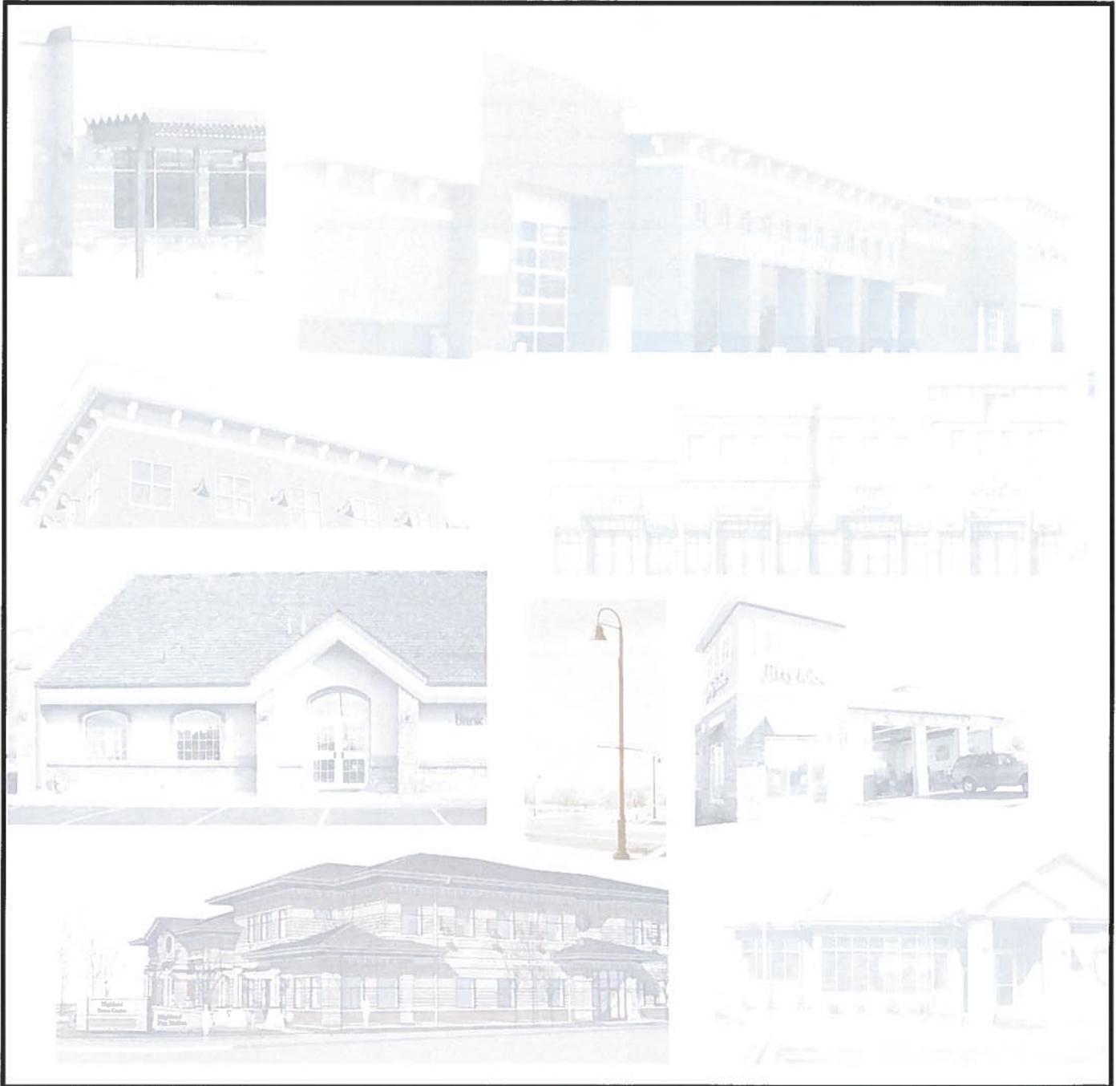

HIGHLAND CITY



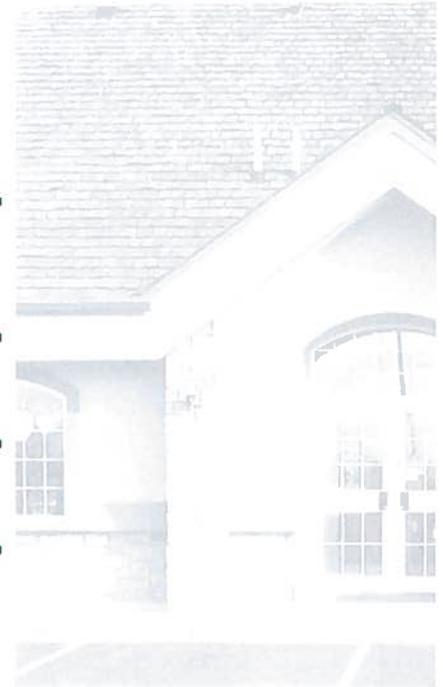
**COMMERCIAL, RETAIL, OFFICE, RESIDENTIAL
TOWN CENTER OVERLAY ZONE**

DESIGN STANDARDS

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Introduction and Purpose

The design standards provided herein for the Commercial Zones in Highland have been devised as a method of achieving a high quality, cohesive design for commercial development in Highland City while protecting architectural vernacular and preventing incompatible new construction.

These standards will inform developers, builders, engineers, architects, landscape architects and other professionals and help them understand expectations for preparing plans for construction or development in all commercial zones. In addition, these articles will lend guidance to staff, the Planning Commission and the City Council in the review and evaluation of commercial development. These standards have been adopted for the protection of historical precedent while defining commercial quality expected by the policy makers and residents of Highland.

There are certain key design elements which contribute significantly to the visual order and consistency of the entire commercial area. The common features; site planning, architecture, landscape design, parking, signage, lighting and other details are the subject of these standards. The standards express the desired character of all commercial development in Highland. Each standard shall be considered in terms of how it applies to a given project or structure. The intent of the standards must be met in order for a project to be approved during the plan review process.

Interpretation.

In interpreting and applying these standards, the provisions thereof shall be held to be the minimum requirements needed to promote the public health, safety, morals, convenience, order, prosperity, aesthetics and general welfare of the present and future inhabitants of Highland City. Interpretation may be further defined within the City's Land Use ordinance per the City Council. The final interpretation of these standards will be defined by the City's Land Use Authority for these projects per the City's Land Use Ordinance.

Applicability.

The Design Standards shall apply to all commercial development within Highland City and specifically any development which shall occur in the Town Center Zone, C-1 Zone, C-R Zone, P.O. Zone (Professional Office), and R.P. Zone (residential professional).



Highland Fire Station - Town Center, Highland UT



Approved Retail - Town Center, Highland UT



Timpanogos Tire - Town Center, Highland UT



Professional Office Zone, Highland UT

Site Planning & Design.

Introduction.

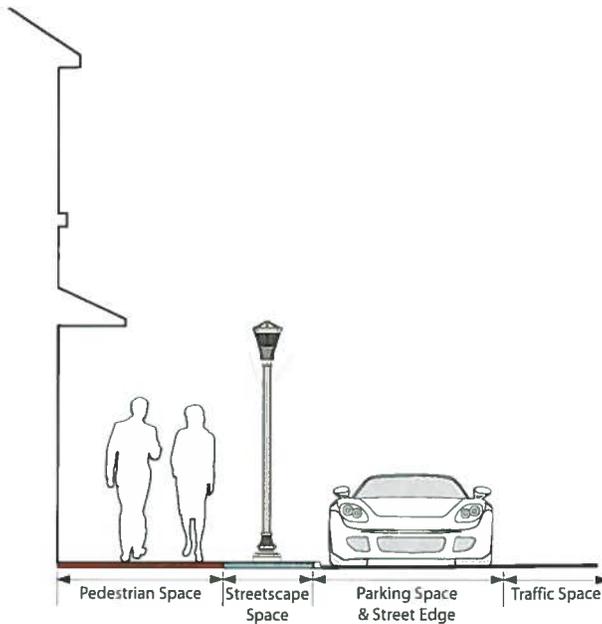
Site planning and architectural design are consistently the two most important elements of commercial development in Highland City. The purposes of this element includes a need to develop a sense of place, define the street edge, provide a connectivity to adjacent commercial uses, provide pedestrian gathering spaces, and allow for pedestrian circulation and connectivity within the Town Center as well as all of Highland. The use of reduced setbacks, moderate landscaping and hardscape, limiting 'parking islands', and providing "park once" opportunity for customers provides a sense of vitality and public ownership to the project.



Draper City, UT

Relationship to Street.

Buildings shall be placed adjacent to the nearest public right-of-way and as close as the land use ordinance will allow. Unique architectural features shall be utilized so the building appears to front these roads. All parking shall be interior so that the building is the main focus from the street. Buildings along main roads shall be set back similarly to define the street edge, allow continuous pedestrian activity and separate it visually from the parking places. Upper stories should be designed with a graduated setback to provide a visual perception of a smaller structure.



The Riverwoods; Provo, UT



Town Center; Reston, VA

BUILDING RELATIONSHIP DESIGN TYPES

	SECTION	PLAN
	LOT PRIVATE FRONTAGE ▶ ◀ R.O.W. PUBLIC FRONTAGE	LOT PRIVATE FRONTAGE ▶ ◀ R.O.W. PUBLIC FRONTAGE
<p>a. Common Yard: a planted Frontage wherein the Facade is set back substantially from the Frontage Line. The front yard created remains unfenced and is visually continuous with adjacent yards, supporting a common landscape. The deep Setback provides a buffer from the higher speed Thoroughfares.</p>		
<p>b. Porch & Fence: a planted Frontage wherein the Facade is set back from the Frontage Line with an attached porch permitted to Encroach. A fence at the Frontage Line maintains street spatial definition. Porches shall be no less than 8 feet deep.</p>		
<p>c. Terrace or Lightwell: a Frontage wherein the Facade is set back from the Frontage line by an elevated terrace or a sunken Lightwell. This type buffers Residential use from urban Sidewalks and removes the private yard from public Encroachment. Terraces are suitable for conversion to outdoor cafes. Syn: Dooryard.</p>		
<p>d. Forecourt: a Frontage wherein a portion of the Facade is close to the Frontage Line and the central portion is set back. The Forecourt created is suitable for vehicular drop-offs. This type should be allocated in conjunction with other Frontage types. Large trees within the Forecourts may overhang the Sidewalks.</p>		
<p>e. Stoop: a Frontage wherein the Facade is aligned close to the Frontage Line with the first Story elevated from the Sidewalk sufficiently to secure privacy for the windows. The entrance is usually an exterior stair and landing. This type is recommended for ground-floor Residential use.</p>		
<p>f. Shopfront: a Frontage wherein the Facade is aligned close to the Frontage Line with the building entrance at Sidewalk grade. This type is conventional for Retail use. It has a substantial glazing on the Sidewalk level and an awning that should overlap the Sidewalk to within 2 feet of the Curb. Syn: Retail Frontage.</p>		
<p>g. Gallery: a Frontage wherein the Facade is aligned close to the Frontage line with an attached cantilevered shed or a lightweight colonnade overlapping the Sidewalk. This type is conventional for Retail use. The Gallery shall be no less than 10 feet wide and should overlap the Sidewalk to within 2 feet of the Curb.</p>		
<p>h. Arcade: a colonnade supporting habitable space that overlaps the Sidewalk, while the Facade at Sidewalk level remains at or behind the Frontage Line. This type is conventional for Retail use. The Arcade shall be no less than 12 feet wide and should overlap the Sidewalk to within 2 feet of the Curb. See Table 8.</p>		

Credit: Duany Plater-Zyberk & Co.

Relationship to Public Spaces.

Buildings shall be placed to allow for public spaces that will be used by customers and passing residents. These places can be along the right-of-way, between buildings, or on the interior of the development. Public places create spaces where shoppers may stay longer and enjoy their experience. Public Spaces shall be designed to create a "sense of place" while giving the development an identity separate from every other similar suburban project type.



The Colonial House Offices - Murray, UT



South Jordan, UT

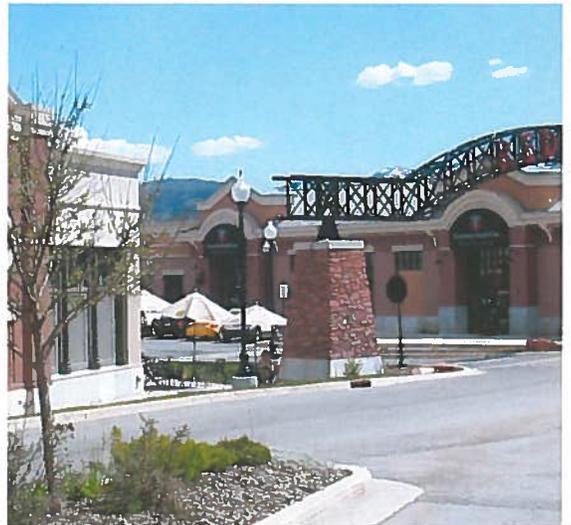
Project Entry and Character.

The project shall incorporate entry elements such as landscaping features, signs and monuments, or architectural features that identify the development as a whole. Each development is defined as an area of contiguous commercial use that is not separated by the Alpine Highway (SR-74) or 11000 North (SR-92). Entry identification creates a sense of place, or in simpler terms - you recognize where you are separating your development from every other development across the country.

Entry features identify where you are, providing character and a sense of belonging to the project.



Entry feature for The Riverwoods, Provo UT



Redstone Development; Summit County, UT

Pedestrian Circulation.

Each building associated with a development shall provide some form of pedestrian access and connection between the storefronts of those buildings for the whole project. Buildings along SR-92 or SR-74 shall in addition provide a pedestrian connection between the sidewalk within the parkway detail and the storefront. It is not the intention of Highland City to require a person to drive from store to store within the same development to obtain their goods or services. It is the intent of Highland City to promote a "park once" development.



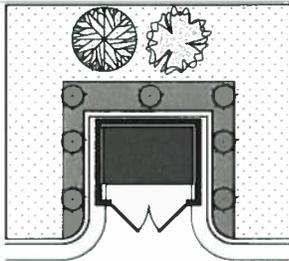
The Riverwoods, Provo, UT



Fruitvale Village, Oakland CA



Redstone Development; Summit County, UT



Utilities & Trash Enclosures.

Utility boxes and dumpster enclosures shall be placed in locations that are not primarily visible from the public. Utility easements shall be only provided along the rear property lines and driveway accesses. If the boxes/dumpster enclosures are required to be placed near a public right-of-way then unique design proposals such as extensive landscaping and landscaping elements shall be used to significantly screen the utilities/dumpster enclosure from public view. In no case shall a dumpster enclosure be designed to open toward a public right-of-way.

Many successful commercial areas allow for significant pedestrian circulation allowing the consumer to walk from one store to another without the need to drive.



Pioneer Square, San Francisco, CA

Connections to adj. dev.

Storefront Design.

Introduction.

Storefront elements are an important element for the pedestrian experience. These elements bring large structures to a pedestrian scale while enhancing the architectural quality of the development. Each development will be required to include the architectural and site design elements which are common in Highland City.

Design Theme.

Each development shall incorporate a design theme throughout the project. The design theme shall include elements such as window types, architectural materials (ex. brick, rock) and lighting however color and architectural style shall vary. All buildings shall incorporate five of the seven design elements and 7 of the 9 architectural elements which are typically found in the commercial buildings of Highland City. Each development shall include a similar exterior lighting theme similar to the Town Center and Jiffy Lube.



Draper Peaks; Draper, UT

Openings.

Openings are important building elements and include windows and doors. These elements improve the customer experience, improve the overall aesthetic appearance and lower crime. A minimum of 50% of the horizontal surface of each building front shall incorporate openings of some type. Fenestration shall be transparent usable windows and doors. All ground floor openings (windows and doors) shall be constructed with 100% transparent windows, exposing the items for sale inside of the building.



Town Center, Highland City, UT



Evergreen Village, San Jose, CA



Town Center; Reston, VA

Facade Treatment.

The facade of each building structure shall be architecturally treated. Each elevation that is exposed to a right-of-way, access road or parking area shall be architecturally treated. Each building shall incorporate a 360 degree design program unless a portion of that building would not be visible by the public during a typical shopping experience (ex. area behind a building for deliveries, between building sides less than ten feet apart, or similar, where a wall blocks visual impact from adjacent property). In all cases architectural detail shall be used at a minimum of 14 feet in height to create a visual separation between typical floor plates. To avoid large expanses of single walls, a building may not exceed 150 feet with the same architectural elevation. The building shall be designed to appear as a different architectural style and new storefront at a minimum of each 150 feet. Elements such as columns, windows, and walls may be used to accomplish this requirement.

Awnings and Canopies.

Each building shall incorporate the use of awnings, canopies, trellis/arbor or similar architectural elements to provide visual character, shade from the elements, and color to building fronts and windows.



Shopping Center; Reston, VA



The Riverwoods; Provo, UT



Storefront elements, Venice, Italy



Shopping Center; Jackson Hole, WY

Storefront Accessories.

Storefront accessories include lighting, porticos, display windows, architecturally treated window types and entries, wood/rock elements, etc. These elements enhance the aesthetic nature of the building front, allow for unique advertising opportunities, and enhance the shopping experience.

STOREFRONT ELEMENTS



LIGHTING:

Architecturally significant lighting (common throughout development) near entrances to help bring the entrances down to a pedestrian scale

DOOR:

Architecturally pleasant door required over glass without mullions

AWNING:

Metal or other high quality long lasting material preferred over fabric

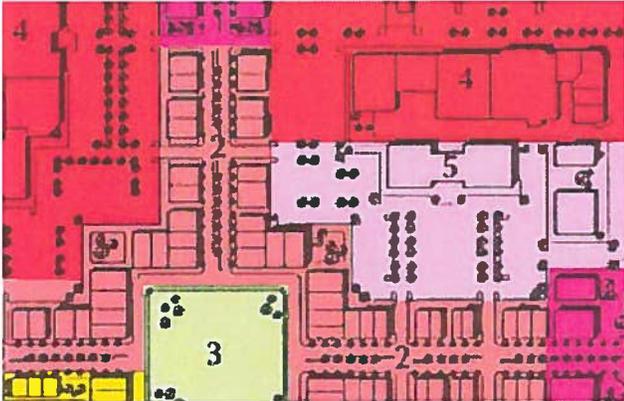
WINDOWS:

Casing
Sash
Sill/Apron/Stool
Muntins/Mullions
Glazing Setback

Building Design.

Introduction.

Historically, the quality of architectural design is arguably one of the two most important elements of commercial development in Highland City. It is clearly understood that these buildings will exist for at least 30-40 years. Quality of design and the use of building elements will be a critical step to the approval of commercial development. Information provided in this document shall be incorporated into every design when proposing a commercial structure or project in Highland.



Town Center Master Plan - Highland, UT



Zion's Bank;

Buildings shall be designed with the pedestrian in mind. "Pedestrian Scale" is a common term used to define a building that is not too excessive with one design element such as width or height and includes storefront elements such as awnings, lights, doorways, windowfronts, etc. that bring the scale of the building to a visible pedestrian height. Example; a building may be tall, however a window front with opening features, landscaping and pedestrian elements (seating, etc.) direct your eye to those elements instead of the overall mass of the building.



Old Alexandria (Washington D.C.)

Building Scale.

Buildings shall be similar in scale to the surrounding commercial buildings in Highland (this may include existing, recently approved or master planned). Building heights are limited by the local land use ordinances. The geographical position of the building and possible visual effects on existing structures on or off of the site shall be considered. Potential problems on neighboring sites caused by shadows, loss of solar access or complete obstruction of views shall be avoided where possible. Impacts from building mass on the general vicinity including contact with existing buildings and structures, streets, traffic congestion and circulation, and adjacent open space shall also be considered. A single building or minimal number of buildings shall not consume a majority of the available commercial property in a single project.



Bank of American Fork - Highland, UT

Building Form.

Historically, the commercial buildings in highland have had similar architectural styles. Some of these designs are similar to the surrounding residential architecture and some reflect a similar modern architecture (somewhat italianate) with several architectural elements to enhance the character. It is not the intent of these standards to promote a variation from historical patterns. Building forms shall be similar to the surrounding commercial, residential and natural vernacular. Highly modern/ post-modern buildings shall not be proposed.



Timpanogos Tire - Town Center; Highland, UT

There are four common building design elements and seven common architectural design elements on existing and approved buildings in Highland.

These elements include the following:

- Common Lighting Theme;
 - Building lighting,
 - Parking lot lighting
 - Street lighting,
- Common Architectural Design Elements;
 - Columns,
 - Dentils,
 - Window treatments, high percentage of fenestration,
 - Portico/arbor/arcade,
 - Quoins,
 - Common high quality roofing materials, high quality building materials (earthone colors, brick, rock, trim).
- Common Sign Theme;
- Interior Parking (generally).

Arcade, Columns, Materials (rock, roofing), Gables



Pediment, Columns, Materials (rock), Gable, Quality Windows



Articulated Wall, Arcade, Fenestration, Materials (rock, roofing), Window Mullions, Roof Detail



Portico/Pediment, Columns, Articulated Wall, Materials (rock), Gable



Articulated Wall, Lighting, Dentils, Arcade, Fenestration, Window Mullions, Roof Detail



Portico, Columns, Fenestration, Gable



Articulated Wall, Lighting, Materials, Awning, Window Mullions



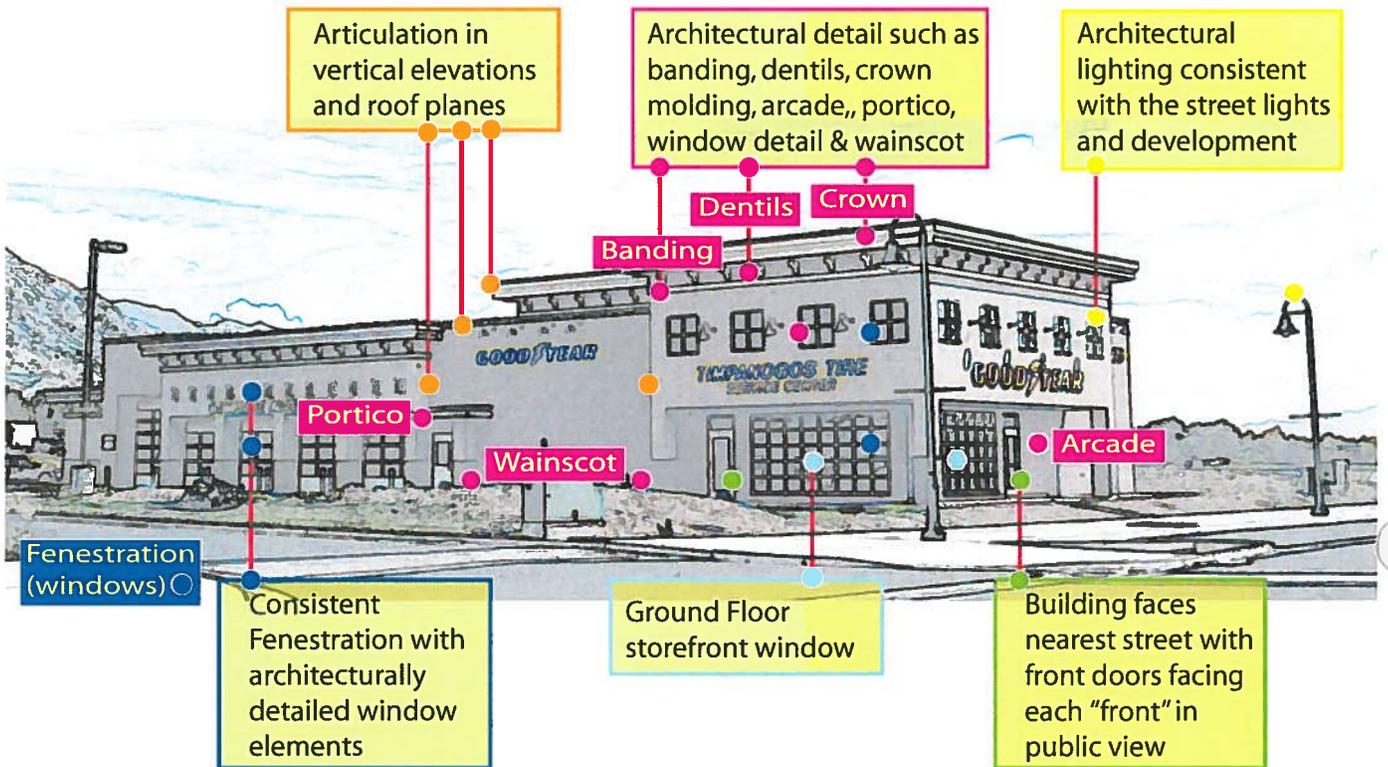
Arbor Element, Gable, Lighting, Materials



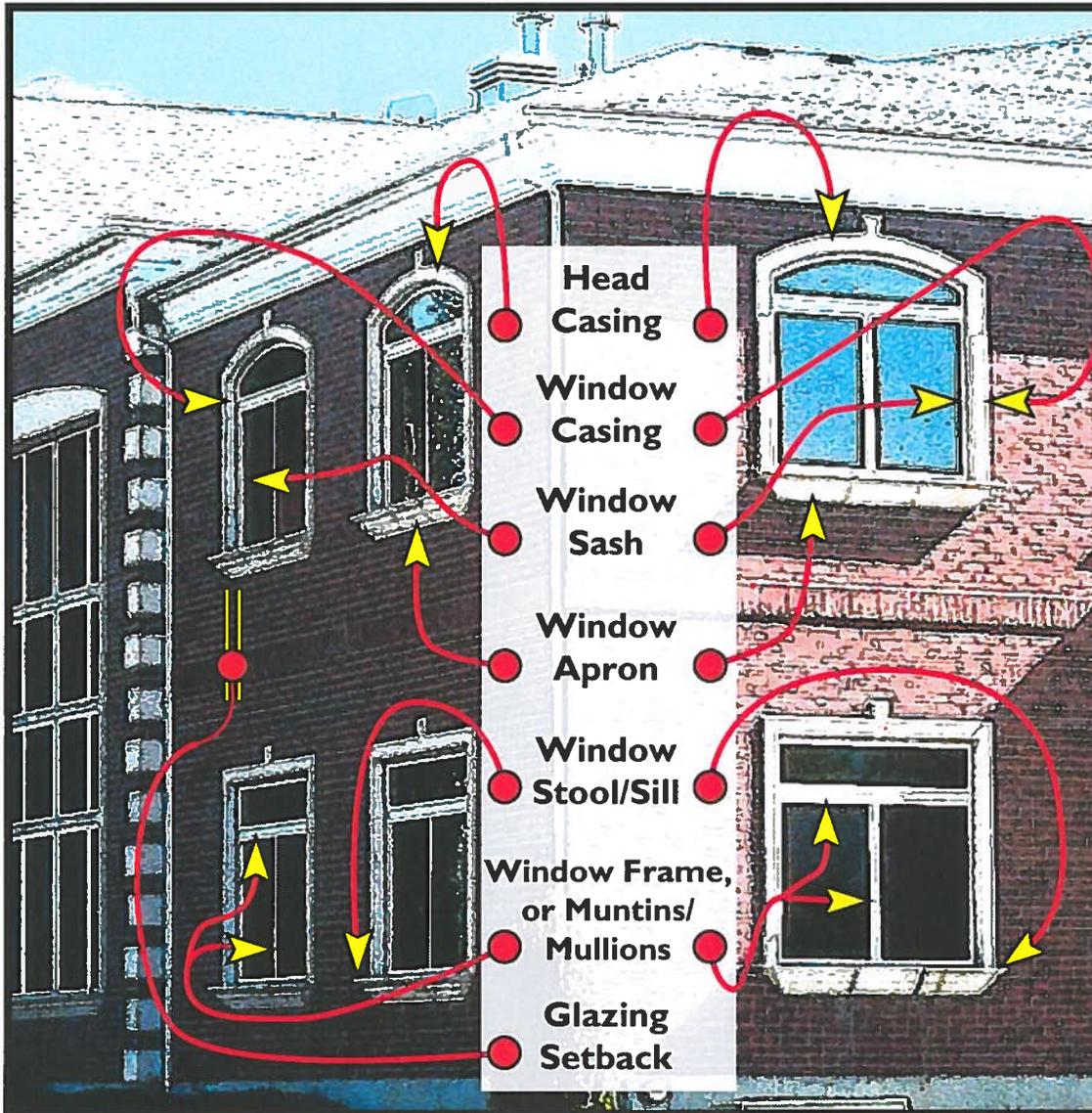
Articulated Wall & Roofline, Columns, Pediment/Portico



ARCHITECTURAL DETAIL ELEMENTS

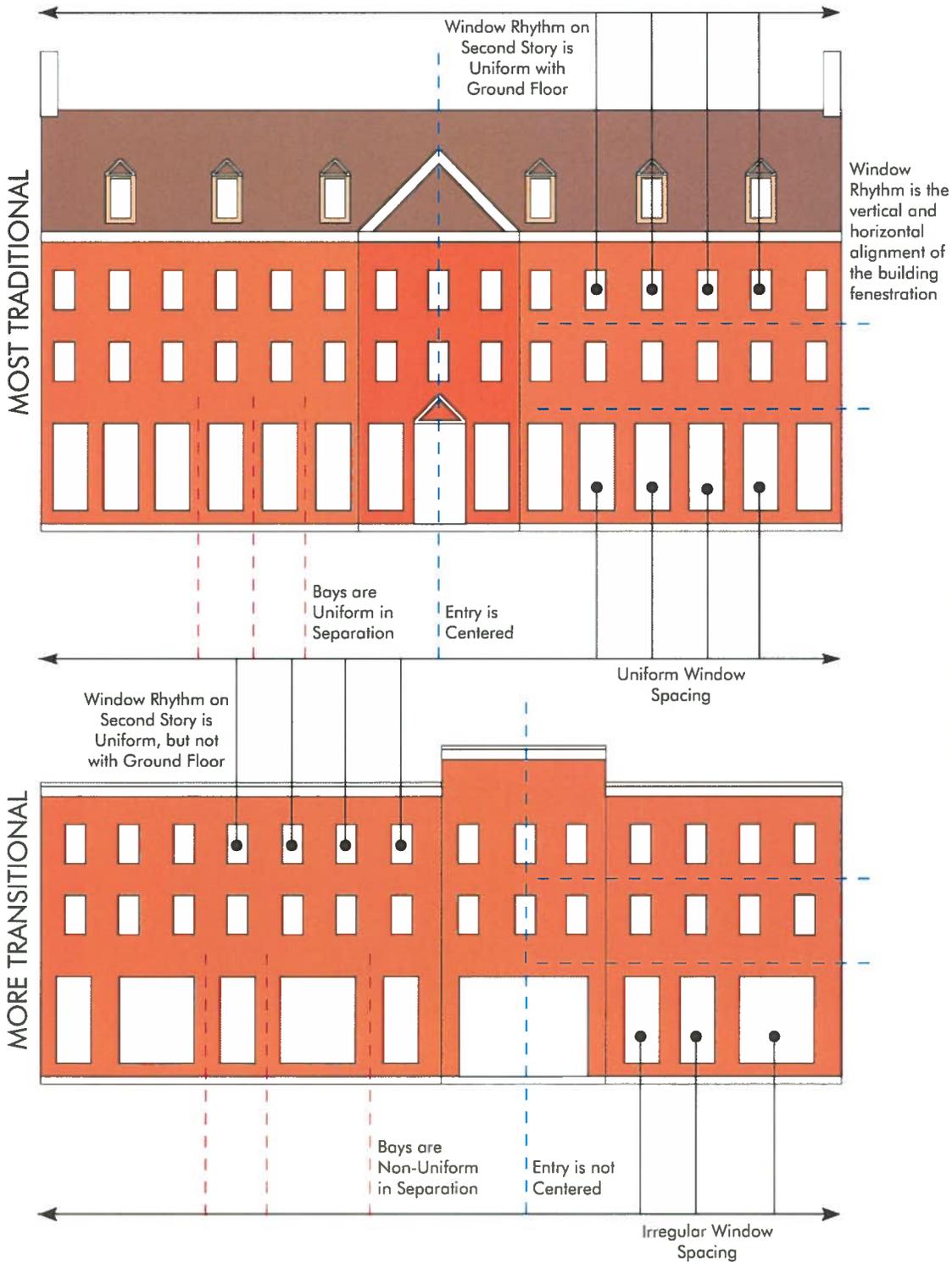


WINDOW DETAIL ELEMENTS



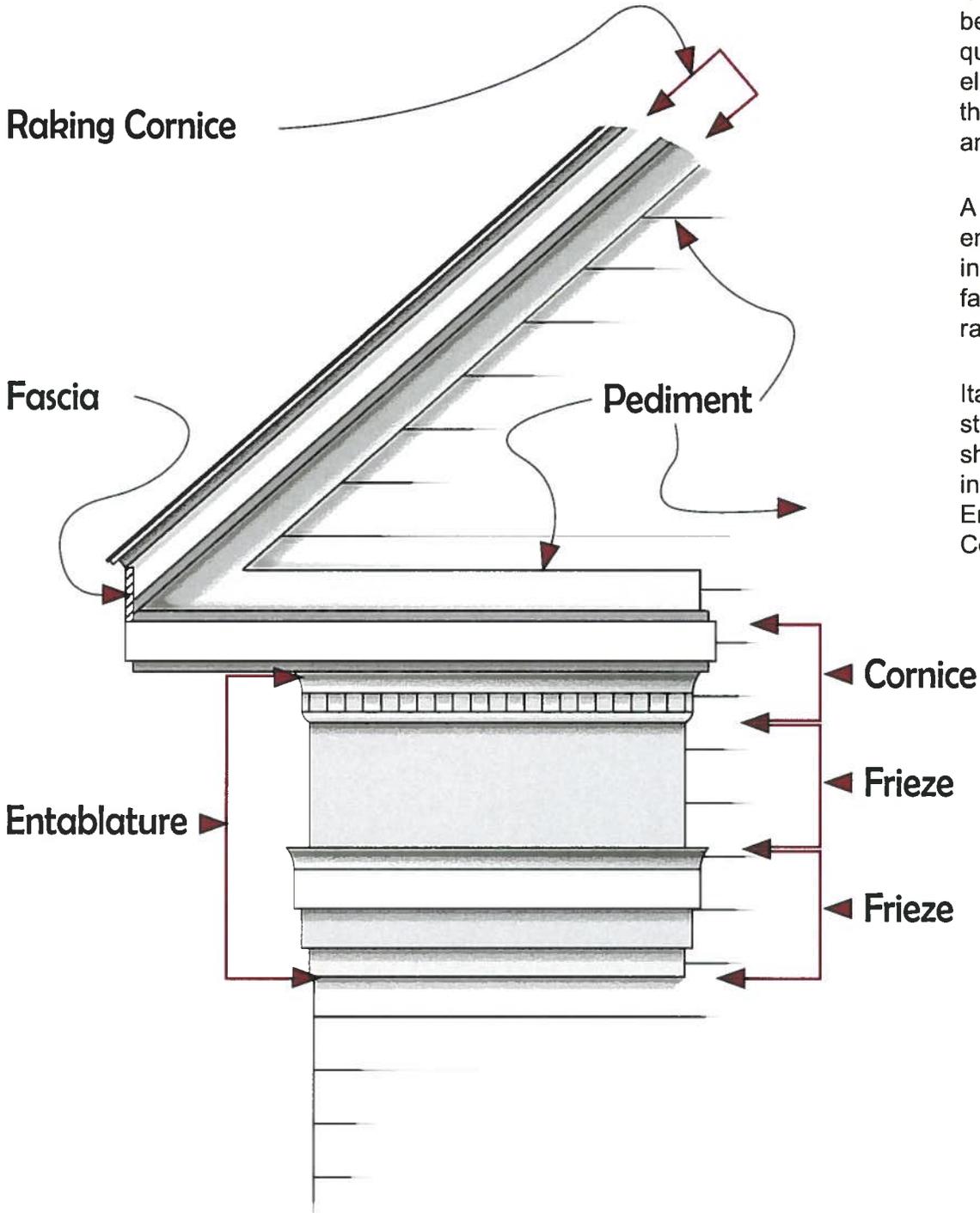
These elements shall be required for windows in the Town Center to provide depth, architectural interest and quality aesthetic. Glazing shall be a minimum of three (3) inches toward the interior of the building from the facing wall (*glazing setback*). Another element to be addressed here is rhythm, in other words upper-story windows are aligned with ground floor windows. This shall be required whenever possible.

WINDOW DESIGN DETAIL



At minimum, upper floor fenestration shall be designed to align with ground floor windows, referred to as window rhythm.

ROOF DESIGN DETAIL



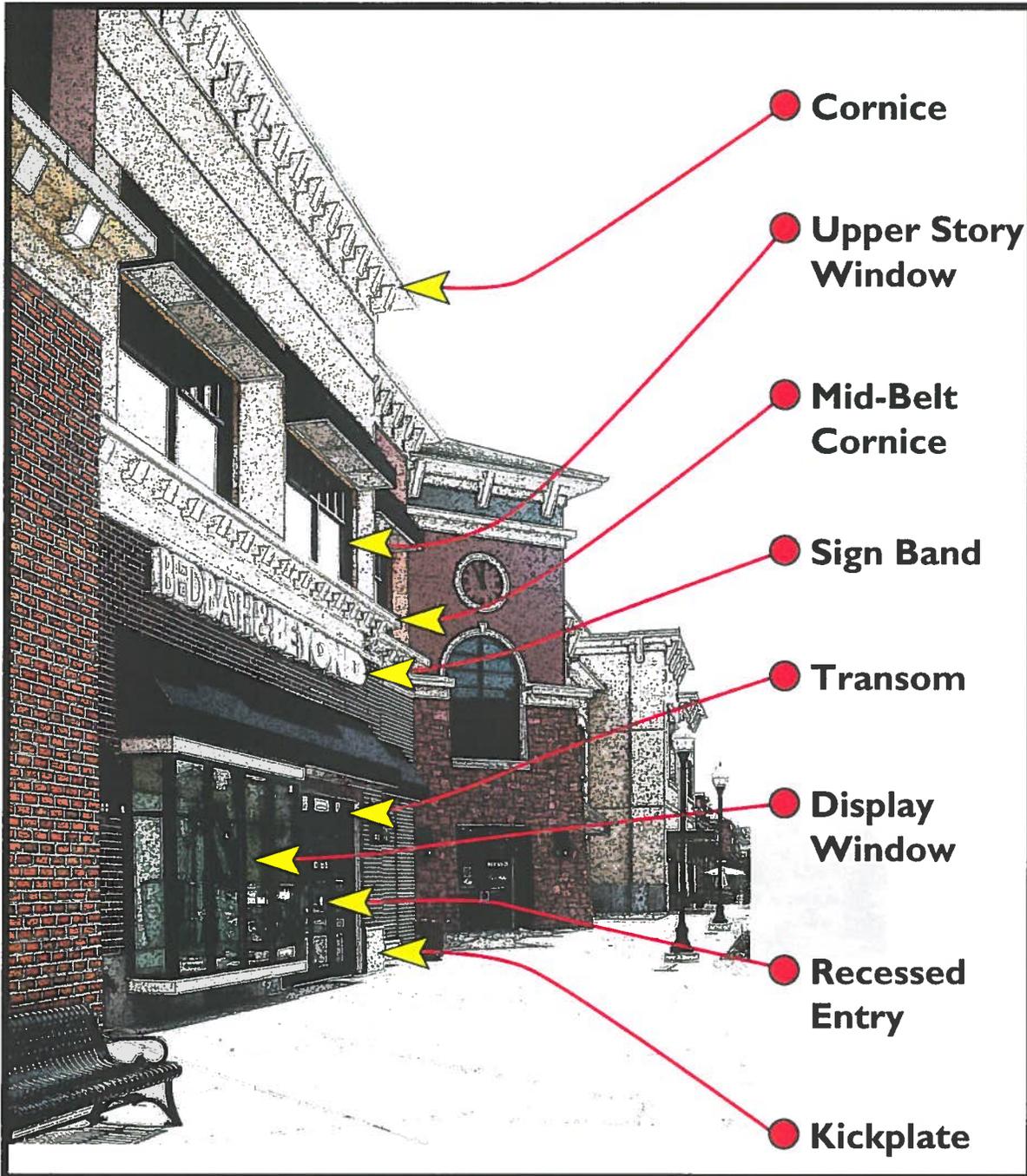
Gable roofs should be designed with quality architectural elements such as the incorporation of an Entablature.

A typical entablature might include a cornice, fascia, dentils, and raking cornice

Italianate styled buildings should consider incorporating an Entablature and Cornice Cap.

Roofing shall be a high quality Architectural Shingle, 40-year minimum

BUILDING FRONT DESIGN ELEMENTS



These elements shall be addressed from ground floor to rooftop for each user in the Town Center. Each separate user along the ground floor shall define its own architectural style per the ordinance resulting in the aesthetic appearance of separate buildings.

Wall Articulation.

Exterior walls shall be designed with a variation in vertical elements. A single wall shall not exceed 75 feet without a change in the horizontal direction of the exterior wall. A wall shall not exceed 14 feet in height without a change of material elements, colors, or fenestration. This is historically what the elected and appointed officials have requested. This practice simply creates a building that seems to be smaller than it may actually be.



Iggy's Restaurant; Sandy, UT



Johnny Carino's Italian Restaurant; Sandy, UT

Trash Enclosures.

Trash enclosures shall be incorporated into the design of the building for the use it is associated with. The area where the container is stored shall be enclosed on three sides with a six foot masonry wall constructed of material that matches the main structure. If the trash enclosure cannot be part of the main structure then it will be constructed of a 6 foot masonry wall on three sides with a 6 foot vinyl gate. The masonry will match the material used for the primary building and the enclosure shall be located in an area least exposed to public view. If the trash enclosure area is exposed to any part of a public right-of-way or is visible from the shopping or parking area the area shall be heavily landscaped to screen the enclosure from public view.



UCCU - Town Center; Highland, UT

Roof Forms.

Roof forms are an important aesthetic element in Highland. Historically, policy makers have avoided long roof lines without changes in the roof pattern. Therefore the roof shall follow the wall articulation. A new roof design shall appear every 75 feet on a horizontal plane. The roof shall appear to be a completely different roof type. The use of parapets or similar roof construction methods may be used to alter the roof types. Roof heights shall also vary every 75 horizontal feet at a minimum.



Bank; Jackson Hole, WY

Materials and Colors.

Historical materials have included rock, brick, stucco and timber elements. Colors have been limited to earthtone varieties. At least 3 colors and 2 materials shall be used on every building. Colors and materials shall be varied enough to be contrasting to bring out the architectural detail in the building.

Landscape/Hardscape.

Introduction.

Landscaping is a historically significant element in Highland City. Landscaping shall be used to mitigate potential impacts that large commercial buildings may have on the landscape. Hardscape elements shall be used to create high quality pedestrian spaces where people may gather.

General Landscape Design Criteria.

A minimum percentage of each development shall incorporate significant landscaping elements. Landscaping shall be used to help mitigate impacts such as building mass and height, parking areas, garbage and refuse areas, public spaces, pedestrian circulation areas, and blank walls.



Highland City Hall; Highland; UT



The Riverwoods; Provo, UT



Street Trees.

Street trees shall be incorporated within the parkway detail along SR-92 and SR-74. In addition, street trees shall be located a minimum of every thirty (30) feet within tree wells on all interior roads (except where street lights are located). Street trees serve several purposes including defining the street edge, creating shade, and protecting pedestrians from traffic hazards.

Streetscape.

Streetscape elements such as benches, planter structures, tree cover, street lights, and identifiable walkways shall be incorporated in each project and each development.



Fruitvale Village, Oakland CA

Monument Sign Landscaping.

Monument sign landscaping shall be provided as identified in the the sign ordinance. A minimum of four (4) square feet of significant landscaping is required for every one (1) square foot of sign area (each side).



Corner of RP Zone; Highland City, UT



Wells Fargo, IHC sign; Highland City, UT



The Riverwoods; Provo, UT

Walls, Fences & Screening.

Walls shall consist of wrought iron, concrete, stone, brick, or similar solid masonry material(s). Opaque masonry walls shall be used to separate commercial uses from residential uses no taller than six (6) feet in height. If a wall is proposed, it must be landscaped at the base of the wall where visible from a public right-of-way or private residence. A landscaped, four (4) foot wall is required between parking lots and adjacent residential zones if a building is unable to screen that parking lot. Where possible, climbing vines shall be planted at similar intervals (every 20 feet) to break up long expanses of these walls. Signs or sign supports may not be placed on any wall. All walls along a similar property boundary shall be constructed of similar materials as the main structure and all walls are limited to earthtone colors.



Landscaped Wall; Venice, Italy



Pioneer Courthouse Square; A Highly Utilized Plaza in Portland, OR. Successful plazas like this require co-operative ownership between municipalities and local businesses. This is even more successful because of an adjacent bus terminal.

Plaza Spaces.

It is encouraged that each development include plazas as gathering places which may be considered as hardscape. These places shall be designed with pavers, seating, shade, and elements of interest. These spaces help create a sense of place, offer a reason to stay longer, and increase the overall aesthetic quality of the project.



Plaza spaces may be as little as the small gathering area in the Colonial House Offices in Murray, UT (above) or as large as the space provided in the Redstone Development in Summit County, UT (below).



Example of Water feature,



Water feature, Redstone Development; Summit County, UT

Water Features.

The development may include water features which add visual interest to the project and a sense of place. This may be considered as landscaping (above and left)



The Riverwoods; Provo, UT

Paeseos Between Buildings.

Paeseos between buildings are required to keep these spaces accessible and clean.



Redstone, Summit Co, UT



Examples of Paseos

Hardscape Details

The following hardscape elements shall be required within the Town Center Zone along each designated right-of-way and encouraged throughout all other commercial zones in Highland. The developer/owner shall choose one of the following pedestrian elements per building to be placed within the sidewalk area in front of each building, or for each 100 feet of linear distance parallel to the building, whichever is smaller. The city shall approve the construction and design of each of these elements for each zone and they shall be consistent throughout each development within each zone.

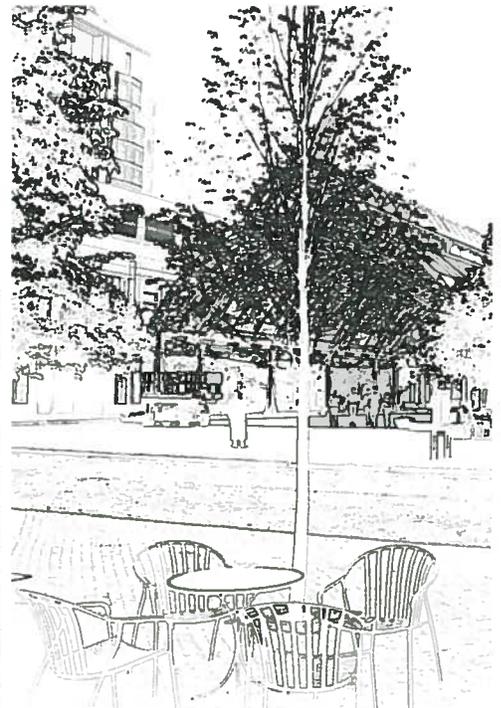
- sitting bench; or
- bike rack; or
- garbage can; or
- drinking water fountain.

The developer/owner shall provide all of the following elements within the Town Center and it is strongly encouraged within all other commercial zones in Highland:

- Street lights as approved by Highland with spacing defined by ordinance; and
- Landscaped planter boxes shall be located between each street tree and street light along the sidewalk.



The Town Center Overlay requires plazas and paeseos between buildings and required that these outdoor gathering spaces include seating, landscaping and other amenities. It is highly encouraged that all other commercial zones in Highland provide similar amenities. It is highly encouraged that all restaurants or eating establishments provide practical, functional outdoor eating areas.



Lighting.

Introduction.

Limiting excessive lighting is an important element of which the residents of Highland have enjoyed. Lighting is also necessary for the protection of property and persons. Careful design and placement of lighting can accomplish both of these needs while enhancing the overall character of a project and building.

General Lighting Criteria.

Lighting shall be architecturally treated to compliment the building it is attached to. In addition a lighting theme shall be part of each development. Architecturally treated lighting shall also be used to light the main thoroughfare of each development.



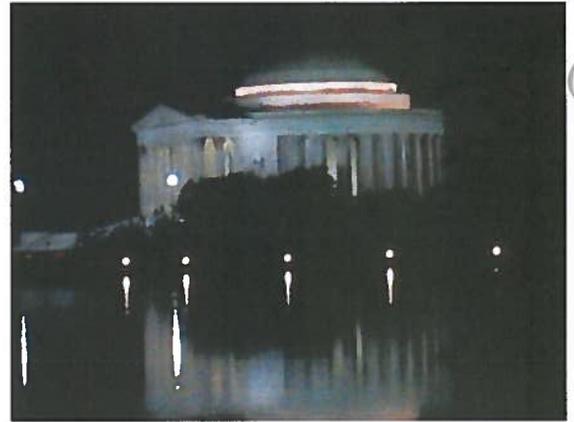
A successful use of lighting at the River Park Commercial Development; South Jordan, UT

Lighting of Landscaping.

Landscaping may have lighting that emphasizes the landscaping elements. Light pollution shall be avoided.



A successful use of lighting at the River Park Commercial Development; South Jordan, UT



A successful use of lighting on the Jefferson Memorial; Washington D.C.

Lighting of Buildings.

Buildings may have lighting that emphasizes the architectural elements of the building. Light pollution shall be avoided.



Lighting fixtures that direct light toward the ground are preferred and highly recommended. The fixture to the left does not direct the light and shall be avoided.



An unsuccessful use of lighting at a grocery store gas station; Draper, UT



What to avoid at IM Technologies; Lehi UT

Lighting of Public Spaces.

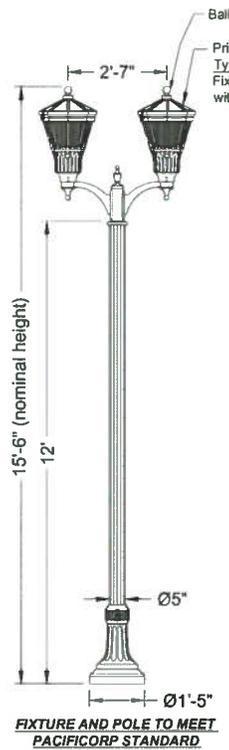
Public spaces shall have associated lighting that is soft and directed toward the public spaces. Light pollution onto adjacent private property shall be avoided. These lights shall be part of an architectural type lighting design theme and shall be the same throughout the development. Street lighting shall adhere to Highland City specifications.



Architectural Light, Redstone; Summit County, Utah



Street Light in Town Center, Highland Ut



Highland City Arterial Street Light

Lighting of Parking Lots.

Parking lot lighting in each development shall be of a similar design and part of a lighting theme. Parking lot lights may not exceed fifteen (15) feet in height. Lighting in parking lots shall not exceed 300 Watts, be directed toward the ground only and away from the nearest right-of-way. Lighting shall be directed away from, and not cross over to, adjacent residential property.



Preferred sign lighting. Briargate Village; Colorado Springs, Colorado

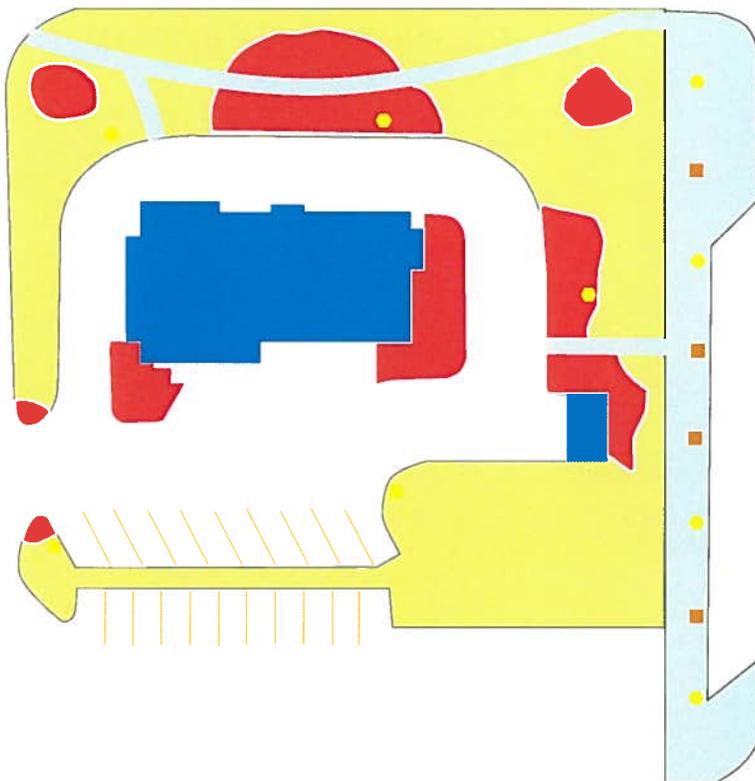
Sign Lighting.

City ordinances require that all monument signs shall be externally lit. Wall signs may be internally or externally lighted. It is preferred that all sign lighting is lighted from behind such as the example of Briargate Village (left) in Colorado Springs, Colorado.

Parking, Circulation, and Access.

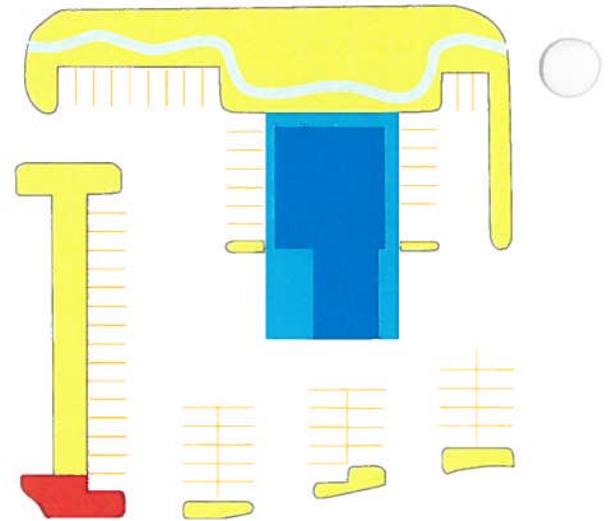
Introduction.

there shall be provided at the time of erection of any building, or at the time any main building is enlarged or increased in capacity, minimum off-street parking space with adequate provisions for ingress and egress by standard-sized automobiles. If any land, structure or use is changed from one use to another which requires more off-street parking spaces, there shall be provided such additional off-street parking. Circulation and access shall be provided for both vehicular traffic and pedestrian traffic. It is encouraged that vehicular parking lanes resemble the grid pattern of successful streets to limit difficult intersections and circulation patterns within a development parking area.



Wendy's Site Plan, Town Center; Highland Ut

While the Wendy's layout is aesthetically acceptable from the highway, the general circulation is very poor. A more positive traffic pattern may have occurred if the drive-through access did not circulate entirely around the building but remained on one or two sides of the building.



Bank of American Fork; Highland, UT

The Bank of American Fork works very well for both parking and circulation (including drive through tellers) allowing a portion of the building to be adjacent to the highway with plenty of room for landscaping.

Parking Areas.

- on-street parking shall be required as indicated in this plan.
- Required off-street parking shall be provided on the site of the use served, however cross access parking is
- Parking facilities need not be located in one consolidated area of a particular site, but may be separated by landscaping or building elements.
- Vehicles that display any form of advertising of a commercial enterprise, including names, phone numbers, logos or associated artwork, are prohibited from parking in street right-of-ways or private parking lots within public view (visible from a public roadway).
- Parking for commercial vehicles is limited to properly screened loading areas and other approved off-street parking that is properly screened from public view.

➤ Landscaping of Parking Areas:

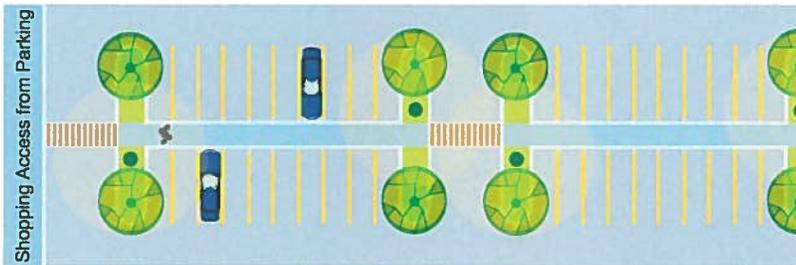
- Where possible, siting parking areas lower than adjacent roadways and continuing streetscape grading, berms, hedges, and other landscape treatment into parking areas is encouraged, with intent to reduce their visual impact and to screen the parking from the adjacent roadway. All parking areas adjacent to roadways shall require a landscaped berm of width and height specified in Section 3-4308 of this ordinance.
- Planter "islands" between parking bays shall measure six (6) feet from the outside edge of the curb, or five (5) feet inside dimension, to provide adequate space for tree trunks, hedges or parking lot light supports and to allow for proper maintenance.
- Vehicles shall be prevented from overhanging into landscaped areas through extended curbs or the use of concrete wheel stops.
- Pedestrian walkways are encouraged between parking lanes providing access to the shopping area while limiting the need for pedestrians to walk in the paved vehicular circulation areas to access those shopping areas.



Lone Peak Shopping Center, Highland UT



IHC in the RP Zone, Highland UT



Redstone Development; Summit County, UT



The Riverwoods; Provo, UT



Loading & Service Areas.

The following articles apply to the loading and/or unloading of materials in a commercial development:

- All loading and unloading operations shall be performed on the site. Off-street berths shall be provided in addition to required off-street parking and shall not be located within driveways.
- Each loading berth shall not be less than twelve (12) feet wide, twenty-five (25) feet long and if enclosed and/or covered, fourteen (14) feet high. Adequate turning and maneuvering space to be provided within the lot lines.
- Such loading areas shall be located away from the public street to which the use is oriented.
- To the greatest extent possible, loading areas shall be screened from all public streets. This shall be accomplished through careful site planning, and the use of screen walls and landscaping.
- In no event shall a loading dock be closer than seventy-five (75) feet from a property line fronting upon a street.
- In no event shall a loading dock be closer than one hundred (100) feet from an adjacent residential property line.
- Loading berths shall be required as follows:
 - Commercial and service uses with over ten thousand (10,000) square feet floor area to be determined by the City Council upon recommendation of the Planning Commission, but in no case less than two (2) loading berths.
 - The hours of loading and unloading, including trash removal, for any business that uses building entrances that face an adjacent residential zone shall be restricted to the hours between 7:00 a.m. and 10:00 p.m.

Interstate 80



Loading Area - Quarry Village; Summit County, UT

Highway 224



Loading Area - Redstone; Summit County, UT



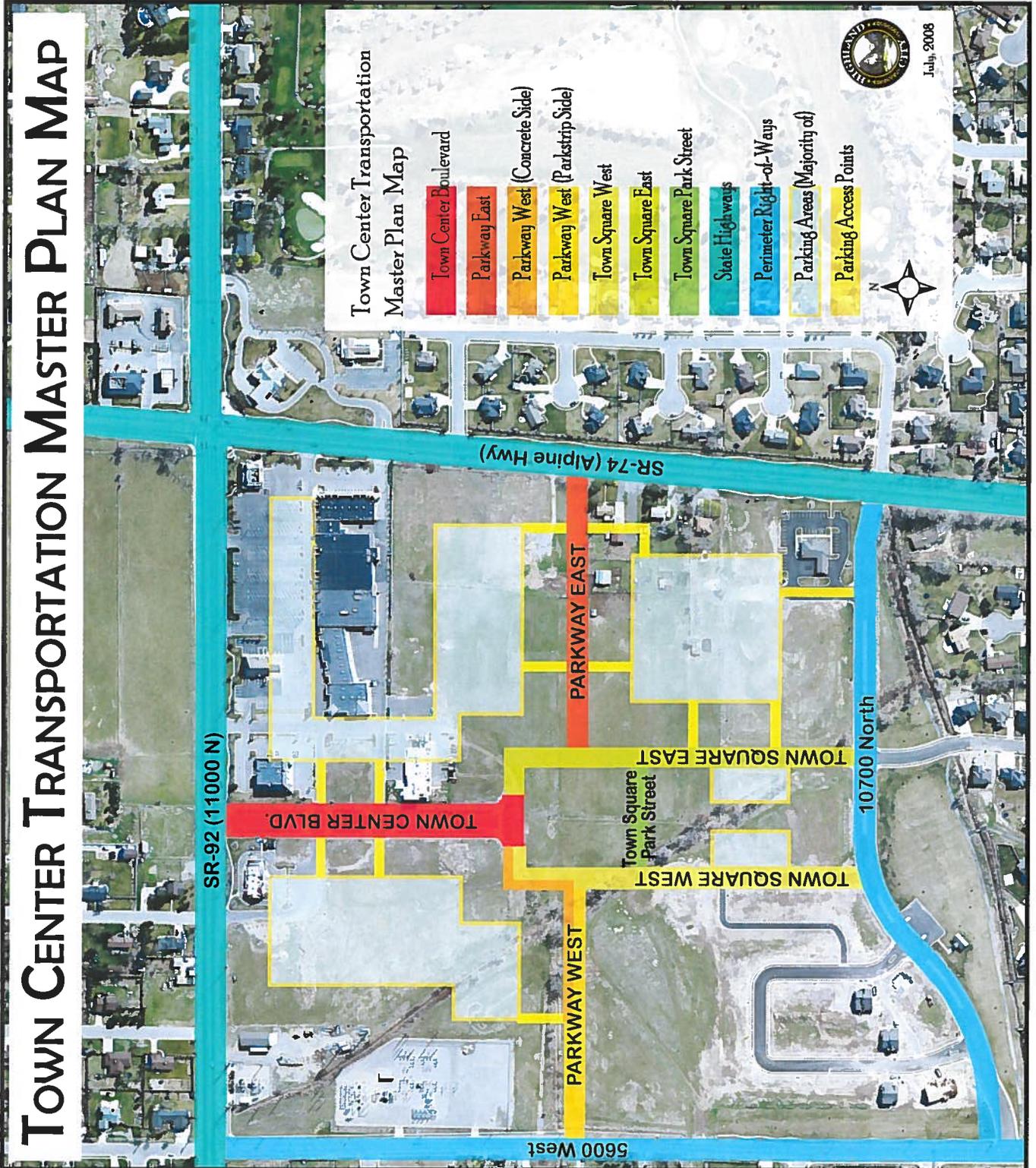
Lone Peak Shopping Center, Highland Ut

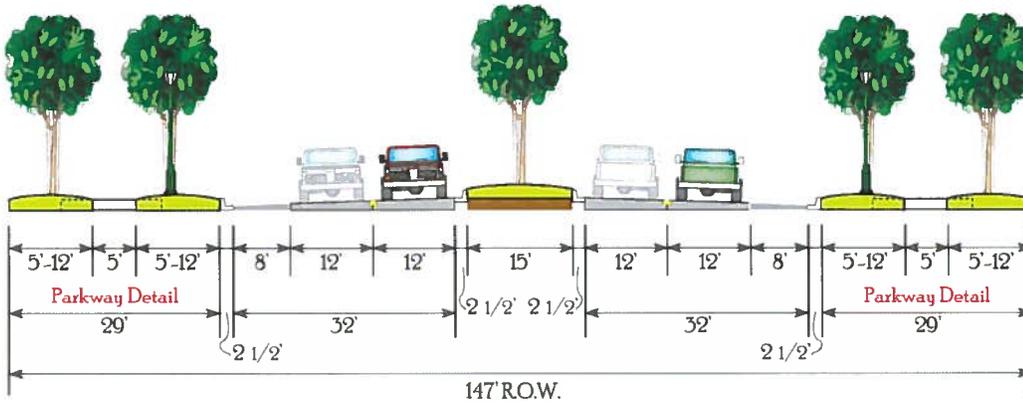
Landscaping and a masonry wall keep the view of this loading area hidden from adjacent residential property while providing a pleasant access for passing traffic.

Town Center Cross-Sections

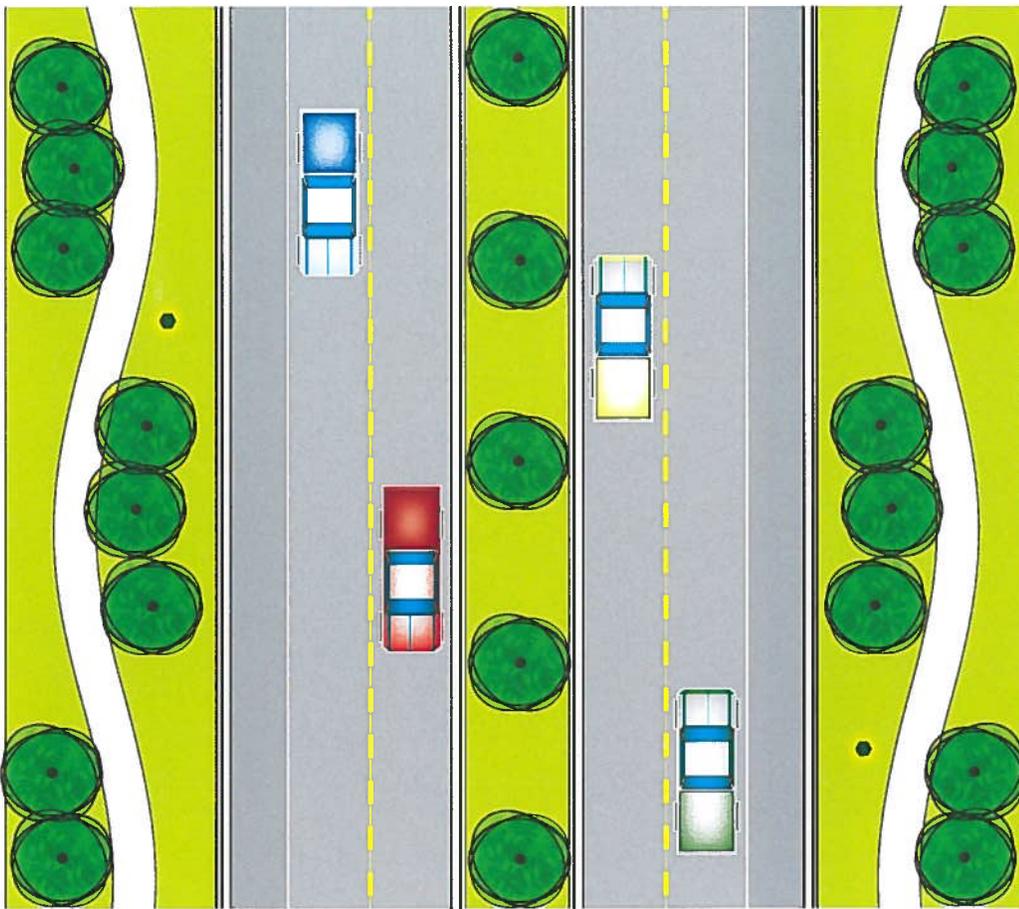
Illustrations

The following illustrations define the required cross-sections for right-of-way, required improvements within the Town Center, and general locations for interior access.





For development of property along State Highway 92 and State Highway 74, the owner/developer shall be required to provide the following improvements:



SR-92 & SR-74

- 15' Landscaped Center Medians with Left Turn-outs
- Parkway Detail & Landscaping per Highland City
- Highland City Street Lights per City Engineer
- Town Center Monument at Gateway - both sides
- Town Center Freestanding Sign Space made available for interior buildings
- Concrete Crosswalk at Intersections per Town Center existing

Parkway Detail Specification

The parkway detail is designed as a 30 foot wide strip with a 5 foot sidewalk, landscaping and fence.

The length of the parkway will be sodded or planted in grass. The trees will be spaced on average of 30 feet apart and no closer than 7.5 feet from the curb or the fence. Each tree must have a 24" cement mow ring for maintenance.

All trees will be at least 2 inch caliper and be properly staked. Trees will be guaranteed by the developer for two years after planting. Tree types are to be approved by the city forester.

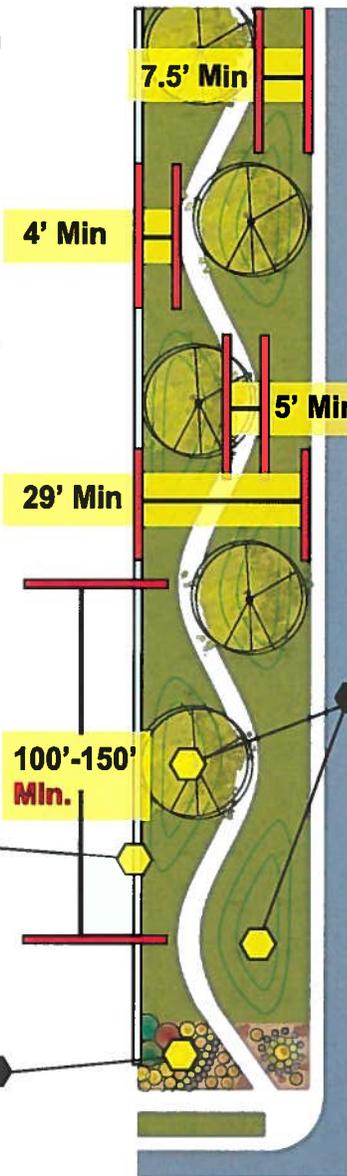
The back side of the parkway

An encroachment permit is required from the Region 3 UDOT office before landscaping work can begin if adjacent to a state road.

6' decorative privacy fence to be approved by the city. Fence shall not exceed 3' in height from 14' to 30' setback on local street.

The entrance ways to the subdivision will be bordered by a 20'x15' planter area with shrubs, flowers, rocks and ground cover. The landscaping shall conform to the clear sight requirements with the vegetation in the clear sight area not exceeding 3 feet in height.

6' decorative privacy fence to be approved by the city. Fence shall not exceed 3' in height from 14' to 30' setback on local street.



PARKWAY LANDSCAPING DETAIL PLAN

This plan will be submitted by the developer with the construction drawings following Council approval and include the following information:

1. The location of the trees
2. Fence design and material
3. Sidewalk design
4. Irrigation design
5. Topography of parkway
6. Planter area design

SPRINKLING SYSTEM

The parkway detail shall be watered with a HUNTER I-20 POP-UP HEAD spaced at 20 foot intervals. Each head will cover a 30 foot arc. All valve boxes shall be installed on the back side of the sidewalk.

GENERAL LANDSCAPE DESIGN

All grass areas shall be SODDED or HYDRO-SEEDED. If hydro-seeding the grass will be seeded first and after the seed is established. Trees will be planted after the grass has been established.

All grassed areas shall be bermed to 2 feet high within the widest portion of each bulb

PLANTER AREAS

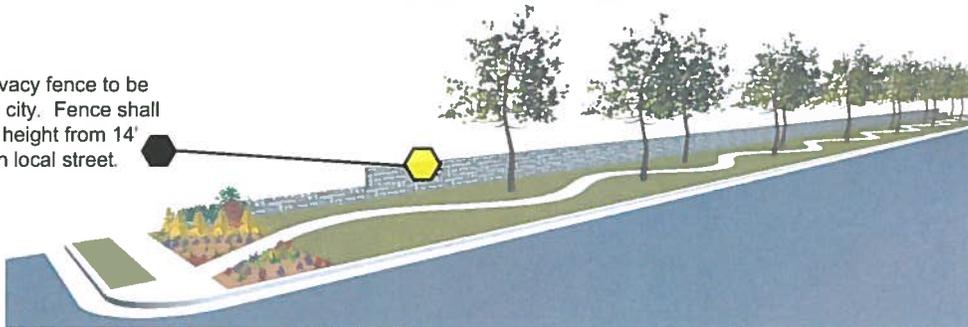
Decorative Planters are planned at all Entrances to the Subdivision.

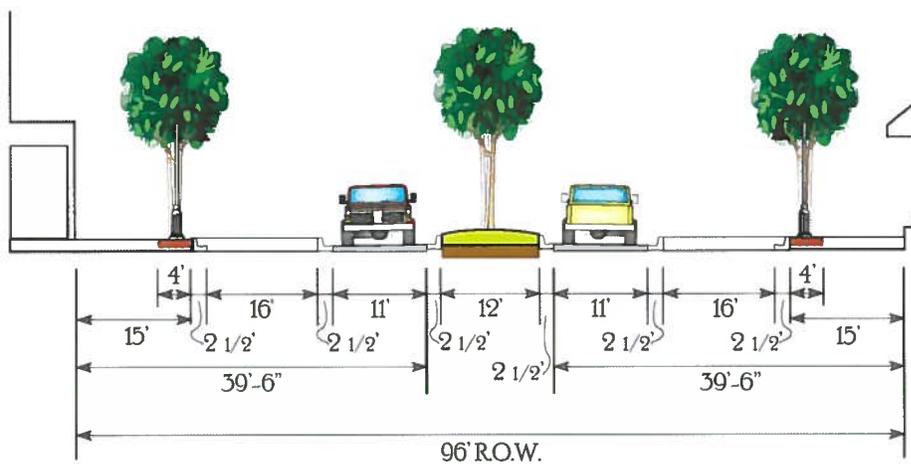
The basic size of the Planters will be approximately 20ft x 15ft and each will be decorated with a variety of trees, shrubs, rocks and ground cover. Vegetation may not infringe on required clear area.

Ground Cover within the Planter will be the Shredded Bark approximately 2 inches in depth.

Planters must have a cement mow edge for maintenance.

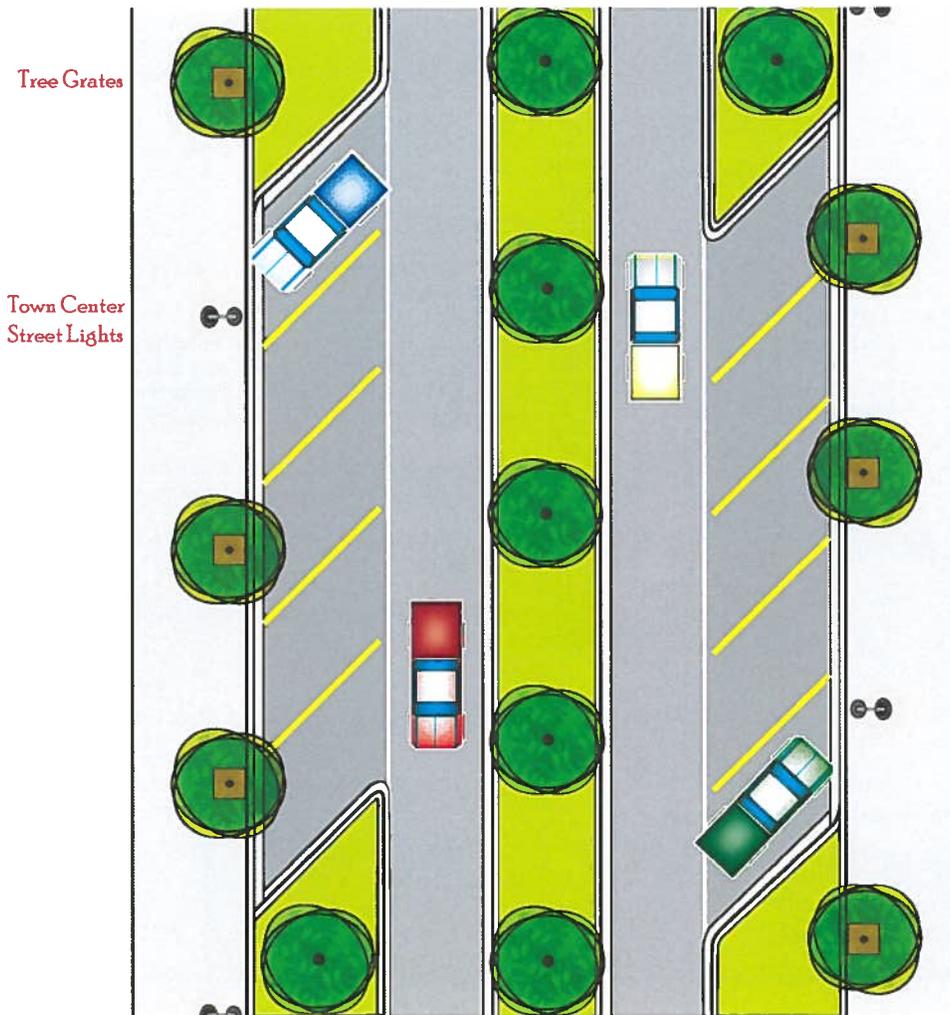
The suggested design of the Planter is indicated in the outline specified ABOVE.



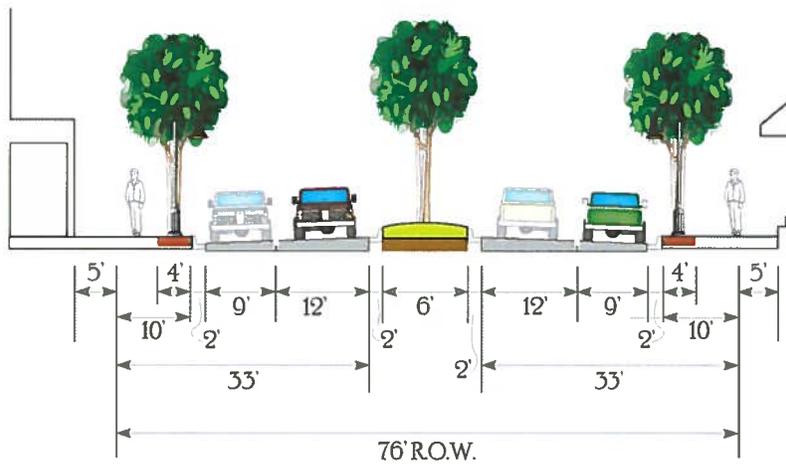


For development of property along Town Center Boulevard, the owner/developer shall be required to provide the following improvements:

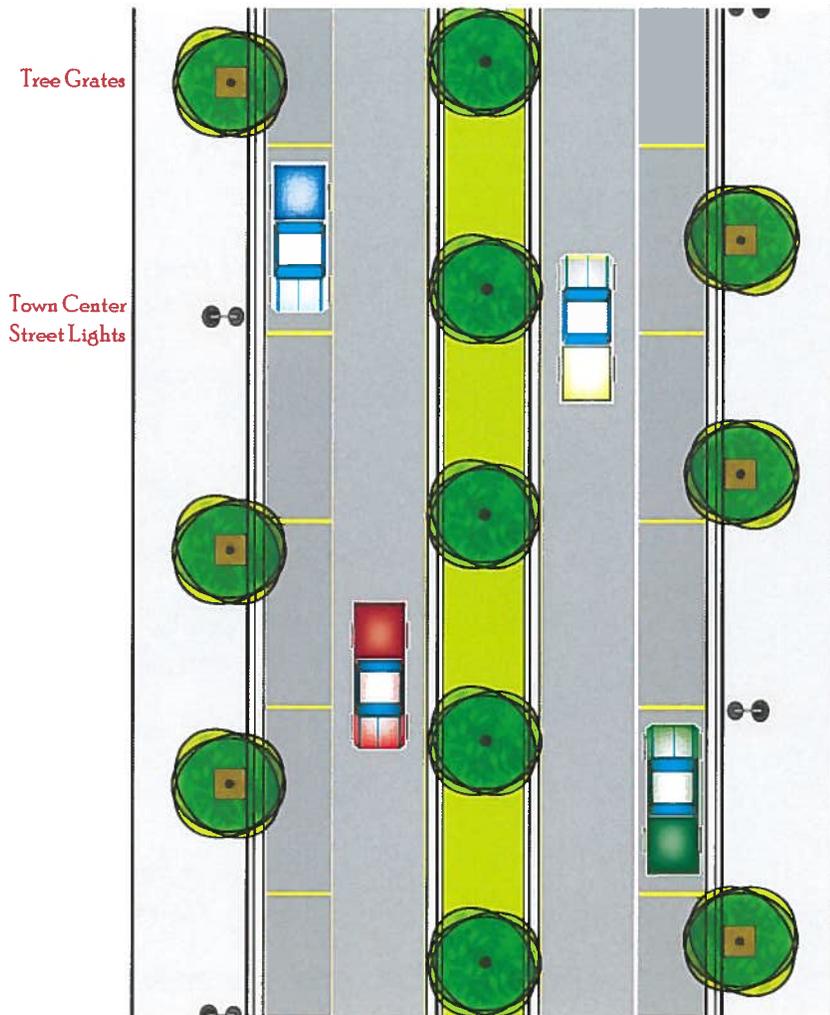
- 12' Landscaped Center Medians
- Approved Town Center Street Lights - 90' apart
- 15' sidewalk - both sides
- Pedestrian Amenity per Ordinance
- Concrete Landscape Planter along curb, between street trees/lights per Ordinance
- Street Trees in Tree Grates/Planters - 30' apart
- 26' 50° Angled On-Street Parking, each side
- Town Center Monuments at Gateway - both sides
- Concrete Crosswalk at Intersections per existing



Town Center Boulevard

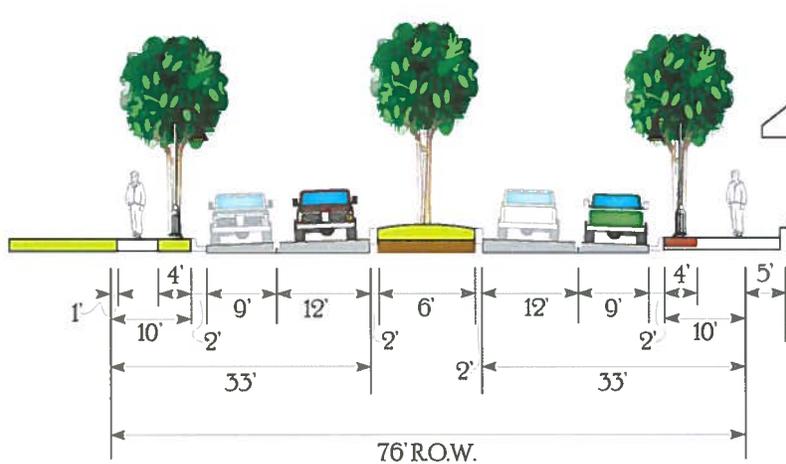


For development of property along Parkway East and Parkway West, the owner/developer shall be required to provide the following improvements:

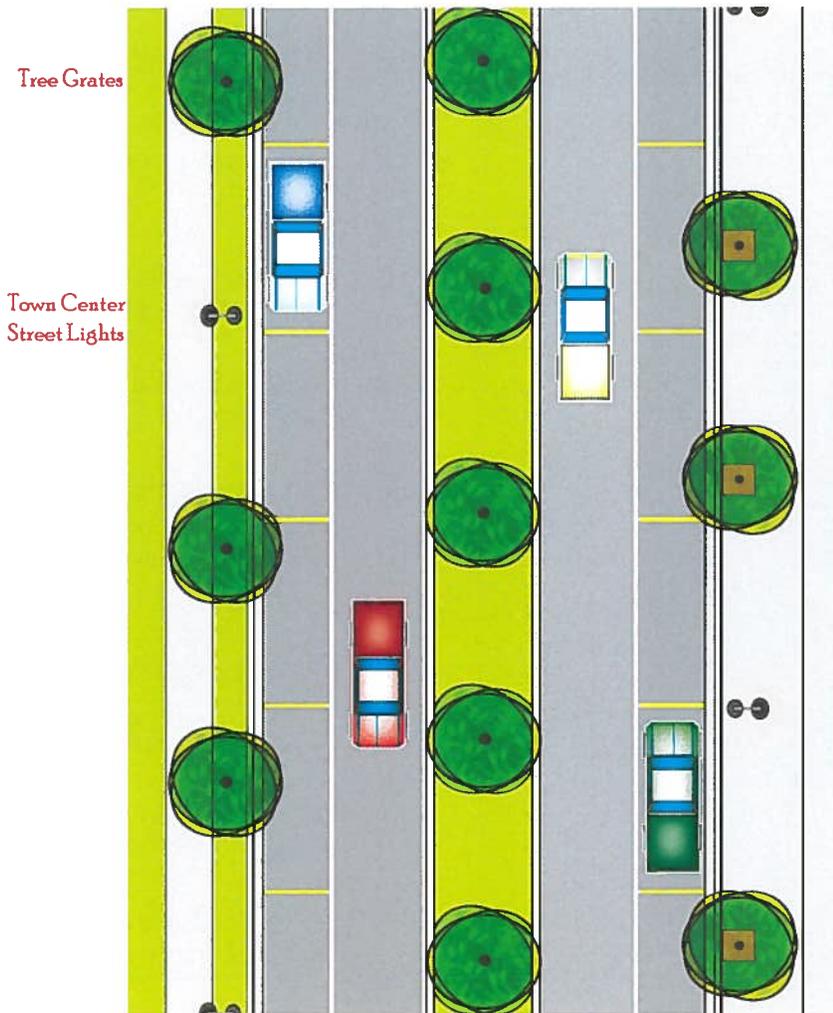


- 10' Landscaped Center Medians
- 9' Parallel On-Street Parking - both sides
- Approved Town Center Street Lights - 90' apart
- Pedestrian Amenity per Ordinance
- Concrete Landscape Planter along curb, between street trees/lights per Ordinance
- Street Trees in Tree Grates/Planters every 30'
- 15' Sidewalk - both sides
- Town Center Monuments at Gateway - both sides
- Concrete Crosswalk at Intersections per existing

Parkway East

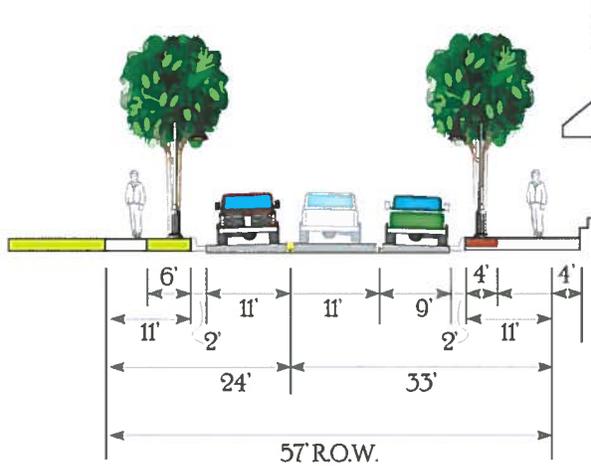


For commercial development of property along Parkway East and Parkway West, the owner/developer shall be required to provide the following improvements:



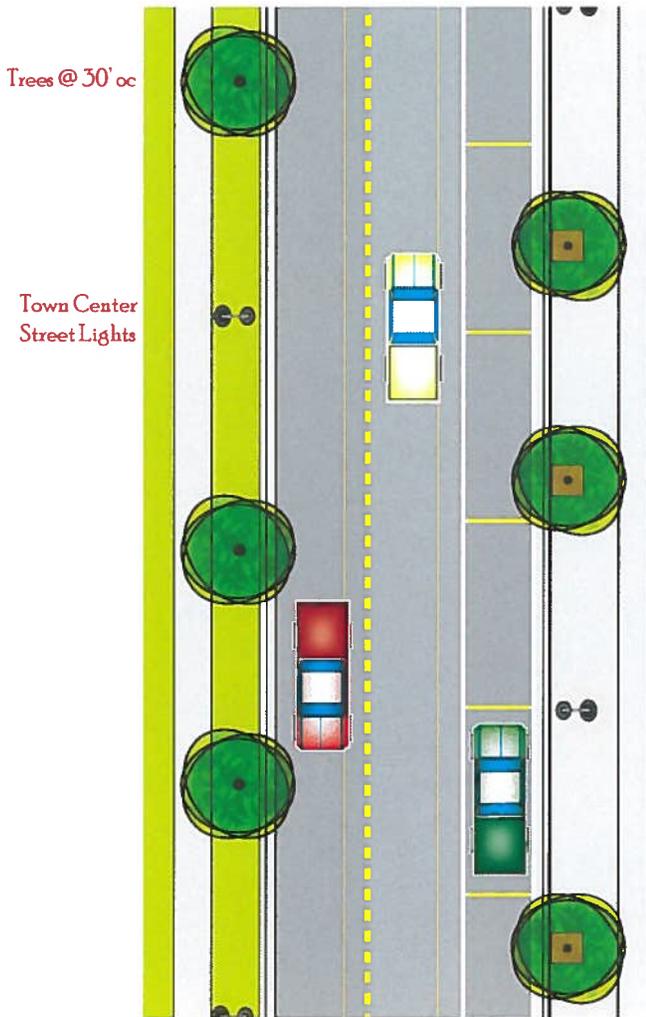
- 10' Landscaped Center Medians
- 9' Parallel On-Street Parking - both sides
- Approved Town Center Street Lights - 90' apart
- Pedestrian Amenity per Ordinance
- Concrete Landscape Planter along curb, between street trees/lights per Ordinance
- Street Trees in Tree Grates/ Planters every 30'
- 15' Sidewalk - north side commercial, 5' sidewalk - south side
- Town Center Monuments at Gateway - both sides
- Concrete Crosswalk at Intersections per existing

Parkway West



For commercial development of property along Town Square East, the owner/ developer shall be required to provide the following improvements:

- Approved Town Center Street Lights - 90' apart
- Pedestrian Amenity per Ordinance
- Concrete Landscape Planter along curb, between street trees/lights - on Commercial side per Ordinance
- Street Trees in Tree Grates/Planters every 30' on Commercial side
- 15' Sidewalk on Commercial side, 5' sidewalk - Civic side
- 9' Parallel On-Street Parking - Commercial Side
- Concrete Crosswalk at Intersections per existing

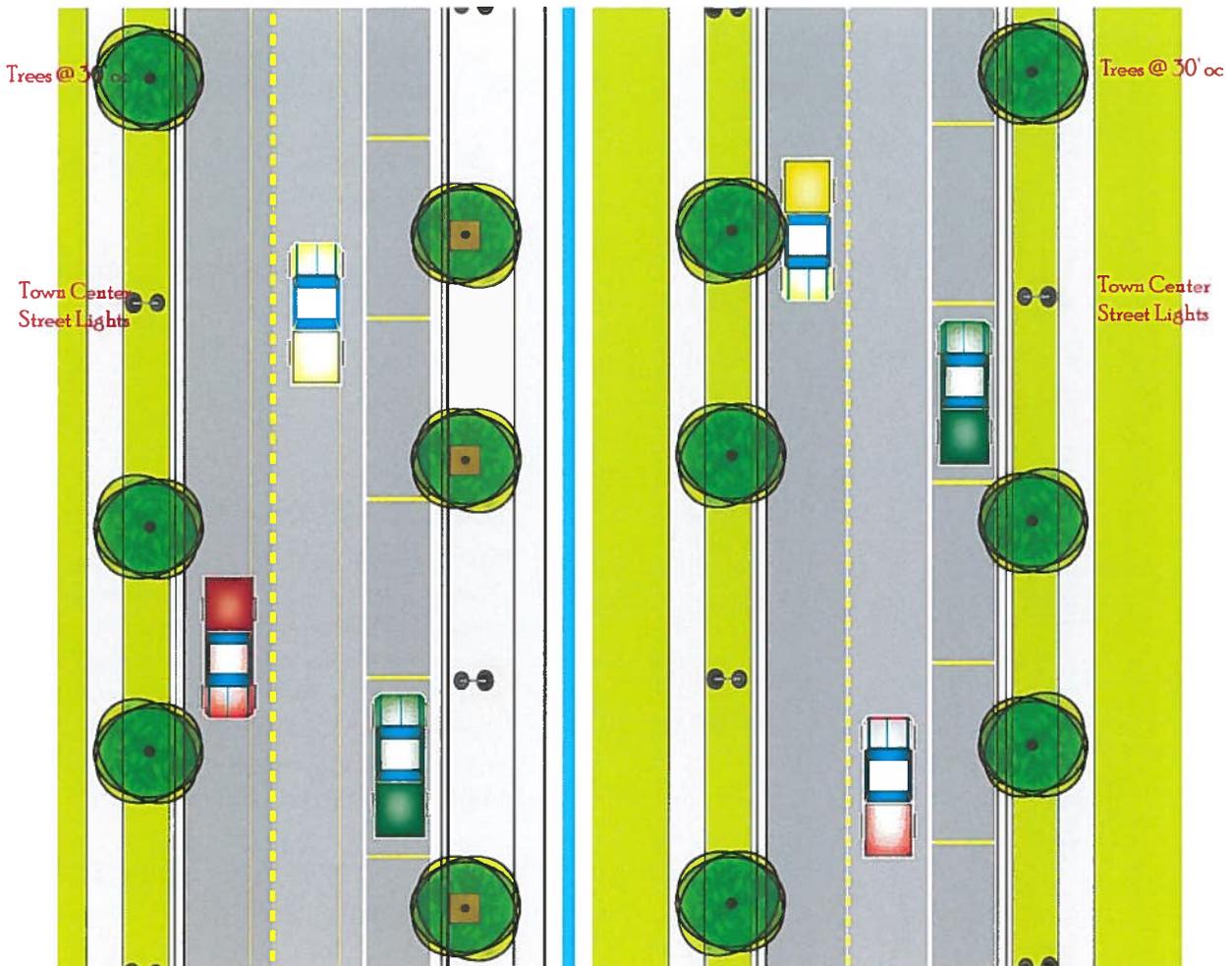
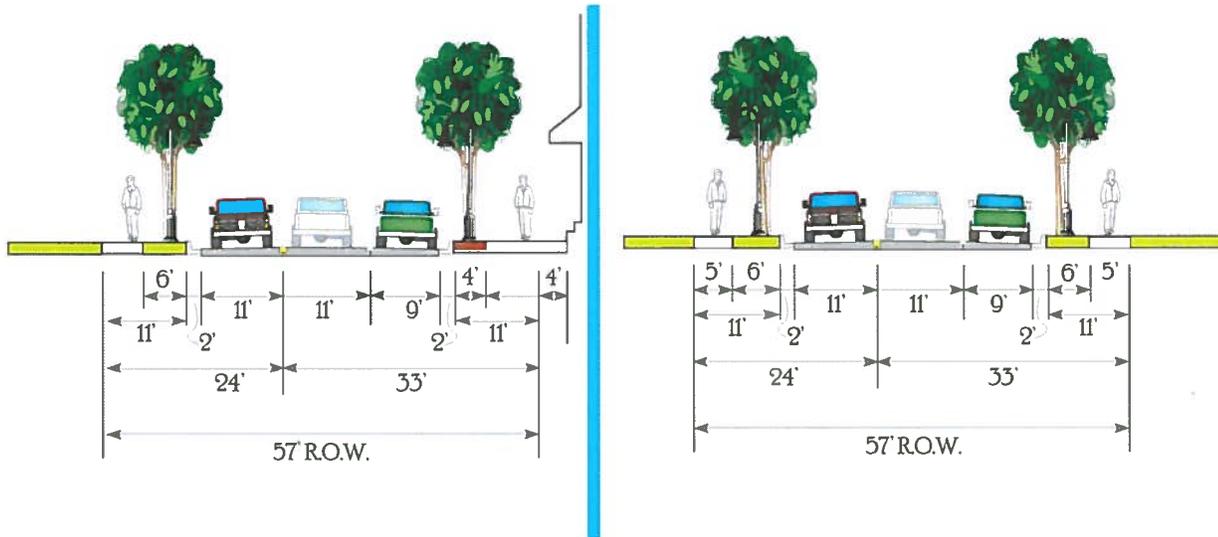


For development of property along Town Square West (*following page*), the owner/developer within the commercial plan area shall be required to provide the same improvements as Parkway East. Development along Town Square West not within the commercial area shall provide improvements as follows:

- Approved Town Center Street Lights - 90' apart
- Street Trees, 30' apart
- Concrete Crosswalk at Intersection per existing

Town Square East

(see next page)



Town Square West

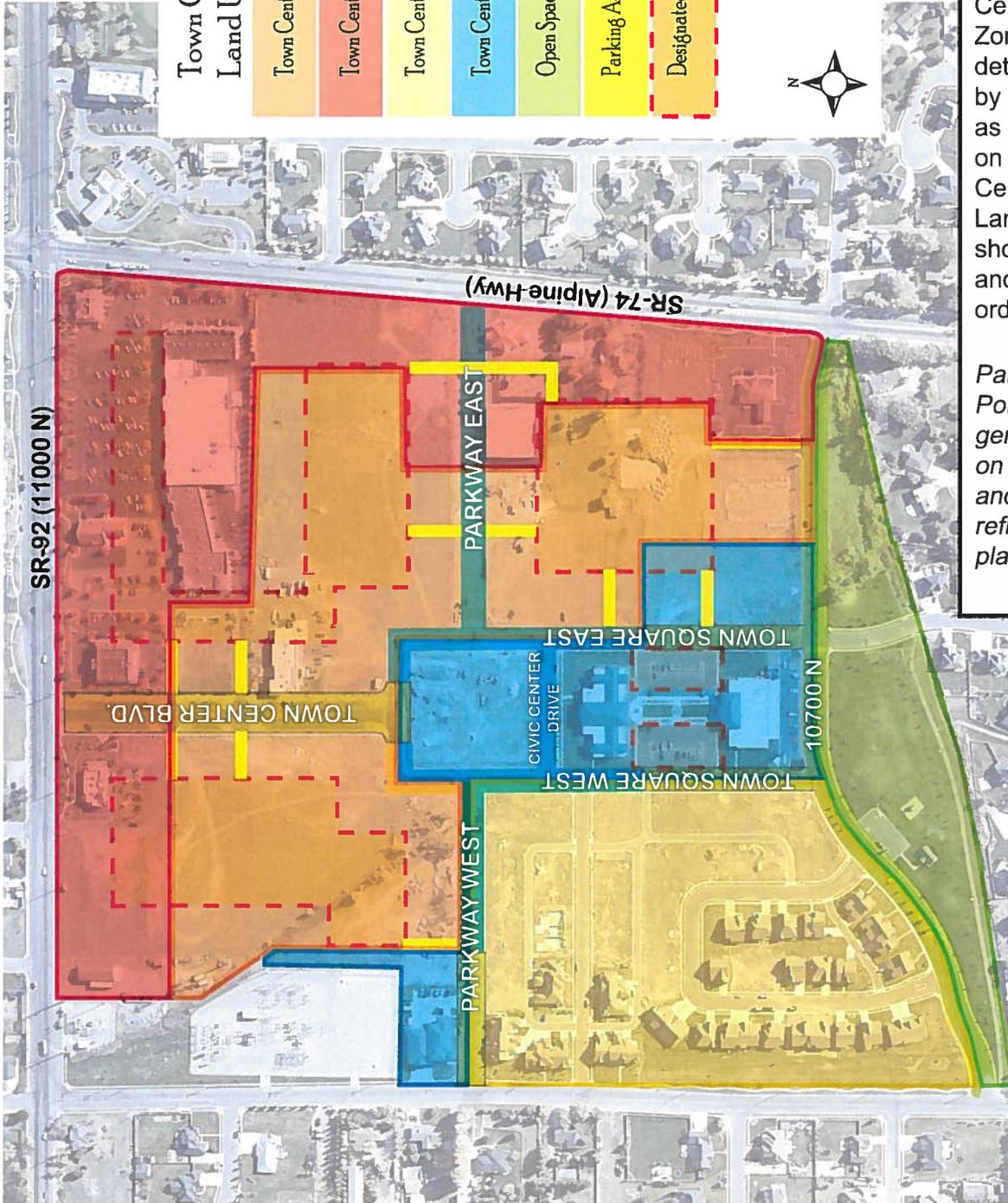
(see master plan)

Town Center Land Use Map

- Town Center Land Use Map**
- Town Center Flex-Use District
 - Town Center Commercial Retail District
 - Town Center Residential District
 - Town Center Civic District
 - Open Space District
 - Parking Access Points
 - Designated Parking (Generally)



April 7, 2009



Master Land Use Map

Land uses within the Town Center Overlay Zone shall be determined by Districts as illustrated on the Town Center Master Land Use Map shown below and defined by ordinance.

Parking Access Points are generally located on this map and may not reflect the actual placement.

Signs and Advertising.

Introduction.

Signs shall be integrated in to the architecture of the overall development. Signs shall not be a visual distraction to the overall landscape or architecture of the buildings. Signs shall be part of an overall sign theme and sign master plan that is approved with site plan approval and architectural approval.

General Sign Criteria.

Signs shall adhere to Chapter 7, Signs, of the Highland City Development Code.



Draper Peaks, Draper Ut



Lone Peak Shopping Center, Highland Ut



Sugar House Commons, Salt Lake City, Ut

Signs, Architectural Compatibility.

Signs shall be designed as to not distract from the architectural elements of the commercial buildings. Signs shall be similar in material and type. Cabinet type signs are prohibited however architectural elements behind signs may be utilized enhance the visual appearance of the lettering.

Window Signs.

Windows may be used to display advertising from the interior. These signs may cover up to 25% of the window area for advertising.



Sugar House Commons, Salt Lake City, Ut

Multi-Family Residential.

Introduction.

Multi-family residential is high density residential that includes townhomes, rowhouses, condominiums, high rent apartments and mixed use projects including live work units. These uses commonly include amenities such as open space, plazas, parking facilities, recreational facilities and similar opportunity. This section will specifically address site planning, landscaping, parking and amenities only. Items not covered by this section shall be consistent with the previous requirements in these Commercial Design Standards.

General Site Plan Requirements

Multi-family residential structures may be located adjacent to Town Square East, Parkway West (if at least 250 feet from 5600 West), and 10700 North (if at least 250 feet from SR-74) and Town Center Boulevard (if at least 250 feet from SR-92).

Building Relationship Design Type

At minimum, all buildings shall be placed along the before mentioned right-of-ways with a zero setback if employing a gallery or arcade design type, or a maximum of five (5) feet from the right-of-way if employing a stoop or shopfront design type. All other design types are not permitted.

All buildings shall be designed to front Town Center Boulevard, Town Center Park, Parkway East, Parkway West, Town Square East or 10700 North. If a building is constructed on a corner parcel, the building shall face both right-of-ways and Town Center Park (if adjacent).

Ground Floor

Access, ground floor front doors, windows, and amenities (except swimming pools) shall be located along the nearest right-of-ways and Town Center Park (if adjacent). Other access (side and rear) shall be permitted if the front access has been architecturally addressed giving the appearance of a main entrance along the pedestrian sidewalk.



High Density Housing facing a park with front porches, front doors, and alley parking in Virginia.



High Density Housing facing a park with front porches, front doors, and alley parking in Daybreak, South Jordan Utah.



High Density Housing facing the street with front porches, front doors, and alley parking in Virginia.

Role Model Buildings.

Introduction

Highland City is proud of their commercial buildings with high expectations for quality of architecture and materials. These buildings shall assist architects and developers to understand the local vernacular. Common design features are expected to continue throughout each project and structure. These elements include the following: Common Lighting Theme (building, parking & street); Common Architectural Design Elements (columns, dentils, window treatments, high percentage of fenestration, portico/arbor/arcade, quoins); Common high quality roofing materials; high quality building materials (earthy colors, brick, rock, trim); Common Sign Theme; Interior Parking (generally).

Timpanogas Tire

Timpanogas Tire has several elements typically found the local vernacular. These elements include a good use of fenestration, arcade, column, high quality window elements, exterior lighting similar to other buildings in Highland, several elevation and wall articulations to break up long expanses of walls and rooflines, and quality architectural elements such as dentils along the molded roof edge.

Utah Community Credit Union

The use of significant fenestration, natural colors, a portico, articulation in the roofline, and integrated signage help make this building a successful addition to the Town Center.

Jiffy Lube

Jiffy Lube was successful with the use of several commonly used elements including the use of rock, awnings, exterior architectural lighting, fenestration and openings, and architectural design separation of roof lines.



Kountry Korner Car Wash

The Kountry Korner Car Wash was successful with the use of several commonly used elements including the use of rock, openings, trim, wood, and architectural design and separation of roof lines.



Approved Fire Station

The approved fire station is successful with the use of several commonly used elements including the use of rock, awnings, exterior architectural lighting, fenestration and openings, and architectural design separation of roof lines.



Approved Retail Building (Town Center)

The approved retail building in the Town Center is successful with the use of several commonly used elements including the use of rock, awnings, exterior architectural lighting, fenestration and openings, and architectural design separation of roof lines, use of color to reduce the visual impact of the wall height.



NORTH ELEVATION
SCALE: 1/8" = 1'-0"



EAST ELEVATION
SCALE: 1/8" = 1'-0"

American Fork Bank

American Fork Bank was successful with the use of several commonly used elements including the use of rock, fenestration and openings, high quality architectural shingles, and architectural design separation of roof lines.



IHC

IHC was successful with the use of several commonly used elements including the use of fenestration and openings, columns, portico, and architectural design separation of roof lines.



Subway/Dominos

Subway/Dominos was successful with the use of several commonly used elements including the use of rock, awnings, exterior architectural lighting, fenestration and openings, and architectural design separation of roof lines.



Council Photographs of Preferred Commercial Outside of Highland

Zions Bank

This Zions Bank in Summit County, was successful with the use of several elements including awnings, roof details, pavers, window and door details, the use of timber and rock to create an interesting and unique design that would easily blend in the Town Center.



Iggy's Restaurant

This Iggy's Restaurant in Sandy City, Utah, was successful with the use of several elements including awnings, roof details, pavers, window and door details, the use of contrasting brick to create an interesting and unique design that would work in the Town Center.



Iggy's Restaurant

This Johnny Carinos Restaurant in Sandy City, Utah, was successful with the use of several elements including awnings, roof details, pavers, window and door details, the use of timber and rock to create an interesting and unique design that would easily blend in the Town Center.



Great Harvest

Great Harvest in Draper, Utah was successful with the use of several elements including the use of rock, awnings, exterior architectural lighting, fenestration and openings, and architectural design separation of vertical wall elements and roof lines.



Draper Peaks Development

Draper Peaks Development in Draper, Utah was successful with the use of several elements including the use of rock, awnings, exterior architectural lighting, fenestration and openings, and architectural design separation of vertical wall elements and roof lines.



Starbucks

This Starbucks in Jackson Hole, Wyoming, was successful with the use of several elements including roof details, window and door details, columns, arbor, and the use of contrasting rock and timber to create an interesting and unique design that would work in the Town Center.



Redstone Development

Redstone Development in Summit County, Utah, was successful with the use of several elements including awnings, roof details, interior parking and front door parking, window and door details, and the use of brick to create a high quality commercial development design and the creation of pedestrian connectivity creating a unique identity, a shopping experience and a sense of place..



The Riverwoods Development

The Riverwoods Development in Provo, Utah was successful with the use of several elements including the use of rock, awnings, exterior architectural lighting, fenestration and openings, and architectural design separation of vertical wall elements and roof lines, and the creation of pedestrian connectivity creating a unique identity, a shopping experience and a sense of place.



Bank

This bank in Jackson Hole, Wyoming was successful with the use of several elements including the use of rock, arcade, portico, unique exterior architectural materials, fenestration and openings, and architectural design separation of vertical wall elements and roof lines, gabled roof construction and a sense of scale.



Edge Wireless

This Edge Wireless building in Jackson Hole, Wyoming, was successful with the use of several elements commonly found in Highland including roof details, window and door elements, columns, arcade, the use of contrasting rock and timber and a gable element to break up the vertical wall and roof plane.



US Post Office

This U.S. Post Office in Park City, Utah was successful with the use of several elements including the use of masonry, fenestration and openings, and architectural design separation of vertical wall elements and roof lines, columns, the use of timber and a gable elements to break up the vertical wall and roof plane.



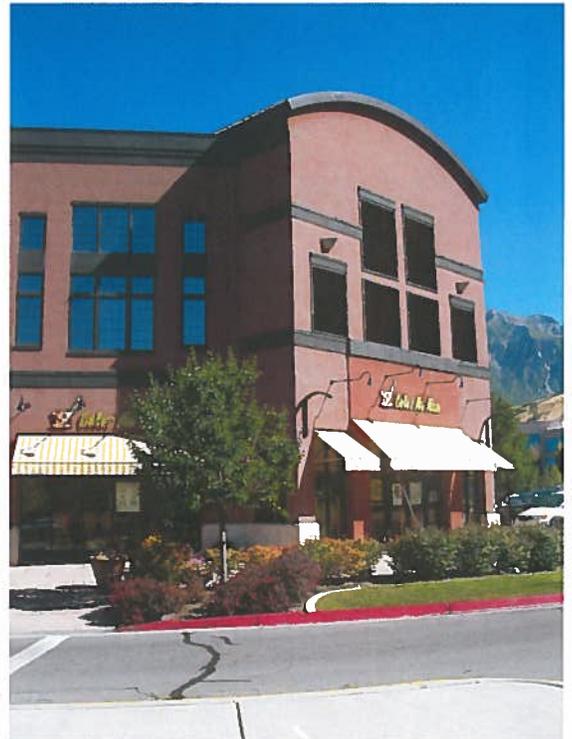
Mimis Cafe

Mimis Cafe in Sandy, Utah was successful with the use of several elements including the use of rock, arcade, portico, unique exterior architectural materials, fenestration and openings, and architectural design separation of vertical wall elements and roof lines, gabled and hip roof construction and a sense of a more residential scale.



Color Me Mine

Color Me Mine in the Riverwoods, Provo Utah, portrays a unique opportunity in highland for a two story commercial project. This building is successful with the use of several elements commonly found in Highland that bring the building to a pedestrian scale including window and door elements, awnings, architectural exterior lighting, and landscaping. The building also includes other successful elements such as vertical wall articulation, earthtone exterior colors with contrasting architectural banding and changes in the roof plane.



These buildings, directly west and connected to Color Me Mine offer ground level retail and residential/office uses on the second and in some cases, the third level. An alternative that may be possibly considered in the Town Center.

Town Center Entry Landscaping Marker Illustrated

SIGNS TO BE INSTALLED ON BOTH
SIDES OF EACH INTERSECTION
ALONG SR-92, SR-74, AND 5600
WEST WHERE MAIN ACCESS INTO
THE TOWN CENTER IS AVAILABLE



FRONT: FACING CENTER OF INTERSECTION



BACK: FACING TOWN CENTER INTERIOR
PERPENDICULAR TO CENTER OF INTERSECTION

ENVIRONMENTALLY SUSTAINABLE CONSTRUCTION CREDITS

HIGHLAND CITY

SUSTAINABLE SITES

- | | | | |
|---|--|-------|----|
| 1 | Construction Activity Pollution Prevention | _____ | 1x |
| 2 | Site Development, Maximize Open Space | _____ | 1x |
| 3 | Stormwater Design, Quantity Control | _____ | 1x |
| 4 | Heat Island Effect, Non-Roof | _____ | 5x |
| 5 | Heat Island Effect, Roof | _____ | 5x |
| 6 | Light Pollution Reduction | _____ | 1x |
| 7 | Adaptive Reuse - recycle existing buildings for new uses | _____ | 5x |
| 8 | Compact Development & Community Connectivity | _____ | 1x |
| 9 | Locate near public transportation | _____ | 1x |

9 pts. Possible

COMMUNITY SUSTAINABILITY

- | | | | |
|----|--|-------|----|
| 10 | Orient living rooms and porches to streets and public spaces | _____ | 5x |
| 11 | Build Mixed Use, Residential/Commercial | _____ | 5x |
| 12 | Design for Diverse Family Types | _____ | 2x |
| 13 | Minimize street widths | _____ | 1x |
| 14 | Provide public amenities such as open space | _____ | 5x |
| 15 | Alternative Transportation, Low-Emitting & Fuel Efficient Vehicles 1 | _____ | 1x |
| 16 | Alternative Transportation, Public Transportation | _____ | 1x |
| 17 | Alternative Transportation, Bicycle Storage & Changing Rooms | _____ | 1x |
| 18 | Alternative Transportation, Parking Capacity | _____ | 1x |

6 pts. Possible

ARCHITECTURAL ASPECTS, REDUCE HEAT ISLANDS

- | | | | |
|----|--|-------|----|
| 19 | Energy Star Roof-compliant, high reflective and high emissivity roofing | _____ | 1x |
| 20 | White roofs | _____ | 1x |
| 21 | Green (vegetated) roofs | _____ | 5x |
| 22 | Provide shade on non-roofed impervious surfaces including parking lots, walkways, plazas, etc. | _____ | 5x |
| 23 | Use light-coloured/ high albedo materials for impervious surfaces | _____ | 1x |
| 24 | Place parking underground | _____ | 1x |
| 25 | Use open-grid pavement systems | _____ | 1x |
| 26 | Shade constructed surfaces with landscape features and minimize the overall building footprint | _____ | 5x |
| 27 | Consider replacing constructed surfaces (i.e. roofs, roads, sidewalks, etc.) with vegetated surfaces | _____ | 1x |

9 pts. Possible

DESIGN STRATEGIES

- 28 Framing on 24" centers
- 29 Orient building on East/West axis for solar access
- 30 Overhangs and Awnings on South Facing windows
- 31 Locate ductwork in conditioned spaces
- 32 Natural Daylighting
- 33 Evaporative cooling
- 34 Solarium / Green house
- 35 Electrical car recharging station
- 36 Thermal mass
- 37 Low embodied energy materials
- 38 Project encourages alternative transportation
- 39 Energy heels where conventional trusses are used
- 40 Cool roofs
- 41 Energy star rated roofs

- 1x
- 5x
- 1x
- 5x
- 1x

14 pts. Possible

NATURAL LIGHTING

- 42 Windows in all occupied areas
- 43 Increase building perimeter
- 44 Model day-lighting strategies with a physical or computer model
- 45 Full-spectrum lighting

- 1x
- 1x
- 1x
- 1x

4 pts. Possible

RECYCLED CONTENT MATERIALS & RESOURCES

- 46 Storage & Collection of Recyclables
- 50 Construction Waste Management, Divert 50% from Disposal
- 51 Construction Waste Management, Divert 75% from Disposal
- 52 Materials Reuse, 5%
- 53 Materials Reuse, 10%
- 54 Recycled Content, 10% (post-consumer + 1/2 pre-consumer)
- 55 Recycled Content, 20% (post-consumer + 1/2 pre-consumer)
- 56 Regional Materials, 10% Extracted, Processed & Manufactured
- 57 Regional Materials, 20% Extracted, Processed & Manufactured
- 58 Rapidly Renewable Materials
- 59 Certified Wood
- 60 Recycled content wood products
- 61 Recycled plastic lumber or composite lumber decking
- 62 Hardboard: recycled content siding

- 1x
- 2x
- 3x
- 2x
- 3x
- 2x
- 3x
- 2x
- 3x
- 1x
- 1x
- 1x
- 1x
- 1x

63	Recycled aggregate	1x
64	Composite products from agricultural post-harvest	1x
65	Salvaged building materials	1x
66	Fly ash concrete	1x
67	Recycled aggregate content concrete	1x
68	Recycled rubble for drain rock	1x
69	Use materials that can be recycled rather than land fill at end of useful life	5x
70	Recycled content fiberglass insulation	1x
71	Recycled content cotton insulation	1x
72	Recycled content cellulose insulation for walls and ceilings	1x
73	Recycled content ceramic tiles	1x
74	Recycled content carpet	1x
75	Recycled content roofing materials	1x
76	Recycled tire content roofing tiles	1x
77	Recycled slate roofing	1x
78	Recycled asphalt roofing	1x

26 pts. Possible

DURABLE MATERIALS		
79	40 year roofing	1x
80	Finger-jointed studs for non-structural vertical applications	1x
81	Wood I-Joists for floor and ceiling joists	1x
82	Steel web trusses primarily for long-span floor joists	1x
83	Spacing, sizing, & modular dimensions that minimize lumber use & waste	1x
84	Use advanced framing techniques	1x

6 pts. Possible

POLLUTION FILTRATION & REDUCTION		
85	Avoid exposure of building occupants to potentially hazardous chemicals that adversely impact IAQ/Air Filters:	
86	STANDARD: HEPA or Austin Air Filters	1x
87	Whole house air filters	1x
88	Vapor permeable infiltration barrier	1x
89	Indoor plants Water Filters:Water filter on water fixtures (i.e. shower heads and faucets)Whole house water filters	1x
90	Carbon Dioxide Reduction:	
91	Design the HVAC system w/ carbon dioxide monitoring sensors and integrate these sensors w/ the building automation system (BAS)	1x
92	Gas pilot light	1x
93	Duct Mastic on all Duct Joists	1x
94	Seal Combustion Furnaces	1x
95	Seal Hot Water HeatersRadiation Reduction	1x

- 96 Low Electromagnetic Fields (EMF) _____ 1x
- 97 Moving interior water for negative ions _____ 1x
- 98 Isolate microwave operation from occupants _____ 1x
- 99 Shield electromagnetic _____ 1x
- 100 Controllability of Systems, Thermal Comfort _____ 1x
- 101 Thermal Comfort, Design _____ 1x
- 102 Thermal Comfort, Verification _____ 1x
- 103 Daylight & Views, Daylight 75% of Spaces _____ 2x
- 104 Daylight & Views, Views for 90% of Spaces _____ 3x

19 pts. Possible

NOISE POLLUTION

- 105 Entrance airlocks & revolving doors to reduce sound transmission & save energy _____ 1x
- 106 Assure acoustic privacy _____ 1x
- 107 Isolate equipment noise _____ 1x
- 108 Optimize acousticsFunctional Comfort _____ 1x
- Controllability of Systems:**
- 110 Operable Windows _____ 1x
- 111 Task Lighting _____ 1x
- 112 Underfloor HVAC systems with individual diffusers _____ 1x
- 113 Lighting control zones Thermal Comfort _____ 1x

Thermal Comfort:

- 114 Establish temperature and humidity comfort ranges _____ 1x
- 115 Comply with ASHRAE Standard 55-1992, Addenda 1995 for thermal comfort _____ 1x
- 116 Install a permanent temperature and humidity monitoring system configured to provide operators control _____ 1x
- 117 Install a permanent temperature and humidity monitoring system to automatically adjust building conditions as appropriate _____ 2x

12 pts. Possible

IMPROVE HEALTH AND COMFORT DESIGN STRATEGIES

- 118 Natural Ventilation _____ 1x
- 119 Fresh air intake from interior organic landscaping not visible from outside the building _____ 1x
- 120 Fresh air intake from interior organic landscaping visible outside the building _____ 5x
- 121 No fresh air intake for polluted air sources such as traffic, street, or near equipment's exhaust vents _____ 1x
- 122 Negative air pressure to discourage air entry from undesired adjacent sources _____ 1x

5 pts. Possible

WATER EFFICIENCY

- 123 Water Efficient Landscaping, Reduce by 50%
- 124 Water Efficient Landscaping, No Potable Use or No Irrigation
- 125 Innovative Wastewater Technologies
- 126 Water Use Reduction, 20% Reduction
- 127 Water Use Reduction, 30% Reduction

1x
1x
1x
1x
1x

5 pts. Possible

ENERGY & ATMOSPHERE

- 128 Fundamental Commissioning of the Building Energy Systems Required
- 129 Minimum Energy Performance Required
- 130 Fundamental Refrigerant Management Required
- 131 Optimize Energy Performance
- 142 On-Site Renewable Energy
- 143 2.5% Renewable Energy
- 144 7.5% Renewable Energy
- 145 12.5% Renewable Energy
- 146 Enhanced Commissioning
- 147 Enhanced Refrigerant Management
- 148 Measurement & Verification
- 150 Green Power

1x
1x
1x
1x
1x
2x
3x
4x
1x
1x
1x
5x

10 pts. Possible

LANDSCAPING

- 151 Deciduous Shade Trees on the West and South Sides
- 152 Evaporative Cooling ponds in courtyards

5x
5x

2 pts. Possible

INNOVATION & DESIGN PROCESS

- 153 Innovation in Design:
- 154 Innovation in Design:
- 155 Innovation in Design:
- 156 Innovation in Design:
- 157 LEED® Accredited Professional

5x
5x
5x
5x
20x

2 pts. Possible

TOTAL ACCUMULATED POINTS POSSIBLE:

129

80% TOTAL QUALIFYING FOR ALTERNATIVE ARCHITECTURE:

103

