote activity areas along residential streets and add visual interest to the homes.

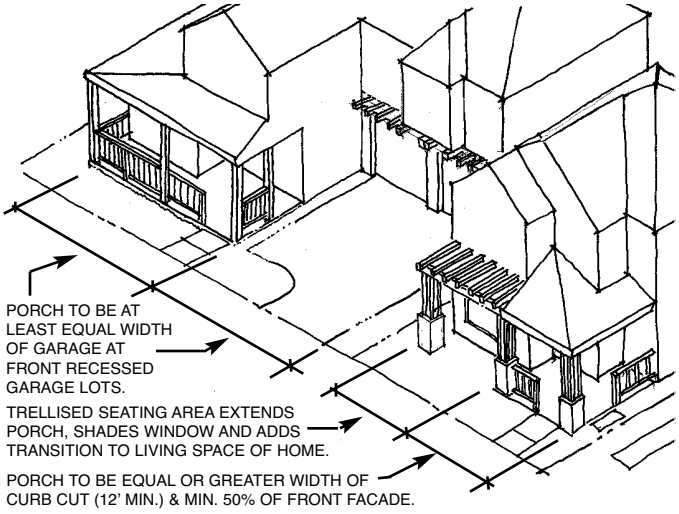
Design Guidelines

DGL 3.5.5: Porch / Entry Size
Entry and porch should extend along the building facade to an equal or greater width than the garage or driveway. Approximately 50% of the main facade should be occupied by the porch.

DGL 3.5.6: Porch / Entry Seating Area (Size)
Entries and porches are desired to be sized for a small seating area for chairs or a bench outside of the main entry circulation path. (minimum dimension of 6'x6' or 5'x7', plus circulation area).

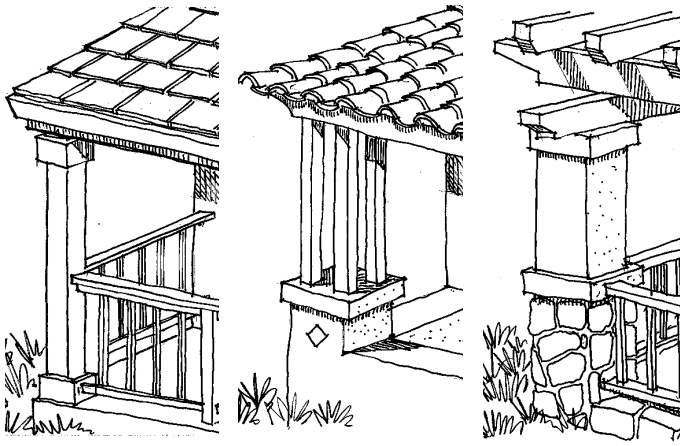
DGL 3.5.7: Architectural Details
Railings, short walls, trellises and roofs all add architectural detail and character to the residences, providing visual interest to the homes.

Undesirable Entries: *Entries are frequently minimal and the homes lack the transition space between the street and living spaces as well as the architectural detail which porches can provide.*



DGL 3.5.6: Porch / Entry Size*: Entry and porch should extend along the building facade to an equal or greater width than the garage or driveway, approximately 50% of the main facade.*

Desirable: *Porches provide added architectural character, provide transitions and buffers between the street, living spaces and activity areas.*



Desirable Typical Porch / Entry Designs

DGL 3.5.7: Architectural Details: *Railings, short walls, trellises and roofs all add architectural detail and character to the residences, providing visual interest to the homes.*

DGL 3.6: Color, Variety

Background
Color has a great impact on the overall appearance and variety within a neighborhood. The use of a single palette of colors has assisted in creating monotony and an appearance that all the homes are the same throughout a development. A variety of colors within each neighborhood and development can be achieved through a variety of body colors as well as by a variety of detail and trim colors.

Purpose
To promote a greater variety of colors within each development and neighborhood.

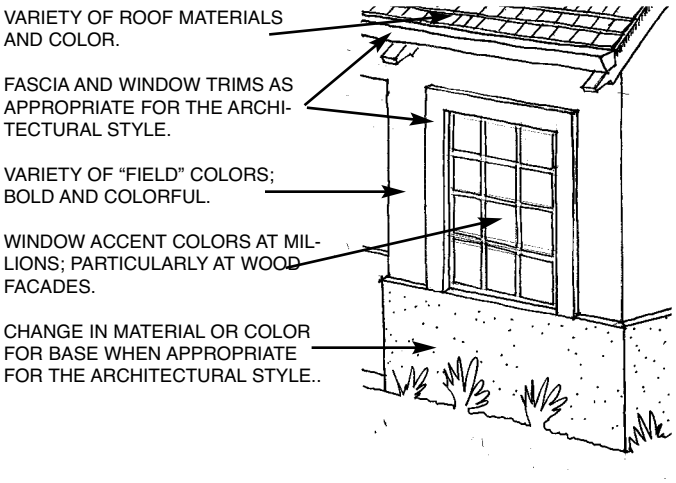
Design Guidelines

DGL 3.6.1: Number of Color Palettes
Developments of over four homes shall have a minimum of two colors from different color families for each primary body material, such as stucco and/or wood. A minimum of two trim colors will be used for each primary body color. If stucco and stone are used as a primary materials then a third body color and trim palette should be provided for the stucco material.

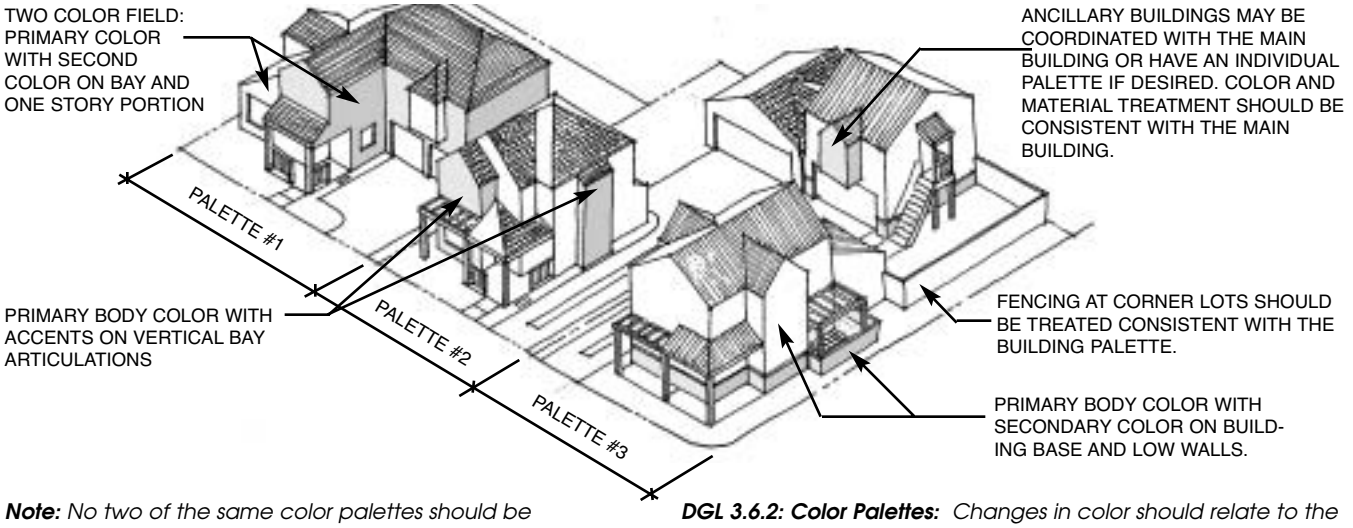
DGL 3.6.2: Color Palettes
Within an individual building color variety should relate to changes of materials, such as stucco and wood or body/base and trim, providing a palette of a minimum of three colors along with a roof material for each home.

DGL 3.6.3: Accent Colors
It is strongly recommended that window sash, millions and trims receive accent colors to emphasize the building's details.

Undesirable: *The use of a single palette of colors has assisted in creating monotony and an appearance that all the homes are the same throughout a development.*



DGL 3.6.3: Accent Colors: *It is strongly recommended that window sash, millions and trims receive accent colors to emphasize the building's details.*



Note: *No two of the same color palettes should be used adjacent to one another within a development.*

DGL 3.6.2: Color Palettes: *Changes in color should relate to the building forms and materials and will typically be stopped and changed at material changes and on "inside" corners.*

DGL 3.7: Trellises, Columns & Details

Background
Many recent developments have lacked detail and visual interest. Many recent columns have been poorly proportioned for the size or location. Trellises, brackets and other details can be used to add a lightness to otherwise heavy building forms.

Purpose
To promote the use of trellises, brackets, columns and posts and other details which play an important role in adding visual interest and minimizing the bulky dense appearance of small lot single family residences.

Design Guidelines

DGL 3.7.1: Trellised Patios or Arbors
Trellises over seating areas should define semi-private areas in front or side yards and provide privacy in small rear yard courts.

DGL 3.7.2: Window Shading
Trellises or canopies over large windows should be provided to shade from the hot summer sun and provide visual interest with shadows and added detailing.

DGL 3.7.3: Fence Trellises
Trellis extensions to yard fencing should be provided to add privacy and a framework for landscape vines.

DGL 3.7.4: Porches and Railings
Porch and building columns and other trellis framework should be proportioned appropriately for the scale of the element.

Desired: *Trellises, brackets, columns and posts and other details play an important role in adding visual interest to the homes, minimizing the appearance of bulky dense small lot single family residences.*

TRELLIS WINDOW SHADE

PRIVACY FENCE ARBOR

TRELLIS PATIO COVER

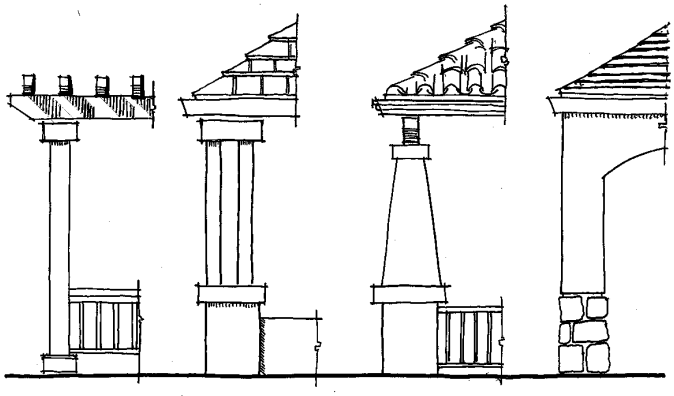
PRIVACY FENCE TRELLIS

DGL 3.7.1 & 3.7.2 AND 3,7,3: *Trellises which extend porches and/or shade large windows from the summer sun also add visual interest to the streetscape and are encouraged.*

POORLY PROPORTIONED ENTRY COLUMN

WELL PROPORTIONED AND DETAILED ENTRY COLUMN

NOTE: *Trellises, railings and other details add a lightness to buildings which are frequently heavy in appearance.*



TRELLIS POST & RAILING | 4 - POSTER & LOW WALL | TAPERED COLUMN & RAILING | STONE BASE AND STUCCO POST

DGL 3.7.4: *The proportion of columns, trellises, railings and other elements is important so that they do not appear too heavy or too light for the building.*

DGL 3.8: Fencing: Design and Location

Background:
Fencing is an important visual element, particularly in medium density small lot homes. Typically, yard fences have been wood planks contrasting sharply with the stucco homes, creating long blank walls, particularly at corner lots. 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. Rear yard fencing may be minimized by using zero lot line configurations with rear garages. Trellises may be used to add visual interest and provide privacy.

Purpose:
Improve the appearance of small lot developments including the design of the fencing, particularly at corner lots.

Design Guidelines

DGL 3.8.1: Corner Lots
Fencing at corner lots should begin at or near the back end of the building, and fences which are visible from the street should have additional detailing to provide visual interest.

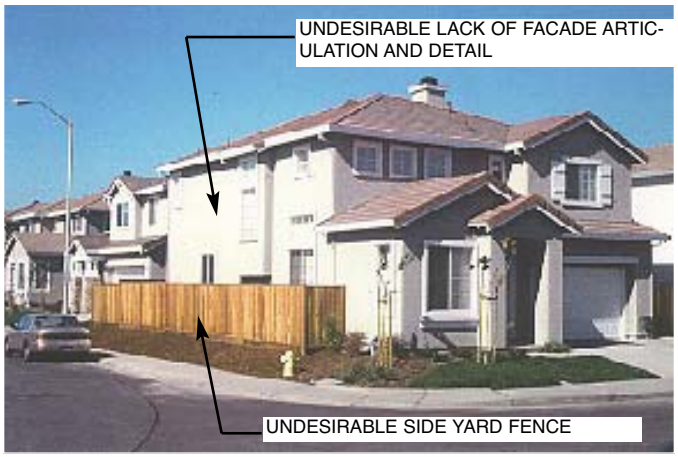
DGL 3.8.2: Fence Details
Partially transparent fencing adds interest while maintaining privacy.

DGL 3.8.3: Gates and Entries
Accents at gates such as arched gates or arbors add visual interest and demarcation to entrances.

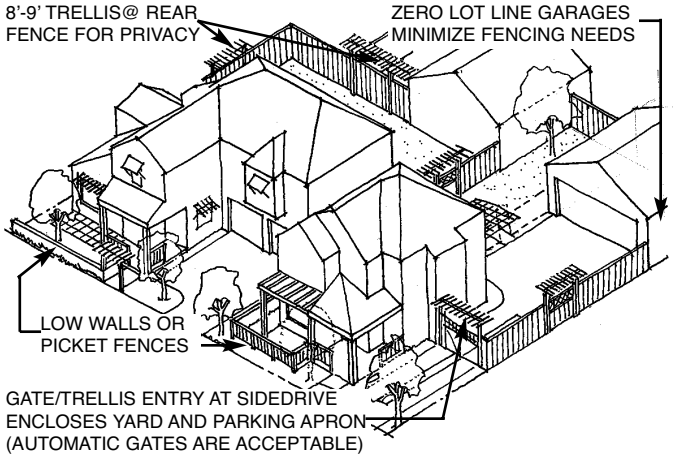
DGL 3.8.4: Trellises and Grills
Extended trellises and grills at small rear patios are encouraged to provide privacy to and from neighbors.

DGL 3.8.5: Low Walls
Low walls or fences (3'-4' high) are encouraged at front or side yard patios where desired in lieu of porch railings, etc.

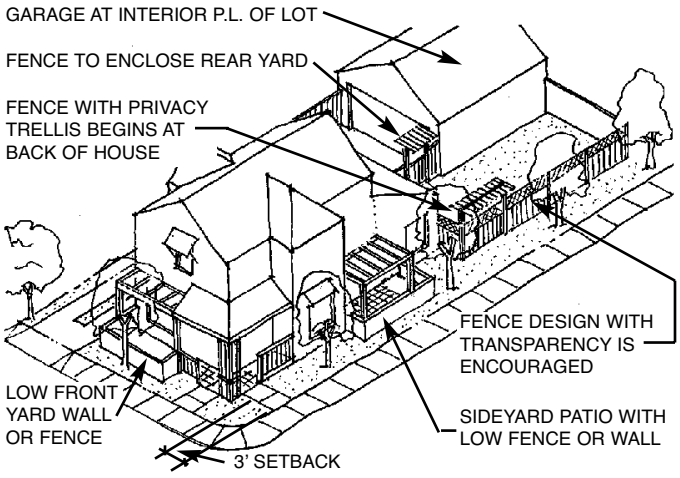
Desired: *Low walls or picket fences at side yard porches and rear yard fences which extend only to the rear corner of the home.*



Undesirable: *Yard fences have typically been utilitarian wood planks, contrasting sharply with the stucco homes and creating long blank walls, particularly at corner lots.*



DGL 3.8.1 & 3.8.2: *Rear yard fencing at corner lots should begin at or near the back end of the building. Partial Transparency, extended trellises for privacy and accents at gates is encouraged.*



DGL 3.8.4 & 3.8.5: Low walls or fences (3'-4' high) are encouraged at front or side yard patios where desired in lieu of porch railings.

DGL 4.1: Street Trees and Yard Trees

Background
New small lot single family developments generally lack landscaping. The high lot coverage and minimal building separations create a more harsh streetscape than homes with larger lots. Street and yard trees provide greater landscaping.

Purpose
To improve the appearance of the streetscape with additional landscaping and street trees to diminish the impact of the dense buildings and provide a softer appearance to these denser developments.

Design Guidelines

DGL 4.1.1: Street Tree Spacing
Provide street trees or yard trees at approximately 20' to 25' on center along each side of the street. (minimum 3 per lot)

DGL 4.1.2: Separated Sidewalks
Separated sidewalks with "tree lawns" (min. 4' wide) are strongly encouraged. These may be planted with lawns or other appropriate ground cover. Irrigation is required.

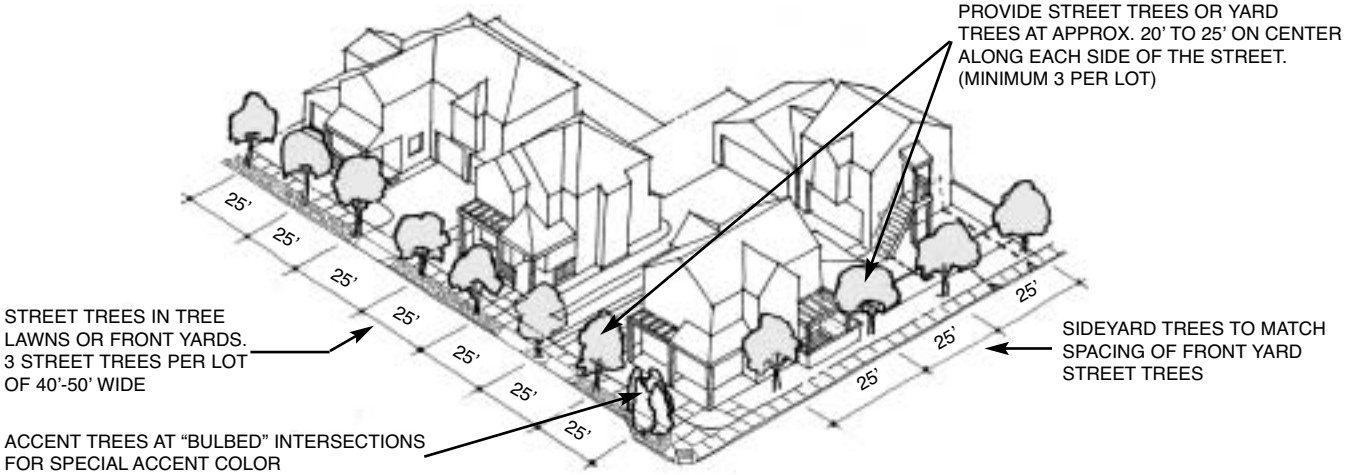
DGL 4.1.3: Specimen Size
Provide 25 Gallon tree specimens minimum for all street and yard trees.

DGL 4.1.4: Species and Canopy Size
Provide tree species which create a continuous canopy at 15 years of maturity.

DGL 4.1.5: Accent Trees
Consistent tree species and accent trees at special locations within the neighborhood are strongly encouraged.

Undesirable: *The lack of landscaping and large street or yard trees and the density of small lot developments has created a harsh streetscape in many recent projects.*

Desirable: *Tree-lined streets soften the appearance of the denser small lot single family neighborhood.*



DGL 4.1.2: *Separated sidewalks with "tree lawns" are strongly encouraged. These may be planted with lawns or other ground cover.*

DGL 4.1.3 & 4.1.4: *Provide tree species which create a continuous canopy at 15 years of maturity. Provide 25 gallon tree specimens minimum for all street and yard trees.*

DGL 4.2: Front Yard Landscaping

Background
Landscaping in most developments is provided primarily as a ground cover for the appearance of the home while it is being sold. Many recent developments have used a single palette of plants, a utilitarian ground cover and planting, which integrates the entire development. This adds to the monotony, further giving the appearance that each home is the same. This is particularly the case when a home owner's association is created for the shared maintenance of the front yards.

Purpose
To promote a variety of planting palettes which softens the development, reinforces the home design and adds variety to the streetscape.

Design Guidelines

DGL 4.2.1: Landscape Variety
There should be an equal number of individual front yard landscape palettes, varying in style, color and general appearance, as home models or unit types for each development.

DGL 4.2.2: Landscape Elements
Front yard landscaping which reinforce other design elements of the home such as vines on trellises, hedges or low fences and walls are strongly encouraged.

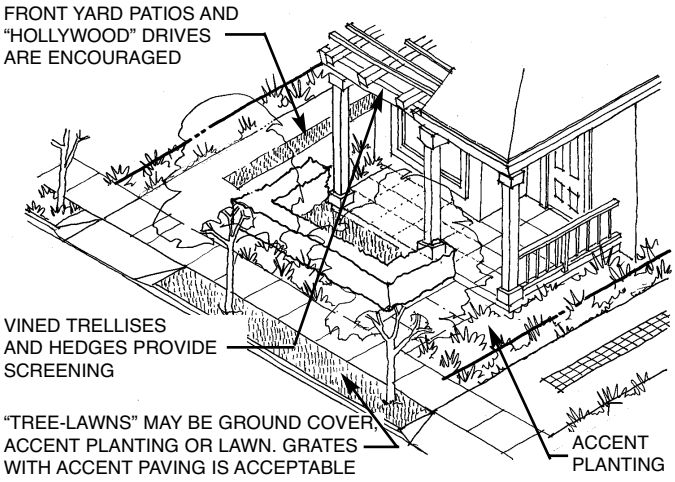
DGL 4.2.3: Sidedrive Landscape
Along side drives a minimum 1-6" to 2' wide landscape strip is required along the property line. Also hollywood drives with planting or accent paving is encouraged.

DGL 4.2.4: Privacy Screens
Planting in front of windows, in lieu of fencing, to provide privacy is desired and strongly encouraged. (Plant sizes for screens and hedges shall be a minimum of 15 gals.)

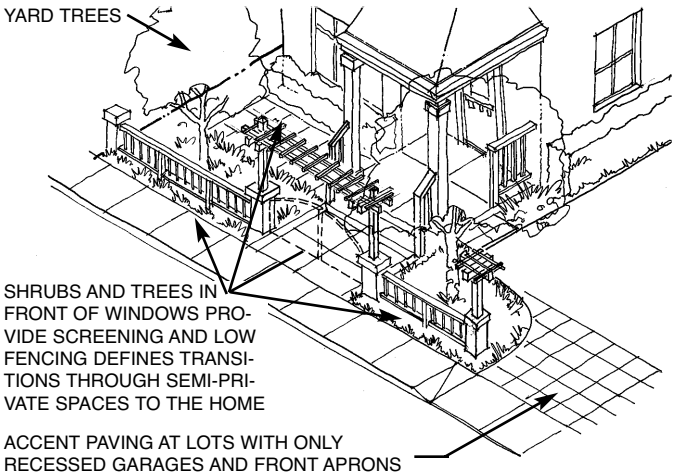
DGL 4.2.5: Personalized Planting Areas
Where consistent planting is used, such as in parking courts, areas for landscaping by each resident shall be provided and prepared to add individual variety.

Preferred: *Street trees add a consistency to the street while yard landscapes reinforce the individual qualities or identities of the homes and residents.*

Undesirable: *Consistent planting throughout a development creates a monotonous streetscape and reinforces a lack of variety in the homes.*



DGL 4.2.4: *Vines on trellises or grills, hedges as low fences and shrubs or trees in front of windows provide privacy or semi-private areas and are strongly encouraged.*



DGL 4.2.2 & 4.2.5: *Planting in front of windows, trees, bushes, low walls and fences provide transition spaces for front yard patios. Gates and trellises highlight entries.*

DGL 4.3: Tot Lots, Parks and Open Space

Background
In medium density developments the small park or tot lot provides the larger play yard not provided with each individual lot.

Purpose
To promote open public or semi-public open space within neighborhoods and provide added relief and variety, breaking up the pattern of homes and giving a focus to the neighborhood or development.

Design Guidelines

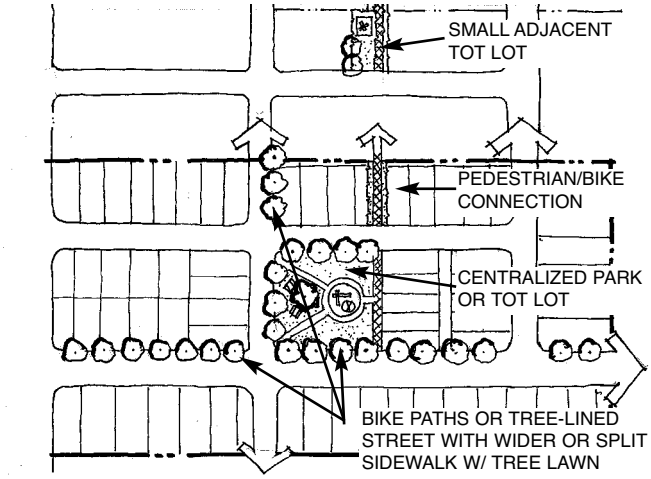
DGL 4.3.1: Common Open Space
Common open space is encouraged for developments of 15 units or greater.

Size: 1/8 acre or approximately 75'x75' (5,600 s.f.) with useable play areas of 2-3,000 sf.

DGL 4.3.2: Location and Design
These amenities should be centrally located to be shared by the neighborhood and be easily viewed from the street and homes for informal surveillance and security. A low transparent fence should enclose tot lot areas.

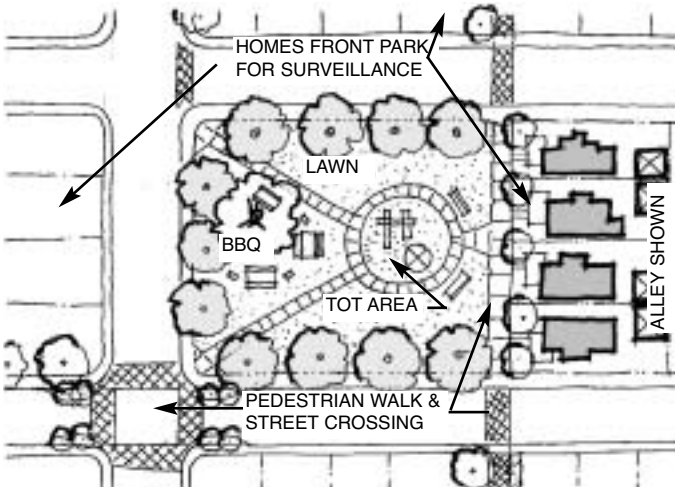
DGL 4.3.3: Variety of Uses
Tot lots and parks should be designed to facilitate use by a number of different ages or activity groups concurrently, such as for small gatherings and may include small barbeques and ample seating and tables. Play equipment is desirable as is a lawn area, seating & tables in the larger play areas.

Desirable: Tot lot
Small parks or tot lots provide the larger play yard not provided with each individual lot in medium density developments.



DGL 4.3.1 & 4.3.2: *1/8 acre tot lots are desired in projects over 15 units. They shall be centrally located as a focus for the neighborhood or development or take advantage of natural landscape features such as major tree stands.*

Preferred: *Tot Lots and Parks are particularly necessary in small lot developments. They add relief to dense projects and add a neighborhood focus.*



DGL 4.3.3: *Parks or Tot Lots shall incorporate play equipment, seating and tables and lawn for more active play. If large trees are not existing, trellises or canopies are encouraged.*

DGL 4.4: Private Yards

Background:
The design of private yards is of greater importance in small lot developments than in larger lots as spaces typically have to extend the living areas and serve multiple functions. Most developments do not build out the enclosed rear yards. A drought tolerant planting plan should be displayed.

Purpose:
To promote unique designs solutions which increase the usefulness of small yards and landscape areas.

Design Guidelines

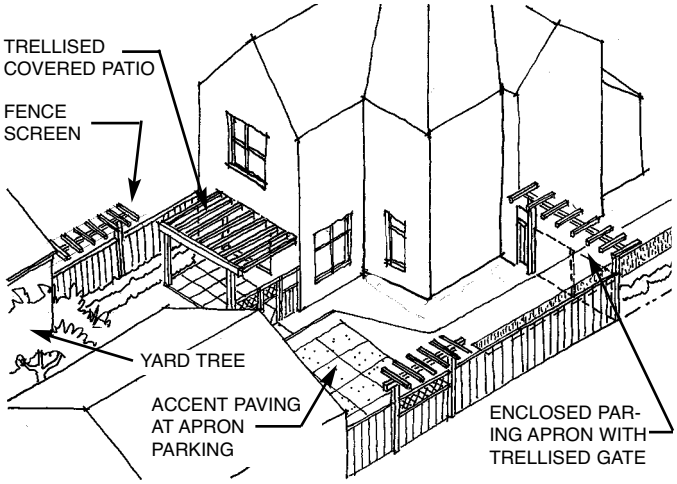
DGL 4.4.1: Model Home Displays
The "model" homes should display a variety of fencing and landscape design concepts noted in these design guidelines. Porches, patios and walkways, covered trellises, screens and garden walls should be displayed. The landscape and trellis designs should be home buyer options.

DGL 4.4.2: Yard Tree
A 25 gal. yard tree shall be provided for each residence. These may either be planted or provided for future installation by the property owner. Deciduous shade trees or fruit trees are encouraged.

DGL 4.4.3: Irrigation
Drip irrigation systems for water conservation are desired and strongly encouraged. Automatic Irrigation is required per City of Fremont Landscape Ordinance.

DGL 4.4.4: Minimum Yard Size
The minimum dimension of the rear yard is 15'x20'. This must be reasonably flat and usable or be a deck or patio.

Preferred: Model homes displaying unique design solutions
The "model" homes shall display a variety of fencing and landscape design concepts noted in these design guidelines.



DGL 4.4.1: *Porches, patios and walkways, covered trellises, screens and garden walls shall be displayed. These landscape and trellis design may be options for the home buyer.*

Preferred: *The design of private yards is of great importance in small lot developments as yards typically extend the living areas and serve multiple functions.*

Hardscape patios with accent paving may extend the living space or provide a small "outdoor room" for many activities.