

# OLDE TOWN DESIGN STANDARDS

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Growth Management Program*

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# INTRODUCTION AND APPLICABILITY

## SECTION 18.19.010 PURPOSE AND INTENT

1. The Olde Town Design Standards are intended to achieve the City's vision for the Olde Town subarea by: (a) implementing the goals and policies adopted in City's Comprehensive Plan and the Olde Town Subarea Plan; and, (b) achieving the design identified by the community in the 1992 Visual Preference Survey.

The purpose of the Olde Town Design Standards is to preserve and enhance the traditional downtown core and the historic character of the area, by emphasizing appropriate and complementary architectural, landscape and site design standards for new and redeveloped properties that:

### **a) Build on the Genuine Heritage of Olde Town:**

- Although buildings could include elements that reflect the individuality of businesses, they should principally emphasize the continuity of the townscape.
- Development should display an appealing, visually engaging street edge on all sides that face streets, avoiding a "back side" appearance.

### **b) Focus on Building and Landscaping:**

Buildings and vegetation should be the predominant elements of the townscape, with signs being less prominent and parking lots and structures being generally concealed.

### **c) Emphasize Pedestrian Movement:**

- The sidewalk environment should be a lively, attractive and comfortable place for people on foot.
- Development should contribute to the network of sidewalks, walkways, through block passageways, and trails.
- The ground floor facades of commercial, mixed use buildings that face the sidewalk should allow for substantial visual connectivity between outside and inside.

### **d) Maintain the Existing Building Scale:**

In their massing, roof forms and color combinations, larger developments should be broken down into smaller scale components that are more visually consistent with the small town scale of the district.

- New residential development should reflect the proportions, roof forms, details and materials associated with surrounding single family residential structures.

**e) Respect Issaquah Creek as a Natural Resource and Amenity:**

Development along Issaquah Creek should compliment the riparian environment in a sensitive, integrated design approach while respecting the environmental concerns and regulations associated with the creek environment.

**f) Achieve Distinctive Gateways:**

At designated gateways, development should incorporate visually prominent and attractive features, including aspects of the streetscape, site design and building design, to help create an appealing entry into the town center.

**SECTION 18.19.020 AUTHORITY AND APPLICABILITY**

1. The provisions of this Chapter shall apply to the properties zoned Cultural and Business District (CBD), Multifamily Medium (MF-M), and Multifamily High (MF-H) within the Olde Town Subarea as indicated in the Olde Town Subarea Map (Section 18.19.030). Within these identified areas, the provisions of the Olde Town Design Standards (Section 18.19 of the Issaquah Municipal Code) shall supersede existing regulations in Title 18 when in conflict with this Section.
  - A. Pursuant to IMC 18.07.480, properties zoned Community Facilities are bound by the development standards of the most restrictive adjacent zone. Those community facility properties adjacent to the CBD and/or MF zones referenced in Section 18.19.020 (A) shall comply with the design standards set forth in this section (18.19).
  - B. Single family residences within the Olde Town CBD, MF-H and MF-M districts shall be exempt from the design standards set forth in this Section (18.19).
2. The provisions of this Section shall apply to all development and redevelopment within the identified areas of the Olde Town Subarea. The degree to which each standard applies to a development/redevelopment project shall be evaluated on a case-by-case basis in an effort to achieve an overall design that meets the purpose and intent of the Olde Town Design Standards.
3. Each standard includes examples and illustrations of ways in which the intent of the standard can be achieved. The graphic examples are meant to be examples, and are not the only acceptable means towards accomplishing the intent of the standards. Applicants and project designers are encouraged to consider designs, styles and techniques not pictured in the examples that fulfill the intent of the design standard.

# DEFINITIONS

## Architectural Elements

Three-dimensional structural embellishments that add detail and/or finely-scaled features to a façade. Examples are corbeled brick, plinths, cornices, belt courses, decorative medallions, brackets, knee braces, pilasters, column bases and caps.

## Articulation

Shifts in the plane of walls, setbacks, stepbacks, reveals, overhangs, and details in order to create variations in a building's façade.

## Blank Walls

Walls without windows, plantings or architectural elements, such as modulation features. For purposes of the Olde Town Design Standards, any uninterrupted stretch of a wall extending for at least thirty (30) feet shall be considered a blank wall.

## Defensible Space

Areas made secured or safe through design characteristics by allowing an occupant to control or limit access to the area.

## Dormer Window

A vertical window that projects from a sloping roof, placed in a small gable.

## Festival Lighting

Seasonal, decorative lighting (e.g. Christmas lights) used to accentuate a seasonal or holiday display or event. Festival lighting shall not serve as year-round or primary lighting. Spotlights, lasers and similar types of lighting are not festival lighting.

## Gable

The vertical triangular portion of the end of a building having a double spaced roof, extending from the level of the cornice or eaves to the ridge of the roof.

## Lintel

A horizontal structural feature (such as a beam) over an opening which carries the weight of the wall above it.

## Modulation

Variations of a building's mass through the use of deep setbacks, diminishing upper floor areas, and/or projecting roof overhangs.

### Primary Pedestrian Street

Streets characterized by such elements as: sidewalks, street trees, pedestrian-scaled lighting, street furnishings, continuous storefronts, weather protection, unique, small-scaled signs, and lively window displays, all of which are intended to support pedestrian activity throughout the day and into the evening. Within the Olde Town Subarea, the following street segments are designated Primary Pedestrian Streets:

- Front Street (From NW Holly St. to SE Clark St.)
- Sunset Way (From Newport Way to the I-90 Interchange)

### Saturation

The degree of chroma or purity of a color; the degree of freedom from admixture with white.

### Through-Block Connection

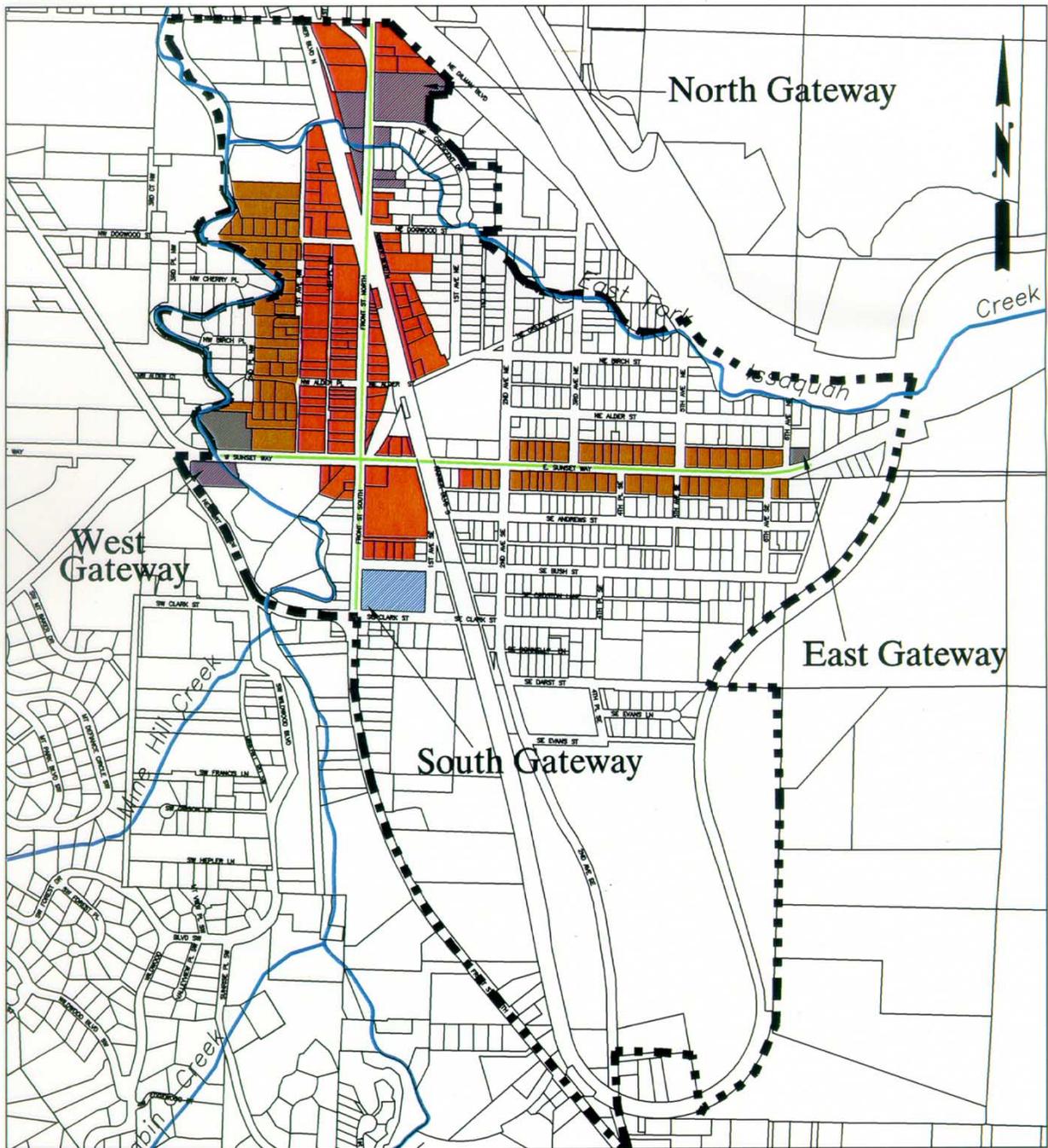
A paved pathway dedicated to pedestrians and separated from vehicles that extends entirely through a block from a street to a parallel street or alley. It may meander but should have lighting to ensure usability at night.

### Transom

The cross-bar above door that separates the fan light above it.

### Vision Glass

A type of glass with a high degree of transparency and which does not have dark tinting or highly reflective coatings or applied film. The intent is to be able to see into the interior space throughout the day and night. If shading is desired, it is to be accomplished by other means, such as through the use of awnings.



- CBD areas where the Olde Town Standards apply
- MF areas where the Olde Town Standards apply
- Areas where Olde Town Gateway Design Standards Apply
- Primary Pedestrian Streets  
Front Street (NW Holly to SE Clark)  
Sunset Way (Newport Way to I-90 Interchange)

## Olde Town Design Standards Subarea Map

*Olde Town Design Standards*  
July 2, 2001

# STANDARDS FOR CBD DISTRICT

Site Design

Building Design

Sign Design

## LOCATION OF PARKING LOTS

### INTENT:

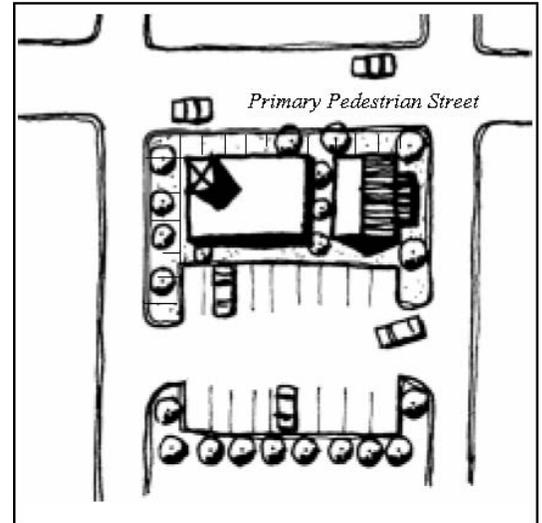
To maintain a contiguous, active pedestrian street front along Primary Pedestrian Streets by locating parking lots behind buildings.

### STANDARDS:

#### Required

1. New Development -- Parking lots shall be located behind buildings.
2. Redevelopment -- Parking lots shall be relocated behind buildings when feasible. Where parking lots are allowed to remain in front of or beside buildings, parking lots shall provide a 10 foot wide planting area between the parking lot and street right-of-way to include:
  - a. a year-round sight barrier;
  - b. evergreen shrubs;
  - c. evergreen ground cover; and
  - d. shrub material maintained at a maximum height of 3 feet for visibility.

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*PARKING LOCATED BEHIND BUILDING*



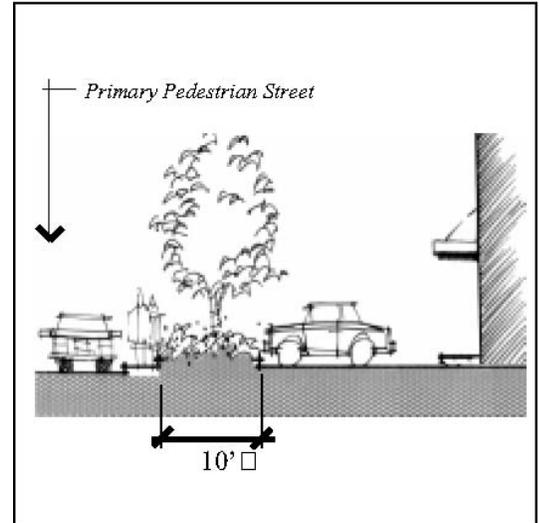
*PARKING LOCATED BEHIND BUILDING*

## LOCATION OF PARKING LOTS (continued)

3. All parking lots (new development and redevelopment) shall comply with the parking lot standards set forth in the Issaquah Municipal Code including, but not limited to interior landscape areas, wheel stops, and plant material requirements.

### Not Allowed

4. Rocks, pebbles, sand and similar non-living materials may not be used as ground cover substitutes, but may be allowed as accent features within landscape planting areas so long as the area covered by such features does not exceed 5% of the total landscape planting area.



LANDSCAPE PLANTING AREA



PARKING LOCATED BEHIND BUILDING

## CONSOLIDATING PARKING LOTS

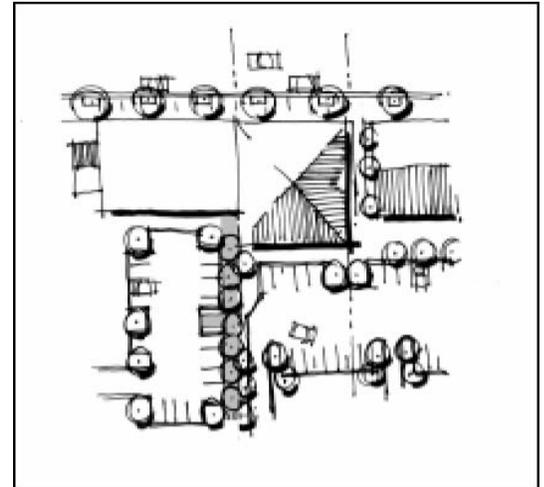
### INTENT:

To reduce the overall impact of parking within the CBD by consolidating parking lots whenever possible.

### STANDARD:

#### Required

1. Where parking lots are consolidated (shared) the following shall apply:
  - a) the combined number of parking stalls required may be reduced by a maximum of 10%, in addition to the reductions permitted by the Issaquah Municipal Code; and
  - b) no landscape shall be required between the parking lot and adjacent developments (all interior landscape requirements and requirements adjacent to a public right-of-way still apply).
  
2. Where parking lots are not consolidated and are adjacent to one another, joint pedestrian access shall be provided from parking lots to each adjacent development.



*PARKING CONSOLIDATED BETWEEN ADJACENT DEVELOPMENTS*



*CONSOLIDATED PARKING FOR BUSINESSES*

## LOCATION OF DRIVEWAYS

### INTENT:

To maintain a contiguous, uninterrupted sidewalk by minimizing, consolidating and/or eliminating driveway access off Primary Pedestrian Streets.

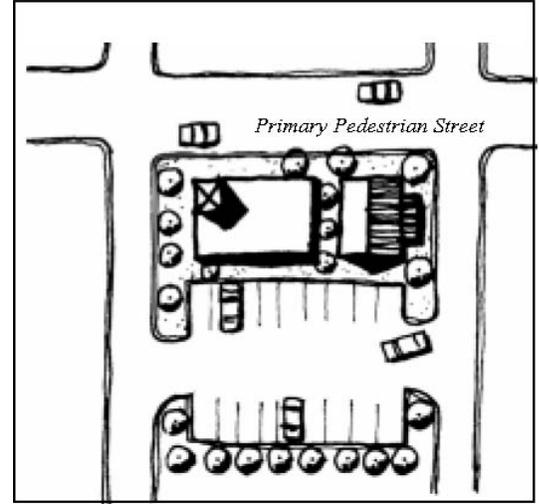
### STANDARDS:

#### Required

1. All vehicular driveways shall be located offside streets and alleys unless:
  - a) the only means of access to the site is from a Primary Pedestrian Street;
  - b) a development is located at the corner of two Primary Pedestrian Streets;
  - c) the driveway is consolidated (shared)
  - d) an Administrative Adjustment of Standards is approved demonstrating that substantial impairment of access would occur if the driveways are required to be accessed from a side street or alley.
  
2. Where a driveway is allowed on Primary Pedestrian Streets, driveway entrances shall:
  - a) include an identifying feature, such as a trellis, monument, low wall/column or special landscape treatment; and
  - b) extend sidewalk paving material/treatment across the driveway entrance.

#### Encouraged

3. Adjacent developments should consolidate (share) vehicular driveways where feasible.



*DRIVEWAY LOCATED OFF SIDE STREET*



*CONTIGUOUS, UNINERRUPTED SIDEWALK*

## PARKING LOT LANDSCAPE

### INTENT:

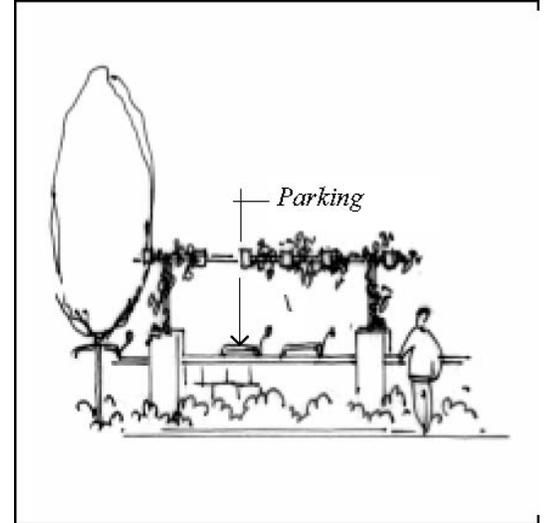
To reduce the visual impact of parking lots through landscape areas, trellises and/or other architectural features.

### STANDARDS:

#### Required

1. Parking lot landscape shall be used to reinforce pedestrian and vehicular circulation, such as:
  - parking lot entrances;
  - ends of driving aisles; and
  - to define pedestrian walkways through parking lots.
  
2. Low walls (minimum 3 feet high) used to screen parking lots shall be made of concrete, masonry or other similar material. Where walls are provided, landscape planting areas may be reduced to a minimum width of 5 feet and shall be located adjacent to the public right-of-way.
  
3. The combination of walls and shrubs/ground cover shall not exceed a maximum height of 4 feet, unless all of the following are provided:
  - a) wall/landscape treatment does not create a safety hazard;
  - b) portion of wall/landscape treatment that is above 4 feet in height is a minimum 75% transparent (i.e. see-through metal railing, trellis, or other similar treatment); and

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WALL TREATMENT



WALL TREATMENT



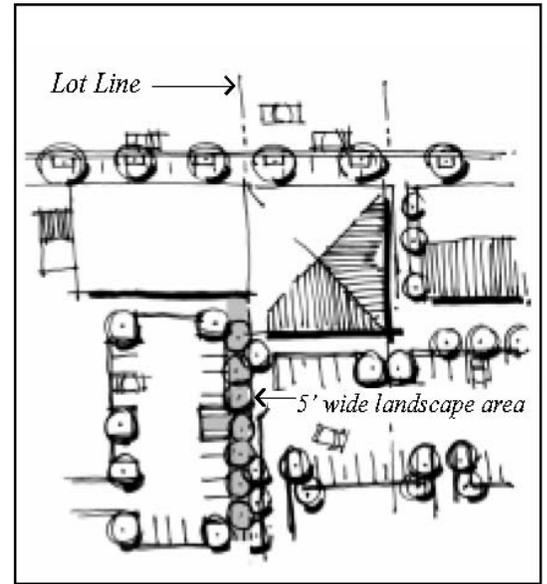
LANDSCAPE USED TO DEFINE END OF DRIVING AISLE

## PARKING LOT LANDSCAPE (continued)

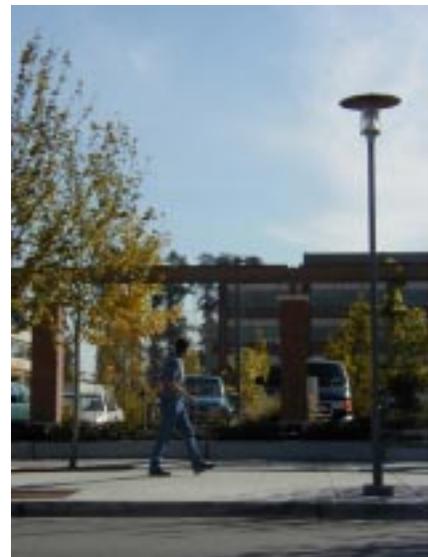
- c) portion of wall/landscape treatment that is above 4 feet in height provides added visual interest, detail and character suitable to the historic nature of Olde Town.
- 4. For any wall above 6 feet total height, the entire wall facade shall comply with the building design standards set forth in this document for ground level details, materials, color, etc.
- 5. A minimum 5 foot wide landscape planting area shall be provided between parking lots and adjacent developments to include a year-round sight barrier and meeting the requirements for parking lot landscape provided in the Issaquah Municipal Code, except where parking lots have been consolidated.

### Not Allowed

- 6. Signage on walls is not permitted.



LANDSCAPE PLANTING AREA BETWEEN  
ADJACENT DEVELOPMENTS



TRANSPARENT WALL/LANDSCAPE  
TREATMENT ADJACENT TO PARKING LOT

## PEDESTRIAN CONNECTIONS

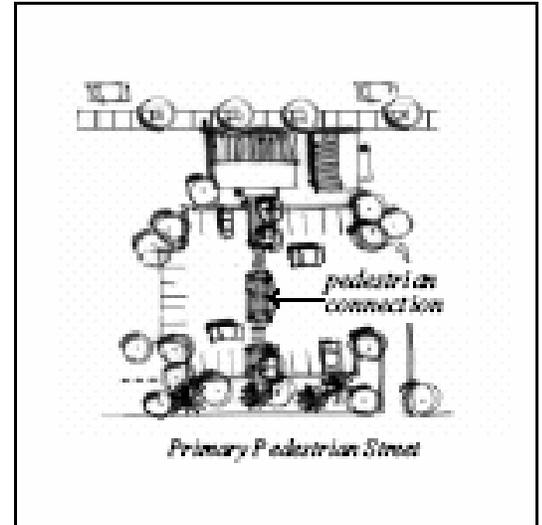
### INTENT:

To create a network of linkages for pedestrians, including locating building entrances adjacent to sidewalks.

### STANDARDS:

#### Required

1. Clearly defined pedestrian connections shall be provided:
  - a. between a public right-of-way and building entrances when buildings are not located directly adjacent to the sidewalk; and
  - b. between parking lots and building entrances.
  
2. Pedestrian connections shall be clearly defined in a combination of 2 or more of the following ways:
  - a. a 6 inch vertical curb;
  - b. a trellis, special railing, bollard, special paving, low seat wall and/or other architectural features; and/or
  - c. a continuous landscape area minimum 3 feet wide on at least one side of the walkway, except as walkways cross vehicular travel lanes (where walkways abut a public right-of-way and/or driving aisles, the landscape area shall be provided between the walkway and the public right-of-way or driving aisle).
  
3. Pedestrian connections shall be reinforced



PEDESTRIAN CONNECTION THROUGH PARKING LOT TO BUILDING ENTRANCE



TRELLIS USED TO DEFINE PEDESTRIAN CONNECTION TO BUILDING ENTRANCE

*(continued to next page)*

## PEDESTRIAN CONNECTIONS (continued)

- with pedestrian scale lighting (maximum 14" height), bollard lighting, accent lighting or a combination thereof to aid in pedestrians way-finding.
4. Pedestrian walkways shall include clear sight lines to building entrances and shall not be less than 5 feet wide.
  5. Where landscape areas are provided, plant material shall consist of a mixture of drought tolerant evergreen and deciduous trees and shrubs. A minimum 20% of plant varieties shall provide year-round color, texture and/or other special interest. Shrubs shall be maintained at a maximum 3 foot height for visibility. Ground covers shall be evergreen varieties.

### Encouraged

6. Pedestrian connections should occur between adjacent developments where feasible.

### Not Allowed

7. Rocks, pebbles, sand and similar non-living materials may not be used as ground cover substitutes, but may be used as accent features provided such features do not exceed a maximum 5% of the total landscape area.
8. Chain link fence may not be used to separate pedestrians from vehicular traffic.



*LIGHTED BOLLARDS USED TO DEFINE WALKWAY*



*LANDSCAPE TO DEFINE PEDESTRIAN CONNECTION*

## THROUGH-BLOCK PASSAGES

### INTENT:

To provide pedestrian walkways in-between large blocks of development.

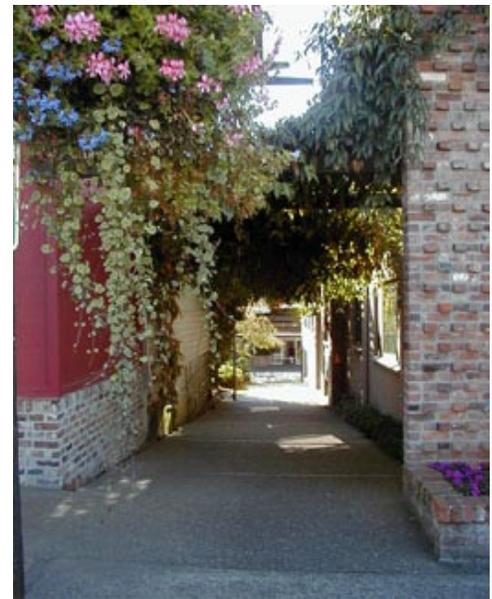
### STANDARD:

#### Encouraged

1. Development should include clearly defined pedestrian connections providing through-block passageways.
2. Where provided, pedestrian connections should be clearly defined in one of the following ways:
  - a) a continuous landscaped area minimum 3 feet wide on at least one side of the walkway, except where walkways cross vehicular travel lanes;
  - b) a trellis, bollards, special paving, low seat wall and/or other architectural features; and/or
  - c) pedestrian and/or accent lighting.
2. The property owner shall retain ownership and access control of the pedestrian connection. No dedication to the City is required.
3. Where provided, pedestrian connections shall not be included in the maximum allowable impervious surface calculations of the Issaquah Municipal Code.



*PLAZA AND LANDSCAPE AT THROUGH-BLOCK PASSAGE*



*TRELLIS DEFINING PEDESTRIAN THROUGH-BLOCK PASSAGE*

## **SITE LANDSCAPE AREAS**

### **INTENT:**

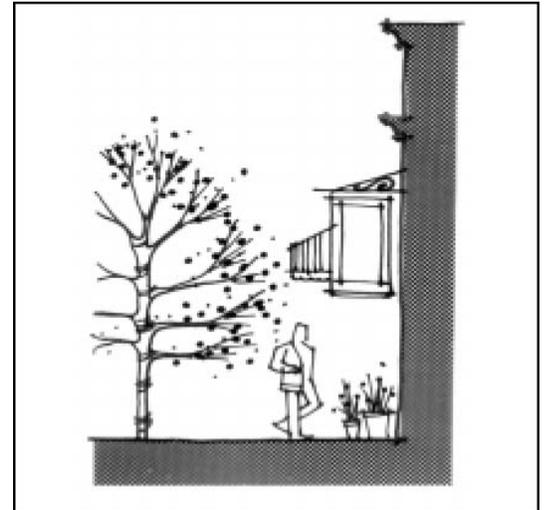
To reinforce the character of Olde Town and the surrounding natural environment through site landscaping.

### **STANDARDS:**

#### Required

1. All areas not otherwise devoted to landscape required by these standards, the Issaquah Municipal Code, parking, structures or other site improvements shall be planted, or remain in existing native, non-invasive vegetation.
2. Where new landscape areas are provided, plant materials shall be a mixture of drought tolerant deciduous and evergreen varieties. A minimum 20% of plant varieties shall provide year-round color, texture and/or other special interest.
2. A minimum 50% of all significant trees as defined by the Issaquah Municipal Code located within 10 feet of a perimeter lot line shall be retained and incorporated into the overall site design. A tree shall be considered within the perimeter if any portion of the tree trunk falls on or within the 10 foot zone. If all significant trees are retained within 10 feet of a perimeter lot line, site landscape improvements may be reduced by 15% of the total required square foot area.

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*SPECIAL INTEREST LANDSCAPE AT BUILDING ENTRANCE*



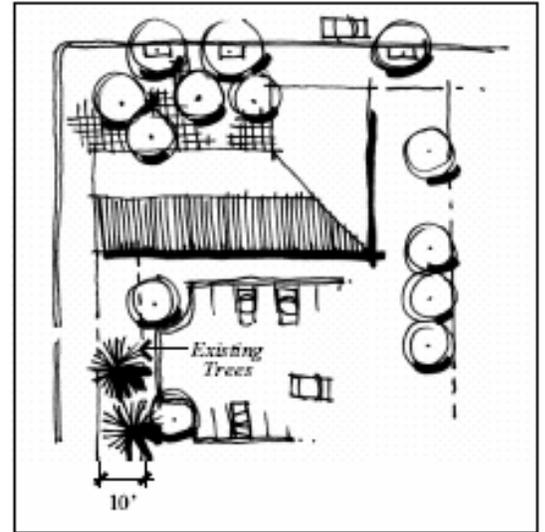
*SPECIAL INTEREST LANDSCAPE IN PLAZA*

## SITE LANDSCAPE AREAS (continued)

4. All landscape areas shall be maintained per the Issaquah Municipal Code.

### Encouraged

5. Use of native plants is encouraged where opportunity allows to reinforce Issaquah's unique natural setting. Minimum 20% of all landscape areas should include native drought-tolerant plant types.
6. Perennials and/or annuals are encouraged to provide special interest and highlight pedestrian areas such as building and/or site entrances, public open space, plazas and major pedestrian connections.
7. Window boxes, container plantings, hanging baskets, or other special interest landscape should be provided to enhance pedestrian areas. When used, window boxes, container planters and hanging baskets shall be made of weather resistant materials.



*PERIMETER ZONE FOR RETAINING EXISTING TREES*



*RETAIN EXISTING TREES TO ENHANCE CHARACTER OF OLDE TOWN*

## STREET TREES

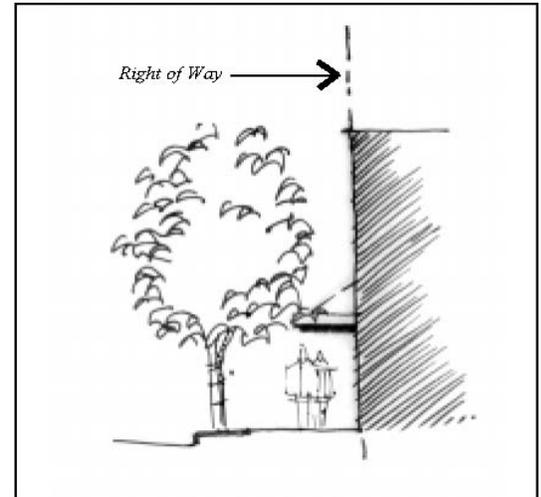
### INTENT:

To maintain a consistent street frontage throughout Olde Town.

### STANDARD:

#### Required

1. Street trees shall be located between the sidewalk and curb edge within the public right-of-way as required by the Issaquah Standards & Specifications for Street & Related Work.
2. Street tree selection shall comply with the City's Street Tree Plan and shall consider existing utilities, lighting, adjacent street trees, tree root growth and proposed signage locations.
3. Street trees shall be planted in tree grates in the following locations:
  - a) along Front Street from NW Holly St. to Newport Way; and
  - b) along Sunset from Second St. to Newport Way.
4. Tree grates shall be of a similar size and material as tree grates found in adjacent developments to maintain a similar overall streetscape appearance.
5. Street trees within the City right-of-way shall be maintained per the Issaquah Municipal Code.



*STREET TREE IN TREE GRATE*



*STREET TREES AS UNIFYING ELEMENT*

## SITE LIGHTING

### INTENT:

To provide pedestrian scale lighting, accent lighting and festival lighting to accompany street lighting in Olde Town.

### STANDARDS:

#### Required

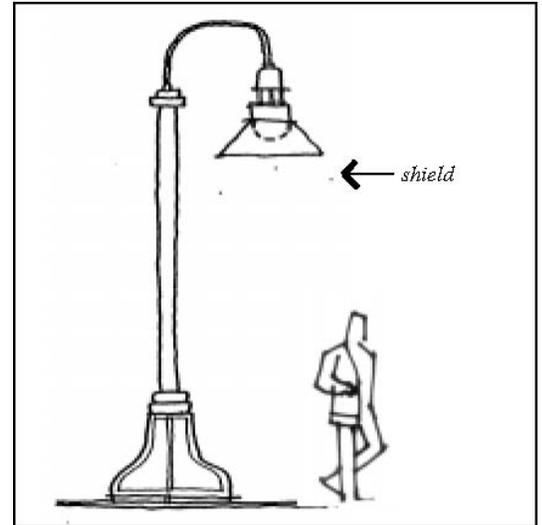
1. Pedestrian scale lighting (maximum 14. height) and/or bollard lighting shall be used to define pedestrian walkways, crosswalks, connections and/or other pedestrian areas within a site development.
2. Site lighting shall complement other lighting elements used throughout the site, parking and/or adjacent developments and public right-of-way, as well as, represent the historic character of Olde Town Issaquah.
3. All lighting (except festival lighting) shall be shielded from the sky and adjacent properties and structures, either through exterior shields or through optics within the fixture.

#### Encouraged

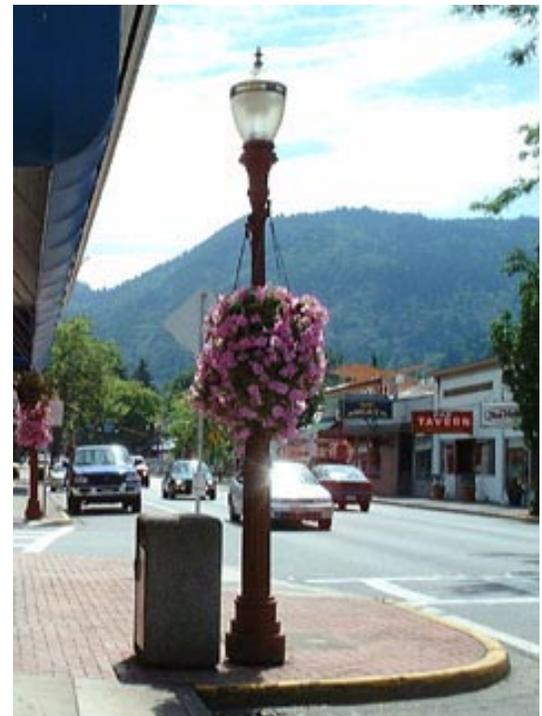
4. Accent lighting should be used to highlight special focal points, building/site entrances, public art and special landscape features.
5. Festival lighting is encouraged during holidays and festivals to reinforce the character and image of the Olde Town area.

#### Prohibited

6. Spotlights, lasers or other types of nuisance lighting is not allowed.



LIGHTING WITH EXTERIOR SHIELD



PEDESTRIAN SCALE LIGHT THAT REPRESENTS THE HISTORIC CHARACTER OF OLDE TOWN

## SIDEWALK PAVING

### INTENT:

To maintain a consistent street frontage throughout Olde Town.

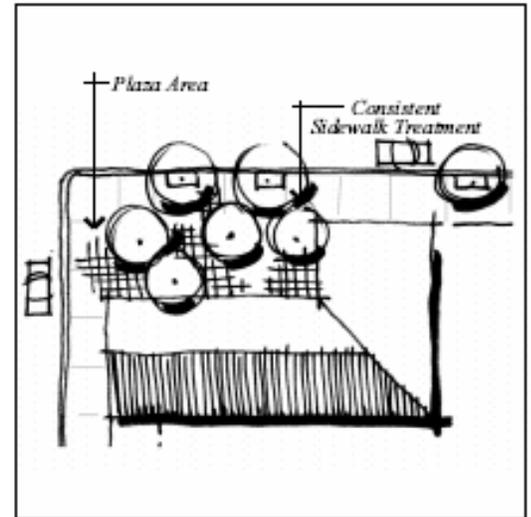
### STANDARD:

#### Required

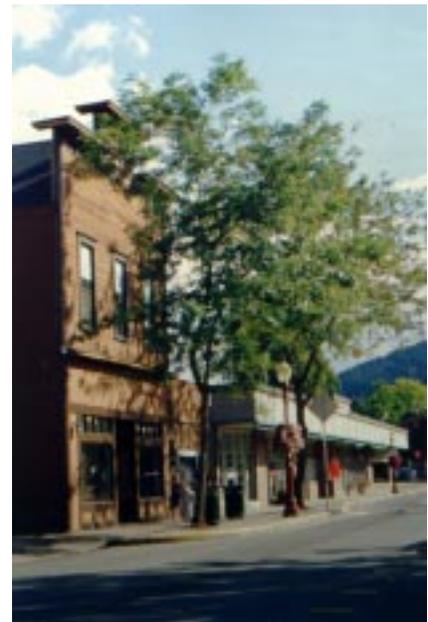
1. Sidewalk paving material shall comply with street frontage improvements required by the City and outlined in the Issaquah Standards & Specifications for Street & Related Work.
2. Unless otherwise required by the City or where larger plaza areas are provided, sidewalk paving material shall be consistent with street frontage improvements of adjacent developments.

#### Encouraged

3. Where larger plaza areas are provided, special paving material, such as brick and other unit pavers, is encouraged to provide added interest and reflect the historic character of Olde Town. Refer to the “Courtyards, Plazas and Open Space” section of these standards for additional requirements in plaza areas.



*CONSISTENT SIDEWALK TREATMENT*



*CONSISTENT SIDEWALK TREATMENT*

## SITE FURNISHINGS

### INTENT:

To create a more pedestrian friendly street through the use of site furnishings at plazas, building entrances and other pedestrian areas.

### STANDARD:

#### Required

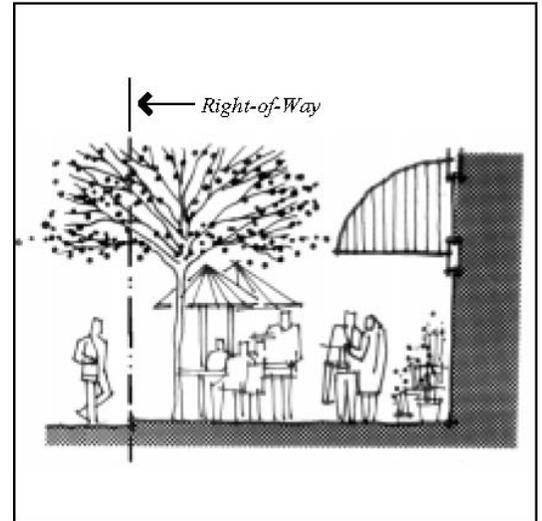
1. Site furnishings, such as benches, tables and other pedestrian amenities shall be made of durable, weather-resistant and vandal-resistant materials.
2. Site furnishings shall be consistent with the overall character and appearance of Olde Town.

#### Encouraged

3. Use of site furnishings, such as benches, tables, bike racks and other pedestrian amenities should be provided at building entrances, plazas, open space and other pedestrian areas.

#### Not Allowed

4. Site furnishings shall not block pedestrian access to plazas, open space areas and/or building entrances.



SITE FURNISHINGS IN PLAZA AREA



SITE FURNISHINGS



SEATING IN PLAZA AREA

## COURTYARDS, PLAZAS AND OPEN SPACE

### INTENT:

To reinforce the pedestrian nature of Olde Town by creating usable open space for pedestrians.

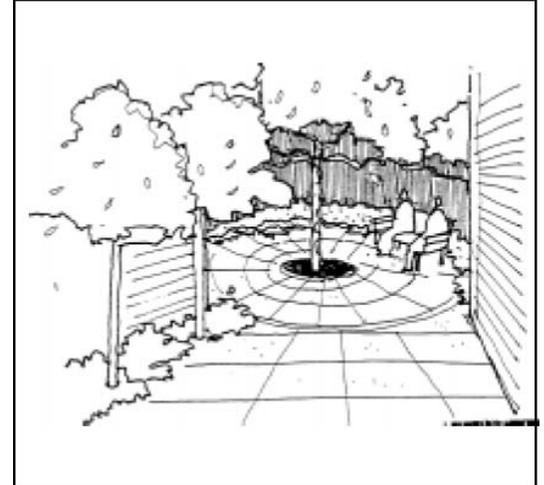
### STANDARD:

#### Required

1. Where provided, pedestrian spaces shall be visible and accessible to the public.

#### Encouraged

2. If plazas, courtyards and other pedestrian areas are provided, they should include additional landscape, accent lighting, public art, benches and/or low seating walls.
3. Use of brick or other special paving material should be provided to reinforce the historic character of Olde Town and create a more pedestrian-friendly area.



*PLAZA AREA*



*SPECIAL PAVING AREA*



*PUBLIC ART*

## COMMUNITY GATEWAYS

### INTENT:

To highlight gateway areas as an entrance to the community.

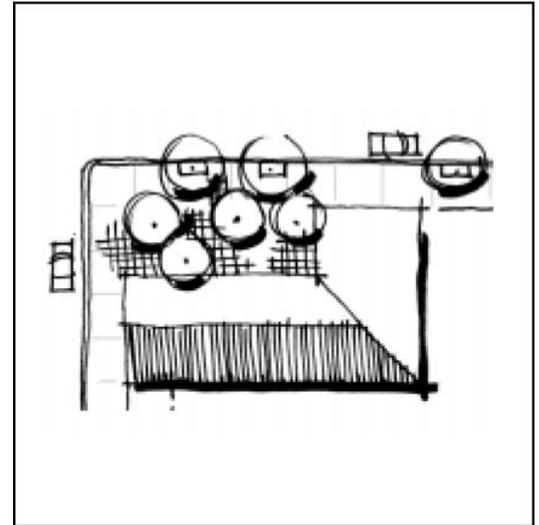
### STANDARDS:

#### Required

1. Developments within community gateways (as defined in the Olde Town Design Standards Subarea Map) shall be marked with visually prominent features.
2. Visually prominent features shall include two or more of the following:
  - a) public art;
  - b) monuments;
  - c) special landscape treatment;
  - d) open space/plaza;
  - e) identifying building form;
  - f) special paving, unique pedestrian scale lighting or bollards; and/or
  - g) prominent architectural features, such as trellis/arbors, pergola or gazebo. Refer to .Marking Gateways. in the Building Design section of these standards for additional requirements regarding building and architectural features.
3. Elements used shall be oriented towards both pedestrians and vehicles.

#### Not Allowed

4. Visibility to adjacent businesses shall not be blocked by gateway features.



*PLAZA AT GATEWAY CORNER*



*SPECIAL GATEWAY LIGHTING*

## CREEKSIDE TREATMENT

### INTENT:

To integrate Issaquah Creek into the site design as an amenity while still complying with environmental regulations.

### STANDARDS:

#### Required

1. Issaquah Creek shall be integrated into the overall site design in one or more of the following ways. Other sustainable techniques may also apply, as approved by the City:
  - a. establish view corridors, framed by landscape or architectural treatment;
  - b. provide controlled visual access, such as view overlooks, rather than physical access, adjacent to Issaquah Creek;
  - c. provide environmentally sensitive pedestrian connections through boardwalks, pedestrian bridges, and other treatments; and/or
  - d. include visual suggestions and/or references of Issaquah Creek through other site design elements, such as paving treatment and public art interpretations.

*(continued to next page)*



*OVERLOOK TREATMENT*



*CREEKSIDE LANDSCAPE TREATMENT*

## **CREEKSIDE TREATMENT** (continued)

2. Plant materials used adjacent to Issaquah Creek shall comply with all environmental regulations and guidelines already established in the Issaquah Municipal Code and related ordinances, policies, etc. Any additional landscape areas within the overall site development outside the creek/buffer zone shall reflect the natural riparian landscape with a minimum 50% native and/ or drought tolerant plant types.

### Encouraged

3. Plant materials used adjacent to the creek should extend into other areas of site development to soften the transition between the natural and built environments.

### Not Allowed

4. In no case shall any treatment be used that is in conflict with established Shoreline and other Critical Area regulations.



*BRIDGE ACROSS CREEK*



*OVERLOOK*

## PROMINENT ENTRANCE

### INTENT:

To make major entrances to buildings obvious and welcoming.

### STANDARDS:

#### Required

1. Visual Prominence - the principal entry to the building shall be marked by at least one element from each of the following groups:

#### Group A

- Recess
- overhang
- canopy
- portico
- porch

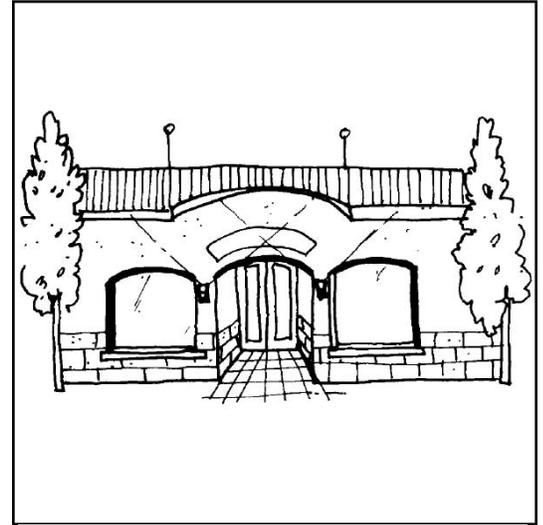
#### Group B

- clerestory
- glass window(s) flanking door
- ornamental lighting fixtures
- large entry door(s)

#### Group C

- stone, masonry or tile paving in entry
- ornamental building name or address
- pots or planters with flowers
- seating

2. Weather Protection - some form of weather protection shall be provided. This can be combined with the method used to achieve visual prominence.



*ENTRANCE WITH FLANKING WINDOWS AND PROMINENT ROOF FORM*



*RECESSED ENTRANCE*

## SET-TO LINES / MAXIMUM SETBACKS

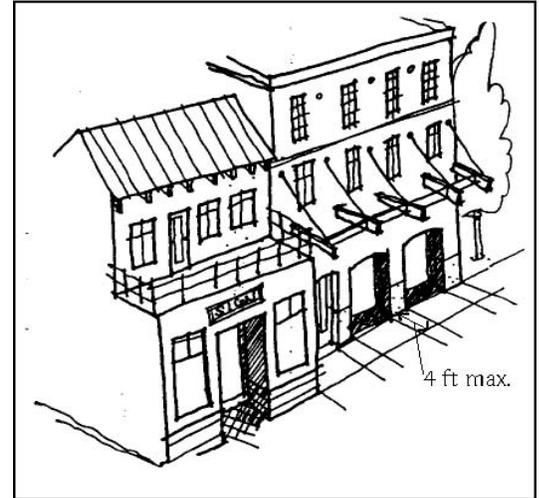
### INTENT:

To ensure the visibility of retail businesses and establish active, lively uses along the sidewalk.

### STANDARDS:

#### Required

1. Buildings located along a Primary Pedestrian Street shall not be set back from the sidewalk, with the following exceptions.
  - a. Setbacks of up to 4 ft can be used to highlight entrances and provide for wider sidewalks.
  - b. A setback of up to 10 f t may be allowed for the purpose of providing landscaped public space that includes seating.



*BUILDING GENERALLY LYING ALONG THE SIDEWALK WITH SOME VARIATION*



*NO SETBACK EXCEPT FOR THE RECESSED ENTRANCE*



*SETBACK FOR PUBLIC SPACE*

## GROUND FLOOR TRANSPARENCY

### INTENT:

To provide visual connections between activities inside and outside buildings.

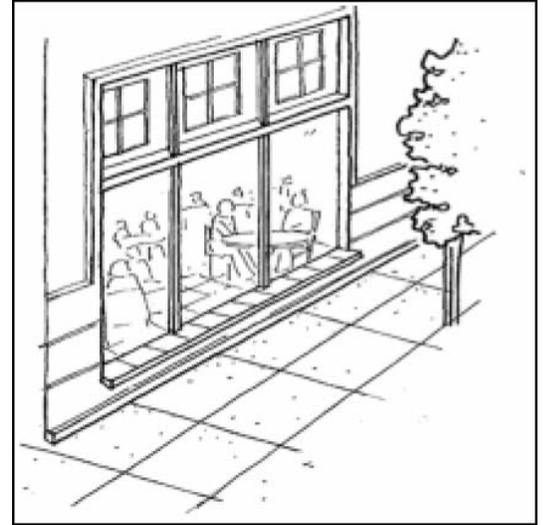
### STANDARDS:

#### Required

1. A minimum of 45% of any ground floor façade facing a Primary Pedestrian Street shall be comprised of windows with clear “Vision” glass.
2. A minimum of 25% of any ground floor facade facing any street other than a Primary Pedestrian Street shall be comprised of windows with clear, “Vision” glass.

#### Not Allowed

3. Reflective glass or film shall not be permitted.



*CLEAR WINDOW CREATES VISUAL CONNECTION BETWEEN INDOOR AND OUTDOOR ENVIRONMENT*



*LARGE CLEAR WINDOWS TO CREATE TRANSPARENCY*

*BUILDING DESIGN*  
**WEATHER PROTECTION**

*STANDARDS FOR CBD DISTRICT*

**INTENT:**

To provide weather protection for pedestrians.

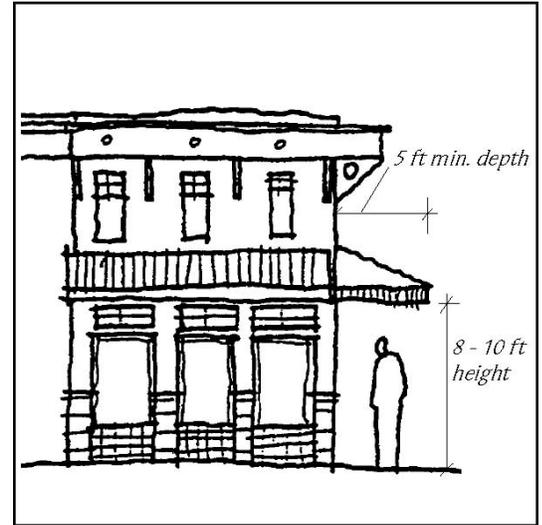
**STANDARDS:**

Required

1. Canopies or awnings shall be provided along Primary Pedestrian Streets. The minimum depth of any canopy or awning shall be 5 ft unless limited by the building code. The vertical dimension between the underside of a canopy or awning and the sidewalk shall be at least 8 ft and no more than 10 ft.

Not Allowed

2. Internal illumination of awnings shall not be allowed. Illumination below the awning shall be allowed only if awning material is opaque.



*STANDARDS FOR DEPTH AND HEIGHT OF CANOPIES*



*CANOPIES TO PROVIDE WEATHER PROTECTION FOR PEDESTRIANS*

## STOREFRONT COMPOSITION

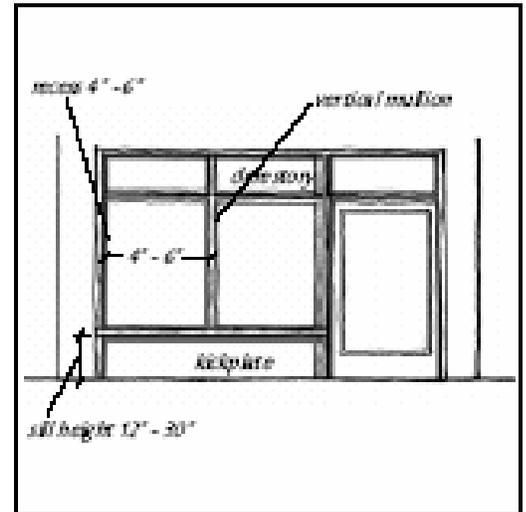
### INTENT:

To ensure that ground level storefronts and building façades along downtown streets offer attractive features to pedestrians.

### STANDARDS:

#### Required

1. Ground level building façades along Primary Pedestrian Streets shall incorporate at least two of the following:
  - a. large windows with a sill height of 12" to 30" above the sidewalk
  - b. clerestory windows above main windows
  - c. windows recessed from the face of the building 4" to 6"
  - d. vertical mullions 4 to 6 ft apart



STOREFRONT FEATURES



VARIOUS STOREFRONT TREATMENTS

## GROUND LEVEL DETAILS

### INTENT:

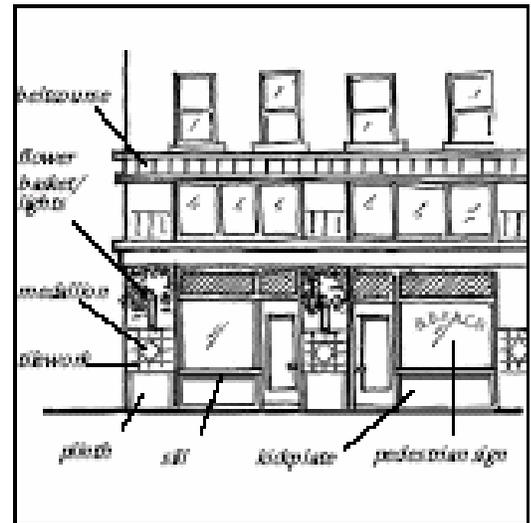
To ensure that buildings along Primary Pedestrian Streets within the CBD display the greatest amount of visual interest and reinforce the character of the streetscape.

### STANDARDS:

#### Required

1. Buildings within the CBD located along a Primary Pedestrian Street shall incorporate at least four of the following elements into any ground-floor, street-facing façade:
  - a. Lighting or hanging baskets supported by ornamental brackets
  - b. Medallions
  - c. Belt Courses
  - d. Plinths for columns
  - e. Kickplate for storefront window
  - f. Projecting sills
  - g. Tilework
  - h. Pedestrian scale sign(s) or sign(s) painted on windows
  - i. Planter box

*(continued to next page)*



*ELEMENTS TO ENRICH THE GROUND LEVEL*



*CANOPY, PLANTER AND WINDOW COMPOSITION*

## GROUND LEVEL DETAILS (continued)

### STANDARDS:

2. Buildings on any street other than a Primary Pedestrian Street shall incorporate at least two of the above mentioned elements.



*PLANTER, PEDESTRIAN SEATING  
AND TREATMENT WITH MATERIAL*

## UPPER LEVEL STEPBACKS

### INTENT:

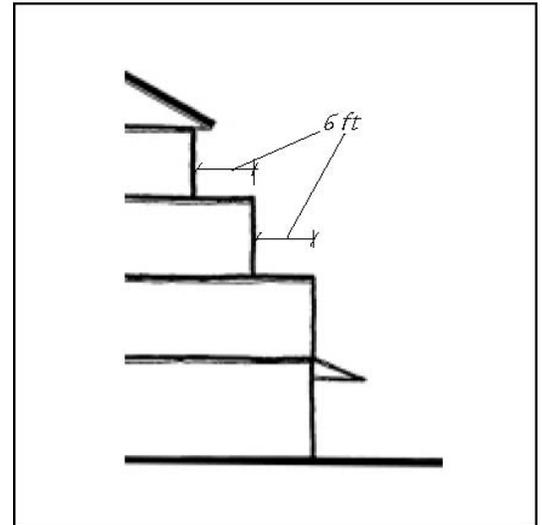
To ensure that new buildings having greater height do not overwhelm the character and scale of Olde Town by requiring a reduction in the bulk of upper floors.

### STANDARDS:

#### Required

1. Any building façade facing any street shall be stepped back above the second story. For each floor that exceeds two stories, the amount of the step back shall be at least 6 feet from the floor below. The stepback need not be continuous and uniform, so long as the decrease in bulk is visually evident. Accordingly, some portions of the exterior walls may extend out to the wall of the floor below. (There may be functional reasons, such as a staircase, that justify an occasional wall extending the full height of the building.)

*(continued to next page)*



*BUILDING CROSS-SECTION SHOWING UPPER LEVEL STEPBACK REQUIREMENTS*



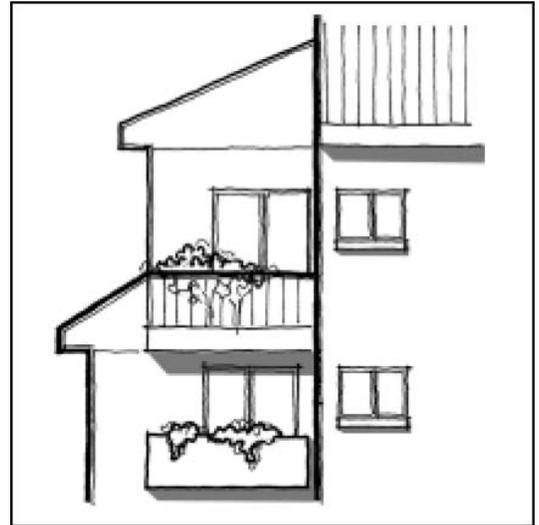
*STEPBACK AS PART OF THE BUILDING FORM*

## UPPER LEVEL STEPBACKS (CONTINUED)

### STANDARDS:

Encouraged

2. Terraces should include planters for flowers and other vegetation.
3. The stepback areas may be used for accessible decks or may be roofed. It is preferred that stepbacks incorporate combinations of roofs and decks to produce a massing that is both terraced and varied.



*DECKS WITH PLANTERS IN STEPBACK AREAS*



*STEPBACK AREA USED AS TERRACE AND DECK*

## ROOF EXPRESSION

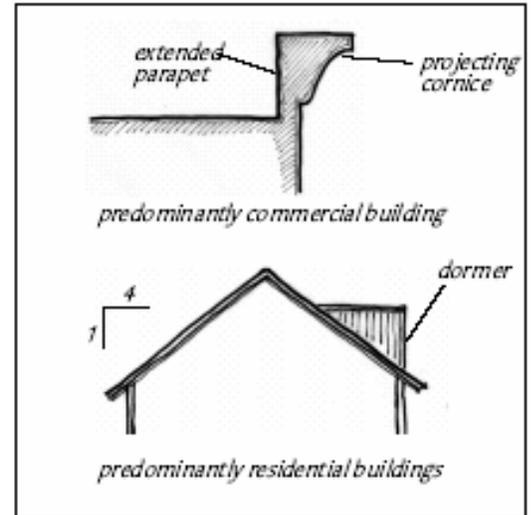
### INTENT:

To ensure that rooflines within Olde Town present a distinctive profile and appearance and reinforce the historic character of downtown.

### STANDARDS:

#### Required

1. Commercial buildings shall include extended parapets and projecting cornices to create a prominent edge when viewed against the sky. Sloping roof elements are allowed but not required.
2. Buildings containing predominantly residential uses shall have pitched roofs with a minimum slope of 1:4. Such roofs shall have dormers or intersecting roof forms that break up the massiveness of a continuous, uninterrupted sloping roof.
3. Roof colors shall be dark.



*(continued to next page)*



*ROOF WITH PARAPET DETAIL*



*COMBINATION OF PITCHED AND FLAT ROOF*

## ROOF EXPRESSION (continued)

### STANDARDS:

Not Allowed

4. Flat, unembellished rooflines shall not be permitted.
5. Bright roof colors shall not be permitted.

## MARKING GATEWAYS

### INTENT:

To promote the sense of gateways\* into Olde Town through architectural design.

### STANDARDS:

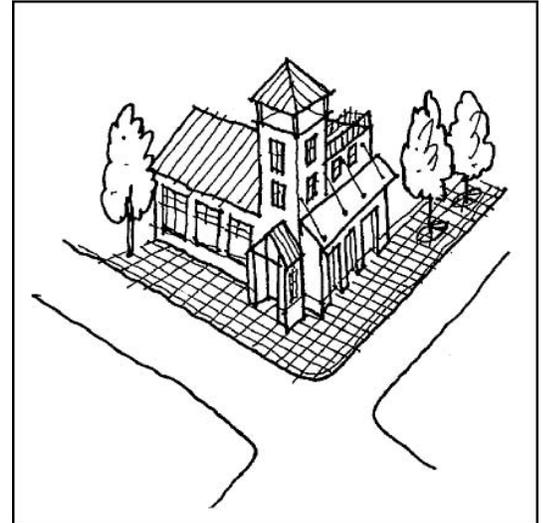
#### Required

1. Buildings within designated gateways shall be treated to emphasize the gateway into the area.
2. Any side of a building that faces a gateway street shall be given major architectural expression in its facade, roof form and massing. Gateway locations are appropriate for major architectural expressions such as tower forms, unusual roof lines, and over-sized windows.

#### Not Allowed

3. Standard corporate designs shall not be acceptable within gateway locations. Given that designated gateways are critical to conveying identity, gateways are not appropriate locations for the franchise architecture typically associated with businesses such as national brand restaurants and gas stations.

\* See Olde Town Design Standards Subarea map for Gateway locations



*MASSING AND ROOF EXPRESSION TO DEFINE GATEWAY*



*PROMINENT AND CONSISTENT BUILDING FORM*

*BUILDING DESIGN*  
**BACKSIDES OF BUILDINGS**

*STANDARDS FOR CBD DISTRICT*

**INTENT:**

To ensure that all sides of a building have visual interest.

**STANDARDS:**

Required

1. Any side of the building visible from a street or public open space shall be given architectural treatment using two or more of the following:
  - a. visible rooflines
  - b. windows
  - c. secondary entrances
  - d. balconies
  - e. architectural details mentioned under "Ground Level Details"
  - f. awnings



*SERVICE ENTRANCE AND STAIR*



*ROOFLINE AND DECK ON THE REAR SIDE*



*UPPER FLOOR ACCESS AND SIGN ON THE REAR SIDE*

## CONCEALING STRUCTURED PARKING

### INTENT:

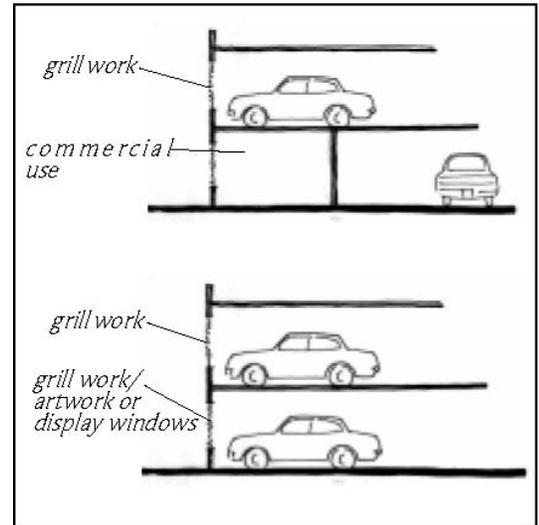
To integrate parking structures with the surrounding community character.

### STANDARDS:

#### Required

1. Parking structures facing a Primary Pedestrian Street shall provide retail or commercial uses along at least 50% of the linear frontage.
2. Any remaining portions of the façade not devoted to retail or commercial uses shall incorporate one or more of the following devices to screen the view of parked cars:
  - a. Ornamental grillwork (plain vertical or horizontal bars are not acceptable)
  - b. Decorative artwork, such as metal panels, murals, and mosaics
  - c. Display windows for use by nearby

*(continued to next page)*



*DIFFERENT WAYS TO TREAT STRUCTURED PARKING*



*TREATMENTS IN THE GROUND AND UPPER LEVELS*

## CONCEALING STRUCTURED PARKING (CONTINUED)

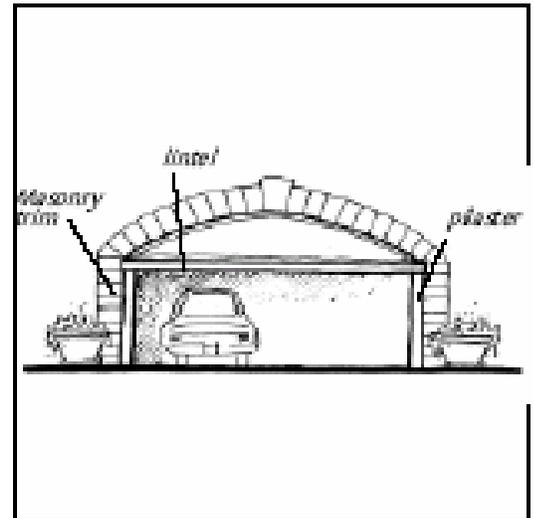
### STANDARDS:

merchants or theatrical groups

3. Vehicular entrances shall be designed to incorporate architectural elements that frame the opening, such as an arch, lintels, pilasters, masonry trim, planters, or ornamental lighting.

#### Encouraged

4. The ground level of parking structures on all other streets in the CBD should be screened from view by retail or commercial uses to the greatest extent possible. However, where such uses are not provided, then at least two of the following shall be used to screen the parking:
  - a. Residential uses or lobbies
  - b. Ornamental grillwork (plain vertical or horizontal bars are not acceptable)
  - c. Decorative artwork, such as metal panels, murals, or mosaics
  - d. Landscape features described in Olde Town Design Standards.



*TREATMENT OF VEHICULAR ENTRANCE*



*ARTWORK ON THE SOLID WALL OF PARKING STRUCTURE*

## SCREENING BLANK WALLS

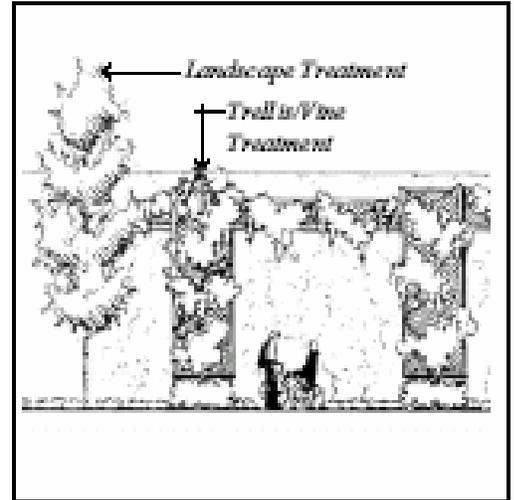
### INTENT:

To mitigate blank walls by providing visual interest and reinforcing the historic character of Olde Town.

### STANDARDS:

#### Required

1. Walls within public view shall have windows, reveals, architectural detail, etc. as described in the Building Design section of these standards. However, if an uninterrupted expanse of blank wall (longer than 30 feet), portions of a blank façade or a building foundation is unavoidable, two or more of the following shall be used:
  - a. vegetation, such as trees, shrubs, ground cover and/or vines, adjacent to the wall surface;
  - b. artwork, such as bas-relief sculpture, mural or trellis/vine panels;
  - c. seating area with special paving and seasonal planting; and/or
  - d. architectural detailing, reveals, contrasting materials or other special interest.



*VINE PANEL AND PLANTING ADJACENT TO BLANK WALL*



*MURAL USED TO SCREEN BLANK WALL*



*VINE PANEL AND PLANTING ADJACENT TO BLANK WALL*

## MATERIALS

### INTENT:

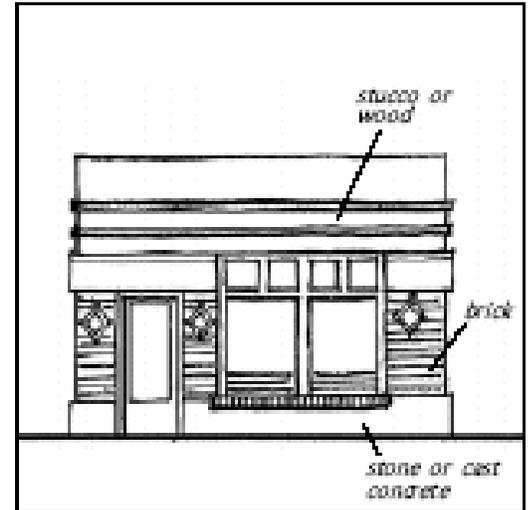
To express the ground level activities of the building and contribute to the character of Olde Town.

### STANDARDS:

#### Required

1. The ground floor façades of buildings facing the street shall use materials that add variety, permanence and richness to the streetscape, such as :
  - a. brick
  - b. stucco
  - c. stone
  - d. cast concrete or concrete
  - e. wood
  - f. other materials that provide architectural variety and richness

2. More flexibility in the use of materials is allowed in the upper levels of buildings.



*MATERIAL ADDS VARIETY AND RICHNESS TO A BUILDING*



*VARIATION OF MATERIAL BETWEEN GROUND AND UPPERCOMBINATION OF BRICK AND GLASS LEVELS*



## COLORS

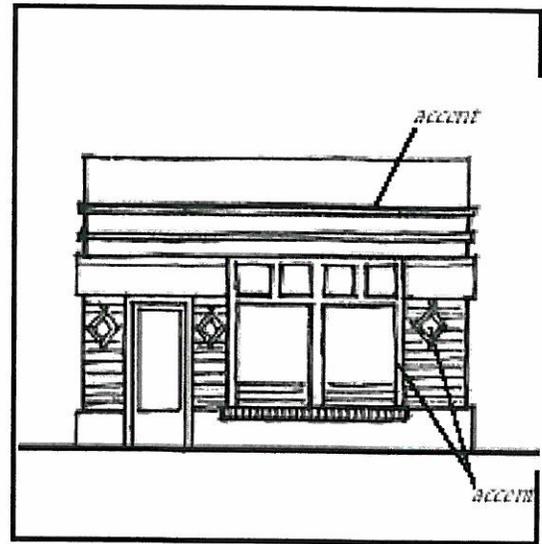
### INTENT:

Color of an individual building should not overpower the consistency of Olde Town, rather, it should be an integral part of the Olde Town character.

### STANDARDS:

#### Required

1. Colors shall be selected from the color palette shown in Exhibit A. If colors selected are not within the color system (See Appendix A) then a Level 1 Review will be required. A fully colored depiction of the building prepared by a licensed architect or a graphic designer may be required for the Level 1 Review as determined by the Planning Director/Manager.
2. No more than four colors shall be used on a structure. Sheer stains and natural materials are not included in the color count. More than four colors may be used if approved through a Level 1 Administrative Review. A fully colored depiction of the building prepared by a licensed architect or a graphic designer may be required as determined by the Planning Director/ Manager.
3. Awnings shall be a solid, matte color selected from the primary or secondary color palettes shown in Appendix A. The awning color is included in the color count.



ACCENT



BRICK WITH DARK AWNINGS

## COLORS (CONTINUED)

### STANDARDS:

#### Not Allowed

4. Bright colors shall not be used for commercial purposes to draw attention to a building.
5. Awnings shall not be designed as signs; their principal purpose is weather protection. An awning sign may display only the name of the business, its business logo and address.
6. Trim colors shall not be used for awnings.



*MUTED COLOR FOR THE BODY AND DARK  
COLOR FOR AWNINGS*

## INTEGRATION WITH ARCHITECTURE

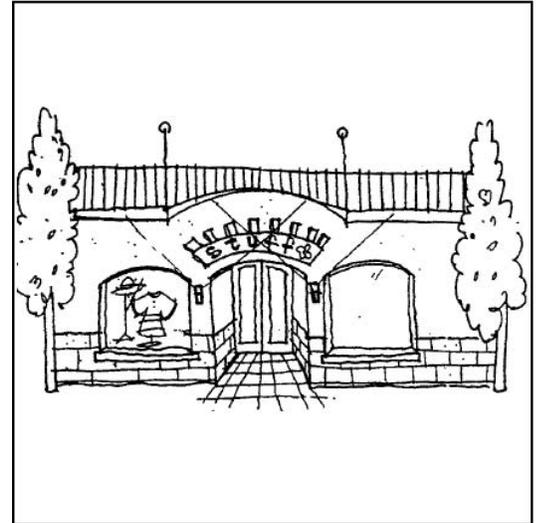
### INTENT:

To ensure that signage is a part of the overall design approach to a project and not an additive element afterthought.

### STANDARDS:

#### Required

1. The design of buildings and sites shall identify locations and sizes for future signs. As tenants install signs, it is expected that such signs shall be in conformance with an overall sign program that allows for advertising which fits with the architectural character, proportions, and details of the development.



*SIGN IS INTEGRATED WITH OTHER BUILDING ELEMENTS*



*SIGN AS A PART OF THE BUILDING*



*SIGN HIGHLIGHTS ENTRANCE*

## BUILDING MOUNTED SIGNS

### INTENT:

To ensure that signs add to the historic character of the CBD, incorporate unique elements that reflect the character of Olde Town.

### STANDARDS:

#### Required

1. Free-standing signs shall not be permitted within the CBD. All signs shall be mounted on buildings. These include wall signs, window signs, projecting signs, signs painted on awning facias, and signs suspended from canopies.

#### Exceptions

2. Where an existing house is set back from the street and used for a business, there may be one free-standing sign that is not greater than 15 sf in area, not higher than 5 feet above grade, and not internally illuminated.
3. For any existing development that contains multiple buildings and multiple retail tenants, there may be one free-standing sign for the property. This sign shall not be greater than 25 sf in area per face and not higher than 10 feet above grade.



*SIGN IS INCORPORATED WITH THE BUILDING CHARACTER*



*UNIQUE GRAPHIC SYMBOL USED AS PART OF SIGN*

## WHIMSICAL/ARTISTIC ELEMENTS

### INTENT:

To encourage interesting, creative and unique approaches to the design of signs.

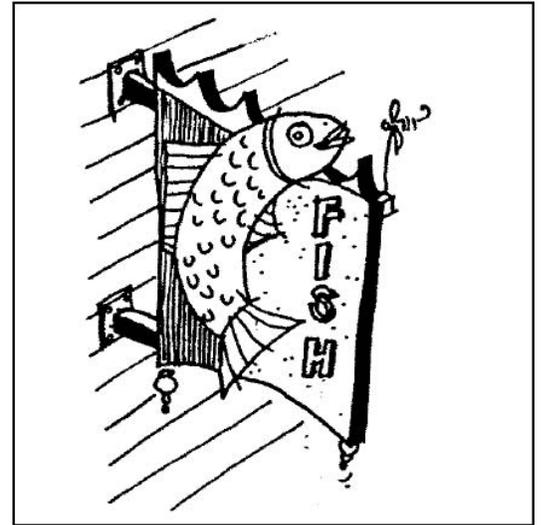
### STANDARDS:

#### Encouraged

1. Signs should be highly graphic in form, expressive and individualized.
2. Signs should convey the product or service offered by the business in a bold, graphic form.
3. Projecting signs, supported by ornamental brackets and oriented to pedestrians are strongly encouraged.
4. In addition to signs permitted by the sign code, any business may be allowed to have one additional sign, provided that it meets the following criteria:
  - a. it is principally a 2-dimensional or 3-dimensional graphic symbol denoting what is offered by the business,
  - b. it is oriented to pedestrians, rather than people in vehicles, and
  - c. it is no more than 12 sf in area per side.

#### Not Allowed

5. Internally illuminated boxes with formed or painted lettering are not permitted. (If this requires removal of an existing cabinet sign, permit fees for a new sign shall be waived.)
6. Neon may be used in an artful way in signs; however, simply outlining the roof or building in neon tubing shall not be allowed.



UNIQUE FORM OF SIGN



CREATIVE EXPRESSION IN SIGN

# STANDARDS FOR MF-H AND MF-M DISTRICTS

Site Design

Building Design

Sign Design

## FRONT YARDS - DEPTH

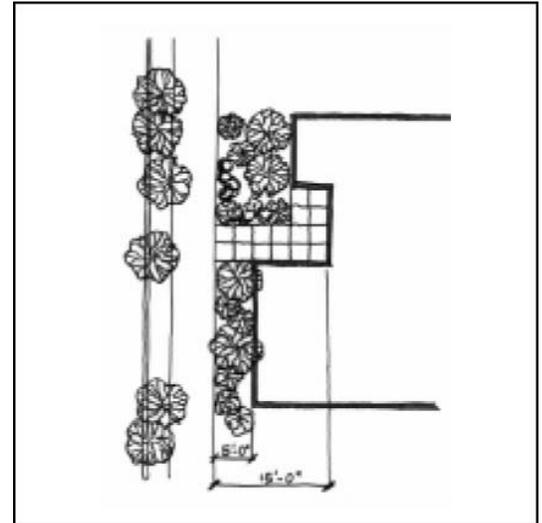
### INTENT:

To enhance the street face as a pedestrian friendly environment by reinforcing the historic building pattern in downtown.

### STANDARDS:

#### Required

1. New buildings shall be sited close to the sidewalk, with shallow front yards.
2. Street facing façade shall be modulated no more than 10 ft deep and include recessed entries, gardens, or plazas. Front yards on the west side of First Avenue NW shall be 5 ft minimum and 15 ft maximum.

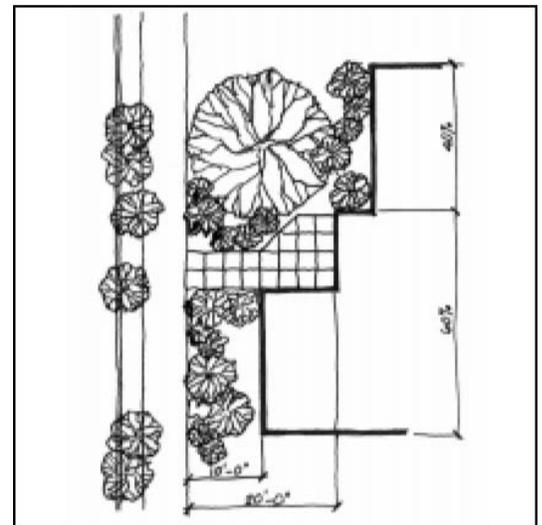


FIRST AVENUE SETBACKS

*(continued to next page)*



SHALLOW FRONT YARDS



SUNSET WAY SETBACKS

## FRONT YARDS - DEPTH (continued)

### STANDARDS:

3. Setbacks may be increased for developments that dedicate front yards to public plaza(s).



*SHALLOW FRONT YARDS*

## FRONT YARD - TREATMENT

### INTENT:

To provide a feeling of separation between buildings and the public pedestrian realm so that front yards function as usable outdoor spaces.

### STANDARDS:

#### Required

1. Front yards shall include at least two of the following transitional elements:
  - a. Steps
  - b. Low fences, less than 3 ft high
  - c. Trellises
  - d. Site furnishings
  - e. Low hedges, less than 3 ft high
  - f. Landscaped borders
  
2. At least one of the following entrance elements between the sidewalk and the building:
  - a. Gateways
  - b. Archways
  - c. Walkway covers
  - d. Arbors
  - e. Variety of paving materials
  - f. Pedestrian lighting



*LOW TRANSPARENT FENCE*



*FRONT YARD TREATMENT*

## ENTRIES FACING THE STREET

### INTENT:

To provide a clearly defined, welcoming, and safe entry for pedestrians, from the sidewalk into the building.

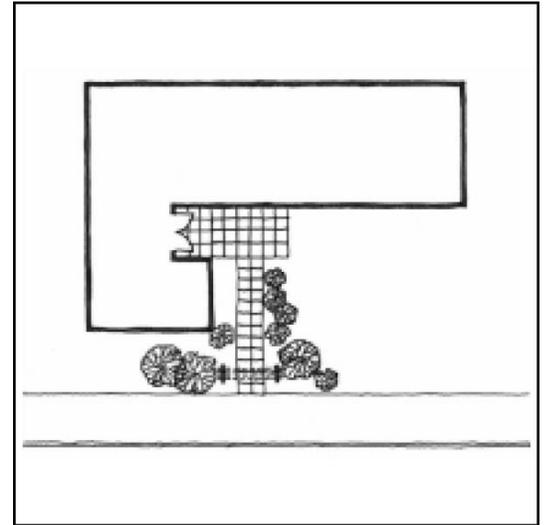
### STANDARDS:

#### Required

1. Architectural elements shall be used to provide a clearly identifiable and defensible entry\* visible from the street.
2. Developments shall include at least two of the following:
  - a. recesses
  - b. balconies
  - c. articulated roof forms
  - d. front porches
  - e. arches
  - f. trellises
  - g. glass at sides and/or above entry doors
  - h. awnings and/or canopies
3. Pedestrian scale lighting and/or lighted bollards shall be provided.

#### Encouraged

4. Primary building entries should face the street. If the doorway does not face the street, a clearly marked and well-maintained path shall connect the entry to the sidewalk.



*CLEARLY MARKED ENTRY*



*ENTRIES FACING THE STREET*

\*Defensible entry is an industry-specific term that addresses the ability of a person to anticipate a path of travel, its obstructions, and points of vulnerability before moving through the space.

## PRIVATE OUTDOOR SPACE

### INTENT:

To provide private outdoor spaces that encourage a sense of ownership by residents.

### STANDARDS:

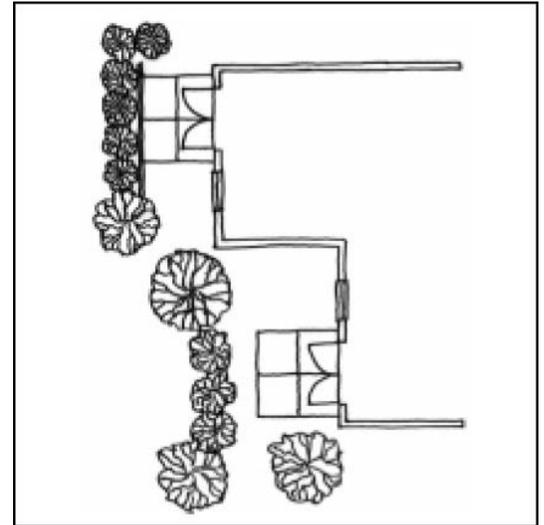
#### Required

1. Low walls, fences, hedges and landscaping shall be used to define and visually shield outdoor spaces such as yards, decks, terraces, and patios from each other and from the street.
2. Apply defensible space and clear entry way principles.

#### Encouraged

3. Shielding may consist of partial walls, fences, hedges and landscaping.

\*Defensible space is clearly associated with an individual dwelling unit and controlled by its occupants, but which may be viewed by the public.



*PRIVATE OUTDOOR SPACE*



*LANDSCAPING DELINEATES PRIVATE SPACE*

## SITE LANDSCAPE AREAS

### INTENT:

To reinforce the character of Olde Town and the surrounding natural environment through site landscaping.

### STANDARDS:

#### Required

1. All areas not devoted to landscape required by these standards, the Issaquah Municipal Code, parking, structures or other site improvements shall be planted, or remain in existing native, non-invasive vegetation.
2. Where new landscape areas are provided, plant materials shall be a mixture of drought tolerant deciduous and evergreen varieties. A minimum 20% of plant varieties shall provide year-round color, texture and/or other special interest.

#### Encouraged

3. Use of native plants are encouraged where opportunity allows to reinforce Issaquah's unique natural setting. Minimum 20% of all landscape areas should include native drought-tolerant plant types.
4. Perennials and/or annuals are encouraged to provide special interest and highlight pedestrian areas such as building and/or site entrances, public open space, plazas and major pedestrian connections.



*SPECIAL INTEREST LANDSCAPE AT PUBLIC BUILDING ENTRANCE*



*LANDSCAPE IN PLAZA*

## LOCATION OF PARKING LOTS

### INTENT:

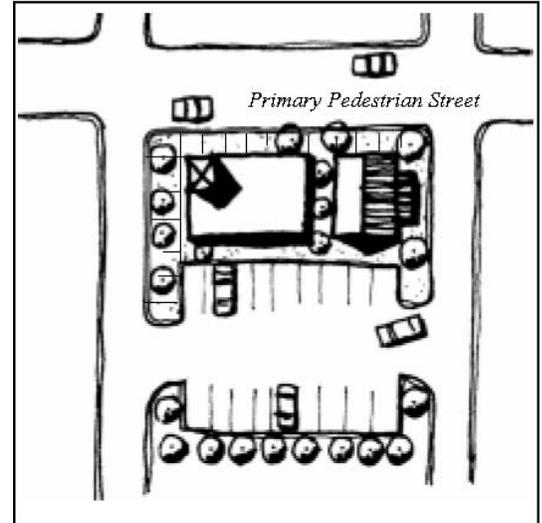
To maintain a contiguous, active pedestrian street front along Primary Pedestrian Streets by locating parking lots behind buildings.

### STANDARDS:

#### Required

1. New Development -- Parking lots shall be located behind buildings.
2. Redevelopment -- Parking lots shall be relocated behind buildings when feasible. Where parking lots are allowed to remain in front of or beside buildings, parking lots shall:
  - a) provide a 10 foot wide planting area between the parking lot and street right-of-way to include:
    - a. a year-round sight barrier;
    - b. evergreen shrubs;
    - c. evergreen ground cover; and
    - d. shrub material maintained at a maximum height of 3 feet for visibility.

*(continued to next page)*



*PARKING LOCATED BEHIND BUILDING*



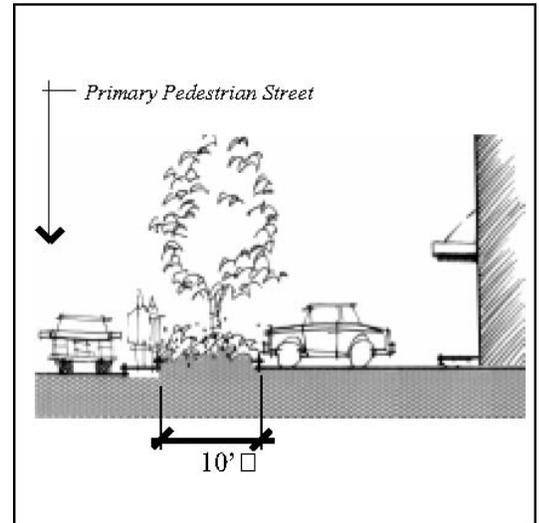
*INTERNAL PARKING AND ENTRANCE COURT*

## LOCATION OF PARKING LOTS (continued)

3. All parking lots (new development and redevelopment) shall comply with the parking lot standards set forth in the Issaquah Municipal Code including, but not limited to interior landscape areas, wheel stops, plant material requirements, and number of stalls.

### Not Allowed

4. Rocks, pebbles, sand and similar non-living materials may not be used as ground cover substitutes, but may be allowed as accent features within landscape planting areas so long as the area covered by such features does not exceed 5% of the total landscape planting area.



LANDSCAPE PLANTING AREA



PLANTING BUFFER FOR PARKING LOT

## LOCATION OF DRIVEWAYS

### INTENT:

To maintain a contiguous, uninterrupted sidewalk by minimizing, consolidating and/or eliminating driveway access off Primary Pedestrian Streets.

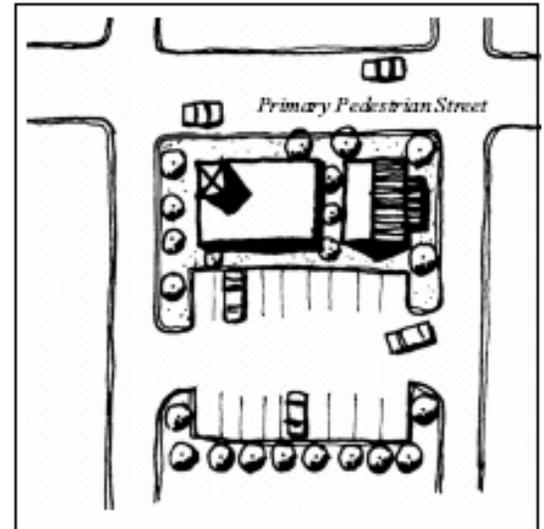
### STANDARDS:

#### Required

1. All vehicular driveways shall be located off side streets and alleys unless:
  - a. the only means of access to the site is from a Primary Pedestrian Street;
  - b. a development is located at the corner of two Primary Pedestrian Streets;
  - c. the driveway is consolidated (shared) between adjacent developments.
  - d. an Administrative Adjustment of Standards is approved demonstrating that substantial impairment of access would occur if the driveways are required to be accessed from a side street or alley.
  
2. Where a driveway is allowed on Primary Pedestrian Streets, driveway entrances shall:
  - a. include an identifying feature, such as a trellis, monument, low wall/column or special landscape treatment; and
  - b. extend sidewalk paving material/treatment across the driveway entrance.

#### Encouraged

3. Adjacent developments should consolidate (share) vehicular driveways where feasible.



*DRIVEWAY LOCATED OFF SIDE STREET*



*CONSOLIDATED DRIVEWAY*

## PARKING LOT LANDSCAPE

### INTENT:

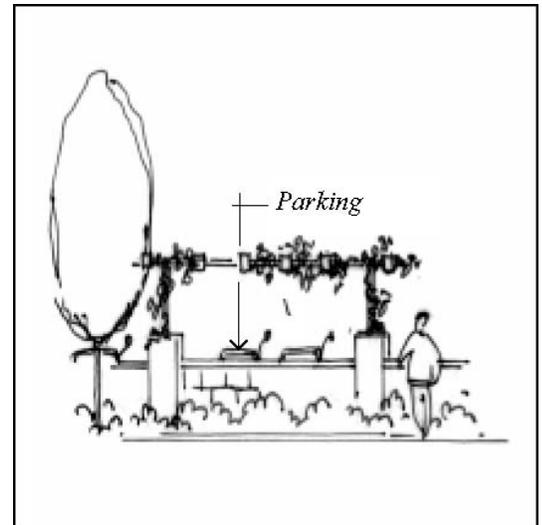
To reduce the visual impact of parking lots through landscape areas, trellises and/or other architectural features.

### STANDARDS:

#### Required

1. Parking lot landscape shall be used to reinforce pedestrian and vehicular circulation, such as:
  - a. parking lot entrances;
  - b. ends of driving aisles; and
  - c. to define pedestrian walkways through parking lots.
  
2. Low walls (minimum 3 feet high) used to screen parking lots shall be made of concrete, masonry or other similar material. Wood fences may be used provided they reflect the historic character of Olde Town. Where walls and/or fences are provided, landscape planting areas may be reduced to a minimum 5 feet and shall be located adjacent to the public right-of-way.
  
3. The combination of walls, fences and shrubs/ground cover shall not exceed a maximum height of 4 feet, unless all of the following are provided:
  - a. wall/fence/landscape treatment does not create a safety hazard;
  - b. portion of wall/fence/landscape

*(continued to next page)*



*DRIVEWAY OFF SIDE STREET*



*WALL TREATMENT*



*LANDSCAPE USED TO DEFINE END OF DRIVING AISLE*

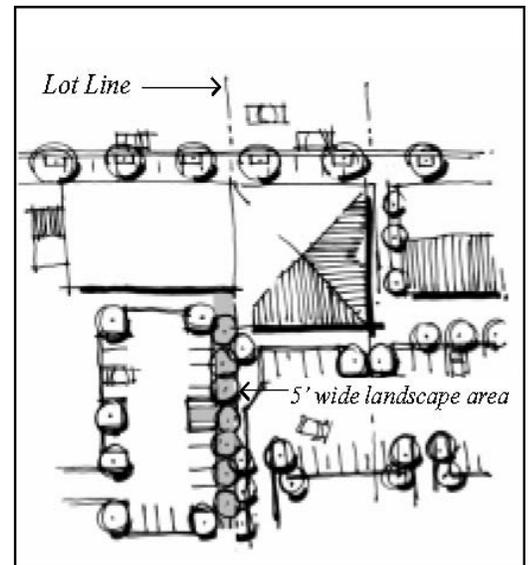
## PARKING LOT LANDSCAPE (continued)

treatment that is above 4 feet in height is a minimum 75% transparent (i.e. see-through metal railing, trellis, or other similar treatment); and

- c. portion of wall/fence/landscape treatment that is above 4 feet in height provides added visual interest, detail and character suitable to the historic nature of Olde Town.
4. For any wall or fence above 6 feet total height, the entire wall/fence facade shall comply with the building design standards set forth in this document for ground level details, materials, color, etc.
  5. A minimum 5 foot wide landscape planting area shall be provided between parking lots and adjacent developments to include a year-round sight barrier and meeting the requirements for parking lot landscape provided in the Issaquah Municipal Code, except where parking lots have been consolidated.

### Not Allowed

6. Signage on walls or fences will not be permitted.
7. Chain link fencing will not be allowed to screen parking lots.



LANDSCAPE PLANTING AREA BETWEEN ADJACENT DEVELOPMENTS



TRANSPARENT WALL/LANDSCAPE TREATMENT ADJACENT TO PARKING LOT

## PARKING LOT LIGHTING

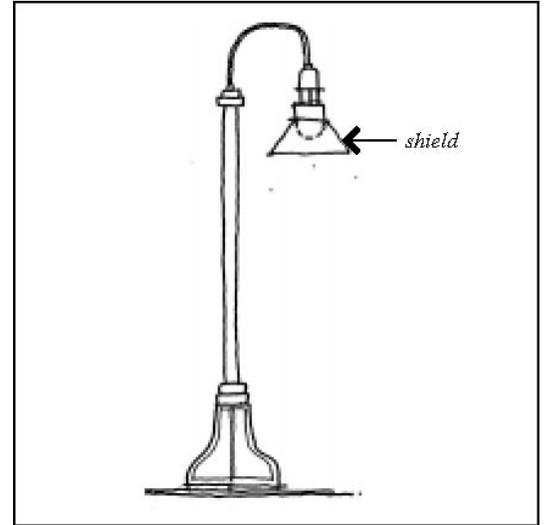
### INTENT:

To provide way-finding lighting to define pedestrian areas and promote public safety.

### STANDARDS:

#### Required

1. In addition to parking lot lighting, pedestrian scale lighting (maximum 14 ft height) and/ or bollard lighting shall be used to further define pedestrian walkways, crosswalks, connections to public right-of-way and/or other pedestrian areas within parking lots.
2. All lighting (parking lot and pedestrian scale) shall be shielded from the sky and adjacent properties and structures, either through exterior shields or through optics within the fixture.
3. All lighting (parking lot and pedestrian scale) shall reinforce the historic nature of Olde Town Issaquah and should complement the City's public light fixtures through color, style and/or other architectural features.



LIGHTING WITH EXTERIOR SHIELD



OLDE TOWN HISTORIC LIGHT W/ INTERIOR SHIELD

## PEDESTRIAN CONNECTIONS

### INTENT:

To create a network of linkages for pedestrians, including locating building entrances adjacent to sidewalks.

### STANDARDS:

#### Required

1. Clearly defined pedestrian connections shall be provided:
  - a. between a public right-of-way and building entrances when buildings are not located directly adjacent to the sidewalk; and
  - b. between parking lots and building entrances.
  
2. Pedestrian connections shall be separated from vehicular traffic in a combination of 2 or more of the following ways:
  - a. a 6 inch vertical curb, except as walkways cross vehicular travel lanes;
  - b. a trellis, special railing, bollard, special paving, low seat wall and/or other architectural features; and/or
  - c. a continuous landscape area minimum 3 feet wide on at least one side of the walkway, except as walkways cross vehicular travel lanes (where walkways abut a public right-of-way and/or driving aisles, the landscape area shall be provided between the walkway and the public right-of-way or driving aisle).



*TRELLIS USED TO DEFINE PEDESTRIAN CONNECTION TO BUILDING ENTRANCE*

*(continued to next page)*

## PEDESTRIAN CONNECTIONS (continued)

3. Pedestrian connections shall be reinforced with pedestrian scale lighting (maximum 14 ft height), bollard lighting, accent lighting or a combination thereof to aid in pedestrians way-finding.
4. Pedestrian walkways shall include clear sight lines to building entrances and shall not be less than 5 feet wide.
5. Where landscape areas are provided, plant material shall consist of a mixture of evergreen and deciduous trees and shrubs. A minimum 20% of plant varieties shall provide year-round color, texture and/or other special interest. Shrubs shall be maintained at a maximum 3 foot height for visibility. Ground cover shall be evergreen varieties.

### Encouraged

6. Pedestrian connections should occur between adjacent developments where feasible.

### Not Allowed

7. Rocks, pebbles, sand and similar non-living materials may not be used as ground cover substitutes, but may be used as accent features provided such features do not exceed a maximum 5% of the total landscape area.
8. Chain link fence may not be used to separate pedestrians from vehicular traffic.



*LIGHTED BOLLARDS USED TO DEFINE WALKWAY*



*CLEAR SIGHT LINES PROVIDED AT PEDESTRIAN CONNECTION*

## COMMUNITY GATEWAYS

### INTENT:

To highlight gateway areas as an entrance to the community.

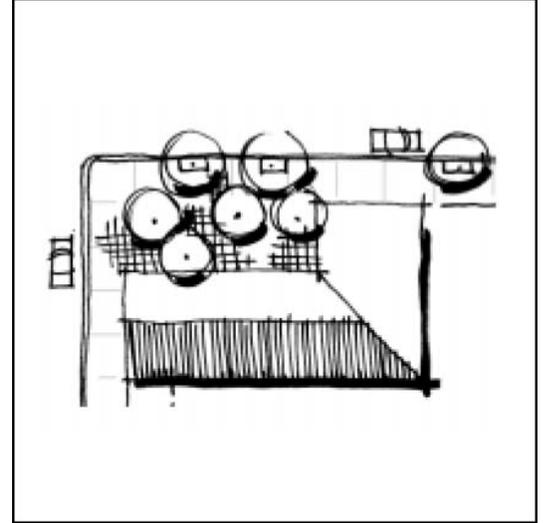
### STANDARDS:

#### Required

1. Developments within community gateways (as identified in the Olde Town Design Standards Subarea Map) shall be marked with visually prominent features.
2. Visually prominent features shall include two or more of the following:
  - a. public art;
  - b. monuments;
  - c. special landscape treatment;
  - d. open space/plaza;
  - e. identifying building form;
  - f. special paving, unique pedestrian scale lighting or bollards; and/or
  - g. prominent architectural features, such as trellis/arbor, pergola or gazebo. Refer to “Marking Gateways” in the Building Design section of these standards for additional requirements regarding building and architectural features.
3. Elements used shall be oriented towards both pedestrians and vehicles.

#### Not Allowed

4. Visibility to adjacent businesses shall not be blocked by gateway features.



*PLAZA AT GATEWAY CORNER*



*SPECIAL GATEWAY LIGHTING*

## CREEKSIDE TREATMENT

### INTENT:

To integrate Issaquah Creek into the site design as an amenity while still complying with environmental regulations.

### STANDARDS:

#### Required

1. Issaquah Creek shall be integrated into the overall site design in one or more of the following ways. Other sustainable techniques may also apply, as approved by the City:
  - a. establish view corridors, framed by landscape or architectural treatment;
  - b. provide controlled visual access, such as view overlooks, rather than physical access, adjacent to Issaquah Creek;
  - c. provide environmentally sensitive pedestrian connections through boardwalks, pedestrian bridges, and other treatments; and/or
  - d. include visual suggestions and/or references of Issaquah Creek through other site design elements, such as paving treatment and public art interpretations.

*(continued to next page)*



*OVERLOOK TREATMENT*



## **CREEKSIDE TREATMENT** (continued)

2. Plant materials used adjacent to Issaquah Creek shall comply with all environmental regulations and guidelines already established in the Issaquah Municipal Code and related ordinances, policies, etc. Any additional landscape areas within the overall site development outside the creek/buffer zone shall reflect the natural riparian landscape with a minimum 50% native and/or drought tolerant plant types.

### Encouraged

3. Plant materials used adjacent to the creek should extend into other areas of site development to soften the transition between the natural and built environments.

### Not Allowed

4. In no case shall any treatment be used that is in conflict with established Shoreline and other Critical Area regulations.



*BRIDGE ACROSS CREEK*



*OVERLOOK*

## ARTICULATION AND OVERALL MASSING/BULK OF BUILDINGS

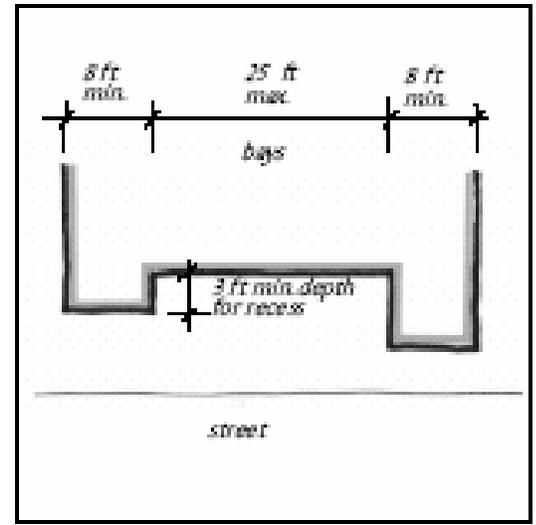
### INTENT:

To reduce the apparent bulk of buildings by breaking them down into smaller components that are visually consistent with the scale of Olde Town.

### STANDARDS:

#### Required

1. Walls facing streets shall be modulated with bays and recesses at least 8 ft wide and no more than 25 ft wide and at least 3 ft deep.
2. Modulation shall extend to the roof, except at balconies. The purpose is not to create a regular rigid solution but rather to break up the mass in creative ways.



*MINIMUM MODULATION*



*COMPLEX FAÇADE WITH GOOD MODULATION*

*SIGN DESIGN STANDARDS FOR MF-H AND MF-M DISTRICTS*  
**ARTICULATION AND OVERALL  
MASSING/BULK OF BUILDINGS**

**INTENT:**

To provide visual variety along the street face.

**STANDARDS:**

Required

1. Buildings shall include articulation along the façades facing and visible from public rights-of-way. Flat blank walls are discouraged.
  
2. Horizontal façades longer than 25 ft shall be articulated into smaller units, reminiscent of the residential scale of the neighborhood. At least two of the following methods shall be included:
  - a. distinctive roof forms
  - b. changes in materials
  - c. window patterns
  - d. and color differentiation

Encouraged

3. Additions or alterations to existing buildings with unique architectural interest should be made sensitively and in keeping with the building's original architectural style.



*ARTICULATION EMULATING SINGLE FAMILY*



*ARTICULATION WITH COLOR AND ROOF FORM*



*ARTICULATION WITH ROOF FORMS AND SIDING*

## ARTICULATION AND OVERALL MASSING/BULK OF BUILDINGS

### INTENT:

To enhance views of the surrounding hills and forests and to increase sunlight penetration to the public sidewalk.

### STANDARDS:

#### Required

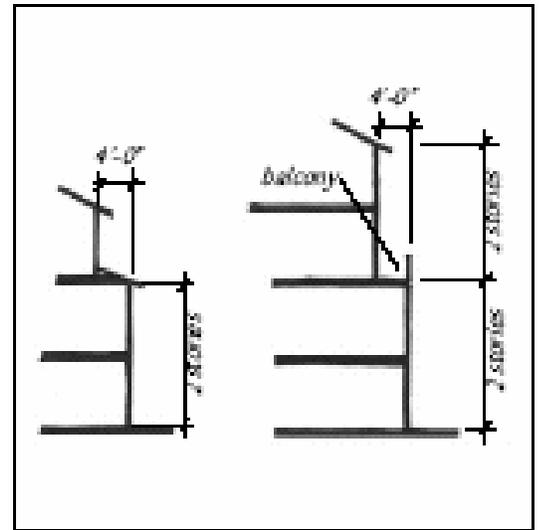
1. Multi-story buildings shall include stepbacks a minimum of 4 ft deep above the second level. Stepbacks shall be provided at every two floors minimum.

#### Encouraged

2. Balconies may extend into the stepback.

#### Not Required

3. Upper level stepbacks are not required within 25 feet of street intersections, measured from the property line.



*STEPBACKS EVERY TWO STORIES*



*UPPER LEVEL STEPBACKS*

*SIGN DESIGN STANDARDS FOR MF-H AND MF-M DISTRICTS*  
**ADDRESSING THE CORNER**

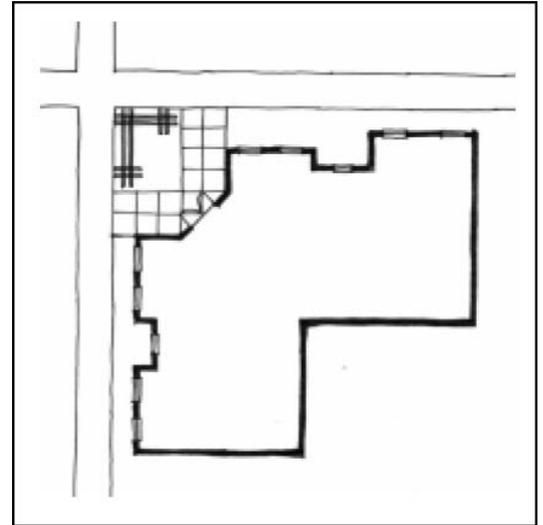
**INTENT:**

To provide a reference point at the end of a block of façades and to mark intersections, further providing visual interest to the street fabric.

**STANDARDS:**

Required

1. Developments at street intersections shall emphasize this unique site aspect with one or more of the following methods:
  - a. placement of the primary entry
  - b. articulation
  - c. towers
  - d. plazas
  - e. distinctive roof forms
  - f. other architectural features
  - g. landscaping



*ENTRY PLAZA MARKS CORNER*



*TOWER AND TRELLIS MARK CORNER*

**TOWER AND TRELLIS MARK CORNER**



*AWNING WRAPS CORNER*



*UPPER LEVEL DECK WRAPS CORNER*

## PITCHED ROOF FORMS

### INTENT:

1. To maintain and continue the historic image of Olde Town and its residential neighborhoods.
2. To enhance access to views of the surrounding hills and forests.

### STANDARDS:

#### Required

1. Structures shall incorporate pitched roof forms having slopes between 4:12 and 12:12.
2. Flat or lower sloped roof portions shall have parapets or edge details that provide visual interest.

#### Encouraged

3. Each façade facing a street should have a gabled form roof.
4. Other roof forms, such as hip roofs, dormers and overhangs are encouraged.
5. Dormers less than half the façade length may be pitched at shallower slopes or flat when appropriate.



*VARIETY OF ROOF PITCHES*



*GABLED ROOF FORMS FACING THE STREET*

## ENTRIES & FRONT PORCHES

### INTENT:

To provide a safe and welcoming entry and to encourage social interaction among neighbors.

### STANDARDS:

#### Required

1. All entries shall have a weatherproof roof covering, appropriate to the size and importance of the entry but at least 4 ft. deep and 4 ft. wide.
2. Primary entries shall provide secure access directly to dwelling units or through elevator lobbies, stairwells, and corridors.

#### Encouraged

3. Front porches are encouraged and should include architectural features to enhance their appearance and functionality:
  - a. substantial depth
  - b. distinctive roof forms
  - c. architectural details
  - d. change in elevation
  - e. railings
  - f. alcoves
  - g. seating



*SAMPLE WEATHERPROOF RECESS,  
ELEVATED FROM STREET*



*FRONT PORCH WITH  
ARCHITECTURAL DETAILING*

## WINDOWS AND DOORS

### INTENT:

To maintain a lively and active street face.

### STANDARDS:

#### Required

1. Windows facing streets shall be transparent. Public spaces adjacent to the street or sidewalk are encouraged to have more and larger areas of transparent glass.

#### Encouraged

2. Façades should include windows of varying size, shape, and number of panes.
3. Cantilevered bay windows are encouraged and may be allowed to project up to 18 inches into required setbacks.
4. Divided windows are encouraged, appropriate to the architectural style of the building.
5. Windows in existing buildings with historic character are encouraged to be maintained and restored. Replacement windows shall be sensitive to the original architectural style of historic structures.
6. Windows and doors shall be surrounded by visible and substantial trim.



*VARIETY OF WINDOW SIZES IN A PLEASING*



*WINDOW REPETITION AND VARIETY*

## **MATERIALS/ARCHITECTURAL DETAILS**

### **INTENT:**

1. To encourage creative expression through diversity of architectural style that enlivens the street.
2. To ensure a standard of quality that will be easily maintained and cared for over time.
3. To encourage the use of materials appropriate to residential development and details that reduce the bulk of larger buildings.



*CAREFULLY DETAILED, QUALITY MATERIALS*

### **STANDARDS:**

#### Required

1. Exteriors shall be constructed of durable and maintainable materials. Materials that have texture, pattern or lend themselves to quality detailing include:
  - a. Brick
  - b. Stone
  - c. Wood

#### Prohibited

2. Materials that give the appearance of heavy industrial uses, such as:
  - a. reflective glass
  - b. corrugated metal siding



*ARCHITECTURAL ELEMENTS TO ENLIVEN THE STREET*

*(continued to next page)*

## MATERIALS/ARCHITECTURAL DETAILS (CONTINUED)

### STANDARDS:

#### Encouraged

3. On buildings with historic character, existing ornamental details should be maintained, preserved or restored. Replacement of details in keeping with the original character of the building is encouraged.
4. Before adding or removing architectural details, restoring or making additions to a historic structure, applicants are encouraged to consult an architect or architectural historian regarding appropriate elements of style.



*PRESERVING AND RESTORING HISTORIC  
CHARACTERS OF BUILDINGS*

## GROUND LEVEL DETAILS (WHEN GROUND FLOOR IS COMMERCIAL)

### INTENT:

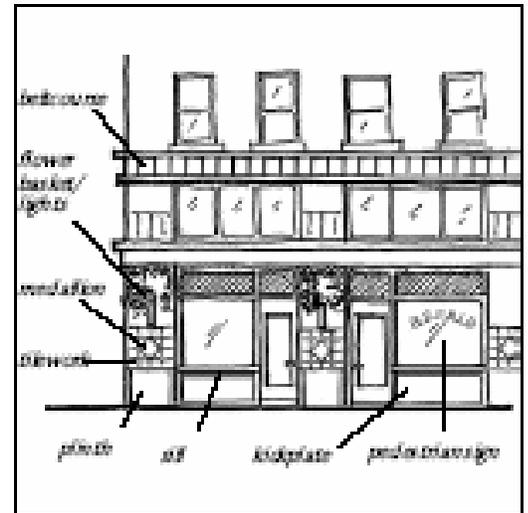
To ensure that mixed-use buildings that have commercial use on the ground floor display the greatest amount of visual interest and reinforce the character of the streetscape.

### STANDARDS:

#### Required

Buildings located along a Primary Pedestrian Street shall incorporate at least four of the following elements into any ground-floor, street-facing façade:

- a. Lighting or hanging baskets supported by ornamental brackets
- b. Belt Courses
- d. Plinths for columns
- e. Kickplate for storefront window
- f. Projecting sills
- g. Tilework
- h. Pedestrian scale sign(s) or sign(s) painted on windows
- i. Planter box



*ELEMENTS TO ENRICH GROUND LEVEL OF A MIXED-USE BUILDING*



*USE OF DIFFERENCE MATERIALS FOR GROUND LEVEL*

*SIGN DESIGN STANDARDS FOR MF-H AND MF-M DISTRICTS*  
**CONCEALING STRUCTURED PARKING**

**INTENT:**

To integrate parking structures with the surrounding character.

**STANDARDS:**

Required

1. The ground level of parking structures shall be screened from view to the greatest extent possible. At least two of the following shall be used to screen the structure:
  - a. Residential uses or lobbies
  - b. Ornamental grillwork (plain vertical or horizontal bars are not acceptable)
  - c. Decorative artwork, such as metal panels, murals, or mosaics
  - d. Landscape features described in the Site Design Guidelines.
  - e. Retail / commercial use, where appropriate

Encouraged

2. Vehicular entrances shall be designed to incorporate architectural elements that frame the opening, such as an arch or lintel, pilasters, masonry trim, planters, or ornamental lighting.



*SCREENING OF PARKING STRUCTURE*

## SCREENING BLANK WALLS

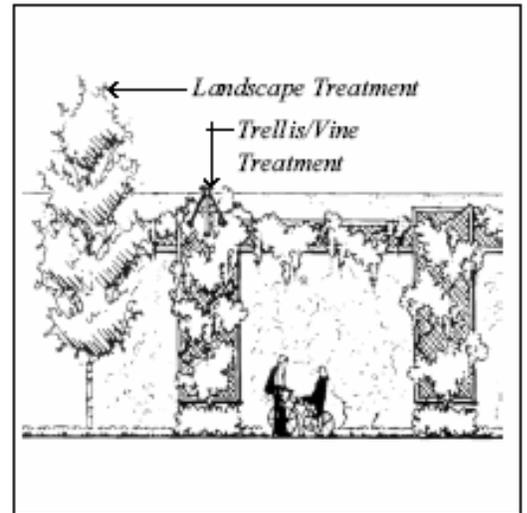
### INTENT:

To mitigate blank walls by providing visual interest and reinforcing the historic character of Olde Town.

### STANDARDS:

#### Required

1. Walls within public view shall have windows, reveals, architectural detail, etc. as already described in the standards. However, if an uninterrupted expanse of blank wall (longer than 30 feet), portions of a blank facade or a building foundation is unavoidable, two or more of the following shall be used:
  - a. vegetation, such as trees, shrubs, ground cover and/or vines, adjacent to the wall surface;
  - b. artwork, such as bas-relief sculpture, mural or trellis/vine panels;
  - c. eating area with special paving and seasonal planting; and/or
  - d. architectural detailing, reveals, contrasting materials or other special interest.



*VINE PANEL AND PLANTING ADJACENT TO BLANK WALL*



*VINE PANEL AND PLANTING ADJACENT TO BLANK WALL*

## MARKING GATEWAYS

### INTENT:

To promote the sense of gateways\* into Olde Town through architectural design.

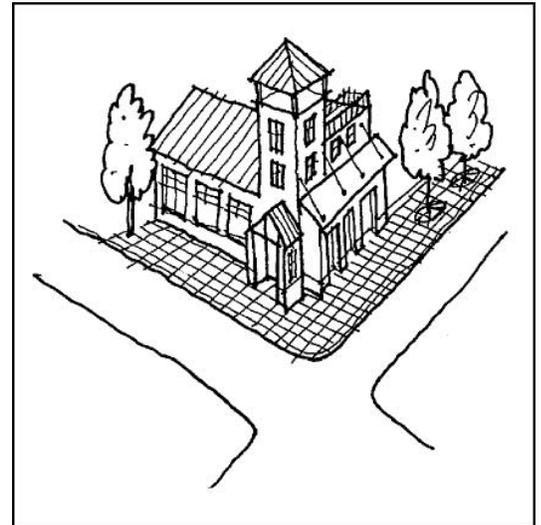
### STANDARDS:

#### Required

1. Buildings within designated gateways shall be treated to emphasize the gateway into the area. Any side of a building that faces a gateway street shall be given major architectural expression in its façade, roof form and massing. Gateway locations are appropriate for major architectural expressions such as tower forms, unusual roof lines, and over-sized windows.

#### Not Allowed

2. Standard corporate designs shall not be acceptable. Given that designated gateways are critical to conveying identity, gateways are not appropriate locations for the franchise architecture typically associated with businesses such as national brand restaurants and gas stations.



*MASSING AND ROOF EXPRESSION TO DEFINE GATEWAY*



*BUILDING FORM TO EMPHASIZE GATEWAY*

\* See Olde Town Design Standards Subarea map for Gateway locations.

## COLORS

### INTENT:

The color of an individual building should not overpower the consistency of Olde Town, rather it should be an integral part of the Olde Town character.

### STANDARDS:

#### Required

1. Colors shall be selected from the color palette shown in Appendix A. If colors selected are not within the color system (See Appendix A) then a Level 1 Review will be required. A fully colored depiction of the building prepared by a licensed architect or a graphic designer may be required as determined by the Planning Director/Manager.
2. No more than four colors shall be used on a structure. Sheer stains and natural materials are not included in the color count. More than four colors may be used if approved through a Level 1 Review. A fully colored depiction of the building prepared by a licensed architect or a graphic designer may be required as determined by the Planning Director/Manager.
3. Solid colors with a matte finish shall be used on awnings. Awning colors must match either the primary or secondary colors shown in the color chart in Appendix A.

#### Not Allowed

4. Bright colors shall not be used for commercial purposes to draw attention to a building.
5. Awnings shall not be designed as signs; their principal purpose is weather protection. An awning sign may display only the name of the business, its business logo and address.
6. Trim colors shall not be used for awnings.



*MUTED COLOR FOR THE BODY OF THE BUILDING WITH SOME VARIATION*



*VARIETY IN ROOF COLOR*

## **COLORS** (continued)

### Not Allowed

4. Bright colors shall not be used for commercial purposes to draw attention to a building.
  
5. Awnings shall not be designed as signs; their principal purpose is weather protection. An awning sign may display only the name of the business, its business logo and address.
  
6. Trim colors shall not be used for awnings.



*VARIETY IN ROOF COLOR*

## INTEGRATION WITH ARCHITECTURE

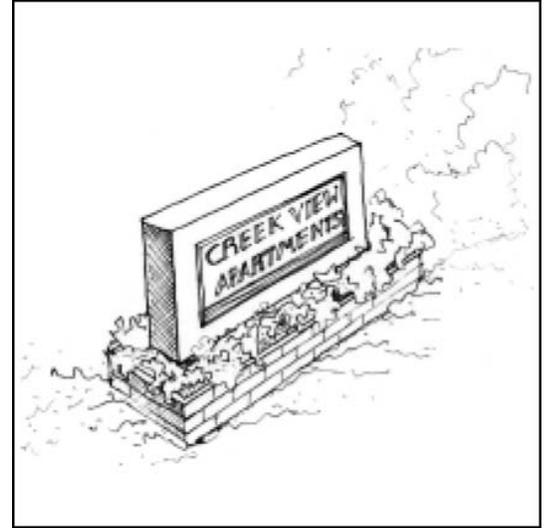
### INTENT:

To ensure that signage is a part of the overall design approach to a project and not added as an afterthought element.

### STANDARDS:

#### Required

The design of buildings and sites shall identify locations and sizes for future signs. As tenants install signs, it is expected that such signs shall be in conformance with an overall sign program that allows for advertising which fits with the architectural character, proportions, and details of the development.



*SIGN INCORPORATED WITH LANDSCAPE*



*SIGN INTEGRATED WITH LANDSCAPE AND BUILDING*

# APPENDIX A

## COLOR SYSTEM

The color palette is intended to add continuity to the streetscape without taking away the expression of individual buildings or reducing the CBD's variety. The system involves consideration of the town's existing colors, materials and the natural setting. Other colors may be used but must be in harmony with the theme color system. Using a professional color coordinator is advised. (Note: Buildings that are on the National, State or Local Register of Historic Places are exempt from color guidelines as they are subject to their original design and colors).

Colors, color names and numbers, and manufacturers are listed in the color palettes below. Colors matching those shown below but made by different manufacturers, or colors of a lesser saturation may be used. If solid stains are used, they must also match the color palette; however, like paints, solid stain colors matching those shown below but made by different manufacturers may be used. Solid stain colors of a lesser saturation may also be used. The color palettes are shown on pages AX through AX.

Appropriate colors are classified as follows:

1. Primary Colors
2. Secondary Colors
3. Trim Colors

### *PRIMARY COLORS*

Primary colors are the single most prevalent/most dominant color on a façade. Primary colors are used on the main body of the building such as wall surfaces and storefronts as shown in the drawing. Primary colors may also be used as Secondary and Trim colors.

Tip: A lighter primary color allows for a darker major trim color and vice-versa.

### *SECONDARY COLORS*

Secondary colors throughout the CBD are to be used for areas of the façade that are to be emphasized. These colors shall comprise less area than the primary colors, approximately ten (10) to twenty (20) percent of the façade. Secondary colors may also be used as trim colors. These include:

- Cornice
- Window caps
- Window frames
- Storefront cornice
- Storefront columns

### *TRIM COLORS*

Usually, trim colors are more vivid than the others to draw the eye to the painted object. They usually represent less than five (5) percent of the façade. Trim elements include:

- Window sash
- Doors
- Storefront frame
- Small details on cornices and window hoods

Neon, metallic, fluorescent or other bright colors similar to the greens and yellows shown below shall not be used.



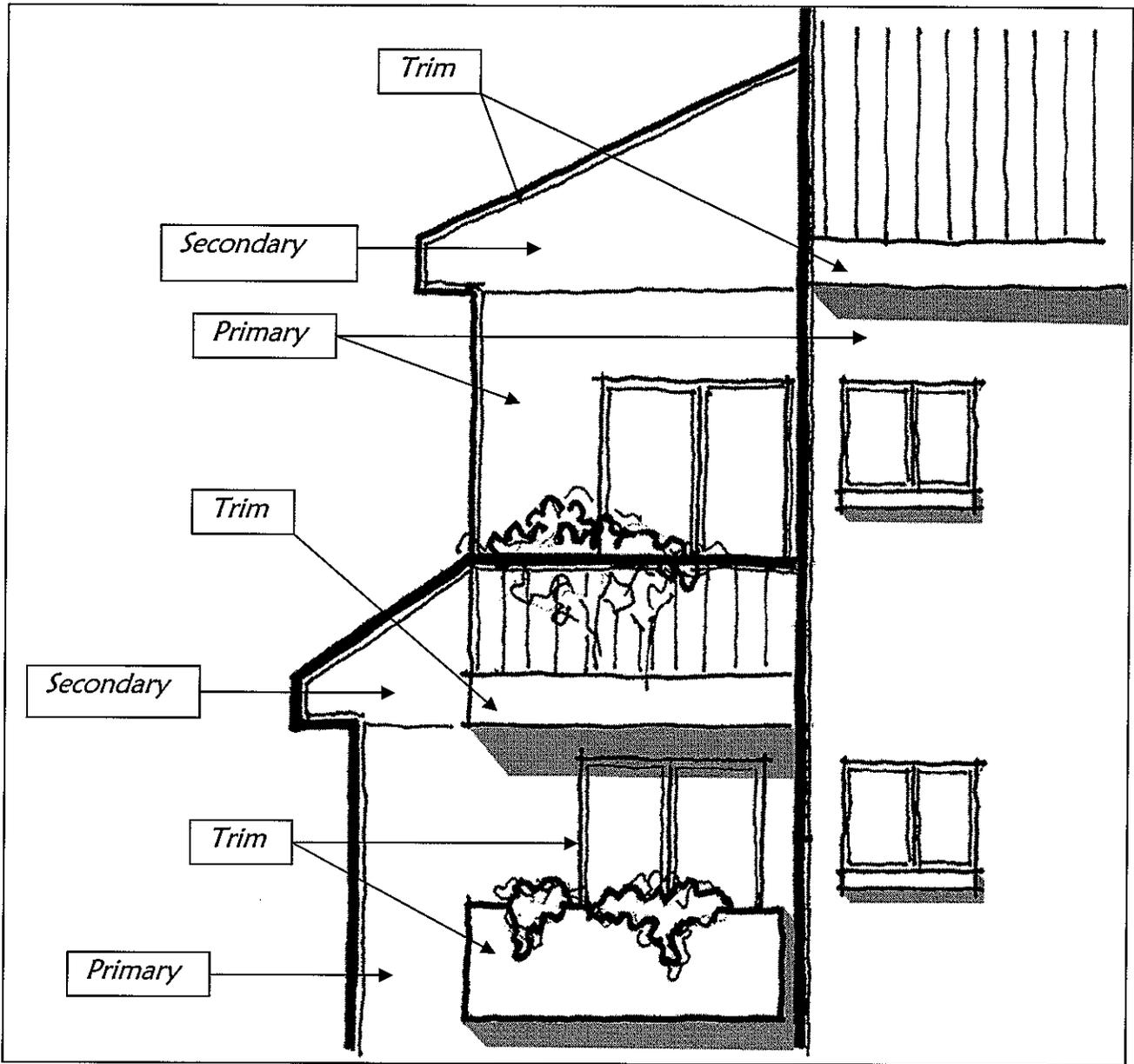
### **BRICK**

Most earth tone bricks are appropriate. Heavily mottled brick or very rough textures are inappropriate for the scale of the street. Natural brick colors are not included in the color count.

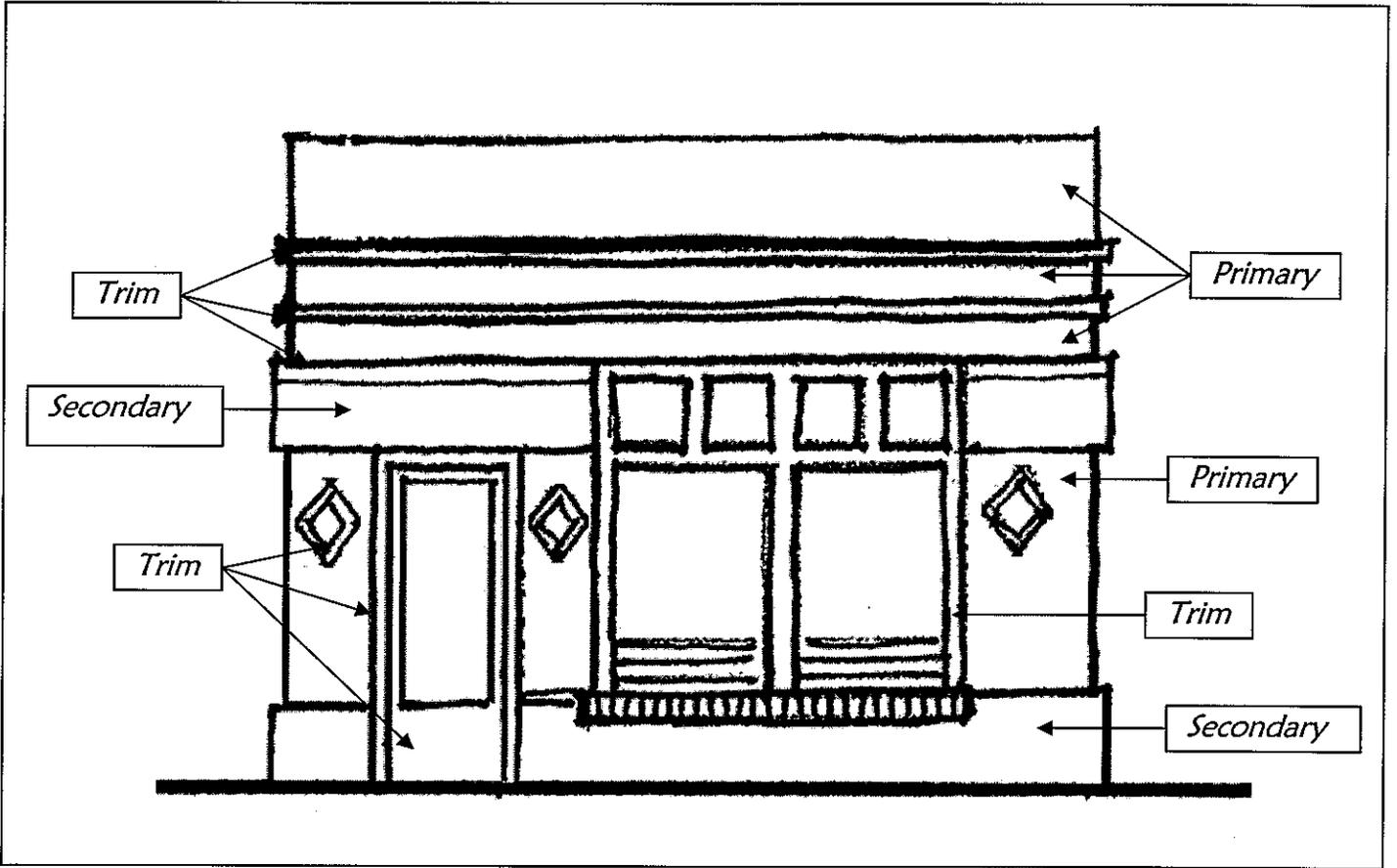
### **METAL ROOFS**

Sloped metal roof colors should be selected from the primary color palette.

It is important to keep in mind that other elements of a building, such as awnings, canopies and signs, contribute significantly to the overall visual effect. When all elements harmonize, the project benefits greatly.



*EXAMPLE OF COLOR USE IN MULTIFAMILY*



*EXAMPLE OF COLOR USE IN THE CBD*