Old Town

DESIGN GUIDELINES

DRAFT REISSUED 04.23.2014

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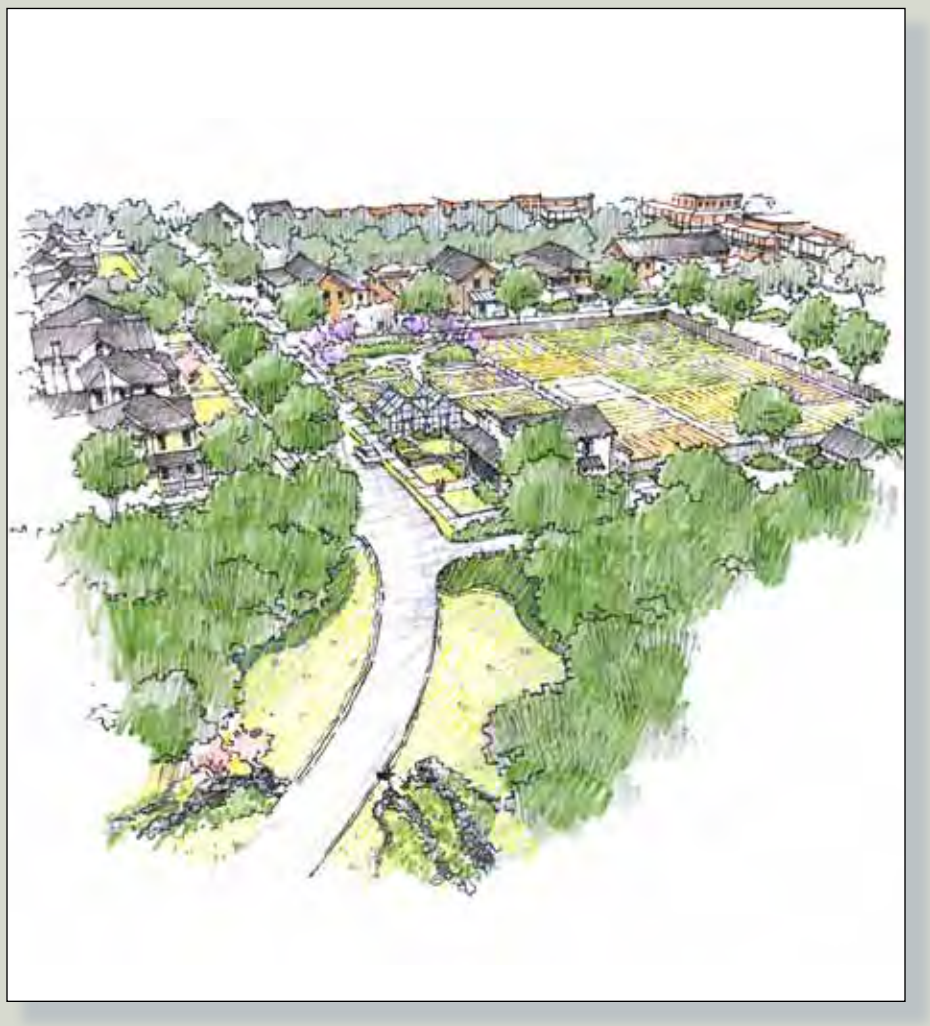

Old Town

COMMUNITY OVERVIEW

&

GENERAL DESIGN GUIDELINES

The History of Columbus, Georgia

Columbus rose to prominence in the early days as the capital city of the Creek empire. It was known as "Coweta Town" and was a center of trade and politics in the region. When Eurpoean settlers began arriving to the New World, they flocked here to trade and negotiate treaties with the leaders of the Creek. Spanish monks settled in the vicinity of what is now Columbus as early as the late 1600's, and they were followed by the British in the mid 1700's.

Columbus was incorporated as a city in 1828 and named for the explorer, Christopher Columbus. The city is located on the Chattahoochee River, at the fall line where the Piedmont Plateau meets the Coastal Plain. This geographic location has long made the "Queen City" an important trading point. The area quickly became a center of industry, with the Chattahoochee River serving as the lifeblood of the community. "The Lowell of the South" was home to cotton mills, ironworks, a sword factory, and even a shipyard for the Confederate Navy during the Civil War. The Battle of Columbus was the last land battle in the War Between the States, and took place after Robert E. Lee had surrendered and President Lincoln had been assassinated. With the advent of Reconstruction industry flourished once again.

Columbus Today

Today, Columbus is under the leadership of its first female Mayor, Teresa Tomlinson, and is the third largest city in Georgia with a population of just under 200,000 people. The city is located 100 miles south of Atlanta, an easy drive from the world's busiest airport and Fort Benning, major employment centers. Columbus has much to offer visitors and residents alike: Columbus State University, the Springer Opera House, the Port of Columbus Civil War Naval Museum, and the Coca-Cola Space Science Center. The Riverwalk highlights the lifeblood of the historic community and connects Uptown Columbus to Fort Benning with 15 miles of trails.

Welcome to Old Town

Old Town is located in North Columbus, close in proximity to the historic and cultural districts, but offering more choices in shopping and high-quality public education. This new community is modeled on the historic districts of Columbus and offers the same charm and tradition with all the modern conveniences of a new home.

Old Town is a Traditional Neighborhood Development, meaning that it offers a mixture of uses and building types in a walkable pattern. In addition to offering a mixture of uses, the community also offers a variety of housing options for people at different life stages: for example, young professionals, families, and empty-nesters. The Town Square and Main Street offer retail and commercial services, surrounded by denser living options such as apartments and townhomes. The surrounding neighborhoods will contain single family homes in varying sizes on large and small lots, all connected to the Town Square and community ammenities by sidewalks and paths.

In addition to offering a traditional neighborhood environment, Old Town also offers rural and natural amenities to residents and guests. These include a farm stand, as well as miles of nature trails, playing fields, creeks, and lakes. At Old Town you can have the best of town and country, all within a short walk or bicycle ride from your home.

Columbus

Future Residential Area
Equestrian Center
Tennis Center
Future Residential Area
Future Residential Area
Nature Preserve
Future Residential Area
Apartment Amenity
Garden Apartments
Community Gardens
Playing Fields
Future Amenity
Main Street Buildings
Live Oak Park
Phase I Residential Area
Town Square
Residential Amenity
Future Commercial
General Store
Future Commerical
Wetlands
Amphitheater
William's Farm
Future Commercial

A GENERATIONAL APPROACH TO PLANNING

A: COUNTRY ROAD WITH FARMSTEADS AND A GENERAL STORE

B: THE BEGINNINGS OF THE TOWN; THE MILL IS BUILT

C: TOWN SQUARE FORMED; FARMSTEADS SUBDIVIDED; MILL EXPANDS

D: MODERN DAY- A REAL, THRIVING TOWN

Old Town is inspired by the historic towns of the American South. In planning Old Town, the design team looked to towns throughout the region that have stood the test of time: the historic neighborhoods of Columbus, Pine Mountain, LaGrange, Locust Grove, and Newnan, Georgia among many others. These places all evolved organically over time and it is this gradual process that Old Town attempts to emulate in its physical form.

Most of the South started as agricultural land. Farms were concentrated where the resources were the richest. In order to serve family farms, general stores emerged at the major intersections in each region. This general store became a destination. Other enterprising entrepreneurs saw the opportunity to open additional stores farmers could visit when they came to fill up their supplies. This commercial quarter was the first indication that a town had begun to form. The crossroads became an identifiable location; the place where a community of farmers would gather to share information and news.

As the products farmers grew and cultivated became more desirable, farmers recognized the added value associated with refining those products through mills and granaries. Those new businesses required more workers and attracted many to these fledgling towns. Out of necessity, workers settled near the mills and factories. Not only did this expand the commercial crossroads into an actual town with a mixture of uses, it also created a new class of people to serve and benefit from the neighboring farms.

As the town continued to grow and prosper there was a need for civic amenities and the formation of a local government. Communities saw fit to invest in public spaces such as a town square and a town hall, and began hosting field days and other celebrations. As the rest of the country was industrializing so was the small town. Small family farms were no longer a lucrative business, and many farmers decided to move into town and take on new professions. As this occurred, the farms were sold off into parcels for development. Larger, new homes were built on the former agricultural land and the managers of the mills and businesses were happy to move their families several blocks further from the center of town.

Over time the structure of the traditional Southern town emerged; a community concentrated around a commercial center, with a walkable pattern and geography, and a mix of uses. As the commercial offerings expanded and schools were built, the area became more desirable to residents and continued to grow. Eventually a healthy diverse community sprouted up and all of the needs of the residents were met within a short walk or drive of the center of the town.

Old Town is patterned after the traditional Southern town described above. There is a denser concentration of buildings at the town center which includes retail, restaurants, and services for the community, with apartments on the upper stories. The town center streets have large sidewalks flanking the Town Square where the community gathers to celebrate. The homes immediately surrounding the town square are on smaller lots, or even attached, as the housing for the mill workers might have been. A block or two from the town center the houses and yards get larger, still fronting onto the street with large porches which encourage conversation between neighbors. The old mill buildings have been converted into apartments and condos for young professionals, small families, or empty-nesters. The diversity of housing types allows people of all ages and walks of life to come together and create a thriving, multi-dimensional community. Although it may not have taken a century to build Old Town, the knowledge and experience of Southern towns over the past two centuries has helped to shape the neighborhood to create “a life well crafted.” The depth of character and the quality of life that Old Town offers will make it seem like it has been there for generations, and will ensure that it will be loved by generations to come.

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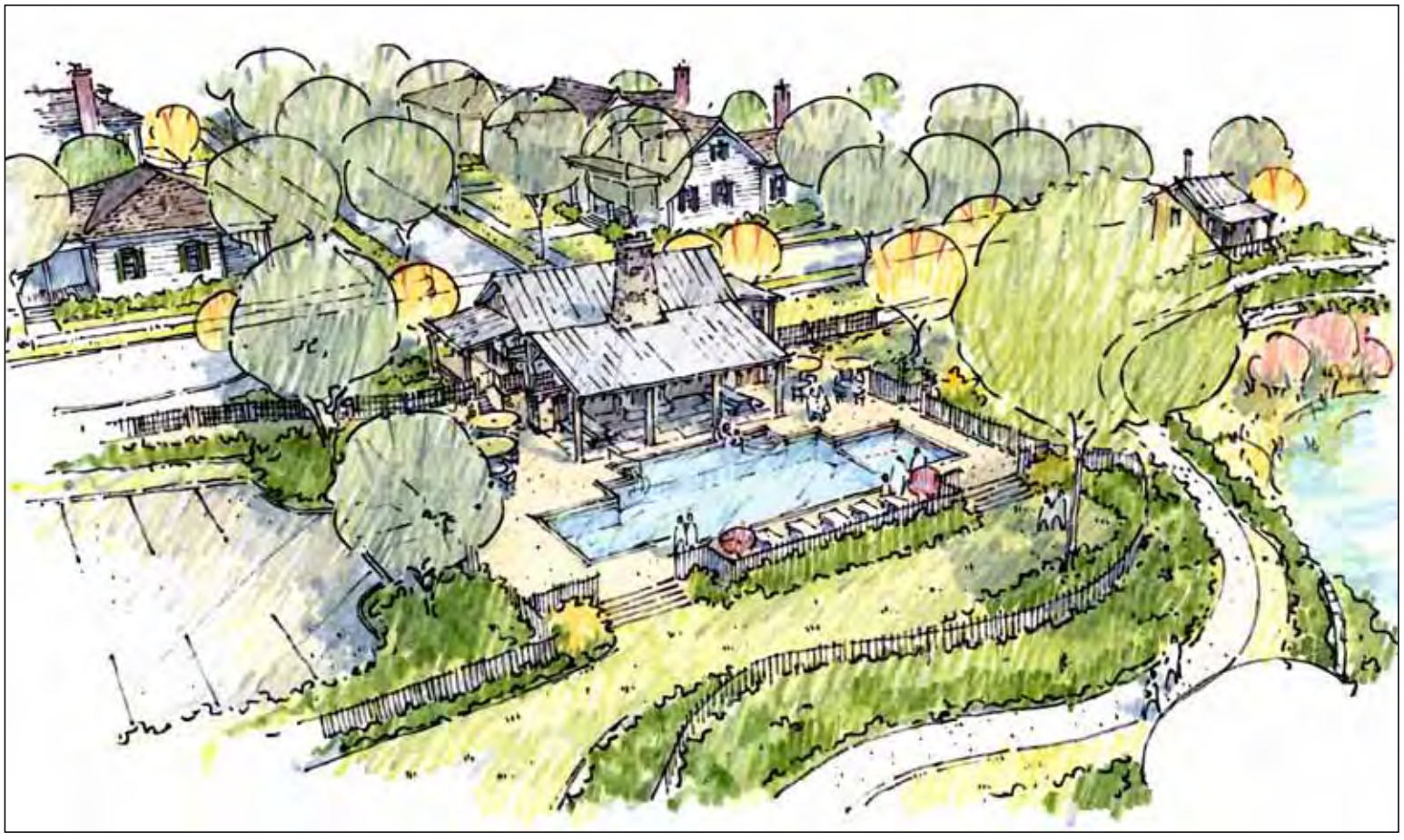
PHASE I OLD TOWN

The entry sequence to Old Town is designed to provide a pleasant transition of sights and sounds, creating a natural buffer with wildflowers, cascading water, and a beautiful existing rock outcropping. As the road comes into town residents are greeted by a field of crops and a series of homes lining the entry road, all designed and built based on the rich character of local historic homes.

Williams Farm will serve as the heart of the community and will double as a Discovery Garden for the youth of Old Town. By expanding the scale and scope of these amenities beyond just pretty buildings and landscape into fully functioning agricultural elements, the farm will bring people from all parts to experience the joy of being in Old Town.

The tree-lined Town Square will be the commercial and civic heart of Old Town. With an enchanting mix of two and three story brick and wood buildings, the character of the square takes its cues from treasured towns such as Columbus, Newnan and Madison, Georgia. Old Town also draws inspiration from other locales like Oxford, Mississippi and Bluffton, South Carolina. Porches of wood and iron shelter the sidewalk and create a cool shaded walk of shops, restaurants, and offices. The square has an ample green perfect for community gatherings.



The Residential Amenity will be a place for all of the home owners at Old Town to gather and spend time together. It will feature swimming lessons and nature courses for the children and dinners and wine tastings for the parents. Bringing people together is what the community at Old Town is all about.

The Amphitheatre at Old Town will provide a venue for community concerts and school plays. Audience members will find themselves surrounded by the beauty of nature and just a short walk from home.

Intent and Creation of the Design Guidelines

The following pages comprise the Design Guidelines for Old Town. This document consists of general design guidelines, permissible building typologies, and permissible architectural styles. The purpose of the Design Guidelines is to provide standards to the design and construction of buildings within Old Town that ensure continuity of architectural aesthetics and quality that is consistent with the heritage of Columbus, Georgia. The diagrams, photographs, and renderings included in these Design Guidelines allow it to function as both regulating document and as a communication tool, representing the character and feel of future development. These Design Guidelines provide history based text, detailed diagrams, and photographs to illustrate the minimum acceptable design and construction criteria, while still allowing room for unique and creative design. The format is based upon architectural field guides and other academic publications recognized as authorities on defining historic architectural styles and precedents.

The Old Town Design Guidelines have been produced by Historical Concepts with input from the project owner, the marketing and design team, and key community stakeholders in order to gain a targeted and focused consensus for the vision of Old Town. The first step in creating these Guidelines was to conduct a photo survey of existing noteworthy buildings in and around Columbus. From this an "Historic Precedent Analysis" was created to document and codify the architectural styles, building types, and architectural details that have influenced Columbus throughout its history. The next step was to present this analysis to key stakeholders to determine which styles, details, and building massing forms were appropriate for Old Town. The stakeholder response and input was documented and utilized in the creation of these Design Guidelines.

Purpose

A successful, healthy community is created by attention to detail at three levels of scale: the overall plan of the community, the quality of public space, and the quality and detailing of individual buildings. This document attempts to reinforce the envisioned plan for the Old Town community by addressing the second and third scale: the shaping of the public realm and the articulation of the individual buildings. It is for this reason that these Design Guidelines apply to all new construction at Old Town and must be followed for all buildings regardless of use.

The primary purpose of these standards is to protect property values by ensuring that all construction occurs in a manner that respects the traditional architectural forms, building practices, and lot patterns of Columbus's historic neighborhoods. These high standards also provide a level of predictability to residents, business owners, and investors so they know what they can expect to see develop in Old Town over the next few years. As residential density increases, the building design and placement within each lot becomes a more critical influence on the public realm and affects the values of the surrounding property more directly. The prominence of civic and commercial buildings, especially if they are allowed in close proximity to residences, also requires that more rigorous attention be devoted to the design of those buildings if the public welfare is to be safe-guarded. Old Town seeks to encourage attractive development based upon aesthetic principles of the built environment that add to financial stability and generally improve public health, safety, and welfare.

OBJECTIVES

In order to support the purpose and intent of the Design Guidelines, several goals and objectives were identified and addressed in the standards these Guidelines seek to establish. Those are as follows:

FUNCTIONALITY

The Design Guidelines address the needs of the community in such a way that the resulting built environment facilitates and supports those needs and do not act as an obstacle or a hindrance. Functionality is to be achieved by accommodating the uses found to already exist in the greater community, as well as allow for new uses and a mix of uses over time. While these uses will be accommodated, functionality shall not come at the expense of the community streetscape and the public realm. These standards accommodate uses in defined lot patterns and building masses, some of which will require adjustments to typical "sprawl" development patterns found in other areas. Given the permissible densities, the lot adjustments required by this code are an easily accommodated trade-off.

PUBLIC HEALTH AND SAFETY

These standards address public health, safety, and welfare by working with other provisions of the existing City of Columbus codes to create a walkable community that provides pedestrian accessibility and protection along with vehicular access. The zoning regulations focus on the design within the public right of way and the layout of the streets and alleys. These standards focus on curb cuts, driveway access, and parking allocation at the boundaries of private lots and the building frontages, and pedestrian access within each lot. These elements create a safer pedestrian environment that connects the individual buildings and lots to the larger community. These standards also provide minimum required glazing (door and window) percentages so that each building is ensured a minimum amount of natural light and ventilation, positively affecting indoor air quality, carbon emissions, and energy consumption.

AESTHETICS

These standards address aesthetics in terms of building massing and general form, as well as how that massing shapes the neighborhood, streetscape, and the greater public realm. They emphasize scale, proportion, and placement of doors and windows. Whenever a particular architectural style is proposed, the standards merely require that the basic forms, elements, and details that define that style be employed. Architectural styles are not arbitrary concepts but the product of accepted practices and long human experience. These standards are derived from careful analysis of architectural precedents found in the historic neighborhoods of Columbus, as well as the surrounding area.

The aesthetic objective of these standards is to preserve the legacy of the past while allowing future development to add to that legacy in a complementary way that supports private property values. This broad focus accommodates a variety of architectural styles as well as a mix of construction methods, materials, and budgets; all without sacrificing quality in the public realm. These standards reject the premise that there are no rules and no standards for aesthetic design of buildings. This code accepts the premise that the architectural design of buildings not only affects individual property owner rights, but also affects the welfare of the entire community.

Using the Design Guidelines

These Design Guidelines define the big picture first and delve into more detail as the document proceeds. The Guidelines are laid out in a sequential order, painting a clear picture of individual neighborhoods and buildings in order to guide development. Readers should start at the beginning of the document.

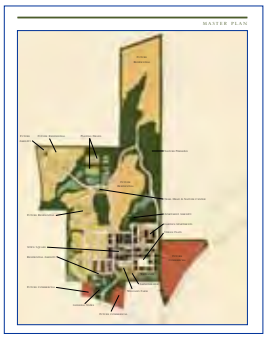
The first section provides an overview of the community in order to orient the reader.

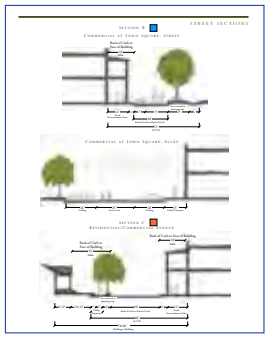
The second and third sections categorizes each area of the community into a certain Typology, which in turn defines the layout of the individual building on the lot and the general massing and form of that building.

The fourth and fifth sections of this document guides the design of the individual building, identifying appropriate details by architectural patterns, building elements, and architectural styles.

The final sections of this document address lighting and signage, landscaping, and the various stages of the Old Town design review process.

Because Old Town is envisioned as a traditional neighborhood, the public realm and the street is the most important spaces. The requirements that guide the massing and design of the buildings were developed with the primary intent of preserving the character of these public spaces. For this reason, the main focus of these guidelines is how the buildings address the street and each other, in order to ensure that the character and value of the overall community is maintained.





The Community Overview and General Design Guidelines apply to the entire community of Old Town. Their purpose is to illustrate the vision of the community and the character of the architecture and public spaces. This section of the Design Guidelines will let Owners see how their property fits into the larger picture.

These first few pages focus on over arching concepts that apply to all lots, and are concepts that will be elaborated upon in the lot layout diagrams. The vision for the shared spaces in Old Town is defined within these pages, and will be added to and refined as future neighborhoods are developed.

The Neighborhood Design Standards

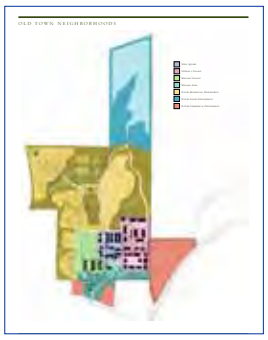
After gaining an understanding of the vision for Old Town, turn to the Neighborhood Design Standards. The map of Old Town Neighborhoods will identify the neighborhood in which an Owner's particular lot is located.

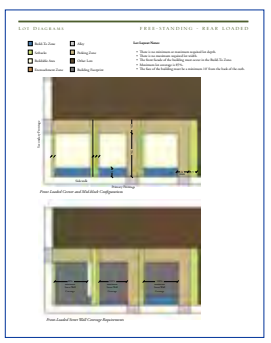
Turn to that particular neighborhood section. On the Neighborhood Overview page, the Owner will find a description of the neighborhood as well as which architectural styles and materials are appropriate for use in that neighborhood.

The Regulating Plan shows all of the buildings/lots in the Neighborhood and identifies which building typology is appropriate for each parcel. The purpose of these typologies is to help shape the form of the building and its placement on the lot, in order to stay consistent with the overall vision for Old Town and the design of the shared spaces. Owners should find their parcel on the Regulating Plan and identify which typology it is intended to be built upon it.

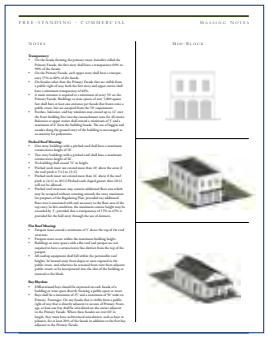
Once the Owner has identified which typology is appropriate for their lot, they should turn to that Typology section within the Neighborhood Design Standards. The first page of this section will explain the general form and intent of the Typology, and the following page will illustrate the Lot Layout Diagrams.

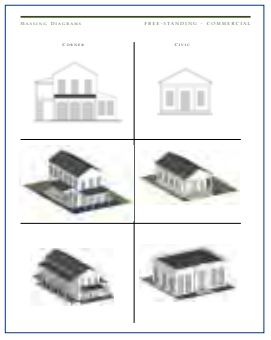
The lot layout diagrams will show you where on the lot the main building and any accessory building or parking can occur. It will also identify how much of the lot the building can occupy, and how close to the sidewalk it needs to be.





The massing diagrams on the following pages will show you what forms the building might take, the allowable height, required windows and doors, and how additions and porches should be handled.





The Architectural Style Standards

Once the general form of the building is defined, turn to the section on Architectural Styles. There are numerous styles appropriate for Old Town, but the Neighborhood Design Standards identified two to four styles appropriate for each neighborhood. The Owner should turn to these sections in the Architectural Style Standards in order to identify which of the appropriate styles they prefer.

Once an Owner has selected a style, they should review the section in depth to determine the massing nuances appropriate for that style, the shape and placement of windows, doors, and other architectural details. While the Owner's building does not need to include all of the elements identified in the Architectural Style, the building should illustrate the main principles and be easily identifiable as one of the appropriate Old Town styles.

Old Town

NEIGHBORHOOD DESIGN STANDARDS

Future Residential Developemnt
Future Residential Developemnt
Veteran's Village
Williams Village
Town Square
Future Commercial Development
Williams Farm
Future Commercial Development

The neighborhood is the basic building block of all communities and Old Town is no exception. Historic cities and towns are made up of distinct neighborhoods, each with their own unique character that complement the whole. The character of each neighborhood within Old Town will help contribute to the success of the entire community.

A neighborhood is a compact, geographic area that is easily walkable. A neighborhood may have one or many building forms and uses, depending upon its character. As important to the character of the neighborhood as the buildings, are the public spaces and streetscapes. Therefore, the street and landscape guidelines will be addressed for the community as a whole in other portions of this document. The character of the public space will help to illustrate the cohesion of the entire community, while shifts in placement and articulation of the buildings will signal that the observer has entered a new neighborhood.

A successful community has neighborhoods of varying urban character and density. Much as historic cities are surrounded by residential neighborhoods with larger lots, followed by rural land, the neighborhoods of Old Town exhibit varying degrees of urbanity. Main Street is the most urban of the neighborhoods in Old Town, and serves as the core of the community. Veterans Village is directly adjacent to the Town Square and so shares a similar urban quality. However, the buildings here are private residential buildings, so the windows are smaller and there is more landscaping between the sidewalk and the buildings.

Williams Village is more suburban, with detached buildings housing one family. There are larger yards between buildings and the homes are set back from the street to afford more privacy. Williams Farm is the community's connection to the history of the land and is the most rural area in the community. Nature dominates this neighborhood, though it has been put in order by man with a trail system and planted fields. The future phases of the project will include larger residential lots as one travels furthur from the Town Square.

The division of Old Town into distinct neighborhoods allows for an organic evolution over time, even if that window is only a few years. This will allow early residents of the community to enjoy the sense of living in a completed community, as the neighborhoods in Phase I will be built out concurrently. Similar to the organic evolution of historic cities, this will allow for portions of the property to adapt to changing economic conditions and market demands while preserving the overall vision for the community.

The TOWN SQUARE is the heart of Old Town, where the community gathers. This is the main public space where festivals are held. The area immediately surrounding the Town Square is the densest, most urban part of the community. The buildings are close to the street with large windows, so the sidewalks are very inviting to pedestrians. The buildings may house a variety of uses including retail, restaurants, offices, and residential apartments and condominiums.

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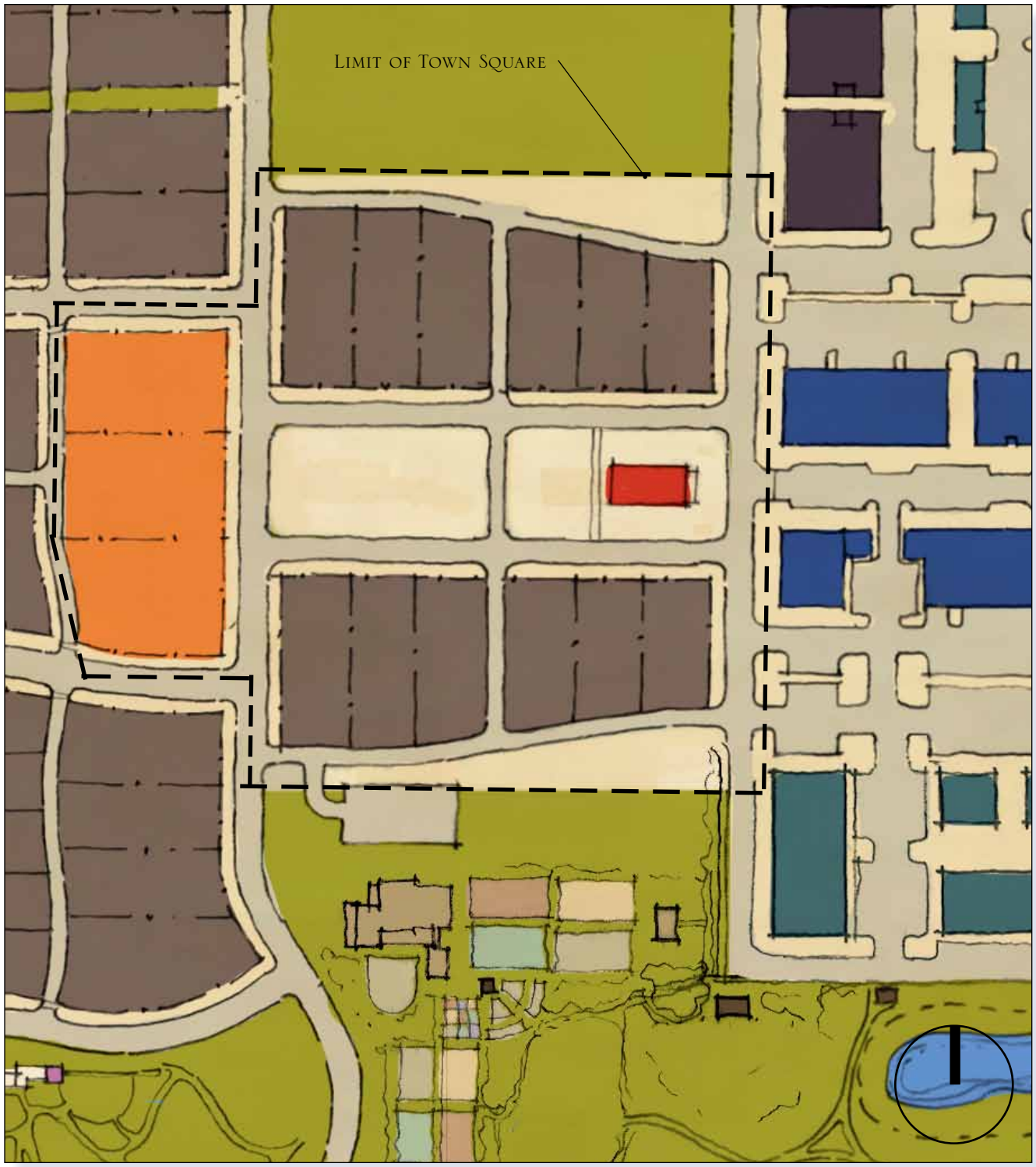


APPROPRIATE BUILDING TYPOLOGIES

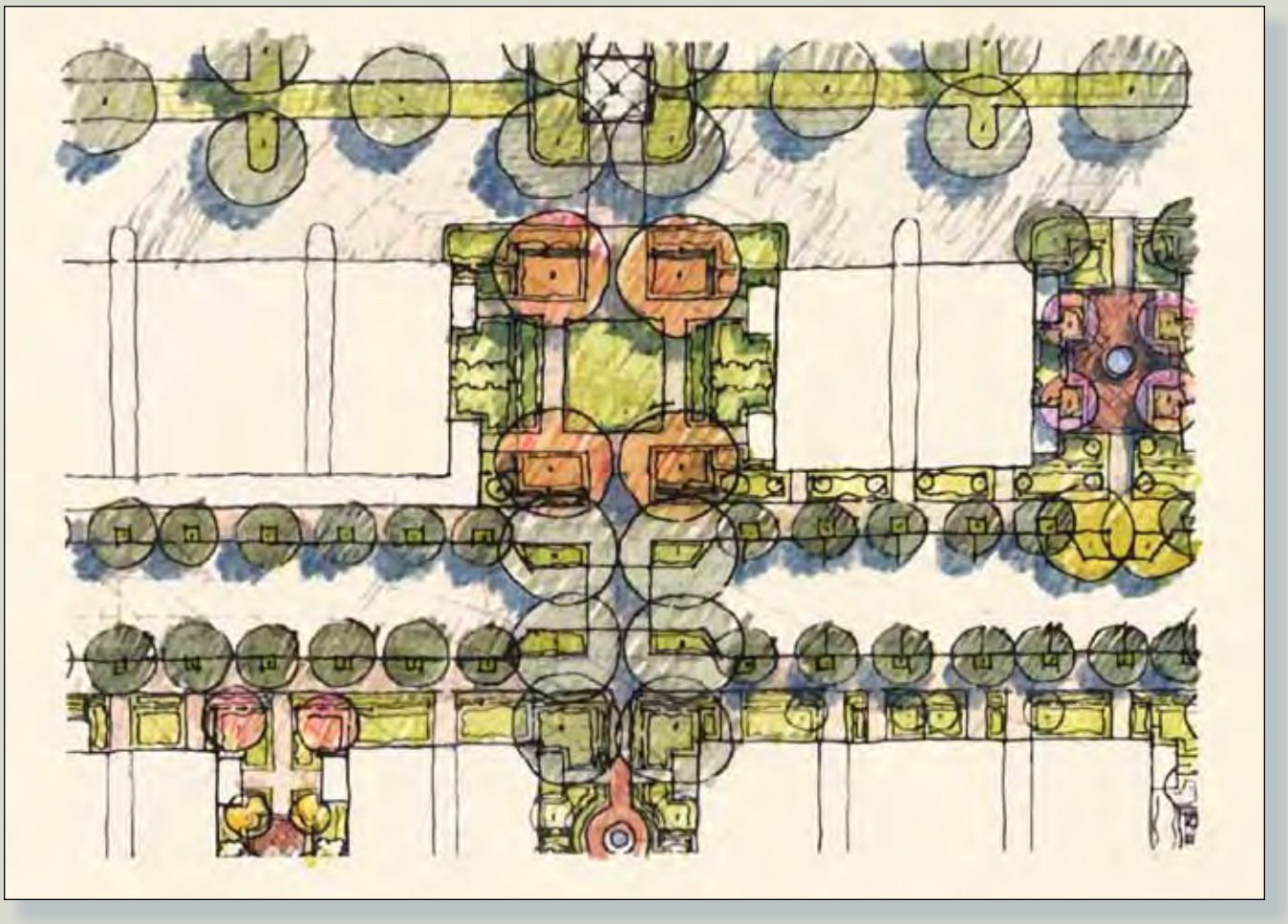
Street Front Mixed-use

Freestanding Urban

Urban Residential

Open Space

Suburban Residential



The VETERANS VILLAGE is primarily an urban residential and mixed-use area that reinforces the character of the Town Square. This area is one of the most urban areas of the community with tall buildings that are closer to the street and to each other. However, the buildings here are mixed-use and private residential buildings, so there is more landscaping between the sidewalk and the buildings in order to ensure privacy for the residents. There should be a substantial amount of glazing and architectural articulation at the ground level to provide interest to pedestrians on their way to the Town Square or out with a stroll.

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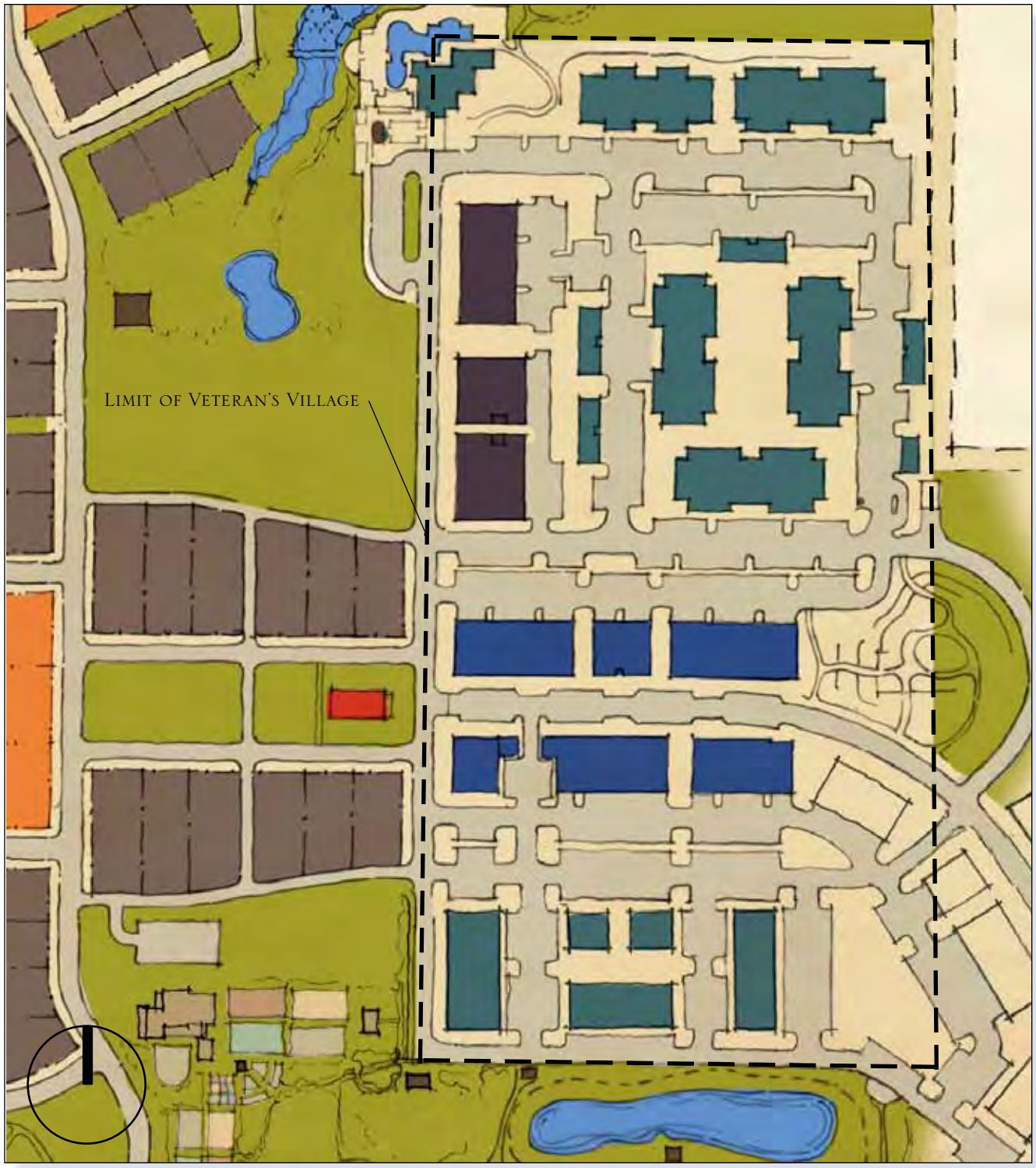


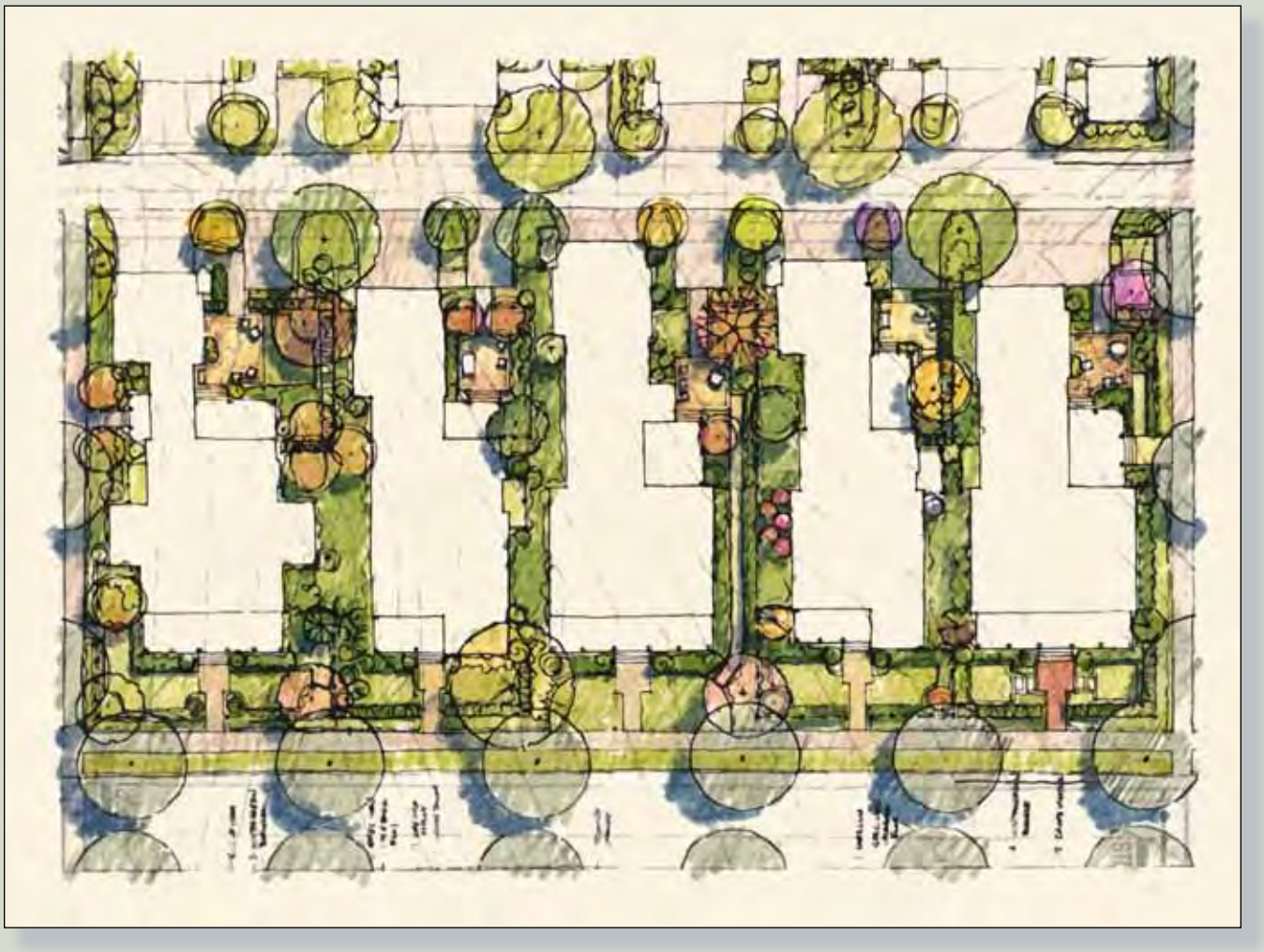
APPROPRIATE BUILDING TYPOLOGIES

Multi-Family Residential - Urban

Street Front Mixed-use

Freestanding Urban

Urban Residential



The WILLIAMS VILLAGE is primarily a residential area that acts as a transition between the Town Square and future residential areas. The buildings are spaced furthur apart and the setbacks are further from the steet to afford additional privacy. The homes in this area can serve larger families who want more outdoor space to play. Although the buildings are further removed from the street, the manner in which they adress the public way is still important to create a safe and inviting environment.

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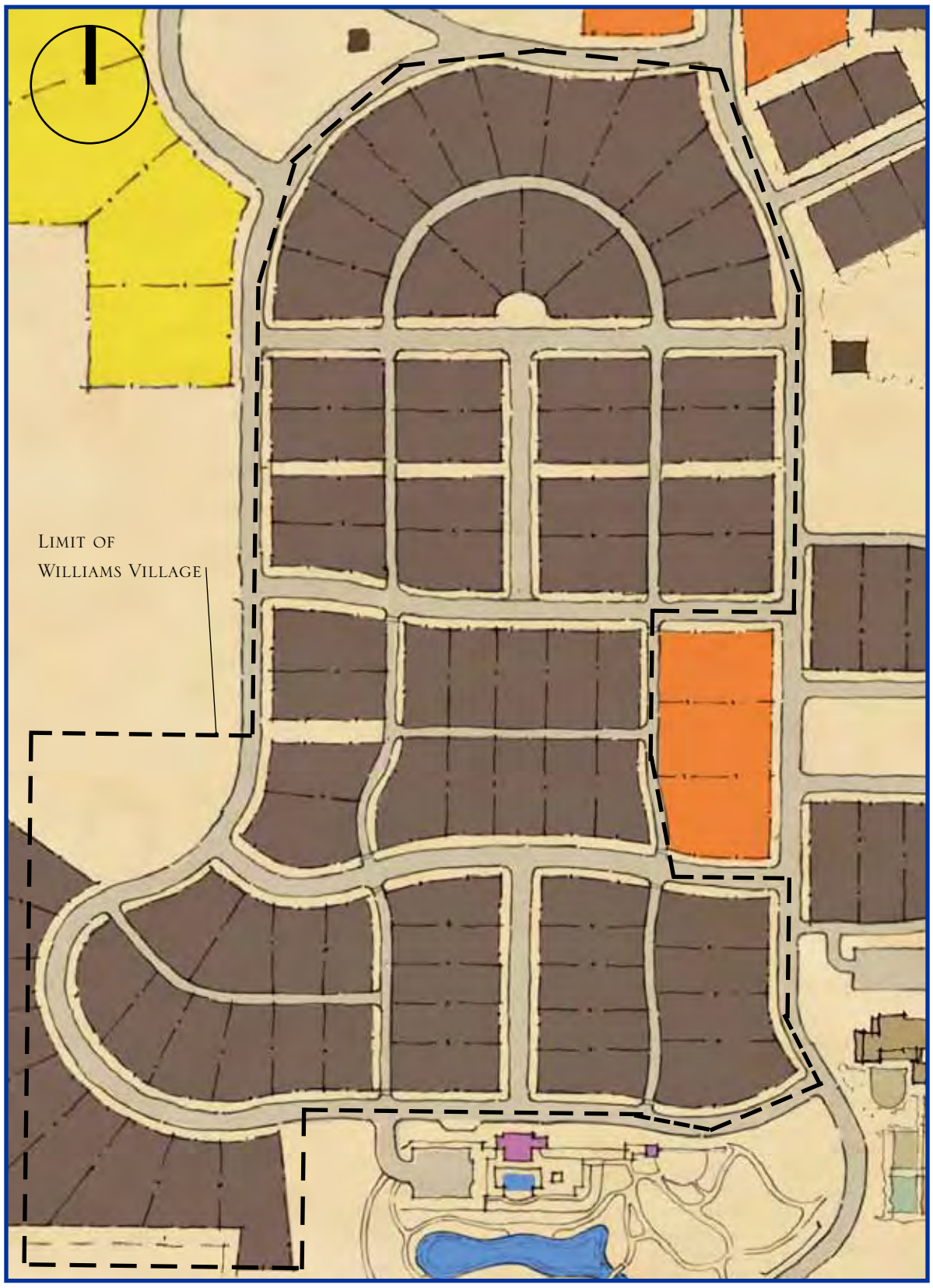
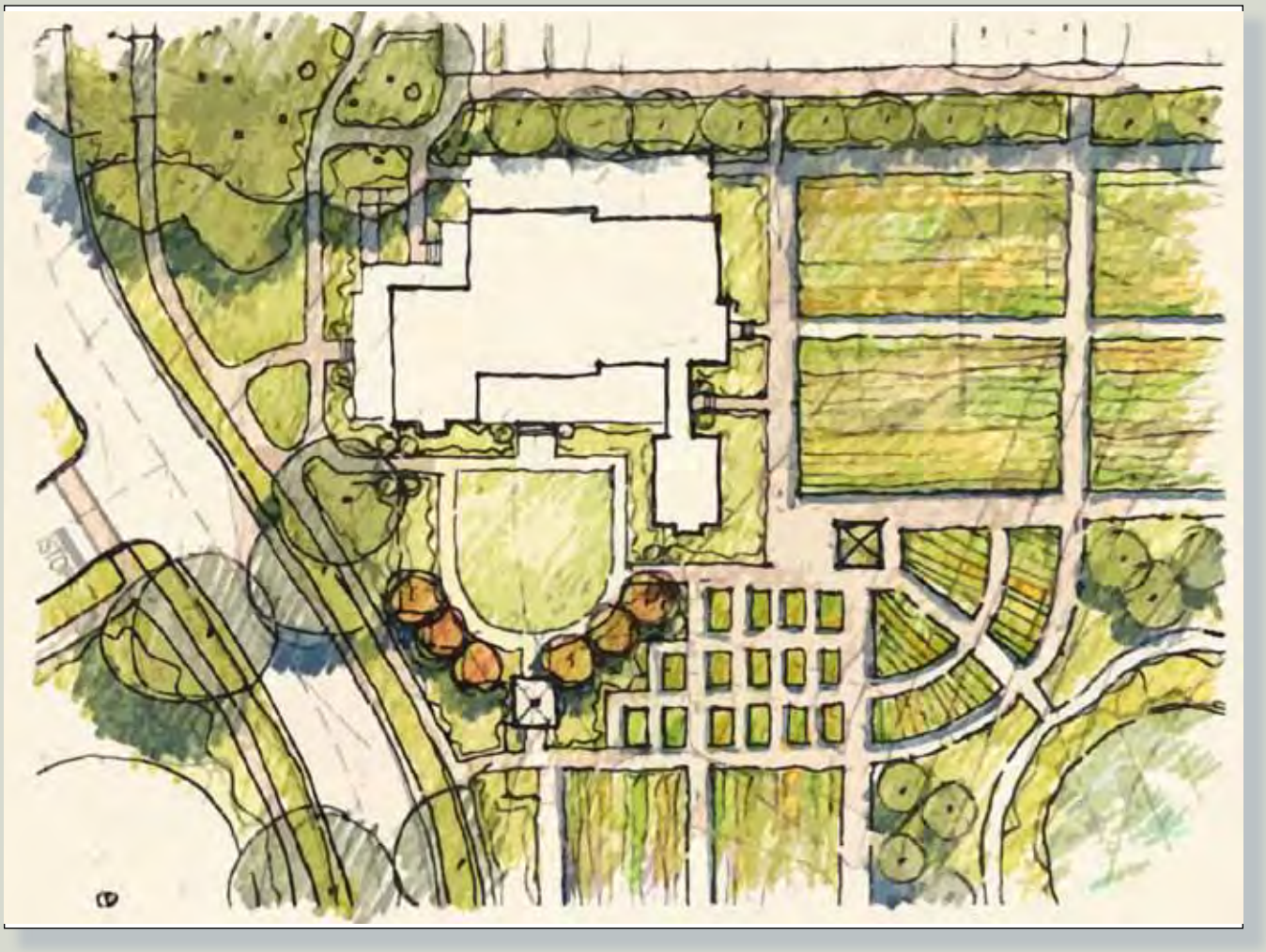


APPROPRIATE BUILDING TYPOLOGIES

Suburban Residential



The WIILIAMS FARM is a controlled agricultural area which will serve as an amenity to all residents and guests of Old Town. The Williams Farm neighborhood includes production fields, a Greenhouse, the amenity area, trails, and trail heads. This area has a more natural, rural character with the buildings being spaced widely apart from each other.

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APPROPRIATE BUILDING TYPOLOGIES

Rural Free-standing

Green Space

Water Feature

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Old Town

LOT & MASSING DIAGRAMS

Two of the most important features of the Town Square and Main Street are the pedestrian scale and the interaction of the architecture and the public space. The Street Front Mixed-use Building Typology proposed in this section has been developed to reinforce this pedestrian scale while allowing for a vibrant and exciting shopping experience unique to the area.

The following standards allow for differences in height, massing, scale, and materials that are critical in creating the sense of place unique to Old Town. Each commercial space or building's relationship to public streets, open spaces, and surrounding architecture should be taken into consideration as material and massing decisions are made in order to ensure each elevation is sympathetic to the structures and spaces around it.

Street Front Mixed-use Buildings are those with immediate frontage on streets. This Building Typology is mid-scale (2 to 4 stories) with engaging street-level storefronts. The massing, materials, and overall design of a Street Front Mixed-use Building is especially important at street level where a high level of pedestrian activity will take place.

The following pages detail height, massing and orientation standards that govern Street Front Mixed-use Buildings to ensure a quality and character consistent with the vision for the Town Square.

Build-To Zone

Setback

Buildable Area

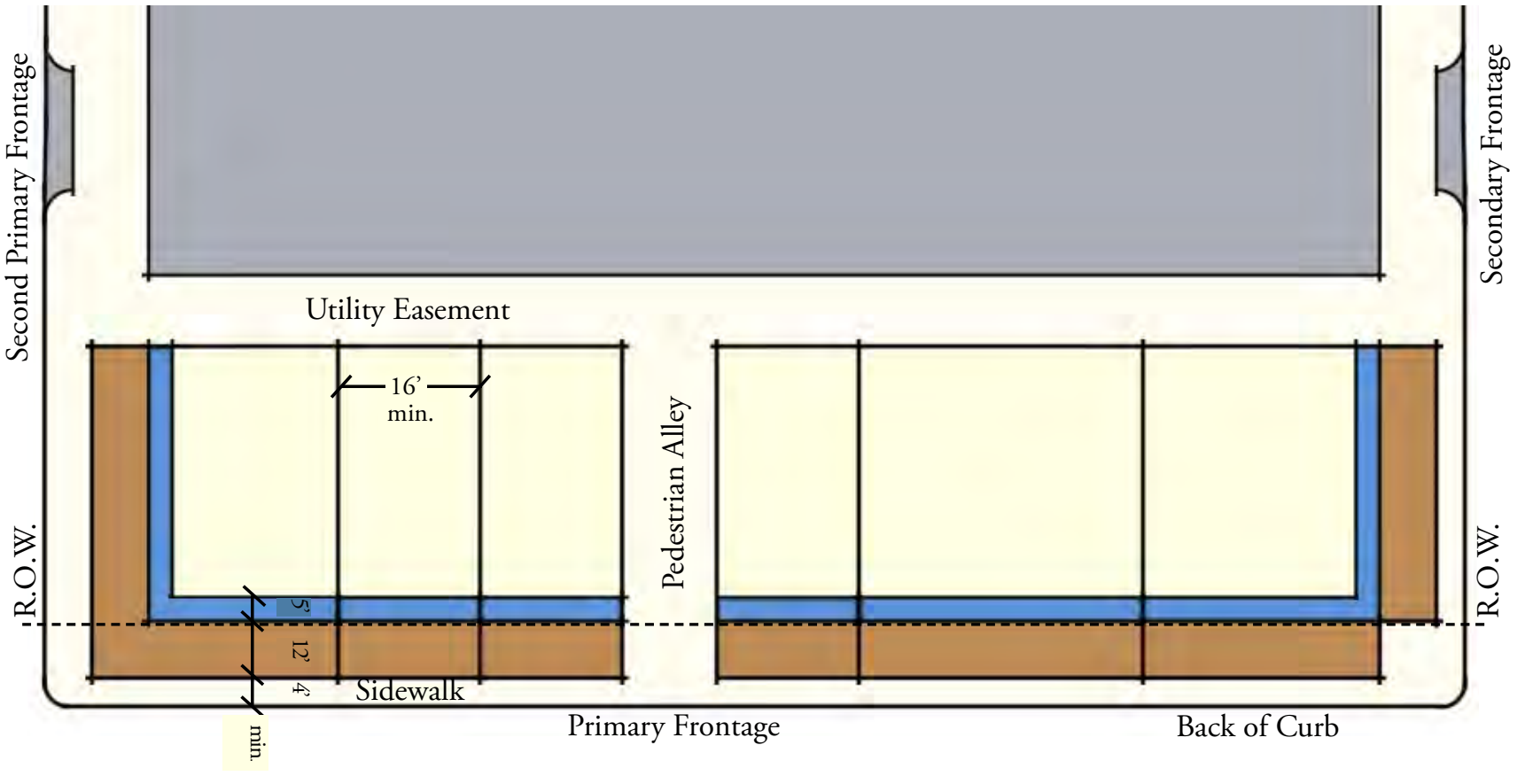
Garage Zone

Building Footprint

Alley/Driveway

Lot Layout Notes:

- A 12’ encroachment for porches is allowed into the R.O.W. (over the sidewalk).
- There is no minimum or maximum required lot depth.
- There is no maximum required lot width.
- The front facade of the building must occur in the Build-To Zone.
- Maximum lot coverage is 100% of the buildable lot area. Pedestrian and vehicular access drives shall not count against the lot coverage.
- The face of the building must be a minimum of 10’ from the back of the curb.
- Balconies and awnings may encroach up to 6’ into the R.O.W. or over the sidewalk.
- No part of any structure can be closer than 4’ to the back of curb.
- * On streets with integral parking and/or planting zones, the face of the building must be a minimum of 15’ from the back of curb or planter.
- * Configuration and placement of street front facades, galleries, and balconies are subject to the review and approval of the Town Architect.

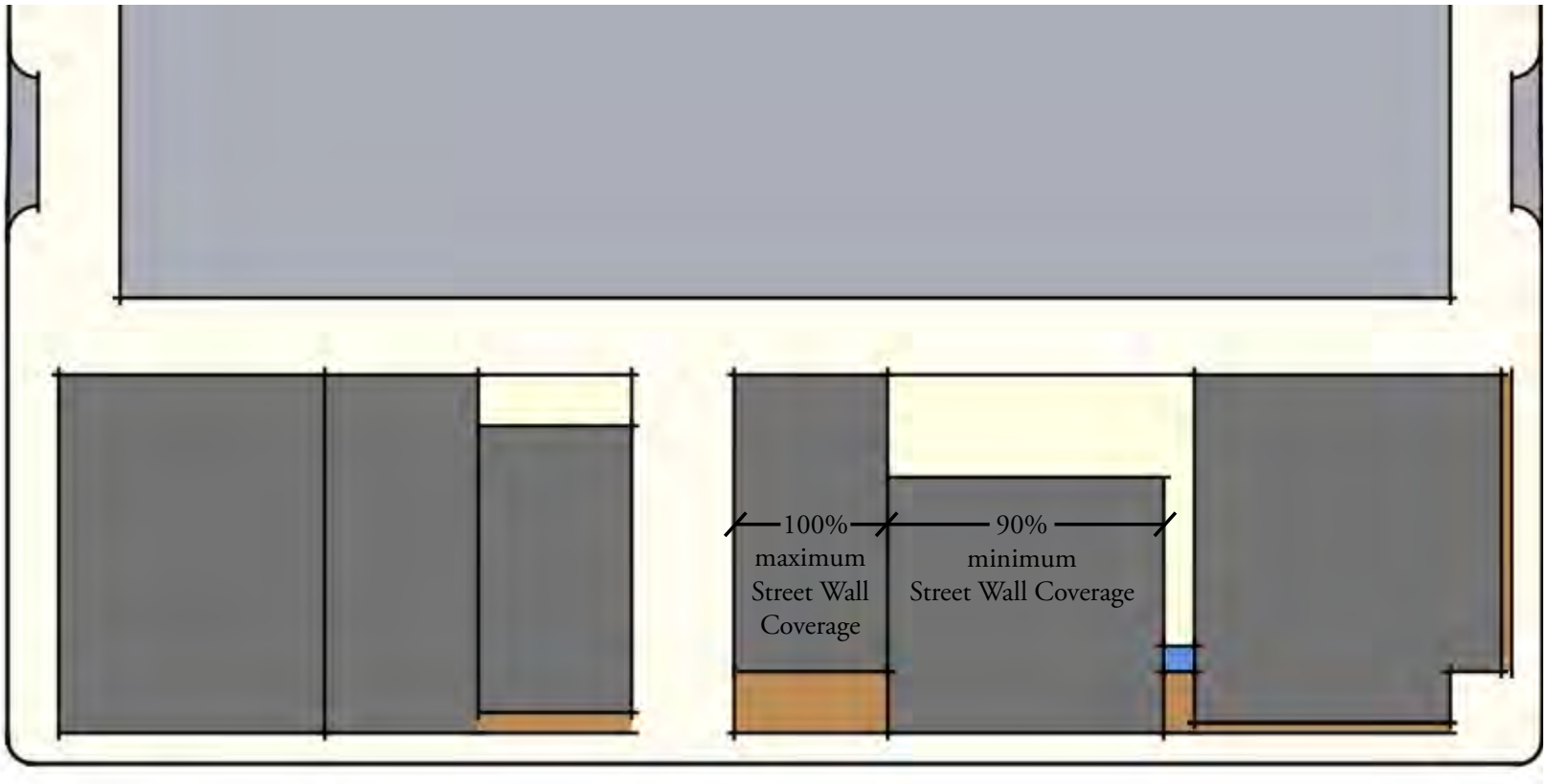


Primary Frontage Corner and Mid-block Lot Configurations

- Build-To Zone
- Setback
- Buildable Area
- Garage Zone
- Building Footprint
- Alley/Driveway

Lot Layout Notes:

- A 12’ encroachment for porches is allowed into the R.O.W. (over the sidewalk).
- There is no minimum or maximum required lot depth.
- There is no maximum required lot width.
- The front facade of the building must occur in the Build-To Zone.
- Maximum lot coverage is 100% of the buildable lot area. Pedestrian and vehicular access drives shall not count against the lot coverage.
- The face of the building must be a minimum of 10’ from the back of the curb.
- Balconies and awnings may encroach up to 6’ into the R.O.W. or over the sidewalk.
- No part of any structure can be closer than 4’ to the back of curb.
- * On streets with integral parking and/or planting zones, the face of the building must be a minimum of 15’ from the back of curb or planter.
- * Configuration and placement of street front facades, galleries, and balconies are subject to the review and approval of the Town Architect.



Street Wall Coverage Requirements

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Notes

Transparency:

- "Transparency" is defined as the sum of areas of doors and windows divided by the total area of vertical wall plane (including windows) expressed as a percentage.
- On the facade fronting the primary street, hereafter called the Primary Facade, the first story shall have a minimum transparency 30% of the facade.
- On the Primary Facade each upper story shall have a minimum transparency 20% of the facade.
- On facades other than the Primary Facade, and visible from a public right of way, both the first story and upper stories shall have a minimum transparency of 15%.
- A main entrance is required at a minimum of every 50' on the Primary Facade. Buildings or store spaces of over 5,000 square feet shall have at least one entrance per facade that fronts onto a public street.
- Porches, balconies, and bay windows may extend up to 12' over the front building line into the encroachment zone for all stories. Balconies at upper stories shall extend a minimum of 3' from the building facade. The use of loggias and arcades along the ground story of the building is encouraged as an amenity for pedestrians.

Pitched Roof Massing:

- Building height is defined as the vertical distance from grade to the highest point of a flat roof or the average height between eaves and ridge for a pitched roof.
- One-story buildings with a pitched roof shall have a maximum cornice/eaves height of 18'.
- Two-story buildings with a pitched roof shall have a maximum cornice/eaves height of 26'.
- No building shall exceed 55' in height.
- Pitched roofs must not extend more than 20' above the eaves. Pitched roofs sloped greater than 20:12 will not be allowed.
- Pitched roof structures may contain additional floor area which may be occupied without counting towards the story maximum, provided any additional floor area is associated with and accessory to the floor area of the top story. In this condition, the maximum cornice height may be exceeded by 3', provided that a transparency of 15% to 45% is provided for the half-story through the use of dormers.

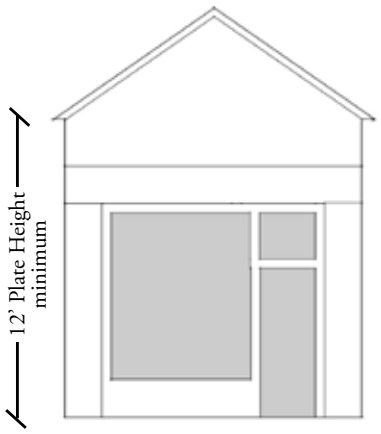
Flat Roof Massing:

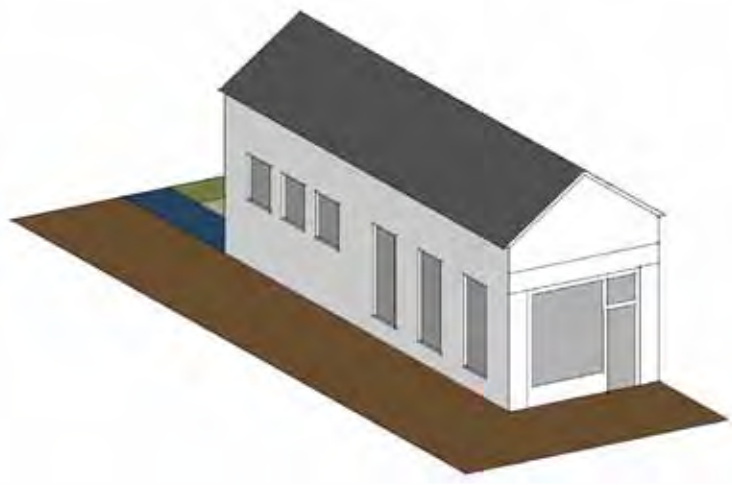
- Parapets must extend a minimum of 2' above the top of the roof structure. This minimum height is intended to ensure that all rooftop equipment is hidden from public view.
- Buildings or store spaces with a flat roof and parapet are not required to have a cornice/eave line distinct from the top of the parapet.
- All rooftop equipment shall fall within the permissible roof heights, be located away from slopes or areas exposed to the public street, and otherwise be screened from view from adjacent public streets or be incorporated into the skin of the building or internal to the block.

Bay Rhythm:

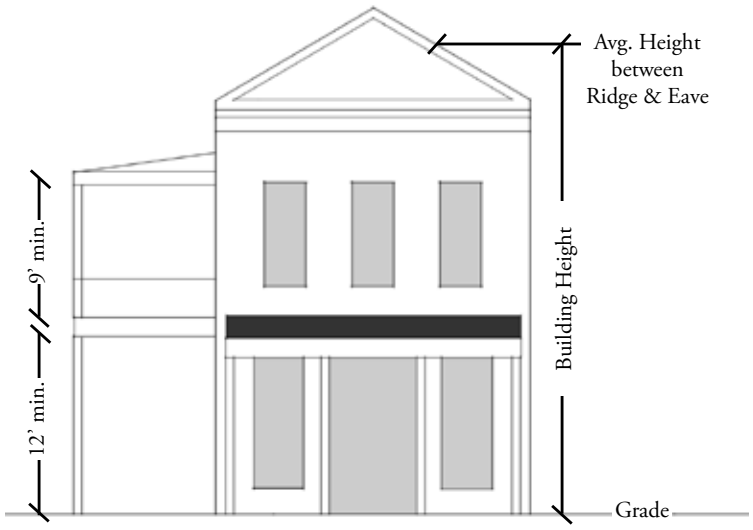
- Differentiated bays should be expressed on each facade of a building or store space directly fronting a public space or street.
- Bays shall be a minimum of 6' and a maximum of 30' wide on Primary Frontages. On any facade that is visible from a public right of way that is directly adjacent to an area of Primary Frontage, at least one bay shall be articulated on the corner adjacent to the Primary Facade. Facades over 60' in length must have architectural articulation such as bays or pilasters, for at least 20% of the facade in addition to the first bay adjacent to the Primary Facade.

One-Story Buildings





TWO-STORY BUILDINGS



THREE TO FOUR-STORY BUILDINGS

Every great neighborhood has several buildings that set the tone and vision for the entire area. They are generally free-standing with the architecture articulated on all four sides. The free-standing buildings in Old Town are featured in locations around the community that engage public spaces such as the Town Square, anchor corners of the project, and serve as a link between neighborhoods.

The Free-Standing Building Typology allows for differences in height, orientation, massing, scale, and materials that are critical in creating the sense that Old Town has evolved over time. Each building's relationship to the street, surrounding buildings, and parks is especially important for the Free-Standing Building Typology since these buildings will be engaged with one or more public spaces on all sides.

Design professionals should pay close attention to the massing, material selection, scale, and detailing of Free-Standing Buildings since they will be some of the most notable buildings in Old Town. Free-Standing Buildings should not try to copy historic buildings in Columbus, but rather should build on the rich architectural history in the area to become, in time, significant in their own right.

The Free-Standing Building Typology is low-scale (1 to 3 stories) with elegant street-fronts and pedestrian friendly designs.

The following pages detail height, massing and orientation standards that govern Free-Standing Buildings to ensure a quality and character consistent with the vision for Old Town.

Build-To Zone

Setback

Buildable Area

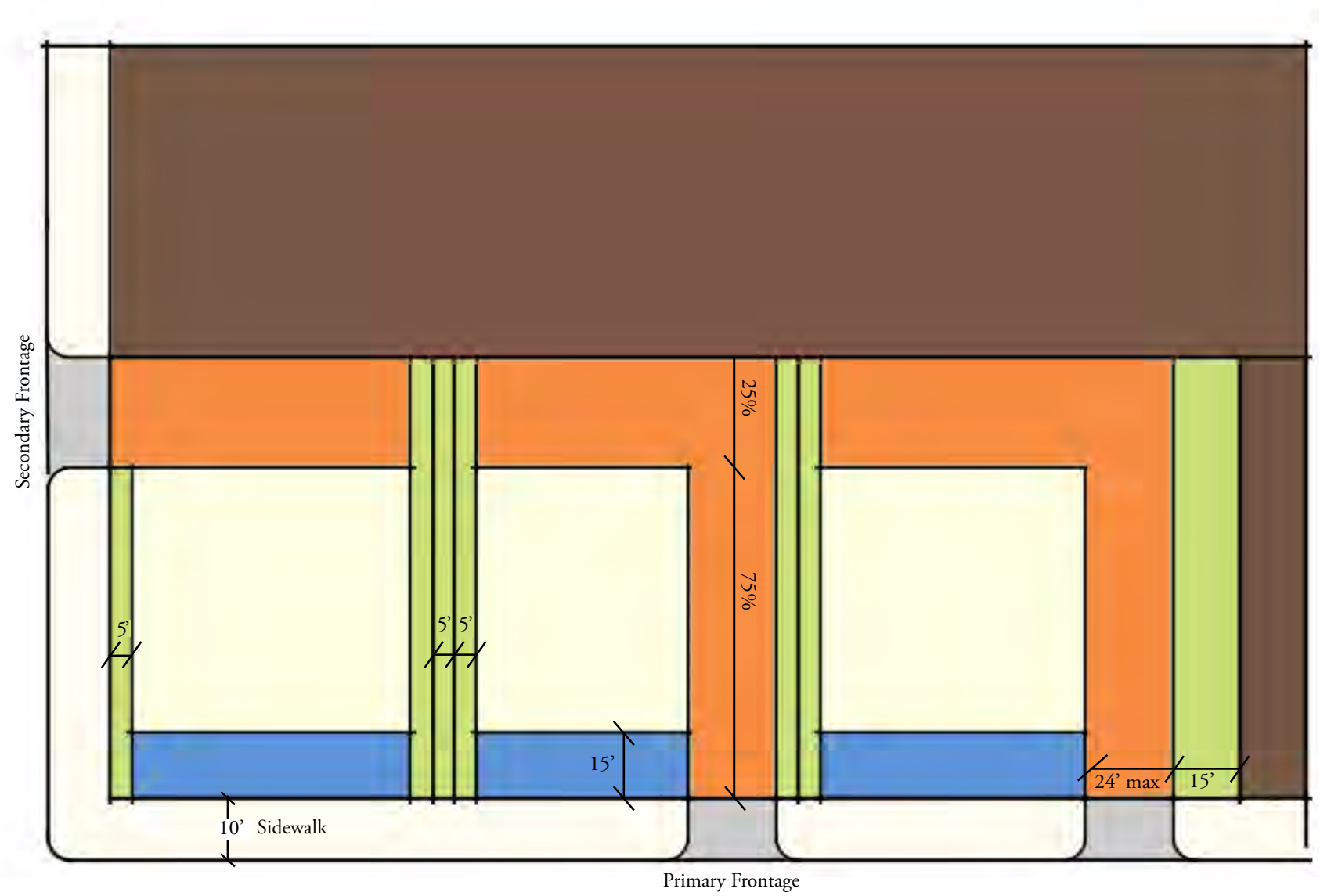
Garage Zone

Building Footprint

Alley/Driveway

Lot Layout Notes:

- There is no minimum or maximum required lot depth.
- There is no maximum required lot width.
- The front facade of the building must occur in the Build-To Zone.
- Maximum lot coverage by building is 85%.Pedestrian and vehicular access drives shall not count against the lot coverage.
- The face of the building must be a minimum 10’ from the back of the curb.

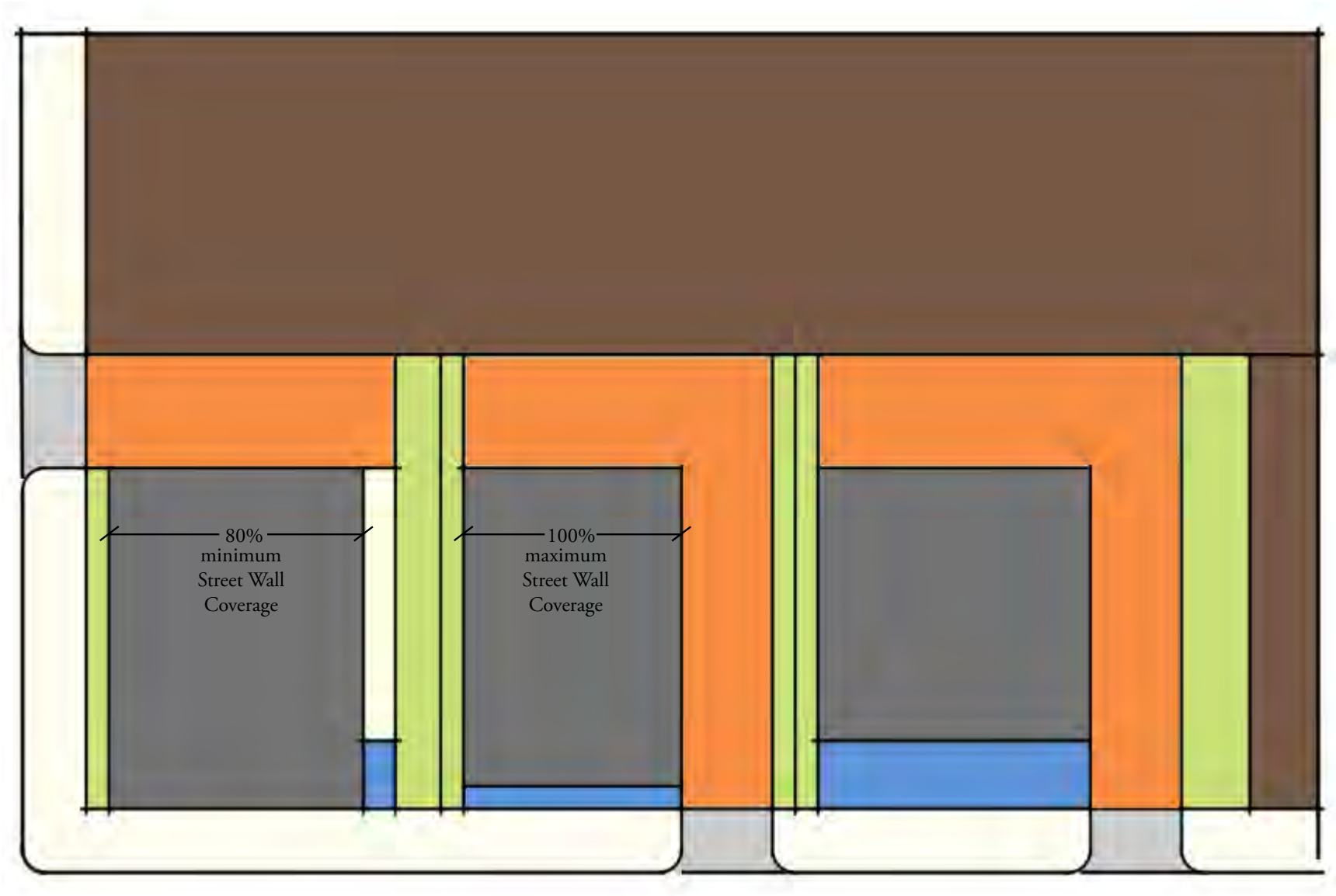


Front Loaded Corner and Mid-block Configurations

- Build-To Zone
- Setback
- Buildable Area
- Garage Zone
- Building Footprint
- Alley/Driveway

Lot Layout Notes:

- There is no minimum or maximum required lot depth.
- There is no maximum required lot width.
- The front facade of the building must occur in the Build-To Zone.
- Maximum lot coverage by building is 85%.Pedestrian and vehicular access drives shall not count against the lot coverage.
- The face of the building must be a minimum 10' from the back of the curb.



Front-Loaded Street Wall Coverage Requirements

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NOTES

Transparency:

- "Transparency" is defined as the sum of areas of doors and windows divided by the total area of vertical wall plane (including windows) expressed as a percentage.
- On the facade fronting the primary street, hereafter called the Primary Facade, the first story shall have a minimum transparency of 20% of the facade.
- On the Primary Facade each upper story shall have a transparency 15% to 60% of the facade.
- On facades other than the Primary Facade, and visible from a public right of way, both the first story and upper stories shall have a minimum transparency of 15%.
- A main entrance is required at a minimum of every 25' on the Primary Facade. Buildings or store spaces of over 5,000 square feet shall have at least one entrance per facade that fronts onto a public street.
- Porches, balconies, and bay windows may extend up to 12' over the front building line into the encroachment zone for all stories. Balconies at upper stories shall extend a minimum of 3' and a maximum of 6' from the building facade. The use of loggias and arcades along the ground story of the building is encouraged as an amenity for pedestrians.

Pitched Roof Massing:

- Building height is defined as the vertical distance from grade to the highest point of a flat roof or the average height between eaves and ridge for a pitched roof. One-story buildings with a pitched roof shall have a maximum cornice/eaves height of 18'.
- Two-story buildings with a pitched roof shall have a maximum cornice/eaves height of 26'.
- No building shall exceed 55' in height.
- Pitched roofs must not extend more than 20' above the eaves. Pitched roofs sloped greater than 20:12 will not be allowed.
- Pitched roof structures may contain additional floor area which may be occupied without counting towards the story maximum for purposes of the Regulating Plan, provided any additional floor area is associated with and accessory to the floor area of the top story. In this condition, the maximum cornice height may be exceeded by 3', provided that a transparency of 15% to 45% is provided for the half-story through the use of dormers.

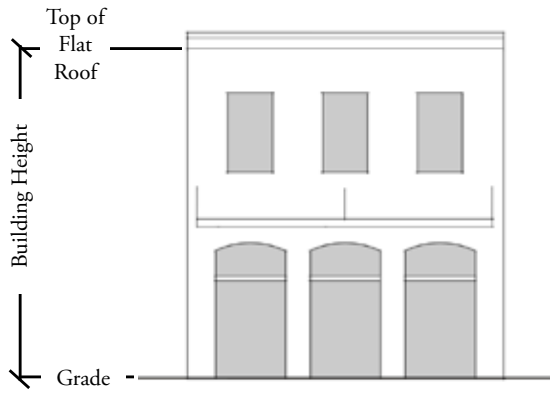
Flat Roof Massing:

- Parapets must extend a minimum of 2' above the top of the roof structure.
- Buildings or store spaces with a flat roof and parapet are not required to have a cornice/eaves line distinct from the top of the parapet.
- All rooftop equipment shall fall within the permissible roof heights, be located away from slopes or areas exposed to the public street, and otherwise be screened from view from adjacent public streets or be incorporated into the skin of the building or internal to the block.

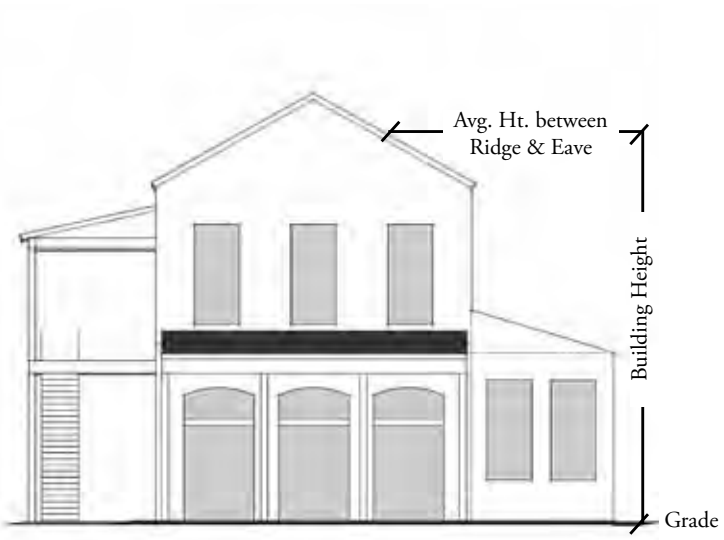
Bay Rhythm:

- Differentiated bays should be expressed on each facade of a building or store space directly fronting a public space or street.
- Bays shall be a minimum of 6' and a maximum of 50' wide on Primary Frontages. On any facade that is visible from a public right of way that is directly adjacent to an area of Primary Frontage, at least one bay shall be articulated on the corner adjacent to the Primary Facade. Facades over 60' in length must have architectural articulation such as bays or pilasters, for at least 20% of the facade in addition to the first bay adjacent to the Primary Facade.

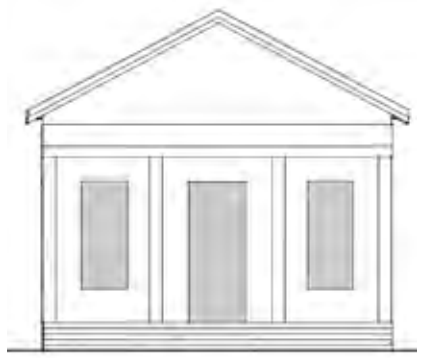
MID-BLOCK



CORNER



CIVIC



The Urban Residential Building Typology allows for a unique lifestyle environment where residents can live and walk to the shops, restaurants, and office space in the Town Square neighborhood. Buildings constructed in accordance with the Urban Residential Building Typology should be pedestrian in scale and in keeping with the character of Old Town.

The following standards permit differences in height, orientation, mass, scale, and design that are critical in creating the sense that Old Town has evolved over time. Each building's relationship to public streets, open spaces, and surrounding buildings should be taken into consideration as material and massing decisions are made to ensure each elevation is sympathetic with the structures and spaces around it.

Buildings designed in accordance with the Urban Residential over Retail Building Typology are mid-scale (2 to 4 stories) structures with unique and engaging details and openings at the street-level and charming, private residences at the upper levels.

The following pages detail lot, height, and massing standards that govern Residential over Retail Buildings to ensure they remain in character with the vision for Old Town.

Build-To Zone

Setback

Buildable Area

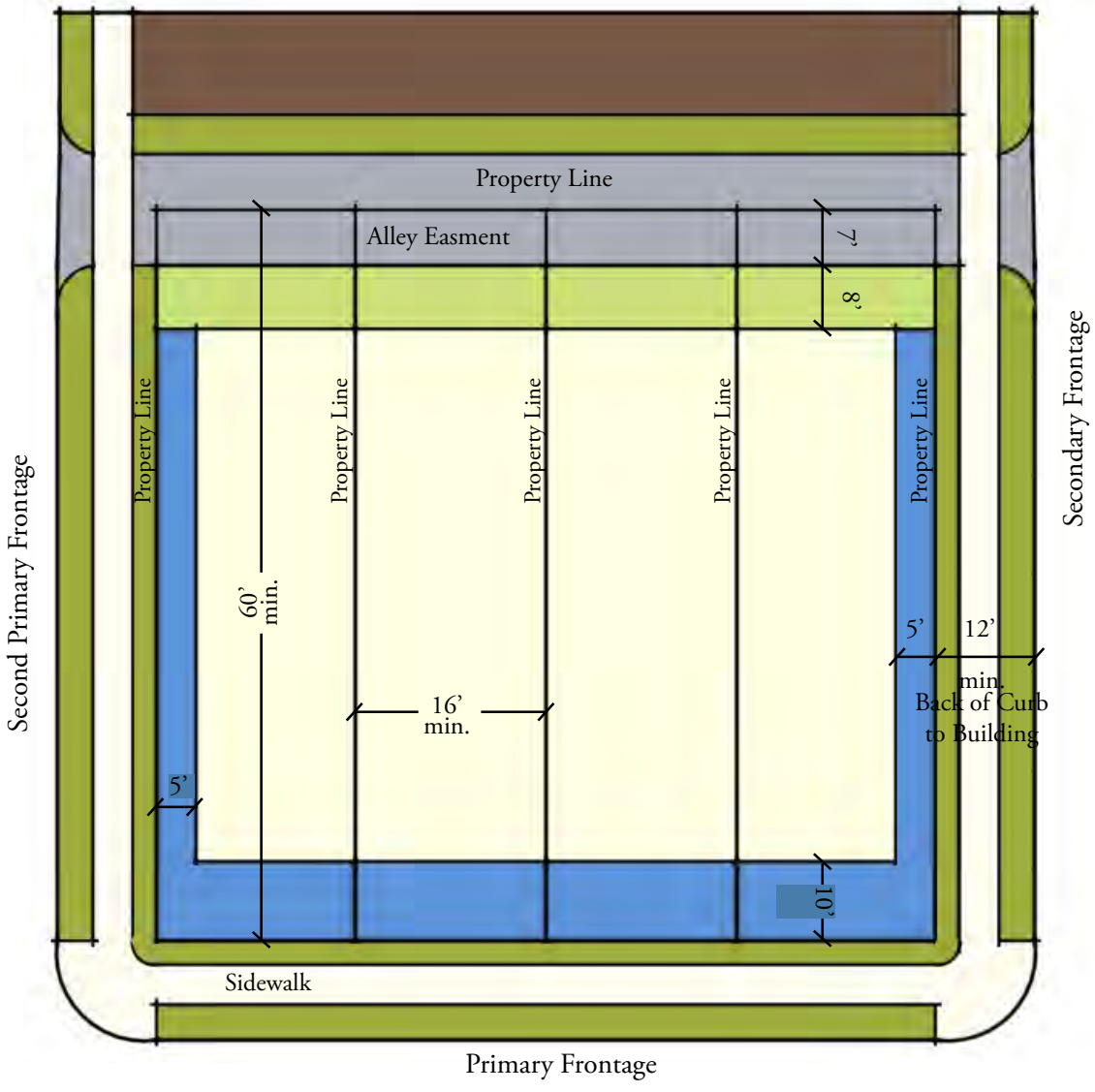
Garage Zone

Building Footprint

Alley/Driveway

Lot Layout Notes:

- There is no maximum required lot depth.
- There is no maximum required lot width.
- The front facade of the building must occur in the Build-To Zone.
- Maximum lot coverage is 100% of the buildable lot area. Pedestrian and vehicular access drives shall not count against the lot coverage.
- Balconies may encroach up to 4' into the R.O.W. provided there is a minimum of 12' clear from back of curb.
- 10' clear height from the sidewalk must be maintained at all times.
- Face of building must be at least 12' from back of curb.



Live-Work Lot Configuration

Build-To Zone

Setback

Buildable Area

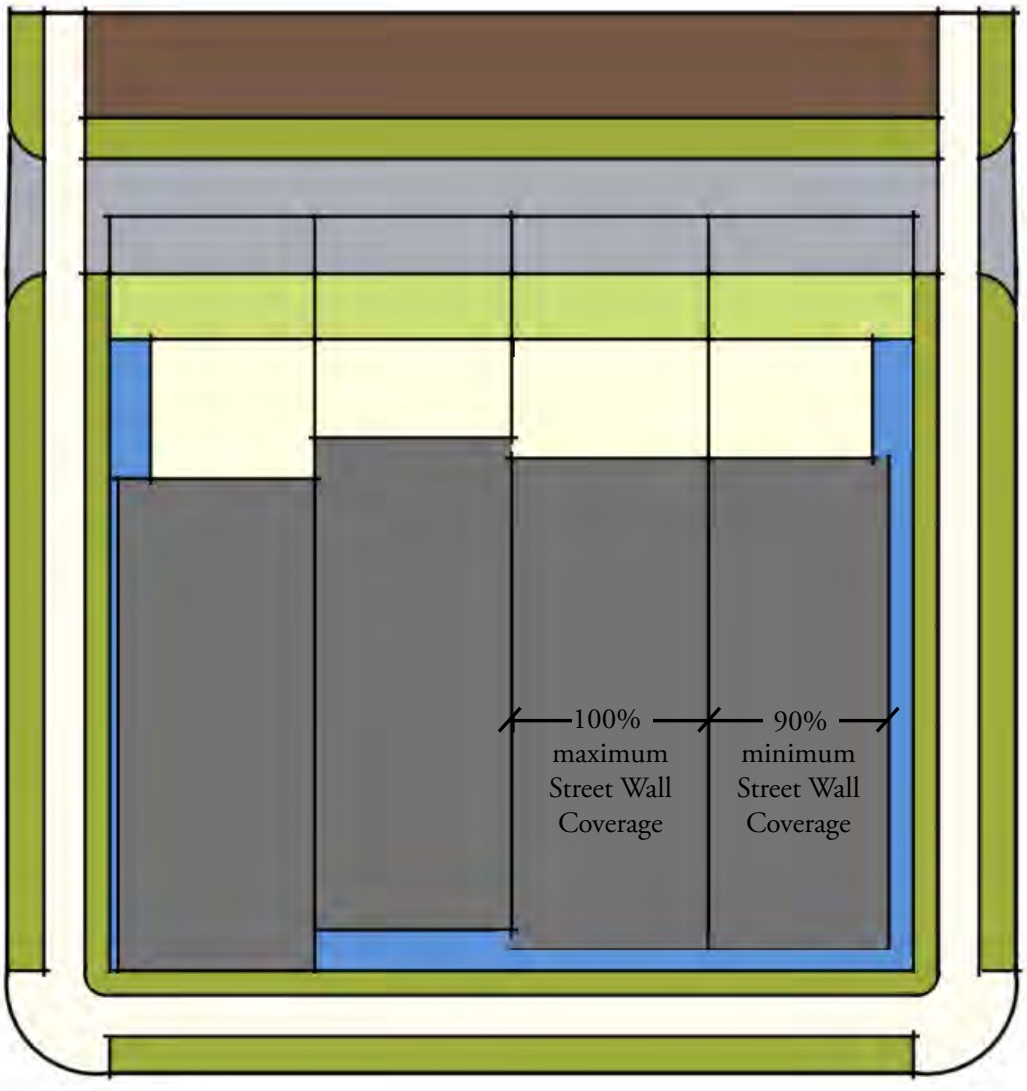
Garage Zone

Building Footprint

Alley/Driveway

Lot Layout Notes:

- There is no maximum required lot depth.
- There is no maximum required lot width.
- The front facade of the building must occur in the Build-To Zone.
- Maximum lot coverage is 100% of the buildable lot area. Pedestrian and vehicular access drives shall not count against the lot coverage.
- Balconies may encroach up to 4' into the R.O.W. provided there is a minimum of 12' clear from back of curb.
- 10' clear height from the sidewalk must be maintained at all times.
- Face of building must be at least 12' from back of curb.

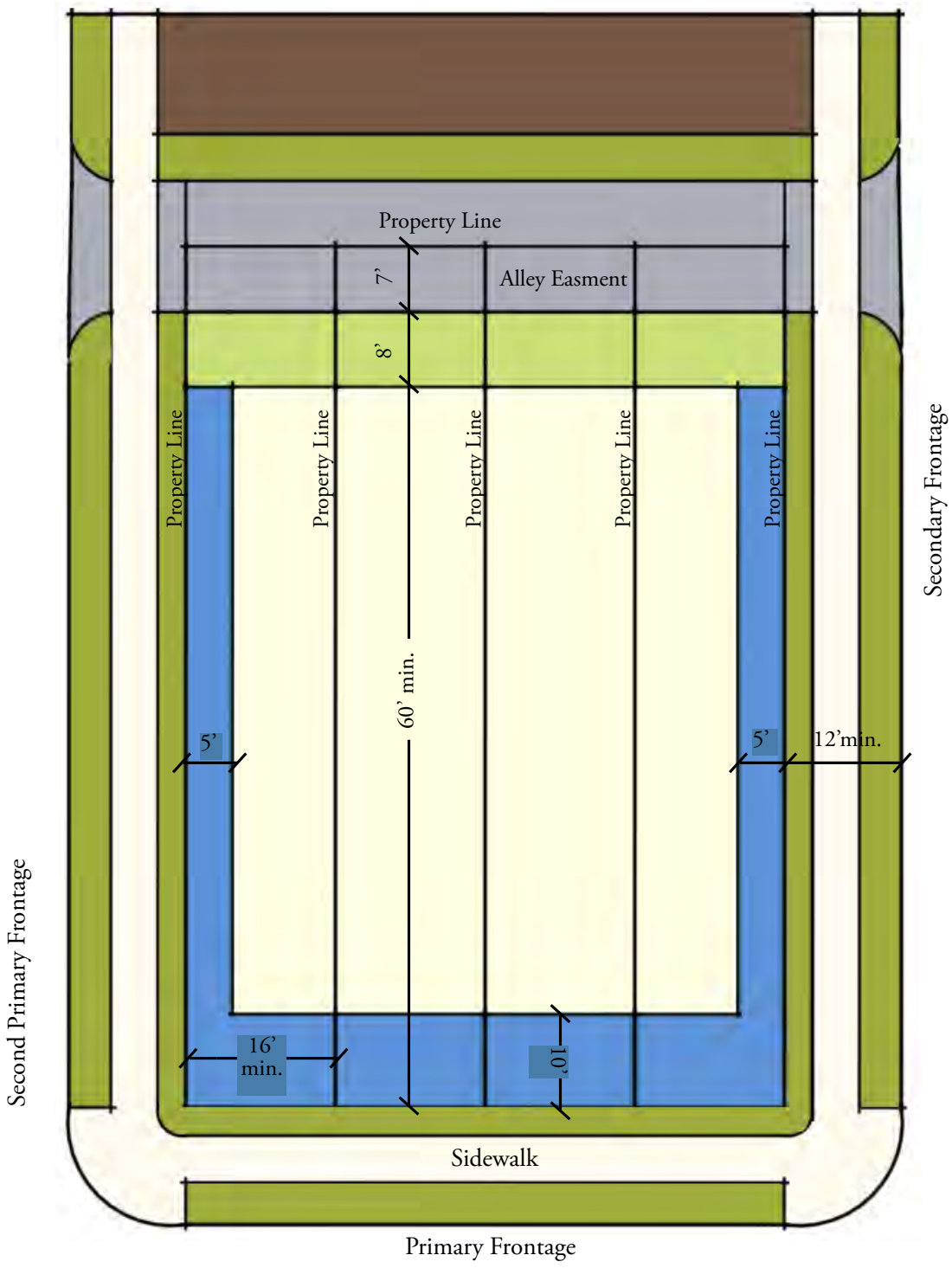


Live-Work Street Wall Coverage Requirements

- Build-To Zone
- Setback
- Buildable Area
- Garage Zone
- Building Footprint
- Alley/Driveway

Lot Layout Notes:

- There is no minimum or maximum required lot depth.
- There is no maximum required lot width.
- The front facade of the building must occur in the Build-To Zone.
- Maximum lot coverage is 100% of the buildable lot area. Pedestrian and vehicular access drives shall not count against the lot coverage.
- Balconies may encroach up to 4’ into the R.O.W provided that there is a minimum of 12’ clear from back of curb.
- 10’ clear height from the sidewalk must be maintained at all times.
- Face of building must be at least 12’ from back of curb.

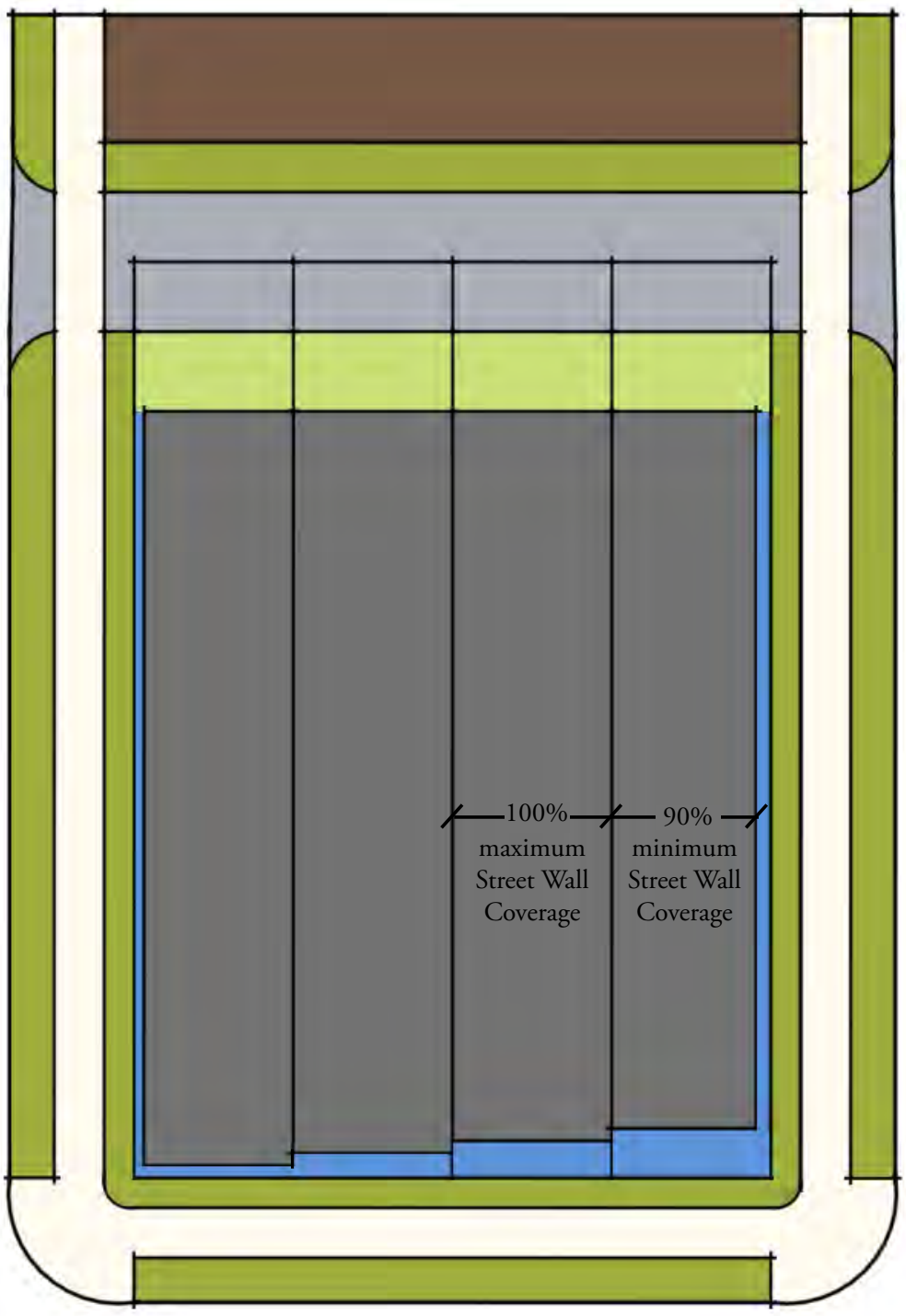


Row House Corner, Mid-Block Lot Configuration

- Build-To Zone
- Setback
- Buildable Area
- Garage Zone
- Building Footprint
- Alley/Driveway

Lot Layout Notes:

- There is no minimum or maximum required lot depth.
- There is no maximum required lot width.
- The front facade of the building must occur in the Build-To Zone.
- Maximum lot coverage is 100% of the buildable lot area. Pedestrian and vehicular access drives shall not count against the lot coverage.
- Balconies may encroach up to 4' into the R.O.W provided that there is a minimum of 12' clear from back of curb.
- 10' clear height from the sidewalk must be maintained at all times.
- Face of building must be at least 12' from back of curb.

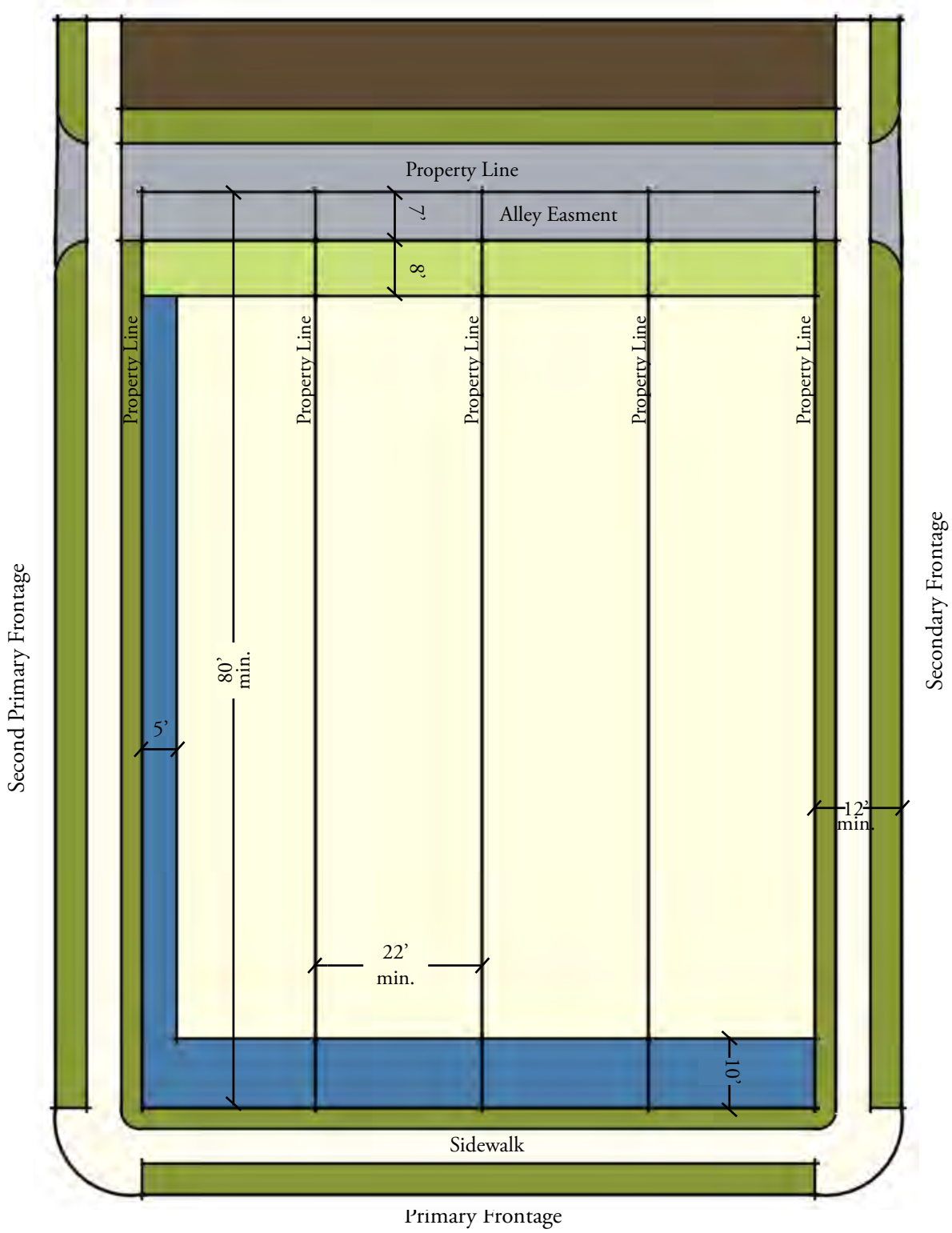


Row House Corner, Mid-Block Street Wall Coverage Requirements

- Build-To Zone
- Setback
- Buildable Area
- Garage Zone
- Building Footprint
- Alley/Driveway

Lot Layout Notes:

- There is no minimum or maximum required lot depth.
- There is no maximum required lot width.
- The front facade of the building must occur in the Build-To Zone.
- Maximum lot coverage is 75% of the buildable lot area. Pedestrian and vehicular access drives shall not count against the lot coverage.
- Balconies may encroach up to 4' into the R.O.W provided that there is a minimum of 12' clear from back of curb.
- 10' clear height from the sidewalk must be maintained at all times.
- Face of building must be at least 12' from back of curb.

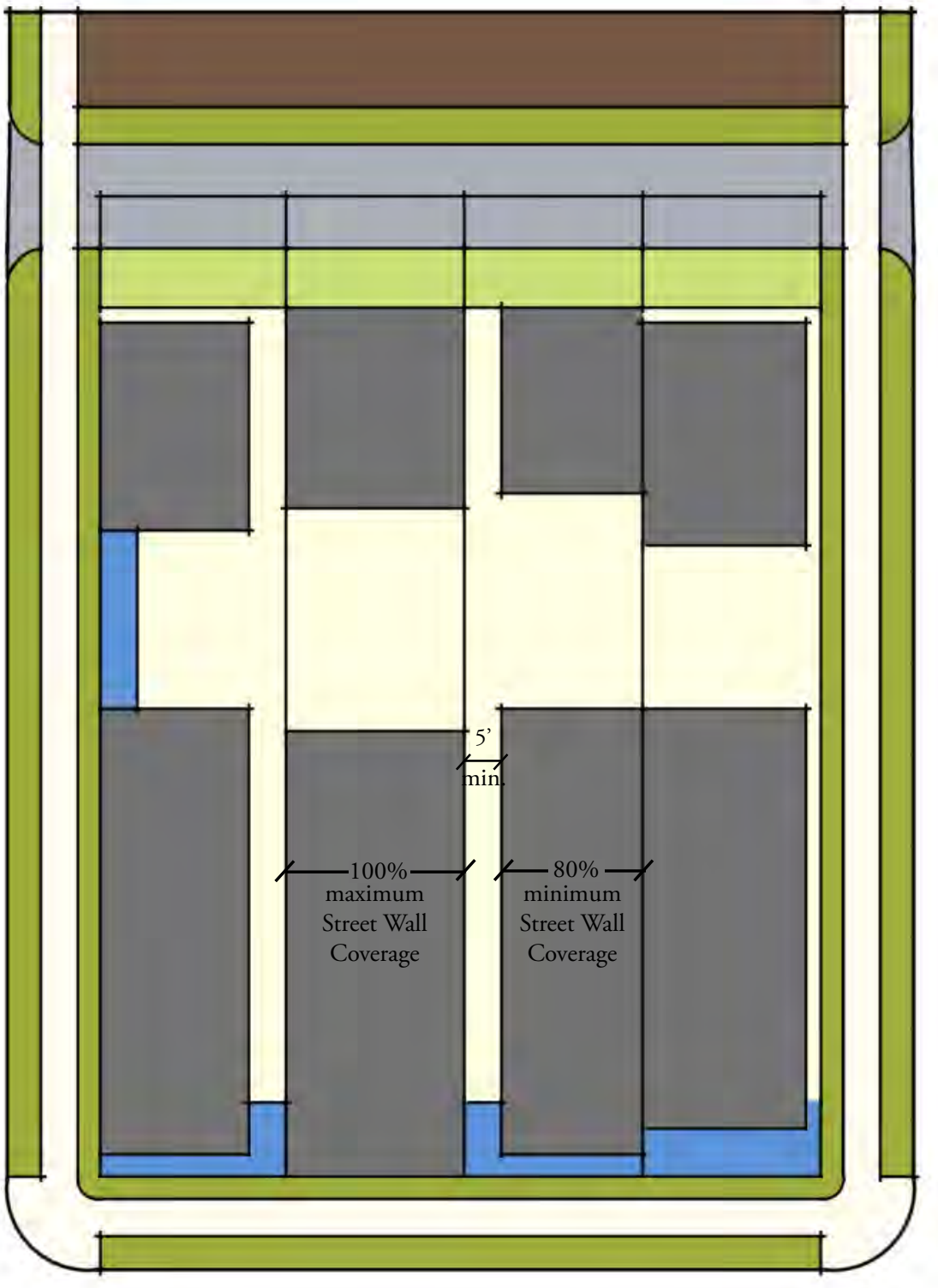


Townhouse Corner and Mid-Block Lot Configurations

- Build-To Zone
- Setback
- Buildable Area
- Garage Zone
- Building Footprint
- Alley/Driveway

Lot Layout Notes:

- There is no minimum or maximum required lot depth.
- There is no maximum required lot width.
- The front facade of the building must occur in the Build-To Zone.
- Maximum lot coverage is 75% of the buildable lot area. Pedestrian and vehicular access drives shall not count against the lot coverage.
- Balconies may encroach up to 4' into the R.O.W provided that there is a minimum of 12' clear from back of curb.
- 10' clear height from the sidewalk must be maintained at all times.
- Face of building must be at least 12' from back of curb.



Townhouse Corner and Mid-Block Street Wall Coverage Requirements

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Notes

Transparency:

- "Transparency" is defined as the sum of areas of doors and windows divided by the total area of vertical wall plane (including windows) expressed as a percentage.
- On the facade fronting the primary street, hereafter called the Primary Facade, the first story shall have a transparency 30% to 80% of the facade.
- On the Primary Facade each upper story shall have a transparency 15% to 60% of the facade.
- On facades other than the Primary Facade, and visible from a public right of way, both the first story and upper stories shall have a combined minimum transparency of 10%.
- Bay windows and balconies may extend up to 4' over the front or side building lines on upper stories, provided there is a minimum clear distance of 12' from back of curb.
- A main entrance is required at a minimum of every 25' on the Primary Facade.

Pitched Roof Massing:

- Building height is defined as the vertical distance from grade to the highest point of a flat roof or the average height between eaves and ridge for a pitched roof. One-story buildings with a pitched roof shall have a maximum cornice/eaves height of 18'.
- Two-story buildings with a pitched roof shall have a maximum cornice/eaves height of 26'.
- Three-story buildings with a pitched roof shall have a maximum cornice/eaves height of 36'.
- No building shall exceed 55' in height.
- Pitched roofs must not extend more than 20' above the eaves. Pitched roofs sloped greater than 20:12 will not be allowed.
- Pitched roof structures may contain additional floor area which may be occupied without counting towards the story maximum for purposes of the Regulating Plan, provided any additional floor area is associated with and accessory to the floor area of the top story. In this condition, the maximum cornice height may be exceeded by 3', provided that a transparency of 15% to 45% is provided for the half-story through the use of dormers.

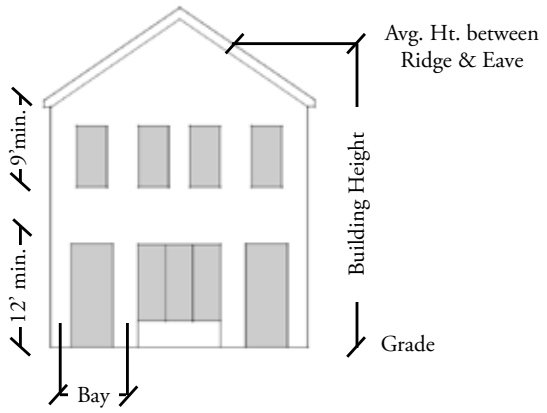
Flat Roof Massing:

- Parapets must extend a minimum of 2' above the top of the roof structure.
- Buildings or store and residential spaces with a flat roof and parapet are not required to have a cornice/eaves line distinct from the top of the parapet.
- All rooftop terraces and associated roofs shall fall within the permissible roof heights.
- All rooftop equipment shall fall within the permissible roof heights, be located away from slopes or areas exposed to the public street, and otherwise be screened from view from adjacent public streets or be incorporated into the skin of the building or internal to the block.

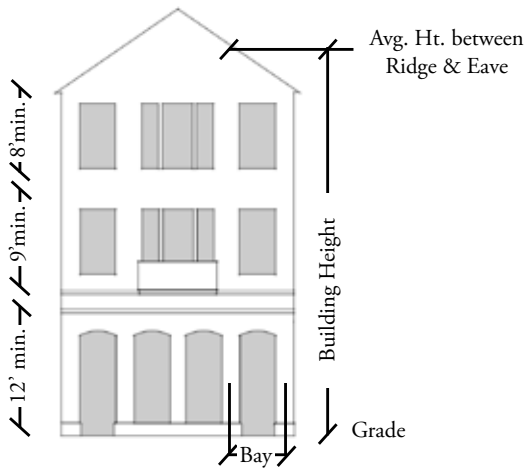
Bay Rhythm:

- Differentiated bays should be expressed on each facade of a building and residential space directly fronting a public space or street.
- Bays shall be a minimum of 5' and a maximum of 25' wide on Primary Frontages. On any facade that is visible from a public right of way, and directly adjacent to an area of Primary Frontage, at least one bay shall be articulated on the corner adjacent to the Primary Facade. Facades over 60' in length must have architectural articulation such as bays or pilasters, for at least 20% of the facade in addition to the first bay adjacent to the Primary Facade.

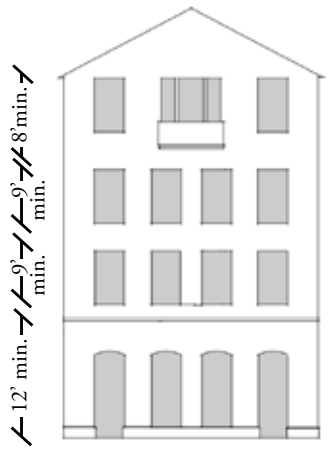
Two-Story



THREE-STORY



FOUR-STORY



Notes

Transparency:

- "Transparency" is defined as the sum of areas of doors and windows divided by the total area of vertical wall plane (including windows) expressed as a percentage.
- On the facade fronting the primary street, hereafter called the Primary Facade, the first story shall have a transparency 30% to 80% of the facade at the Ground Level. In the case of an exterior stair to the second story, which is acting as the Main Floor, the minimum required transparency shall be reduced to 20%.
- On the Primary Facade each upper story shall have a transparency 15% to 60% of the facade.
- On facades other than the Primary Facade, and visible from a public right of way, both the first story and upper stories shall have a combined minimum transparency of 10%.
- Bay windows and balconies may extend up to 4' over the front or side building lines on upper stories, provided that there is a minimum clear distance of 12' from back of curb.
- A main entrance is required at a minimum of every 25' on the Primary Facade.

Pitched Roof Massing:

- Building height is defined as the vertical distance from grade to the highest point of a flat roof or the average height between eaves and ridge for a pitched roof.
- One-story buildings with a pitched roof shall have a maximum cornice/eaves height of 18'.
- Two-story buildings with a pitched roof shall have a maximum cornice/eaves height of 26'.
- Three-story buildings with a pitched roof shall have a maximum cornice/eaves height of 36'.
- No building shall exceed 55' in height.
- Pitched roofs must not extend more than 20' above the eaves. Pitched roofs sloped greater than 20:12 will not be allowed.
- Pitched roof structures may contain additional floor area which may be occupied without counting towards the story maximum for purposes of the Regulating Plan, provided any additional floor area is associated with and accessory to the floor area of the top story. In this condition, the maximum cornice height may be exceeded by 3', provided that a transparency of 15% to 45% is provided for the half-story through the use of dormers.

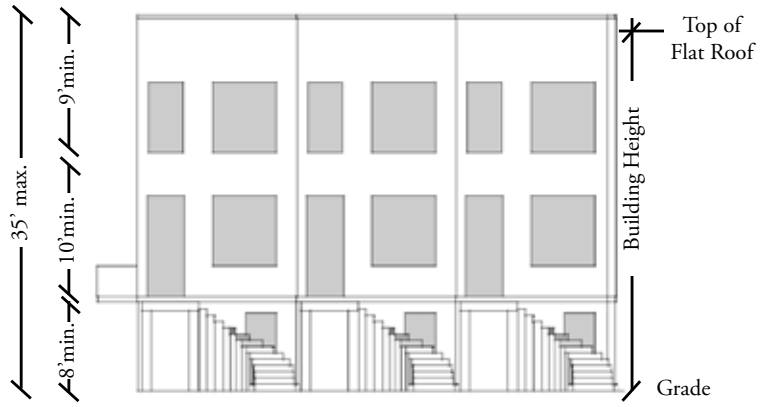
Flat Roof Massing:

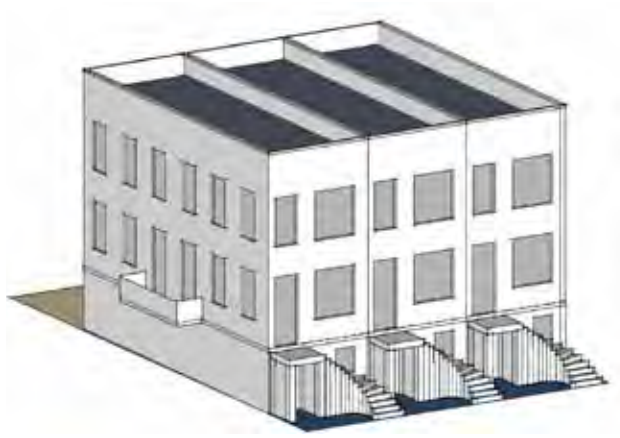
- Parapets must extend a minimum of 2' above the top of the roof structure.
- Buildings or store and residential spaces with a flat roof and parapet are not required to have a cornice/eaves line distinct from the top of the parapet.
- All rooftop terraces and associated roofs shall fall within the permissible roof heights.
- All rooftop equipment shall fall within the permissible roof heights, be located away from slopes or areas exposed to the public street, and otherwise be screened from view from adjacent public streets or be incorporated into the skin of the building or internal to the block.

Bay Rhythm:

- Differentiated bays should be expressed on each facade of a building and residential space directly fronting a public space or street.
- Bays shall be a minimum of 5' and a maximum of 25' wide on Primary Frontages. On any facade that is visible from a public right of way, and directly adjacent to an area of Primary Frontage, at least one bay shall be articulated on the corner adjacent to the Primary Facade. Facades over 60' in length must have architectural articulation such as bays or pilasters, for at least 20% of the facade in addition to the first bay adjacent to the Primary Facade.

Three Story





Three-and-one-half Story

Four Story

NOTES

Transparency:

- "Transparency" is defined as the sum of areas of doors and windows divided by the total area of vertical wall plane (including windows) expressed as a percentage.
- On the facade fronting the primary street, hereafter called the Primary Facade, the first story shall have a transparency 30% to 80% of the facade.
- On the Primary Facade each upper story shall have a transparency 15% to 60% of the facade.
- On facades other than the Primary Facade, and visible from a public right of way, both the first story and upper stories shall have a combined minimum transparency of 10%.
- Bay windows and balconies may extend up to 4' over the front or side building lines on upper stories, provided that there is a minimum clear distance of 12' from back of curb.
- A main entrance is required at a minimum of every 50' on the Primary Facade.

Pitched Roof Massing:

- Building height is defined as the vertical distance from grade to the highest point of a flat roof or the average height between eaves and ridge for a pitched roof.
- One-story buildings with a pitched roof shall have a maximum cornice/eaves height of 18'.
- Two-story buildings with a pitched roof shall have a maximum cornice/eaves height of 26'.
- No building shall exceed 45' in height.
- Pitched roofs must not extend more than 20' above the eaves. Pitched roofs sloped greater than 20:12 will not be allowed.
- Pitched roof structures may contain additional floor area which may be occupied without counting towards the story maximum for purposes of the Regulating Plan, provided any additional floor area is associated with and accessory to the floor area of the top story. In this condition, the maximum cornice height may be exceeded by 3', provided that a transparency of 15% to 45% is provided for the half-story through the use of dormers.

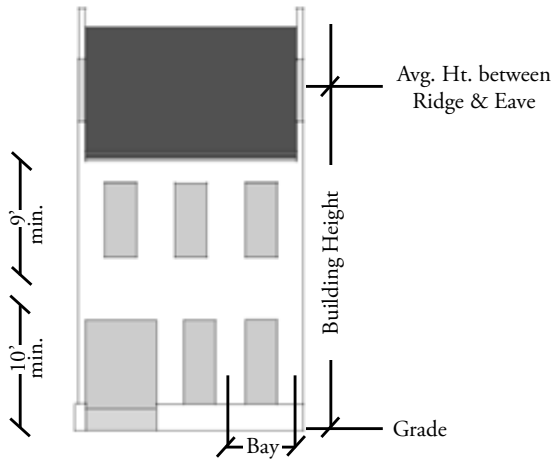
Flat Roof Massing:

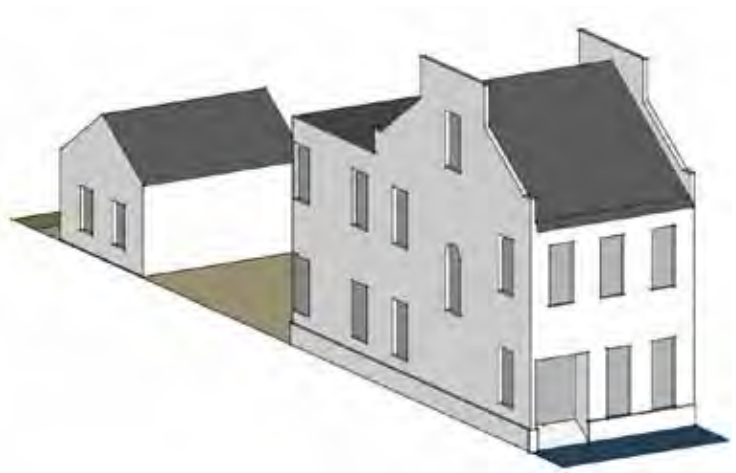
- Parapets must extend a minimum of 2' above the top of the roof structure.
- Buildings or store and residential spaces with a flat roof and parapet are not required to have a cornice/eaves line distinct from the top of the parapet.
- All rooftop terraces and associated roofs shall fall within the permissible roof heights.
- All rooftop equipment shall fall within the permissible roof heights, be located away from slopes or areas exposed to the public street, and otherwise be screened from view from adjacent public streets or be incorporated into the skin of the building or internal to the block.

Bay Rhythm:

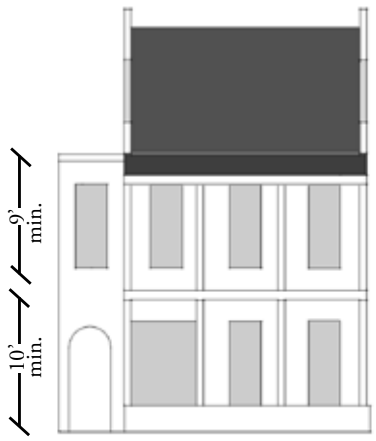
- Differentiated bays should be expressed on each facade of a building and residential space directly fronting a public space or street.
- Bays shall be a minimum of 5' and a maximum of 30' wide on Primary Frontages. On any facade that is visible from a public right of way, and directly adjacent to an area of Primary Frontage, at least one bay shall be articulated on the corner adjacent to the Primary Facade. Facades over 60' in length must have architectural articulation such as bays or pilasters, for at least 20% of the facade in addition to the first bay adjacent to the Primary Facade.

ATTACHED





Semi-Attached



Sideyard

The Multi-Family Urban Residential Building Typology will allow for a unique lifestyle environment where residents can live and walk to the shops, restaurants, and office space in the Town Square and Main Street neighborhood. Buildings constructed in accordance with the Urban Residential Building Typology should be pedestrian in scale and in keeping with the character of the Town Square.

The following standards permit differences in height, orientation, mass, scale, and design that are critical in creating the sense that Old Town has evolved over time. Each building's relationship to public streets, open spaces, and surrounding buildings should be taken into consideration as material and massing decisions are made to ensure each elevation is sympathetic with the structures and spaces around it.

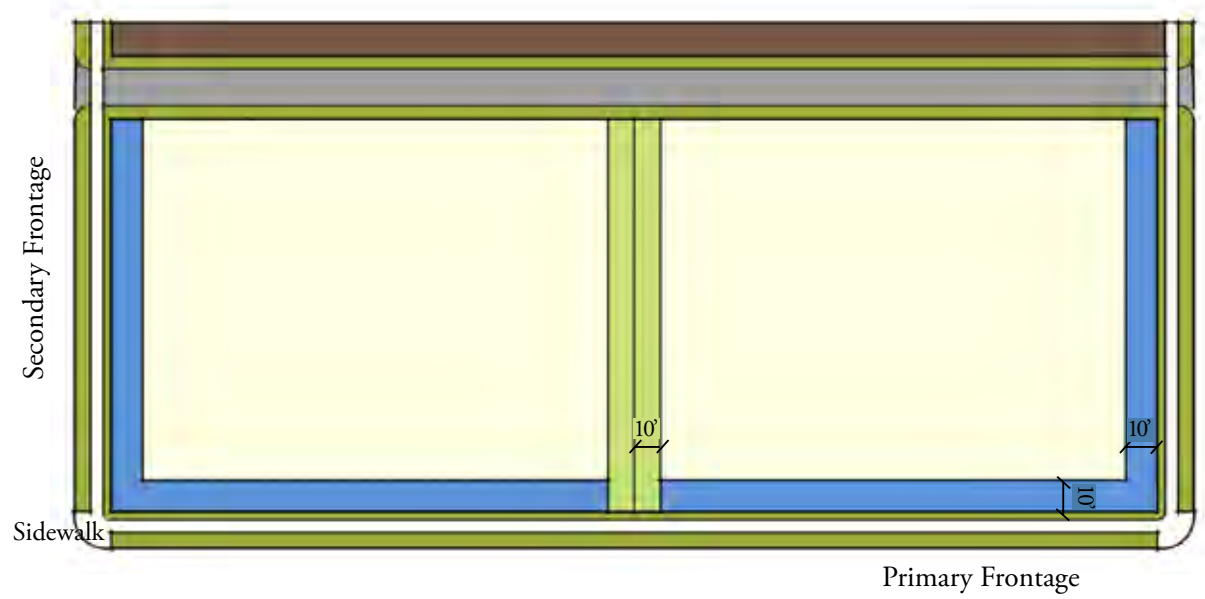
Buildings designed in accordance with the Urban Residential over Retail Building Typology are mid-scale (2 to 4 stories) structures with unique and engaging openings or storefronts at the street-level and charming, private residences at the upper levels.

The following pages detail lot, height, and massing standards that govern Residential over Retail Buildings to ensure they remain in character with the vision for Old Town.

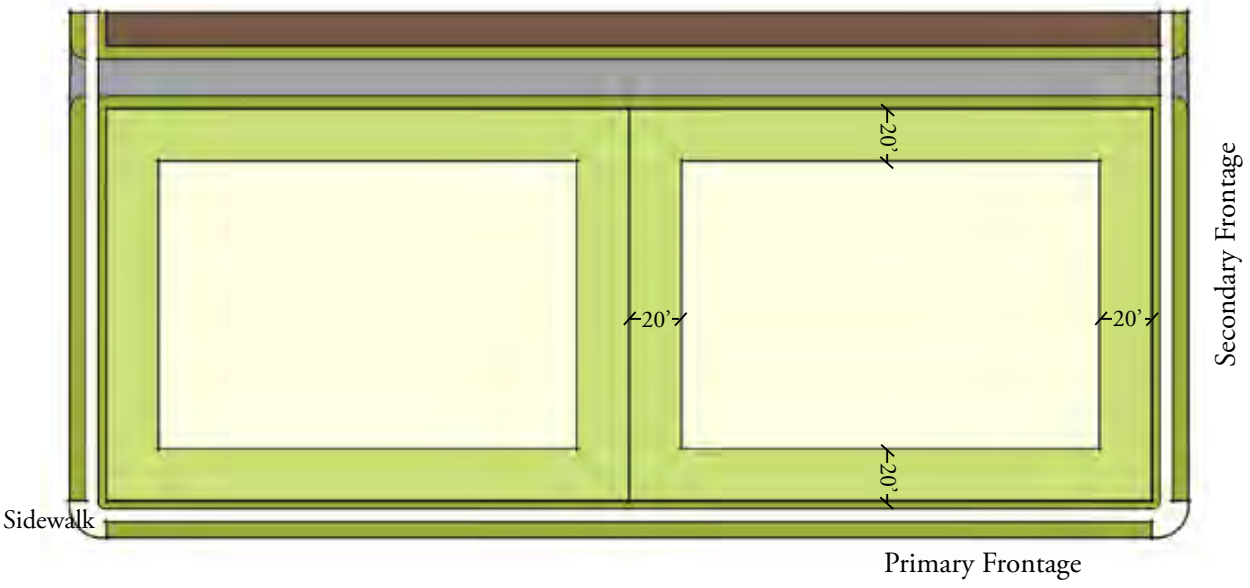
- Build-To Zone
- Setback
- Buildable Area
- Garage Zone
- Building Footprint
- Alley/Driveway

Lot Layout Notes:

- There is no minimum or maximum required lot depth.
- There is no maximum required lot width.
- The front facade of the building must occur in the Build-To Zone.
- Maximum lot coverage is 80% of the buildable lot area. Pedestrian and vehicular access drives shall not count against the lot coverage.
- Balconies and awnings may encroach up to 6' into the R.O.W. or over the sidewalk.
- No part of any structure can be closer than 4' to the back of the curb.
- The face of the building must be a minimum of 10' from the back of the curb.



Multi-Family Urban Lot Configuration

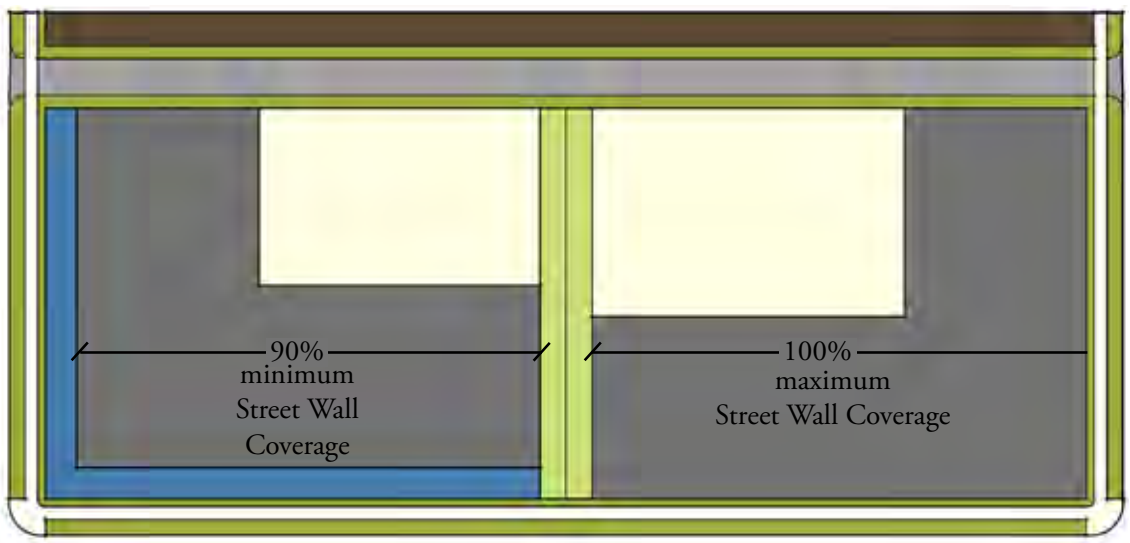


Multi-Family Garden Lot Configuration

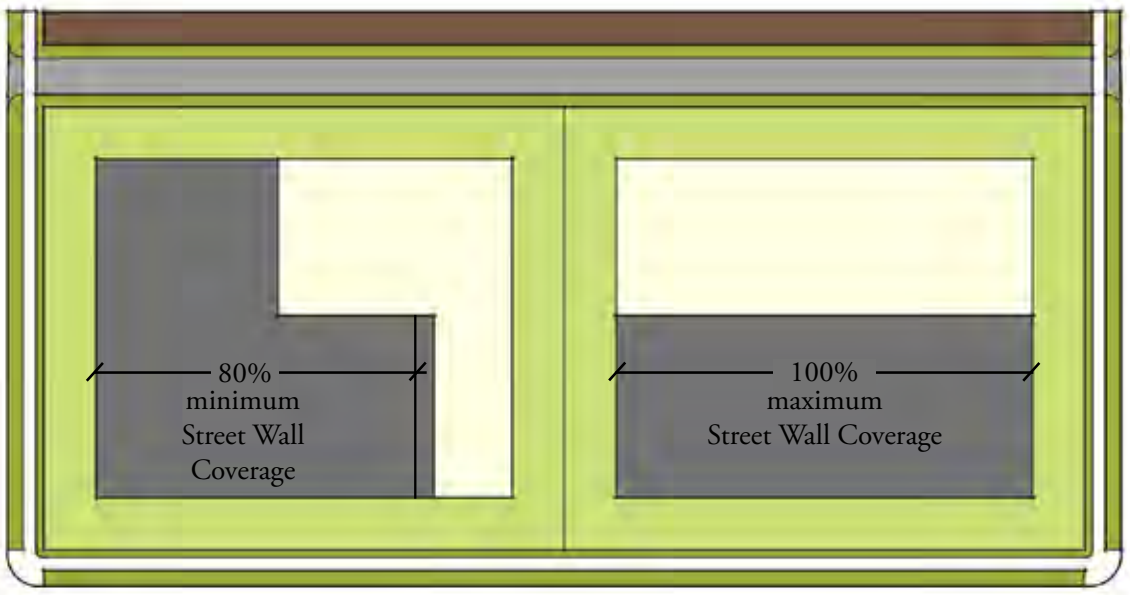
- Build-To Zone
- Setback
- Buildable Area
- Garage Zone
- Building Footprint
- Alley/Driveway

Lot Layout Notes:

- There is no minimum or maximum required lot depth.
- There is no maximum required lot width.
- The front facade of the building must occur in the Build-To Zone.
- Maximum lot coverage is 80% of the buildable lot area. Pedestrian and vehicular access drives shall not count against the lot coverage.
- Balconies and awnings may encroach up to 6' into the R.O.W. or over the sidewalk.
- No part of any structure can be closer than 4' to the back of the curb.
- The face of the building must be a minimum of 10' from the back of the curb.



Multi-Family Urban Street Wall Coverage Requirements



Multi-Family Garden StreetWall Coverage Requirements

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NOTES

Transparency:

- "Transparency" is defined as the sum of areas of doors and windows divided by the total area of vertical wall plane (including windows) expressed as a percentage.
- On the facade fronting the primary street, hereafter called the Primary Facade, the first story shall have a transparency 30% to 80% of the facade.
- On the Primary Facade each upper story shall have a transparency 15% to 60% of the facade.
- On facades other than the Primary Facade, and visible from a public right of way, both the first story and upper stories shall have a combined minimum transparency of 10%.
- Bay windows and balconies may extend up to 4' over the front or side building lines on upper stories, provided there is a minimum clear distance of 12' from back of curb.
- A main entrance is required at a minimum of every 50' on the Primary Facade.

Pitched Roof Massing:

- Building height is defined as the vertical distance from grade to the highest point of a flat roof or the average height between eaves and ridge for a pitched roof.
- One-story buildings with a pitched roof shall have a maximum cornice/eaves height of 18'.
- Two-story buildings with a pitched roof shall have a maximum cornice/eaves height of 26'.
- Three-story buildings with a pitched roof shall have a maximum cornice/eaves height of 36'.
- No building shall exceed 55' in height.
- Pitched roofs must not extend more than 20' above the eaves. Pitched roofs sloped greater than 20:12 will not be allowed.
- Pitched roof structures may contain additional floor area which may be occupied without counting towards the story maximum for purposes of the Regulating Plan, provided any additional floor area is associated with and accessory to the floor area of the top story. In this condition, the maximum cornice height may be exceeded by 3', provided that a transparency of 15% to 45% is provided for the half-story through the use of dormers.

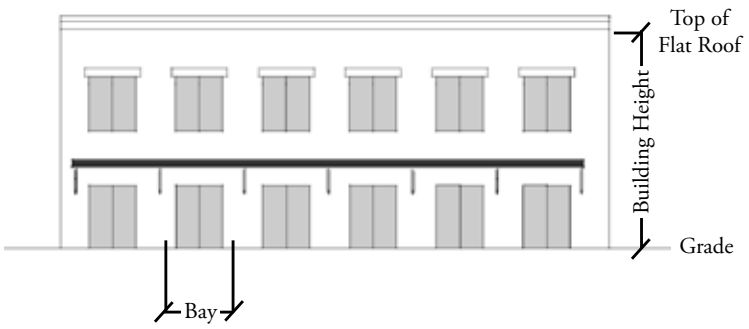
Flat Roof Massing:

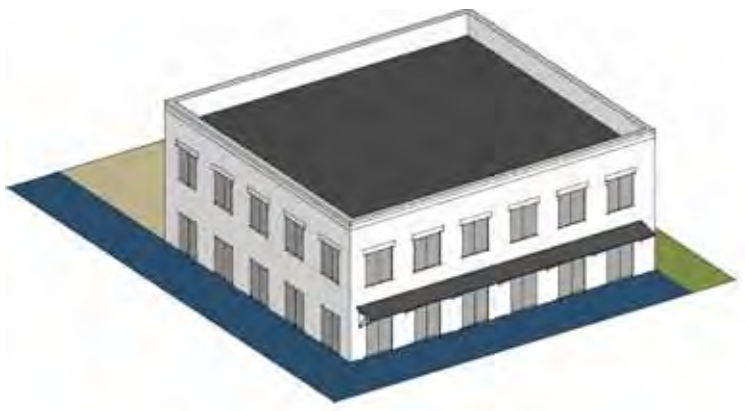
- Parapets must extend a minimum of 2' above the top of the roof structure.
- Buildings or store and residential spaces with a flat roof and parapet are not required to have a cornice/eaves line distinct from the top of the parapet.
- All rooftop terraces and associated roofs shall fall within the permissible roof heights.
- All rooftop equipment shall fall within the permissible roof heights, be located away from slopes or areas exposed to the public street, and otherwise be screened from view from adjacent public streets or be incorporated into the skin of the building or internal to the block.

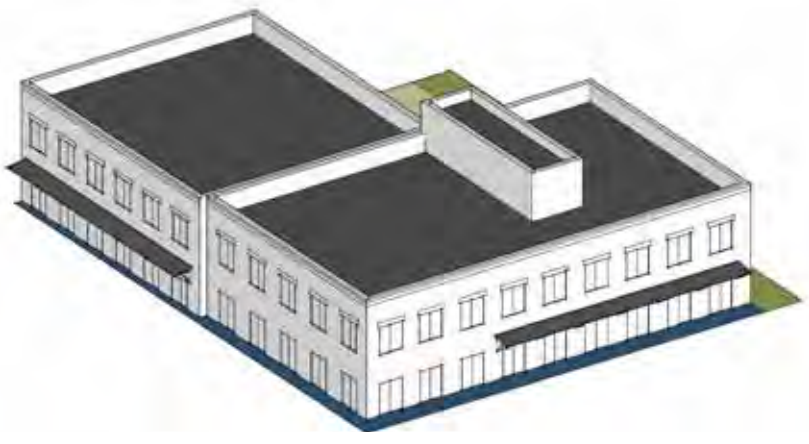
Bay Rhythm:

- Differentiated bays should be expressed on each facade of a building and residential space directly fronting a public space or street.
- Bays shall be a minimum of 5' and a maximum of 30' wide on Primary Frontages. On any facade that is visible from a public right of way, and directly adjacent to an area of Primary Frontage, at least one bay shall be articulated on the corner adjacent to the Primary Facade. Facades over 60' in length must have architectural articulation such as bays or pilasters, for at least 20% of the facade in addition to the first bay adjacent to the Primary Facade.

TWO-STORY







Three-Story

Four-Story

The Suburban Residential Building Typology will allow for more space for growing families who would like to be a part of a unique, walkable environment. Buildings constructed in accordance with the Suburban Residential Building Typology should relate to the human scale and have windows and porches facing the public spaces.

The following standards permit differences in height, orientation, mass, scale, and design that are critical in creating the sense that Old Town has evolved over time. Each building's relationship to public streets, open spaces, and surrounding buildings should be taken into consideration as material and massing decisions are made to ensure each elevation is sympathetic with the structures and spaces around it.

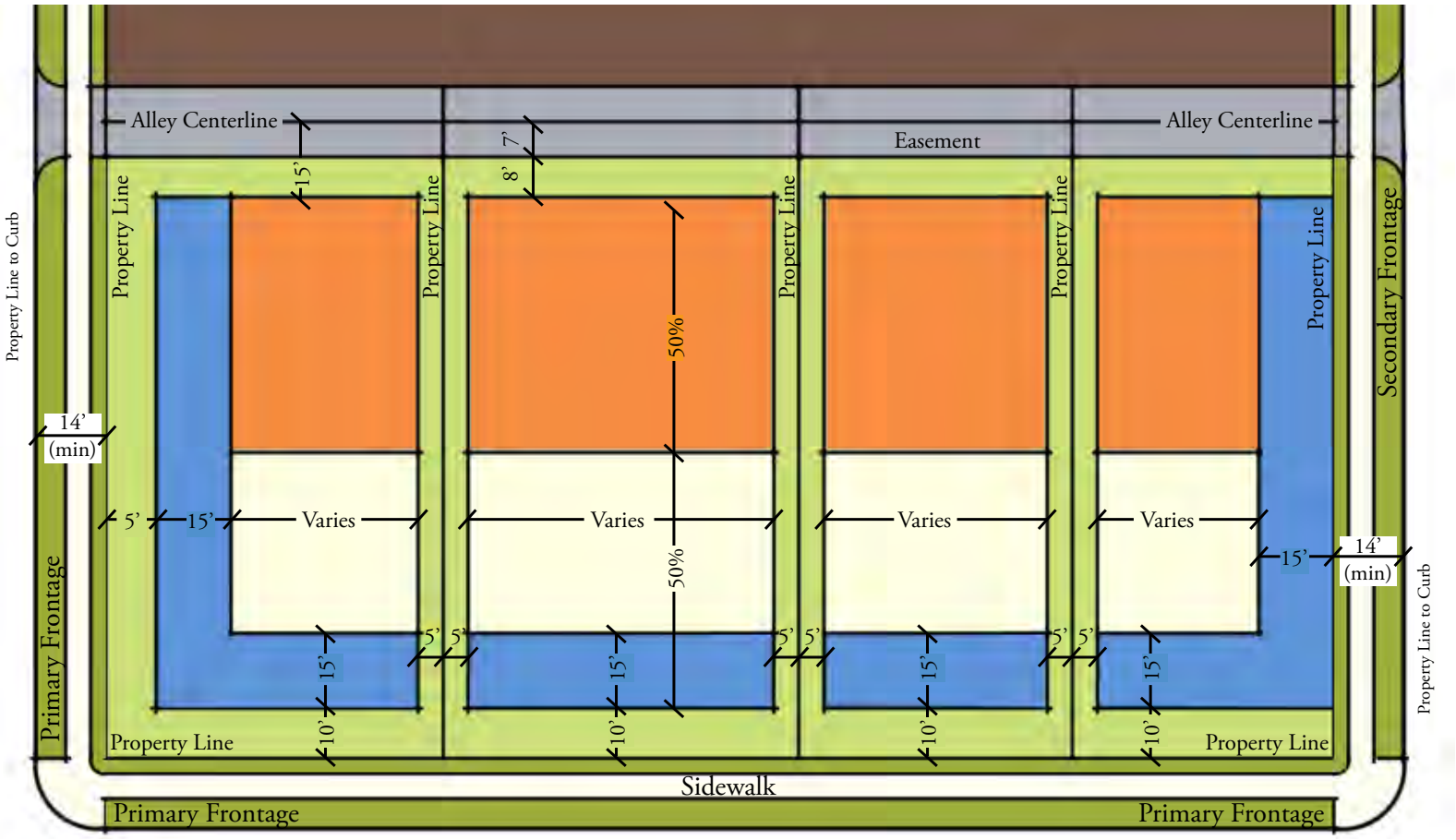
Buildings designed in accordance with the Suburban Residential Building Typology are low-scale (1 to 3 stories) structures with porches that can engage the public right-of-way.

The following pages detail lot, height, and massing standards that govern Suburban Residential Homes and Structures to ensure they remain in character with the vision for Old Town.

- Build-To Zone
- Setback
- Buildable Area
- Garage Zone
- Building Footprint
- Alley/Driveway

Lot Layout Notes:

- There is no minimum or maximum required lot depth.
- There is no maximum required lot width.
- The front facade of the building must occur in the Build-To Zone.
- Maximum lot coverage is 60% of the lot area by building footprint. Pedestrian and vehicular access drives shall not count against the lot coverage.
- Stairs may encroach into the front setback zone, provided that there is a minimum of a 5' setback from the property line.
- No structure may be less than 14' from the back of the curb at any street.
- Garages may encroach into side or rear setback provided that there is a minimum 5' setback and a minimum separation of 10' between all structures.
- Front setback is 10' minimum from property line.



Rear Loaded Corner and Mid-Block Lot Configuration

Build-To Zone

Setback

Buildable Area

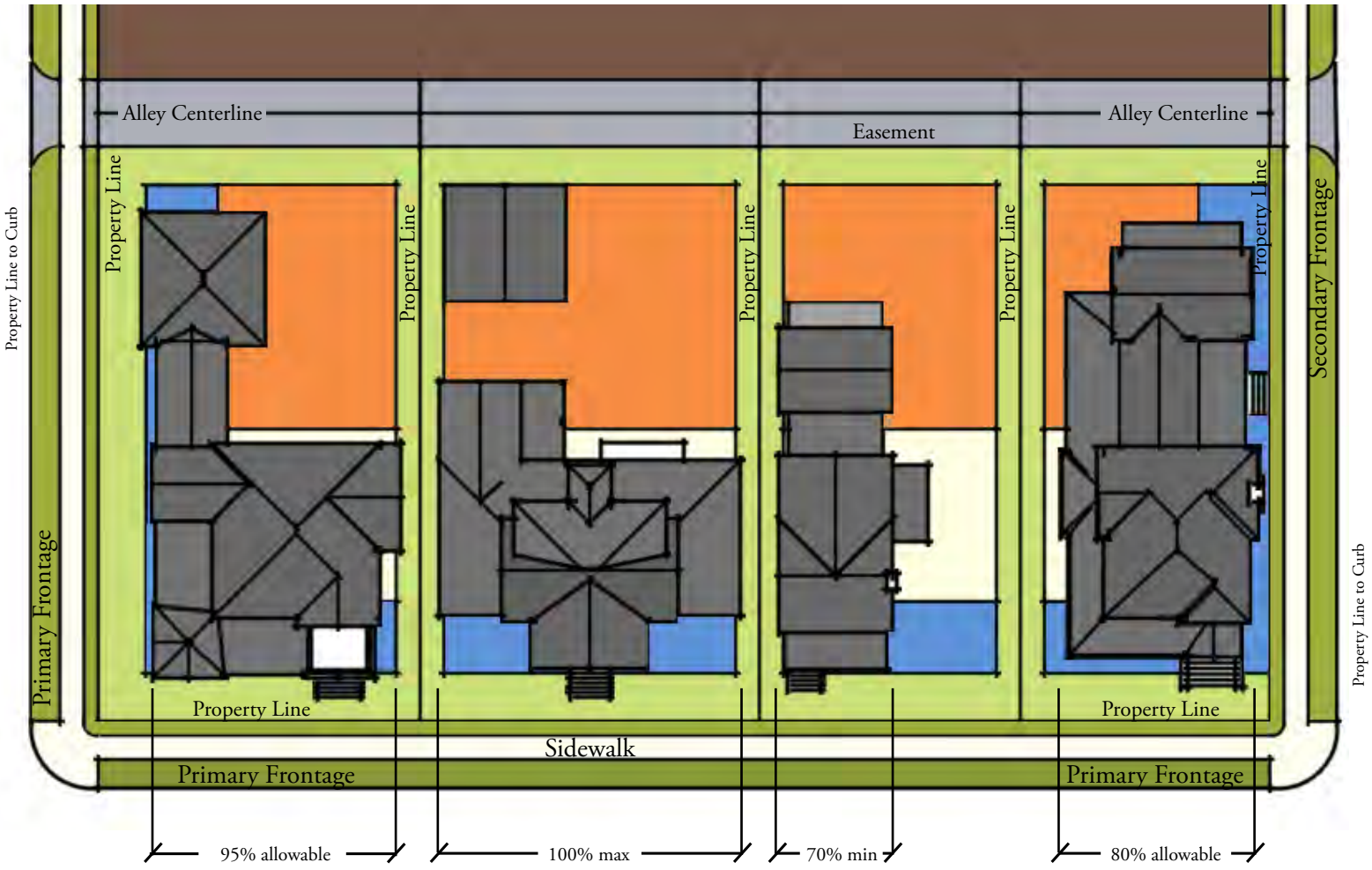
Garage Zone

Building Footprint

Alley/Driveway

Lot Layout Notes:

- There is no minimum or maximum required lot depth.
- There is no maximum required lot width.
- The front facade of the building must occur in the Build-To Zone.
- Maximum lot coverage is 60% of the lot area by building footprint. Pedestrian and vehicular access drives shall not count against the lot coverage.
- Stairs may encroach into the front setback zone, provided that there is a minimum of a 5' setback from the property line.
- No structure may be less than 14' from the back of the curb at any street.
- Garages may encroach into side or rear setback provided that there is a minimum 5' setback and a minimum separation of 10' between all structures.
- Front setback is 10' minimum from property line.

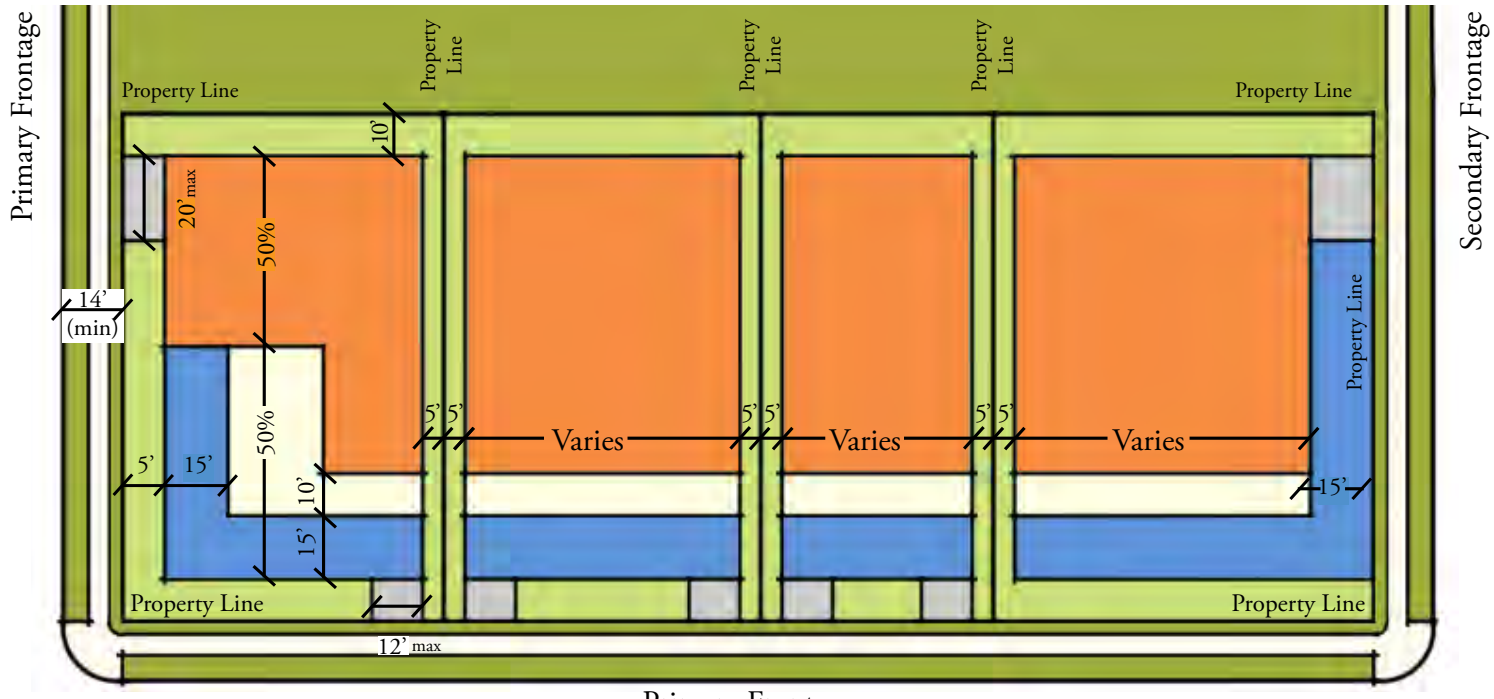


Rear Loaded Street Wall Coverage Requirements

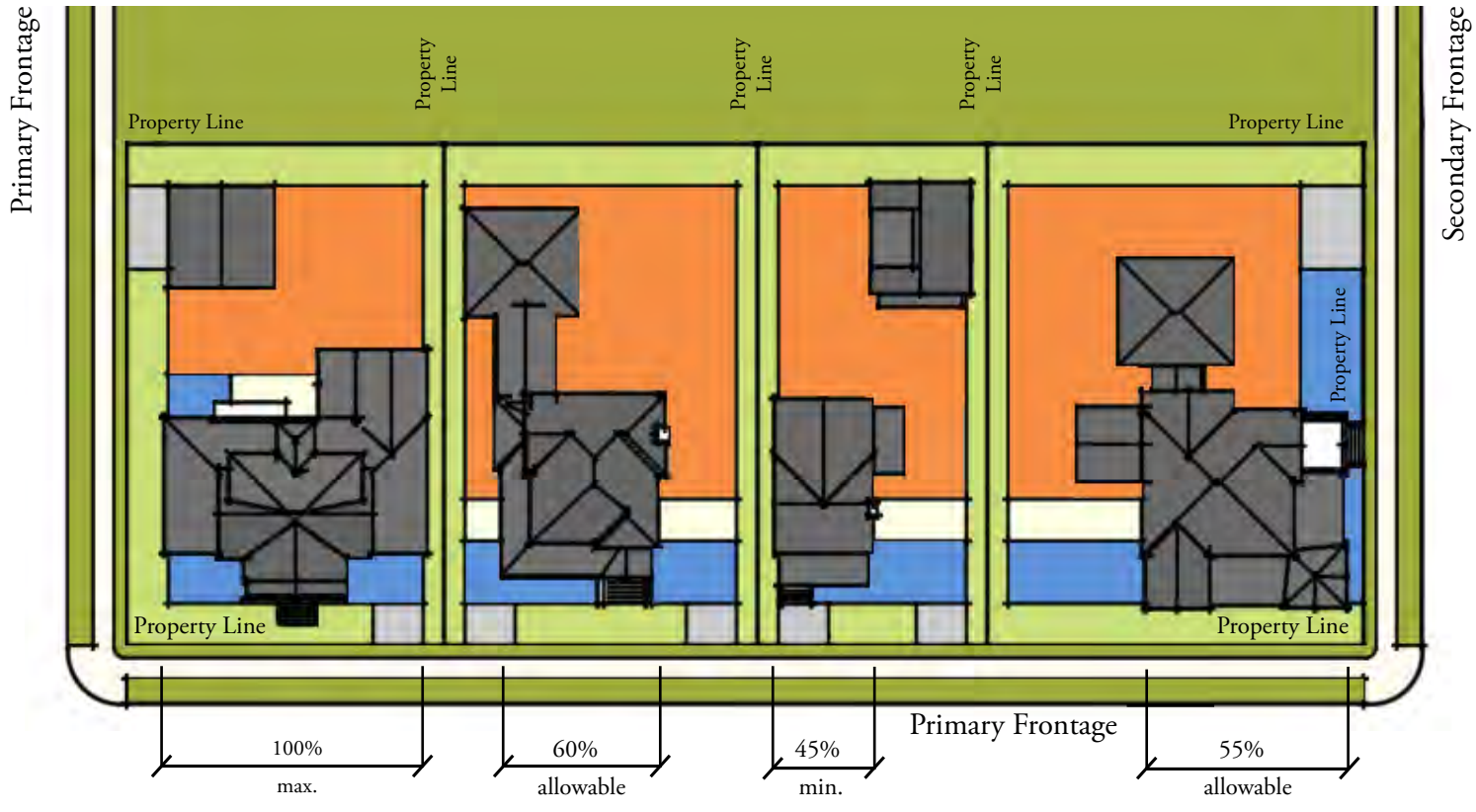
- Build-To Zone
- Setback
- Buildable Area
- Garage Zone
- Building Footprint
- Alley/Driveway

Lot Layout Notes:

- There is no minimum or maximum required lot depth.
- There is no maximum required lot width.
- The front facade of the building must occur in the Build-To Zone.
- Maximum lot coverage is 60% of the lot area by building footprint. Pedestrian and vehicular access drives shall not count against the lot coverage.
- Stairs may encroach into the front setback zone, provided that there is a minimum of a 5' setback from the property line.
- No structure may be less than 14' from the back of the curb at any street.
- Garages may encroach into side or rear setback provided that there is a minimum 5' setback and a minimum separation of 10' between all structures.
- Front setback is 10' minimum from property line.



Front Loaded Corner and Mid-Block Lot Configurations



Front Loaded Street Wall Coverage Requirements

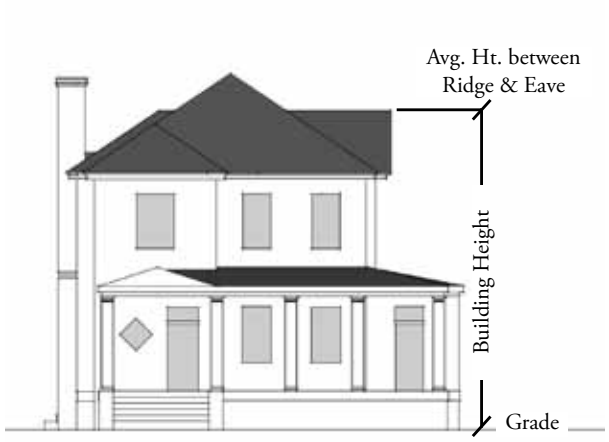
Transparency:

- "Transparency" is defined as the sum of areas of doors and windows divided by the total area of vertical wall plane (including windows) expressed as a percentage.
- On the facade fronting the primary street, hereafter called the Primary Facade, there shall be a minimum transparency of 10% of the facade.
- On facades other than the Primary Facade, and visible from a public right of way, both the first story and upper stories shall have a minimum transparency of 8%.
- Bay windows and balconies may extend up to 4' over the front or side building lines on upper stories, provided that there is a minimum clear distance of 12' from back of curb.
- A main entrance is required on the Primary Facade.

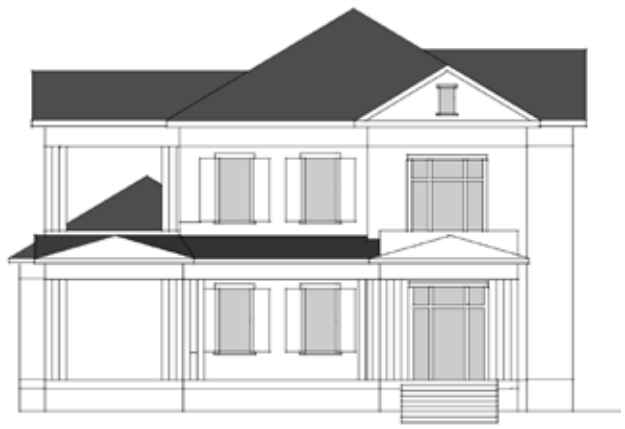
Pitched Roof Massing:

- Building height is defined as the vertical distance from grade to the highest point of a flat roof or the average height between eaves and ridge for a pitched roof.
- One-story buildings with a pitched roof shall have a maximum cornice/eaves height of 18'.
- Two-story buildings with a pitched roof shall have a maximum cornice/eaves height of 26'.
- No building shall exceed 35' in height.
- Pitched roofs must not extend more than 20' above the eaves. Pitched roofs sloped greater than 20:12 will not be allowed.

MEDIUM



LARGE



NOTES

Transparency:

- "Transparency" is defined as the sum of areas of doors and windows divided by the total area of vertical wall plane (including windows) expressed as a percentage.
- On the facade fronting the primary street, hereafter called the Primary Facade, there shall be a minimum transparency of 10% of the facade.
- On facades other than the Primary Facade, and visible from a public right of way, both the first story and upper stories shall have a minimum transparency of 8%.
- Bay windows and balconies may extend up to 4' over the front or side building lines on upper stories, provided that there is a minimum clear distance of 12' from back of curb.
- A main entrance is required on the Primary Facade.

Pitched Roof Massing:

- One-story buildings with a pitched roof shall have a maximum cornice/eaves height of 18'.
- Two-story buildings with a pitched roof shall have a maximum cornice/eaves height of 26'.
- No building shall exceed 35' in height, which is the vertical distance from grade to the highest point of a flat roof or the average height between eaves and ridge of a pitched roof.
- Pitched roofs must not extend more than 20' above the eaves. Pitched roofs sloped greater than 20:12 will not be allowed.
- Pitched roof structures may contain additional floor area which may be occupied without counting towards the story maximum for purposes of the Regulating Plan, provided any additional floor area is associated with and accessory to the floor area of the top story. In this condition, the maximum cornice height may be exceeded by 3', provided that a transparency of 15% to 45% is provided for the half-story through the use of dormers.

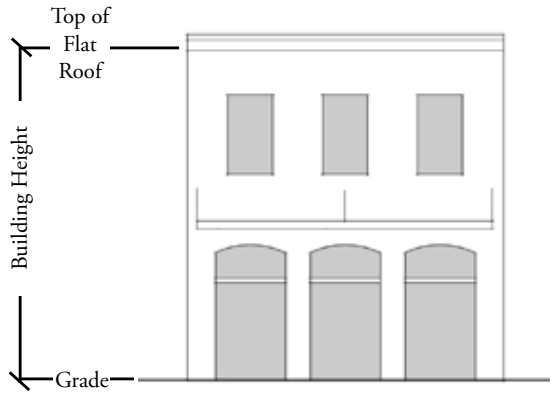
Flat Roof Massing:

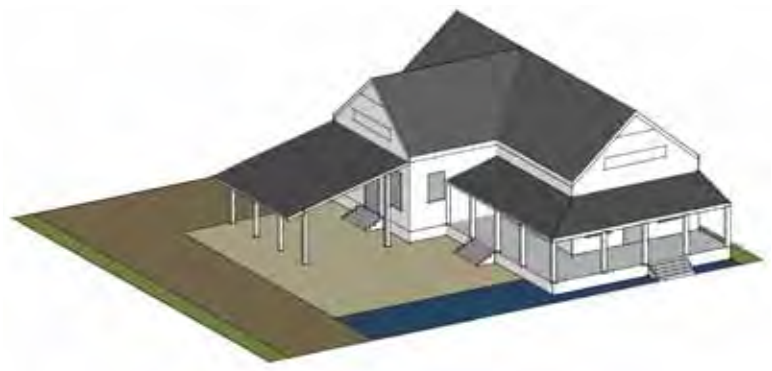
- Parapets must extend a minimum of 3' above the top of the roof structure.
- Parapets must occur within the maximum building height.
- Buildings or store spaces with a flat roof and parapet are not required to have a cornice/eaves line distinct from the top of the parapet.
- All rooftop equipment shall fall within the permissible roof heights, be located away from slopes or areas exposed to the public street, and otherwise be screened from view from adjacent public streets or be incorporated into the skin of the building or internal to the block.

Bay Rhythm:

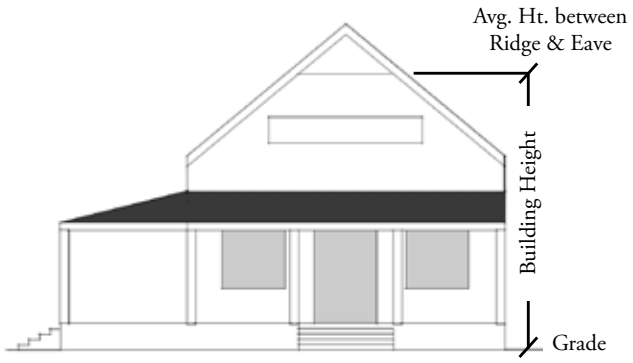
- Differentiated bays should be expressed on each facade directly fronting a public space or street.
- Bays shall be a minimum of 6' and a maximum of 50' wide on Primary Frontages. On any facade that is visible from a public right of way, and directly adjacent to an area of Primary Frontage, at least one bay shall be articulated on the corner adjacent to the Primary Facade. Facades over 60' in length must have architectural articulation such as bays or pilasters, for at least 20% of the facade in addition to the first bay adjacent to the Primary Facade.

MID-BLOCK

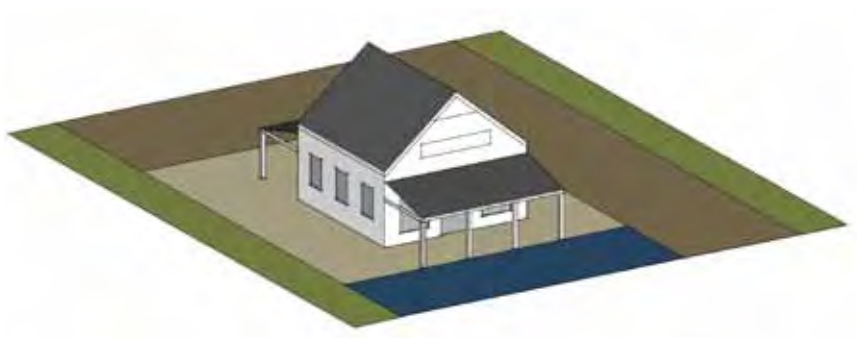




CORNER



OUT PARCEL



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Old Town

ARCHITECTURAL PATTERNS & BUILDING ELEMENTS

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ARCHITECTURAL PATTERNS & BUILDING ELEMENTS

The Architectural Patterns and Buildings Elements section of the Old Town Design Guidelines focuses on specific key elements, details, materials, finishes, and other architectural features that can greatly add to or detract from the aesthetic quality of buildings. The application of this section of the Design Guidelines will ensure that the buildings in Old Town maintain a consistent and high level of design. Designers should utilize this section to facilitate a smooth Architectural Review process. The Town Architect will pay special attention to the items specifically prohibited in this section when reviewing designs.

ADDITIONAL RESOURCES:

- *Get Your House Right: Architectural Elements to Use & Avoid* by Marianne Cusato, Ben Pentreath, Richard Simmons, & Leon Krier.
- *Traditional Construction Patterns: Design and Detail Rules-of-Thumb* by Stephen Mouzon and Susan Henderson.

ARCHITECT'S TOOLS

Materials:
- Exterior Architectural Woodwork
- Unit Masonry
- Cement Plaster (foundations only)

Configurations:

Exterior Architectural Woodwork
- Exterior architectural woodwork shall be limited to premium grades of wood and shall include, but is not limited to, exterior siding and wood shingles (in accordance with specific architectural typologies), exterior standing and running trim, exterior ornamental work, pediments, pilasters, cupolas, railings, columns, exterior frames and jambs, and exterior shutters.
- Species of wood for exterior woodwork shall be suitable for retaining painted finish coating and from FSC certified locations.
- High density polymer molded products, fiber-cement board Hardie-plank (with smooth face exposed) and engineered products, Masonite, or approved equal are allowed. PVC is prohibited.
- Lumber below grade B is not allowed.

Cement Plaster (Stucco)
- Portland cement plaster shall consist of three coat work over metal lath. A factory prepared integrally colored synthetic finish coat shall be considered acceptable for use, however adherence to approved color palette by painting, if required, shall still remain. As an alternative to a three coat system hard coat synthetic plaster is approved.
- Stucco shall be finished with a steel trowel. The finish shall be neither an applied texture nor a mirror smooth surface, but should show the hand of the workman and general irregularities in the wall.
- The use of exterior polystyrene sheet board is prohibited.
- Stucco homes must have the stucco return back to window casing (brick mould is acceptable) unless substantial trim is applied as deemed appropriate by the Town Architect.
- The window must appear inset into the thickened wall and not flush or proud of the stucco unless in a bay condition.

Unit Masonry
- Brick masonry or natural or cultured stone shall be chosen from palettes of extruded or molded brick selections.
- Stone shall be laid in the true bonding pattern (no stack bond with vertical joints aligned).
- Concrete masonry units shall not be considered acceptable for exposed applications unless deemed appropriate by the Architectural Review Professional.

Colors:
- Building wall shall be one color per material used.
- Paints for masonry applications shall have a flat finish.
- All exterior wood siding shall be painted or stained. Trim (balcony and porch posts, rails, window trim, rafter tails, etc.) shall be painted to complement the columns and overall value of the building. An accent color, for items such as the front door, balusters, trim, and shutters, may be used subject to approval from the Town Architect. Garden walls and fences shall be in a range of colors approved for their respective materials and similar to the main house.
- All paint selections shall be "premium grade" or better.
- All paint selection shall be low or zero VOC.
- All Benjamin Moore "Historical Colors", Sherwin Williams "Historic Collection", and Valspar "National Trust" Colors are acceptable. Other selections to be approved at the discretion of the Town Architect.

Prohibited:
- Rustication or brick openings without an articulated arch.
- Wire-cut brick.
- Joints in center of arches.
- Masonry lintels shorter than 7 5/8" tall (3 courses of brick).
- Masonry lintels that do not extend past the edges of wall opening.
- Brick arches without a consistent center line.
- Soldier course brick window lintels.
- Brick openings without expressed arch support.
- Vinyl or synthetic "wood grain" siding.
- Corner boards not thick enough to 'catch' siding.
- Stone veneer with random, non-horizontal joint coursing.
- Raked or squashed mortar joints or struck joints.
- Exposed brick core holes.
- Use of more than two (2) wall materials on any facade.
- Aluminum or vinyl siding.
- Heavily textured stucco finishes.
- Cut brick courses at the top of walls or window openings.
- Changes in vertical wall materials at the outside corners.
- Arches without support.
- Lintels shorter than 1/5 of opening.
- Eave trim overlapping or intersecting an arch.

General Notes:
- Vinyl, metal siding, and exterior insulation finish systems are prohibited.

ARCHITECT'S TOOLS

Materials:
- Door units shall be painted or stained wood, aluminum clad, or vinyl clad as approved by the Town Architect.
- Insulated glazing shall be allowed for use; however, tint and reflectivity shall be limited to a maximum of 10%.

Configurations:
- Front entry doors should be carefully detailed and appropriate to overall style of home.
- Door units with glass shall have divided lights or simulated divided lights with authentic muntins and mullions.
- The use of sidelights and transoms are strongly encouraged.
- Transom units shall be horizontally proportioned with vertically proportioned lites. Transoms must be a minimum of 16" high.
- Sidelights must be a minimum 12" in width and have a divided light pattern consistent with the rest of the house. Sidelights must have a minimum 3" mull (as measured from finish frame to finish frame) between sidelite and the door.

Doors and Windows at Non-Frontage Lines:
- True divided lights are not required. However, muntins shall not be flat.
- There are no tinting requirements on these doors or windows.
- Grids between panes of glass are prohibited.

Prohibited:
- Door panels with widths smaller than stiles and rails.
- Plate glass transoms and sidelights.
- Stamped metal doors at Primary Frontages.
- Wood door trim narrower than 3 1/2".
- Horizontally sliding doors are prohibited on all street facing facades.
- Dark tinted or reflective glass, and applied door moldings are prohibited.

Architect's Tools

Materials:

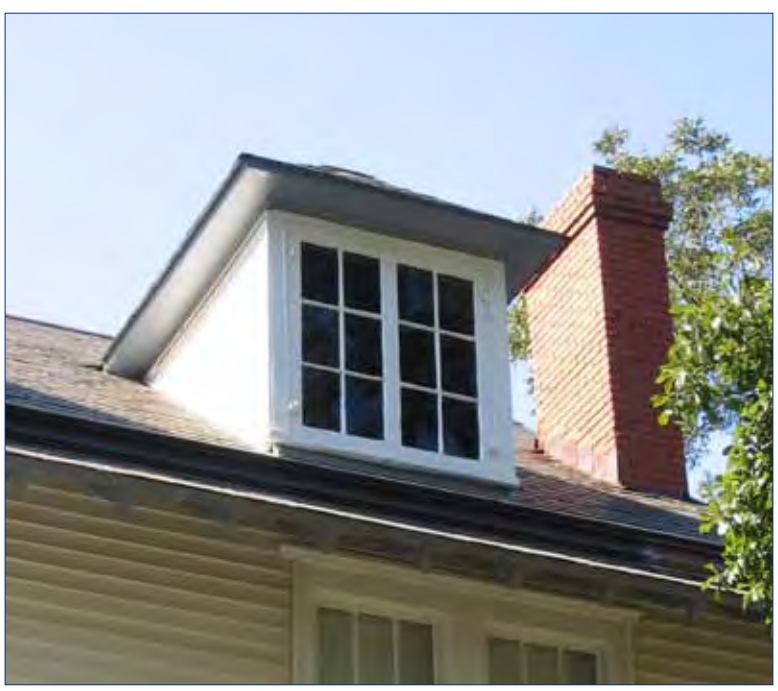
- Dormers should have wood or shingle siding. Dormer siding does not necessarily have to match that of the main body of the house. Stucco and brick are prohibited materials on dormers.

Configurations:

- The use of dormers is encouraged, provided that they fit within the style and the design of the building.
- The scale of the dormers is very important to the overall design and therefore is subject to the approval of the Town Architect. Careful attention should be given to maintain minimum width between the window and outer edge of the dormer and window and head or roof.
- Dormers may have gabled, hipped, or shed roofs.
- Dormers may have single or multiple windows.
- Dormers shall sit no closer than 3 feet to the gable end of the building.

Prohibited:

- Skylights.
- Use of siding material between a dormer window and the dormer jamb/cornice.
- Brick dormer faces, unless they are an extension of facade.
- Use of siding on a dormer face, other than in the gable.

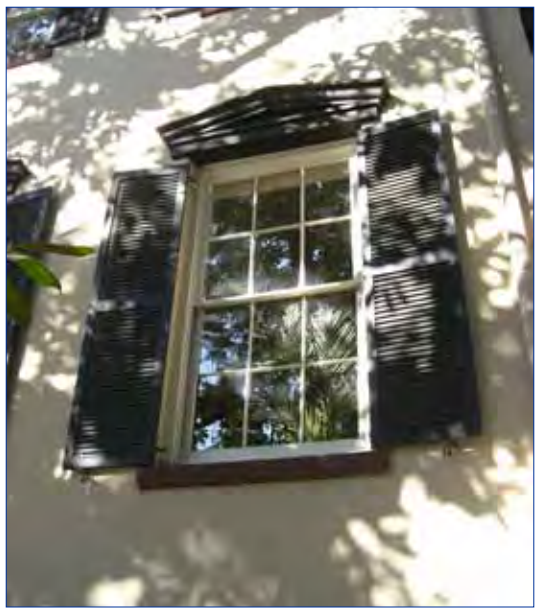


ARCHITECT'S TOOLS

Materials:
- Materials shall be consistent with that of the primary structure.

Configurations:
- Windows shall be rectangular, vertically proportioned, and operable.
- Transoms may be oriented horizontally with panes that are vertically proportioned.
- Window muntins are encouraged, shall be true divided light or simulated divided light, and shall create panels of square or vertical proportion.
- Window sills shall have a minimum 2"thick exterior sill horn.
- Precast window sills in masonry construction shall project a minimum of 1" from the face of the building.
- Shutters, when used, must be operable and sized to match the openings. Shutters in accordance with specific architectural typologies are encouraged. All shutters shall be provided with shutter stays and hangers.
- Security doors and window grills must be approved on a case by case basis.
- Windows may be grouped in horizontally proportioned openings and shall have a minimum 3" wide mullion between individual units. Figural windows are permitted, subject to the approval of the Town Architect.
- Special windows such as Palladian, flanked, triple hung, walk through, jib windows, and decorative stained glass windows are subject to the approval of the Town Architect.

Prohibited:
- False shutters without hardware, and/or not sized to window opening.
- Horizontally proportioned window panes and/or openings.
- "Picture-framing" windows.
- Ganged windows without a dividing mullion.
- Transoms over windows.
- Snap in muntins on windows.
- Grilles between window glass without interior/exterior mounted muntin bars.
- Plate glass picture windows.
- Brick moulding window surrounds on wood walls.
- Wood window trim narrower than 3 1/2".
- Dark tinted or reflective glass, glass block, window-mounted air conditioner units, and molded vinyl shutters are prohibited.



ARCHITECT'S TOOLS

Materials:

- Primary roof masses shall be clad in one of the following materials: wood, architectural asphalt shingles, slate, metal roofs (including standing seam and painted 5V metal), or synthetic slate (upon approval of the Town Architect).
- Secondary roof masses may be clad in one of the following materials: galvanized steel, copper, painted aluminum, or factory painted steel.
- Gutters, down spouts, and rain chains, when used, shall be made of galvanized steel or copper (not copper coated). Down spouts shall be placed at the corner of the building least visible from nearby streets or integrated into the façade to hide them. They shall not be placed on columns or posts. Splash blocks shall be made of concrete, brick, gravel, or stone.
- Exposed gutters and leaders shall be rounded in profile.
- Gutters shall be "half round" in profile.

Configurations:

- Copper roofs, flashing, gutters, and down spouts shall be allowed to age naturally (not painted or sealed).
- Asphalt roof ridges shall be clad in a like asphalt shingle or terra cotta, concrete, slate, or stone of a similar color.
- No through roof penetration for mechanical or electrical devices shall be allowed to penetrate the roof at the building's frontage(s). Penetrations of these devices at approved locations are of color to match the roof.
- Flat roofs are allowed, but a parapet shall be provided to shield any mechanical equipment from view to the satisfaction of the Town Architect.
- Overhangs must be a minimum of 12" for principal buildings, 6" for shed roofs and outbuildings. Overhangs should be proportionate to the mass of the building.
- Rafters left open exposing the rafter tail should be no less than 1 ½" of actual width.
- Simple shed roofs with pitch between 3:12 and 6:12 are permitted.

Prohibited:

- Stacking multiples of the same moulding type in a row or on top of each other.
- Parapets taller than 1/3 of order/column below.
- Pediment roof slopes greater than 36 degrees.
- "Pork Chop" boxed eave returns.
- Overly complex roofs.
- Hip roofs with very short ridges.
- Roof slopes of 45 degrees.
- Exposed rafter tails smaller than 2'x 6'.
- Plastic gutters.
- Square or rectangular downspouts.
- Undersized brackets that do not extend to the face of the eave.
- Overly large dentil moulding bands.
- Improperly detailed triglyphs.
- Omitting the frieze board.
- Overlapping gables, except in Arts and Crafts style.
- No rooftop mechanical units may be visible from street rights-of-way.
- Rooftop utilities shall not be located on Primary Frontages.
- Oversized hip and valley caps are prohibited.

ARCHITECT'S TOOLS

Materials:

- Chimneys shall be finished with stucco, stone, or brick and shall match the foundation material of the main house. Stone or cast stone coping shall be used to conceal prefab spark arrestors (metal chimney shrouds) must be approved by the Town Architect.
- Foundation vents include:
- - Wood or synthetic lattice/louvers.
  - Ornamental metal grilles, subject to the approval of the Town Architect.
  - Pierced brick pattern, subject to the approval of the Town Architect.

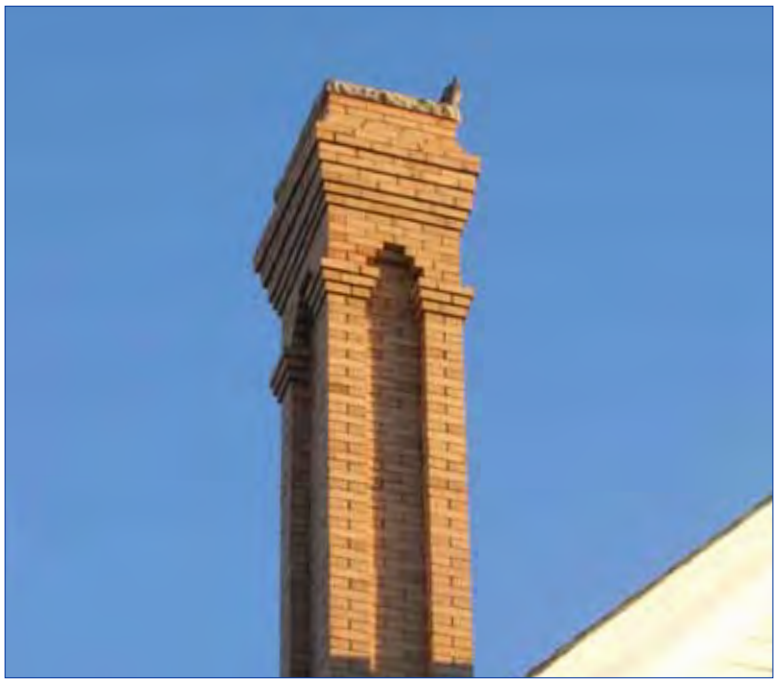
  Foundation materials: Brick, stucco, or stone. Local brick is strongly encouraged.
- Brick should be "wood mould" or irregular edge type with white or light colored mortar.
- Brick selection and mortar color are subject to the approval of the Town Architect.

Configurations:

- Chimneys must extend to the ground.
- Wood burning stove flues are permitted, but are preferred on the rear side of the principle mass.
- Decorative elements to chimney tops and flue caps may be formally elaborated, subject to the approval of the Town Architect.
- Foundations should be a minimum of 30" above finish grade at street frontages.
- Piers shall be no less than 12"x16"
- Crawl space lattice and skirting include:
  - Lattice (horizontal and vertical) minimum 1 ½" x ¾" to 3 ½"x ¾" wood or synthetic between piers.
  - Fencing shall be horizontal boards 5 ½ min." x 5/4 min." wood synthetic between piers.

Prohibited:

- Siding on chimneys.
- Draft-inducer chimney caps without covering.
- Wood or composite material siding is prohibited.



Architect's Tools

Materials:

- Porches may be made with elements of brick, stone, cast stone, wood, or stucco.
- Utilize wood or pre-fabricated columns of classical proportions (manufacturer and drawings of same must be submitted to the Town Architect for approval).
- Wood posts and piers are permitted.
- Stoops shall be made of wood, brick, stone, or concrete. If concrete, a stoop shall have masonry brick, tile, or stucco walls.
- Metal elements shall be galvanized steel, anodized or ESP aluminum, marine-grade aluminum, copper, cast iron, or wrought iron. All metal elements shall be painted except copper.
- Porch floors shall be made of wood, composite wood, or masonry.
- Balconies and bays must have consistent materials as the main mass of the building or approved by the Town Architect.

Configurations:

- Porch ceilings may be enclosed with painted wood; exposed joists shall be painted or stained.
- All exposed porch and balcony wood is to be pressure treated (primed on all sides prior to installation).
- Required structural connectors at all exposed roofs shall be concealed from view unless ornamental in nature as determined by the Town Architect
- Porches must have a minimum 8 ft depth as measured from the face of the wall to the outer edge of porch decking.
- Porch openings to be no more squat than a square.
- Wood posts shall be no less than 6 inches (6" x 6" nominal dimension).
- Decks shall be located only in rear yards and where not easily visible from streets or paths.
- Arcades and breezeways should have vertically proportioned openings.
- Balconies shall be structurally supported by brackets.
- Any cantilevered bay must be supported by brackets or have the appearance of support.
- Stacked columns shall have a centerline that extends through the second floor beam and column to the first floor beam and column. When using round columns, the second floor column should have a narrower diameter than the first floor column diameter.
- The neck of any column used must align with the architrave beam above.
- Beams shall be centered on the column and adjusted accordingly. The width of the beam, as measured from the outside face of the finished beam, shall be no wider than the shaft of the column nearest the top of the column.
- All corner trim shall be 6" min. in width and rest on top of the water table.
- All porches shall be no lower than 30" above grade.

Prohibited:

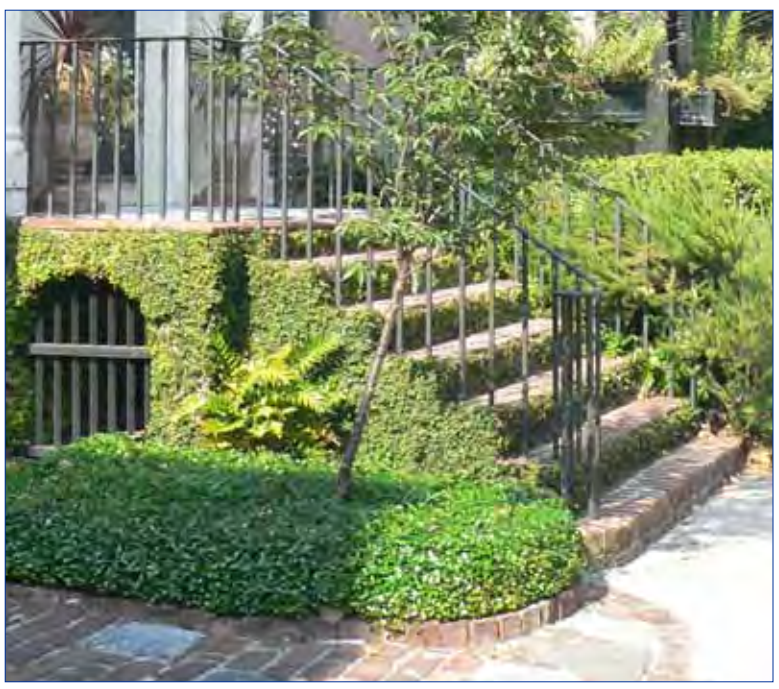
- Face of porch beams not aligned with neck of column.
- Pilasters projecting more than 1/4 of their width.
- Engaged columns projecting less than 3/4 of their diameter.
- Using cyma recta (aka "Ogee") moulding as a cap or base of a post, column, corner board, etc.
- Two-story columns in groups of less than 4.
- Bay windows or balconies or canopies without brackets or visible means of support.
- Improperly proportioned or detailed Classical Orders.
- Extruded aluminum columns.
- Columns without entasis or proper Classical Order detailing.
- Vertically ribbed vinyl "beams."
- Column bases protruding beyond the edge of porch flooring.

Architect's Tools

Materials:
- Porch/Stair railings shall be made of wood, iron, or composite materials.

Configurations:
- Railing enclosures or panels shall be composed of balusters, pickets, or spaced boards, centered on top and bottom rails. Iron railings, decorative cutouts, and picket patterns are permitted, subject to the approval of the Town Architect.
- Hand and shoe railings should be appropriate to the style of the local vernacular and designed in a manner that sheds water away from balusters.
- Stairs on porch to primary entry of a residential building may encroach on front yard setbacks, provided there is a minimum 5 ft. setback from the property line.

Prohibited:
- Stairs to accessory buildings may not encroach on any setback.



ARCHITECT'S TOOLS

Materials:

- Towers shall be consistent with the design of the house and comply with all the general requirements of the Design Guidelines.
- Towers do not necessarily need to be the same material as the principal mass.
- Towers or turrets are encouraged on larger corner lots.
- Widow's walks and cupolas are permitted as architectural character allows.

Configurations:

- No portion of the tower may exceed 15'- 0" above the top of the roof ridge on the principle mass.
- Towers may be enclosed, partially open, or open air.
- Towers must occur within the building setback.
- Towers and cupolas are permitted up to 225 square feet of floor area. The floor plate may be square, rectangular, octagonal, or circular in form. The square footage of the widow's walk is subject to the approval of the Town Architect.
- No portion of a widow's walk may exceed 7' above the top of the roof ridge on the principle mass. The square footage of the widow's walk is subject to the approval of the Town Architect.
- No portions of a cupola or light monitor may exceed 14' above the top of the roof ridge on the principle mass. The size and massing of the cupola is subject to the approval of the Town Architect.

Towers, Widow's Walks, & Cupolas

Notes

Materials:

- Primarily stone or brick with wood accents.
- Glazing shall follow the Doors (page 64) and Windows (page 68) sections of this document.

Configurations:

- See the appropriate building type massing and glazing notes in the Lot & Massing Diagrams section of the Dssign Guidelines (page 29) for more information.
- Any retail or service windows at the ground level must remain open and visible on the street level.
- Any street façade should be expressed in bays that are in accordance with an appropriate style.
- Each bay should have glazing at each level.
- A Mansard or flat roof with parapet or side gable are appropriate for attached facades.
- Roof terraces are allowed.
- Balconies loggias and bay windows are permitted and encouraged for an active streetscape.

ARCHITECT'S TOOLS

Materials:

- Materials shall be consistent with that of the primary structure, or appropriately complementary, as approved by the Town Architect.
- Garage doors shall be overhead sectional or side hinged and shall be made of wood or metal. Metal doors shall be faced in wood. Sectional doors must have the appearance of a traditional swinging carriage door.

Configurations:

- Parking structures must be carefully incorporated into the composition of the lot. They may not be located in the front façade zone.
- Detached garages in the form of carriage houses are strongly encouraged. The impact of the garage can be minimized by designing with creativity, not only from the stand point of function, but especially with regard to massing. Not only can a garage store automobiles, but it also has potential for guest quarters or office studios within the loft or attic. The massing shall conform to that of the primary structure.
- Carriage houses with living spaces above may include porches or balconies.
- Garages may be attached to the main house by an open breezeway or enclosed connector.
- Garage doors are discouraged from facing the street. Garage doors facing the street are subject to approval of the Town Architect. If a lot is adjoining an alley, then the garage is required to be accessed from that alley.
- Garage door openings should be no wider than 10'. Doors greater than 10' wide (i.e. double doors) shall be ???
- For front loaded lots the use of porte-cocheres is allowed. They should be designed as an extension of the porch. Open space under decks or steps are to be enclosed by wood lattice (vertical/ horizontal pattern only).
- Only the following uses of outbuildings are permitted:
  - Garden pavilions, greenhouses, and potting sheds
  - Gazebos, trellis structures, and arbors
  - Garages and workshops
  - Guest house and artist studio
  - Saunas, pool cabanas, and equipment enclosures

Prohibited:

- Garage may not face Primary Frontage unless it is free standing at the back of the lot.
- Long horizontal garage doors without panels or vertical emphasis.
- Porte-cocheres may never be enclosed.

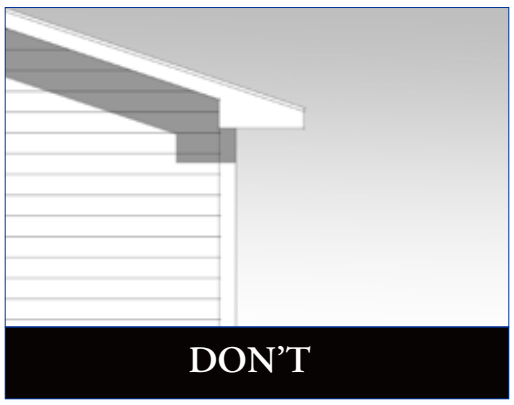
The following pages of text, diagrams, and photos serve as a continuation of and supplement to the Architectural Patterns outlined in the preceding pages. Following the recommendations provided, in conjunction with the "Do's" demonstrated, and avoiding the "Don'ts" shown will facilitate the drawing review process and assist in maintaining a high level of design quality at Old Town.

LEGEND

✓
Indicates a "Do"

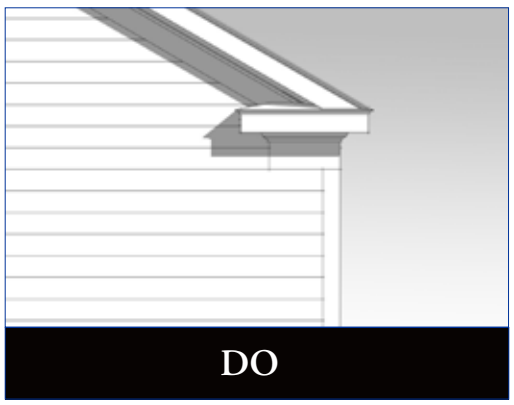
×
Indicates a "Don't"

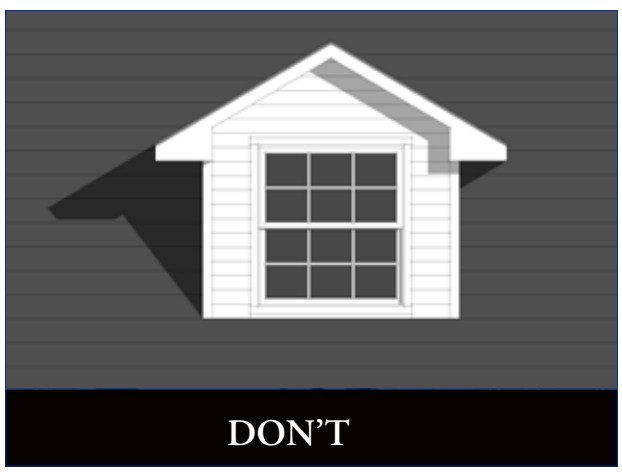
DO'S AND DON'TS FOR ROOFS & EAVES



×
Large "Pork Chop" boxed eaves are a common solution for eaves, but lack definition.

✓
Proper eaves are designed according to the style of the building and have corresponding overhang depth.

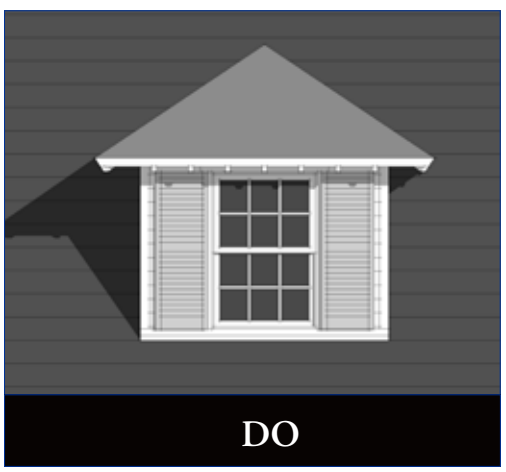




×
Use of siding between window and corner trim.

×
Dormer body is too wide with squat window proportion.

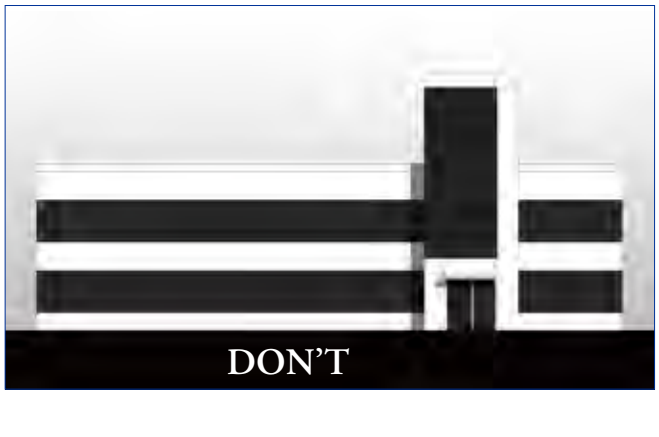
✓
Vertically proportioned dormer window corresponding to building style.



Do's & Don'ts for Facades

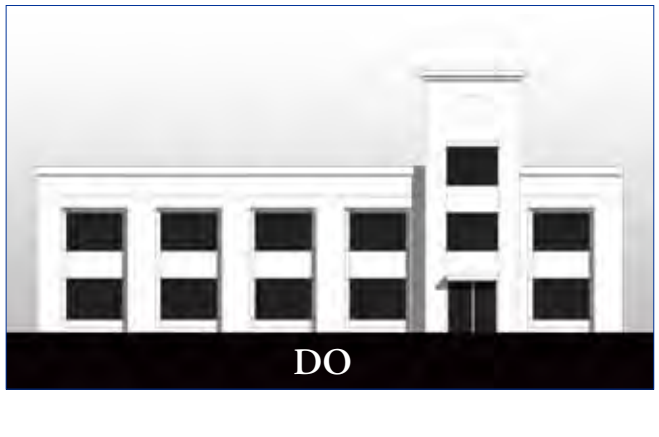
×
Contemporary residential massing tries to do too much, and will forever be dated.

✓
Simple massing is timeless.

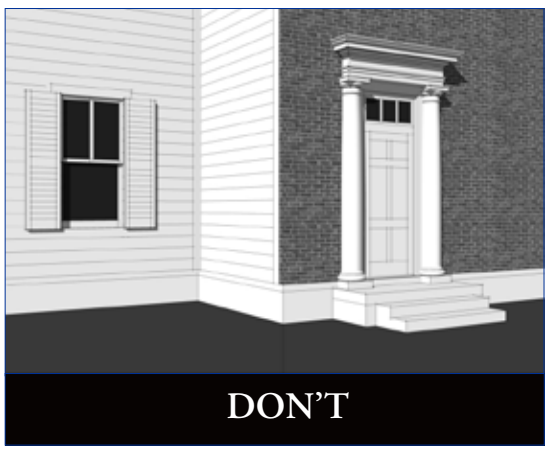


×
Horizontal ("band") windows divide buildings into layers appearing nonstructural.

✓
Building with hierarchy in its vertical layering and a bay rhythm horizontally.

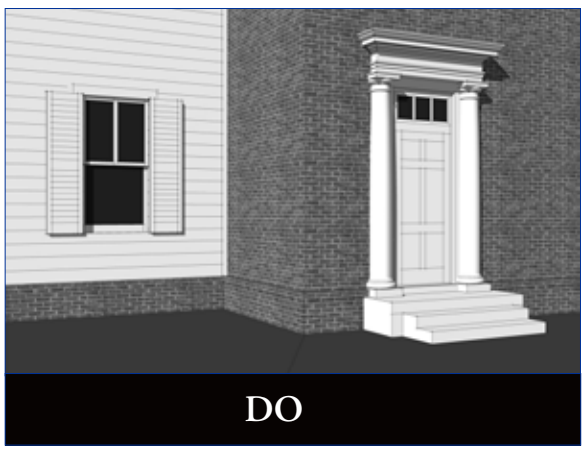


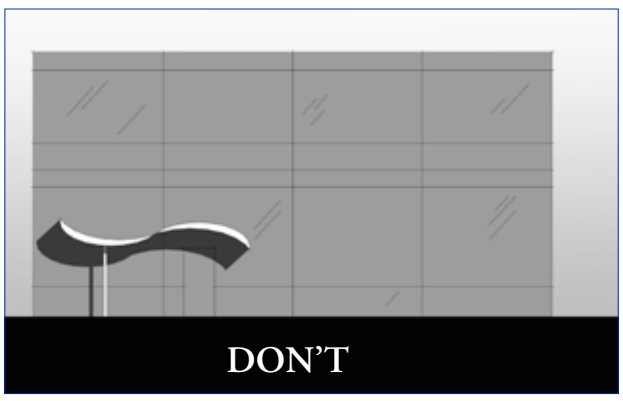
Do's & Don'ts for Wall Materials



×
Changing materials at outside corners give a pasted-on look to facades.

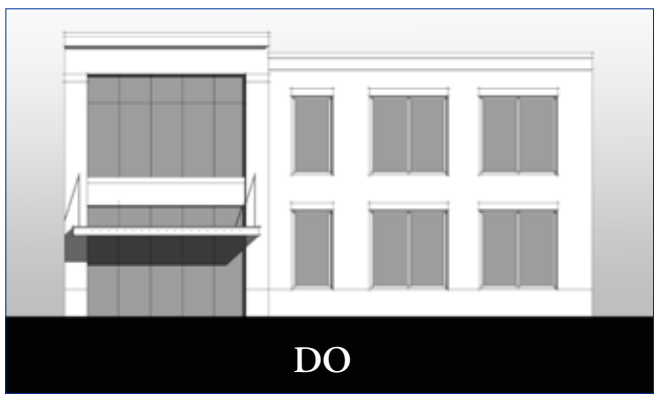
✓
Vertical joint properly located at inside corner and corresponding foundation material applied correctly.





×
Large, single-material buildings look alien in their environment.

✓
Mixed-material buildings create better neighbors along streets.



DO'S & DON'TS FOR DOORS & WINDOWS

DON'T

× Under-sized and ill-proportioned surround with improper window selections.

✓ Substantial entry surrounds give the door presence.

DO

DON'T

× Horizontally proportioned windows look awkward.

✓ There are many possible designs of vertical windows.

DO

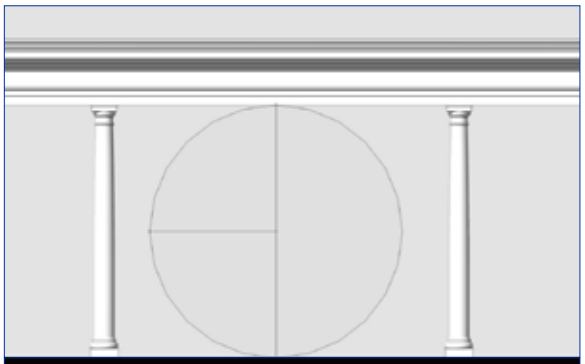
DON'T

× Mirror glass facades with little or no definition are confusing to pedestrians.

✓ Glass facades (transparent) can be a pleasing accent when set into a more opaque building façade.

DO

DO'S & DON'TS FOR ADD-ONS



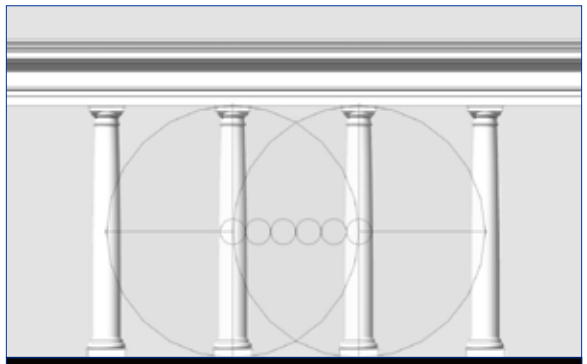
DON'T

×

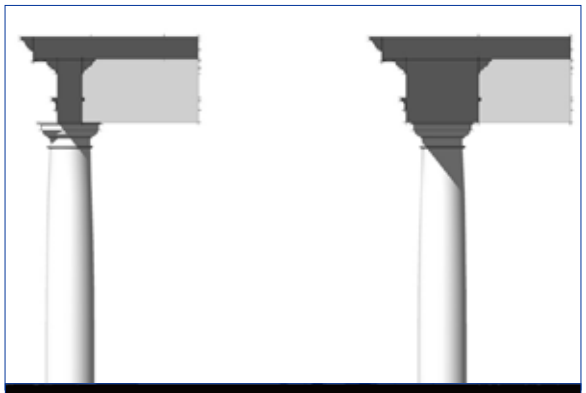
Column spacing is too wide and columns too narrow giving the feeling of structural inadequacy.

✓

Properly sized and spaced columns have vertical proportioned openings and feel stout.



DO



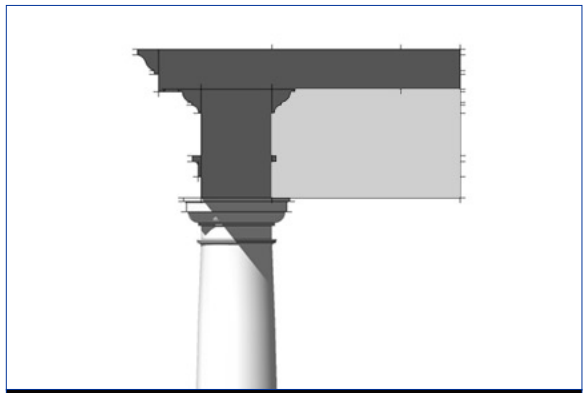
DON'T

×

Column appears too small or too large because of alignment with beam.

✓

Properly sized column aligns the shaft with the beam.



DO

NOTES ON THE LIST OF DON'TS

Intent:
This list on architectural "Don'ts" encompasses many common issues and elements which can detract from the quality of architecture and place. Many of these items are addressed in these Design Guidelines, and this list is by no means exhaustive. Designers and builders should note that the Town Architect will key into these items and the presence of most will be grounds for denying design approval. **The following items are to be avoided on all buildings at Old Town -**

Resources:
- *Get Your House Right: Architectural Elements to Use & Avoid* by Marianne Cusato, Ben Pentreath, Richard Simmons, & Leon Krier.
- *Traditional Construction Patterns: Design and Detail Rules-of-Thumb* by Stephen Mouzon and Susan Henderson.

Building Walls/Colors:
- Rustication or brick openings without an articulated arch. *See photo A page 53.*
- Wire-cut brick.
- Joints in center of arches.
- Masonry lintels shorter than 7 5/8" tall (3 courses of brick).
- Masonry lintels that do not extend past the edges of wall opening.
- Brick arches without a consistent center line. *See photo B page 53.*
- Soldier course brick window lintels.
- Brick openings without expressed arch support.Vinyl or synthetic "wood grain" siding.
- Corner boards not thick enough to 'catch' siding.
- Stone veneer with random, non-horizontal joint coursing.
- Exposed brick core holes.
- Use of more than two (2) wall materials on any facade. *See photo D page 53.*
- Aluminum or vinyl siding.
- Heavily textured stucco finishes.
- Cut brick courses at the top of walls or window openings.
- Changes in vertical wall materials at the outside corners. *See photo H page 53.*
- Arches without support. *See photo E page 53.*
- Lintels shorter than 1/5 of opening.
- Eave trim overlapping or intersecting an arch.

Doors:
- Door panels with widths smaller than stiles and rails.
- Plate glass transoms and sidelights.
- Stamped metal doors at Primary Frontages.
- Wood door trim narrower than 3 1/2".

Dormers:
- Skylights.
- Use of siding material between a dormer window and the dormer jamb/cornice.
- Brick dormer faces, unless they are an extension of facade.
- Use of siding on a dormer face, other than in the gable.

Windows:
- False shutters without hardware, and/or not sized to window opening.
- Horizontally proportioned window panes and/or openings.
- "Picture-framing" windows. *See photo F page 53.*
- Ganged windows without a 4" wide dividing mullion.
- Transoms over windows.
- Snap in muntins on windows.
- Grilles between window glass without **muntin** bars mounted to outside of glass as well.
- Plate glass picture windows.

Windows continued:
- Brick moulding window surrounds on wood walls.
- Wood window trim narrower than 3 1/2".
- Metal awnings are prohibited.
- Dark tinted or reflective glass, glass block, window-mounted air conditioner units, and molded vinyl shutters are prohibited.
- Isolated transom windows (transom window without door beneath). *See photo J page 53.*

Roofs & Cornices:
- Stacking multiples of the same moulding type in a row or on top of each other.
- Parapets taller than 1/3 of order/column below.
- Pediment roof slopes greater than 36 degrees.
- "Pork Chop" boxed eave returns. *See photo G page 53.*
- Overly complex roofs. *See photo C page 53.*
- Hip roofs with very short ridges.
- Roof slopes of 45 degrees.
- Long continuous strip vents at eaves.
- Exposed rafter tails smaller than 2'x 6'.
- Plastic gutters.
- Square or rectangular downspouts.
- Undersized brackets that do not extend to the face of the eave.
- Overly large dentil moulding bands.
- Improperly detailed triglyphs.
- Omitting the frieze board.
- Overlapping gables, except in Arts and Crafts style.
- No rooftop mechanical units may be visible from street rights-of-way.
- Rooftop utilities shall not be located on Primary Frontages.
- Oversized hip and valley caps are prohibited.

Chimneys & Foundations:
- Siding on chimneys.
- Draft-inducer chimney caps.

Porches, Balconies, & Bays:
- Face of porch beams not aligned with neck of column. *See photo I page 53.*
- Square pilasters projecting more than 1/4 of their width.
- Engaged round columns projecting less than 3/4 of their diameter.
- Using cyma recta (aka "Ogee") moulding as a cap or base of a post, column, corner board, etc.
- Two-story columns in groups of less than 4.
- Bay windows or balconies or canopies without brackets or visible means of support.
- Improperly proportioned or detailed Classical Orders.
- Extruded aluminum columns.
- Columns without entasis or proper Classical Order detailing.
- Vertically ribbed vinyl "beams."
- Column bases protruding beyond the edge of porch flooring.

Railings:
- Stairs to accessory buildings may not encroach on any setback.

Outbuildings & Parking Structures:
- Garage may not face Primary Frontage unless it is free standing at the back of the lot.
- Long horizontal garage doors without panels or vertical emphasis.
- Garage doors greater than 9' wide.
- Porte-cocheres may never be enclosed.
- Arched windows in garage doors. *See photo K page 53.*

A. Rustication or brick openings without an articulated. arch.

B. Brick arches without a consistent center line.

C. Overly complex roofs.

D. Use of more than two (2) wall materials on any facade.

E. Arches without support.

F. "Picture-framing" (no sill) windows.

G. "Pork Chop" boxed eave returns.

H. Changes in vertical wall materials at the outside corners.

I. Face of porch beams not aligned with neck of column.

J. Isolated transom windows (transom window without door beneath).

K. Arched windows in garage doors.

Old Town

ARCHITECTURAL STYLES INSPIRATION GALLERY

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The OLD COLUMBUS MERCANTILE style is an interesting architectural variation featuring simple expressive forms balanced with sometimes intricate and always interesting textural detail. It might be better termed as "Main Street Vernacular" since it is a building style found on main streets in all sizes of towns and cities across the country. As with all national styles of architecture, there are common elements that create the framework for the local vernacular to graft onto and adapt to a particular tradition or use.

Above all else, Old Columbus Mercantile buildings address the practical needs of the building occupants and its visitors. Historically they range in size from the one-story small shops of individual merchants to the 3 to 4 story mill buildings that housed the manufacture or storage of the goods to be sold on Main Street. Large glazed openings of ganged windows and doors maximize the view of goods for sale to passers-by and provide generous light for the interior as many buildings only have light from one wall.

Upon this utilitarian need for visibility the wonderful creativity of brickwork and wood trim satisfied the more ephemeral need for visual interest, distinction, and beauty. An Old Columbus Mercantile building celebrates its status on the street as a handsome accompaniment to its neighbours.

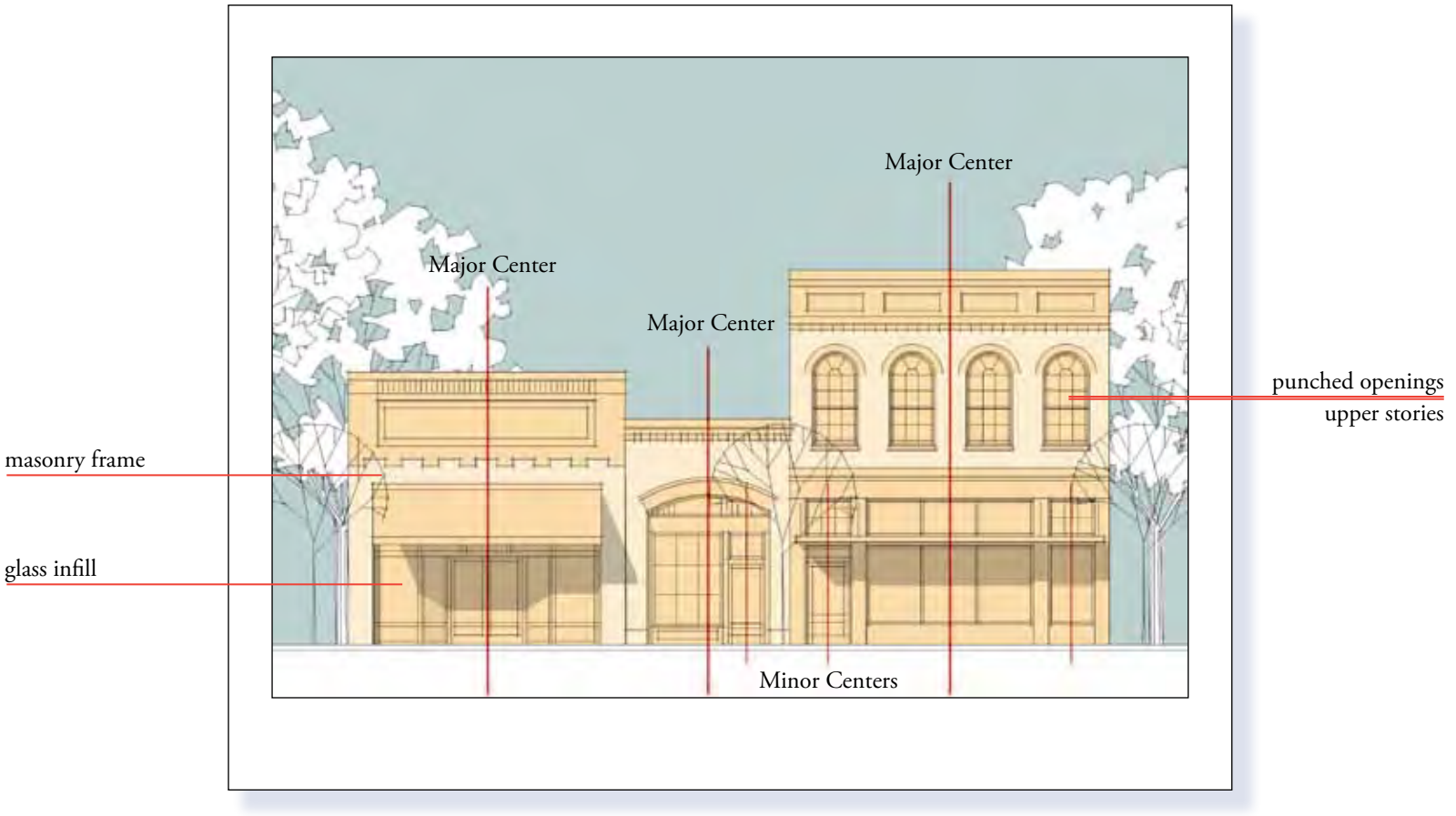
IDENTIFYING FEATURES - Please refer to the image above for visual representations of the features listed below.
1. Masonry veneer wall construction
2. Flat roof or low slope with ornamented parapet
3. Punched openings at upper floors with higher concentration of glazing at lower level
4. Brick and masonry detailing (i.e. corbeling, banding, arches, stone accents, or decorative motifs)
5. Horizontal and vertical banding suggestive of post and lintel structure
6. Large glazed storefront on street
7. Awning roofs for shading

ADDITIONAL RESOURCES:
-*A Field Guide to American Architecture* by Carole Rifkind.
- Photographic surveys of existing noteworthy buildings performed by Historical Concepts in historic downtowns and on the main streets of regional cities and towns such as Columbus, GA; Madison, GA; LaGrange, GA; Newnan, GA; Senoia, GA; Milledgeville, GA, and Macon, GA.

Hotel Warm Springs
HOTEL WARM SPRINGS

Village Tailor

RAYMOND JAMES



OLD COLUMBUS MERCANTILE DESIGN CONCEPTS

SYMMETRY - An Old Columbus Mercantile building will have a structural order guided by the width of the overall building and its division into smaller bays. There is a freedom in the choice and the number of bays present, which are only limited by the practical requirements of the structure and the overall length of the property. Common bay numbers are 1, 2, 3, 4 , and 5.

PROPORTION - Old Columbus Mercantile proportions are based upon and generated from very simple formulas and are extremely responsive to utilitarian necessities (structural spans, column heights, etc.). Wall opening dimensions need to honor standard masonry unit sizes, as well as minimizing awkward material cuts and misaligned openings. Building corners should maintain a 24" solid surface before the introduction of any glazing to better 'carry' the building. The overall goal of the style should be an appearance of solid simplicity.

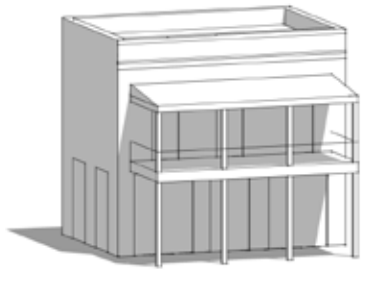
SURFACE - An Old Columbus Mercantile surface is well detailed. Door openings are recessed deeply, a minimum of 6", and parapets can project as much as 36" with transitional depths or visual supports building up from 0 (wall plane) to 36 (edge of cornice). The use of shade and shadow is very important to the reading of an Old Columbus Mercantile building. Simple, ornamental brickwork is a way for the store-owners to differentiate themselves from their neighbors while being practical and using very similar construction methods and dimensions. If handled with attention and care and based upon historic examples, this design style can be very pleasing to the eye.

HIERARCHY OF SCALE - Masonry details are more prevalent in this style than others and may take more study and care to execute successfully. Any and all efforts exerted in this area will result in a more valuable and attractive structure.

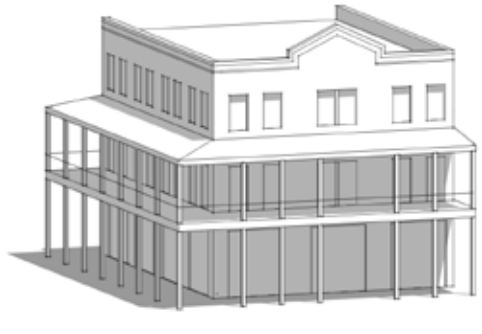
OLD COLUMBUS MERCANTILE MASSING EXAMPLES

Gabled massing with front porch

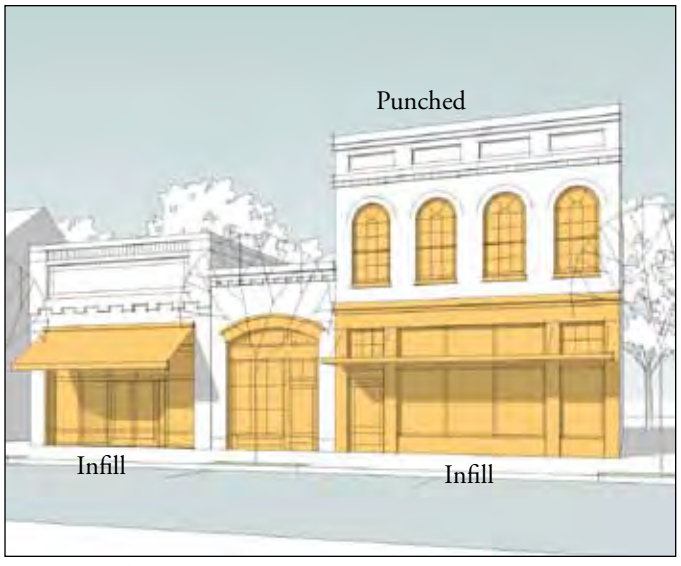
Narrow 3-bay, 2-story with flat roof



Wide 3 or 5 bay with flat roof and 2-story porch



3-story corner building with flat roof and 2-story porch



OPENINGS & FRAMEWORK

Old Columbus Mercantile building openings are one of two types; punched or infill. Punched openings typically occur in the upper stories of mercantile buildings, while the infill is usually used in the ground floor to increase glazing (glass) area. The punched openings are large in order to maximize the penetration of light into the building interior. Punched openings can be handled in a variety of ways, but all should be recessed from the wall by at least 4". The primary design intent of these openings is to be functional yet simply adorned in a way that expresses the structural components of the elevation.

PARAPETS

On the parapet of an Old Columbus Mercantile building you see the greatest expenditure of design creativity in this style. An amazing variety can be achieved through simple manipulations of a small, standard building component: the brick. Its plain rectangular shape does not immediately equate with beauty or complexity, but a simple glance at the accompanying images will illustrate its wonderful possibilities.

Old Columbus Mercantile parapets can be as simple as a single row of offset brick in the same coursing or elaborate with a mixture of ornamental sheet metal or wood cornice detailing and brick surrounds. Wall coping is typically natural or cast stone 6”- 8” thick or metal flashing. Coping heights range from 24”- 48”.

STOREFRONTS & SIGNAGE

Old Columbus Mercantile Storefronts are large with infill between masonry piers or punched into the wall plane similar to upper story windows in this style. The storefronts are typically larger in width than height and contain the majority of glazing (glass) punctuated by the entry doors to the interior. Wood or Metal framing up to 12" in width provides the framework for the window sash and doors, which can be a combination of both large and small panes.

The two main style concepts to maintain here are pane proportions between windows and doors and being cognizant that as one rises in elevation the panes typically decrease in size. Metal columns and entablature can add another layer of scale to the building but are not required. Within the general rectangular openings the entry doors may be placed in any desired composition as symmetry at this smaller scale is less necessary for success - often the entry bay is recessed further into the building than the surrounding windows to create a covered area and to accentuate the entry. Entries should be larger than normal, often exceeding one door in width and entry doors should be at a minimum 50% glazed.

Other building bays may have additional entry points but the main entry should always be clear to the pedestrian. The simplest way to accomplish this clarity is by placing the store signage directly over the main entry point, either on the awning or applied directly to the wall or entablature above the entry. Larger scale signage to be viewed from afar is best located on the parapet wall surface.

BRICKWORK & DETAILS

Brickwork and accent masonry details are one of the identifying hallmarks of the Old Columbus Mercantile style. The offsets and angles are typically exaggerated to create bold, vibrant shadows that enliven the overall building facade. The primary locations for this type of detail to occur are the parapet, the window heads, and between the storefront and upper story windows.

PORCHES, AWNINGS, BALCONIES

Old Columbus Mercantile awnings can range from flat metal planes held out from the wall surface by links or chains to soft, striped, or curved canopies that move in the breeze. There are no hard and fast typical rules for such a variety of design possibilities, hard or soft, shallow or deep, low or high pitch, sign or no sign. But the awning should relate to and enhance the overall building composition.

Either single story or multi-story porches are appropriate to provide refuge from the hot southern sun for pedestrians. The ground story of porches may be constructed of masonry and have a trabeated or arcuated loggia. However, balconies and porches on upper levels must be of lighter building materials such as wood and iron. A balcony must appear to be structurally supported by means of brackets.

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The CHATTAHOOCHEE INDUSTRIAL style is inspired by historically utilitarian buildings such as mills and warehouses. Such buildings can be found along historic railroad corridors and waterfront ports throughout the region and country. This style shares many similarities with the Old Columbus Mercantile, but is in all areas simpler, with detailing focused on a few select portions of the buildings. As in all national styles, there are common elements that create the framework for the local vernacular to graft onto and adapt to particular traditions or uses.

Chattahooche Industrial buildings addresses the practical needs of the building owners and merchants in the area. Typically they range in size from the one-story warehouses and train depots up to the 3 to 4 story mill buildings with towers and smoke stacks that housed the manufacture or storage of the goods to be sold on Main Street. Large glazed openings of ganged windows and doors maximize the accessibility for loading and unloading goods, as well as maximize natural daylight for the workers inside.

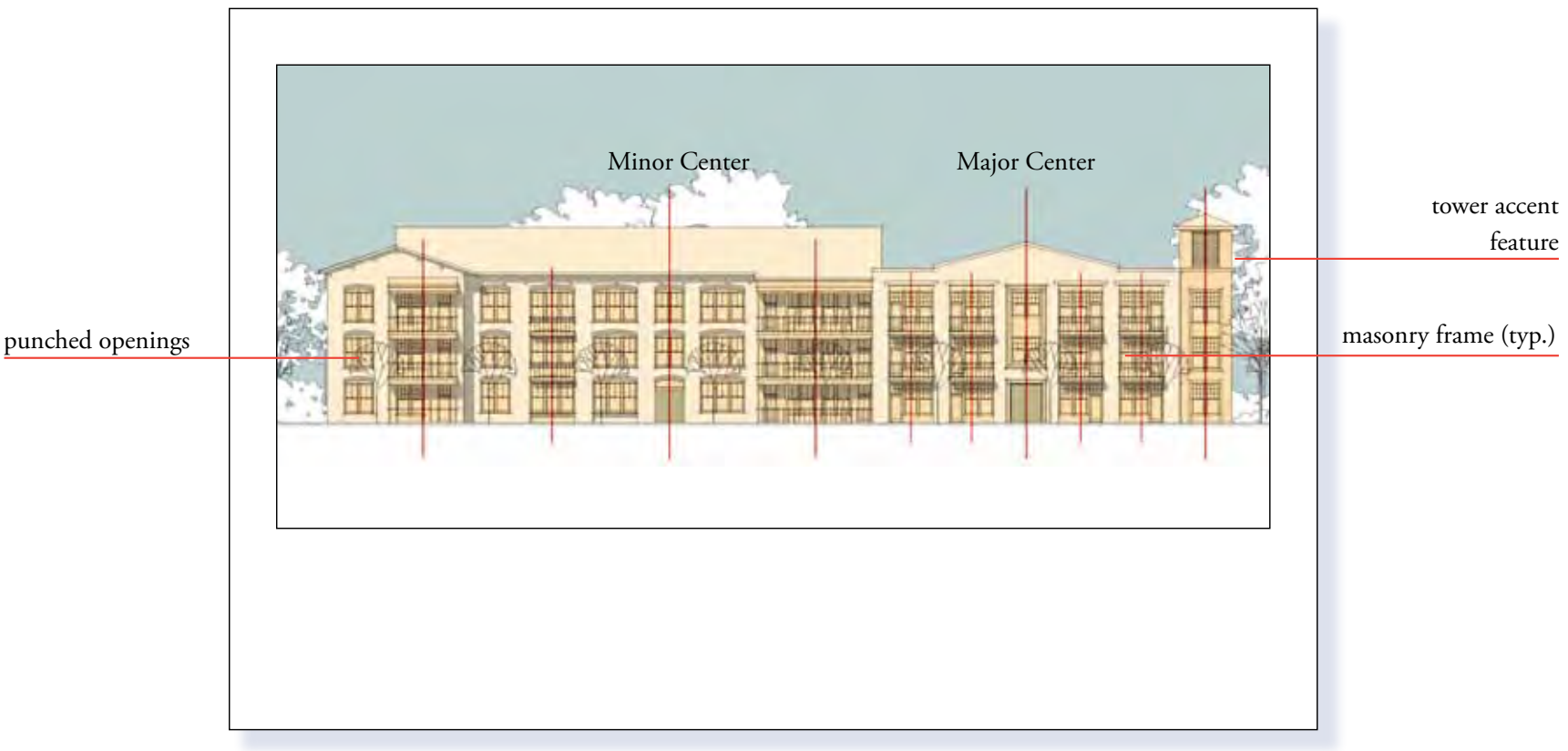
While the Chattahooche Industrial buildings are utilitarian, they also serve as a visible advertisement for the company and commerce, so attention to detail is not overlooked here as it is in many other industrial buildings today. The brickwork and trim are focused in a few select areas, visible to the public and visitors, and satisfy the need for visual interest and beauty in this building type. A Chattahoochee Industrial building celebrates Columbus's history while serving as a functional space for many modern uses.

IDENTIFYING FEATURES - Please refer to the image above for visual representations of the features listed below.
1. Exterior masonry wall construction
2. Flat roof with ornamented parapet or low slope roofs
3. Brick and masonry detailing (i.e. corbeling, banding, arches, or decorative motifs)
4. Horizontal and vertical banding suggestive of masonry structure

ADDITIONAL RESOURCES:
-*A Field Guide to American Architecture* by Carole Rifkind.

SOL LOEB COMPANY WHOLESALE

COLUMBUS STATE



CHATTAHOOCHEE INDUSTRIAL DESIGN CONCEPTS

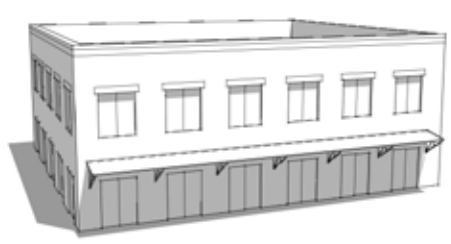
SYMMETRY - A Chattahoochee Industrial building will have a structural order guided by the width of the overall building and its division into smaller bays. Bays were generally wide enough to serve a truck or train container. The choice and the number of bays are only limited by the practical requirements of the structure and the overall length of the property.

PROPORTION - Chattahoochee Industrial proportions are based upon and generated by simple formulas and are very responsive to utilitarian necessities (structural spans, column heights, etc.). Wall opening dimensions need to honor standard masonry unit sizes, minimizing awkward material cuts and misaligned openings. Building corners should maintain a 24" solid surface before the introduction of any glazing to better 'carry' the building. The overall goal of the style should be an appearance of solid simplicity.

SURFACE - A Chattahoochee Industrial surface is generally simple and monolithic, with articulation at the parapet and around doors and windows. Openings are recessed a minimum of 4" and brick work at the parapet often extends between 6" and 36", with transitional depths or visual supports building up from 0 (wall plane) to 36 (edge of cornice). The use of shade and shadow to illustrate the regular rhythm of a Chattahooche Industrial building is very important. Simple, ornamental brickwork is a way for the companies to differentiate themselves from their competitors while being practical and using very similar construction methods and dimensions. If handled with attention and care and based upon historic examples, this design style can be very pleasing to the eye.

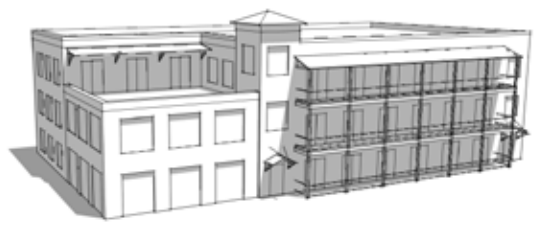
HIERARCHY OF SCALE - Masonry details are more prevalent in this style and may take more study and care to execute successfully. Any and all efforts exerted in this area will result in a more valuable and attractive structure.

CHATTAHOOCHEE INDUSTRIAL MASSING EXAMPLES

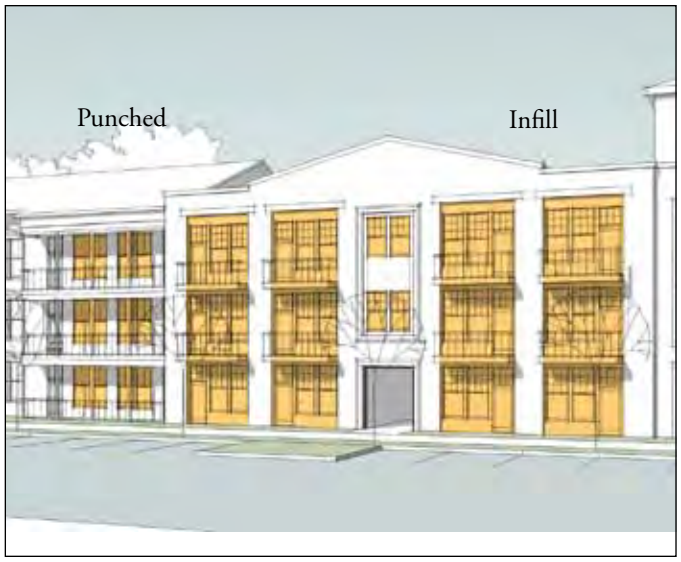


Simple rectangular mass with equal bays, punched openings, and applied awning

Low-slope gable roof with expressed vertical piers



Complex combination of simple elements to evoke evolution over time



OPENINGS & FRAMEWORK

Chattahoochee Industrial building openings are one of two types; punched or infill. Punched openings typically occur in the upper stories of mercantile buildings, while the infill is usually used in the ground floor to increase glazing area. The punched openings are large in order to maximize the penetration of light into the building interior. Punched openings can be handled in a variety of ways, but all should be recessed from the wall by at least 4".

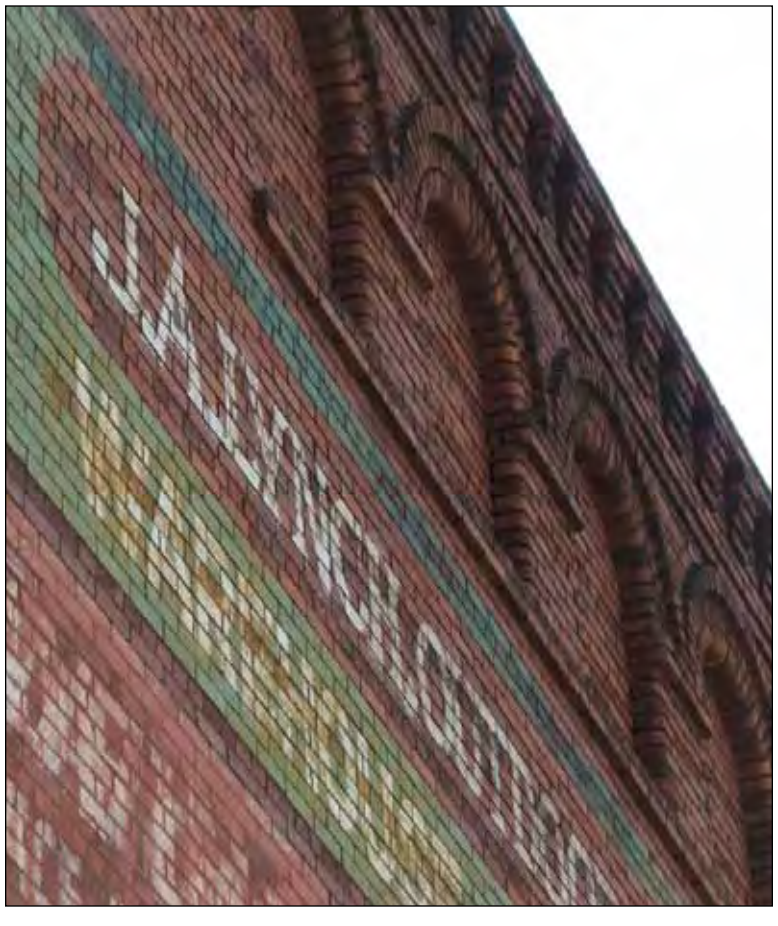
The primary design intent of these openings is to be functional yet simply adorned in a way that expresses the structural components of the elevation.

BRICKWORK & DETAILS

Chattahoochee Industrial brickwork and accent masonry details are simple and sparse, though complex examples are also seen. Generally the details take the form of offset corbelled brick, stone bands, or accent pieces. These exaggerated offsets create bold, vibrant shadows that enliven the overall building facade. The primary locations for this type of detail to occur are the parapet, the window heads, and between the storefront and upper story windows. It is also appropriate to use the parapet to paint or engrave signage.

SIGNAGE

A unique feature of the Chattahoochee Industrial building is the integration of signage into the architecture. The most common form this takes is painted signs located in or just below the parapet. Signage may also be incorporated into stone work or brickwork in the parapet of the building. Painted signage may also be used to enliven any expanse of wall between openings. It is important for painted signage to utilize only two to three bold colors and simple graphics.



BALCONIES & RAILINGS

Chattahoochee Industrial buildings often have awnings or porches to shade their large openings from the hot afternoon sunlight. These awnings and porches are utilitarian. Porches and balconies should be constructed of simple metal shapes that are readily avaiable, and balcony floors should be concrete slabs or metal grates. Balconies should be supported by large metal brackets. Railings should also be simple metal pieces; for example, straight metal pickets, metal mesh, or metal cables are appropriate for this style.

TOWERS

Another architectural feature unique to Chattahoochee Industrial buildings are towers. Historically towers had varied uses; hauling cargo, grain elevators, observing the premises, ventilation, smoke stacks, and or water towers. Towers were placed at strategic locations, generally at the end of a building, though they may also be used to mark a central entry point. It is appropriate to place towers to terminate long vistas on streets and act as a visual landmark.

Towers should have a clear base, shaft, and crown. The base should be more solid and heavier building materials are appropriate at the ground level. As a general rule of thumb, transparency should increase as one moves up the tower, though the crown may be solid masonry. The crown often contains louvers or vents instead of windows or doors in order to draw the heat away from the inhabited space.

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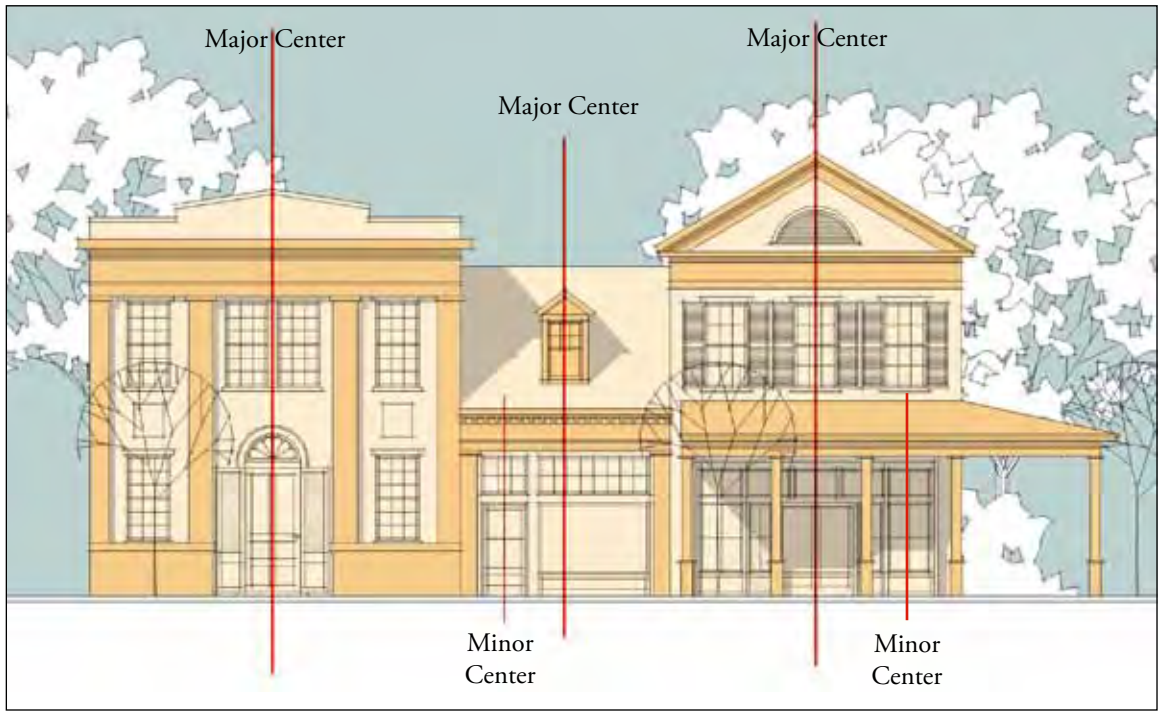
The UPTOWN CLASSICAL architectural style encompasses elements from Federal, Georgian, and Classical Revival styles inspired by English and Colonial precedent. The classical buildings found in and around Columbus, Georgia share the core characteristics of the classical tradition, but express subtle regional differences. This style is found in many public buildings, college campuses, and stately homes around the region.

The dominant features of these buildings are simple and symmetrical massing, embellished by more refined classical ornamentation. Roof forms are typically gabled or hipped with slopes no greater than 6:12. In most cases these buildings are constructed with brick and/or stone masonry with the higher style examples using cast stone for their ornamentation. More modest examples are constructed of brick masonry with wood ornamentation. The entries and doors are often intricately detailed to bring a pedestrian scale to some of the larger structures.

IDENTIFYING FEATURES - Please refer to the image above for visual representations of the features listed below.
1. Simple volumes, additive porches, or smaller wings used to make more complex shapes
2. Recessed colonnades are also common
3. Symmetrical composition of doors and windows
4. Simplified classical detailing at entries, windows, cornices, and walls
5. Roof pitches typically 6:12 or less for the main massing with shallower pitches (3-5:12) for frontal triangular gables or secondary masses and porches

ADDITIONAL RESOURCES:
-*A Field Guide to American Architecture* by Carole Rifkind.
-*The American Vignola* by William Ware.
-*Classical Architecture* by Robert Adam.

UNITED STATES POST OFFICE AND COURT HOUSE



UPTOWN CLASSICAL DESIGN CONCEPTS

SYMMETRY - The most prominent feature of an Uptown Classical building will be its bilateral symmetry; each side generally matching the other along the imaginary centerline. This symmetry mimics the natural 'design' of animals and humans.

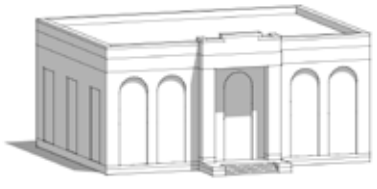
PROPORTION - The organization of an Uptown Classical building is based upon and generated from proportions which can be found in nature and many historic structures. The classical canons of Tuscan, Doric, Ionic, and Corinthian proportions can be applied to appropriately size cornices, columns, openings, pedestals, and bases. Typical ratios include 1:1, 1:2, 1:3, 2:3, 3:5, and 1:1.618 (the Golden Section)

SURFACE - Monumental Uptown Classical buildings should be constructed of lasting materials such as brick, stone, or stucco. Buildings that are more commercial in nature may have wood trim and buildings more residential in nature may be constructed primarily of wood. Openings should be recessed into masonry walls a minimum of 2".

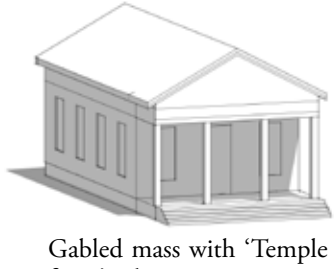
HIERARCHY OF SCALE - An Uptown Classical building can be a stand-alone monument or part of the urban fabric. It includes large scale elements such as porticoes, which can be experienced from a distant urban scale, and small scale elements such as mouldings to relate to the smaller human scale. However, all sizes of details require the use of appropriate proportions to compose an aesthetically pleasing and successful building.

UPTOWN CLASSICAL MASSING EXAMPLES

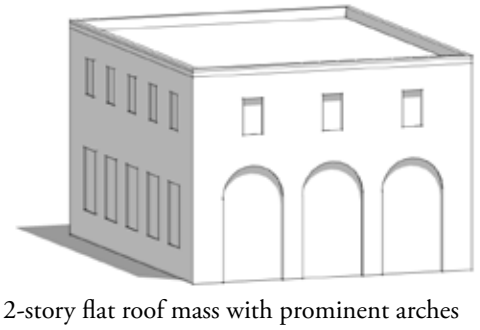
gabled main mass with shed roof porch addition



Classical 5-bay with flat roof



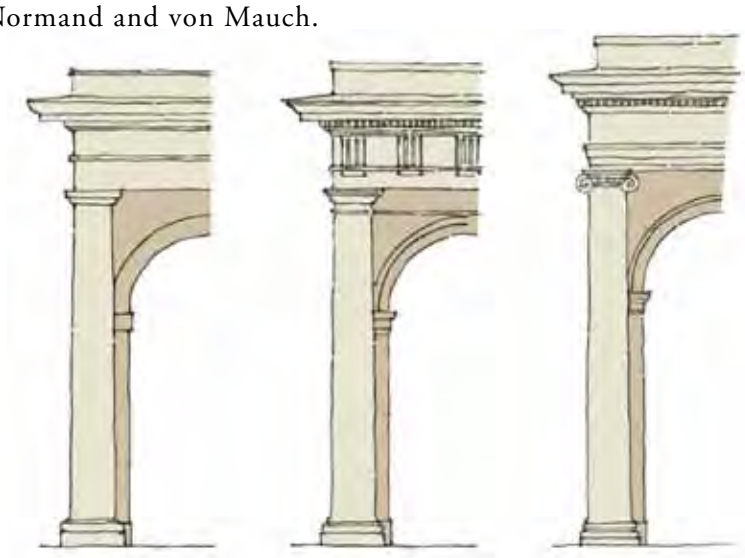
Gabled mass with 'Temple front' 3-bay portico



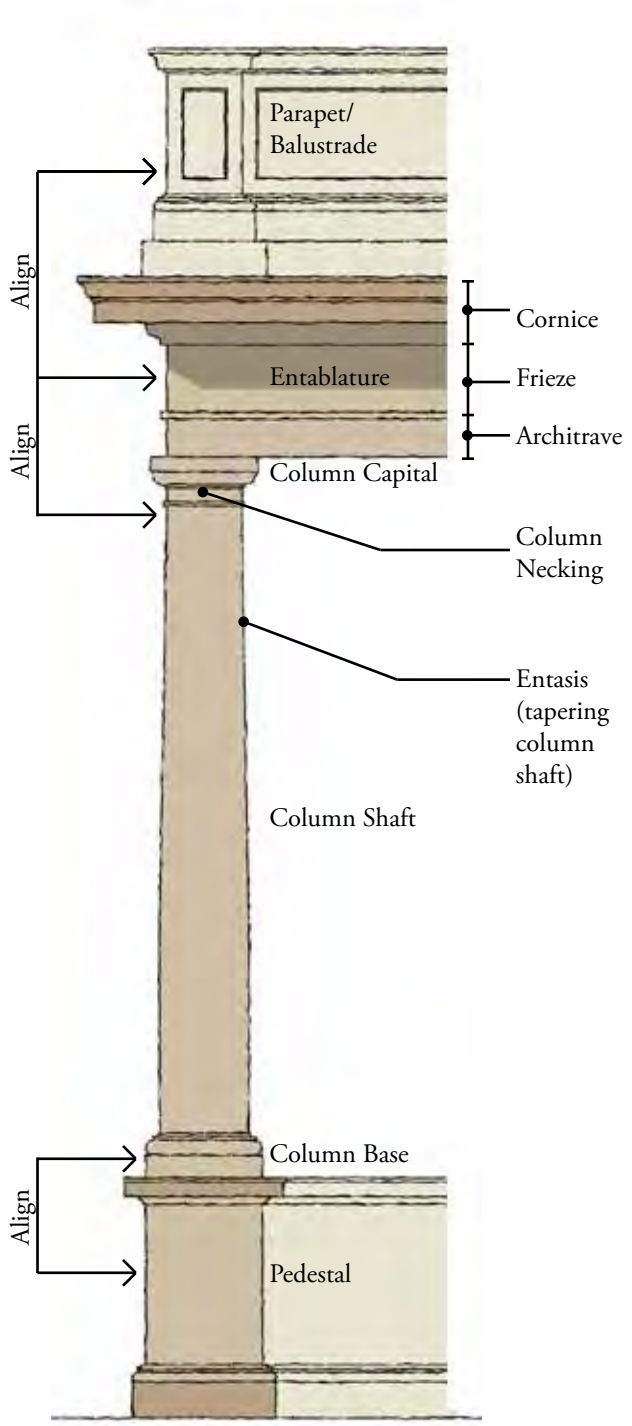
2-story flat roof mass with prominent arches

CLASSICAL DETAILS

Uptown Classical buildings draw heavily on classical details for embellishments at important portals and horizontal planes. The profiles and proportions of these details are dictated by well documented classical traditions. The most prominent proportional systems are expressed in the classical canonical orders of Tuscan, Doric, Ionic, and Corinthian. More information about these traditions can be found in additional resources such as *The American Vignola* by William Ware or *Parallels of the Classical Orders of Architecture* by Normand and von Mauch.



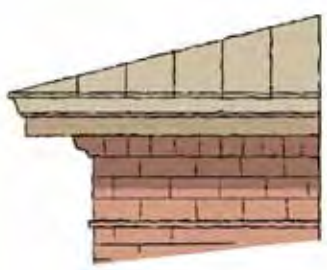
Arch Conditions - Tuscan, Doric, Ionic (left to right)



Basic Classical order components

Gable with Stone Cornice - High Style

Gable with Wood Cornice - Mid-Style



Classical Brick Cornice with Hip Roof

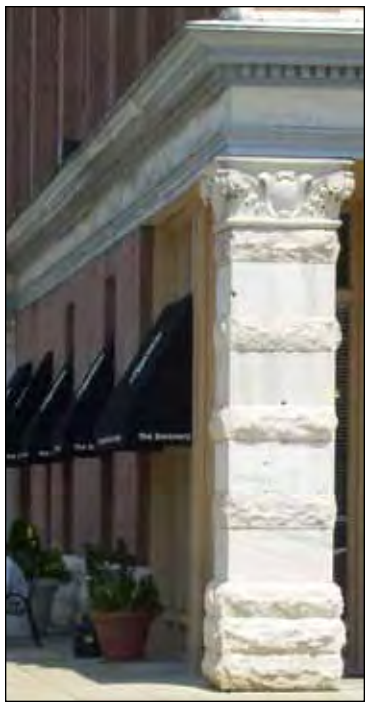
ENTRY FEATURES & DOORS

The entries into buildings of the Uptown Classical style are the most articulated elements on the facade. They are highlighted with ornamental embellishments and other architectural features. The entry most often occupies the central bay on a bilaterally symmetrical facade. Specifically on Public Buildings, there is often a large loggia or arcade that provides shelter and a place for people to gather. These arcades feature an odd number of bays, with the entry occupying the central bay. Retail buildings may have a flat expression of an arcade filled with glass as their storefront windows. Storefronts can also take the form of large trabeated openings with an articulation of small pilasters and mouldings around the glass within the large masonry opening.

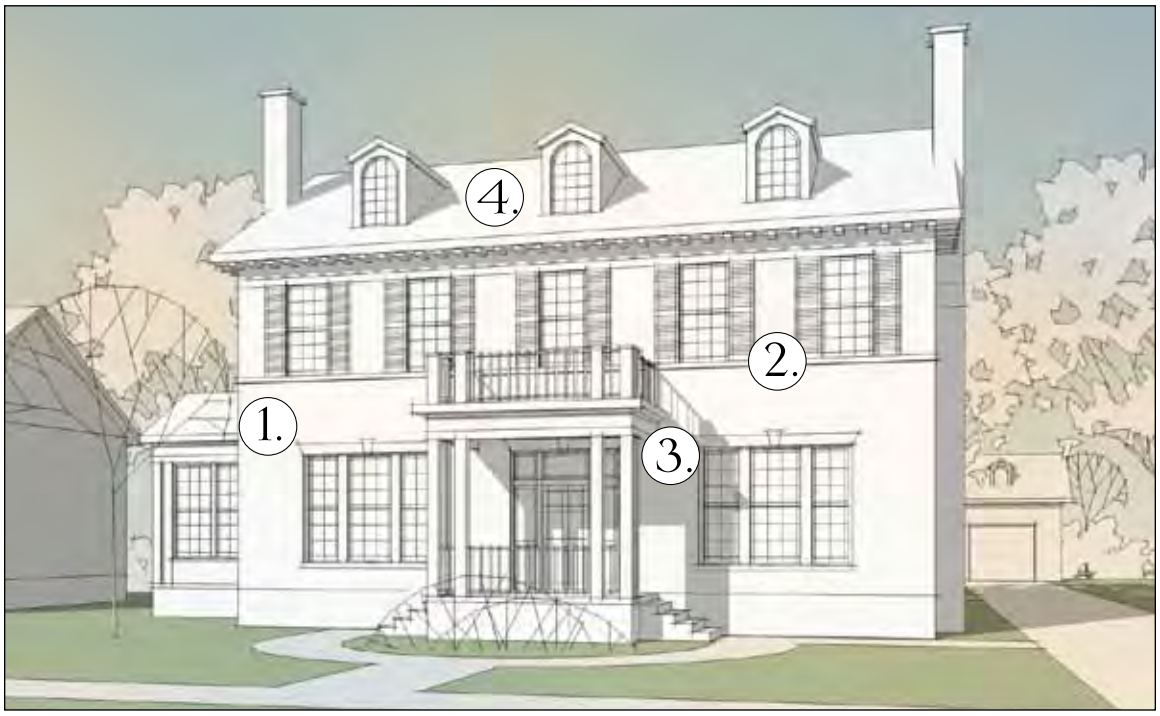
WINDOWS, DORMERS, & VENTS

Windows on Uptown Classical buildings shall be vertical in proportion, though several windows may be ganged in order to form a more horizontal composition. Windows may have a half-round or elliptical head. Windows should be operable, with double-hung or casements preferred. Standard minimum window size shall be 2'-8" in width and 5'-0" in height. Window head heights should align at each story of the building. Dormers, where appropriate, should be constructed of wood and not masonry as the main body of the structure. Small accent windows in non-rectangular shapes are allowed for accents such as in the pediment of a facade. Windows should be articulated as punched openings with inset wood trim. The masonry opening may be articulated as a round, elliptical, or jack arch. Shutters may be used, but must be sized appropriately to the opening and have functioning hardware and hinges.

BRICKWORK - STONEWORK



Brick or stone may be used to create texture on the facades of Uptown Classical buildings. Contrasting brick or stone may be used in horizontal bands to imply a base, watertable, or cornice. Quoining may be implied at the corners of buildings, surrounding large openings, or below the edges of a pediment to imply pilasters. Contrasting or protruding brick or stone may be used to highlight architectural features or imply a bay rhythm where no glazing is present.

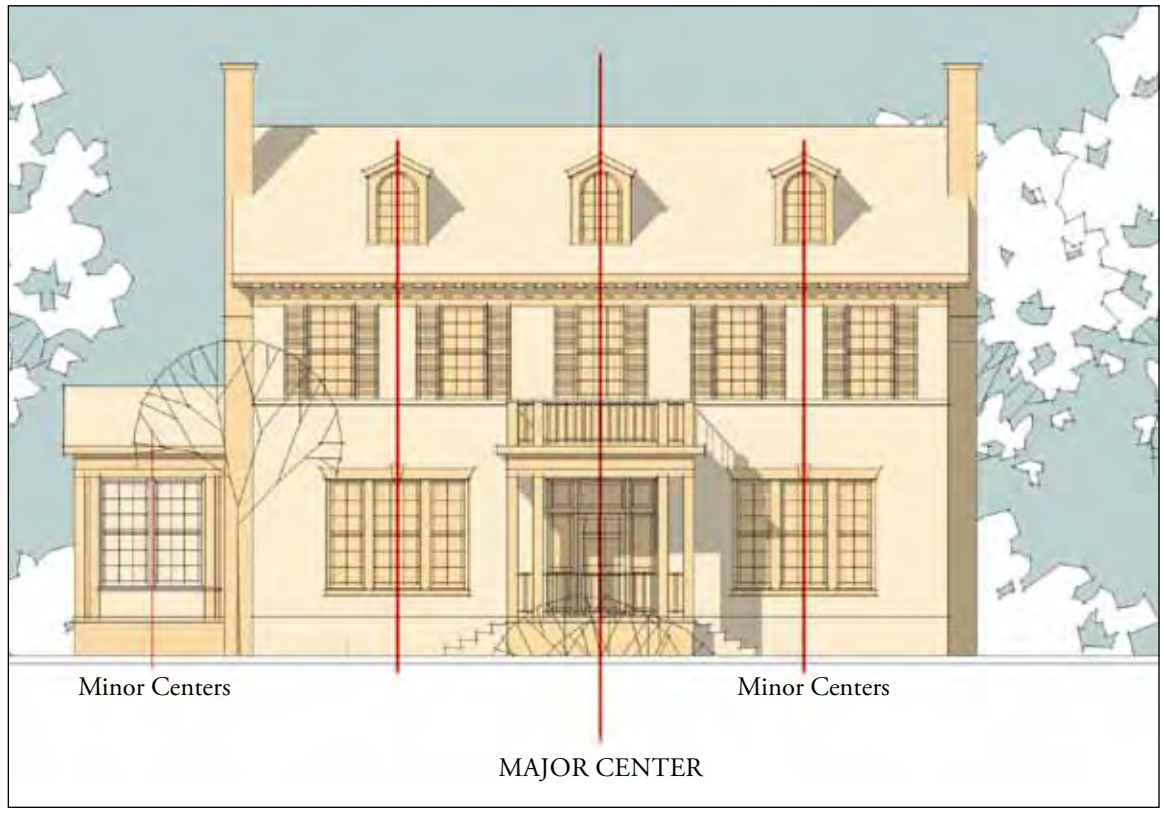


The WERACOBA COLONIAL architectural style encompasses elements from Federal, Georgian, and Classical Revival styles inspired by English and Colonial precedents. Many of the residential buildings found in and around Columbus, Georgia share the core characteristics of the Classical tradition, but express subtle regional differences. While the Uptown Classical style categorizes public and commercial buildings, the Weracoba Colonial style categorizes single-family residential buildings. This style is found mainly in stately homes around Columbus.

The dominant features of these buildings are the simple and symmetrical massing, embellished by more refined classical ornamentation. Roof forms are typically gabled or hipped with slopes no greater than 6:12. In most cases these buildings are constructed with brick and/or stone masonry. The higher style examples use cast stone for their ornamentation. More modest examples are constructed of brick masonry with wood ornamentation. The entries and doors are often intricately detailed to bring a pedestrian scale to some of the larger structures.

IDENTIFYING FEATURES - Please refer to the image above for visual representations of the features listed below.
1. Simple volumes, additive porches, or smaller wings used to make more complex shapes
2. Symmetrical composition of doors and windows
3. Simplified classical detailing at entries, windows, cornices, and walls
4. Roof pitches typically 6:12 or less for the main massing with shallower pitches (3-5:12) for frontal triangular gables or secondary masses and porches

ADDITIONAL RESOURCES:
-*The Abrams Guide to American House Styles* by William Morgan.
-*A Field Guide to American Houses* by Virginia and Lee McAlester.
-*American Houses: A Field Guide* by Gerald Foster.



WERACOBA COLONIAL DESIGN CONCEPTS

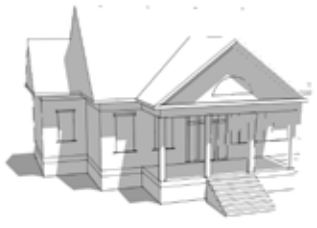
SYMMETRY - The most prominent feature of a Weracoba Colonial building is bilateral symmetry; each side generally matching the other along the imaginary centerline. This symmetry mimics the natural 'design' of animals and humans.

PROPORTION - The organization of a Weracoba Colonial is based upon and generated from proportions which can be found in nature and many historic structures. The classical canons of Tuscan, Doric, Ionic, and Corinthian proportions can be applied to appropriately size cornices, columns, openings, pedestals, and bases. Typical ratios include 1:1, 1:2, 1:3, 2:3, 3:5, and 1:1.618 (the Golden Section).

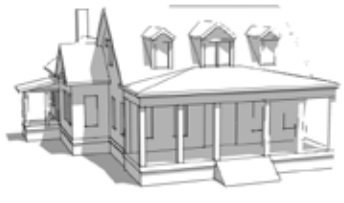
SURFACE - Monumental Weracoba Colonial buildings should be constructed of lasting materials such as brick, stone, or stucco. Buildings that are more vernacular in nature may have wood trim and may be constructed primarily of wood. Openings should be recessed into masonry walls a minimum of 2".

HIERARCHY OF SCALE - A Weracoba Colonial building includes large scale elements such as porticoes which can express importance and small scale elements such as mouldings to relate to the smaller human scale. However, all sizes of details require the use of appropriate proportions to compose an aesthetically pleasing and successful building.

WERACOBA COLONIAL MASSING EXAMPLES



Crossing gable main mass with 3-bay 'Temple front' portico and secondary gable

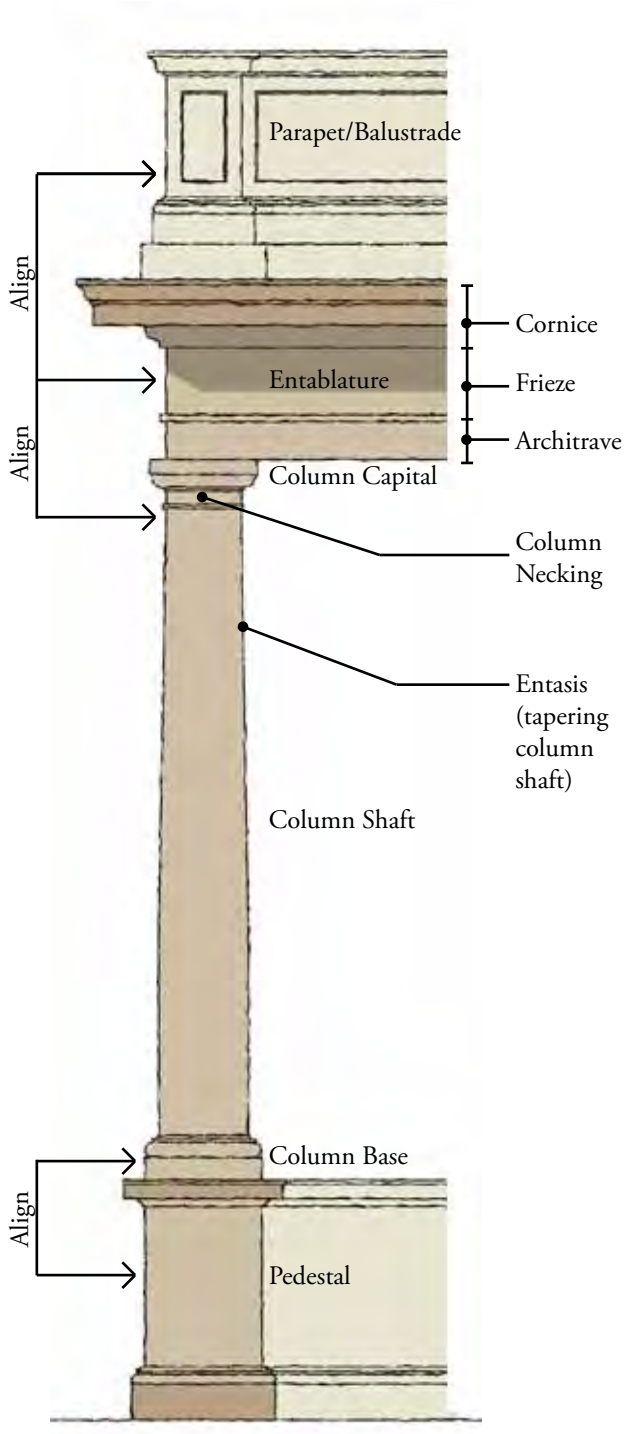


Crossing gable main mass with dormers and a 1-story hipped-roof porch; secondary gable and shed roof masses

2-story crossing gable mass with dormers; monumental 2-swtory, 3-bay porch; secondary hip and gable masses

CLASSICAL DETAILS

Weracoba Colonial buildings draw heavily on classical details for embellishment at important portals and horizontal planes. The profiles and proportions of these details are dictated by well documented classical traditions. The most prominent proportional systems are expressed in the classical canonical orders of Tuscan, Doric, Ionic, and Corinthian. More information about these traditions can be found in additional resources such as *The American Vignola* by William Ware or *Parallels of the Classical Orders of Architecture* by Normand and von Mauch.



Basic Classical order components

ENTRY FEATURES

The entries into buildings of the Weracoba Colonial style are the most articulated elements on the facade. They are highlighted with ornamental embellishments and other architectural features. The entry most often occupies the central bay on a bilaterally symmetrical facade. Instead of an applied porch, an arcade may be incorporated into the mass of the building. These arcades feature an odd number of bays, with the entry occupying the central bay. Additive bays on the sides of the main mass may have a flat expression of an arcade filled with glass.

DOORS

The main door of a Weracoba Colonial building is often highly embellished and the central element on the facade. The door may be single or double and is often accompanied by a transom and sidelights to increase the scale of the opening. Transoms may be rectangular, semicircular, or elliptical in shape. In most cases, the door surround is articulated with a portico, pilasters, or columns. Side or rear doors often display a stripped down version of columns or pilasters with a shallow gable or bracketed shed roof similar to an awning.

WINDOWS, DORMERS, & VENTS

Windows on Weracoba Colonial buildings shall be vertical in proportion, though several windows may be ganged in order to form a more horizontal composition. Windows may have a half-round or elliptical head. Windows should be operable with double-hung or casements preferred. Standard minimum window size shall be 2'-8" in width and 5'-0" in height. Window head heights should align at each story of the building.

Where appropriate, dormers, should be constructed of wood and not masonry as the main body of the structure. Small accent windows in non-rectangular shapes are allowed for accents such as in the pediment of a facade. Windows should be articulated as punched openings with inset wood trim. The masonry opening may be articulated as a round, elliptical, or jack arch. Shutters may be used, but must be sized appropriately to the opening and have functioning hardware and hinges.

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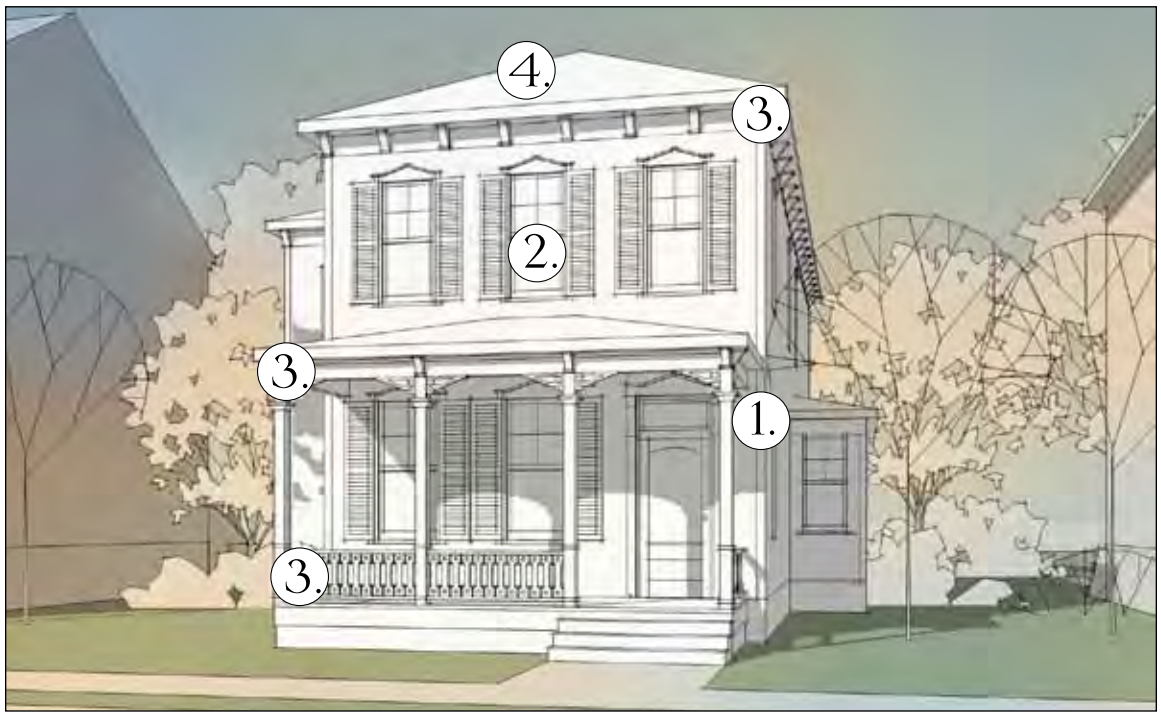


The BROADWAY VICTORIAN architectural style encompasses ornamental elements from Victorian styles, but also melds the simple forms of Folk or other national styles. Broadway Victorian is a more sedate and simplified form of the Victorian style and not the elaborate Queen Anne, with which many people are familiar. There are Broadway Victorian buildings found in essentially every historic neighborhood in Columbus, Georgia as it is an attractive style with relatively inexpensive ornamentation and simple massing.

The dominant features of these buildings are the vertical proportion and the ornamental scrollwork that embellishes the porch and cornice. The configuration of openings is generally symmetrical, though the massing is not always symmetrical. Broadway Victorian generally has an odd number of bays. Roof forms are typically low hipped with slopes no greater than 6:12, or steep gables with slopes between 8:12 and 12:12. In most cases these buildings are constructed of wood with wood ornamentation, though in some instances the main mass may be constructed of masonry.

IDENTIFYING FEATURES - Please refer to the image above for visual representations of the features listed below.
1. Simple volumes, additive porches, or smaller wings used to make more complex shapes
2. Symmetrical composition of doors and windows with optional asymmetrical elements or bay features
3. Geometric wood scrollwork at porches, windows, and cornices
4. Low hip or steep gable roofs (8:12 or steeper)

ADDITIONAL RESOURCES:
-*The Abrams Guide to American House Styles* by William Morgan.
-*A Field Guide to American Houses* by Virginia and Lee McAlester.
-*American Houses: A Field Guide* by Gerald Foster.

BROADWAY VICTORIAN DESIGN CONCEPTS

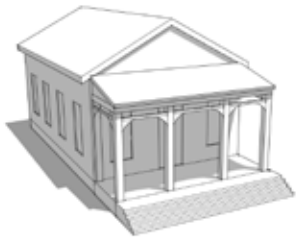
SYMMETRY - The overall massing of Broadway Victorian Buildings is generally not symmetrical, though simpler forms will sometimes exhibit bilateral symmetry. There is generally bilateral symmetry of the main mass, with assymetrical bays or additions. The openings on the main mass also exhibit bilateral symmetry.

PROPORTION - The organization of a Broadway Victorian building is based upon more modern proportions as often seen in the Gothic Style and in early steel and iron construction of the Industrial Revolution through the early 20th Century.

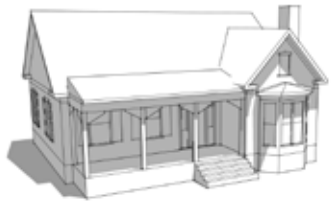
SURFACE - The wall surface of Broadway Victorian buildings is consistent in plane and material. Wood siding is the most common siding material. Trim and cornices are also constructed of wood. In the event that masonry is used, openings should be recessed into masonry walls a minimum of 2".

HIERARCHY OF SCALE - A Broadway Victorian building is dominated by its porch. Whether the porch is symmetrical or not, it is where the most detail is concentrated and is the most easily identifiable element of a Broadway Victorian building.

BROADWAY VICTORIAN MASSING EXAMPLES



1-story gable roof mass with applied shed roof porch



Crossing gable main mass with accent gable and bay mass and shed roof porch

Hipped roof mass with integral 5-bay porch

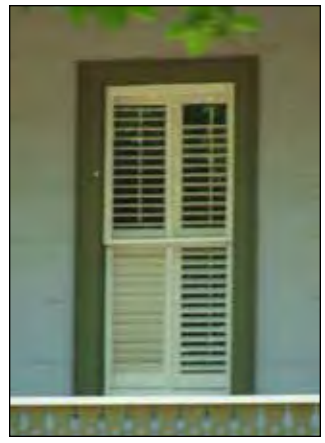
DOORS

The main door of a Broadway Victorian building is typically embellished with brackets or scrollwork. The door is often pushed to one side of the mass, though it may be the central element on the facade. The door should exhibit vertical proportions, i.e. a single door, not a double door. The upper panel of the door is often glass, with decorative woodwork at the lockrail. The door may be surrounded by sidelights, which should also be vertical in proportion, and 1-2' wide. Transoms may be utilized to increase the sense of height at the door. Victorian transoms were often painted or stained glass and sometimes display the address of the house.

WINDOWS & VENTS

Windows on Broadway Victorian buildings shall be vertical in proportion, though several windows may be ganged in order to form a more horizontal composition. Windows may have an elliptical or segmental head. Windows should be operable with double-hung or casements preferred. Standard minimum window size shall be 2'-8" in width and a minimum of 5'-0" in height. Window head heights should align at each story of the building. Small windows in non-rectangular shapes are allowed for accents such as in the pediment of a facade. Windows should be articulated as punched openings with inset wood trim.

Lites should be larger than the Weracoba Colonial style, and more vertical in proportion. The masonry opening may be articulated as a round, elliptical, or jack arch. Shutters may be used, but must be sized appropriately to the opening and have functioning hardware and hinges.



SCROLLWORK

The porches of the Broadway Victorian style are the most articulated elements of the facade and are highlighted with ornamental wood scrollwork. Scrollwork is flat wood pieces with geometric shapes cut out of them. The pattern cut into the wood is repetitive. This variety of ornament was more economical to manufacture than turned woodwork and easier to mass produce. Turned wood pieces should be used sparingly. Scrollwork may be used at porch railings, brackets, entablatures, and building cornices.

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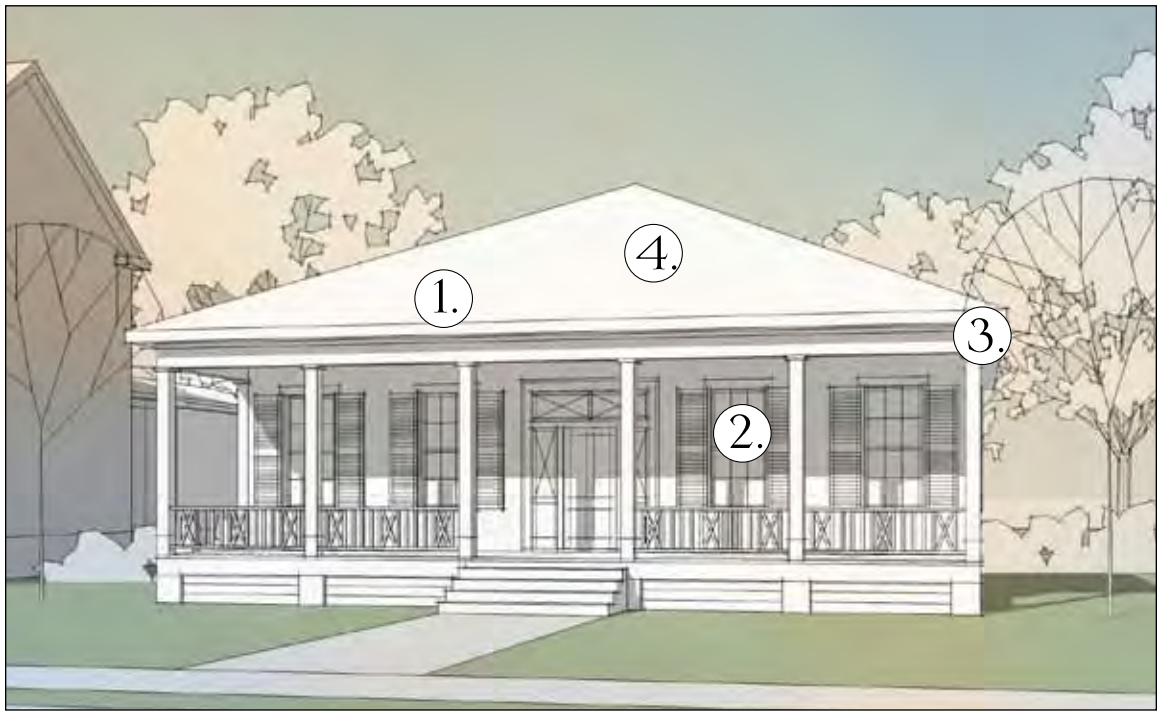

The VILLAGE NATIONAL architectural style is a simplified building form which encompasses elements from Federal, Georgian, and Classical Revival styles inspired by English and Colonial precedent. This style is generally reserved for residential structures, as it provides a clear and stately mass with minimal complicated architectural detailing. This style can be found in virtually every historic residential neighborhood in Columbus, Georgia.

The dominant features of these buildings are the simple and symmetrical massing, embellished by simplified classical ornamentation. Roof forms are typically gabled or hipped with slopes no greater than 6:12. In most cases these buildings are constructed with a brick and/or stone masonry base and wood as the primary building material. The entries and doors are often the most intricately detailed item on the facade.

IDENTIFYING FEATURES - Please refer to the image above for visual representations of the features listed below.
1. Simple volumes, additive porches, or smaller wings used to make more complex shapes
2. Symmetrical composition of doors and windows
3. Simplified classical detailing at entries, windows, cornices, and walls
4. Low hip roof or cross gable for main mass; porch typically under main roof or as small addition

ADDITIONAL RESOURCES:
-*The Abrams Guide to American House Styles* by William Morgan.
-*A Field Guide to American Houses* by Virginia and Lee McAlester.
-*American Houses: A Field Guide* by Gerald Foster.

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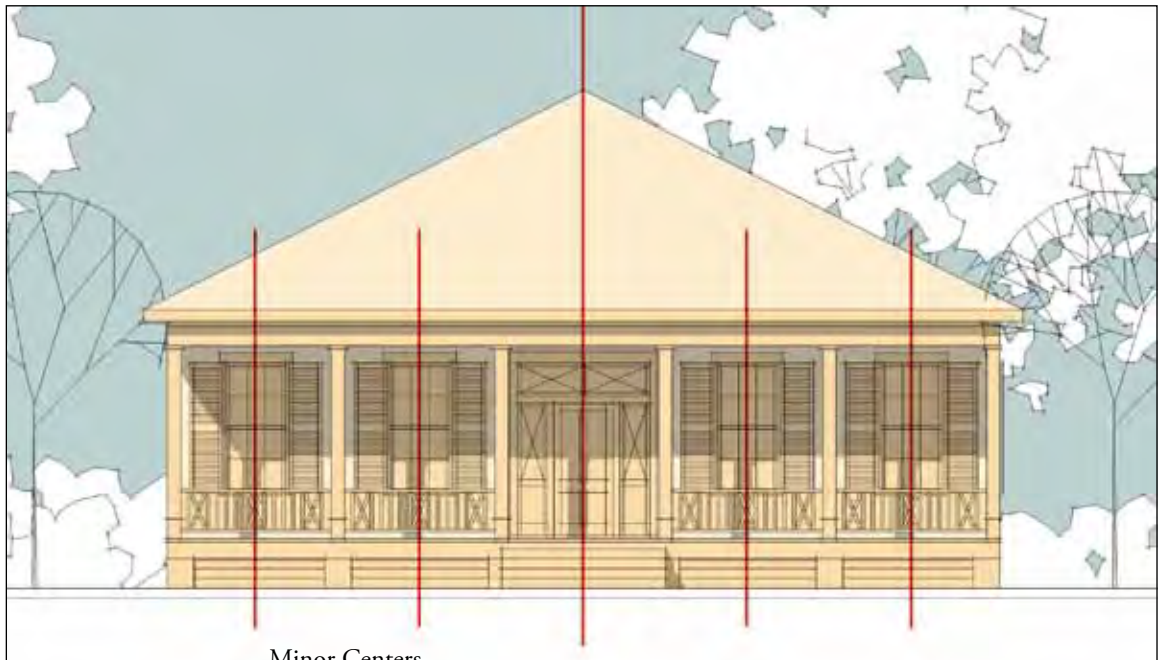


VILLAGE NATIONAL DESIGN CONCEPTS

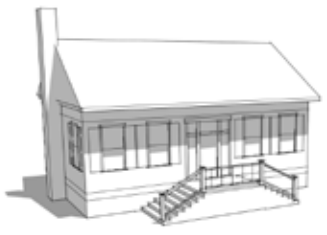
SYMMETRY - Village National buildings are generally bilaterally symmetrical with each side generally matching the other along an imaginary centerline.

PROPORTION - The organization of a Village National building is based upon and generated from proportions found in nature and many historic structures. The classical canons of Tuscan, Doric, Ionic, and Corinthian proportions can be applied to appropriately size cornices, columns, openings, pedestals, and bases. Typical ratios include 1:1, 1:2, 1:3, 2:3, 3:5, and 1:1.618 (the Golden Section). While proportions are used to generate building masses and the relationship of individual elements to the whole, the classical orders and mouldings are often stripped down, simplified, or left off.

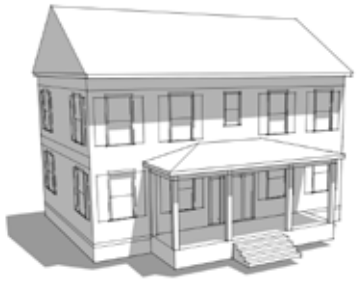
SURFACE - Monumental Villlage National buildings are primarily constructed of wood and detail is applied in wood. The base piers and or water table are generally constructed of brick. Openings should be recessed into masonry walls a minimum of 2".

HIERARCHY OF SCALE - A Village National building should have a straightfoward massing with a clear entry. The detail sould be simple, as this style establishes its character with the simple, symetrical massing. However, all sizes of details require the use of appropriate proportions to compose an aesthetically pleasing and successful building.

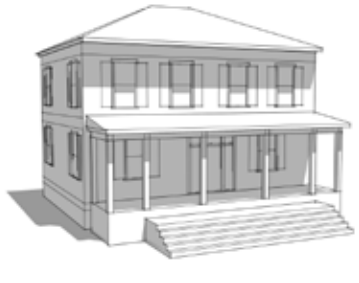
VILLAGE NATIONAL MASSING EXAMPLES



Simple 1-story crossing gable mass with stoop



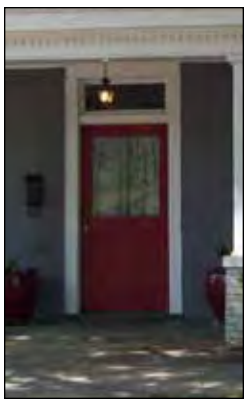
Simple 2-atory cossing gable mass with 1-story, 3-bay hipped roof porch



Simple 2-story hipped roof mass with shed roof porch

DOORS

The main door of a Village National building is frequently embellished and the central element of the facade. The entry may take the form of single or double doors, often accompanied by a transom. Transoms may be rectangular, semicircular, or elliptical. Sidelights are also often present on Village National buildings and should be a minimum of 18" wide. The transom and sidelights may exhibit a playful pattern in their lites, reminiscent of Chippendale woodwork, which was inspired by Asian architecture.



WINDOWS, DORMERS, & VENTS

Windows on Village National buildings shall be vertical in proportion, though several windows may be ganged in order to form a more horizontal composition. Windows may have a half-round or elliptical head. Windows should be operable with double-hung or casements preferred. Standard minimum window size shall be 2'-8" in width and 5'-0" in height. Window head heights should align at each story of the building. Small windows in non-rectangular shapes are allowed for accents in the pediment of a facade. Windows should be articulated as punched openings with inset wood trim.

Dormers, where appropriate, should be constructed of wood and not masonry as the main body of the structure. The masonry opening may be articulated as a round, elliptical, or jack arch. Shutters may be used, but must be sized appropriately to the opening and have functioning hardware and hinges.

WOODWORK

The primary ornament on a Village National building occurs on the porch. The porch railing and columns are where carpenters exhibited their talents and had some fun. Railings are often reminiscent of Chippendale woodwork which was inspired by Asian architecture. The railings are typically composed of straight wood pickets and angled or horizontal wood pieces forming a repetitive pattern. The design of the woodwork should exhibit bilateral symmetry to work with the overall mass. In the Village National style there is an opportunity to incorporate unique woodwork between porch columns as lattice and screening.

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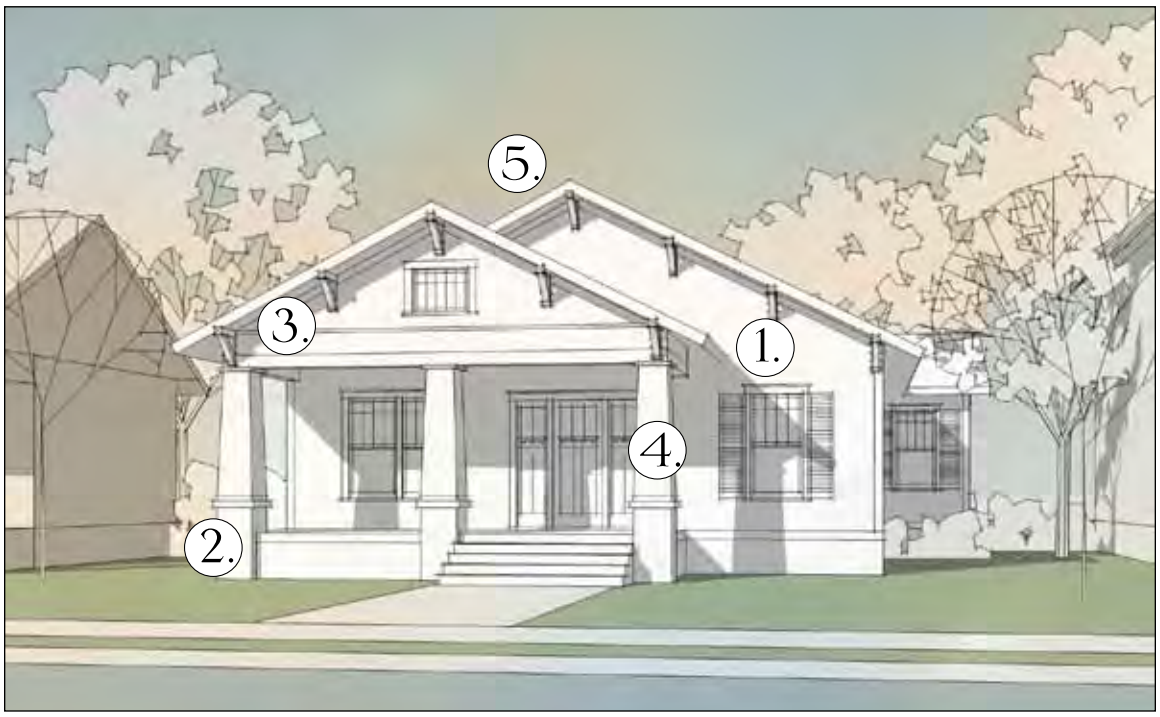

The ROSE HILL CRAFTSMAN architectural style is a uniquely American one inspired by the Arts and Crafts movement and fused with South American and Spanish architecture. In the early twentieth century, Craftsman was a very popular residential style across the entire country. As many of the homes in Columbus, Georgia were built during this time period, examples of the Rose Hill Craftsman can be found throughout the City.

The dominant features of these buildings are the low, horizontal proportions, heavy bracketry, and woodwork. Roof forms are typically gabled or hipped with slopes no greater than 6:12, and may exhibit a gambrel or dutch shaped roof. These buildings are constructed principally of wood, with brick or stone masonry accents. In instances where masonry is the predomninant building material, the cornice, porch, and additions should be detailed in wood. The Rose Hill Craftsman style is primarily appropriate for bungalows (one or one and a half story residences) as the building proportions are more horizontal. This style may be articulated with a two-story structure, provided that the roof maintains a low profile, the windows on the upper level are significantly smaller than the main level, and the cornice and porches are ornamented with brackets or exposed rafter tails.

IDENTIFYING FEATURES - Please refer to the image above for visual representations of the features listed below.
1. Simple volumes, additive porches, or smaller wings used to make more complex shapes
2. Brick or stone porch column bases
3. Heavy wood brackets at eaves
4. Square tapered columns at porch
5. Low pitched (shallower than 6:12) gable roof or hipped roofs

ADDITIONAL RESOURCES:
-*The Abrams Guide to American House Styles* by William Morgan.
-*A Field Guide to American Houses* by Virginia and Lee McAlester.
-*American Houses: A Field Guide* by Gerald Foster.

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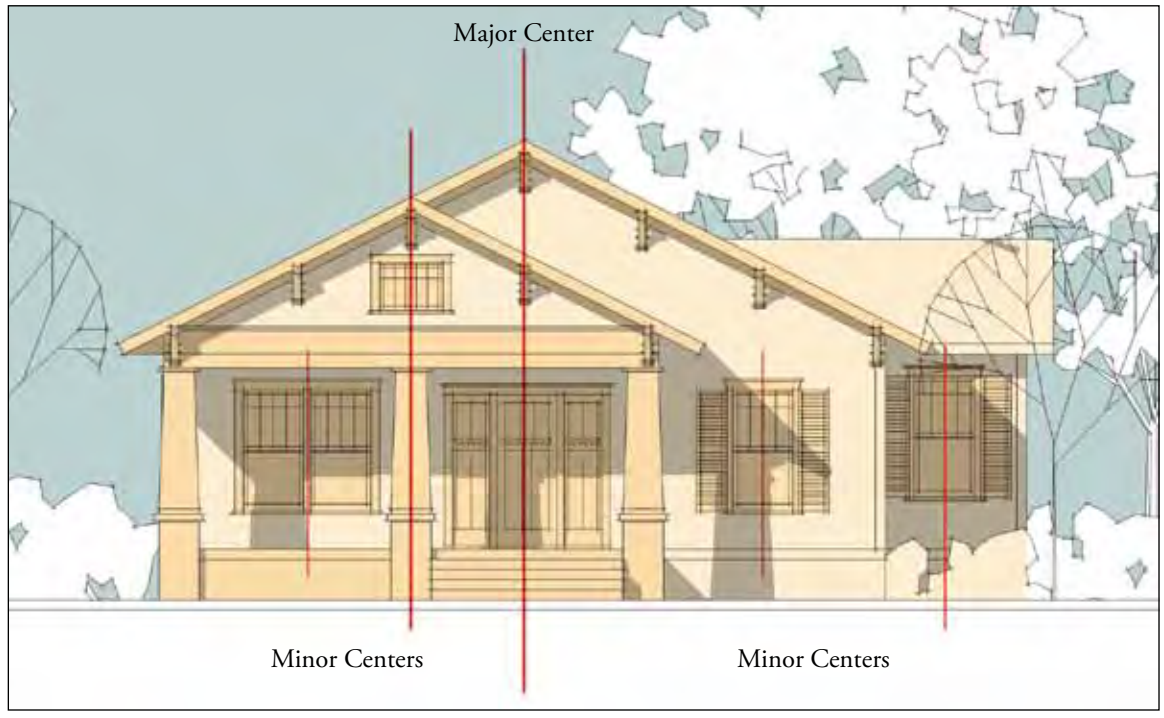


ROSE HILL CRAFTSMAN DESIGN CONCEPTS

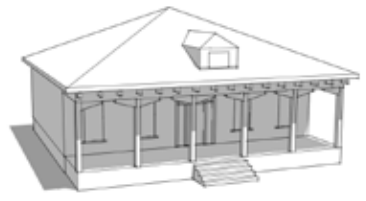
SYMMETRY - The main mass of the Rose Hill Craftsman exhibits bilateral symmetry. However, porches, wings, and additions are usually added in an asymmetrical manner. Although the overall mass may be asymmetrical, there is a balance exhibited by openings across the building.

PROPORTION - The Rose Hill Craftsman building exhibits horizontal proportions and low roofs. This style creates homes that feel very comfortable and warm. Columns are stout and square and the cornice is heavy, reinforcing the feeling that the building is rooted in place.

SURFACE - Rose Hill Craftsman buildings should be constructed of natural materials such as brick, stone, stucco, or wood. While most buildings are primarily constructed of wood, they typically have a masonry base or water table, and the porch floor is frequently masonry. Openings should be recessed into masonry walls a minimum of 2".

HIERARCHY OF SCALE - A Rose Hill Craftsman building is not a monumental building. This style literally keeps a low profile and is generally only appropriate for use in single family residential applications. The style may be appropriate for select low density multi-family housing at the discretion of the Town Architect.

ROSE HILL CRAFTSMAN MASSING EXAMPLES



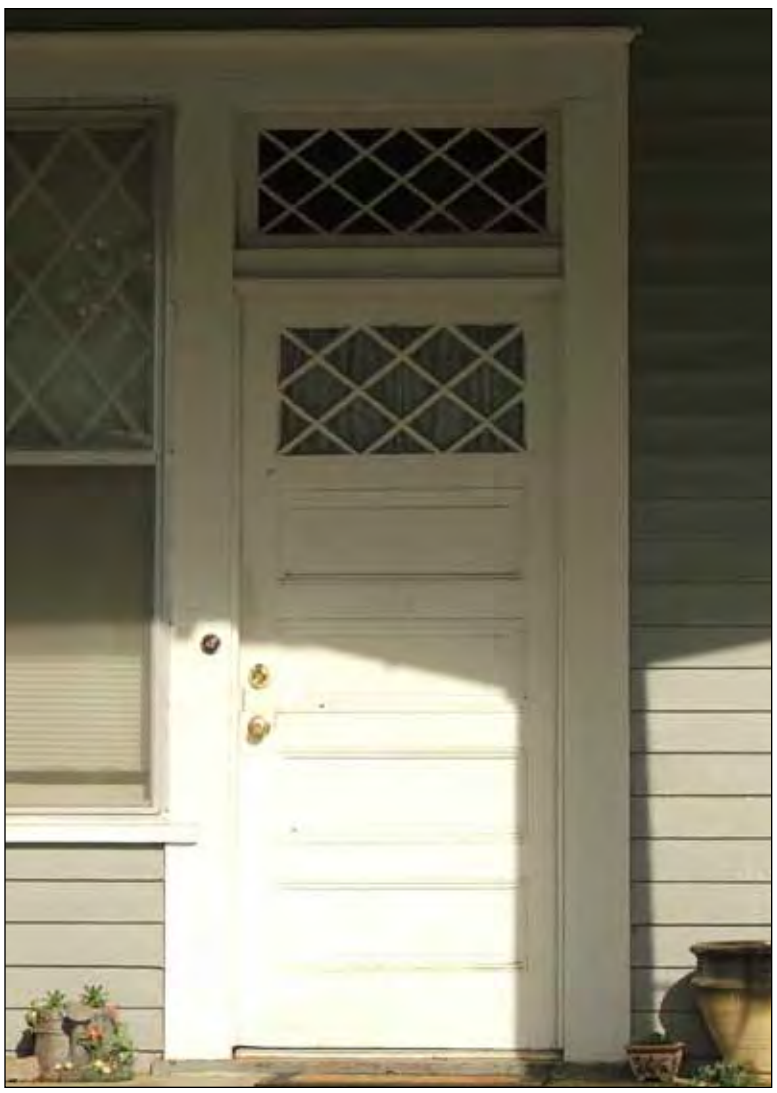
Simple hipped roof mass with integral 5-bay porch

Cossing hipped gable roof mass (also called 'Jerkin Head') with integral 3-bay porch

Simple 2-story hipped roof mass with shed roof porch

DOORS

The main door of a Rose Hill Craftsman building is not as embellished as many of the other styles included in this document. The front door is generally surrounded by simple wood casing, though covered by a porch or awning, and is most often a single door flanked by sidelights in order to reinforce the horizontal proportions of the style. Transoms may be used, but should be horizontal in proportion. Transoms and sidelights should have wide lite proportions or patterns as seen in historical examples of the style.



WINDOWS, DORMERS, & VENTS

Rose Hill Craftsman windows shall be vertical in proportion and often ganged in groups of two or three to create a more horizontal composition. Windows should be operable with double-hung or casements preferred. The standard minimum size shall be 2'-8" in width and 5'-0" in height, though similar accent windows are also acceptable. Window head heights should align at each story of the building. Windows often exhibit narrow lites, non rectangular lite patterns, or diamond patterns. Prarie patterns, which include lites of different sizes created from straight lines, are an identifying feature of this style. Shutters may be used but must be sized appropriately to the opening and have functioning hardware and hinges.

Where appropriate, dormers should be constructed of wood, not masonry as the main body of the structure. This style often has a small dormer over the front porch. Vents are an identifying feature of the Rose Hill Craftsman, and are often articulated in the gable end wall or in a small dormer.

WOODWORK

The entries into buildings of the Rose Hill Craftsman style are articulated with heavy columnar elements. Large piers, stout square tapered columns, and grouped columns are an identifying feature of this style. Columns are often placed on masonry pedestals. The eave is articulated with brackets or visible rafter tails. Brackets are regularly employed to embelish porches as well. Visible rafter tails often have a simple profile. Brackets are generally more horizontal that vertical in nature, with a maximum 45 degree angle from horizontal being employed. Porch railings should be heavy wood pickets or constructed of masonry with openings or as a solid wall.

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The PEACOCK WOODS ROMANTIC Style is based on the palette of existing precedent within the historic residential neighborhoods of Columbus, Georgia. This style was popular during the early twentieth-century when the romantic movements influenced many architects, planners, and developers. The ultimate source of these movements was reverence for the traditional European village and its values as expressed in quality, natural building materials, and a rich variety of massing forms.

Roofs are steeply pitched, typically 11:12 to 20:12, and front facing gables are very common and encouraged individually or in groups in this style. Walls are masonry or stucco with half-timbering, stucco, shingle, or siding within the upper portions of gable forms, often beginning over the window head trim. Windows are grouped vertically and horizontally to create larger glazed openings, with the upper sash of all windows frequently divided into smaller panes over a single pane lower sash. Turrets, arches, bays, brackets, dormers, and chimneys all embellish and add character to Peacock Woods Romantic structures.

IDENTIFYING FEATURES - Please refer to the image above for visual representations of the features listed below.

1. Steeply pitched roofs (11/12 to 20/12)
2. Picturesque Massing, often Asymmetrical in Overall Composition
3. Masonry Walls
4. Strong chimneys, turrets, or towers
5. Half-Timbered Wall Surface Treatment
6. Arched Openings at entry and porches

ADDITIONAL RESOURCES:

-*The Abrams Guide to American House Styles* by William Morgan.
-*A Field Guide to American Houses* by Virginia and Lee McAlester.
-*American Houses: A Field Guide* by Gerald Foster.
-*Comparative Architectural Details* by Ed Grenfell.
-*Smaller Houses of the 1920's* by Ethel B. Power.

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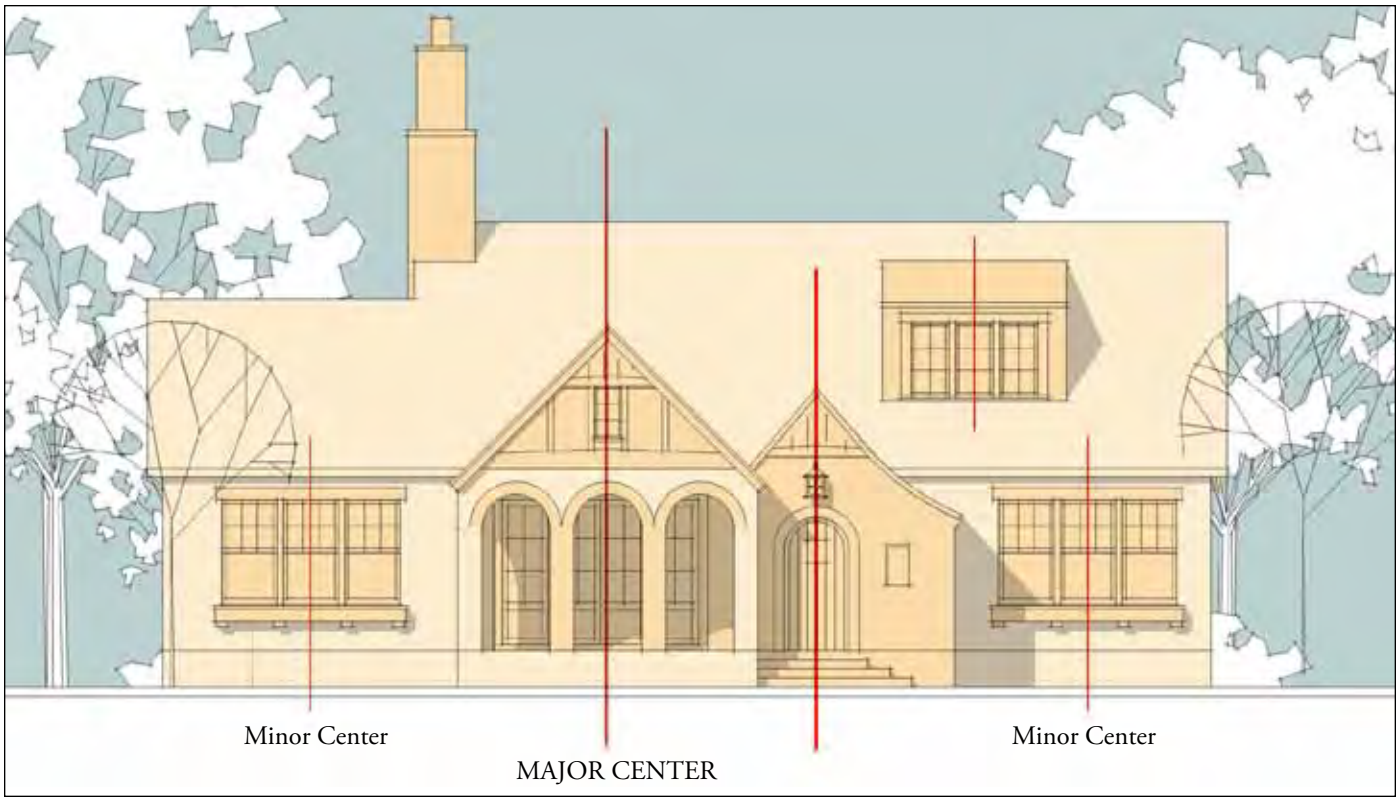


PEACOCK WOODS ROMANTIC DESIGN CONCEPTS

SYMMETRY - A Peacock Woods Romantic building will have a picturesque order guided by the principles of balance and modulation for an overall harmonious composition. Bilateral building symmetry is not common and is discouraged. However, individual design elements or groups of elements can be symmetrical to each other. While this apparent contradiction makes the style more difficult to prescribe than others, the results of a well composed Peacock Woods Romantic building will have a timeless, charming character.

PROPORTION - In the Peacock Woods Romantic style 1:2, 1:3, 2:3, and 3:5 are key proportional relationships to consider. Wall opening dimensions need to honor standard masonry unit sizes to minimize awkward material cuts and misaligned openings. The overall goal of the style should be an appearance of modest, durable charm.

SURFACE - A Peacock Woods Romantic surface is meant to be textured. Wall materials should be as natural as possible: brick, stone, or wood, with natural undulations across the masonry faces to create soft variations in shade and shadow. Openings are recessed deeply to create strong shadow lines and trim profiles are projected to unify grouped elements.

HIERARCHY OF SCALE - The scale of detail is very important in this style and must be appropriate to the building materials being used. Stone and masonry details will be larger and more simple than those of details constructed in wood. Monumental design elements to be viewed from afar are not typical, due to the inherent modesty of this architectural style.

PEACOCK WOODS ROMANTIC MASSING EXAMPLES

Crossing gable mass with accent gable feature

Hipped gable roof mass with intersecting dormers and crossing accent gable

Crossing gable main roof (2) with balconies and recessed arched porch or loggia

PORTALS

In the Peacock Woods Romantic style, arches abound and are used at important portals and porches. The most commonly used form is the semicircular arch. Also common is the "Tudor Arch." This is flattened, pointed arch typically built up from four key center points. It is very similar in appearance to an elliptical arch. The dimensions of Tudor Arches may vary, but the distance from spring-line to peak should always be less than half of the arch opening. Other acceptable forms to consider would be elliptical and jack arches. The trim around the arch can be brick, stone, stucco, or wood and will often be in a contrasting color from the wall which surrounds it. Arches repeated in a row as an ensemble make for very successful and useful arcades. Repetition of this element should occur in odd numbers only.

PROJECTIONS & DORMERS

A distinctive element in the Peacock Woods Romantic style is the occurrence of wall 'Projections' and 'Overhangs.' 'Projection' and 'Overhang' will be used in the text below to describe the same general effect of 'sticking out', but there is a slight difference in the two terms. Projection is used to describe individual building elements that project out from the main wall plane, such as bay windows and dormers. Overhang is used to describe an entire floor/wall that cantilevers over the one below in order to expand interior space - it is a very practical consideration. As the old adage goes, make every inch count!

When an overhang occurs there is always a transition of material from 'heavy' to 'light'; if brick, stone, or stucco is used on the ground level, the upper story that is overhanging will be a lighter mix of materials, often seen as half-timbering (wood posts between stucco or brick infill). The distance of these overhangs will not exceed 24" and are most common between 6"-16". In larger overhangs there will often be visual, if not structural, support provided underneath the projection. If a projection occurs off of the lighter story, it will often maintain the similar wall surface material. If it projects off a solid masonry wall, the lighter mix of materials rule should apply.

Dormers are a very important roof element in the Peacock Woods style and create visual interest within the mass of roof that steeper roof ptiches create. Dormers may be gabled, shed, or a clipped gable similar to a hip. They can be located soley on the roof plane or be placed on the wall to provide a break in the eave line. Dormers are typically large, with windows grouped in numbers from 2-4. They can be handled successfully in many different ways, but the most egregious error is for a dormer to be out of proportion to the rest of the roof. Their placement needs to be well composed just as any other building element.

GABLE END WALLS

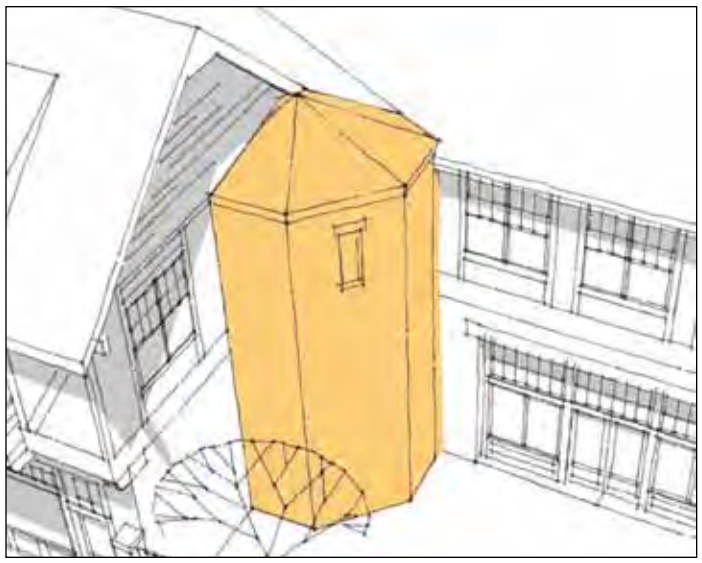
In the Peacock Woods Romantic style Gable-fronted End Walls can be in brick (natural color or painted/stained), stone, or stucco, with wood introduced in the upper stories through half-timbering (entire wall) or thick beveled siding (starting over the upper window head trim). All masonry should project a hand crafted appearance, minimizing the machine influence of material production. Gable end walls are commonly grouped together which can create a very appealing rythymic roofline. If grouped, gables should maintain the same material appearance while the fenestration may vary.

In the Peacock Woods Romantic style the roof pitch should be high (11/12) to steep (20/12). If wood is used in upper gables, the roof structure will project out from the wall by a minimum of 6". If masonry is used, a slight parapet will terminate the roof structure behind the wall and the parapet will be capped with masonry, often slightly contrasting in color and texture with the lower wall material.

WALL SURFACES & TEXTURES

The most important features of a Peacock Woods Romantic building are the design treatment of the exterior wall surface and the material character. The Peacock Woods Romantic style is rooted in local historic precedent, itself built upon the precedent of the Garden City movement of the early 20th Century, and popularized by British Arts & Crafts architects and planners of that time. Natural materials like stone, brick, stucco, and wood are used in combination to create a charming visual texture across all building faces.

Half-Timbering is an ornamental wall detail used to depict the structural appearance of wood wall supports, infilled with a contrasting wall material. This is either flush with or slightly protruding from the infill surface. The most common infill material is stucco, with a smooth or rough texture, followed by brick used in non-structural pattern and painted or stained a light color. An alternate contrast can be achieved if the wood trim is light and the infill is a darker tone or hue. A common dimension to consider for a wood 'timbering' trim piece is 5"-9" in width.



TOWERS

Peacock Woods Romantic Towers are typically strong masonry design elements used to add visual interest. Unlike those found in more formal castles and forts, Peacock Woods Romantic towers occur at inside corners (most commonly), off of the front building face (not centered), or as a growth up from the wall plane (fully engaged). Towers should be built of masonry (matched to the rest of the building, and of brick, stone, or stucco) with minimal punched openings to accentuate solidity.

Towers can be circular, rectangular, or polygonal and should seek to maintain the main building mass eave line or act as a transition between two different eave heights. Towers are not common in great numbers as they are not an essential building element. If the building site is at the end of an axis line, or around an outdoor space like a courtyard, a tower would be a successful design element to consider.

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Old Town

LIGHTING & SIGNAGE STANDARDS

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LIGHTING & SIGNAGE STANDARDS are essential components of successful community and building design.

Lighting is a critical and often misunderstood element of community and building design. Inappropriate lighting can create uncomfortable places and make buildings feel garish or oppressive. Light fixtures should be appropriate to the urban/suburban location, building type, and architectural style. Well-designed lighting adds dignity and improves the safety and appearance of the community.

Signs are an important element of community design as well. They identify the presence and nature of the civic functions, commercial establishments, and residential buildings located within. Proper signage design enlivens and enriches the streetscape without detracting from the quality of the space or coherence of a community's design. The regulation of sign placement reduces visual clutter, improves the overall appearance of the environment, and ensures a pleasing setting while promoting local businesses, protecting the general public, and maintaining an attractive community appearance for residents.

The design criteria provided in this section shall be used by the Town Architect in reviewing the design of lighting and signage for individual projects. Compliance with the design criteria shall be required before a lighting or signage design can be approved.

ADDITIONAL RESOURCES:
-*Traditional Construction Patterns: Design and Detail Rules-of-Thumb* by Stephen Mouzon and Susan Henderson.
-*A Visual Dictionary of Architecture* by Francis D. K. Ching.

NOTE:
The information contained in this section of the Old Town Design Guidelines is provided in addition to the City of Columbus, Georgia's Code of Ordinances. Please refer to the following sections of that document (found online at http://library.municode.com/index.aspx?clientId=10583) for additional information regarding the City's restrictions and requirements -

- Appendix A, Chapter 4, Article 2 of the Columbus Code of Ordinances regarding lighting and illumination.
- Appendix A, Chapter 4, Article 4 of the Columbus Code of Ordinances regarding sign regulations.

NOTES

Principals:

- Building Lighting at Old Town is intended to illuminate building facades, signs, architectural elements/ornamentation, storefront displays, public sidewalks, and entrances. It should enhance the interest, security, and comfort of pedestrians at night. Architectural lighting on facades, features, and landscaping in the public realm shall be aimed at the immediate objects intended to be illuminated and is prohibited to project unnecessarily beyond those objects.
- Lighting that spills onto or interferes with the character of adjacent properties and/or the surrounding neighborhood is prohibited.
- All exterior lighting requirements shall be designed to be consistent with the recommendations of the International Dark Sky Association and meet the requirements set forth by the Old Town Design Guidelines.

Recommendations:

- Appropriately scaled and styled traditional fixtures are recommended.
- Allowed configurations include gooseneck fixtures attached to building facades, scones, and pendant lamps.
- All fixtures to be coordinated with building design for aesthetic consistency.
- 'After-hours' lighting, which provides a comfortable nighttime pedestrian experience while illuminating storefronts is encouraged.
- Wall pack lighting, or any other attached building lighting, shall contain a thirty-five (35) degree cut-off shield or otherwise be screened by a building's architectural features.
- Pedestrian-scale lighting and other ground-oriented fixtures shall be considered as alternatives to pole-mounted fixtures along pedestrian walkways.
- Fixtures must be selected and designed to focus lighting downwards (down-firing) into the zone of pedestrian activity to prevent Dark Sky intrusion.
- Metal halide, color-corrected mercury-vapor, and color-corrected high-pressure sodium lamps are preferred.
- In residential areas, utilize building mounted fixtures to the greatest extent possible and supplement with free standing fixtures only as needed to achieve the necessary levels of illumination for safety, security, and to complement the architectural character.
- Electric boxes, transformer utilities, and conduits for lighting must be concealed from sight.

Prohibited:

- Visible fluorescent bulbs, exposed exterior neon lighting, colored bulbs, and internally lit awnings are prohibited without prior approval of the Town Architect.
- All blinking, flashing, or fluttering lights, or any other lighting which changes in intensity, brightness, or color is prohibited without prior approval of the Town Architect.
- Beacon lights, with the exception of those required for a fire alarm and/or other emergency systems, are prohibited.
- Low-pressure sodium lighting is prohibited.
- Ground-mounted flood lights are prohibited, except on special civic buildings as approved by Town Architect.
- Corner or wall-mounted flood lights are prohibited.
- Flood lights or motion-senor lights are prohibited.

General Notes:

- The placement and number of light fixtures required shall be determined during the design review process.
- Photometric analysis of a proposed lighting design may be requested at the discretion of the Town Architect. A Lighting Plan is required by the City at the time a building permit is submitted. Refer to Section 4.2.2 of the City's Code for Lighting Plan requirements.

WELCOME CENTER

Street Lighting Notes

Principals:
- Street Lighting is intended to give scale and dimension to the streetscape as well as provide for safety and accessibility throughout Old Town.
- All exterior lighting requirements shall be designed to be consistent with the recommendations of the International Dark Sky Association and meet the requirements set forth by the Old Town Design Guidelines.

Recommendations:
- The preferred lighting pattern shall be overlapping ovals on the ground with appropriate spacing for each luminary type determined by a project specific photometric study.
- Selections of street lighting shall be consistent along frontages, shall match the style of the architecture, or shall be inconspicuous in nature.
- Light housings and posts should be a dark color/material and non-reflective.
- Only LED, shrouded spots, and walkway lights are allowed.
- Utilize indirect lighting or incorporate full shield cut-offs to mitigate light trespass.

Prohibited:
- Shoe box and cobra style lights are prohibited.
- Excessive illumination of the upper residential stories of buildings or the night sky by street light fixtures is prohibited.
- Use of sodium vapor, exterior neon, and colored lights as street lighting is prohibited.

General Notes:
- All proposed street lighting shall be reviewed by Town Architect and the Woodruff Company.
- The placement and number of street light fixtures required shall be determined during the design review process, if applicable.
- Photometric analysis of a proposed lighting design may be requested at the discretion of the Town Architect. A Lighting Plan is required by the City at the time a building permit is submitted. Refer to Section 4.2.2 of the City's Code for Lighting Plan requirements.
- It is the responsibility of the Woodruff Company to coordinate street lighting with the Town Architect, Civil Engineer, and Landscape Architect.

Site Lighting Notes

Principals:
- Site Lighting is a key component of any well articulated public realm. At Old Town site lighting is intended to give scale and articulation to the building sites, as well as providing for nighttime safety and accessibility of outdoor spaces. Site lighting fixtures should be selected for the architectural character and the sense of quality they contribute to the public realm, not simply for their lighting capacity.
- To the maximum extent possible, lighting fixtures should be consistent, or sympathetic and harmonious, throughout Old Town.
- All exterior lighting requirements shall be designed to be consistent with the recommendations of the International Dark Sky Association and meet the requirements set forth by the Old Town Design Guidelines.

Recommendations:
- Site lighting must be pedestrian-scaled as well as aesthetically and architecturally compatible with immediately adjacent buildings and the surrounding properties.
- Pedestrian lighting may include mid-height pole lights, bollard lights, and landscape lighting.
- Public pedestrian lighting must meet the following requirements:
- a. Posts shall not exceed 15 ft. from finished grade.
  b. Posts must be pole-top, bollard, or Shepherd's Crook style.
- The amount of illumination provided is restricted to the amount and intensity required for public safety and security.
- Site lighting fixtures shall be selected and designed to focus lighting downward into the zone of pedestrian activity.
- To the greatest extent feasible, site lighting should be indirect or incorporate full shield cut-offs in order to minimize light spillage onto adjacent properties and roads.
- If up-firing fixtures are employed for any reason they must be aimed at white horizontal reflectors to produce diffused light downward to prevent Dark Sky intrusion.
- Open space lighting design shall incorporate a mixture of fixtures that complement the landscape setting and uses of the open space. This may include pedestrian scale light fixtures, bollards, and decorative wall/ground lighting.

Prohibited:
- Excessive illumination of the upper residential stories of buildings or the night sky is prohibited.
- Service area lighting must not spill onto adjacent areas.
- Lighting that spills onto or interferes with the character of adjacent properties and or the surrounding neighborhood is prohibited.

General Notes:
- The placement and number of light fixtures required shall be determined during the design review process.
- Photometric analysis of a proposed lighting design may be requested at the discretion of the Town Architect. A Lighting Plan is required by the City at the time a building permit is submitted. Refer to Section 4.2.2 of the City's Code for Lighting Plan requirements.

CSU BOOKSTORE

THE SHED

NOTES

Principals:

- Commercial signs should express a quality and characteristics unique to the location in their design.
- Signs should contribute positively to the sense of place and the character of Old Town.
- Signs should reflect the proper purpose, as well as their context and location within Old Town.
- In commercial areas, signs should clearly communicate the nature of the corresponding business.
- The size and mounting height of signs should reinforce the pedestrian scale of Old Town and be subordinate to the overall building composition.
- Signs must be legible and easily understood.
- Commercial signage lighting shall minimize light and glare on surrounding right-of-ways and properties.

Recommendations:

- When multiple storefronts occur within a single building, the design and alignment of signs shall be coordinated to ensure a compatible appearance at ground floor of the building.
- Signs shall fit within the architectural division of a building and should not obscure character-defining features of a building.
- Signage bands shall be incorporated into the design of the building facade.
- Signage bands shall be situated above storefront clerestory windows and below the second story windows of a building.
- When a sign is incorporated in the cornice or parapet of a building it shall be an integral part of the architecture and limited in size.
- Signs lit by exterior wall-mounted fixtures and or individually shadow-lit opaque letters are permitted.
- Decorative window painting or storefront paneling, which complements and functions within the framework of the architecture/building and does not function as a sign to brand or identify a business, shall be considered part of the architecture and NOT a sign.

WALLER
PICTURE
FRAMING

The Iron Horse

The Holly Inn
1895

ANTIQUES

JESSE
MOUNT
HOUSE

WISDOM GALLERY
HOME FURNISHINGS
CHOCOLATE
SHOP

FINICKY
FILLY

WICKETS

125

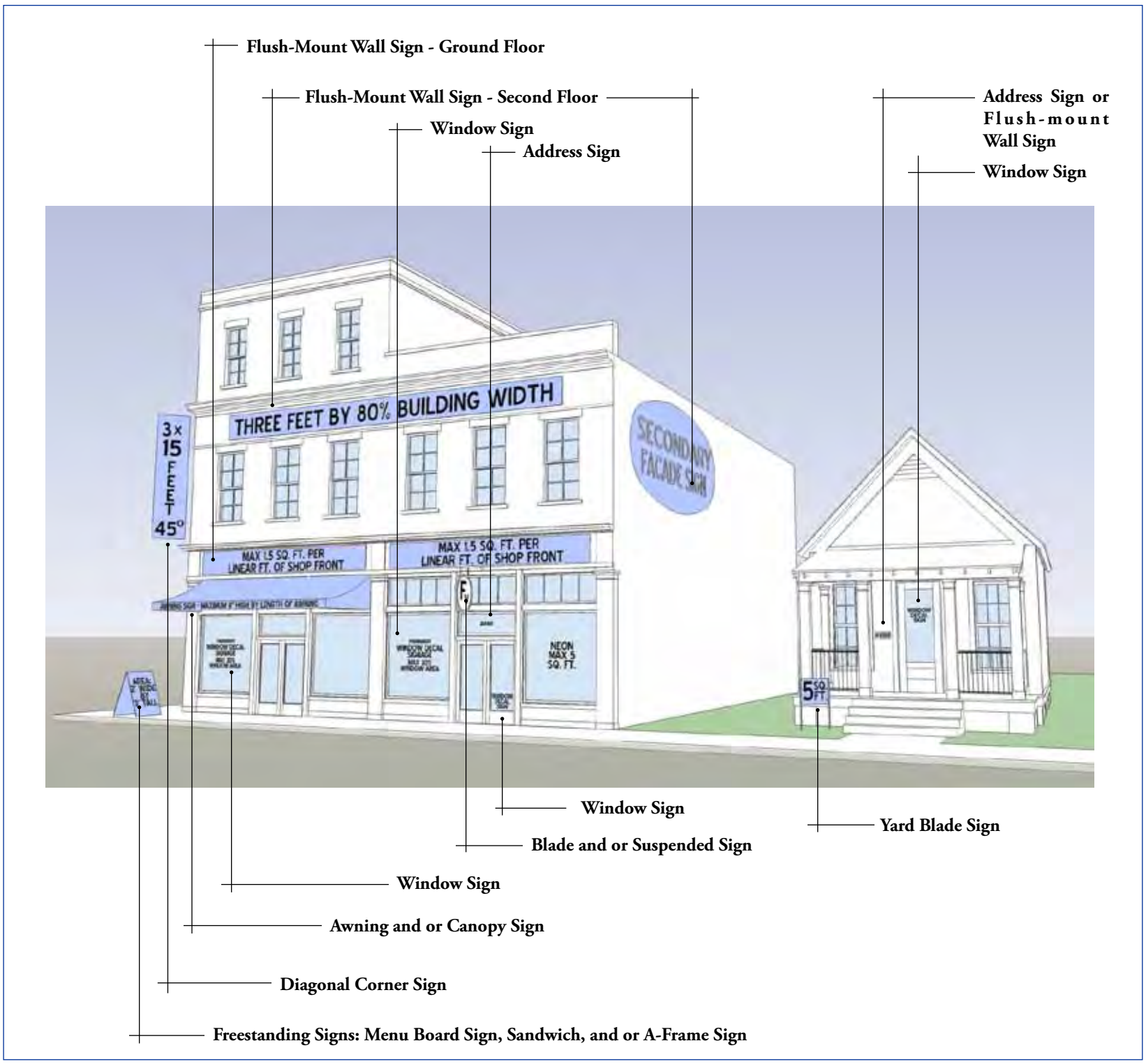
NOTES

Permissible Commercial Sign Types:

- The following qualify as permanent "Identity"signs -
  - Flush-Mount Wall Signs
  - Blade Signs (including Projecting Bracket Mounted Signs)
  - Window Signs
  - Suspended Signs
  - Awning Signs
  - Canopy Signs
  - Diagonal Corner Signs
  - Yard Blade Signs
  - Address Signs
  - Directory Signs
- The following qualify as "Freestanding" signs -
  - Menu Board Signs
  - Sandwich or A-Frame Signs
- Signs located within storefront windows, and suspended directly against the window face, will be counted as a "Window Sign."
- Ground Floor Occupants - A ground floor business may have up to three (3) types of Identity signage, but no more than one (1) of each type, except for Window Signs, with the approval of the Town Architect.
- Second Floor Occupants - In buildings with second floor commercial occupants, each occupant is permitted the following;
  - One (1) Flush-Mount Wall Sign (or Name Plate) within the ground floor entry area.
  - One (1) Wall Sign located in the architectural sign band.
  - One (1) Awning Sign over the ground floor entry door.
- Identity Signs provide identification (address, name, logo, etc.), visible to the public and directing them to businesses, institutions, and/or places abutting or adjoining the public right-of-way and visible from the public right-of-way.
- Flush-Mount Wall Signs are placed parallel to the facade of a building, either attached flat to the wall or an integral part of the architecture. They may consist of individual cut letters applied directly to the building, or painted directly on the surface of the building. Wall signs are placed directly above the main entrance and often run horizontally along the "expression line" or entablature of traditional buildings. Other buildings may have signage locations integrated into a decorative cornice or sign band at the top of the building. Wall signs do not protrude beyond the roof line or cornice of a building. Wall signs are typically intended to be seen from a distance and are often accompanied by additional pedestrian-scaled signage.
- Blade Signs are placed perpendicular to the facade of a building, suspended from a bracket which is permanently attached to the building, and either fixed in place or suspended from the bracket. Blade signs are typically hung from decorative cast or wrought iron brackets in a manner that permits them to swing slightly These signs are small, pedestrian scaled, and easily read from both sides. Blade signs should be hung well out of reach of pedestrians and all exposed edges of the sign should be finished. Businesses at corner locations may have one (1) Blade Sign on each frontage, for a total of two (2) Blade Signs. The maximum area for any Blade Sign is 6 sq. ft. max. for each separate business entrance, or a total of 12 sq. ft. per side and the minimum clearance from the ground is 8 ft.
- Projecting Bracket Mounted Signs are similar to blade signs, but with brackets, typically made of decorative iron, designed to complement the sign composition and used to attach the sign parallel to, and within 18" of a wall of a building.

Commercial Sign Types: Cont.

- Window Signs are characterized by professionally painted individual letters and designs, or vinyl, applied directly on the inside of a window or glass door of a retail storefront. Each individual business may have one (1) Window Sign at the entry door plus one (1) Window Sign for each 6 linear feet of storefront area. Window Signs should not occupy more than 25% of the glazed area of the window on which they are placed.
- Suspended Signs occur in instances where a sign is suspended from an overhead structure above a pedestrian walkway or underneath an arcade. The minimum clearance for a Suspended Sign is 8 ft. from the ground.
- Awning Signs occur in areas with high pedestrian use, are a traditional shopfront fitting, limited to ground floor occupancies, and may have varying colors and sizes. Illumination must be provided by a direct exterior lighting source attached to the building and located above the awning. Lettering, emblems, or logos 10" in height or less are permitted are permitted on the upper awning surface. Awnings may encroach the public sidewalk by **XXX ft. OR without limit.**
- Canopy Signs are signs, or sign letters, attached to, painted on, or inscribed upon a projecting canopy, limited to first floor occupancies only and mounted perpendicular to the building facade, facing outward from the building. The canopy has a three dimensional quality with lettering of 8" in height or less, located on two (2) sides, and containing only the name of the business or building.
- Freestanding Signs are either Menu Board or Sandwich/A-Frame Signs.
- Menu Board Signs present a menu for the adjacent restaurant. The sign may not exceed 18" in width or 2 ft. in height.
- Sandwich or A-Frame Signs are double-faced freestanding signs designed to advertise daily restaurant specials or identify businesses located in courtyards or down alleys and thus off the primary frontage/sidewalk. They may be painted wood panels or cut wood shapes. Traditional slate boards are highly recommended For such businesses, one (1) Sandwich/A-Frame Sign, 3 ft. wide by 4 ft. high, is permitted. These signs may only be used during regular business hours.
- Diagonal Corner Sign are located at the corner of the building where they project at 45 degree angle. This sign type is a vertical sign which often extends beyond the parapet of the building, but may also terminate below the cornice or eave.
- Yard Blade Signs are typically mounted on a porch parallel to the building facade or in a yard between the public ROW and the building facade.
- Address Signs identify a property address number and consist of numerals or letters 6-12" or less in height. One address number no more than 6" vertically shall be attached to the building in proximity to the principal entrance or at a mailbox.
- Directory Signs display the name and location of tenants in a building containing multiple tenants. A Directory Sign is used to consolidate small individual signs and is located at the street level entrance to upper floor businesses or on facades facing entrances to alleys, rear lanes and parking lots for business wayfinding purposes.



Typical Commercial Signage Placement Diagram

- **NEED TO ADD FOLLOWING SIGNS TO DIAGRAM ABOVE**

Address Sign, Flush-mount Wall Sign, or Name Plate for 2nd Floor Occupants

Directory Sign

NOTES

Special Exception, Multi-Family Residential Development:

- One (1)permanent ground-mounted sign not to exceed 6 ft. in height and 32 sq. ft. in area allowed on each thoroughfare abutting the development is permissible. Signs may contain only the name, motto, and logo of the complex and, as well as its address. Any illumination of the signs shall be external from the top of the sign downward by means of Fully Shielded Luminaries.
- Additional small finding signs of not more than 2 sq. ft. each will be permitted per review and approval of the Town Architect.
- One address number no more than 12" in height measured vertically shall be attached to each the building in proximity to the principal entrances.
- Signs announcing availability of units and/or the sales agency address and telephone number are prohibited.

Prohibited:

- Signs consisting of internally-lit boxes with translucent covers ("box" or "can" signs) are prohibited without prior approval from the Town Architect.
- Signs illuminated by a bare floodlight, blinking or flashing bulbs, or any other type of illumination without shielding are prohibited.
- Signs are not permitted to extend above the roof line or parapet wall of a building without prior approval from the Town Architect.
- Signs with electronic messaging, changing text, or changing graphics are prohibited without prior approval from the Town Architect.
- No sign shall be placed so as to interfere with the operation of a door or window.
- No sign shall be placed so that they cover prominent architectural features of the building.
- No sign shall include reflective material.

Commercial Sign Design Criteria:

- Content may include only name of associated business and generic description of products, services offered, and logo identifying the type of business.
- Colors on signs and structural members should be harmonious with one another and relate to the dominant colors of the buildings on the site. Contrasting colors may be utilized if the overall effect of the sign is still compatible with the building colors.
- Each sign shall be constructed of permanent materials and shall be permanently attached to the ground, building or another structure by direct attachment to a rigid wall, frame, or structure.
- Each permanent sign shall be designed by a professional (e.g. architect, building designer, landscape architect, interior designer, or others whose principal business is the design, manufacture, or sale of signs), or who are capable of producing professional results.
- Each permanent sign shall be constructed by persons whose principal business is building construction or a related trade including sign manufacturing and installation, or others capable of producing professional results. The intent is to ensure public safety, achieve signs of careful construction, have neat and readable copy, and have durability, to reduce maintenance and prevent dilapidation.
- Sign materials (including framing and supports) shall be representative of the type and scale of materials used on the site where the sign is located. Sign materials shall match those used on the buildings on the site and any other signs on the site.
- Materials for permanent signs shall be durable and capable of withstanding weathering over the life of the sign with reasonable maintenance.
- The size of the structural members (e.g. columns, crossbeams, and braces) shall be proportional to the sign panel they are supporting.

Commercial Sign Design Criteria Cont.:

- Any illumination of signs shall be external from the top of the sign downward by means of fully shielded luminaries.
- Sign copy should relate only to the name and/or nature of the business or building.
- Old Columbus Mercantile style signage text features large bold lettering mounted (or stenciled) onto friezes and/or the head casing of storefronts. Painted lettering on awnings over entrances and storefront glass are the most common types of signage in this style. Painted masonry (frequently on the sides of corner buildings) and hanging signs are also common.
- The typical signage size classification for Old Columbus Mercantile is 6'-8' x 2' for storefront signage. Painted masonry can cover large expanses of side walls. Other types will vary with building configuration.
- Uptown Classical style signage text tends to be less bold than in other styles. The highest style examples will have the building or occupant's name carved into the frieze or pediment. Small plaques either wood or cast metal are also frequently mounted on the building surfaces as well as lettering on awnings. Site permitting, classically detailed free standing signs or monuments are also appropriate.
- The typical signage size classification for Uptown Classical is 3'-4' x 6-12" sized to fit within frieze applications. Wall mounted plaques and free standing signage will vary with building configuration.
- Chattahoochee Industrial style sigange text appears on the more austere surfaces of buildings enriched by large painted or mounted signs over entrances and/or parapets. Awnings with stenciled or mounted signage or perpendicular hanging signs also can add liveliness to this style.
- The typical signage size classification for Chattahoochee Industrial is painted signage that can span across several bays of a building's façade.
- Mounted signage tends to be of a similar scale to those found on Old Columbus Mercantile buildings, however it is often applied to a building in a vertical orientation.
- Building addresses shall be posted as per local requirements on the main building, and shall not exceed 6" in height if placed horizontally and 6" horizontally if running vertically. In addition, the building address shall be posted on the alley above the garage door or otherwise visible from the alley in the absence of a garage door.

General Notes:

- The City of Columbus, Georgia has an established set of standards which govern the design, location, type, illumination, installation, maintenance, and removal of signs within the City limits. Please refer to Appendix A, Chapter 4, Article 4 of the Columbus Code of Ordinances for more information regarding sign regulations.
- The area of a sign shall be measured by enclosing the shape in the simplest regularly shaped geometric figure, such as a circle, triangle, diamond, square, rectangle, or other figure having not more than six sides. Where one or more messages consist of letters, panels, or symbols attached to a surface, then the sign area shall be the sum of the areas of each message. The area of a sphere shall be computed as 50 percent of its surface.
- The area of a multi-sided sign shall be the total of each exposed sign face, except where signs are parallel back-to-back and attached to opposite sides of a supporting structure.
- The overall height and clear height of a sign shall be measured from the top of the curb of the nearest street.

GENERAL
STORE
&
BAKERY

COMMUNITY
INFORMATION

Meeting
House
Est. 1999

NOTES

Principals:

- Signs should express quality and characteristics unique to the location in their design.
- Signs must be legible and easily understood.
- Signs should contribute positively to the sense of place and the character of Old Town.
- Signs should reflect the proper purpose as well as their context and location within Old Town.
- The size and mounting height of signs should reinforce the pedestrian scale of Old Town.

INSIDE DESIGN
OLD SPOOL

The Variety Works

COLDWELL BANKER

JEWELRY

CHAMBER OF COMMERCE
WELCOME CENTER

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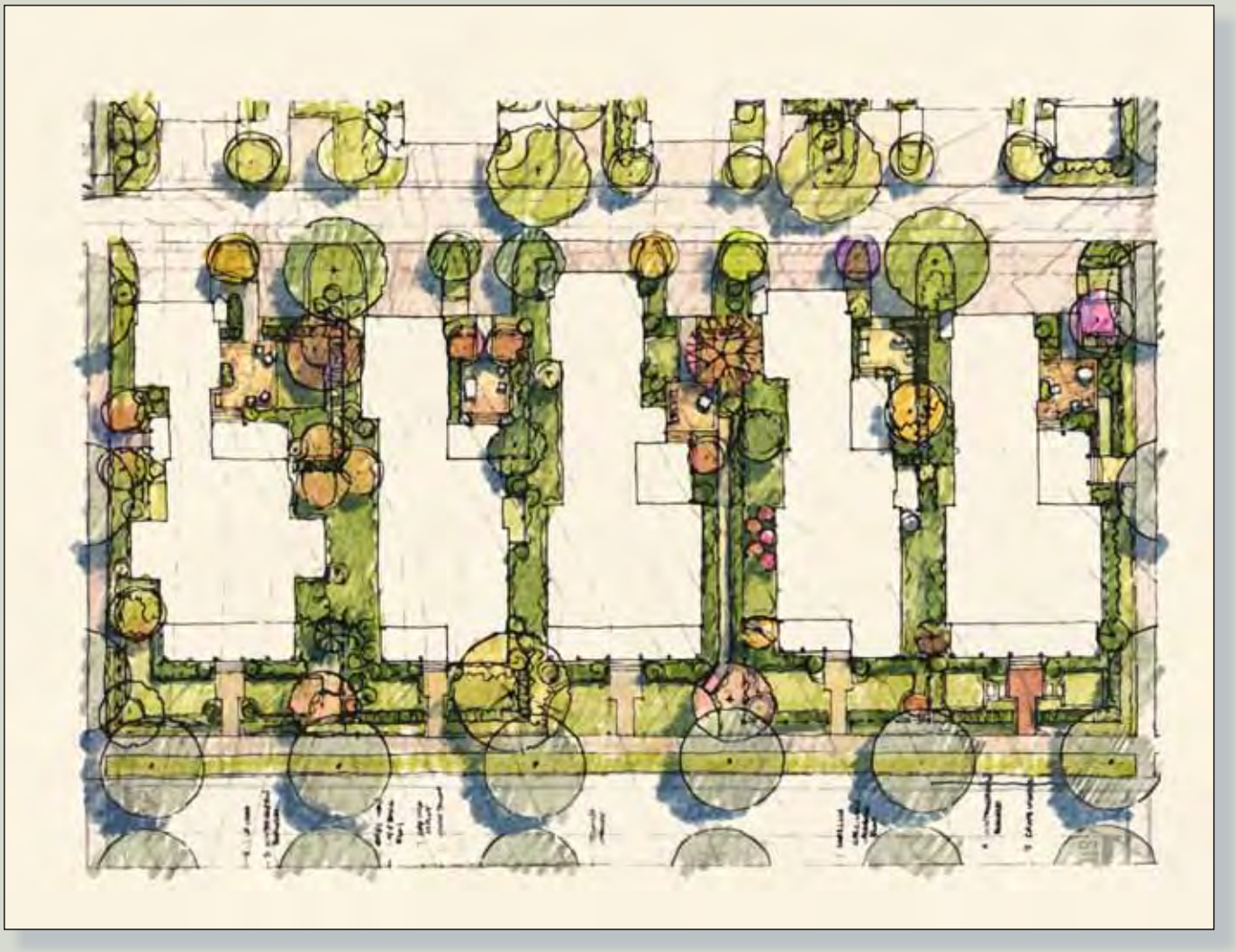

Old Town

LANDSCAPE STANDARDS

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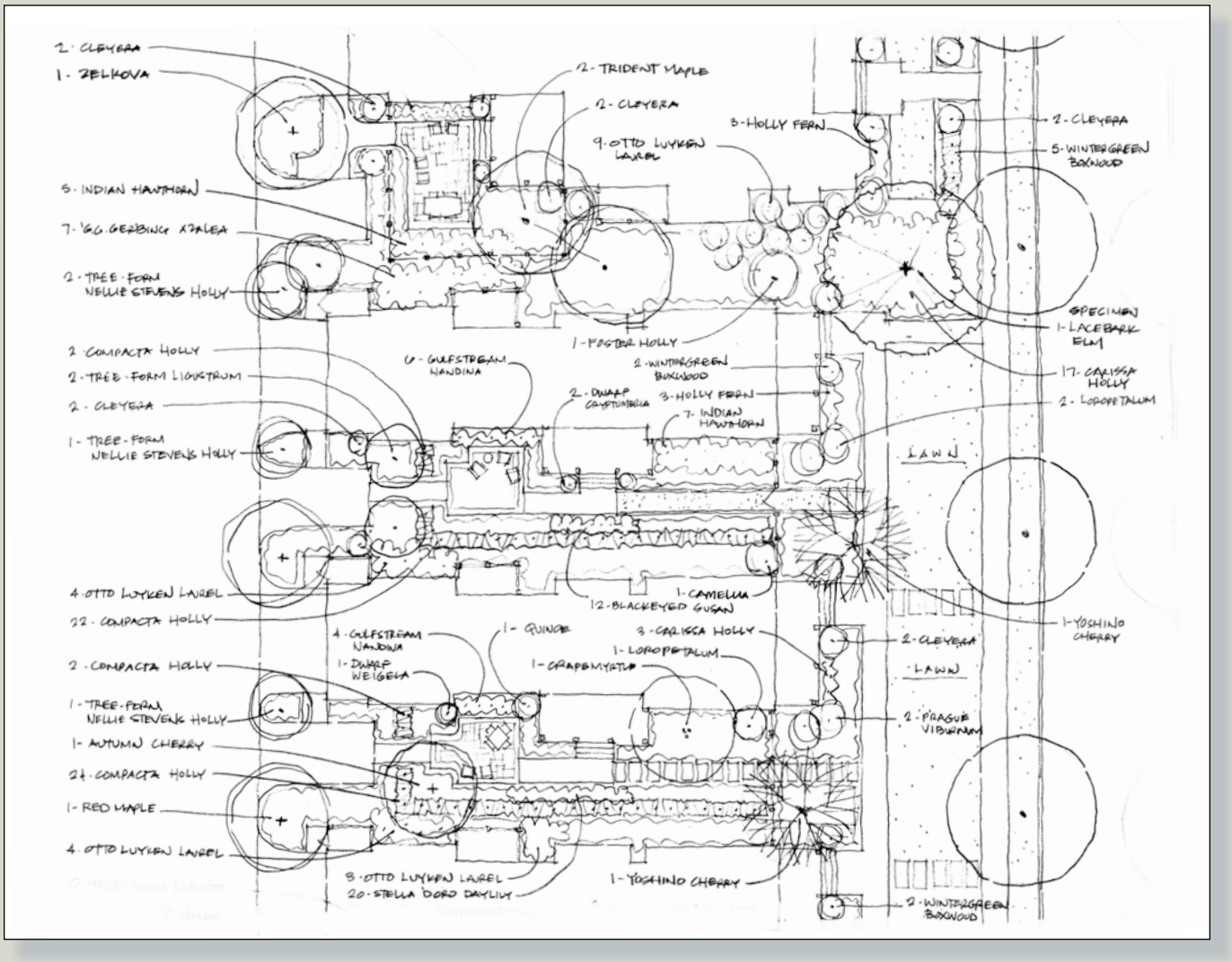


LANDSCAPE STANDARDS - Character & Philosophy

The landscape is a part of the fabric of Old Town, working hand in hand with the architecture to help define the pattern of the neighborhood. The mixture of uses in the community; from the Main Street and its retail and commercial spaces, to the denser living options of apartments and townhomes, the surrounding neighborhoods of large and small lots, the amenity, and green spaces will require subtle variations in the forming of spaces and landscape. The concept behind all landscape designs will be to create a pedestrian scaled environment of outdoor public and private "rooms." Old Town will reflect the essence of a classic Southern town like Columbus, Georgia.

The formation of these public and private "rooms" can be achieved by the subtle variations of grade, the creative use of paving patterns and materials, definition from walls, fences, and stairs, and the imaginative use of groundcover, vines, and shrubs on the ground plane and trees to form an overhead canopy. Since the selection of plant material is the foremost element in establishing the pattern of outdoor spaces, a list of recommended and prohibited plants for use in Old Town is included (please see Appendix A, page 208 and Appendix B, page 214). In all cases for landscape development the Columbus Code of Ordinances will be followed or exceeded.

NOTE:
The information contained in this section of the Old Town Design Guidelines is provided in addition to the City of Columbus, Georgia's Code of Ordinances. Please refer to www.columbusga.org/planning/developemnt-services/udo as well as the following sections of the City Code document (found online at http://library.municode.com/index.aspx?clientId=10583) for additional information regarding the City's restrictions and requirements -

- Part II, Chapter 8, Article of the Columbus Code of Ordinances regarding swimming pool code.
- Appendix A, Chapter 4, Article 5 of the Columbus Code of Ordinances regarding landscaping, screening, and buffering.
- Appendix A, Chapter 4, Article 6 of the Columbus Code of Ordinances regarding tree preservation and replacement.
- Appendix A, Chapter 7, Article 8 of the Columbus Code of Ordinances regarding streets.
- Appendix A, Chapter 7, Article 10 of the Columbus Code of Ordinances regarding sidewalks.

CIVIC AND PUBLIC LANDSCAPES:

The civic and public spaces of Old Town are the glue that binds together the various elements of the community. These spaces vary in form, function, and character and may include:

- Town Square
- Residential Amenity Areas
- Community Open Spaces
  - Parks
  - Farm/Farmhouse
  - Amphitheater
  - Community Arrival/Greeting Elements

Each of these elements has a distinct character, and the choice of site construction materials, furnishings, and plant materials will emphasize the uniqueness of each area.

TOWN SQUARE

The Town Square is the heart of Old Town. It will be bordered by residential and commercial structures on all sides, and the view across this open space will be terminated by a civic structure. It will have ample lawn space for community gatherings, paved space for walking and sitting, canopy trees bordering it, and a variety of flowering trees and shrubs for interest.

HARDSCAPE - PAVING

The predominant paving material used in the Town Square is to be brick. Full thickness, wire cut, or hand molded brick should be used to give texture and weathered character. Sharp edged brick, thin pavers, and concrete units are not allowed. Red/brown colors are to be used and bright red/orange brick to be avoided. Bricks may be laid with or without visible mortar joints.

Paving patterns may vary to establish different activity areas such as a sitting area along a walk or a plaza. However, these patterns should be traditional, such as running bond, herringbone, or basket-weave. Simple stone accents such as granite cobbles may be used in moderation for banding or vertical planting area definition.

All outdoor exterior paving areas, steps, and ramps are to comply with current ADA and other applicable local, state, or federal standards.

HARDSCAPE - CURBING

The perimeter curb around the Town Square is to be split face granite curbing sections.

HARDSCAPE - SITE FURNISHINGS

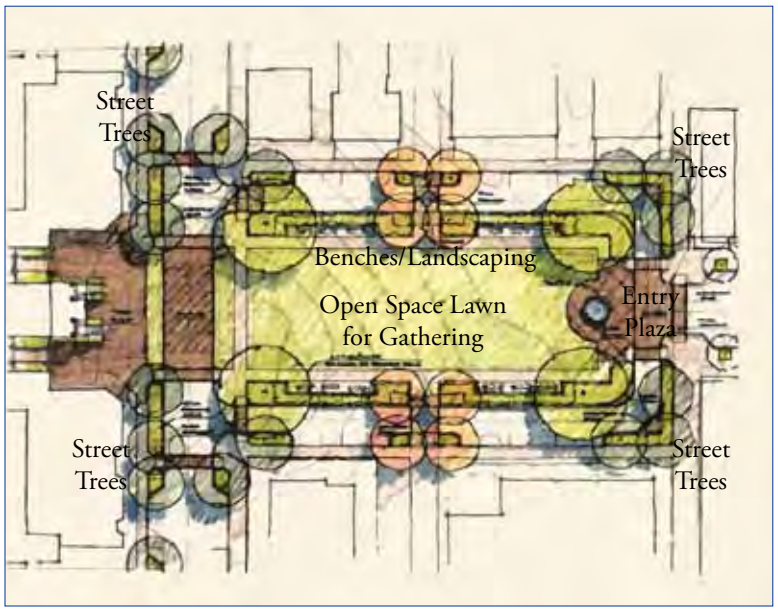
The site furnishings used in the Town Square are to be traditional and historically inspired. Benches may be all metal (cast iron or heavy aluminum) or be a combination of metal frame and wood slats. Likewise, trash cans are to be traditional with metal surround and removable container. All metal on the furnishings is to be painted black. Furnishings of concrete, plastic, or recycled material are not allowed.

HARDSCAPE - LIGHTING

Lighting for the Town Square shall predominately be pole mounted luminaries. The light fixtures should be traditional carriage units in scale with the setting, and the poles are to be 10'-16' ht. cast iron or heavy aluminum, black in color. No wood or composite material is allowed. Accent lighting may be used to illuminate signage, fountain, or other elements.

SOFTSCAPE - LANDSCAPE

Landscaping in the Town Square should be simple and stately with the use of street trees on the perimeter, understory or flowering trees



Old Town - Town Square

Brick Walk in Running Bond Pattern with Granite Curb

Town Square

for accent, low hedges to define areas and control circulation, and flowering plants for interest. Limited areas for seasonal color may be included. All planting will meet the minimum requirements outlined in section 4.6 of the Columbus Code of Ordinances.

SOFTSCAPE - STREET TREES

Street trees are to be planted along all streets in Old Town where conditions permit. They should be planted no closer than 50 feet and no further than 75 feet apart, except in special case-by-case situations, to be approved by the Town Architect. Trees permitted for street tree use are Willow Oak, Darlington Oak, Chinese Elm, American Hornbeam or Red Maple. Trees specified must be a minimum of 4 inch caliper at time of installation.

RESIDENTIAL AMENITY AREAS

The residential amenity areas provide spaces for gathering, socializing, and recreation. These spaces should be open and simple in design to allow for a variety of activities. Typically, these areas will include a pool, sitting and sunning spaces, lawn activity area, and play space or structure.

HARDSCAPE - PAVING

Combinations of pavements may be used in the amenity areas, with richer materials such as brick or stone used in gathering or areas that the designer wants to emphasize, and simpler materials used in walks and pool decking. Mulch or pea gravel may be used in informal paths or play areas.

Brick is to be full thickness, wire cut, or hand molded for texture and weathered character. Sharp edged brick, thin pavers, and concrete units are not allowed. Red/brown colors are to be used and bright red/orange brick to be avoided. Brick may be laid with or without visible mortar joints. Paving patterns may vary to establish different activity areas. These patterns should be traditional, such as running bond, herringbone, or basket-weave.

Stone may also be used in gathering or areas that the designer wants to emphasize. Stone used can include Pennsylvania Bluestone, Limestone, Crab Orchard or other neutral colored, smooth surfaced material. Large pieces of stone are to be used. Avoid using small pieced or rough faced stone such as Tennessee Fieldstone. All joints should be uniform and a maximum of ½" wide.

Decking for pool areas may be brick, stone, or concrete. If concrete is used it is to be tinted and should have a lightly textured broom-finish or salt finish. Do not use exposed aggregate concrete. Joints are necessary for expansion and contraction, and should be used in a geometric pattern with thought given to their placement. Joints should not be placed randomly and at odd angles. Coping may be brick, stone, or cast stone.

All exterior paving areas, steps, and ramps are to comply with current ADA and other applicable local, state, or federal standards.

If pea gravel is used on path areas, it should be dark in color, angular, and fine textured. It should be used in a maximum 1" layer over compacted granite fines/gravel base.

HARDSCAPE - FENCING

Fencing around the pool area shall meet all local codes and ordinances. It may be ornamental iron or aluminum and black in color or wood picket, painted or stained a dark or neutral color. No white color is to be used and vinyl or chain link fence is prohibited. Brick or stone may be used as columns or accents or for the fence in its entirety.

Pool Area

Pennsylvania Bluestone Paving

Amenity Area Fencing

HARDSCAPE - SITE FURNISHINGS
Furnishings for sitting and gathering areas are to be metal, cast iron, or powder coated, heavy aluminum and black in color, or wood, such as teak. No plastic or PVC materials are to be used. Plastic or PVC material may be used for pool side lounge chairs only.

HARDSCAPE - LIGHTING
Light fixtures are to be used for safety and aesthetics. Flood lights may be used on structures for emergency use only. Everyday lighting is to be a combination of post lamps, path, and accent lights. Post mounted fixtures are to be a traditional carriage type fixture and the posts may be black cast iron, heavy weight powder coated aluminum or traditional inspired wood post. Accent lights are to be inconspicuous and positioned to avoid direct sight to the light source. Path lights are to be copper or powder coated aluminum and dark in color. No composite material or solar powered fixtures are to be used.

SOFTSCAPE - LANDSCAPE
Landscaping should take on a residential character with the use of a variety of plants for interest in foliage color and texture, form, and flower. Thought to consideration of easy maintenance should be considered as well. Shade trees should be used in appropriate areas to provide sun relief, with care in location in proximity to pool. Trees, shrubs, and vines that add color interest in the seasons when the amenity area is in most use are encouraged. Lawn areas are to be Zoysia sod. Do not use Bermuda grass. . All planting will meet the minimum requirements outlined in section 4.6 of the Columbus Code of Ordinances. All planting will meet the minimum requirements outlined in section 4.6 of the Columbus Code of Ordinances.

COMMUNITY OPEN SPACES
Another part of the glue binding together the various elements of Old Town are passive and active open spaces. These may include current or future park spaces, a farm, amphitheater, and community arrival/ greeting areas. Site and landscape design in these areas should be simple with the use of traditional site building materials and plants found in old sections of Columbus and outlying rural areas. Also, materials and forms used on the old home site, existing on the Old Town property, should be imitated. These include irregular granite rubble for wall and columns and stucco for low walls. The forms found on these existing homesite remains should also be imitated. The peaked granite rubble column and the round top of the low stucco wall can be used again as a recurring thematic element.

HARDSCAPE - PAVING
Combinations of pavements may be used in the Community Open Spaces, with richer materials such as brick or stone used in gathering or areas that the designer wants to emphasize, and simpler materials used in walks. Mulch or pea gravel may be used in informal paths or play areas.

Brick is to be full thickness, wire cut, or hand molded for texture and weathered character. Sharp edged brick, thin pavers, and concrete units are not allowed. Red/brown colors are to be used and bright red/ orange brick to be avoided. Brick may be laid with or without visible mortar joints. Paving patterns may vary to establish different activity areas. These patterns should be traditional, such as running bond, herringbone, or basket-weave.

Stone may also be used in gathering or areas that the designer wants to emphasize. Stone used can include Pennsylvania Bluestone, Limestone, Crab Orchard or other neutral colored, smooth surfaced material. Large pieces of stone are to be used. Avoid using small pieced or rough faced stone such as Tennessee Fieldstone. All joints should be uniform and a maximum of ½" wide. Additionally, concrete can be used in

Old Town Home Site Peaked Granite Rubble Column

Old Town Home Site Round Top Stucco Wall

Amphitheater

Gay, GA farm house

moderation for walks, and gravel and asphalt used for cart and walking trails.

All exterior paving areas, steps, and ramps are to comply with current ADA and other applicable local, state, and federal standards.

HARDSCAPE - WALLS
The use of irregular granite rubble and stucco matching those at the old homesite are appropriate. The granite is especially desirable in areas near the existing granite rock out-croppings. Stucco can be used in amphitheater seating walls. Brick is also an acceptable material for walls. No interlocking concrete unit walls will be permitted.

HARDSCAPE - FENCING
Traditional wood picket fences are appropriate in the Farmhouse/Farm area. Other community open spaces should have limited use of fencing.

HARDSCAPE - SITE FURNISHINGS
Site furnishings may include simple wood benches, tables, chairs, rockers, and swings at the Farmhouse, and traditional park furnishings that are traditional and historically inspired may be used elsewhere. These benches are to be all metal (cast iron or heavy aluminum) or a combination of metal frame and wood slats. All metal on these furnishings is to be painted black. Furnishings of concrete, plastic, or recycled material are not allowed.

HARDSCAPE - LIGHTING
At the Farmhouse/Farm area low key, residential scale lighting should be used. Pedestrian scale posts of traditional wood construction topped by carriage type fixtures are to be used, and accent and path lights may be used. Accent lights are to be inconspicuous and positioned to avoid direct sight to the light source. Path lights are to be copper or powder coated aluminum and dark in color. No composite material or solar power fixtures are to be used.

SOFTSCAPE - LANDSCAPE
Planting at the Farmhouse/Farm should be reminiscent of an old farm garden with traditional Southern plants such as Camellia, Hydrangea, Daylily, and Dogwood used. Plantings in other common spaces should likewise be simple and bold using shade trees such as Red Maple, Willow Oak, Live Oak, and Lacebark Elm, and understory trees such as Dogwood and Redbud. Traditional Southern shrubs such as Camellia, Hydrangea, Indica Azalea, and Boxwood should also be used. Zoysia lawn is preferable and Bermuda should not be used. All planting will meet the minimum requirements outlined in section 4.6 of the Columbus Code of Ordinances.

SOFTSCAPE - STREET TREES
Street trees are to be planted along all streets in Old Town where conditions permit. They should be planted no closer than 50 feet and no further than 75 feet apart, except in special case-by-case situations, to be approved by the Town Architect. Trees permitted for street tree use are Willow Oak, Darlington Oak, Chinese Elm, American Hornbeam or Red Maple. Trees specified must be a minimum of 4 inch caliper at time of installation.

Community Event

Brick Sidewalk with Vertical Curb and no Gutter

Community Open Space

COMMERCIAL STREET FRONTAGE

COMMERCIAL LANDSCAPES:
The site and landscape design of commercial areas that form the core of Old Town should have an urban quality. It should create a lively pedestrian experience with the use of varying, but simple paving patterns, site furnishings, planting containers, pole lighting, and street trees. The commercial core consists of street front and freestanding, rear loaded buildings, urban multi-family residential, and garden style multi-family residential.

HARDSCAPES - PAVING
Like in the town square, the paving material to be used in the sidewalks is to be brick. Full thickness, wire cut, or hand molded brick should be used to give texture and weathered character. Sharp edged brick, thin pavers, and concrete units are not allowed. Red/brown colors are to be used and bright red/orange brick to be avoided. Bricks may be laid with or without visible mortar joints. It should be used in a running bond pattern, parallel to the street and building fronts. Simple changes in the pattern may be used to accentuate outdoor areas.

In urban multi-family residential buildings garden areas, stone may be used, and at rear of buildings concrete is acceptable. In garden multi-family residential buildings, concrete is acceptable throughout. No exposed aggregate, stamped concrete, or interlocking concrete pavers are to be used.

Simple stone accents such as granite cobbles may be used in moderation for banding or vertical planting area definition.

All outdoor exterior paving areas, steps, and ramps are to comply with current ADA and other applicable local, state, or federal standards.

HARDSCAPES - CURBING
Curbing in the commercial core, exclusive of the perimeter of the Town Square is to be vertical concrete curb (no gutter). Refer to Sections 7.10.3 and 7.8.4 of the Columbus, Georgia Code of Ordinances for standards.

HARDSCAPES - FENCING
Although fencing in the commercial area will be minimal, if it is to be used, it should be ornamental aluminum or iron. Brick walls are also acceptable. Fencing for enclosure of trash dumpsters is to be solid wood or masonry walls with wood gates (8’ ht.). Fencing for enclosure of HVAC compressors is to be wood with max 1” gaps for air circulation. Pierced brick may also be used. The height should be one foot above the height of the tallest unit. No vinyl fencing is to be used.

HARDSCAPES - SITE FURNISHINGS
The site furnishings used in the commercial core are to be traditional and historically inspired. Benches may be all metal (cast iron or heavy aluminum) or be a combination of metal frame and wood slats. Likewise, trash cans are to be traditional with metal surround and removable container. All metal on the furnishings is to be painted black. Furnishings of concrete, plastic, or recycled material are not allowed.

HARDSCAPE - LIGHTING

Lighting for the commercial core shall predominately be pole mounted luminaries. The light fixtures should be traditional carriage units in scale with the setting, and the poles are to be 10'-16' ht. cast iron or heavy aluminum, black in color. No wood or composite material is allowed. Accent lighting may be used to illuminate signage, fountain, or other elements.

SOFTSCAPE - LANDSCAPE

Landscaping in the commercial core will be simple, consisting of primarily street trees. In urban multi-family residential front gardens other plantings are encouraged to provide a smaller scale space. Understory flowering and evergreen trees and shrubs may be used to offer separation and privacy from the sidewalk. At the rear of the urban multi-family residential buildings, the same plantings may be used, and shade trees are to be planted in parking lots. The garden style multi-family residential buildings will have the space for simple, easily maintained landscape and lawn. Use shade trees, understory flowering trees, evergreens, and a variety of shrubs and groundcovers for year-round interest. All planting will meet the minimum requirements outlined in section 4.6 of the Columbus Code of Ordinances.

SOFTSCAPE - STREET TREES

Street trees are to be planted along all streets in Old Town where conditions permit. They should be planted no closer than 50 feet and no further than 75 feet apart, except in special case-by-case situations, to be approved by the Town Architect. Trees permitted for street tree use are Willow Oak, Darlington Oak, Chinese Elm, American Hornbeam or Red Maple. Trees specified must be a minimum of 4 inch caliper at time of installation.

Traditional Iron Bench - Site Furnishings

Commercial Area

Traditional Bike Rack

Traditional Post Lamp

Trash Receptacle

Sidewalk with Planters

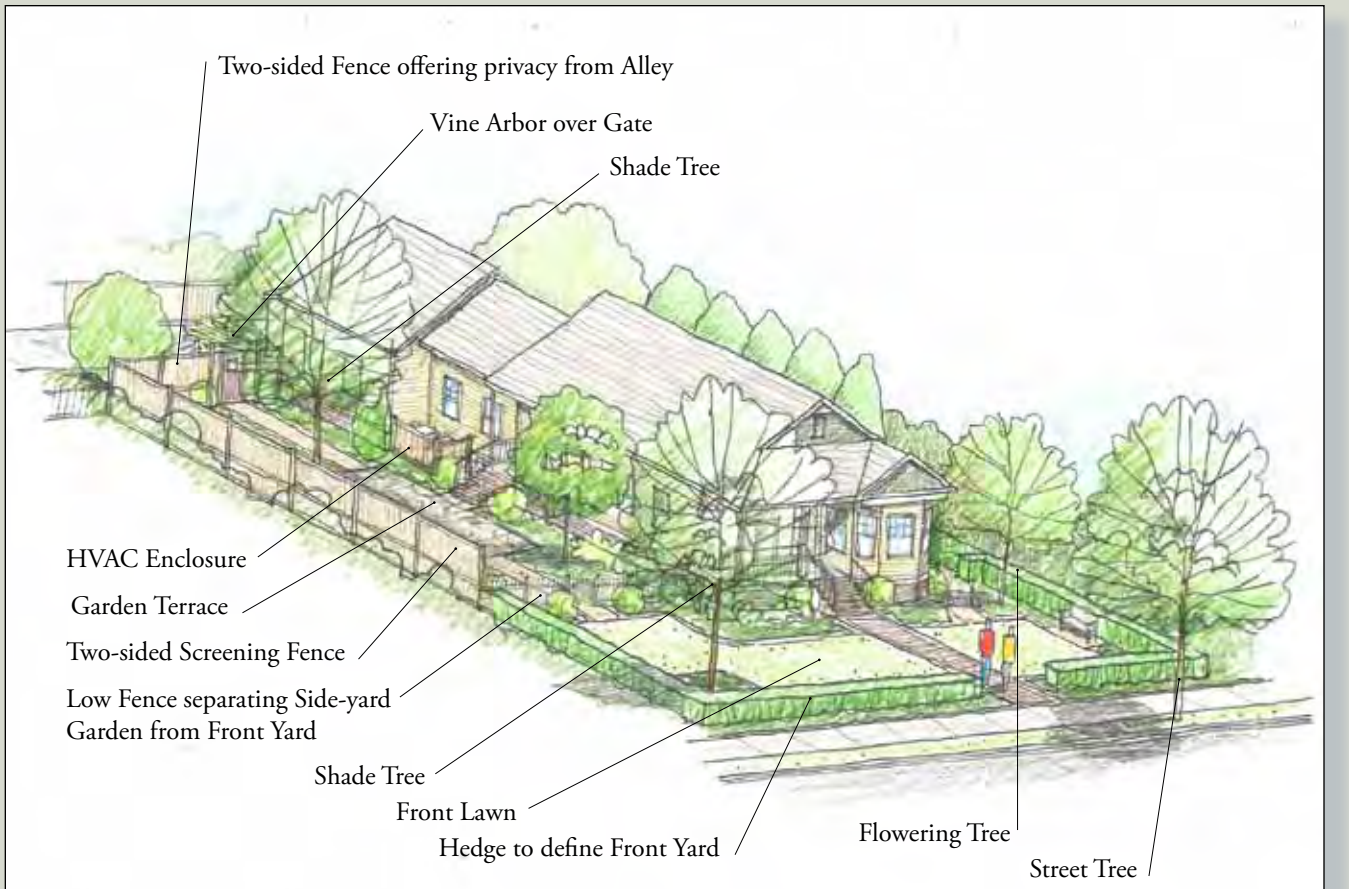


DIAGRAM OF SUGGESTED LANDSCAPE FOR SMALL RESIDENTIAL LOTS (typical)

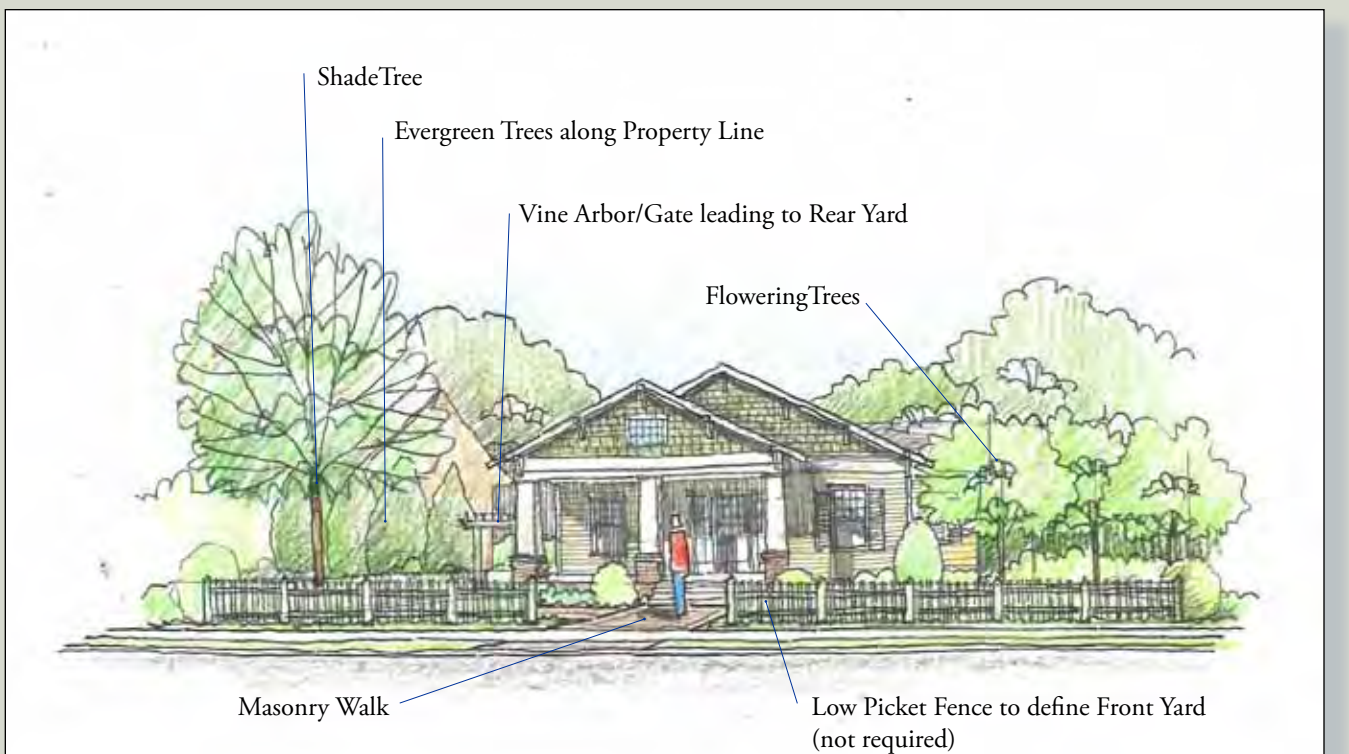


DIAGRAM OF SUGGESTED LANDSCAPE FOR SMALL RESIDENTIAL LOTS
(with low fence defining Front Yard)

RESIDENTIAL LANDSCAPES:
The setting, context, and unique character of each lot and its proposed site construction and planting are the elements that form a livable and attractive homesite, which works together with other homesites to form a vibrant neighborhood. The design of each site should gracefully work with existing site and grade conditions and the architecture of the structures on the site and on adjacent lots. The desire is to create a cohesive neighborhood that looks and feels like those in older, traditional sections of Columbus, Georgia. In Old Town there will small detached home lots and estate lots ranging from one-half to one acre in size.

Small Residential Lot Landscapes:
The Small Residential Lots at Old Town will have little or no garden space in the front of the structures. Front yard landscaping will consist primarily of street trees. There may be potential for small garden spaces in the front and enclosed garden spaces to the rear that may open up to an alley or be self contained by separate garages and adjacent structures.

HARDSCAPE - PAVING
In the street frontage sidewalks, of brick or broom-finished concrete, will be permitted. Brick is to be full thickness, tumbled, or hand molded to give texture and weathered character. Sharp edged brick, thin pavers, and concrete unit pavers are not allowed. Red/brown colors are to be used and bright red/orange brick is to be avoided. Bricks may be laid with or without visible mortar joints.

Paving patterns may vary to establish different activity areas such as a sitting area along a walk or a plaza. However, these patterns should be traditional, such as running bond, herringbone, or basket-weave. Simple stone accents such as granite cobbles may be used in moderation for banding or vertical planting area definition.

No exposed aggregate, stamped concrete, or interlocking concrete pavers will be permitted. In contained gardens, brick or stone is desired.

HARDSCAPE - CURBING
Curbing in these residential areas will be vertical concrete curb (no gutter). Refer to Sections 7.10.3 and 7.8.4 of the Columbus, Georgia Code of Ordinances for standards.

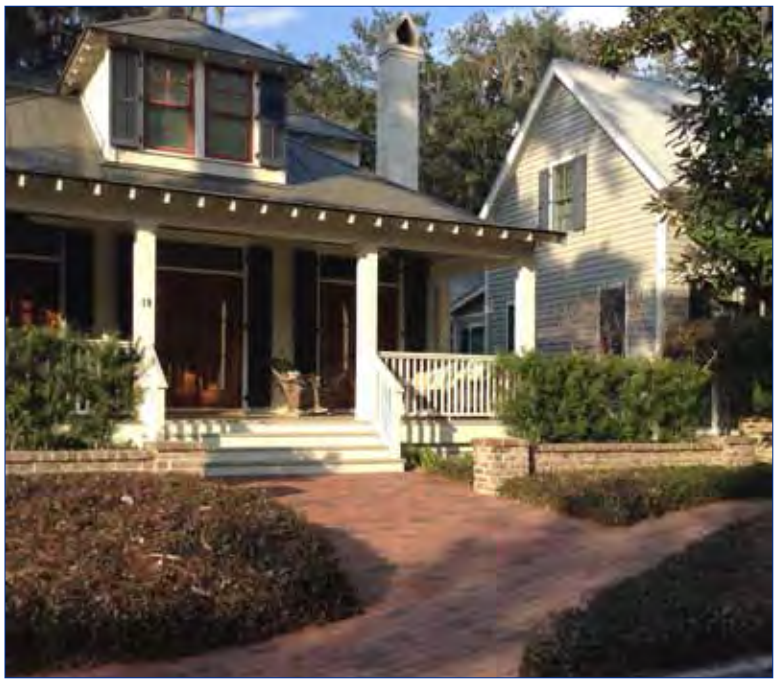
HARDSCAPE - FENCING
If fencing occurs in front of a homesite, it is to be ornamental iron or masonry, compatible with that used on the structure. In rear or in garden spaces opening to side street or alley, ornamental iron (black), masonry, wood picket, or wood screening fence (maximum 6' ht.) may be used. All wood fencing is to be of same construction on each side (two-sided). Wood fencing is to be stained or painted. HVAC compressors are to be screened with wood or masonry enclosures. No vinyl fencing is to be used.

HARDSCAPE - LIGHTING
Lighting for street frontages shall be pole mounted luminaries. The light fixtures should be traditional carriage units in scale with the setting. Poles should be 10'-16' ht. cast iron or heavy aluminum, black in color. No wood or composite material is allowed. Accent lighting may be used to illuminate signage, fountains, or other elements.

Lighting in courtyards may be pedestrian scale post lights (wood, cast iron, or heavy aluminum) or low path lights (light source to be shielded). Subtle up lighting may be permitted per Town Architect review and approval, but must be concealed from public view by shrubbery or other landscape forms a minimum of 18" high. All lighting to be copper or powder coated aluminum, dark in color. No composite material or solar powered fixtures are to be used. Down lighting is not permitted.

Small Lot

Picket Fence defines Front Yard



Small Lot Detail

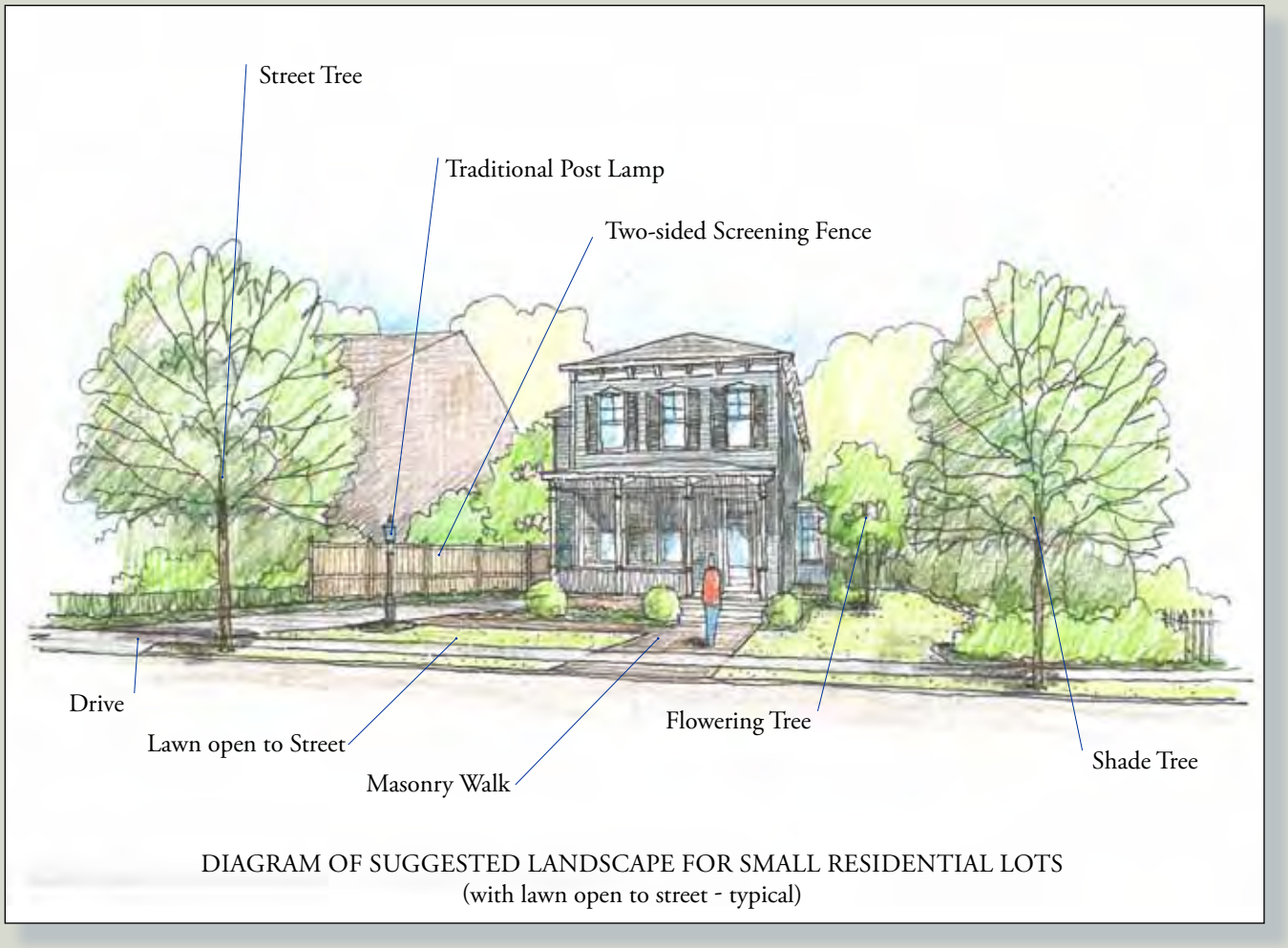


DIAGRAM OF SUGGESTED LANDSCAPE FOR SMALL RESIDENTIAL LOTS
(with lawn open to street - typical)

Rear Yard Landscape

Front Yard defined by Low Wall & Shade Tree Planting

SOFTSCAPE - LANDSCAPING

The front yard planting of the Small Residential Lots at Old Town will primarily be street trees. Those lots lacking a street tree within their street frontage are required to plant one (1) min. 4" caliper Oak (see Appendix A, page 208) on that lot, in the front or rear yard. If small front garden spaces occur, combinations of groundcovers, low shrubs, and small understory trees may be used. Care should be taken in assuring that as plants grow they do not encroach on streets or sidewalks. In rear garden spaces small trees and combinations of intimate shrubs, groundcovers, and perennials should be used. All planting will meet minimum requirements outlined in section 4.6 of the Columbus Code of Ordinances.

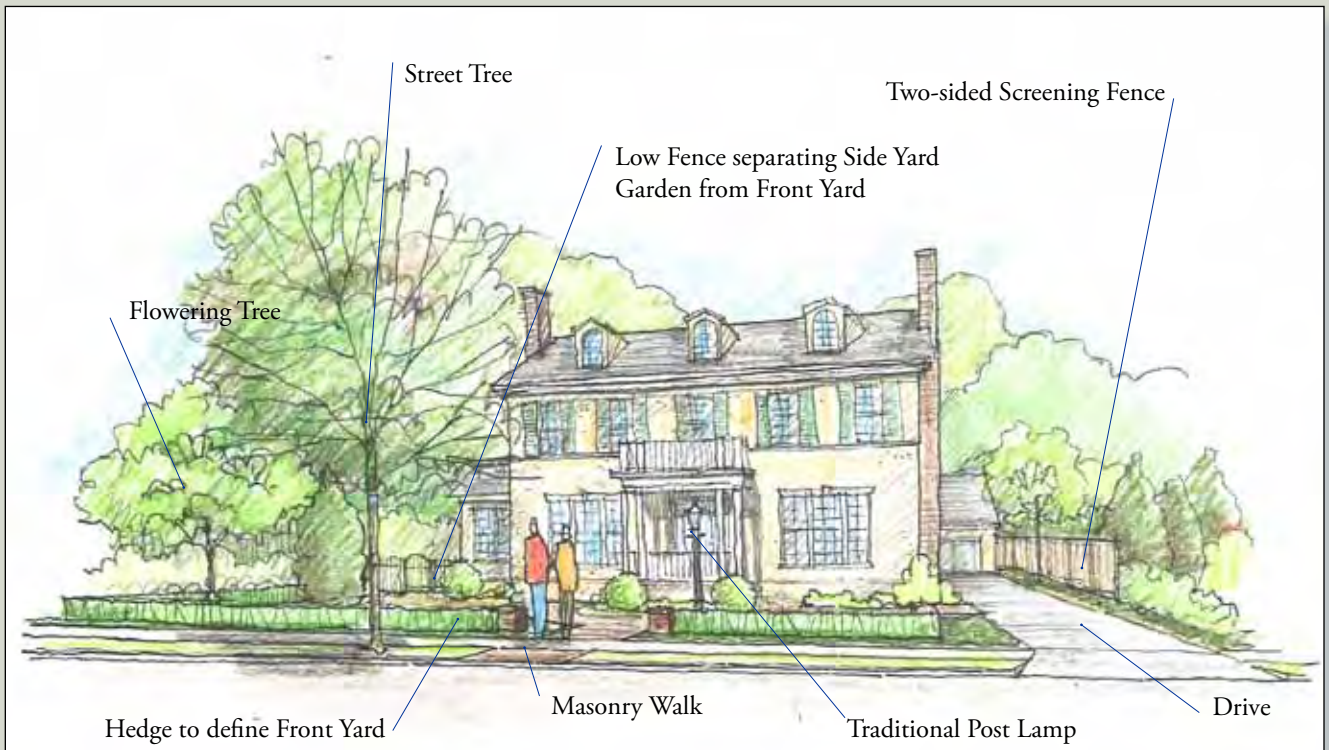


DIAGRAM OF SUGGESTED LANDSCAPE FOR SMALL RESIDENTIAL LOTS
(with low hedge defining Front Yard)

Lawn open to Street

Low Hedge defines Front Yard

SOFTSCAPE - STREET TREES

Street trees are to be planted along all streets in Old Town where conditions permit. They should be planted no closer than 50 feet and no further than 75 feet apart, except in special case-by-case situations, to be approved by the Town Architect. Trees permitted for street tree use are Willow Oak, Darlington Oak, Chinese Elm, American Hornbeam, or Red Maple. Trees specified must be a minimum of 4" caliper at time of installation.

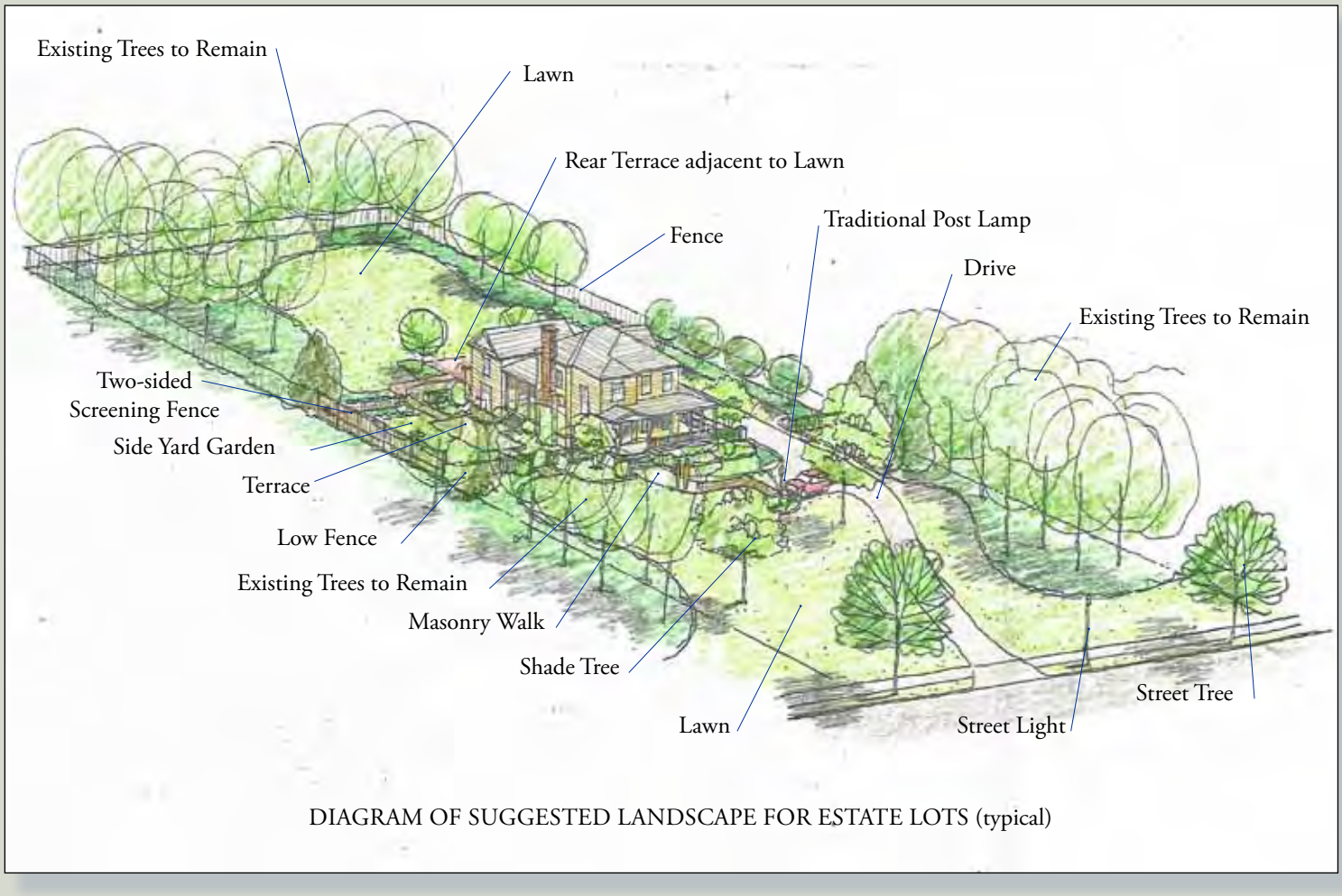
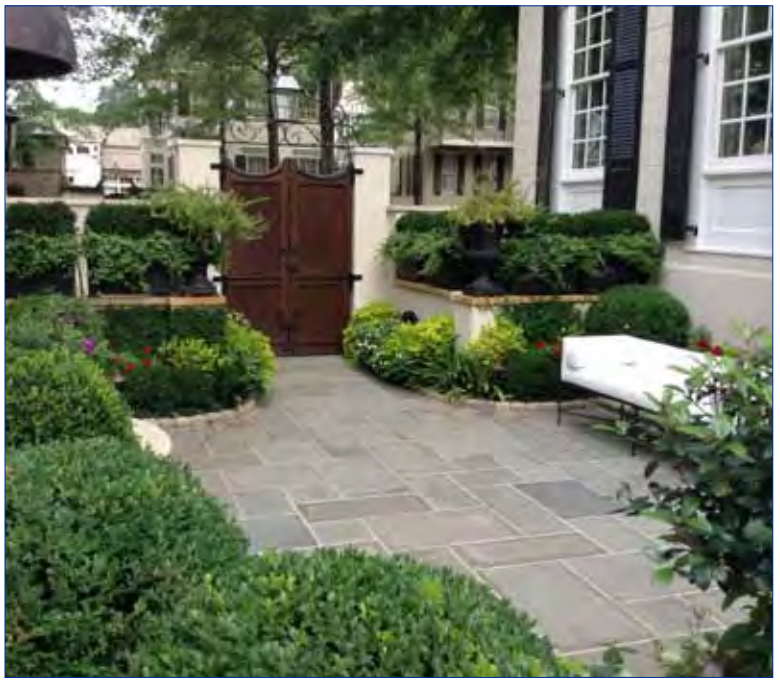


DIAGRAM OF SUGGESTED LANDSCAPE FOR ESTATE LOTS (typical)

Front Yard defined by ornamental Iron Fence



Enclosed Garden

Single Family Detached Residential Landscapes:

Single family detached residential neighborhoods will be varied, with small urban lots being under one-third of an acre, estate lots from one-half to one acre, and possibly lots larger than one acre. With each lot the goal is to create a homesite that responds to the unique characteristics of its setting. The homesite size, its position on the block, the shape of the lot, its relationship to adjacent structures, the topography, and existing tree canopy are all factors that influence the landscape design and in turn create a diversity that will form a varied community.

Each homesite should be thought of as a series of outdoor rooms that relate to the structures on the site and on adjacent lots. The outdoor spaces also provide transitions to streets, alleys, and sidewalks. This transition should happen gradually with a feeling of discovery. The transition and the forming of rooms can be achieved by manipulating grade, working with existing vegetation, and introducing built elements such as fences, walls, trellises, terraces, walks and stairs, and new plantings of hedges, beds, and tree canopies.

Homesites will have zones that typically have different functions. The front yard is the space viewed by passersby and is the physical and visual link to the house. In small urban lots there will be a walk connecting to the sidewalk, and with the larger lots there most likely will be a drive connecting to the street and a walk that will connect to the drive and possibly to the sidewalk. The rear yard most typically is the outdoor living space with terraces, garden elements, and lawns. Its relationship to alleys and adjacent properties is important, and fencing, hedging, and planting can be used for separation or privacy. Side yards present an opportunity to link the front and rear yards. Walks or paths can be introduced to make the connection. These spaces also are often the place for utility boxes and HVAC condensers. Screening of these elements can be achieved by the use of fences and planting.

With all residential design, all applicable sections of the Columbus City Code are to be followed.

HARDSCAPE - GRADING AND DRAINAGE

In general, grading on homesites should be minimized to lessen disturbance and preserve existing trees. However, there are instances where grading is necessary and is used to create useful outdoor spaces. Grading should be natural and blend in with surrounding topography. Retaining walls may be used where necessary and to create outdoor rooms. With all grading operations, Columbus City codes are to be followed, including those pertaining to tree protection.

Use natural drainage systems as much as possible; rely on natural swales and vegetation to absorb and filter runoff. Gutters and downspouts should be directed away from foundations and where possible connected to an underground system. Do not direct water onto adjacent homesites or sidewalks.

HARDSCAPE - PAVING

Drives are to have a maximum width of 12 feet, with the exception of the driveway apron or connection to garages. They should be designed to minimize visibility from adjacent houses and blend in with the landscape. Where site allows a space, guest parking will be permitted either directly off the alley in small urban lots or off the drive on the larger lots.

Permitted drive materials include concrete, tinted concrete, exposed aggregate concrete, brick, natural stone, and appropriately shaped and colored pre-cast pavers. Full thickness, tumbled, or hand molded brick should be used to give texture and weathered character. Sharp edged brick and thin pavers are not allowed. Red/brown colors are to be used and bright red/orange brick is to be avoided. Bricks may be laid with or without visible mortar joints.

Brick and stone may be used for edgings. On estate lots pea gravel with stone or brick edging may be used. No metal, concrete block, or wood edgings are permitted. An apron of approved impervious material must be used with gravel.

HARDSCAPE - PATHS, WALKS, AND TERRACES

Paths, walks, and terraces are to be used for linkage and combined with stairs, fences, walls, and plantings to create outdoor rooms. Paved areas are to minimize the number of types of materials in order to create a unified design. Front yard walks, landings, and terraces are to be brick or stone. Informal materials such as stepping stones with planted joints and pea gravel may be used where appropriate.

Approved materials include brick, natural stone, and pea gravel, where appropriate. Brick is to be full thickness, tumbled, or hand molded for texture and weathered character. Sharp edged brick, thin pavers, and concrete units are not allowed. Red/brown colors are to be used and bright red/orange brick is to be avoided. Brick may be laid with or without visible mortar joints. Paving patterns may vary to establish different activity areas. These patterns should be traditional, such as running bond, herringbone, or basket-weave.

Stone used for walks and terraces can include Pennsylvania Bluestone, Limestone, Crab Orchard, or other neutral colored, smooth surfaced material. Large pieces of stone are to be used. Avoid using small pieced or rough faced stone such as Tennessee Fieldstone. All joints should be uniform and a maximum of ½" wide.

HARDSCAPE - FENCING, GATES, AND WALLS

The use of fencing and walls is encouraged to give definition and variety to the streetscape and outdoor spaces, offer privacy, and screen service areas. The type and height of fencing will be dictated by its location. On small urban lots low masonry walls, fences, or a combination of masonry base wall and fencing with a height of 36" to 48" are acceptable in the front yard. Masonry columns may be used at corners and flanking gates, but should not exceed the height of the fence or wall by more than 6". On estate lots fencing is not permitted in the front yard. In side and rear yards masonry walls or fencing up to 6 feet height is permitted. Fences or walls in these areas should be "two-sided" construction with the appearance the same for both sides. On small urban lots service areas are to be enclosed with masonry walls or fencing of a height of 1 foot above the tallest unit to obscure views.

Permitted materials for masonry walls are tumbled or hand molded brick (pierced pattern or solid), stone, or stucco. Concrete blocks or interlocking concrete units and brick with sharp edges are not allowed.

Permitted materials for fences are wood (picket or board where appropriate), cast iron, ornamental aluminum (side or rear yard only), combinations of masonry and wood, or iron. Wood fences are to be stained or painted colors that relate to the architecture and blend in with the surroundings. No wood fencing will be left untreated. Invisible fencing for pets may be used anywhere. Inappropriate materials include vinyl, PVC, chain link, or woven slat.

Single Family Detached Residential Landscapes:

HARDSCAPE - TRELLISES AND PERGOLAS

Trellises may be used in any yard in conjunction with fences, walls, and gates. They may arch over a gate or be used as an element against a wall or fence on which to train vines. Pergolas and arbors will be restricted to the rear yard. These structures may be of wood or metal construction or a combination. If wood is used, it is to be stained or painted a color that relates to the architecture and blends in with the surroundings. Wood structures will not be left untreated. Vinyl or PVC materials are not permitted.

HARDSCAPE - POOLS AND SPAS

In-ground pools and spas will be permitted, per local and state codes (see Article N. Swimming Pool Code, City of Columbus Code of Ordinances and State of Georgia Amends to International Swimming Pool and Spa Code [2012 Ed.], Revised January 1, 2014). They will be located in rear yards only. No above ground pools are permitted. Decking for pool areas may be brick, stone, or concrete. If concrete is used it is to be tinted and should have a lightly textured broom-finish or salt finish. Do not use exposed aggregate concrete. Joints are necessary for expansion and contraction, and should be used in a geometric pattern with thought given to their placement. Joints should not be placed randomly and at odd angles. Coping may be brick, stone, or cast stone.

HARDSCAPE - IRRIGATION

All landscapes for homesites are to be irrigated. Provide multiple zones, with separate zones for turf, so that the system can be adapted to varying water needs of different plants and lawn and ones may be shut down over time as needed.

HARDSCAPE - LIGHTING

Pole mounted fixtures will be used along roadways. The light fixtures should be traditional carriage units in scale with the setting, and the poles are to be 10'-12' ht. cast iron or heavy aluminum, black in color. No wood or composite material is allowed. Lighting for individual home sites will be used for safety and aesthetics. Flood lights may be used on structures for emergency use only. Everyday lighting is to be a combination of post lamps, path, and accent lights. Post mounted fixtures are to be a traditional carriage type fixture and the posts may be black cast iron, heavy weight powder coated aluminum, or traditional inspired wood post. Accent lights are to be inconspicuous and positioned to avoid direct sight to the light source. Path lights (light source to be shielded) are to be copper or powder coated aluminum and dark in color. No composite material or solar powered fixtures are to be used. Down lighting is not permitted.

HARDSCAPE - MISCELLANEOUS

Fountains, ponds, art, and sculpture will be permitted in front and rear yard of sites, depending upon type and scale and with prior approval of Town Architect. Mailboxes will be of uniform design, and a uniform street number sign will be in front at street of each lot. These will be determined by Town Architect.

SOFTSCAPE - LANDSCAPING

In all single family detached residential areas, codes established by the City of Columbus for tree removal and replacement will be followed. Refer to Article 6, Tree Preservation and Replacement of the City of Columbus Code of Ordinances for rules and regulations. All plants used will be selected from the Old Town Approved Plant List (see Appendix A, page 208).

Brick Walk

Pennsylvania Bluestone Terrace Stairs

Irregular Pattern Crab Orchard Stone Walk & Terrace

Single Family Detached Residential Landscapes:

Like in other parts of Old Town, street trees will be a part of the landscape design for the larger estate lots. Those lots lacking a street tree within their street frontage are required to plant one (1) min. 4" caliper Oak (see Appendix A, page 208) on that lot, in the front or rear yard. Also, each lot will be required to plant at least three understory trees (see Appendix A, page 110). Additional trees will be planted, if needed, to satisfy minimum requirements outlined in section 4.6 of the Columbus Code of Ordinances. Proposed planting should be compatible with the landscape on adjacent lots.

In the front yard, planting will be used along with fencing and walls to give definition and variety to the streetscape. Evergreen hedges and other plant masses across front and along property lines can help with this definition. For variety turf areas tying into the sidewalk may be used as well. Effort should be made to create a canopy over parts of the yard using shade and understory trees. Lower shrubs, groundcovers, and perennials will add foliage and flower interest.

The rear yard planting will be used as a supplement to fences and walls to offer separation from alleys and adjacent properties and provide privacy. Use evergreen trees and shrubs for this function and shade and understory trees to create a canopy over part of the yard. Turf areas are permitted in the rear yard. Use shrubs, groundcover, and perennials for year round interest.

Side yards are the transitional space between the front and rear yard. Because of the narrow character of these spaces care should be given in not selecting plants that will overgrow the space. Hedges that are easily contained may be used for privacy, and groundcover and perennials can add interest.

Turf areas are to be Zoysia. Do not use Bermuda lawns.

The landscape of estate lots will vary from the small urban lots. More space will in some instances allow for the use of more shade trees and larger evergreens such as Magnolias. Where sunlight permits, use Zoysia lawn to link the front, side, and rear yards and offer open space for activities. Plant sufficient numbers of shade and understory trees to, along with existing preserved trees, meet requirements outlined in section 4.6 of the Columbus Code of Ordinances. Every lot will be required to plant at least one minimum 4" caliper Oak (see Appendix A, page 110) and 4 understory trees (see Appendix A, page 208). Protect existing trees with barriers during construction, and prune and fertilize to ensure that they continue to grow in a healthy state.

In all single family detached residential areas, codes established by the City of Columbus for tree removal and replacement will be followed. Refer to Article 6, Tree Preservation and Replacement of the City of Columbus Code of Ordinances for rules and regulations. All plants used will be selected from the Old Town Approved Plant List (see Appendix A, page 208).

SOFTSCAPE - STREET TREES

Street trees are to be planted along all streets in Old Town where conditions permit. They should be planted no closer than 50 feet and no further than 75 feet apart, except in special case-by-case situations, to be approved by the Town Architect. Trees permitted for street tree use are Willow Oak, Darlington Oak, Chinese Elm, American Hornbeam or Red Maple. Trees

Patterned Crab Orchard Stone Terrace

Wood Picket Fence & Gate

Stone Stairs transition up to Rear Yard & Parking

APPENDIX A: APPROVED PLANT LIST

Please note that this list may be amended by the Town Architect as conditions require, and other plant material selections may be submitted to the Town Architect for review.

Codes:
The following code letters regarding plant light requirements are offered to help homeowners select the best plants for their lots.

Plant Light Requirements:
N = Neutral, takes Sun or Shade **PS** = Partial Shade/Partial Sun **SH** = Shade Loving **SU** = Sun Loving

Deciduous Shade Tree List

Common Name	Light Requirements	Botanical Name	Comments
Southern Sugar Maple	PS	Acer barbatum	native
Trident Maple	SU	Acer buergeranum	ornamental
Amur Maple	SU	Acer ginnala 'Flame'	ornamental
Red Maple	N	Acer rubrum	native
October Glory Red Maple	SU	Acer rubrum	native
Green Mountain Sugar Maple	SU	Acer saccharum	native
Sugar Maple	N	Acer saccharum	native
River Birch	N	Betula nigra	native
Fastigiate Hornbeam	SU/PS	Carpinus betulus	ornamental
Musclewood	SH/PS	Carpinus caroliniana	native
American Yellowwood	SU/PS	Cladrastis kentukea	native
Ginkgo	SU	Ginkgo biloba	ornamental
Tulip Poplar	N	Liriodendron tulipifera	native
Cucumber Tree Magnolia	SU/PS	Magnolia acuminata	native
Bigleaf Magnolia	SU/N	Magnolia macrophylla	native
Dawn Redwood	SU	Metasequoia glyptostroboides	ornamental
Black Gum	SU	Nyssa sylvatica	native
American Hophornbeam	N	Ostrya virginiana	native
Sourwood	SU/PS	Oxydendrum arboreum	native
Sawtooth Oak	N	Quercus acutissima	ornamental
White Oak	N	Quercus alba	native
Southern Red Oak	N	Quercus falcata	native
Darlington Oak	N	Quercus hemisphaerica	native
Willow Oak	N	Quercus phellos	native
Red Oak	SU	Quercus rubra	native
Shumard Oak	N	Quercus shumardii	native
Sassafras	N	Sassafras albidum	native
Littleleaf Linden	SU	Tilia cordata	native
Chinese Elm	N	Ulmus parvifolia	ornamental
Allee Elm	N	Ulmus parvifolia 'Allee'	ornamental

Flowering/Ornamental Understory Tree List

Common Name	Light Requirements	Botanical Name	Comments
Paperbark Maple	SU	Acer griseum	ornamental
Japanese Maple	PS	Acer palmatum	ornamental
Red Buckeye	SU/PS	Aesculus pavia	native
Serviceberry	SU/PS	Amelanchier arborea	native
European Hornbeam	SU/PS	Carpinus betulus	ornamental
Musclewood	SU/PS	Carpinus caroliniana	native
Eastern Redbud	SU/PS	Cercis canadensis	native
Chinese Fringetree	SU	Chionanthus retusus	native
Fringetree/Grancy Grey-beard	SU/PS	Chionanthus virginicus	native

APPENDIX A: Approved Plant List Continued

Flowering/Ornamental Understory Tree List Continued

Common Name	Light Requirements	Botanical Name	Comments
Smoketree	SU	Continus coggygria	ornamental
Flowering Dogwood	N	Cornus florida	native
Chinese Dogwood	PS	Cornus kousa	ornamental
American Smoketree	SU/PS	Cotinus obovatus	native
Hawthorn	SU	Crataegus phaenopyrum	native
Witchhazel	SU/PS	Hamamelis virginiana	native
Crapemyrtle	SU	Lagerstroemia indica spp.	ornamental
Star Magnolia	PS/SH	Magnolia stellata	ornamental
Loebner Magnolia	SU/PS	Magnolia x loebneri	ornamental
Saucer Magnolia	SH	Magnolia x soulangiana	ornamental
Flowering Crabapple	SU	Malus spp.	ornamental
Devilwood	SU/PS	Osmanthus americanus	native
Fortune's/Sweet Osmanthus	PS	Osmanthus fortunei	ornamental
Fragrant Tea Olive	PS	Osmanthus fragrans	ornamental
American Hophornbeam	SU/PS	Ostrya virginiana	native
Sourwood	SU/PS	Oxydendrum arboreum	native
Okame Cherry	SU	Prunus 'Okame'	ornamental
Autumn Cherry	SU	Prunus subhirtella autumnallis	ornamental
Yoshino Cherry	SU	Prunus yedoensis	ornamental
Columnar English Oak	SU	Quercus robur	ornamental
Bald Cypress	SU	Taxodium distichum	native
Chinese Elm	N	Ulmus parvifolia	ornamental
Chaste Tree	SU	Vitex agnus-castus	ornamental

Evergreen Tree List

Common Name	Light Requirements	Botanical Name	Comments
Deodar Cedar	SU	Cedrus deodara	ornamental
Cryptomeria	SU	Cryptomeria japonica	ornamental
Lusterleaf Holly	SU	Ilex latifolia	ornamental
Mary Nell Holly	SU	Ilex	ornamental
American Holly	SU/N	Ilex opaca	native
Yaupon Holly	SU/PS	Ilex vomitoria	native
Savannah Holly	SU/PS	Ilex x attenuata	native
Hume #2 American Holly	PS/SU	Ilex x attenuata	native
Carolina #2 Holly	SU	Ilex x	native
Emily Brunner	PS/SU	Ilex x	native
Nellie R. Stevens Holly	N	Ilex x	ornamental
Columnar Juniper	SU	Juniperus chinensis	ornamental
Eastern Red Cedar	SH	Juniperus virginiana	native
Tree Form Ligustrum	N	Ligustrum japonicum	ornamental
Southern Magnolia	SU	Magnolia grandiflora	native
Sweetbay Magnolia	PS	Magnolia virginiana	native
Longleaf Pine	N/PS	Pinus palustris	native
Loblolly Pine	SU	Pinus taeda	native
Japanese Black Pine	SU	Pinus thunbergiana	ornamental
Virginia Pine	SU	Pinus virginiana	native
Carolina Cherrylaurel	SU/PS	Prunus caroliniana	native
Live Oak	N	Quercus virginiana	native
American Arborvitea	SU	Thuja occidentalis	ornamental
Giant Western Arborvitae	SU/PS	Thuja plicata	ornamental

APPENDIX A: Approved Plant List Continued

Evergreen Shrub List

Common Name	Light Requirements	Botanical Name	Comments
'Canyon Creek' Abelia	SU	Abelia grandiflora 'Canyon Creek'	ornamental
'Confetti' Abelia	SU	Abelia grandiflora 'Confetti'	ornamental
'Rose Creek' Abelia	SU	Abelia grandiflora 'Rose Creek'	ornamental
Acuba	SH	Acuba japonica	ornamental
Dwarf Green Acuba	SH	Acuba japonica nana	ornamental
Leucothoe	SH	Agarista populifolia	native
Japanese Boxwood	N	Buxus microphylla japonica	ornamental
Korean Boxwood	N	Buxus microphylla koreana	ornamental
'Wintergreen' Boxwood	N	Buxus microphylla 'Wintergreen'	ornamental
Japanese Camellia	PS	Camellia japonica spp.	ornamental
Sasanqua Camellia	PS	Camellia sasanqua spp.	ornamental
Japanese Fatsia	SH	Fatsia japonica	ornamental
Gardenia	SU	Gardenia jasminoides spp.	ornamental
Dwarf Gardenia	SU	Gardenia jasminoides radicans	ornamental
St. Johns Wort	SU	Hypericum calycinum	ornamental
Dwarf Burford Holly	N	Ilex cornuta burfordi nana	ornamental
Carissa Holly	N	Ilex cornuta carissa	ornamental
Needlepoint Holly	N	Ilex cornuta 'Needlepoint'	ornamental
Helleri Holly	N	Ilex crenata helleri	ornamental
'Shamrock' Inkberry Holly	PS	Ilex glabra 'Shamrock'	native
Dwarf Yaupon Holly	N	Ilex vomitoria nana	native
Japanese Anise	N	Illicium anisatum	ornamental
Florida Anise	PS/SH	Illicium floridanum	native
Florida Leucothoe	PS/SH	Leucothoe popifolia	native
Ligustrum	N	Ligustrum japonicum	ornamental
Recurve Ligustrum	N	Ligustrum recurvifolium	ornamental
Loropetalum	SU	Loropetalum chinese spp.	ornamental
Leatherleaf Mahonia	SH	Mahonia bealei	ornamental
Wax Myrtle	N	Myrica cerifera spp.	native
Nandina	SU	Nandina domestica	ornamental
'Gulfstream' Nandina	SU	Nandina domestica 'Gulfstream'	ornamental
'Harbour Dwarf' Nandina	SU	Nandina domestica 'Harbour Dwarf'	ornamental
Devilwood	N	Osmanthus americanus	native
Fortune's Osmanthus	N	Osmanthus fortunei	ornamental
Tea Olive	N	Osmanthus fragrans	ornamental
Pittosporum	SU	Pittosporum tobira	ornamental
'Wheelers Dwarf' Pittosporum	SU	Pittosporum tobira 'Wheelers Dwarf'	ornamental
Southern Yew	PS	Podocarpus macrophyllus maki	ornamental
Dwarf Podocarpus	PS	Podocarpus macrophyllus 'Pringles Dwarf'	ornamental
Otto Luyken Laurel	PS	Prunus laurocerasus 'Otto Luyken'	ornamental
Indian Hawthorn	SU	Raphiolepis indica	ornamental
Azalea	PS	Rhododendron spp. or hybrid	ornamental
Rosemary	SU	Rosmarinus officinalis	ornamental
Cleyera	N	Ternstroemia gymnathera	ornamental
Emerald Arborvitae	SU	Thuja occidentalis	ornamental
Chindo Viburnum	PS	Viburnum awabuki	ornamental
Prague Viburnum	PS	Viburnum pragrense	ornamental
'Spring Bouquet' Viburnum	PS	Viburnum tinus 'Spring Bouquet'	ornamental
Yucca	PS	Yucca filamentosa	native

APPENDIX A: APPROVED PLANT LIST CONTINUED

Deciduous Shrub List

Common Name	Light Requirements	Botanical Name	Comments
Bottlebrush Buckeye	PS	Aesculus parvifolia	native
Butterfly Bush	SU	Buddlei davidii spp.	ornamental
Beautyberry	PS/SH	Calicarpa americana	native
Sweetshrub	PS/SH	Calycanthus floridus	native
Flowering Quince	SU	Chaenomeles speciosa	ornamental
Summersweet	PS	Clethra alnifolia	native
Slender Deutzia	SU	Deutzia gracilis	ornamental
Paperbush	PS/SH	Edgeworthia chrysantha	native
Strawberry Bush	PS/SH	Euonymus americanus	native
Forsythia	SU	Forsythia x intermedia	ornamental
Dwarf Fothergilla	PS	Fothergilla gardenii	native
Fothergilla	PS	Fothergilla major	native
Witchhazel	PS	Hamamelis x intermedia	ornamental
Rose of Sharon/Shrub Althea	SU	Hibiscus syriacus	ornamental
Smooth Hydrangea	PS/SH	Hydrangea arborescens	ornamental
Hydrangea	PS	Hydrangea macrophylla	ornamental
Peegee Hydrangea	PS	Hydrangea paniculata	ornamental
Oak Leaf Hydrangea	PS	Hydrangea quercifolia	ornamental
Possum Haw	PS/SH	Ilex decidua	native
Winterberry	PS	Ilex verticillata	native
Virginia Sweetspire	PS/SH	Itea virginica	native
Japanese Kerria	SU	Kerria japonica	ornamental
Dwarf Crapemyrtle	SU	Lagerstroemia indica spp.	ornamental
Winter Honeysuckle	PS	Lonicera fragrantissima	ornamental
Native Azalea	PS	Rhododendron spp.	native
'Knock Out' Rose	SU	Rosa 'Knock Out'	ornamental
Spiraea	SU	Spiraea spp.	ornamental
Mapleleaf Viburnum	N	Viburnum acerifolium	native
Koreanspice Viburnum	SU/PS	Viburnum carlesii x	ornamental
Arrowwood Viburnum	SU/PS	Viburnum dentatum	native
Linden Viburnum	SH	Viburnum dilatatum	ornamental
Chinese Snowball Viburnum	N	Viburnum macrocephalum	ornamental
Double File Viburnum	SU/PS	Viburnum plicatum var. tomentosum	ornamental
Blackhaw	N	Viburnum prunifolium	native
Old Fashioned Weigela	SU	Weigela florida	ornamental

Vine List

Common Name	Light Requirements	Botanical Name	Comments
Kiwi	SU	Actinidia kolomitka	ornamental
Five Leaf Akebia	N	Akeba quinata	ornamental
Crossvine	N	Bignonia capreolata	native
Trumpet Creeper	SU	Campsis radicans	native
Evergreen Clematis	SU	Clematis armandii	ornamental
Sweetautumn Clematis (white)	SU	Clematis paniculata	ornamental
Clematis	SU	Clematis spp.	ornamental
Climbing Hydrangea	PS	Decumaria barbara	ornamental
Hyacinth Bean	SU/PS	Dolichos lablab	ornamental
Creeping Fig	N	Ficus pumila	ornamental
Carolina Jasmine	SU/PS	Gelsemium sempervirens	native
Morning Glory	N	Ipomea purpurea	ornamental
Yellow Honeysuckle	PS/N	Lonicera flava	native

APPENDIX A: Approved Plant List Continued

Vine List Continued

Common Name	Light Requirements	Botanical Name	Comments
Coral Honeysuckle	SU/PS	Lonicera sempervirens	native
Goldflame Honeysuckle	SU/PS	Lonicera x hecrotti	native
Virginia Creeper	N	Parthenocissus quinquefolia	native
Boston Ivy	N	Parthenocissus tricuspidata	ornamental
Lady Banks Rose	SU	Rosa banksiae	ornamental
Confederate Jasmine	PS/SH	Trachelospermum jasminoides	ornamental
American Wisteria	SH	Wisteria frutescens	native

Groundcovers & Ferns List

Common Name	Light Requirements	Botanical Name	Comments
Northern Maidenhair Fern	SH	Adiantum pedatum	native
Bugle Flower	SU/PS	Ajuga reptans	ornamental
East India Fern	SH	Arachnoides simplicior variegata	ornamental
Japanese Ardesia	PS/HS	Ardisia japonica	ornamental
Cast-Iron Plant	PS	Aspidistra elatior	ornamental
Lady Fern	PS	Athyrium filix-femina	ornamental
Japanese Painted Fern	PS/SH	Athyrium nipponicum 'Pictum'	ornamental
Japanese Plum Yew	PS	Cephalotaxus harringtonia prostrata	ornamental
Bearberry Cotoneaster	N	Cotoneaster dammerii	ornamental
Holly Fern	SH	Cyrtomium falcatum	ornamental
Dianthus	SU/PS	Dianthus	ornamental
Autumn Fern	SH/PS	Dryopteris erythrosora	ornamental
Wintercreeper	SU	Euonymus fortunei var.	ornamental
Lenten Rose	PS/SH	Helleborus orientalis	ornamental
Heuchera	PS	Heuchera americana	ornamental
Bar Harbor Juniper	SU	Juniperus horizontalis	ornamental
Yellow Archangel/Mint	SH	Lamiastrum galeobdolon	native
Liriope	N	Liriope muscari	ornamental
Sensitive Fern	N	Onoclea sensibilis	native
Mondo Grass	SH	Ophiopogon japonica	ornamental
Dwarf Mondo Grass	SH	Ophiopogon japonica nana	ornamental
Black Mondo Grass	SH/PS	Ophiopogon planiscapus	ornamental
Cinnamon Fern	SH	Osmunda cinnamomea	native
Royal Fern	PS/SH	Osmunda regalis	native
Christmas Fern	SH	Polystichum acrostichoides	native
Nippon Lilly	SU/PS	Rhodea japonica	ornamental
Creeping Raspberry	N	Rubus calycinoides	ornamental
Asiatic Jasmine	PS/SH	Trachelospermum asiaticum	ornamental
Periwinkle	SH	Vinca major	ornamental
Common Periwinkle	SH	Vinca minor	ornamental

Herbaceous Perennials List

Common Name	Light Requirements	Botanical Name	Comments
Arkansas Bluestar	SU	Amsonia hubrichtii	native
Wild Ginger	SH	Asarum canadense	native
Aster	SU	Aster spp.	native
Baptisia	SU	Baptisia alba, B. australis	native
Boltonia	SU	Boltonia asteroides	native
Canna	SU	Canna spp.	ornamental
Chrysanthemum	SU	Chrysanthemum spp.	ornamental

APPENDIX A: Approved Plant List Continued

Herbaceous Perennials List Continued

Common Name	Light Requirements	Botanical Name	Comments
Green-and-Gold	PS	Chrysoganum virginianum	native
Coreopsis	SU	Coreopsis spp.	native
Tickseed	SU/PS	Coreopsis vericillata	native
Purple Coneflower	PS/SU	Echinacea purpurea	native
Wild Geranium/Cranesbill	PS	Geranium maculatum	native
Swamp Sunflower	SU	Helianthus angustifolius	native
Daylily	SU/PS	Hemerocallis spp.	ornamental
Scarlet Mallow	SU	Hibiscus coccineus	native
Plantain Lily Hosta	PS	Hosta spp.	ornamental
Bearded Iris	SU	Iris germanica	ornamental
Yellow Flag Iris	SU	Iris pseudacorus	ornamental
Siberian Iris	SU	Iris sibirica	ornamental
Japanese Roof Iris	PS	Iris tectorum	ornamental
'Ms Huff' Lantana	S	Lantana camara 'Ms Huff'	ornamental
Daffodil	PS	Narcissus spp.	ornamental
Woodland Phlox	PS	Phlox divaricata, P. spp.	native
Solomon's Seal	SH	Polygonatum biflorum	native
Black Eyed Susan	SU	Rudbeckia fulgida	native
Blue Sage	SU	Salvia guaranitica	ornamental
'Autumn Joy' Sedum	SU	Sedum spectabile 'Autumn Joy'	ornamental
Sedum	SU	Sedum spp.	ornamental
Creeping Sedum	SU	Sedum spp.	ornamental
Fireworks Goldenrod	SU	Solidago x. fireworks	ornamental
Stokes Aster	SU/PS	Stokesia laevis	native
Germander	SU	Teucrium chamaedrys	ornamental
Virginia Spiderwort	N	Tradescantia virginiana	native
'Homestead Purple' Verbena	SU	Verbena 'Homestead Purple'	ornamental

Ornamental Grasses List

Common Name	Light Requirements	Botanical Name	Comments
Sedge Grass	SU	Carex spp.	ornamental
Maiden Grass	SU	Miscanthus sinensis	ornamental
Pink Muhly Grass	SU	Muhlenbergia capillaris	native
Switchgrass	SU	Panicum virgatum 'Strictum'	native
Fountain Grass	SU	Pennisetum alopecuroides	ornamental

APPENDIX B: PROHIBITED PLANT LIST

Marked plants (*) are to be used sparingly due to their invasive character. Use of all other plants on the below is strictly prohibited.

Prohibited Plant List

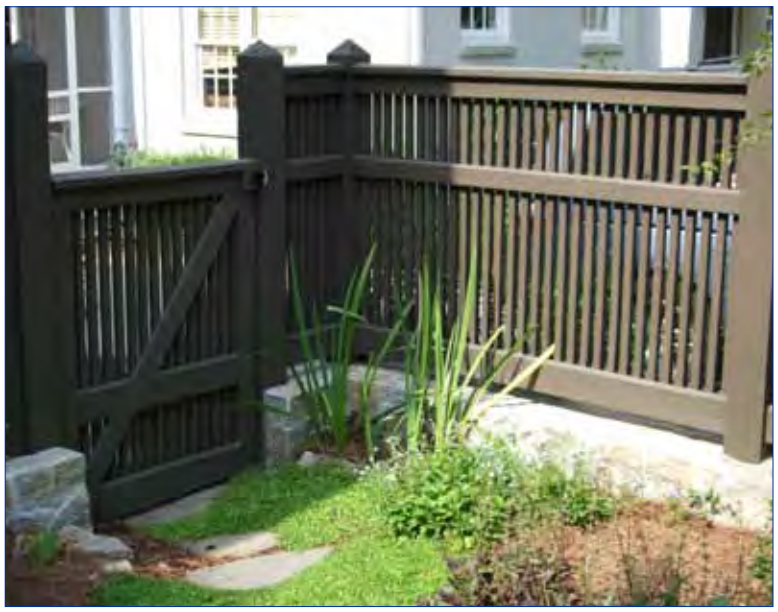
Common Name	Botanical Name	Comments
Tree of Heaven	Ailanthus altissima	
Mimosa	Albizia julibrissin	
Porcelain Berry	Ampelopsis brevipedunculata	
Marlberry*	Ardesia crenata, A. japonica	Evergreen Groundcover/Shrub
Giant Reed Grass	Arundo donax	
Oriental Bittersweet	Celastrus orbiculatus	
Crown Vetch	Coronilla varia	
Leyland Cypress	Cupressocyparis leylandii	
Elaeagnus	Elaeagnus spp.	
Winged Burning Bush*	Euonymus alata	Deciduous Shrub
Winter Creeper*	Euonymus fortunei	Evergreen Groundcover
English Ivy*	Hedera helix	Evergreen Vine
Chinese Holly*	Ilex cornuta	Evergreen Shrub
Golden Rain Tree	Koelreuteria bipinnata	
Shrubby Lespedeza	Lespedeza bicolor	
Chinese Lespedeza	Lespedeza cuneata	
Bushclover*	Lespedeza thunbergii	
Privet	Ligustrum spp.	
Japanese Honeysuckle	Lonicera japonica	
Japanese Climbing Fern	Lygodium japonicum	
Purple Loosestrife	Lythnum salicaria	
Chinaberry Tree	Melia azedarach	
Japanese Silvergrass*	Miscanthus sinensis	Ornamental Grass
Princess Tree	Paulownia tomentosa	
Bamboo	Phyllostachys spp., Bambussa spp.	
Kudzu	Pueraria lobata	
Bradford Pear	Pyrus calleryana 'Bradford'	
Cherokee Rose*	Rosa laevigata	Deciduous Shrub
Tallowtree/ Popcorn Tree	Sepium sebiferum	
Non-native Wisteria	Wisteria floribunda, W. sinensis	

APPENDIX C: LANDSCAPE ARCHITECTURE RESOURCES

Below is a list of general reference books to consult regarding landscape design at Old Town.

- *Dirr's Hardy Trees and Shrubs* by Michael Dirr.
- *Dirr's Trees and Shrubs for Warm Climates* by Michael Dirr.
- *The Southern Living Garden Book* by Steve Bender.
- *Southern Living Landscape Book* by Steve Bender.
- *Georgia Gardener's Guide* by Erica Glasener & Walter Reeves.
- *Timeless Landscape Design* by Mary Palmer Dargan & Hugh Dargan.

Picket Fence



Two-sided Screening Fence

HVAC/Utility Screening

Low Stone Wall

Garden Gate

Garden Arbor

TwoTracked Drive

Low Brick Wall

Residential Post Lamp

Ornamental Iron Fence & Gate

Cobblestone Edging

Property Line Fencing

Rear Yard Garden with Fence for privacy

Front Yard in Small Residential Lot

Side Yard Garden

Rear Yard Separated from Alleys by Wall and Gate

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Old Town

RESOURCES & REFERENCES

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RESOURCES & REFERENCES:
During the creation of these Design Guidelines various architectural field guides, academic publications, and other resources were consulted with regard to the appropriateness of the building and landscape projects to be developed at Old Town. The lists below include those resources and are provided to assist applicants in understanding the design expectations and construction criteria of the Town Architect. These resources illustrate the general design framework of the various types of buildings and landscapes to be reviewed by the Town Architect. They include text, detailed diagrams, photographs, and renderings that further communicate and demonstrate the desired character and feel of development at Old Town. They should be consulted whenever a style, typology, or term referenced in the Design Guidelines is unclear and requires additional explanation.

ARCHITECTURAL RESOURCES:
- *A Field Guide to American Architecture* by Carole Rifkind.
- *The American Vignola* by William Ware.
- *Classical Architecture* by Robert Adam.
- *The Abrams Guide to American House Styles* by William Morgan.
- *A Field Guide to American Houses* by Virginia and Lee McAlester.
- *American Houses: A Field Guide* by Gerald Foster.
- *Comparative Architectural Details* by Ed Grenfell.
- *Smaller Houses of the 1920's* by Ethel B. Power.
- *Get Your House Right: Architectural Elements to Use & Avoid* by Marianne Cusato, Ben Pentreath, Richard Simmons, & Leon Krier.
- *Traditional Construction Patterns: Design and Detail Rules-of-Thumb* by Stephen Mouzon and Susan Henderson.
- *Parallels of the Classical Orders of Architecture* by Normand and von Mauch.
- *A Visual Dictionary of Architecture* by Francis D. K. Ching.

OTHER ARCHITECTURAL REFERENCES (Field/photographic surveys)
Photographic surveys of existing noteworthy buildings performed by Historical Concepts in historic downtowns and on the main streets of regional cities and towns such as Columbus, GA; Madison, GA; LaGrange, GA; Newnan, GA; Senoia, GA; Milledgeville, GA, and Macon, GA.

LANDSCAPE ARCHITECTURAL REFERENCES:
- *Dirr's Hardy Trees and Shrubs* by Michael Dirr.
- *Dirr's Trees and Shrubs for Warm Climates* by Michael Dirr.
- *The Southern Living Garden Book* by Steve Bender.
- *Southern Living Landscape Book* by Steve Bender.
- *Georgia Gardener's Guide* by Erica Glasener & Walter Reeves.
- *Timeless Landscape Design* by Mary Palmer Dargan & Hugh Dargan.

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Old Town

ARCHITECTURAL REVIEW & FORMS

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OLD TOWN DESIGN REVIEW POLICY:

IN ORDER TO ENCOURAGE THE ARCHITECTURAL HARMONY OF OLD TOWN, THE DEVELOPER AND ALL PROPERTY OWNERS ARE BOUND BY THE REGULATIONS DEFINED IN THE OLD TOWN DESIGN GUIDELINES. TO THAT END, NO STRUCTURE OR IMPROVEMENT SHALL BE ERECTED OR ALTERED UNTIL APPROVALS, AS DESCRIBED IN THIS DOCUMENT, HAVE BEEN OBTAINED.

RESPONSIBILITY

The Woodruff Development Company/Woodruff Holding Company or affiliate have the right to exercise control over all construction in Old Town and will also review all alterations and modifications to structures and improvements through the Town Architect, Design Review Board, or other agent (even after initial construction is complete), including, but not limited to: painting, renovations, and landscaping.

ENFORCEMENT

Should a violation occur, the Woodruff Company has the right to an injunctive relief, which requires the owner to stop, remove, and/or alter any improvements in a manner that complies with the standards established by the old Town Design Guidelines Design Review Process. Approval does not relieve an owner of his/her obligation to obtain any governmental approvals. If such approvals are required and are not obtained by the owner, the Woodruff Company and/or the applicable governmental agency may take whatever actions are necessary against the owner to force compliance.

LIMITATIONS OF RESPONSIBILITY

The primary goal of the Design Review Process is to review the submitted applications in order to determine if the proposed construction conforms to the patterns set forth by the Old Town Design Guidelines. The Woodruff Company does not assume responsibility for the following:

A. The structural adequacy, capacity, or safety features of the structure and/or improvement.
B. Compliance with any or all building codes, safety requirements, and governmental laws, regulations, or ordinances.
C. The performance or quality of work of any architect or contractor.
D. Architect/Designer shall review/implement soil test requirements.
E. Non-compatible or unstable soil conditions, soil erosion, etc.

THE TOWN ARCHITECT

The Town Architect has the greatest knowledge of the Old Town Design Guidelines and their intent and will provide the commentary on all design submittals. The Town Architect also spearheads any adjustments that may be required of the Guidelines as the community grows and develops.

REVIEW FEES

Review fees are established by the Woodruff Company. The Woodruff Company reserves the right to waive any and all fees at its discretion.

VARIANCES

All variance requests pertaining to the Old Town Design Guidelines must be made in writing. Any variance granted shall be considered unique and will not set precedence for future decisions.

APPROVAL OF BUILDERS

All builders must be approved by the Woodruff Company to build in Old Town. A list of pre-approved builders who understand the high quality of construction expected at Old Town is available from the Woodruff Company. A builder not on the list must receive prior approval by the Woodruff Company.

CONSTRUCTION INSPECTION

Periodic inspections may be made by the Woodruff Company while construction is in progress to determine compliance with the approved plans and specifications. The Woodruff Company is empowered to enforce its policies as set forth in the Old Town Design Guidelines by any action, including an action in a court law, to ensure its compliance.

WAIVER AND ADDITIONAL REQUIREMENTS

The Old Town Design Guidelines have been adopted to assist the owners in connection with the Design Review procedure. However, the Woodruff Company has the right to waive the requirements within the Old Town Design Guidelines on the basis of architectural merit or demonstrated hardship.

ARCHITECT REVIEW PROCEDURE

• All documents shall include the name of the project [Old Town], block and lot number, address, building type, owner(s)' name(s), and the date.
• Drawings will be submitted to the Town Architect in a clean and orderly fashion and at cost to the owner.
• Owner [or architect, builder, designer on owner's behalf] is responsible for the record keeping and administration of the submittal materials.

STEP 1. REVIEW DOCUMENTS

In order to proceed, you should have reviewed the following documents:

A. The Lot Purchase Agreement.
B. The Old Town Design Guidelines.
C. The Design Review Procedure (this document).
D. The list of recommended architects, landscape architects, and approved builders.
E. All Declarations, Bylaws, Covenants, and Restrictions.

STEP 2. SCHEMATIC DESIGN REVIEW

This review will be to confirm a correct interpretation of the appropriate Architectural Patterns found in the Old Town Design Guidelines.

Submission Requirements:

1. Review Application.
2. Schematic Design Drawings as outlined below:
   - A. Site Plan (1/16" = 1') showing:
     - • North arrow.
     - • Building footprints with entries, porches, and balconies delineated and overhangs shown as dashed lines.
     - • Drives and walks, with dimensions of each.
     - • Existing trees shown and those marked for removal.
     - • % of lot coverage.
     - • Preliminary Landscape.
     - • Utility yards.
   - B. Floor Plans (1/8" = 1' or 1/4" = 1') showing:
     - • Rooms dimensioned and labeled.
     - • All windows and doors with swings shown.
     - • Overall dimensions.
     - • Total Square Footage broken down by floor into heated/cooled spaces and outdoor spaces under roof.
   - C. Elevations (1/8" = 1' or 1/4" = 1') for all four (4) sides of the building showing:
     - • Porches, balconies, doors, and windows.
     - • Principal materials specified with sizes.
     - • Height of each floor, eave, and maximum height in relation to ground level.
     - • Roof pitch.
3. Variances: If there are any variances to the Old Town Architectural Patterns outlined in the Design Guidelines, submit a description of them and the justification based on merit or hardship.

STEP 3. CONSTRUCTION DOCUMENTS REVIEW

** Be sure to submit Construction Document Review paperwork before sending project out to bid.**

This review checks the construction documents for compliance with the Old Town Design Guidelines and verifies that recommendations made at the Schematic Design Review phase have been incorporated. The owner must submit a copy of the previous submission and received comments with this submittal to verify conformity and be granted construction document approval.

Conformity to all applicable local regulations and building codes is the responsibility of your architect or builder.

Submission Requirements:

1. Review Application.
2. Previous Submittals with comments and conditions.
3. Materials and Finishes List (indicated clearly on drawings).
4. Construction Documents as outlined below:

A. Site Plan (1/16" = 1') showing:
- North arrow.
- Building footprints with entries, porches, and balconies delineated and overhangs shown as dashed lines.
- Drives and walks, with dimensions of each.
- Existing trees shown and those marked for removal.
- Preliminary Landscape.
- Utility yard.
- % of lot coverage.

B. Floor Plans (1/4" = 1') showing:
- Rooms dimensioned and labeled.
- All windows and doors with swings shown.
- All overhangs of doors, cased openings, and roofs as dashed lines.
- Overall dimensions.
- Total Square Footage broken down by floor into heated/cooled spaces and outdoor spaces under roof.
- Electrical plan showing exterior lighting.

C. Elevations (1/8" = 1' or 1/4" = 1') showing on all four elevations:
- Porches, balconies, doors, and windows.
- Principal materials specified with sizes.
- Height of each floor, eave, and maximum height in relation to ground level.
- Roof pitch.

D. Details (3/4" = 1' or 1-1/2" =1') showing:
- Eaves.
- Door and window surrounds.
- Porches and railings.
- Foundation, water table, and/or skirt board details.
- Unique elements (such as dormers).

E. Landscape Plan delineating existing trees, trees to be removed, and new plantings labeled by common name and indicating plant size. The Landscape Plan must also show the location of proposed hardscape elements, including but not limited to, lighting (include fixture cut sheets with lamps and wattages specificed), signage, and all proposed garden structures with material call outs.

5. Variances: If there are any variances to the Old Town Design Guidelines, submit a description of them and the justification based on merit or hardship.

The Town Architect/Woodruff Company reviews the submission and either grants approval, grants approval with stipulations, or denies approval. The owner is notified of the decision in writing within thirty days from the date of receipt. The owner may also be asked by the Woodruff Company/Affiliates/Town Architect to stake out the building, garden walls, fences, and trees to be removed.

Each of these steps are required in order for plans to receive approval. The date of submittal review will be the last business day of each month. The review period is thirty (30) calendar days. Comments, notes, and if applicable, approval will be communicated to applicant for their records.

If approval is not granted, a revised application may be submitted and reviewed in the same fashion as the initial application. If the revised application is denied approval, a formal appeal may be made in writing to the Woodruff Company, Attn.: Old Town Design Review.

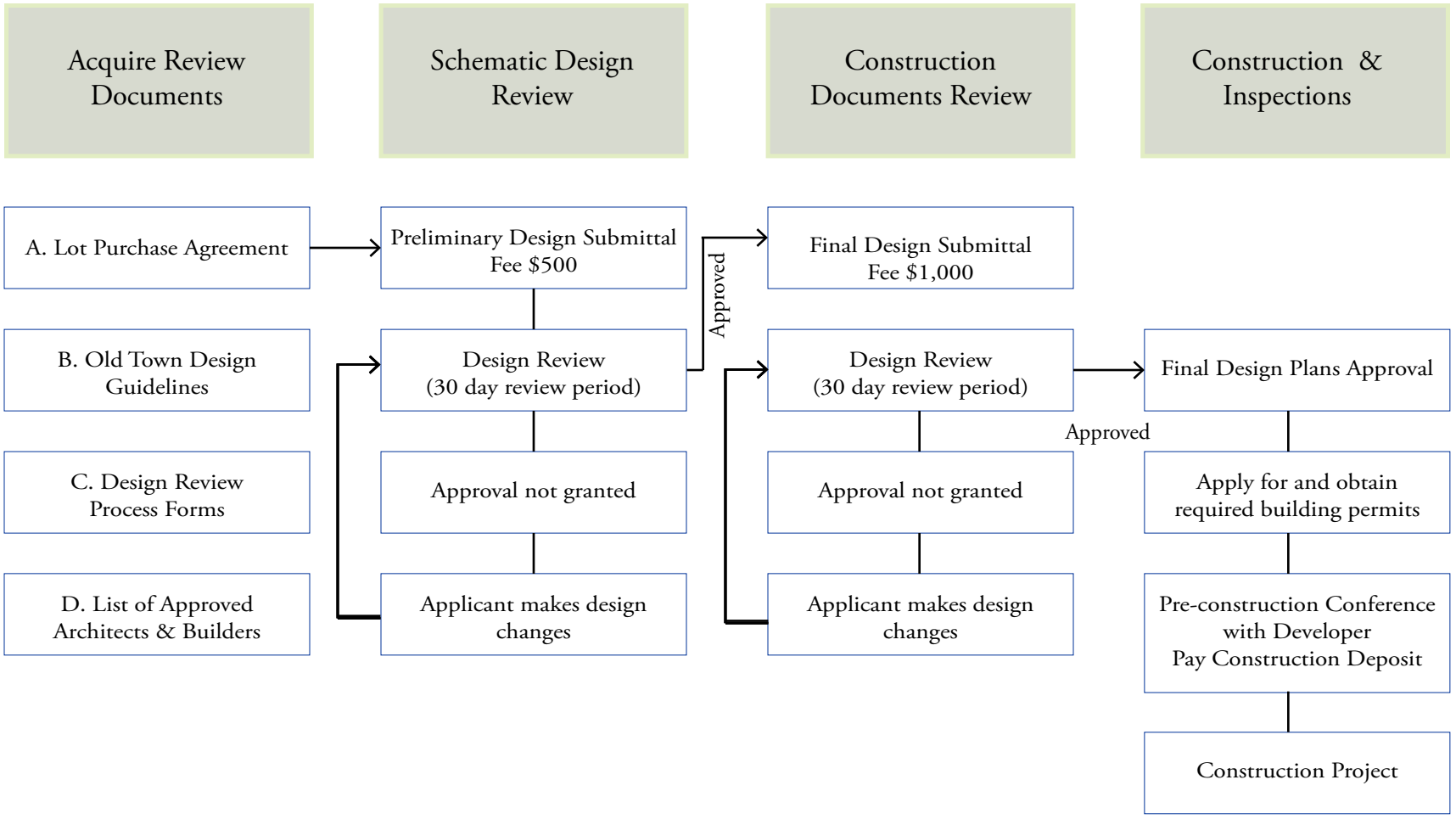
Appropriate forms may be found at the Old Town Sales Office or online at oldtowncolumbus.com. For more information, please contact:

Old Town Sales Office
Ph: 706.323.6401

Lucy Jones
E-mail: lucy.jones@woodruffre.com

Wendy Elliott
E-mail: wendy.elliott@woodruffre.com

DESIGN REVIEW PROCESS



OLD TOWN
SCHEMATIC DESIGN REVIEW APPLICATION

Application Submission Date: _____

Type of Review (check one): ❑ Schematic Design ❑ Modification ❑ Re submittal

Section I: Initial Project Information

1. Lot Number: _____ Block: _____ Parcel: _____

2. Lot Address: _____

3. Name of Owner(s): _____
Street Address: _____
City: _____ State: _____ Zip Code: _____
Phone/Fax: _____ E-mail: _____

4. Name of Architect: _____
Street Address: _____
City: _____ State: _____ Zip Code: _____
Phone/Fax: _____ E-mail: _____
License Number (State): _____

5. Name of Landscape Architect: _____
Street Address: _____
City: _____ State: _____ Zip Code: _____
Phone/Fax: _____ E-mail: _____
License Number (State): _____

A. A Schematic Design Review Fee of $500.00 (check made payable to The Woodruff Company) must accompany this application.

B. For questions regarding the Schematic Design Review application or requirements, please contact the Old Town Sales Office.

I have read and will comply with the Old Town Design Guidelines relating to the design and construction requirements for Old Town.

Signature: _____ Date: _____

Name (Print): _____

Date of Schematic Design Review Application Receipt: _____

Application for *Schematic Design* Review Approval

OLD TOWN

SCHEMATIC DESIGN REVIEW APPLICATION

Section II: Specific Project Information

1. Lot Acreage: _____ Lot Square Feet: _____

2. Home Square Footage (Air Conditioned Space):

A.	Main Floor	_____	Square Feet
B.	Second Floor	_____	Square Feet
C.	Guest House	_____	Square Feet
	TOTAL	_____	Square Feet

3. Outdoor/Non-Air Conditioned Living Space:

A.	Covered Porch	_____	Square Feet
B.	Accessory Structures	_____	Square Feet
C.	Garage/Carport	_____	Square Feet
	TOTAL	_____	Square Feet

4. Number of Bedrooms: _____
Number of Bathrooms: _____

5. Enclosed Parking Spaces: _____
Guest Parking Spaces: _____

6. Building Coverage: _____ %
(Area of all under-roof square footage divided by total square footage of lot)

7. Stories: _____

8. Building Height: _____ (Avg. grade to highest ridge)

Section III: Submittal Requirements

Package shall include the information/plans described below (2 sets of **full size plans** and **1 set reduced** to **11" x 17" format):**

1. **Completed Schematic Design Review Application Form and Review Fee.**
2. **Location Map** - indicating location of Parcel within Old Town.
3. **Parcel Survey** - (Scale: 1" = 20' min.). Prepared by a licensed surveyor indicating parcel boundaries, the area of the parcel, all easements of record, utilities, one-foot contours, any significant natural features such as existing trees, or any significant drainages as applicable.
4. **Preliminary Site Plan** - (Scale: 1/16" = 1'). Showing north arrow, building foot print(s) with entries, porches, and balconies delineated and overhangs shown as dashed lines, drives, parking areas, and walkways with dimensions of each, existing trees and those marked for removal, % of lot coverage, preliminary landscape, and utility yards.
5. **Preliminary Floor/Roof Plans** - (Scale: 1/8" = 1'-0" min.). Showing rooms dimensioned and labeled, all windows and doors with swings shown, overall dimensions, and total square footage broken down by floor into heated/cooled spaces and outdoor spaces under roof. Roof plans should call out proposed roof slope.
6. **Preliminary Elevations** - (Scale: 1/8" = 1'-0" min.). Showing porches, balconies, doors, windows, principal materials specified with sizes, height of each floor, eave, max. height in relation to ground level, and roof pitch.

Date of Schematic Design Review Application Receipt: _____

Application for *Schematic Design* Review Approval

OLD TOWN

CONSTRUCTION DOCUMENT REVIEW APPLICATION

Application Submission Date: _____

Type of Review (check one): ❑ Construction Documents ❑ Modification ❑ Re submittal

Section I: Initial Project Information

1. Lot Number: _____ Block: _____ Parcel: _____

2. Lot Address: _____

3. Name of Owner(s): _____
Street Address: _____
City: _____ State: _____ Zip Code: _____
Phone/Fax: _____ E-mail: _____

4. Name of Architect: _____
Street Address: _____
City: _____ State: _____ Zip Code: _____
Phone/Fax: _____ E-mail: _____
License Number (State): _____

5. Name of Landscape Architect: _____
Street Address: _____
City: _____ State: _____ Zip Code: _____
Phone/Fax: _____ E-mail: _____
License Number (State): _____

A. A Construction Document Review Fee of $1,000.00 (check made payable to The Woodruff Company) must accompany this application.

B. A Construction Document Review Meeting will be held within 30 working days following receipt of the completed Construction Document Review Application Form, review fee, and required plans.

C. For questions regarding the Final Design Review application or requirements, please contact the Old Town Sales Office.

I have read and will comply with the Old Town Design Guidelines relating to the design and construction requirements for Old Town.

Signature: _____ Date: _____

Name (Print): _____

Date of Construction Documents Review Application Receipt: _____

Application for *Construction Document* Review Approval

OLD TOWN

CONSTRUCTION DOCUMENT REVIEW APPLICATION

Section II: Specific Project Information

1. Lot Acreage: _____ Lot Square Feet: _____

2. Home Square Footage (Air Conditioned Space):

A.	Main Floor	_____	Square Feet
B.	Second Floor	_____	Square Feet
C.	Guest House	_____	Square Feet
	TOTAL	_____	Square Feet

3. Outdoor/Non-Air Conditioned Living Space:

A.	Covered Porch	_____	Square Feet
B.	Accessory Structures	_____	Square Feet
C.	Garage/Carport	_____	Square Feet
	TOTAL	_____	Square Feet

4. Number of Bedrooms: _____
Number of Bathrooms: _____

5. Enclosed Parking Spaces: _____
Guest Parking Spaces: _____

6. Building Coverage: _____ % (Area of all under-roof square footage divided by total square footage of lot)

7. Stories: _____

8. Building Height: _____ (Avg. grade to highest ridge)

Section III: Submittal Requirements

Package shall include the information/plans described below (2 sets of **full size plans** and **1 set reduced** to **11" x 17" format):**

1. **Completed Construction Documents Review Application Form and Review Fee.**
2. **Location Map** - indicating location of Parcel within Old Town.
3. **Parcel Survey** - (Scale: 1" = 20' min.). Prepared by a licensed surveyor indicating parcel boundaries, the area of the parcel, all easements of record, utilities, one-foot contours, any significant natural features such as existing trees, or any significant drainages as applicable.
4. **Final Site/Grading & Drainage Plan** - (Scale: 1/16" = 1'). Showing north arrow, existing topography/spot grades and proposed grading and drainage (1' contour interval), building foot print(s) with finished floor elevations, setbacks, entries, porches, and balconies delineated and overhangs shown as dashed lines, accessory structures, drives, parking areas, and walkways with dimensions of each, existing trees and those marked for removal, % of lot coverage, final landscape, and utility connections and yards.
5. **Final Floor/Roof Plans** - (Scale: 1/8" = 1'-0" min.). Showing rooms dimensioned and labeled, all windows and doors with swings shown, all overhangs of doors, cased openings, and roofs as dashed lines, overall dimensions, total square footage broken down by floor into heated/cooled spaces and outdoor spaces under roof. Roof plans should call out proposed roof slope.
6. **Electrical Plan** - Showing location, number, and type of exterior light fixtures.
7. **Final Elevations** - (Scale: 1/8" = 1'-0" min.). Showing porches, balconies, doors, windows, principal materials specified with sizes, height of each floor, eave, and max. height in relation to ground level, and roof pitch.
8. **Details** - (Scale: 3/4" = 1'-0" min.). Showing eaves, door and window surrounds, porches and railings, foundation, water table, and/or skirt board details, and unique elements such as dormers.
9. **Color & Materials Samples** - Samples are most important when applying for improvement approval, beacuse of the necessity of matching existing materials. (See Exterior Materials Form in this section for more details).
10. **Landscape Plan** - Delineating existing trees, trees to be removed,and new plantings labeled by common name and indicating plant size. The Landscape Plan must also show the location of proposed hardscape elements, including but not limited to, lighting and signage, with material call outs.

Date of Construction Documents Review Application Receipt: _____

Application for *Construction Document* Review Approval

OLD TOWN

ARCHITECT QUALIFICATION APPLICATION

Application Date: _____

Firm Name: _____
Firm Phone/Fax No.: _____
Firm Website: _____
Firm Contact: _____
Firm Address: _____

Years in Business: _____
Principal/Years of Exp.: _____
License Info.: _____
Principal/Years of Exp.: _____
License Info.: _____
Principal/Years of Exp.: _____
License Info.: _____

Description of Core Business: _____

Awards/Associations: _____

Customer Reference 1: _____
Customer Reference 2: _____
Customer Reference 3: _____

Professional Reference 1: _____
Professional Reference 2: _____
Professional Reference 3: _____

Samples of Work: *Please attach three (3) sets of recent representative floor plans, elevations, and photographs of firm designs.*

Signature: _____ **Date:** _____

Name (Print): _____

Date of Architect Qualification Application Receipt: _____

Application for *Architect Qualification*

OLD TOWN

BUILDER QUALIFICATION APPLICATION

Application Date: _____

Company Name: _____
Co. Phone/Fax No.: _____
Co.Website: _____
Co. Contact: _____
Co. Address: _____

Years in Business: _____

Principal/Owners Years of Exp.: _____

_____

_____

License Info.: _____

_____

Description of Core Business: _____

_____

_____

_____

_____

_____

_____

_____

_____

Awards/Associations: _____

_____

_____

_____

Customer Reference 1: _____
Customer Reference 2: _____
Customer Reference 3: _____

Professional Reference 1: _____
Professional Reference 2: _____
Professional Reference 3: _____

Samples of Work: *Please attach three sets (3) of recent representative photos of built work.*

Signature: _____ **Date:** _____

Name (Print): _____

Date of Builder Qualification Application Receipt: _____

Application for *Builder Qualification*

OLD TOWN
EXTERIOR MATERIALS FORM

* COLOR & MATERIAL ITEMS TO BE SPECIFICED AND SAMPLE BOARD INCLUDED FOR FINAL APPROVAL

Product/Material	Materials & Finish	MFGR. & Model No.	Color
Roofing *			
Roof Flashing			
Gutters			
Wall Cladding *			
Exposed Foundation *			
Exterior Trim *			
Fascia			
Soffit			
Frieze & Corner Boards			
Rakes			
Window Sash/Casings			
Door Frames			
Door Casings			
Columns			
Beams			
Brick			
Mortar			
Paint Color(s)			
Paint Color(s)			

Posts			
Vents			
Railings			
Other Exterior Trim			
Other Exterior Trim			
Other Exterior Trim			
Chimney *			
Entry Walkway			
Driveways			

COLOR & MATERIALS FORM/SAMPLES CONFORMANCE

All exterior colors have been indicated _____. Yes/No, N/A, Other.
All exterior materials have been indictaed and samples provided where required _____. Yes/No, N/A, Other.
All exterior finished have been indictaed _____. Yes/No, N/A, Other.
All window and glass specifications have been provided _____. Yes/No, N/A, Other.
All information regarding accent items has been provided _____. Yes/No, N/A, Other.

Date of Receipt: _____

Exterior Materials Form

OLD TOWN

EXTERIOR MATERIALS FORM

* COLOR & MATERIAL ITEMS TO BE SPECIFICED AND SAMPLE BOARD INCLUDED FOR FINAL APPROVAL

Product/Material	Materials & Finish	MFGR. & Model No.	Color
Terraces/Decks *			
Stoops/Steps			
Porch Ceiling			
Pads			
Screen Enclosure Frame			
Screening			
Shutters *			
Shutter Hardware			
Front Doors			
Other Doors			
Garage Door			
Exterior Hardware			

Retaining Walls *			
Pool/Spa			
Fencing			
Pathways			
Exterior Lighting			
Signage			
Garden Structure Materials			

COLOR & MATERIALS FORM/SAMPLES CONFORMANCE

All exterior colors have been indicated _____. Yes/No, N/A, Other.
All exterior materials have been indictaed and samples provided where required _____. Yes/No, N/A, Other.
All exterior finished have been indictaed _____. Yes/No, N/A, Other.
All window and glass specifications have been provided _____. Yes/No, N/A, Other.
All information regarding accent items has been provided _____. Yes/No, N/A, Other.

Signature: _____ **Date:** _____

Name (Print): _____

Date of Receipt: _____

Exterior Materials Form

PRE-CONSTRUCTION CONFERENCE

Prior to commencing construction, the Builder/Contractor must meet with an authorized representative of the Woodruff Companies to review the approved Final Plans, the Construction Area Plan, the Construction Regulations, and to coordinate scheduling and construction activities with the Committee. At this meeting, the Builder/Contractor and Owner must bring a copy of the Building Permit issued and any related use permit from the Planning Department and or any other appropriate jurisdictional authority.

CONSTRUCTION AREA

Prior to the commencement of any Construction Activity the Builder/Contractor will provide the Woodruff Companies, for its approval, with a detailed plan of the proposed Construction Area showing the area to which all Construction Activities will be confined and how the remaining portions of the Lot will be protected. This Construction Area Plan will designate the location and size of the construction material storage and parking areas, and the locations of the chemical toilet, also the temporary trailer/structure, dumpster, debris storage, fire fighting equipment, utility trenching, and limits of excavation and erosion control. The Builder/Contractor shall be responsible for repair of any damage to Common Area or Developer installed Irrigation or Landscape to the satisfaction of the Woodruff Companies. There shall be no staging of construction equipment or materials on Lots adjacent to the Owner's Lot. All staging within Old Town must occur on the Owner's Lot.

FENCING REQUIREMENTS

The Plan shall identify the area to be fenced with chain link, with dark green shade screen fencing, or similar methods acceptable to the Woodruff Companies for the protection of existing landscaped areas, to screen construction activities, and to control dust. Such fence or screening material shall be maintained in good condition during the course of construction and related improvements. One entrance into the fenced enclosure shall be located at the driveway entry. Care must be taken to avoid, or if unavoidable, minimize the visual impact of the Construction Area on neighboring parcels and roads. Prior to construction, all side yard planting and streetscape elements will be photographed by the Woodruff Companies to record existing site features.

ACCESS TO CONSTRUCTION AREA

Old Town requires all Builders/Contractors to comply with the following:

1. Restrict access to the Construction Area only through the approved Old Town construction entrance.
2. Identify all vehicles entering Old Town with the Builder's name and Job site.
3. Enforce hours of access, speed limit, and route of travel on the Old Town road system as specified by the covenants of Old Town.
4. Limit access to the Construction Area only on designated routes as specified by the Woodruff Companies.
5. Consolidate all deliveries of materials and equipment to the extent feasible.

CONSTRUCTION DEPOSIT

Prior to commencing any Construction Activity, a Construction Deposit shall be delivered to the Woodruff Companies, as security for the project's full and faithful performance of its Construction Activity in accordance with its approved final plans. This Construction Deposit shall be a cash deposit. In addition, the Construction Deposit may be drawn upon to pay for repairs to adjacent Lots and/or Common Areas damaged during Construction.

The amount of the Construction Deposit shall be $5,000 per parcel or such greater amount as determined by the Woodruff Companies. This amount may be adjusted at the discretion of the Woodruff Companies. As noted above, the Woodruff Companies may use, apply, or retain any part of a Construction Deposit to the extent required to reimburse the Woodruff Companies for any cost that the Woodruff Companies may incur on behalf of the project's Construction Activity. Any monies shall be reimbursed to the Woodruff Companies for any fees incurred to restore the Construction Deposit to its original amount. Construction Activity shall be halted until the Construction Deposit is brought up to the original amount. The Woodruff Companies shall return the Construction Deposit to the Owner within 15 working days after the issuance of a Notice of Completion from the Woodruff Companies.

VEHICLES & PARKING AREA

Only vehicles, equipment, and machinery that are essential to any Construction Activity may park within the Construction Area or such other specific area designated by the Woodruff Companies so as to minimize potential damage to existing vegetation, utilities, landscape, or other improvements.

STORAGE OF MATERIALS & EQUIPMENT

All construction materials, equipment, and vehicles must be stored within the fenced boundary of the Woodruff Companies approved Construction Area. Equipment and machinery will be stored on-site only while needed.

CONSTRUCTION ACTIVITIES TIMES

No construction operations may occur on Sundays or national Holidays. Essentially quiet activities that do not involve heavy equipment or machinery may occur at other times subject to the review and approval of the Woodruff Companies. No personnel are to remain at the Construction Site after working hours.

CONSTRUCTION TRAILER and/or TEMPORARY STRUCTURES

Any Contractor who desires to bring a construction trailer or the like to Old Town must obtain written approval from the Woodruff Companies. The Woodruff Companies will work closely with the Owner and/or Contractor to site the trailer in the best possible location to minimize impacts to the Site and to adjacent Parcel Owners.

CONSTRUCTION TRAILER and/or TEMPORARY STRUCTURES continued
All such facilities will be removed from the Lot prior to issuance of a Certificate of Occupancy. It is recommended that construction trailers be painted colors that will not stand out in the landscape.

SANITARY FACILITIES
Sanitary facilities must be provided for construction personnel on-site in a location approved by the Woodruff Companies that complies with all local requirements. The facility must be located in an area on-site that does not impact adjacent neighborhoods and roads, and must be maintained regularly.

DEBRIS & TRASH REMOVAL
Contractors must clean up all trash and debris on the Construction Site at the end of each day. Trash and debris must be removed from each Construction Site at least once a week and transported to an authorized disposal site. Lightweight material, packaging, and other items must be covered or weighted down to prevent wind from blowing such materials off the Construction Site. Contractors are prohibited from dumping, burying, or burning trash anywhere on the Lot or in Old Town. During the construction period, each Construction Site must be kept neat and tidy to prevent it from becoming a public eyesore or affecting adjacent Lots. Dirt, mud, or debris resulting from activity on each Construction Site must be promptly removed from roads, open spaces, and driveways or other portions of Old Town. All excess earth generated by trenching and approved grading activities must be removed from the Site. Any clean up costs incurred by the Woodruff Companies in enforcing these requirements will be taken out of the Construction Deposit or billed to the Owner as needed.

HAZARDOUS WASTE MANAGEMENT
In order to be able to respond to and monitor hazardous material use and/or spills, the Contractor shall comply with the following criteria listed below:
- The Contractor shall provide a contact person's name and telephone number for a company experienced in emergency response for vacuuming and containing spills for oil or other petroleum products.
- Absorbent sheets will be used for spill prevention and clean up. Several boxes shall be located at fuel trucks, storage areas, and in maintenance vehicles. Inventories must be maintained as necessary.
- A reportable spill is defined as a spill of one (1) or more gallons and a significant spill is defined as more than ten (10) gallons.
- The Contractor shall maintain a list of product names and a Materials Safety Data Sheet (MSDS) for all hazardous material products used or located on Site.
- Before a hazardous material is stored, the Contractor shall check to ensure that:
  - material is stored in an approved container;
  - container is tightly closed;
  - container has the proper warning label; and
  - container is inspected for leaks.
- Any Contractor determined to be introducing hazardous materials into the sanitary sewer or storm drain system will be removed from the Site.

EXCAVATION & GRADING
During construction, erosion must be minimized on exposed Cut and/or Fill slopes through proper soil stabilization, water control, and re-vegetation. Grading operations may be suspended by Woodruff Companies during periods of heavy rains or high winds. Blowing dust resulting from grading and construction operations must be controlled by watering. All topsoil disturbed by grading operations must be stockpiled and covered to minimize blowing dust within the Construction Area and reused as part of the Site restoration/landscaping plans. All excess materials must be removed from the Site.

FOUNDATIONS
The Owner is encouraged to hire a licensed Soil Engineer to examine and test soil conditions on his/her Lot prior to undertaking any design or construction. Developer makes no representations or warranties, expressed or implied, as to the soil conditions. Owner shall verify soil compaction on pad prior to construction.
- The Owner and the Owner's Architect, Engineer, and Contractor shall give due consideration to the design of the foundation systems of all structures.
- It is the Owner's responsibility to conduct an independent soils engineering investigation to determine the suitability and feasibility of any Lot for construction of the intended Improvement.

CERTIFICATE OF COMPLIANCE
The Owner's contractor shall submit to the Woodruff Companies a Certificate of Compliance certifying that the structures have been constructed according to the required City of Columbus, Georgia building codes.

START OF CONSTRUCTION & TEMPORARY LANDSCAPE
All Improvements commenced on a parcel shall be completed within 18-months after commencement according to approved Construction Document Review plans unless otherwise approved in writing by the Woodruff Companies. If an Improvement is commenced and construction is then abandoned for more than 90 days, or if construction is not completed within the required 18-month period, the Woodruff Companies may impose a fine of not less than $100.00 per day (or such other reasonable amount as the Woodruff Companies may set) to be charged against the Owner of the Lot until construction is resumed or the improvement is completed, as applicable, unless the Owner can prove to the satisfaction of the Woodruff Companies that such abandonment is for circumstances beyond the Owner's

START OF CONSTRUCTION & TEMPORARY LANDSCAPE continued
Control. For aesthetic and dust control reasons, the Woodruff Companies may request Parcel Owners who, in the Woodruff Companies's opinion, are not diligently pursuing construction to stabilize and maintain the surface of their Lot at the Owner's sole expense.

DAMAGE REPAIR & RESTORATION
Damage and scarring to other property, including open space, adjacent Parcels, roads, driveways, irrigation and/or other improvements will not be permitted. If any such damage occurs, it must be repaired and/or restored promptly at the expense of the person causing the damage or the Owner of the Parcel.
- To the Woodruff Companies's satisfaction, re-vegetate the area disturbed Immediately and maintain said vegetation until established; and,
- Pay any fines imposed by the Woodruff Companies or other governmental agencies as a result of said violation.

PROJECT COMPLETION & CLOSEOUT
Upon completion of construction, each Owner and Builder/Contractor will be responsible for cleaning up the Construction Site and for the repair of all property that was damaged including, but not limited to, restoring grades, planting shrubs and trees as approved or required by the Woodruff Companies, and repair of streets, driveways, pathways, drains, culverts, ditches, signs, lighting and fencing. Any property repair costs as mentioned above, incurred by the Woodruff Companies, will be taken out of the Construction Deposit or billed to the Owner and builder.

CONSTRUCTION OBSERVATIONS
In addition to the building inspections required by the City of Columbus, Georgia government, the following construction observations must be scheduled with the Woodruff Companies:

1. Site Observation - This observation includes review of staking of the Construction Area including all corners of proposed buildings, driveways, and extent of grading.
2. Framing Observation - This observation must be done prior to enclosure of exterior walls and roof to ensure conformance with the approved plans.
3. Final Observation - The observation must be done prior to the Certificate of Occupancy Issued by the local governing authority and may be scheduled when all improvements, including all structures, landscaping and grading, have been completed.

CONSTRUCTION SIGNS
Temporary construction signage will be limited to one (1) sign per Homesite. The sign shall not exceed 6-square feet of total area, and shall be located within l0-feet of the Construction Site entrance. All construction signs must be reviewed and approved by the Committee prior to installation. Layout for the sign must be submitted to the Woodruff Companies.

NO PETS
Construction personnel are prohibited from bringing pets, particularly dogs, into Old Town.

SECURITY
Security precautions at the Construction Site may include temporary fencing approved by the Woodruff Companies. Security lights, audible alarms, and guard animals will not be permitted.

NOISE
Builder/Contractor will make every effort to keep noise to a minimum.

NO SMOKING
Smoking is only allowed in enclosed vehicles. Fines of up to $1,000 will be taken out of the Construction Deposit or billed to the Owner in the event that smoking occurs outside of vehicles on a Construction Site. Warning signs such as "No Smoking or Open Flame Allowed" must be posted at the Construction Site.

NO FIREARMS
No firearms are allowed on any Construction Site at Old Town.

NO ALCOHOL/DRUGS
No alcohol or illegal drugs are allowed on any Construction Site at Old Town at any time.

CONSTRUCTION PERSONNEL CONDUCT
Offensive, loud, or unmannerly behavior exhibited by the Builder, its employees, or subcontractors is not allowed and will not be tolerated. Builder shall be responsible for the behavior of his employees and subcontractors.

FIRE PROTECTION
At least one (1) full and operable 10 pound ABC rated dry chemical fire extinguisher shall be present and available in a conspicuous place on the Construction Site at all times. Absence of such a device may result in fines against the Builder or the Builder being declined access to the Construction Site.