

# Issaquah Title 18

## Part 7 Neighborhood Overlays

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# Chapter 18.700 Olde Town

**i** This was adapted from 18.19.010

**i** Images for all of the Olde Town Standards will be added in the next draft

## Article I: Olde Town Design Standards for Cultural and Business District

### 18.700.010 Purpose and Intent

- A. The purpose intent 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:
1. **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.
  2. **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.
  3. **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.
  4. **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.
  5. **Respect Issaquah Creek as a Natural Resource and Amenity:** Development along Issaquah Creek should complement the riparian environment in a sensitive, integrated design approach while respecting the environmental concerns and regulations associated with the creek environment.
  6. **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.

### 18.700.020 Applicability

**i** This section was adapted from 18.19.020, Authority and Applicability

- B. The provisions of this chapter must 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) must supersede existing regulations in Title 18 when in conflict with this Section.

- C. 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 must comply with the design standards set forth in this section (18.19).
- D. Single family residences within the Olde Town CBD, MF-H and MF-M districts must be exempt from the design standards set forth in this Section (18.19).
- E. The provisions of this Section must 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 must 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.
- F. Specific standards must be designated as to whether they apply to properties zoned CBD, MF-M, and MF-H (east of Sunset).
- G. 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.

### **18.700.030 Entries and Weather Protection for CBD**

**i** This section was adapted from Olde Town CBD, Prominent Entrance

**i** Weather Protection (Canopies and Awnings) was adapted from the Downtown Streetscape Conceptual Plan

- A. Intent. The intent of standards for entries and windows in Olde Town is to:
  - 1. make major entrances to buildings obvious and welcoming,
  - 2. provide weather protection for pedestrians,
  - 3. enhance pedestrian scale and variety, and
  - 4. add architectural interest, and complement positive architectural features of buildings
- B. Standards
  - 1. Buildings must have a prominent, pedestrian-oriented entrance facing the primary street and adjacent to sidewalks, plazas, and other pedestrian priority areas.
  - 2. Primary entrance must provide weather protection, business signage, and must be visually prominent by incorporating at least one element from each group.:
    - a. Group A
      - (1) recess
      - (2) canopy
      - (3) prominent roof form
      - (4) portico

- (5) porch
- b. Group B
  - (1) clerestory
  - (2) glass window(s) flanking door
  - (3) ornamental lighting fixtures
  - (4) large entry door(s)
- c. Group C
  - (1) stone, masonry, or tile paving in entry
  - (2) ornamental building name or address
  - (3) pots or planters with flowers and/or plants
  - (4) seating
- 3. Canopies or awnings must be provided along Front Street from NW Holly St. to SE Clark St. and shall meet the following dimensional requirements.
  - a. The minimum depth of any canopy or awning shall be five (5) feet unless limited by the building code.
  - b. The vertical clearance between the underside of a canopy or awning and the sidewalk shall be at least eight (8) feet and no more than ten (10) feet.
- 4. Canopies or awnings shall meet the following design criteria.
  - a. Internal illumination of awnings shall not be allowed. Illumination below the awning shall be allowed only if the awning material is opaque.
  - b. Awnings and canopies shall be proportional and complementary to the building.
  - c. Where buildings have historic features, the awning or canopy should highlight, and not obscure, those features.
  - d. Design canopies to drain away from the edge over the sidewalk.
  - e. Long expanses of awnings or canopies provide good weather protection but should be visually broken up for scale. Multiple awnings can reflect the door and window openings beneath them.
  - f. Awning colors shall enhance and complement the building.
  - g. Awning materials shall not be reflective, shiny, or backlit.
  - h. Architectural fabric, in a matte finish, UV-resistant, and suitable for outdoor use covers a metal awning frame.
  - i. Canopies should be solid and have an attractive underside.
- 5. Internal illumination of awnings is not allowed. Illumination below the awning is allowed only if the awning material is opaque.

### **18.700.040 Windows for CBD**

- A. Intent. The intent of standards for windows and doors is to promote and maintain a lively and active street face.
- B. Standards
  - 1. Windows facing streets must be transparent.
    - a. A minimum of 45% of any ground floor façade facing Front St. and Sunset Way must be comprised of windows with clear vision glass.
    - b. A minimum of 25% of any ground floor facade facing any street other than a Front Street or E Sunset Way must be comprised of windows with clear vision glass.
- C. Promoted. The following are encouraged and promoted:
  - 1. Façades must include windows of varying size, shape, and number of panes.
  - 2. Windows may project up to 18 inches into required setbacks while maintaining necessary passage for fire access. Divided windows are encouraged, appropriate to the architectural style of the building.
  - 3. Windows in existing buildings, at least 40 years old, with historic character must be maintained and restored to the greatest extent feasible. Replacement windows must be sensitive to the original architectural style of historic structures.
  - 4. Windows and doors must be surrounded by visible and substantial trim.

### **18.700.040 Storefronts and Corners for CBD**

- A. Intent. The intent of standards for storefronts and corners in Olde Town is to:
  - 1. Maintain the pedestrian oriented character of Olde Town;
  - 2. offer attractive features to pedestrians;
  - 3. Reinforce the character of the streetscape; and
  - 4. Ensure that buildings display the greatest amount of visual interest.
- B. Storefront Standards.
  - 1. Ground level building façades must have windows that are recessed from the face of the building four to six inches, and must incorporate at least two of the following:
    - a. Windows must have a sill height of at least 12 inches and be no more than 30-inches above the sidewalk;
    - b. Clerestory windows above main windows; or
    - c. Vertical mullions four to six feet apart.

**i** Following adapts Olde Town MF Standards, Addressing the Corner. "other architectural features" removed as vague; "landscaping" removed as it alone is insufficient.

**i** A picture or sketch of a specific site in CBD that achieves the above standards well would be beneficial here

C. Corner Standards. Developments at street intersections or on exposed building corners e.g. plaza, through block, etc., must emphasize this unique site aspect with at least one of the following methods:

1. Placement of the primary entry,
2. Articulation that emphasizes the corner massing,
3. Tower(s),
4. Plaza(s), or
5. Distinctive roof forms

### **18.700.050 Rooflines for CBD**

**i** This section was adapted from Olde Town CBD, Roof Expression

A. Intent. The intent of roofline standards is to:

1. Reinforce the historic character of Olde Town;
2. Promote distinctive roof shapes and profiles; and
3. Create a prominent edge when viewed against the sky..

B. Standards

1. Buildings must include extended parapets and projecting cornices to create a prominent edge when viewed against the sky.
2. Buildings containing predominantly residential uses must have pitched roofs with a minimum slope of 1:4. Such roofs must have dormers or intersecting roof forms that break up the massiveness of a continuous, uninterrupted sloping roof.
3. Visible roof must be a dark color(s).

C. Standards

1. Street facing facades shall use no more than three (3) types of cladding materials to avoid a chaotic, disorganized style. Select and detail materials in a coherent, logical manner, as described below.
  - a. Primary materials are the most prevalent material by square footage on a façade and are used on the main body or walls of the building. A building shall have only one (1) primary material.
  - b. Secondary materials are used to emphasize specific portions of the façade and provide architectural interest. Secondary materials are applied to a smaller area than primary materials and are often used to create a focal point or to provide depth. Common applications of secondary materials include on projections or recessed elements, gables ends, or along foundations.
  - c. Materials on the street facing facade shall continue along the side facade for approximately one-third of the facade, and no less than fifteen (15) feet.

2. Accent materials and colors are used to highlight architectural details such as chimneys, foundations, pediments, columns, trim, railings, and doors. Accent materials and colors make up the smallest amount of the façade. Since accent materials and colors are used so sparingly, they do not count toward the limit of three (3) types of cladding materials or colors.
3. Prohibited: Real stucco and T1-11 (textured wood panel siding) shall not be used as a cladding material.
4. Structures shall have no more than a total of three (3) colors.
  - a. The color limitation does not apply to elements with historical value, such as artistic pediments and medallions.
  - b. Color shall not transition horizontally along on a flat plane unless accompanied by a change in material. Trim is considered a change in material from the cladding material for this standard.
  - c. Accent or trim colors, including the front door, are not included in the color count.
  - d. Sheer stains and natural materials are not included in the color count.
  - e. The use of high-intensity, extremely bright, fluorescent, or metallic colors, which are defined by the Munsell Book of Color as colors having a chroma of fourteen (14) or greater, is prohibited except for use on the front door

## 18.700.060 Building Edges for CBD

**i** This section was adapted from Olde Town CBD PDF pages 26-27

- A. Intent. The intent of building edge standards is to ensure that buildings along streets within the CBD display the visual interest and reinforce the character of the streetscape by engaging pedestrians and interfacing with the public realm.
- B. Standards
  1. Buildings with the primary entrance adjacent to Front Street or E Sunset Way must incorporate at least four of the following elements into any ground-floor, street-facing façade. Buildings on streets other than Front Street and E Sunset Way must incorporate at least two of the elements. Selected items must be consistent with the style of the building.
    - 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. Pots or planter boxes with flowers and/or plants

**i** This section was adapted from Olde Town CBD Backsides Of Buildings (Olde Town CBD)

2. Any side of the building visible from a street, public walkway, or public open space must incorporate two or more of the following architectural elements on the ground floor:
  - a. Windows
  - b. Secondary entrances
  - c. Balconies
  - d. Modulation or a change in plane, either projections or recesses
  - e. Change in pedestrian scale materials including brick and clapboard
  - f. Architectural detail, such as reveals, plane shifts, contrasting material, or other special interest.

## Article II: Olde Town Design Standards for Multi-Family

### 18.700.070 Front Yard Standards for Multi-family

**i** This section was adapted from Olde Town MF, Integration with Architecture

**i** The existing Olde Town Design Standards include standards for the Multifamily-Medium (MF-M) zone (within Olde Town) and the Multifamily-High zone, on E Sunset Way only. The Zones Chapter includes multifamily standards for citywide multifamily development. Are the citywide standards sufficient for MF-M in Olde Town, or do we want to keep them in the Olde Town standards which are more specific and add more character, consistent with MF-H on E Sunset Way?

A. The intent of Olde Town Multi-family front yard standards is to:

1. promote pedestrian friendly streetscapes.
2. provide a feeling of separation between buildings and the public realm.
3. ensure that front yards function as usable, outdoor spaces.
4. provide private outdoor spaces that encourage a sense of ownership by residents.

B. Standards

1. Front yards must include entrance elements between the sidewalk and the building. Appropriate elements include, but are not limited to:
  - a. Gateways
  - b. Archways
  - c. Arbors
  - d. Pedestrian or accent lighting
  - e. Variety of paving materials
2. Front yards, patios, terraces, and other private, street-facing spaces must be distinguished from public right-of-way. Front yards must include at least two (2) of the following transitional elements:
  - a. Front patios or porches

- b. Steps or stoops
  - c. Low fences or walls, no higher than three (3) feet
  - d. Trellises
  - e. Low hedges, no higher than three (3) feet
  - f. Landscape borders, including perennials, boulders, colonnade of trees, or another edge treatment
3. Landscape elements, such as low and/or intermittent walls, fences, hedges, and other plants, must be used to define private outdoor spaces such as yards, decks, terraces, and patios from each other.
  4. Developments must provide a clear, direct, unobstructed pedestrian walkway between the sidewalk and the building.

## 18.700.080 Roof Form Standards for Multi-family

**i** This section was adapted from Olde Town MF, Pitched Roof Forms

- A. Intent. The intent of Olde Town Multi-family building roof form standards is to :
  1. promote and maintain the historic image of Olde Town and its residential neighborhoods.
  2. enhance access to views of the surrounding hills and forests.
  3. Ensure each façade facing a street has a gabled form roof.
- B. Standards
  1. Pitched roof forms must have slopes between 4:12 and 12:12.
    - a. Dormers less than half the façade length may be pitched at shallower slopes or flat.
  2. Portions of a flat or lower sloped roof must have parapets or edge details that provide visual interest.
  3. Each street-facing façade must have a gabled roof form.
  4. Buildings must incorporate other roof forms, such as hip roofs, dormers, and overhangs to break up otherwise large expanses of roof.
  5. Variation in roof form must be coordinated with the overall massing and modulation of the façade.
  6. Buildings must incorporate sustainable roof design and materials, when feasible, such as:
    - a. Green roofs
    - b. Solar panels
    - c. Sustainable materials
    - d. Rainwater collection systems
  7. If using a flat roof design, buildings must provide rooftop decks or amenity spaces, when feasible.

## 18.700.090 Windows and Doors for Multi-family

**i** This section was adapted from Olde Town MF, Materials/Architectural Details

- A. Intent. The intent of Olde Town Multi-family window and door standards is to maintain a lively and active street face.
  - 1. The intent of this section is to maintain a lively and active street face.
- B. Standards
  - 1. Windows facing a street must be transparent. At least 15% of the entire façade facing a public space adjacent to the street or sidewalk must consist larger areas of transparent windows.
  - 2. Facades must include windows of varying size, shape, and number of panes, and variation in windows and pattern must be coordinated with overall massing and architectural style.
  - 3. Windows may project up to eighteen (18) inches into required setbacks, while maintaining necessary passage for fire department access.
  - 4. Divided windows must be used, as appropriate to the architectural style of the building.
  - 5. Replacement windows must be sensitive to the original architectural style of the historic structure. Windows in existing buildings with historic character are encouraged to be maintained and restored.
  - 6. Windows and doors must be surrounded by visible and substantial trim.
  - 7. Windows must be offset from the face of the building to provide depth, shadow lines, and visual interest.

**i** This section was adapted from Olde Town MF, Ground Level Details (When Ground Floor Is Commercial)

## 18.700.100 Ground Level Details for Multi-family

- A. Intent. The intent of the ground level standards is to ensure mixed-use buildings display the highest amount of visual interest and reinforce the character of the streetscape.
- B. Standard
  - 1. Buildings located along in the Multifamily-High zone, on E Sunset Way only, must incorporate at least four of the following elements into any ground-floor, street-facing façade. Selected items must be consistent with the style of the building.
    - a. Lighting or hanging baskets supported by ornamental brackets
    - b. Belt Courses
    - c. Plinths for columns
    - d. Kickplate for storefront door
    - e. Projecting sills
    - f. Tilework
    - g. Pot or planter box with flowers and/or plants

# Article III: Olde Town Architectural Standards for Single Family-Duplex

## 18.701.010 Single Family-Duplex Standards Intent

**i** All of Chapter 18.701 was adapted from 18.19 Olde Town Architectural Standards for Single Family – Duplex.

**i** Maps and graphics from the existing standards will be added to the final draft.

- A. Purpose. The purpose of the Olde Town Architectural Standards for Single Family - Duplex (the standards) is to improve the quality and compatibility of development and permanence in design found in Olde Town neighborhoods. Further, these standards are intended to ensure a sense of design continuity within the stylistic diversity of Olde Town. Such continuity preserves land values, provides a visually appealing and evolving neighborhood, retains the character of the historic center, and encourages design creativity within a consistent framework. Finally, the standards implement the Comprehensive Plan and the Olde Town Subarea Plan; achieve the design expectations identified by the community; and create a new set of standards to the single-family parts of Olde Town as part of implementing the update to the Olde Town Subarea Plan. The standards provide direction to designers, developers, and property owners on how to develop or redevelop properties consistent with the City's expectations by:
1. Promoting high quality architectural design specific to Olde Town;
  2. Enhancing the pedestrian environment;
  3. Activating the streetscape;
  4. Reinforcing the unique character of this neighborhood;
  5. Respecting Issaquah Creek as a natural resource and amenity; and
  6. Preserving and reinforcing Olde Town's historic character.
- B. Applicability. The implementation of the standards ensures that the goals and values of the community are reflected in each new development and significant redevelopment that occurs of lots zoned Single Family-Duplex (SF-D) in Olde Town. The provisions of the Architectural Standards must supersede other regulations in the Issaquah Municipal Code (IMC) Title 18 when in conflict with this chapter. The standards referenced in this chapter address building and site design and are required in addition to the development standards set forth in IMC Title 18. The development standards in IMC address parking, setbacks, lot standards, maximum height, impervious surfaces, and trees. Accessory Dwelling Units (ADUs) are allowed in SF-D and must comply with SF-D 3.4.f only, as a way to promote cohesion between the primary structure and the ADU while maintaining flexibility and affordability. Images and diagrams used to illustrate one section are enhancements and clarifications to that section; they are not necessarily applicable to or guides for other sections.
- C. Area Of Applicability. The provisions of this section apply only to properties zoned Single Family - Duplex (SF-D) as indicated on this map or as rezoned in the Olde Town subarea. All development of and significant redevelopment to properties within the identified area are required to comply with the standards outlined in this document.
- D. Significant redevelopment. Any construction project requiring a change to a building's structural system or any second story addition constitutes a significant redevelopment in Olde Town and must demonstrate compliance with this section.

#### E. Introduction to Olde Town Characteristics

1. Eclectic style and human oriented neighborhood. The single-family residential district of Olde Town consists of a wide range of architectural styles as demonstrated by the analysis of the period of construction and in identifying the most common design patterns. The predominate character of Olde Town's residential area is eclectic – on any given block, there are houses from three to four different decades representing a range of architectural styles.
2. Pedestrian-friendly character. Homes are setback from the street anywhere between five and 55 feet, and most blocks contain a wide range of setbacks, though there are blocks with a common setback for three or more houses in a row. On any given block, there is typically a driveway from the primary street to the house, though many homes have alley access with vehicular access taken from the alley. Strong connections exist between the sidewalk and the front door, usually defined with a clear walkway, an opening in a fence, and/ or accentuated with plantings, and front doors are usually emphasized with architectural elements such as front porches, overhangs, and lighting. A common characteristic throughout the single family area is the number of mature, healthy trees and plants; tree preservation is clearly a community value and priority. There is a wide range of tree and plant species, and views of the evergreen trees in the surrounding forests add to the idyllic setting of Olde Town.
3. Human-scaled buildings. The existing scale and character of Olde Town reflects the historic pattern of human scaled single family homes that have been built over the last century. Many historic houses were typically 25 to 30 feet wide, with a variety of modulation and prominent front porches that created a human scaled neighborhood. As architecture changed throughout the decades, this human scale and character has persisted.
4. Frequently used materials. Materials frequently used in Olde Town include siding, oriented vertically or horizontally; shingles; wood and materials that appear similar to wood; and stone, brick, and masonry, typically used as an accent material.

#### F. Building Mass & Scale (Shape and Size)

1. Consistency in Olde Town's Character and Scale.
2. New construction must be designed in a way that maintains the existing character and scale of Olde Town by incorporating mass reduction techniques, as explained in writing by a qualified professional as part of a complete application. Applicable design techniques include but are not limited to the standards outlined in Chapter 18.701. Not allowed
  - a. Buildings may not exceed 30 feet in width along the street-facing facade without incorporating a mass reduction technique.
3. Required Mass Reduction
  - a. Mass reduction techniques must be incorporated along street-facing facades exceeding 30 feet in width, and must include a change in plane and a front porch or entry feature, as shown below.

### **18.700.130 Massing and Scale Standards for Single Family-Duplex**

- A. Intent. It is the intent of massing and scale standards for properties in the Single Family-Duplex zone is to:
1. Produce buildings that are consistent in scale and character with the surrounding context of Olde Town.
  2. Avoid large, uninterrupted facades that overwhelm the pedestrian experience.
  3. Generate thoughtfully designed buildings that become assets to the neighborhood.

## B. Standards

1. Buildings over 30 feet in width must incorporate both of the following modulation techniques along any street-facing facade.
  - a. Change in plane: Recess or project a portion of the façade by a minimum of four feet in depth and eight feet in width. Must extend to all stories to qualify as a mass reduction technique.
  - b. Front porch or entry feature: Provide a front porch, portico, recessed or projecting entry, associated roof accent or other architectural feature directly over the front door.
2. Façade articulation techniques must be used to further reduce the perceived scale of the building and must be coordinated with the overall massing approach to create a cohesive, human scale façade by using at least two of the following elements.
  - a. Window groupings, patterns, and detailing, such as recessed or projecting windows, panes, shutters, and awnings;
  - b. Balconies;
  - c. Architectural details, including trim, columns, pilasters, cornices, and chimneys; and
  - d. Changes in color or material to highlight specific portions of building's shape.

### **18.700.140 Roof Design Standards for Single Family-Duplex**

#### A. Intent. It is the intent of the roof design standards for properties in the Single Family-Duplex zone is to:

1. Design roof forms in a way to maintain the existing character and scale of Olde Town by incorporating roof variation techniques, as described below. Olde Town has a wide variety of architectural styles, resulting in many commonly found roof forms. However, most roofs in Olde Town are broken into smaller shapes with street-facing gables or dormers, and many houses have an additional roof element or architectural feature that highlights the front door or porch.
2. Create human scale, pedestrian oriented homes that foster a welcoming, walkable neighborhood.
3. Ensure that roofs are complementary to the style and character of the building.
4. Prevent large, uninterrupted expanses of roof.
5. Create:
  - a. A more visually interesting streetscape
  - b. Variation in roof shape, pitch, line, and gable orientation contribute to a human scale building; and
  - c. Prevent long expanses of uninterrupted roof surface facing the street.

#### B. Standards

1. All two-story buildings must vary the building height or roof shape to reduce the perceived size of the building as viewed from the street(s) using at least two of the following.
  - a. Street-facing roof gable;
  - b. Shed or gabled dormers;
  - c. Entry feature, such as a porch or portico that extends at least one story high; and
  - d. Change in height or roof shape.

2. Required Roof Variation. Variation in roof shape, pitch, line, and gable orientation contribute to a human scale building. These strategies must be used to prevent long expanses of uninterrupted roof surface facing the street.
  - a. Roof surface or line that is visible from the street may not extend beyond 40 feet in width without a change in shape, pitch, roof line, gable orientation, or architectural details that break up the surface using at least one of the following.
    - (1) Multiple roof lines or a change in height
    - (2) Street-facing gable
    - (3) Roof element over front door, which intersects with the roof
    - (4) Dormers, which break up the roof
3. Roof shape must highlight the building's front entrance. See SF-D 4.0 Front Porches, Doors, and Windows for more information.
4. Flat roofs may not be the predominate roof shape, which means more than 50% of the roof area may not be flat. Exceptions to this standard may be made for:
  - a. Green roofs
  - b. Rooftop decks
5. Select material and colors that complement the façade color and materials. Appropriate roof appearances include:
  - a. Medium earth tones to black;
  - b. Natural wood or slate; or
  - c. Materials with an appearance that is similar to natural materials.
6. Prohibited.
  - a. Roof surface or line that is visible from the street may not extend beyond 40 feet without a change in shape, pitch, line, or gable orientation.

### **18.700.160 Frontage Standards for Single Family-Duplex**

- A. Intent. It is the intent of frontage standards for properties in the Single Family-Duplex zone is to:
  1. Create human-oriented design elements.
  2. Maintain a lively and active street face.
  3. Provide weather protection for people going into and out of the house.
- B. Standards
  1. All buildings must have at least one window or grouping of windows on the street-facing façade(s). Area of glass must total no less than 18 square feet.
  2. All buildings must include front doors that face the Public Pedestrian Route.
    - a. Duplexes in a side-by-side configuration must each have one street facing door per unit.

- b. Duplexes in a stacked configuration may have one street-facing door for the street-facing unit. The unit in the back may have a door perpendicular to the street as long as it has a direct path from the street to the primary entrance.
  - c. Duplexes in an over/under configuration must provide entrances consistent with either side by side or stacked scenarios, as shown below.
3. Front entries must create a prominent presence from the street through their placement, orientation, proportions, and architectural elements to provide a clearly identifiable entry visible from the street.
    - a. Entry placement must be located in a manner that draws the eye and illustrates an obvious entryway
    - b. The entry must be oriented towards the street upon which the home abuts/facing the pedestrian route;
    - c. The design must be welcoming by utilizing human scale ; and
    - d. Weather protection must be provided for all entryways.
  4. Front entries must be emphasized with architectural details and design elements using at least one of the following.
    - a. Front porch that extends at least 50% of the width of the facade, no less than 10 feet wide, and at least six feet deep;
    - b. Roof feature, such as an accent gable or shed roof over the front entry; and/or
    - c. Recessed entry that extends at least 50% of the width of the building, no less than 10 feet wide, and at least six feet deep.
  5. All front entries must have a weatherproof roof appropriate to the size and importance of the entry, at least four feet wide and deep.

### **18.700.170 Yard and Fencing Standards for Single Family-Duplex**

- A. Intent. The intent of yard and fencing standards for properties in the Single Family-Duplex zone is to:
  1. Provide a clearly defined, welcoming, and safe entry for pedestrians from the street to the house;
  2. Create front yards that foster social interaction among neighbors; and
  3. Ensure natural elements and plants are integrated into site design.
- B. Standards.
  1. Properties must provide a clear path from the sidewalk or public right-of-way to the front door. Gates are allowed along the path, as long as they can be opened to provide access from the street to the front door.
  2. Front yards must include pervious surfaces, and impervious areas must be limited in size. The front yard must include no more than fifty (50) percent impervious surfaces, unless it is designed to be used as a space for people, such as the following, however, in no case must the front yard impervious surface exceed seventy (70) percent.
    - a. Front porch, seating, or outdoor dining area;
    - b. Raised planters;
    - c. Bocce court, putting green, or horseshoe pit;

- d. Sandbox or other outdoor play area; and
  - e. Walkways, or other necessary non-vehicular site circulation facilities.
3. Front yards may include fences that satisfy these criteria:
- a. A low fence, no taller than 4-feet, may be located in the front yard
  - b. The prominent entry of the dwelling must remain visible from the street if fencing is used.
  - c. Privacy fences may be placed in front of/near portions of the street-facing façade that are recessed, as long as a portion of the building and the entire front entry feature is not blocked by the privacy fence.
- C. Intent. It is the intent of the garage and driveway standards in the Single Family-Duplex zone to:
- 1. Prioritize human circulation and occupied building space over vehicular access and storage; and
  - 2. Minimize pedestrian/ vehicular conflicts.
- D. Standards.
- 1. Placement. The presence and location of street-loaded garages must be minimized from the street by:
    - a. Locating the garage behind the house; or,
    - b. When a lot is limited in width, has an unusual configuration, or is restricted due to other impediments created by regulations such as critical area buffers, the garage may be moved toward the street. However, garages must be set back a minimum of five feet behind the primary front exterior wall of the residential living space.
  - 2. Design. Street-facing garages must be designed to appear secondary to the primary structure. To achieve this, garages must:
    - a. Use elements such as overhangs (e.g., living spaces, terraces, and trellises) to shade the garage doors and minimize their visual presence from the street. Overhangs must be at least three feet in depth or the garage door recessed.
    - b. Use garage doors which have details that contribute to the overall human scale and visual interest of the house.
    - c. The garage door color must be the same as the color of the body of the house or a darker color. Garage doors may not use accent or trim colors.
  - 3. Walkway Access. All properties must provide a separate, direct, visible walkway to the front door from the street. The driveway of a street-facing garage may not be the only paved connection from the street to the house.
    - a. The walkway must be physically separated from the driveway.
    - b. There may also be a pedestrian connection from the driveway to the front door or front walkway.
  - 4. Driveway Access. Driveways taken from the street must meet the following requirements.
    - a. Maintain sidewalk material and treatment across the driveway entrance to avoid disrupting the pedestrian facility.
    - b. Maintain a perceived constant sidewalk grade across the driveway.

# Article IV: Olde Town Material and Color Standards

## 18.700.180 Materials and Colors for Olde Town

- A. Intent. It is the intent of materials and colors standards for properties in Olde Town is to:
1. Add to the richness, vibrancy, and timelessness of Olde Town.
  2. Provide visual interest and contribute positively to the character of Olde Town.
  3. Create a sense of human scale by highlighting architectural features.
  4. Allow continuation of Olde Town's eclectic architectural history.
  5. Enhance the overall appearance of the building by using colors that create interest and variety on the building façade.
  6. Complement a building's overall architectural style and composition.
- B. Standards
1. Street facing facades must use no more than three types of cladding materials to avoid a chaotic, disorganized style. Select and detail materials in a coherent, logical manner, as described below.
    - a. Primary materials are the most prevalent material by square footage on a façade and are used on the main body or walls of the building. A building must have only one primary material.
    - b. Secondary materials are used to emphasize specific portions of the façade and provide architectural interest. Secondary materials are applied to a smaller area than primary materials and are often used to create a focal point or to provide depth. Common applications of secondary materials include on projections or recessed elements, gables ends, or along foundations.
    - c. Materials on the street facing facade must continue along the side facade for approximately one-third of the facade and no less than 15 feet.
  2. Accent materials and colors are used to highlight architectural details such as chimneys, foundations, pediments, columns, trim, railings, and doors. Accent materials and colors make up the smallest amount of the façade and must be less than 25% of the facade. Since accent materials and colors are used so sparingly, they do not count toward the limit of three types of cladding materials or colors.
  3. Prohibited: Stucco and T1-11 (textured wood panel siding) may not be used as a cladding material.
  4. Structures must have no more than a total of three colors.
    - a. The color limitation does not apply to elements with historical value, such as artistic pediments and medallions.
    - b. Color may not transition horizontally along on a flat plane unless accompanied by a change in material. Trim is considered a change in material from the cladding material for this standard.
    - c. Accent or trim colors, including the front door, are not included in the color count.
    - d. Sheer stains and natural materials are not included in the color count.
    - e. ADUs must use colors that are similar to those of the primary structure.
  5. The use of high-intensity, extremely bright, fluorescent, or metallic colors, which are defined by the Munsell Book of Color as colors having a chroma of 14 or greater, are prohibited except for use on the front door.

# Chapter 18.702 Central Issaquah Design and Architectural Standards

## Article I: Purpose, Intent, and Applicability

### 18.702.010 Intent

**i** From CIDDS 1.1 Purpose and Applicability

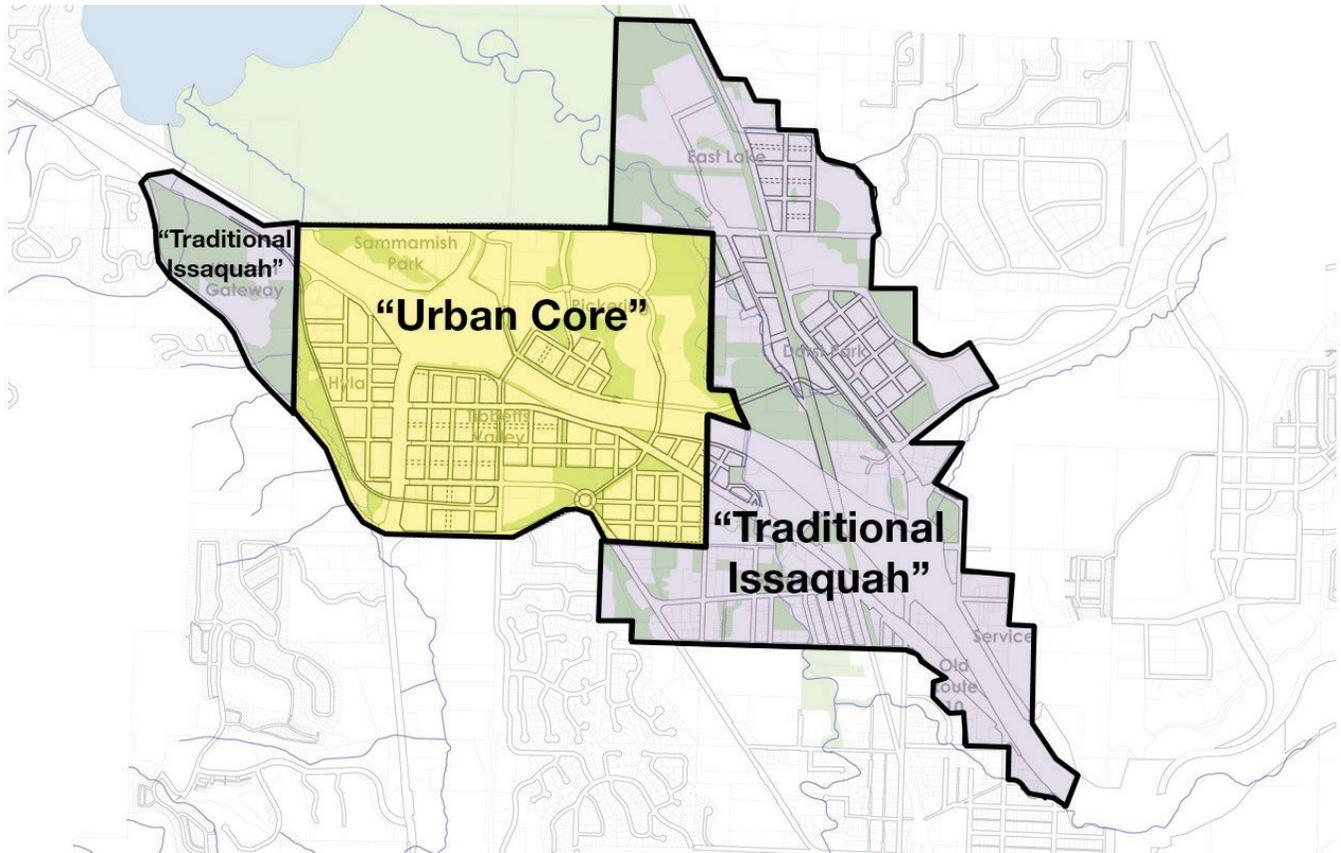
- A. **Purpose.** The purpose of these standards is to implement the Central Issaquah Plan through animated and connected urban design where pedestrians are the priority and buildings are required to provide open space that openly interrelate with one another and sites make a positive contribution to the public realm overall. Businesses complement the Central Issaquah vision, and ultimately, create a place where people of all income levels and diverse backgrounds live, work and play. These standards promote construction of development that create an appealing and visually engaging Public Realm which encourages social interaction, outdoor activity, pedestrian orientation, and encourage redevelopment that is focused on mixed use, compact design and sustainability.

### 18.702.020 Applicability

**i** From CIDDS 1.1 purpose and applicability

- A. **Applicability.** The Central Issaquah Development and Design Standards apply to Sites in Central Issaquah except those areas zoned Urban Village. The development and design standards for the areas zoned Urban Village are found in the applicable development standards. The purpose of this section is to allow the continued operation of existing uses and existing developments that were legally established when the Central Issaquah Plan became effective and to allow expansion of existing uses and developments that are consistent with the Central Issaquah Design and Architectural Standards. In all cases the development must strive to comply with the goals and policies of the Central Issaquah Plan; and must comply with the “Developer Obligations”, as applicable, identified in the Neighborhood Visions.
1. The provisions of this section apply to all Development and Redevelopment with the following exceptions listed below. Exceptions listed below must comply to the fullest extent practical and feasible. Exceptions must provide a schematic site plan showing build-out to achieve the Development and Design Standards including but not limited to schematic building locations; minimum FAR; water, sewer and storm routes and facilities; Circulation Facilities; and Critical Area designations and buffers. Modification of the proposed site plan may be required to reserve portions of the site to address these schematic infrastructures plans and buildings.
  2. Exceptions to applicability of these Design and Architectural standards:
    - (1) Change in Land Use categories in the Permitted Land Use Table;
    - (2) Change to the Building Code Occupancy categories;
    - (3) Remodels, additions, alterations, etc., including change of tenants and tenant improvements, where construction costs are less than the Redevelopment threshold as established by IMC 18.XXX Definitions.

Figure 1: Architectural Districts & Styles



**i** The following is from the Architectural Manual, p. 12

**B. Architectural Districts**

1. The architectural districts are defined areas within Central Issaquah that describe the architectural character of the area. The architectural districts include Traditional Issaquah and Urban Core. Each architectural district includes a number of Style options that apply to all new development. This Design Manual describes the Styles that are appropriate for each architectural district in Central Issaquah.
2. Some of the Traditional Issaquah areas are composed of residential neighborhoods, and others are predominately nonresidential. Both must reflect more traditional architectural Styles common in the Northwest in the late 1800s and early 1900s when the city was founded.
3. The Urban Core is located centrally, and corresponds to the City's Regional Growth Center. The Style of this area is more urban and contemporary than Traditional Issaquah, but it maintains distinguishing characteristics inspired by Northwest urban buildings of the 1900s.

**C. Use of the architectural styles**

1. Applicants may choose only one permitted style per building, with the option of incorporating multiple permitted styles on sites consisting of more than one building.

2. Each of these styles is suitable for a single use or mixed-use development except for the following:
  - a. Craftsman style, where ground floor retail use is not allowed.
  - b. Western False Front style, where ground floor residential use is not allowed.
3. The architectural districts in which each architectural style is allowed is identified below with the style.
4. Images provided to illustrate one component of a style, for example massing, cannot be used as examples of other components, for example window materials.

**i** Each Style below combines the - District Style description from 2.0, the components from the seven style pages, CIDDS 18 A.1, and chart A.3

**i** Images will be incorporated into the consolidated draft.

## **18.702.030 Arts and Crafts Style**

- A. Architectural District: Traditional Issaquah
- B. Style Description: The Arts & Crafts movement, emerging in the early 1900s, drew inspiration from nature, tradition, and craft. Although stylistically simpler and more practical than previous Victorian styles, Arts & Crafts architecture still incorporates some simplified English vernacular elements. This style emphasizes purity of natural materials through handcrafted basic geometrical detailing. The Craftsman style, while part of the Arts & Crafts Movement, is distinguished as its own style in this manual and is outlined separately.
- C. Massing
  1. Intent. The intent is to integrate simple block-like or bar shape base with multiple pointed roof forms and other vertical projections.
  2. Description
    - a. Similar in mass to the Craftsman Style, the steeper, more complex roof forms and vertical emphasis of Arts & Crafts distinguish this Style from Craftsman. Steep pitched roof forms incorporate many gable ends and dormers and occasionally sweep close to the ground. These roofs also generally have shallower overhangs than Craftsman, if any at all.
    - b. Compliant design requires all the following:
    - c. Boxy base or rectilinear footprint;
    - d. Asymmetrical composition (in elevation and volume);
    - e. Steep roof pitch;
    - f. Gable or hipped roofs with multiple gable or hipped dormers (match roof type);
    - g. Shallow eaves;
    - h. Intersecting ridges (or cross gable roof); and
    - i. Prominent external chimney, protruding from roof
  3. Compliant design may include the following:
    - a. Lower and upper level canopies; weather protection is still required as specified in 18.XXX
    - b. Upper level balconies

4. The following are examples of noncompliant design:

- a. Low pitched or flat roof
- b. Combination of roof pitches
- c. More than two roof types/Styles

D. Scale

1. Intent. The intent is that buildings may not exceed five floors or span longer than 200 feet in length.
2. Description
  - a. Typically, three stories high for commercial uses, buildings can reach a maximum of five stories for residential or vertically mixed-use commercial uses. The top floor is commonly a loft or partial floor. The length of a single building may not exceed 200 feet, but a development may include multiple smaller buildings.
3. Compliant design requires all the following:
  - a. Heights by use:
    - (1) Commercial: up to three stories
    - (2) Residential or mixed use composed of commercial: up to five stories.
4. Compliant design may include the following:
  - a. Height variation to add visual interest
  - b. Courtyard housing would be an Compliant choice for this Style
5. Examples of noncompliant design include the following:
  - a. More than five stories
  - b. Longer than 200 feet

E. Walls

1. Intent. The intent is to use durable, natural materials to portray a sense of weight and a strong connection to the earth. Combinations of cladding styles emphasize the building's geometry and form.
2. Description
  - a. Similar to the Northwest Lodge and Craftsman Styles, Arts & Crafts integrates heavy masonry materials at the base of the building and lighter wood materials above. Arts & Crafts is unique in that masonry is not limited to only the building base; it can also be used to emphasize portions or masses within the greater form (specifically gable ends and chimneys). This Style also allows greater material variety, but incorporates no more than three types or methods of cladding on a building.
3. Compliant design requires all the following:
  - a. Maximum of three different materials/ cladding types for one building;
  - b. Combinations of rustic stone, rustic brick, stucco, finished concrete, wood shingles, and wood lap siding; and
  - c. Masonry materials at base. If used on upper floors, masonry portion must continue to the ground
4. Compliant design options are the following:

- a. Natural stained or painted board and batten
  - b. Simulated wood singles and siding
  - c. Intricate or decorative brick pattern detail
  - d. Brick and stucco combination
  - e. Half-timber or imitation half-timbering (typically upper portion of building)
  - f. Basalt
5. Examples of noncompliant designs include the following:
- a. More than three material types or cladding styles
  - b. Masonry above wood cladding, or masonry that does not extend to ground (avoid appearance of “floating” heavy materials)

#### F. Windows

1. Intent. The intent is to use vertically oriented residential character windows for all uses.
2. Description
  - a. For commercial ground floor uses, use glass storefront or large bay windows for shop display. Upper floors must incorporate residential character windows. While window frames are typically minimally detailed, they may have exterior accent elements such as window boxes or awnings.
3. Compliant design requires all the following:
  - a. Vertical oriented casement, double-hung, fixed, or combination windows (i.e., picture window with casements)
  - b. For retail/commercial/mixed use: divided lite storefront with base below (wood or masonry)
  - c. Rectangular or arched
  - d. With brick, use contrasting stone surround or lintel/sill
  - e. Simple undecorated frames
  - f. Windows in single, pairs, or groups of three
  - g. Divided lites
4. Compliant design may include the following:
  - a. Awnings and window boxes
  - b. Shutters
  - c. Decorative window mullions—many small window panes
5. Examples of noncompliant design includes the following:
  - a. Floor-to-ceiling storefront windows, without a base below window
  - b. Groups of more than three windows

#### G. Doors

1. Intent. The intent is to select doors that create interest and attract people to enter the space, as well as contribute to a warm, welcoming building entrance.

2. Description
  - a. For retail, mixed use, and other commercial spaces, more transparency is encouraged through the use of standard storefront systems. For residential, a heavier, more opaque wooden door gives a sense of comfort and protection.
3. Compliant design requires all the following:
  - a. For retail/commercial/mixed use: recess entry (four feet maximum) with single or double door
  - b. For residential: wood with divided glass lites to match window geometry
  - c. With brick, use contrasting stone surround or lintel
4. Compliant design may include the following:
  - a. Arched entrance
  - b. Sidelights and transom
5. Examples of noncompliant design include the following:
  - a. Solid unglazed doors (no windows)
  - b. Hollow metal or hollow wood doors

#### H. Roofs

1. Intent. The intent is that roof material must not be a dominant characteristic of the building. Select material colors that complement façade color(s).
2. Description
  - a. Use shingle or tile roofing with subtle medium to dark earth tone colors and texture.
3. Compliant design requires one the following:
  - a. Asphalt roof shingles, medium to dark earthtone shades (gray, black, brown)
  - b. Wood shakes or shingles (or simulated wood)
  - c. Slate, concrete, clay, or metal tile
4. Examples of noncompliant design include the following:
  - a. Bright, vibrant, vivid hues of color
  - b. Standing seam or other metal roofing

#### I. Color

1. Intent. The intent is to use colors and material palettes that complement and fit in with Issaquah's natural environment of hillsides and creeks.
2. Description
  - a. Use natural earthtone colors and emphasize materials in their natural form where possible. Warm neutral color schemes of gray and white are encouraged for buildings utilizing stone and stucco. Warm tans and browns are recommended for buildings utilizing brick and wood.
3. Compliant design is limited to the following :
  - a. Warm whites, grays, and tans

- b. Olive tones
  - c. Dark browns and dark grays
  - d. Natural unpainted masonry
  - e. Wood siding or shingles painted (or simulated wood)
  - f. Wood shake may be left natural or stained
  - g. Earthtones or natural form
  - h. No more than three colors used with one additional accent color used. The roof doesn't count to the number limit on color.
4. Noncompliant design includes bright, vibrant, vivid hues of color.

## **18.702.040 Craftsman Style**

- A. Architectural District: Traditional Issaquah
- B. Style Description: As part of the Arts & Crafts movement, the Craftsman style also boasts handicraft, utility, and natural materials. The Craftsman home gained popularity in the 1900s–1920s along with bungalows and foursquares as families moved to suburbs and built their own homes, but remained nostalgic for the countryside. The Craftsman style, initially used primarily for single family homes, has since evolved to include larger multifamily applications and the occasional professional office, but it excludes ground floor retail uses.
- C. Massing
  - 1. Intent. The intent is to integrate simple block-like forms with low pitched roofs. Emphasize horizontality.
  - 2. Description
    - a. Reminiscent of the Craftsman home, new construction in the Craftsman Style must be composed of a series of different boxy masses on a rectilinear or bar shape footprint capped by sloped overhanging roofs.
  - 3. Compliant design requires all the following:
    - a. Horizontal, asymmetrical massing
    - b. Low pitched, hipped or gable roofs
    - c. Wide eaves with deep overhangs
    - d. Subtle articulation of bays through Massing composition (push out/pull in facade in select areas to establish rhythm or emphasize special interior conditions)
  - 4. Compliant design may include the following:
    - a. Exposed rafters/joists, lintels or brackets along the roof line
    - b. Balconies
  - 5. Examples of noncompliant design include:
    - a. Complicated roof forms (variety of pitches, etc.)
    - b. Flat roof
    - c. Steep pitched roof

#### D. Scale

1. Intent. The intent is that buildings may not exceed four floors or span longer than 100 feet in length.
2. Description
  - a. At a maximum of four stories, there is flexibility to vary heights in some areas to emphasize the modest human scale reminiscent of the traditional Craftsman home.
3. Compliant design requires the following:
  - a. Building appears as three story Massing with portions of building as high as four stories through the incorporation of the complicated roof forms described in Massing
4. Examples of noncompliant design include the following:
  - a. More than four stories
  - b. Longer than 100 feet

#### E. Walls

1. Intent. The intent is that Cladding be a bi- or tripartite composition (i.e., having two or three parts) of natural materials and that wall materials be applied with a horizontal emphasis rather than vertical.
2. Description
  - a. Material changes are used to distinguish the base, middle, and top of the building, thus a tripartite composition. Some buildings may be bipartite, distinguishing only upper and lower parts. This composition and definition of the parts will vary per building. The cladding must be either all wood types or a combination of wood and masonry. When combined, use heavier masonry materials at the base of the building and lighter wood materials above. Use wood trim of a contrasting color to accent and outline floors, door and window openings, and material changes.
3. Compliant design requires all the following:
  - a. Materials are used in a bi- or tri-partite, horizontal arrangement.
  - b. The base must always be the height of the ground floor or greater.
  - c. Maximum of three different materials/ cladding types for one building from the following list:
    - (1) Horizontal wood lap siding
    - (2) Wood shingles (staggered or coursed)
    - (3) Board and batten wood siding, typically on upper floors
    - (4) Masonry
  - d. If masonry is used (rustic brick or large boulders), it must only be on the lower portion of the building or chimney
  - e. Wood trim, flush with cladding (minimum six inches wide) accents and outlines floors, door and window openings, and material changes.
4. Compliant design may include the following:
  - a. Use of locally found materials
  - b. Simulated wood products
5. Examples of noncompliant design include the following:

- a. More than three cladding types
- b. Vertically emphasized trim and material changes

#### F. Windows

1. Intent. The intent is that wood frame windows be used with divided lites to create depth and interest on the building facade.
2. Description
  - a. Windows must have a vertical emphasis, taller than wide in proportion. Windows must be organized in groups of two or three. Individual windows are also acceptable, but must not be the majority.
3. Compliant design requires the following:
  - a. Windows are predominately in pairs or triples
  - b. Wood frame windows
  - c. Wood trim—head trim wider than jamb trim and sill
  - d. Double-hung, casement, or fixed
  - e. Grid pattern glazing or geometric muntin design (divided lites)
  - f. Windows are punched by recessing at a minimum of 1.5 inches from face of facade to create depth and interest
4. Examples of noncompliant design include the following:
  - a. Majority of windows on a façade are singles
  - b. Vinyl windows (vinyl-clad wood windows acceptable)
  - c. Sliding windows
  - d. Poorly simulated divided lite windows
  - e. Window proportions wider than tall

#### G. Doors

1. Intent. The intent is that doors are used as an opportunity for material embellishment to emphasize a warm, welcoming building entrance.
2. Description
  - a. Doors must be a combination of natural hard wood (oak, maple, walnut, etc.) and decorative glass. Select doors that complement windows and other wall materials.
3. Compliant design requires the following:
  - a. Wood doors (paneled, flush, glazed, combination)
  - b. Single or double doors
  - c. Wide decorative wood casing or
4. Compliant design may include the following:
  - a. Sidelights or transom windows
5. Examples of noncompliant design include the following:

- a. Hollow metal or hollow wood doors
- b. All glass doors or storefront
- c. Door groupings of greater than two

#### H. Roof

Intent. The intent is that roof material must not be a dominant characteristic of the building, and material colors are selected that complement facade colors.

- 1. Description
  - a. Use shingle roofing with subtle earthtone colors and texture.
- 2. Compliant design requires the following:
  - a. Asphalt roof shingles
  - b. Medium to dark neutral earthtone shades (gray, black, brown)
- 3. Examples of noncompliant designs include the following:
  - a. Bright, vibrant, vivid hues of color
  - b. Standing seam or other metal roofing
  - c. Wood or simulated wood shingles or shakes
  - d. Slate, clay, concrete tile

#### I. Color

- 1. Intent. The intent is that colors and material palettes are used that complement and fit in with Issaquah's natural environment of hillsides and creeks.
- 2. Description
  - a. Use natural warm earthtone colors and prioritize materials in their natural form where possible.
- 3. Compliant design is limited to the following
  - a. Warm earthtones or emphasis on natural form
  - b. Warm brown, green, cream colors
  - c. Natural, unpainted or stained cladding and trim
  - d. Contrasting but complementary painted trim (dark or light color that fits with chosen color palette)
  - e. No more than three colors are used with up to one additional accent color; the accent color must be used on the roof.
- 4. Examples of noncompliant design include the following:
  - a. Bright, vibrant, vivid hues of color
  - b. Combination of more than three colors

### **18.702.050 Northwest Lodge Style**

#### A. Architectural District: Traditional Issaquah

B. Style Description: Inspired by the wilderness resort lodges of Washington and Oregon and the distinguishable Northwest vernacular, the Northwest Lodge style celebrates a traditional rustic, natural aesthetic. This style is appropriate for natural areas, adjacent to creeks, or on sloped hillsides.

C. Massing

1. Intent. The intent is for use of simple rectangular bar forms with steep pitched triangular roofs and dormers within roof form.
2. Description. The Northwest Lodge Style incorporates simple, flat facades without articulated bays or multiple recesses. Overall form is generally a simple bar or bent-bar shape.
3. Compliant design requires the following:
  - a. Asymmetrical, long, massive horizontal bar or bent form
  - b. Roof is steep pitched gable or gambrel with shed dormers giving it an overall triangular roof form
  - c. Prominent roof presence (1/2 to 1/3 of elevation)
  - d. Deeply overhanging eaves with exposed rafters and brackets
  - e. Exterior chimneys provide dominant formal element to overall composition of the building
  - f. Building set apart from others
  - g. Simple, flat facade
4. Compliant design may include the following:
  - a. Larger portions or wings of building may vary slightly in height to break up mass
5. Examples of noncompliant design include the following:
  - a. Flat or low pitched roof
  - b. Undulating or curvilinear form
  - c. Articulated bays
  - d. Cross gable end roofs (gable roofs running perpendicular and intersecting)
  - e. Gable end dormers
  - f. Balconies

D. Scale

1. Intent. The Intent is to encourage buildings that capture the grandeur of the nearby Issaquah Alps.
2. Description. This Style is for developments of greater density and is particularly appropriate for sites in proximity to creeks, hillsides, and other natural areas. Buildings are typically larger and more massive in scale than Craftsman or Arts & Crafts Style buildings.
3. Compliant design requires the following:
  - a. Minimum of three floors, maximum of six floors
4. Compliant design may include the following:
  - a. Building lengths greater than 100 feet
  - b. Sixth floor or uppermost floor as a loft

5. Examples of noncompliant design include the following:
  - a. One to two story buildings (see Craftsman or Arts & Crafts Styles)
  - b. Small footprints

#### E. Walls

1. Intent. The intent is that Cladding must be a bipartite composition of natural materials to emphasize a strong connection to the earth. A heavy masonry base supports the lighter materials above.
2. Description. The material palette is simple with typically only two materials, wood and basalt masonry, organized in a roughly 2:1 horizontal composition (wood siding: masonry base).
3. Compliant design requires all the following:
  - a. Uncoursed basalt or stone rubble masonry base. Chimney is uncoursed basalt rubble masonry also.
  - b. In addition to the rubble masonry base, one additional material above the base, which is one of the following:
    - (1) Wood shingles
    - (2) Horizontal wood lap siding
    - (3) Board and batten
    - (4) Simulated wood also acceptable
4. Examples of noncompliant design include the following:
  - a. Vertical differentiation of materials
  - b. Upper level stone cladding (excluding chimney)
  - c. Brick or tile

#### F. Windows

1. Intent. The intent is to use punched window openings to add depth and material variety to simple facade.
2. Description. Organize windows to establish a vertical rhythm to break up horizontal wall expanse. Use one to three window types, typically varied by floor, to create additional facade interest. If using more than one type of window, selections must be complementary or of the same style or family. Thus, they must be the same color, grid structure, and of similar proportions but may be different sizes or geometry. (See the first image on the right for an example—arched double casement with rectangular double-hung above; same grid, color, and proportions.)
3. Compliant design requires the following:
  - a. Wood windows
  - b. Double-hung, casement, awning, or fixed windows
  - c. Windows are punched by recessing at a minimum of 2.5 inches from face of facade
  - d. Divided lites in colonial grid
  - e. Windows trim in woodclad areas: Narrow, minimal wood (no more than width of “four-by” lumber)
  - f. Windows set in masonry walls (typically ground floor): use masonry sill and lintel or wide wood trim (no less than width of “six-by” lumber)

4. Compliant design may include the following:
  - a. Arched top frame windows used in masonry base only
5. Examples of noncompliant design include the following:
  - a. Ribbon windows
  - b. Curtain wall or window wall
  - c. Vinyl windows (vinyl-clad wood windows acceptable)
  - d. Metal windows

#### G. Doors

1. Intent. The intent is to select doors that create a sense of grand entry and arrival.
2. Description. For all public entrances, use large, heavy wood doors and incorporate divided lites. For the main entrance, use double doors or a single door with sidelights and transom windows. For secondary entries (not including service doors), use a single wood door.
3. Compliant design requires the following
  - a. For all public entrances: large, heavy wood doors and incorporate divided lites
  - b. For primary public entrance: double doors or a single door with sidelights and transom windows
  - c. For secondary public entry: Single wood panel doors. Divided lite windows are partial or full lite.
  - d. For terrace or event spaces: French doors (single, double, multiple)
  - e. Natural wood, white, or black
  - f. Rectangular or arched top
  - g. Wide wood or masonry trim
4. Examples of noncompliant design include the following:
  - a. All-glass doors
  - b. Solid unglazed door (no windows)
  - c. Hollow core doors
  - d. Metal doors

#### H. Roof

1. Intent. The intent is to emphasize dominance of roof form with rustic and natural materials.
2. Description. Through the use of variegated colors and textured materials, the roof will show depth and shadow.
3. Compliant design requires one of the following:
  - a. Wood shingles or shakes (or simulated wood)
  - b. Slate
  - c. Asphalt tiles with variegated earthtone color
4. Examples of noncompliant design include the following:

- a. Standing seam metal roofing
- b. Clay or concrete tile
- c. Uniform color asphalt shingles
- d. Bright, vibrant, vivid hues of color

I. Color

1. Intent. The intent is that building colors and material palette must complement and fit in with Issaquah’s natural environment of hillsides and creeks.
2. Description. Use natural warm earthtone colors and prioritize materials in their natural form where possible.
3. Compliant design is limited to the following:
  - a. Natural warm earthtone colors (browns, gray, black) or natural form
  - b. Maintain raw material aesthetic—natural or stained woods (avoid paint for wall materials)
  - c. Maximum of one color may be introduced as trim/details/accent
  - d. No more than three colors with up to one additional accent color allowed; the accent color must not be included in the roof.
4. Noncompliant design includes the following:
  - a. Bright, vibrant, vivid hues of color

**18.702.060 Western False Front Style**

A. Architectural District: Traditional Issaquah

B. Style Description: This iconic style, typical of the late 1800s urban pioneer West, is found most commonly today along retail shopping streets in historic districts. The False Front style is characterized by its singular front facade which displays more detail and ornamentation than the sides or rear of the building. Historically, this technique enabled shop owners to present a “more impressive” storefront without investing in upgrades to the rest of the building. Modern day applications incorporate finished facades on all sides. This style is appropriate for mixed use and commercial office buildings, but excludes ground floor residential use though residential lobbies and common areas may be located on the ground floor.

C. Massing

1. Intent. The intent is to combine basic rectangular block form (footprint and overall Massing) with flat or gable roof concealed behind oversized front facade.
2. Description. The false front facade, typically no thicker than the exterior wall, is rather flat and two dimensional in appearance. It extends beyond the true roof to create parapet and conceal roof elements. The vertical extension of the false front must be in scale with the building. Buildings can be stand alone or part of an urban block.
3. Compliant design requires the following:
  - a. Building footprint is a rectangular block
  - b. Decorative cornice at upper level or parapet. For one story buildings, the parapet is half the height of the single story. For multi-story buildings, the parapet is no taller than the height of one story of the building.

- c. Simple geometric parapet profile
- 4. Compliant design shall include at least one of the following:
  - a. Ground floor canopy or awning, if not required for weather protection per 18.XXX.
  - b. Upper level balcony or terrace with wood balusters
  - c. For corner buildings with two false front facades, corner entry may be used
- 5. Examples of noncompliant design include the following:
  - a. Over-scaled elements or ornamentation of façade elements
  - b. Facade projections (except balcony)
  - c. Use of eaves

#### D. Scale

- 1. Intent. The intent is that buildings may not exceed four stories.
- 2. Description. Traditionally the False Front Style is only one or two stories high and 30 to 40 feet wide. However, larger buildings can be accommodated up to four stories high and much longer spans with the help of some facade articulation. Typically these are mixed-use buildings with retail or other commercial uses at street level.
- 3. Compliant design requires all the following:
  - a. One or two stories without additional treatment including articulation
  - b. For buildings taller than two stories, but no more than four stories, establish visual datum line with cornice or material change at the top floor line
  - c. Articulated bays: on buildings longer than 40 feet, emphasize 20 to 30 foot wide bays with vertical facade elements or indentations/projections to bring down visual scale of longer buildings (see Appropriate image at bottom of page)
- 4. Examples of noncompliant design include the following:
  - a. Flat or unarticulated facades wider than 30 feet or taller than two stories
  - b. Occupiable penthouse levels

#### E. Walls

- 1. Intent. The intent is to prioritize the front facade (or facades on a corner) with a greater level of detail and ornamentation. Maintain simplicity and two-dimensionality.
- 2. Description. Material simplicity is achieved through the use of only wood for cladding, trim, and signage. Traditionally the front facade has been prioritized, especially on attached buildings; however, in modern urban applications all sides require a finished facade.
- 3. Compliant design requires the following:
  - a. One material: Wood (or simulated wood) lap siding or board and batten—natural stained or painted
  - b. Wood trim, moulding, cornice, and details may be a highlight or accent color to contrast siding (see images for examples of Appropriate accents/ highlights)
- 4. Compliant design may include the following:

- a. Decorative cornice
  - b. Painted wood sign displayed high on facade
5. Examples of noncompliant design include the following:
- a. Metal panel siding
  - b. Vinyl siding
  - c. Stucco
  - d. Material combinations (stone, brick, tile, etc.)

#### F. Windows

1. Intent. The intent is that simple wood windows with trim must engage the street and be highlighted as the primary facade elements.
2. Description. With little facade detail, the windows are the primary elements of interest. Ground floor windows are to be used as storefront displays to draw people into the building. Upper floor windows are smaller, individual or pairs of windows.
3. Compliant design requires all the following:
  - a. Wood frame windows
  - b. Upper floors vertically oriented double-hung or casement (individual or in pairs)
  - c. Ground floor storefront display windows (picture, bay, double-hung)
  - d. Wide wood trim, natural or painted with accent color
4. Compliant design may include the following:
  - a. Ground floor display windows may incorporate transom or a grid of divided lite windows
5. Examples of noncompliant design include the following:
  - a. Vinyl windows (vinyl-clad wood windows acceptable)
  - b. Ribbon windows
  - c. Curtain wall or metal storefront systems (see Inappropriate image)

#### G. Doors

1. Intent. The intent is that doors must be inviting, modest, and fairly light in appearance.
2. Description. Unlike the grand entrances of the Craftsman and Northwest Lodge Styles, the False Front Style doors are simple and smaller in scale. Composed of wood and glass lite, the front door must complement windows and other wall materials.
3. Compliant design requires all the following:
  - a. Glazed wood doors (1/2 lite, 3/4 lite, or full lite) above paneling
  - b. Single or double doors
  - c. Natural wood tone or secondary/accent trim color
  - d. Recessed entry (four feet) for additional facade depth
  - e. Wide trim or decorative moulding (natural or accent color)

f. Secondary and upper floor balcony doors (when applicable) must match front door

4. Examples of Noncompliant design include the following:

- a. Groupings greater than two
- b. Solid unglazed doors (no windows)
- c. Hollow core doors in metal or wood

#### H. Roof

1. Intent. Intent and Description

a. Roof materials on a flat or gable roof must be concealed from street view by false front facade.

2. Compliant design requires all the following:

- a. Roof must be concealed from street view by false front façade.
- b. Use roof materials of a muted earthtone color.

3. Noncompliant design includes the following

- a. Bright, vibrant, vivid hues of color

#### I. Color

Intent. The intent is that buildings of this Style allow a broader range of colors, but they must be used sparingly as accents. Color palettes must complement, not overpower, Issaquah’s natural environment and earthtone architectural context.

1. Description. The thoughtful use of color in tandem with natural earthtones helps to add vibrancy, visual interest, and unique character to an otherwise very simple facade. Color must not overpower neighboring buildings and natural context; therefore, select tints and tones of color—especially for the siding or primary facade material—to achieve a dull, muted palette, and avoid bright, vibrant hues. In other words, appropriate choices are light colors (i.e., tint, color mixed with white) and soft colors (i.e., tone, color mixed with gray). Additionally, an accent color may be selected to distinguish facade details such as wood trim, moulding, or cornice. The accent color is the most saturated or purest color of the chosen palette, which is why it must only be used minimally. See Glossary for more information and terms relating to color.

2. Compliant design is limited to the following:

- a. Natural or stained wood siding and trim
- b. Tints and tones of color
- c. Earthtones (browns, greens, soft yellow, whites)
- d. The most saturated or purest colors within the allowable palette are to be used minimally on trim and moulding, while lighter, softer, more neutral colors must be used for siding and major elements
- e. No more than three colors with one additional accent color; the accent color must not be included in the roof.

3. Examples of Noncompliant design include the following:

- a. Bright, vibrant, vivid hues for siding
- b. More than three colors

## 18.702.070 Urban Grange Style

- A. Architectural District: Traditional Issaquah
- B. Style Description: Reminiscent of old agricultural structures—barns, farmhouses, and granaries—the grange is simple in form and massing and uses very few materials. The grange emphasizes utility and large open interior spaces for industrial production and processing. The Urban Grange style incorporates the traditional elements of the grange into the urban environment.
- C. Massing
  - 1. Intent. The intent is for a Agricultural and monolithic character, buildings must be freestanding from adjacent structures.
  - 2. Description. Buildings must be composed of a rectangular base with steep pitched roof forms, mainly gable end and gambrel types.
  - 3. Compliant design requires all the following:
    - a. Stand alone, basic rectangular footprint, horizontal building
    - b. Steep pitched gable or gambrel roof
    - c. Monitor style roof to create loft space except if gambrel roof is used
    - d. May be symmetrical on one or two axes
    - e. No façade articulation
  - 4. Compliant design may include the following:
    - a. Small chimney and/or cupola
  - 5. Examples of noncompliant design include the following:
    - a. Hipped roofs
    - b. Monopitched shed roofs
    - c. Flat roofs
    - d. Deeply overhanging roofs
    - e. Balconies
    - f. Deeply overhanging eaves
- D. Scale
  - 1. Intent. The intent is to encourage buildings that are two to three stories in height and that emphasize the building’s length and horizontality.
  - 2. Description. Derived from traditional agricultural architecture, this building Style is very accommodating for buildings encompassing large interior spaces. Buildings are intended to resemble the stature of a barn or grange hall; that is, the appearance of two to three floors. The elongated building form is another characteristic of this Style.
  - 3. Compliant design requires the following:
    - a. Typically two floors, but could be up to four stories. If four stories, top floor is a loft
    - b. Long buildings (with length at least twice the width)

4. Examples of noncompliant design includes the following:

- a. Buildings less than 60 feet in length

#### E. Walls

1. Intent. The intent is to utilize industrial and agricultural materials with a raw, simply detailed aesthetic.

2. Description. To highlight the purity and simplicity of the form, use only one or two materials to distinguish the base of the building. The base of the building may be a concrete masonry base.

3. Compliant design requires all the following:

- a. No more than two materials.
- b. If using two materials, and one is concrete then it is a masonry base with lighter materials above. Lighter materials will always be above the masonry base.
- c. If using a concrete base, the base will appear as an exaggerated foundation a few feet in height or extend no more than to the full height of the ground floor

4. Compliant design options are the following:

- a. Rustic or board form concrete base.
- b. Wood siding (vertical tongue & groove, horizontal lap, board & batten)
- c. Wood shingles (upper level only)
- d. Simulated wood also acceptable
- e. Corrugated metal panel

5. Noncompliant design includes the following:

- a. More than two materials

#### F. Windows

1. Intent. The intent is to use simply detailed windows, industrial or agricultural in character.

2. Description. Window types should resemble those used in agricultural and industrial buildings. Windows may be presented as large cut openings in facade or grouped in ribbons as clerestory windows, or both types may be used. Frames must be thin and simple in detail.

3. Compliant design requires all the following:

- a. Window shape is:
  - (1) individual square or vertically oriented rectangular window
  - (2) ribbon
- b. Windows materials are:
  - (1) Metal window (black or white for contrast)
  - (2) Wood window, unpainted or white
- c. Awning or fixed windows
- d. Roof monitors or clerestory ribbon windows unless a gambrel roof is used
- e. Minimal window trim

f. Divided lite colonial grid

4. Compliant design may include the following:
  - a. Sliding “barn door” shutters covering large cut openings
  - b. Dormers
5. Noncompliant design includes the following:
  - a. Residential character windows (i.e., casement or double-hung)

#### G. Doors

1. Intent. The intent is to select doors that convey the use and scale of the interior space.
2. Description. For larger scale spaces, event spaces, and light industrial type uses such as markets and breweries, doors may be part of a larger opening in the facade. This type of entry is meant to resemble a barn door and may be filled with a glass storefront or glass overhead doors. For smaller scale spaces and more intimate uses, a more modest farmhouse style door is appropriate.
3. Compliant design requires one of the following:
  - a. Glass garage-style doors that roll up overhead; or
  - b. Farmhouse style door—wood or metal with glass lites (see images for examples); or
  - c. Sliding barn door—wood or metal; or
  - d. Glass storefront system within large façade opening.
4. Examples of noncompliant design include the following:
  - a. Solid unglazed doors (no windows)
  - b. All-glass doors
  - c. Hollow core doors in metal or wood
  - d. Blue/green or dark tinted, reflective, or opaque glass at the ground floor

#### H. Roof

1. Intent. The intent is to allow a roof to recede into the skyline and not stand out as a dominant feature.
2. Description. Use shingle or metal roof in subtle medium-dark shades.
3. Compliant design requires one of the following:
  - a. Dark earthtone colors or natural metal finish; or
  - b. Standing seam metal roof (mill finish, gray, black, or brown);
  - c. Asphalt roof shingles (gray or black);
  - d. Wood shakes or shingles (or simulated wood) permitted only on wood-clad buildings
4. Examples of noncompliant design include the following:
  - a. Red, blue, green, or other bright, vivid hues
  - b. Highly reflective material
  - c. Copper roof

- d. Slate
- e. Concrete or clay tile roof

I. Color

1. Intent. The intent is that building colors reference traditional agricultural and industrial buildings found in Issaquah to complement and fit in with the natural environment.
2. Description. Inspired by the background buildings of rural and industrial areas, the Urban Grange Style must not be flashy and eye-catching in color, but may incorporate a warm accent color sparingly to complement the otherwise monochromatic facade.
3. Compliant design is limited to the following:
  - a. Neutrals (hues of black, white, gray)
  - b. Natural wood, concrete
  - c. Traditional barn red (“Pickering Barn Red”)
  - d. Anodized metal
  - e. Minimal use of one warm accent color to highlight special building features. Accent color must cover no more than 10% of façade and may not be used on the roof
  - f. No more than three colors are used with one additional accent color.
4. Examples of noncompliant design include the following:
  - a. Vibrant or bold hues of color in large amounts that dominate other materials (see images for Appropriate and Inappropriate use of accent color)
  - b. More than one accent color
  - c. Use of an accent color in addition to use of “Pickering Barn Red”

## **18.702.080 Northwest Contemporary Style**

A. Architectural District: Urban Core

B. Style Description: The Northwest Contemporary Style is more consistent with that of a typical modern walkable city. The goal is to encourage consistency, unity, and timelessness. Building height and scale are sensitive to the existing urban and natural context.

C. Massing

1. Intent. The intent is to combine rectangular box or bar forms with flat roof or simple pitched roof types. Create attractive building silhouettes through articulated rooflines.
2. Description
  - a. Within the Urban Core, buildings will vary between bar shape, C-shape, and L-shape footprint and forms. Typical Northwest Contemporary Style buildings will have 4 or more stories but can be as low as 1 story up to the maximum number of stories allowed. With a simple building base, the roof may be either flat or sloped. Sloped roofs must have minimal to no overhang or eaves. They may incorporate dormers for additional roofline definition. Dormers set into sloped roofs, especially in residential applications, provide visual interest and bring additional living space, light, and ventilation to upper floor and attic spaces. If a flat roof is chosen, it must display a cornice or similar element designed with depth and detail expressing the top of the building wall. Cornices or similar

elements must be well detailed and of significant proportions (height and depth) that create visual interest and shadow lines. Flat roofs may also incorporate penthouses, upper floor step backs, or other defining elements.

3. Compliant design options are the following:
  - a. Flat roof buildings with cornice or other roofline definition to add visual interest (e.g., step back, parapet treatment, material change)
  - b. Penthouses or upper floor step back (step back may incorporate terraces or balconies) with floors above the fifth stories stepped back
  - c. Sloped roof—gable, simple hipped roof, hipped roof with flat top
  - d. Rhythmic building articulation along street wall
  - e. Symmetrical or asymmetrical
  - f. Eaves/overhang are none to minimal
4. Compliant design may include the following:
  - a. May be combined with other buildings into an urban block
  - b. r stepped building corner articulation (to soften harshness of corner if necessary, see image)
  - c. Dormers in sloped roofs
  - d. Balconies
5. Examples of noncompliant design include the following:
  - a. Monopitched shed roof
  - b. Complex roof forms
  - c. Deep overhanging roofs
  - d. Flat roof with unarticulated roof line/cornice

#### D. Scale

1. Intent. The intent is to use step backs and facade articulation to reduce the perceived building size and avoid monolithic buildings.
2. Description
  - a. Variation and articulation are applied across the façade both vertically and horizontally to create rhythm and visual interest to break up the building mass. This will help larger buildings appear less massive and more modestly proportioned. This Style is well suited for buildings five stories or higher, but any allowed height is acceptable from one story to the maximum height allowed in the underlying zone.
3. Compliant design requires all the following:
  - a. Building lengths less than 250 linear feet
  - b. Tripartite composition required for buildings greater than four stories
  - c. If taller than five floors, step back floors above fifth floor (step back minimum five feet, maximum 20 feet)

- d. For buildings longer than 100 feet, use vertical articulation of facade (e.g., material and/or plane change) approximately every 25 feet or aligning with structural bays
- e. Vertical emphasis for the majority of the building (80% or more) facade articulation through plane change or indentation/projection. Change, indentation, and projection must be a minimum depth of 12 inches

4. Compliant design may include the following:

- a. Top floor designed as penthouse floor

5. b. Tripartite composition for buildings up to four stories Examples of noncompliant design include the following:

- a. Buildings that are four floors or less that incorporate more than one upper floor step back, degrading the street wall
- b. Multiple changes in facade height creating a chaotic rhythm

E. Walls

1. Intent. The intent is to use a combination of materials to articulate form and mass of building.

2. Description. Buildings must be primarily clad with brick or wood (at least 75% of facade), incorporating accents of concrete and/or metal panel (for remaining 25% or less).

3. Compliant design requires one of the following:

- a. No more than three materials on the main body of the building and no more than two materials on the penthouse, if one is present.

- b. Material options are:

- (1) Wood siding or shingles (or simulated wood)
- (2) Brick masonry
- (3) Concrete limited to podium or base only
- (4) Metal panels as secondary accent material only; not to be used as primary cladding material (see Appropriate images)

4. Examples of noncompliant design include the following:

- a. All-glass curtain wall
- b. Metal panel as primary cladding material

F. Windows

1. Intent. The Intent is to employ punched opening windows to enrich depth and shadow on the facade as well as establish visual rhythm.

2. Description. Brick buildings provide a unique sense of weight and thickness. Punched openings recessed into the facade highlight the material thickness and create shadow. A variety of window types may be used that optimize natural light and integrate operable windows or portions of windows into the array such as combination window types (i.e., fixed and operable windows paired within a single opening).

3. Compliant design requires all the following:

- a. Combination window types with operable portion (awning, double-hung, sliding, casement, warehouse); two or three types for shorter buildings, additional for taller buildings is acceptable
  - b. Industrial style windows (metal frame, divided lite window)
  - c. Variation in size to establish horizontal or vertical rhythm
  - d. Storefront system at ground floor for retail or commercial uses
  - e. Windows are punched by minimum of 2.5 inches from face of facade
  - f. Minimal to no window trim
4. Compliant design may include the following:
- a. Large operable storefronts on the ground floor to connect public interior spaces to the exterior Public Realm (via sliding glass panels or overhead garage style glass doors)
5. Examples of noncompliant design include the following:
- a. Ribbon windows
  - b. Random or arbitrary window placement creating a chaotic rhythm
  - c. Blue/green or dark tinted, reflective, or opaque glass at the ground floor

#### G. Doors

1. Intent. The intent is to select doors that create interest and clearly convey the use of the ground floor.
2. Description. Ground floors or lobbies with uses available to the public or residents must provide transparency and glass to establish a connection between interior and exterior spaces and draw people into the building. For private ground floor uses, especially residential, doors and entryways must be smaller and more solid, but not unfriendly.
3. Compliant design requires all the following:
  - a. If using basic glass storefront system door for public spaces and lobbies, embellish entry with other features such as awning and lighting
  - b. For ground floor residential units: wood or metal door with partial lite
  - c. Recessed entry (maximum four feet)
4. Compliant design may include the following:
  - a. Large operable storefronts in public areas (via sliding glass panels or overhead doors)
  - b. For residential doors with courtyard entry, full lite door may be used
5. Examples of noncompliant design include the following:
  - a. Solid unglazed doors (no windows)
  - b. Blue/green or dark tinted, reflective, or opaque glass at the ground floor

#### H. Roof

1. Intent. The intent is that roof material not dominant the characteristic of the building.
2. Description. For sloped roofs without overhangs, roof material may be selected to match or imitate the color and texture of the cladding to create a simple seamless effect (see first image). Alternatively,

sloped roofs may be an earthtone color or material differing from the facade to further distinguish the building from its roof (see second image).

3. Compliant design requires one of the following options:
  - a. Asphalt roof shingles (gray, black, earthtones)
  - b. Wood shingles or shakes (or simulated wood), natural stained or to match cladding
  - c. Standing seam metal roofing (neutral, gray, or to match cladding)
  - d. Concrete or clay tile
4. Examples of noncompliant design include the following:
  - a. Vibrant, vivid hues of color
  - b. Highly reflective material (when visible)

#### I. Color

1. Intent. It is the intent that natural earthtones of local Northwest materials be used to create contrast and depth.
2. Description. The richness of color and texture inherent in the materials available in the Northwest is emphasized by layering and mixing cool and warm materials to create a well-rounded palette. Cool materials include steel, concrete, glass, and white/gray/black brick. Warm materials include natural brick and wood. Materials like metal panel, concrete, and brick can be warm or cool as desired for contrast.
3. Compliant design is limited to the following colors related to the materials, as long as no more than three colors are used not including the roof:
  - a. Brick: natural, black, white, gray
  - b. Concrete: natural or to match/complement other materials
  - c. Steel: natural, stainless, or black for contrast
  - d. Metal panels: to match/complement other natural material colors
  - e. Wood (or simulated wood): natural stained, gray
4. Compliant design may include the following:
  - a. Metal panels or concrete
  - b. Mix cool and warm materials for contrast
5. Noncompliant design includes the following:
  - a. Bright, vibrant, vivid hues of color

### **18.702.090 Northwest Revival Style**

- A. Architectural District: Traditional Issaquah and Urban Core
- B. Style Description: Innovations in building technology at the turn of the 20th century brought forth the development of taller buildings. This novel approach and architectural style was first called the Chicago School referring to the architects pursuing its development. The style has also become known as Commercial Style as its popularity spread across the nation. The Northwest possesses many elegant

examples of the Commercial style in downtown Seattle and other regional centers. The building form is modular in character and commonly a simple expression of its structural frame. Though embodying some adaptations of neo-classical elements, these buildings typically concentrate ornamental detail at the building base and roofline. Buildings of this style should be used for areas identified by the Central Issaquah Plan as allowing height above five stories, though the style can serve buildings of only a single story as well.

### C. Massing

1. Intent. The intent is to use rectangular box or bar forms with flat roofs, and to emphasize strong building silhouettes through articulated rooflines.
2. Description
  - a. Buildings have flat roofs and a simple footprint at the base, that vary between bar shape, C-shape, and L-shape forms. Flat roofs must display a cornice or similar element designed with depth and detail expressing the top of the building wall. Cornices must be well detailed, and of significant proportions (height and depth) that create visual interest and shadow lines. Upper floors can be designed to incorporate a penthouse or upper floor step back. Rooflines at step backs must include a cornice or other roofline/edge articulation.
3. Compliant design requires all following:
  - a. Flat roof buildings with cornice and/or other roofline definition to add visual interest (e.g., step back, parapet treatment)
  - b. Cornice hierarchy—If using more than one cornice, the uppermost roofline displays the most prominent cornice with deepest projection and most detail. Lower, midlevel cornice(s) must be smaller and less detailed
  - c. Penthouses—If penthouse floor is present, prioritize roofline of the floor below. Penthouse roofline/cornice must be secondary
  - d. Height exceeds length resulting in vertical orientation
4. Compliant design may include following:
  - a. The building may be combined into an urban block.
  - b. Symmetrical or asymmetrical
  - c. Floors about the fifth floor step back
5. Examples of noncompliant design include the following:
  - a. Sloped roofs
  - b. Unarticulated roofline
  - c. Frequent roof level changes breaking up roofline continuity
  - d. Complex footprint (many corners, angles, curves, stepping)
  - e. Eaves

### D. Scale

1. Intent. The intent is to use tripartite composition and facade articulation to emphasize verticality.
2. Description

- a. The clear and strong definition of the base, middle, and top of the building in a tripartite composition is a key trait of this Style, which allows buildings of different scales to harmonize in the urban environment. At the top, the design must establish a strong cornice or roofline with additional articulation of upper floor(s). The base must be grounded and distinguished with large openings and other defining elements. For further definition of the base, the ground floor must be 12 feet for residential buildings or 20 feet for mixed use or commercial buildings. As a Style that emerged from the need to accommodate taller urban buildings, vertical emphasis is added as another key characteristic. This Style is well suited for buildings five stories or higher, but any allowed height is acceptable from one story to the maximum height allowed in the underlying zone. Verticality can be achieved by ensuring buildings are taller than they are long (greater in height than length/width) and/or by applying vertical articulation elements across the facade to illustrate the parts of the building and emphasize its height.

3. Compliant design requires all the following:

- a. Buildings up to seven stories in height or maximum allowed
- b. Ground floor minimum:
  - (1) Residential buildings: 12 foot floor-to-floor height
  - (2) Mixed use or commercial buildings: 20 foot floor-to-floor height
- c. Tripartite composition
- d. Vertical facade articulation to emphasize structural bays. Vertical elements (e.g., plane change or indentation/projection) must be a minimum depth of six inches

4. Compliant design may include the following:

- a. If taller than five floors, option to step back floors above fifth floor (step back minimum five feet, maximum 20 feet)

5. Noncompliant design includes the following:

- a. Long buildings with horizontal emphasis

E. Walls

1. Intent. The intent is to use heavy masonry materials to portray durability and permanence.

2. Description

- a. Buildings must be exclusively clad with masonry materials. Design shall incorporate cornices, and create depth and shadow along the facade through subtle projections/ indentations and detailing (minimum six-inch depth), illustrating material texture and thickness. Vertical column structure may be expressed on the exterior using this method as well. Utilize material changes to express tripartite composition. A secondary material may also be used to highlight façade elements such as doors, windows, cornices, building corners, structure, etc. Penthouse materials: If the building includes a penthouse level, the materials for that level may be a different material palette than the main building and not included in the maximum three types. Penthouses must be a maximum of two materials. Penthouses are not required to use masonry.

3. Compliant design requires all the following:

- a. Maximum three cladding types—one primary material, two secondary materials

- (1) Primary cladding material (50% or more): brick, white terracotta, smooth finish limestone (including marble and travertine)
  - (2) Secondary cladding materials (less than 30%): concrete, basalt, granite, rough finish stone, and primary materials listed above
  - (3) Building may have no more than three materials and penthouse may have no more than two materials
- b. Stringcourse(s)—horizontal band of material projecting beyond or flush with face of building—to define tripartite parts or individual floor level. Stringcourse may be a secondary masonry material or same as the primary
  - c. Penthouse may be different materials than the main building
4. Examples of noncompliant design include the following:
- a. Concrete block (CMU) visible on exterior
  - b. Cementitious panels
  - c. Wood cladding or details (on main building) unless necessary to meet Natural Context requirements, see 18.604.040(H).
  - d. Metal panels (on main building)
  - e. Tile

#### F. Windows

1. Intent. The intent is to employ a grid of deeply punched opening windows to enrich depth and shadow on the facade as well as establish visual rhythm.
2. Description
  - a. Masonry buildings provide a unique sense of weight and thickness. Punched openings recessed into the façade highlight the material thickness and create shadow. For this Style, recess windows a minimum depth of six inches. Within the punched opening, a variety of window types maybe used. Ensure windows are vertically oriented (greater in height than width). The window grid also offers the opportunity for additional facade articulation to emphasize the vertical lines and soften the horizontals.
3. Compliant design requires the following:
  - a. Vertically oriented windows (awning, double hung, sliding, casement, fixed, combinations of window) in a grid
  - b. Largest punched openings at ground floor with storefront system for retail/commercial uses
  - c. Windows are punched by recessing at a minimum of 2.5 inches from face of facade
  - d. Minimal window trim that emphasizes the window verticality
4. Compliant design may include the following:
  - a. Variation in size or geometry; organize by floor, tripartite, or building bay to establish rhythm
  - b. Large operable storefronts on the ground floor to connect public interior spaces to the exterior Public Realm (via sliding glass panels or overhead garage-style glass doors)
5. Examples of noncompliant design include the following:

- a. Ribbon windows
- b. Random or arbitrary window placement creating a chaotic rhythm
- c. Blue/green or dark tinted, reflective, or opaque glass at the ground floor

#### G. Doors

1. Intent. The intent is to select doors that create interest and clearly convey the use of the ground floor.
2. Description
  - a. Ground floors with uses available to the public or residents/tenants and/or lobbies must provide transparency and glass to establish a connection between interior and exterior spaces and draw people into the building. For private ground floor uses, especially residential, doors and entryways must be smaller and more solid, but not unfriendly.
3. Compliant design requires the following:
  - a. If using basic glass storefront system door for public spaces and lobbies, embellish entry with other features such as awning and lighting
  - b. For ground floor residential units: wood or metal door with partial lite
  - c. Recess main building entry and individual residential unit entries four feet
  - d. Recess secondary entries and storefronts minimum 12 inches
4. Compliant design may include the following:
  - a. For residential doors with courtyard entry, full lite door may be used
  - b. Large operable storefronts in public areas (via sliding glass panels or overhead doors)
5. Examples of noncompliant design include the following:
  - a. Solid unglazed doors (no windows)
  - b. Blue/green or dark tinted, reflective, or opaque glass at the ground floor

#### H. Roof

Intent. The intent is that the roof silhouette be a dominant characteristic of the building.

1. Description. Buildings must display a cornice or detailed parapet wall expressing the top of the building wall.
2. Compliant design requires all the following:
  - a. Cornice made primarily of brick, stone, and/or precast concrete
  - b. Metal or glass canopy
  - c. Detailed parapet wall of same material as facade
3. Noncompliant design includes the following:
  - a. Parapet railing

#### I. Color

Intent. The intent is to use the natural earthtones of the masonry materials to create contrast and depth.

1. Description. The unique character of the building must come from the facade nuances that create shadow and depth in the material. The material color must not be a dominant characteristic. Thus, use materials in their natural color as specified below, and limit palette to a maximum of three colors.
2. Compliant design is limited to the following colors, related to the materials:
  - a. Brick: natural, warm red or brown, cream
  - b. Concrete: natural grays
  - c. Terracotta: creamy white only
  - d. Stone (granite, limestone, basalt): natural creamy whites and grays
  - e. Maximum three colors are used, not including the roof.
3. Examples of noncompliant design include the following:
  - a. Bright, vibrant, vivid colors, or hues of colors
  - b. More than three colors

**i** The following definitions from the Design Manual were included to facilitate use of the Styles. Per the Title 18 Style Guide, definitions shouldn't include standards. That may indicate that the following should be retitled.

## **18.702.100 Definitions for use in Central Issaquah Chapter 18.702**

### **A. Bar Shape**

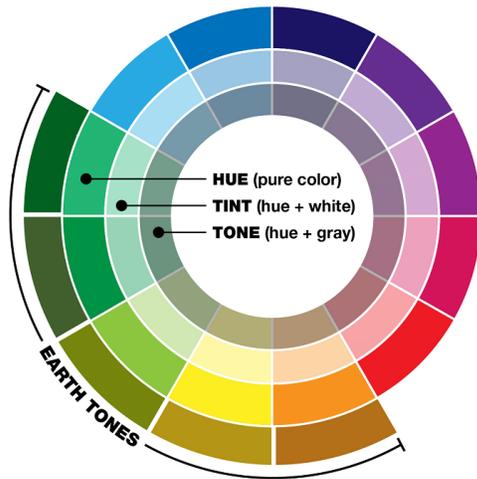
Rectangular footprint typical of residential and office type buildings. Standard residential dimensions are feet long by 60-65 feet wide. Office dimensions range 80-250 long by 60-100 feet wide.

### **B. Bipartite**

Composed of two parts; clear expression of building's upper and lower halves. This is most often achieved through material or color changes. The size of each part will vary based on building style, size, and design.

### **C. Color**

Colors containing some brown ranging from neutral tan to deep brown. The outer ring of the color wheel illustrates the range of colors that are considered earth tone and are acceptable for use where the 18.702 requires the use of earth tone. Colors within the illustrated earth tone spectrum may vary in tint and tone but are not allowed to use the hue (pure color). Rich, warm colors, contain brown (ranging from neutral to deep brown). Typically, colors acceptable for use in IMC 18.702 are muted and flat to imitate colors found naturally in dirt, moss, trees, rocks, etc.



1. **Hue** – A color in its purest most saturated form, without the mixture of black, white, or gray. These bright, vibrant, vivid colors are indicated as “Inappropriate” for most architectural styles in this Design Manual
2. **Tint** – The color resulting from adding white to ‘lighten’ original color. (Term often pertaining to paint). This term is different than ‘window tint’ or ‘glazing tint’—a treatment applied to glass to reduce solar transmission
3. **Tone** – The color resulting from adding gray to ‘soften’ original color. (Term often pertaining to paint)

**D. Combination Windows**

A style of window that incorporates fixed and operable window types paired within a single opening

**E. Natural Materials**

Where natural wood materials are specified , it is also acceptable to use simulated wood shingles, siding, panels, etc. as long as they appear natural and are durable.

**F. Punched opening**

Windows and doors recessed in facade, especially in masonry walls, to emphasize material depth and shadow. Typical depth of recess is 2.5” from frame to exterior building face.

**G. Roof Pitch**

The slope or measure of the steepness of a roof. The pitch is expressed as a ratio of vertical rise in inches for every horizontal run foot (12”). i.e. Rise (inches) : 12. The following conventions are used to define roof pitch:

**Low pitch** = 1:12 - 4:12

**Moderate (conventional) pitch** = 4:12 - 8:12

**Steep pitch** = greater than 8:12

**H. Recessed Entry**

Doors and surrounding glazing and/or wall surface perceptibly setback from face of building, up to a maximum of four feet (4’).

**I. Small Footprint**

Generally less than 60’ x 100’

**J. Storefront System**

Typically aluminum framed, non-load-bearing assembly of commercial entrances and windows, located at the ground floor of a building

**K. Trim**

Exterior material applied to accentuate design elements on the facade, especially windows and doors. Trim is quantified as wide or narrow.

**Narrow trim** - No more than the width of dimensional “2-by” lumber.

**Wide trim** - No less than the width of dimensional “6- by” lumber.

**L. Tripartite**

Composed of three parts; clear expression of building’s base, middle, and top. This may be achieved through material or color changes, horizontal facade articulation or step backs, or other facade elements. The size of each part will vary based on building size and design.

**i** Adapted from CIDDS Chapter 5. Name was modified from Density Bonus to Development Bonus. Development Bonus Fee was updated from \$15 to \$18.55 using the Consumer Price Index from April 2013 to March 2022. Also an example was added to clarify calculations.

## **Chapter 18.703 Central Issaquah Development Bonus Program**

### **18.703.010 Intent**

A. The intent of the Development Bonus Program is to:

1. Provide economic value for developers by allowing additional building square footage in exchange for the public benefits of Affordable Housing and public open space;
2. Create a connected system of open space and urban parks that provide a unique sense of place and enhance the values and functions of the natural environment;
3. Encourage infill and redevelopment within Central Issaquah; and

### **18.703.030 General Provisions**

- A. Projects that seek to use the Development Bonus Program must comply with the standards of the underlying zone in which the project is located. Building area exceeding the base building height and/or Floor Area Ratio (FAR) established in the Form and Intensity 18.404 Table may be increased to the maximums established in the table in accordance with the provisions of this Chapter 18.703.
- B. Development Bonus projects governed by a Development Agreement shall comply with the terms of the Development Agreement.
- C. The Affordable Housing and Open Space goals are equal priorities and progress towards accomplishing each goal should be proportional over time.

### **18.703.040 Public Benefit Requirements – Mandatory and Elective**

- A. All Development Bonus projects shall provide the appropriate mandatory public benefit shown in Table 5.4 below. One-third of the public benefit is comprised of mandatory public benefit options. For each type of development, Table 5.4 provides the type of mandatory public benefit required (fee or affordable housing) and the amount to be provided (fee or affordable housing).

- B. The remaining two-thirds of the public benefit is comprised of elective public benefit options that must be received in exchange for the Development Bonus. Table 5.4 includes the following three elective options :
1. Providing on-site affordable housing pursuant to the provisions of Section XXX and IMCXXX.XXX; and/or
  2. Providing public open space pursuant to the provisions of SectionXXX; and/or,
  3. Paying the Development Bonus fee established in Section XXX.

Table Summary of Required Public Benefit						
Type of Development	Mandatory Portion			Elective Portion		
	The applicant shall provide the applicable public benefit described below in exchange for receiving 1/3 of the Development Bonus.			The applicant may select one or more of these options to provide the public benefit required in exchange for the remaining 2/3 of the Development Bonus. The portion of the remaining Development Bonus allotted to each option is at the discretion of the applicant.		
	Public Benefit	Portion	Amount	Development Bonus Fee	On-Site Affordable Housing	Public Open Space
Commercial	Development Bonus Fee (See Section 18.703.070)	33% of the Development Bonus square footage	See Section 18.703.070	See Section 18.703.070	Affordable housing for low income households for 20% of the Development Bonus square footage allotted to this option	One square foot of on-site open space outside of critical areas, per square foot of the Development Bonus allotted to this option or to TDR Acquisition
Retail						
Other non-residential uses						
Residential	On-site affordable housing (See Section 18.703.050)		20% of the Development Bonus square footage			
Mixed Use Residential						

C. Examples

1. A Project exceeds its Base FAR by 9,000 sq.ft. and its Base Height by 5,000 sq.ft. The Development Bonus fee is only calculated on the greater of the amounts, which in this case is 9,000 sq.ft.
2. If the Project is non-residential:
  - a. Mandatory Portion:  $9,000 \text{ sq.ft.} \times 33\% = 3,000 \text{ sq.ft.} \times \$18.55 \text{ per sq.ft.} = \$55,650 \text{ Fee}$
  - b. Elective Options:  $9,000 \text{ sq.ft.} \times 67\% = 6,000$ 
    - (1) Fee:  $6,000 \text{ sq.ft.} \times \$18.55 \text{ per sq.ft.} = \$111,300;$
    - (2) Affordable Housing:  $6,000 \text{ sq.ft.} \times 20\% = 1,200 \text{ sq.ft.}$  of affordable housing unit(s); or
    - (3) Public Open Space:  $6,000 \text{ sq.ft.}$  of onsite public open space or TDR acquisition.

3. If the Project is residential:
  - a. Mandatory Portion:  $9,000 \text{ sq.ft.} \times 33\% = 3,000 \text{ sq.ft.} \times 20\% = 600 \text{ sq.ft.}$  of affordable housing unit(s)
  - b. Elective Option:  $9,000 \text{ sq.ft.} \times 67\% = 6,000$ 
    - (1) Fee:  $6,000 \text{ sq.ft.} \times \$18.55 \text{ per sq.ft.} = \$111,300;$
    - (2) Affordable Housing:  $6,000 \text{ sq.ft.} \times 20\% = 1,200 \text{ sq.ft.}$  of affordable housing unit(s); or
    - (3) Public Open Space: 6,000 sq.ft. of onsite public open space or TDR acquisition.

### **18.703.050 Public Benefit Requirements – Affordable Housing**

- A. Projects providing affordable housing to fulfill the mandatory public benefit requirement for the Development Bonus must provide twenty percent of the mandatory portion of the Development Bonus square footage for affordable housing for low income households.
- B.
  1. Projects providing affordable housing to fulfill the entire elective public benefit requirement for the Development Bonus must provide twenty percent of the elective portion of the Development Bonus square footage for affordable housing for low income households.
  2. Projects providing affordable housing to fulfill a portion of the elective public benefit requirement shall provide affordable housing for low income households for twenty percent of the Development Bonus square footage provided in exchange for the elective affordable housing option.
- C. The following provisions apply to Development Bonus projects providing either mandatory or elective on-site affordable housing.
  1. Any affordable housing unit provided under this Section must comply with the provisions of IMC 18.XX Affordable Housing.
  2. The Development Bonus fee may be paid to satisfy the on-site affordable housing requirement for a fractional dwelling unit.
  3. The Director may approve a comparable balance between the number of units and their affordability, such as providing a larger percentage of affordable units that are Mid-Moderate Income Affordable Housing rather than a smaller percentage of affordable units that Low-Income Affordable Housing.
  4. Off-site affordable housing may be approved by the Director in accordance with IMC 18.XX.XXX
- D. Central Issaquah is the priority location for affordable housing funded wholly or in part with Development Bonus fees. However, the City Council may authorize the use of these funds for affordable housing projects in other areas of the City or East King County within close proximity to commercial uses, transit services and/or employment opportunities.
- E. The affordability levels used herein are defined in IMC 18.XX.XXX. Pursuant to the authority of RCW 36.70A.540, the city finds that the higher income levels specified in the definition of Affordable Housing in this Chapter, rather than those stated in the definition of “low-income households” in RCW 36.70A.540, are needed to address local housing market conditions in the City.

### **18.703.060 Public Benefit Requirements – Open Space**

- A. Projects providing public open space to fulfill the elective public benefit requirement for the Development Bonus shall:

1. Provide one additional square foot of on-site open space above the district standard, outside of critical areas for each square foot of the Development Bonus;
  2. Acquire TDRs, in accordance with IMC.18.806 Transfer of Development Rights, from authorized sending sites within the City; or
  3. Acquire TDRs from the Issaquah Creek and Tibbetts Creek Watersheds in accordance with the City's Interlocal Agreement with King County.
- B. The applicant shall demonstrate to the Director that the value of the TDR purchase equals or exceeds the amount of a mandatory Development Bonus fee.
- C. The TDRs purchased from the City prior to submittal of a project using the Development Bonus Program may not be used to satisfy the public benefit open space requirements of the Development Bonus program.

### **18.703.070 Development Bonus Fee – Amount and Collection**

- A. Commercial, retail and other non-residential projects shall pay a Development Bonus fee to fulfill the mandatory public benefit requirement for the Development Bonus. The Development Bonus fee may also be paid to fulfill all or part of the elective portion of the public benefit required for the Development Bonus.
- B. The Development Bonus fee in lieu will be assessed on square foot of the building area above the base height and/or FAR as established in the Form and Intensity 18.404 Table. Payments in lieu will be based on the difference between the cost of construction for a prototype affordable housing unit on the subject property, including land costs and development fees, and the revenue generated by an affordable housing unit. The formula for payments shall be established by the Director. If a development agreement has been executed, the Development Bonus fee shall be based on the terms of the development agreement.
- C. The Development Bonus fee shall be collected prior to issuance of the building permit for the building benefiting from the Development Bonus. No building permit shall be issued for a building benefiting from Development Bonus until the fee has been paid in full by the applicant.

### **18.703.090 Development Bonus Fee Account**

- A. Development Bonus payments shall be deposited in a Development Bonus Fee account established solely to support the development of affordable housing and open space as set forth in this Chapter. Earnings on balance in the account shall accrue to the account.

### **18.703.100 Development Bonus Fee Expenditures**

- A. Development Bonus Fees may be used by the City for:
1. The purchase of real property or conservation easements for open space;
  2. The purchase of Development Rights within the city limits in accordance with IMC 18.806 Transfer of Development Rights and the Issaquah and Tibbetts Creek Watershed in accordance with the City's Interlocal Agreement with King County;
  3. Indirect costs associated with the acquisition of real property and conservation easements including critical area surveys, title reports, appraisals, and stewardship plans; and
  4. Affordable Housing. The City shall invest the Development Bonus fees as described above within ten years of payment, and within the Subarea within which the fees have been collected
  - 5.

Affordable Housing. ; and

- B. Development Bonus Fees will be allocated on a first in – first out basis and, may be invested anywhere within Central Issaquah.
- D. Development Bonus Fee expenditures require approval of the City Council. The City Council may approve the transfer of real property to the City in lieu of a Development Bonus fee when the value of the transferred property equals or exceeds the Development Bonus fee that would otherwise be paid.
- C. .

### **18.703.110 Administration and Annual Report**

- A. The Finance Director must be responsible for:
  - 1. Maintaining transaction records from the Development Bonus fee account;
  - 2. Administering the purchase of open space property, conservation easements and development rights as authorized by the City Council and in accordance with IMC 18.806.XXX Preservation of Open Space Resulting from TDR Conversion, and 18. 806.XXX Application Process and Procedures for Using TDRs;
  - 3. Administering the provision of affordable housing.
- B. The Director must prepare and present an Annual Report to the City Council as part of the city’s annual budget process that provides the following information regarding the Development Bonus program:
  - 1. The annual and cumulative amount of Development Bonus floor area, by use;
  - 2. The annual and cumulative acreage and location of Development Bonus open space provided by projects;
  - 3. The annual and cumulative acreage of open space and conservation easements purchased with Development Bonus fees;
  - 4. The annual and cumulative number of affordable housing units provided by projects; ;
  - 5. The annual and cumulative number of affordable housing units purchased with Development Bonus Fees; and
  - 6. The current balance in the Development Bonus fee account.

## **Chapter 18.706 Issaquah Highlands**

### **18.706.010 Intent**

**i** Adapted from 18.19B.010 Purpose.

- A. The purpose of these standards is to provide replacement regulations for terminated development agreements for various Urban Villages within the City, to inspire an animated and connected urban community where pedestrians are priority, to require buildings and open space that are openly interrelated, to design sites that make a positive contribution to the public realm, to attract and retain businesses that complement each Urban Village’s vision, and, ultimately, creating a place where people of all income levels and diversities are drawn to live, work and play. These standards promote the construction of developments that will create and maintain an appealing and visually engaging public realm

in order to encourage social interaction, outdoor activity and a pedestrian orientation in a sustainable, compact, mixed use area.

- B. The standards for Issaquah Highlands are committed to the development, maintenance, and retention of a distinct neighborhood that possesses a strong sense of community, is progressive in its design, and a place where people live, work and play in a pedestrian-friendly environment surrounded and enhanced by acres of preserved open space. The intent is to incorporate and update the amenities prevalent in a nineteenth or early twentieth century town with the intent to revive the close-knit spirit of traditional villages and communities including: narrow streets in a comprehensible layout; a comfortable sense of community; an eclectic mix of housing; a plan that encourages walking; a mixed use village area; buildings on small lots that comfortably enclose the street; common open space and community focal points; and consideration of how all the elements of a neighborhood come together to shape it.

**i** Adapted from 18.19B.020 Intent.

- C. The intent of the design standards is to generally maintain the current character and land use relationships of Issaquah Highlands; achieve compatible land uses within zoning districts and surrounding areas by providing uniform regulations throughout each district; encourage neighborhood stability and consistency; promote commercial viability and compatibility; and retain Issaquah Highlands' distinct character within the historic design and scale of Issaquah.

### **18.706.020 Applicability**

**i** Adapted from 18.19B.030 Scope and applicability.

- D. This chapter contains goals, guidelines, and standards applicable to Issaquah Highlands, projects, and properties following the termination of the development agreement that guided the development within the neighborhood. The Issaquah Highlands are now regulated by the replacement regulations provided in this **section**. The following standards and procedures apply to properties previously entitled through development agreements as specifically listed in this section.

### **18.706.030 Administration**

**i** Adapted from 18.19B.120 Homeowner's or Commercial Association Architectural Review Committee (ARC).

- A. Prior to submittal for any permit, a property owner or agent with authority to act for a property owner must demonstrate that they have either obtained Architectural Review Committee (ARC) approval for those permits where the ARC has purview; or they must demonstrate that the ARC is inactive to the satisfaction of the Director.

### **18.706.040 Development Standards**

- A. Single Family and Townhouse Standards

1. Lots addressed from NE Harrison Street, NE Harrison Drive, Harrison Court NE, and Harrison Way NE may choose to provide an autocourt instead of driveway if all of the following criteria are met; however, all other single family garage requirements must be met including the house in front of the garage and a maximum 20 foot curb cut and vehicular drive to access the autocourt (An autocourt is defined as a courtyard area for pedestrians and cars access or parking.):
  - a. The front door of the house must be prominent and apparent from the street.
  - b. The autocourt must be in a regular, geometric shape such as a square, rectangle, circle, or oval, without added stubs for backing or parking, and create a cohesive, coherent design.
  - c. The autocourt is sized for access to multiple garage entries, but is not oversized to accommodate more than two cars parking within the autocourt.
  - d. The autocourt is paved in concrete, pavers, or other non-asphalt materials.
  - e. The autocourt is set back a minimum of three feet from the public sidewalk. The setback contains a hedge, wall, or combination that is at least three feet tall, opaque at the time of installation, and in the case of the hedge three feet wide.
- B. Due to expansive soils, the following Harrison Way NE homes (1748, 1756, 1764, 1772, 1780, 1788, 1796) may have garages in front of the house/living space, if they meet all of the following garage forward standards:
  1. Presence of the House: Maximize the proportion of lineal feet of occupied house frontage, minimize the proportion of garage frontage. The garage portion may not occupy more than 25 feet of the façade.
  2. Prominent Architectural Features: Use prominent architectural elements at the front door and/or entry walk, as well as other nongarage portions of the house, to draw focus to the front door while taking attention away from the garage. Prominent architectural elements include a grandstair, a roof form at the entry that protrudes horizontally and/or vertically but at least two feet.
  3. Roof Forms: To reduce the prominence of the garage, use roof forms that incorporate the garage into the overall form and composition of the house.
  4. Single Doors: Must use single garage doors rather than double doors, even when three car garages are provided.
  5. Detailed Doors: Use garage doors which have detail and articulation contributing to the overall human scale and visual interest of the house.
  6. Garage Doors Diversion: Use the arrangement and position of the other house elements (rooms, decks, roofs, etc.) to reduce the prominence of the garage by (in required order of action, though multiple techniques may be necessary and employed):
    - a. Overhanging or recessing the garage. The overhang should be living space or covered outdoor space.
    - b. Placing living space or roofed outdoor space above the garage.
    - c. Continuing a roof, trellis, or similar element above the garage doors to provide shade and reduce the garage's prominence.

7. Materials and Colors: Use colors, materials, etc., to either integrate the garage into the house or create a complementary base for it.
8. Architectural Detailing: Use architectural detailing (open grill work, detailed balustrades, concrete detailing), more textured materials, and hardware (lighting fixtures, house numbers, handrails, etc.) to humanize the scale of the garage adjacent to the sidewalk.
9. Garage-Sidewalk Relationship: The garage should be set back a distance which minimizes pedestrian/vehicular conflicts. See Setbacks in Form and Intensity, 18.404.
10. Driveway Width: To reduce the driveway impacts on pedestrians, minimize the driveway width as it crosses the sidewalk. Please see Street Standards for driveway width requirements.
11. Driveway Paving: Use paving materials and/or texture to integrate hardscape. Thus the driveway is not vacant space waiting for a car, but a courtyard or other people-oriented space.

## Article II: Neighborhood Character Standards

**i** These standards were adapted from the Issaquah Highlands Urban Design Guidelines

### 18.706.050 Introduction

- A. The Neighborhood Character Standards present planning guidelines for the neighborhood types within Issaquah Highlands. They define the distinct types of neighborhoods which together make Issaquah Highlands a distinct urban village. It is acceptable for neighborhood types to be intermixed. To this end, a development can meet the guidelines for a particular neighborhood type if the portions which face public or common space are sufficiently consistent with the guidelines. “Sufficiently consistent” means that at least 75% of the lineal frontage from one block front of a street or alley complies with the guidelines for a neighborhood type. The remaining areas may provide the “quirks” that punctuate the pattern and soften the planned consistency. These quirks may be elements such as a pedestrian path, a wetland intrusion, a stand of trees, or a building that does not meet the guidelines, all of which interrupt an otherwise consistent visual appearance. When neighborhood types which are located around an important community focal space are combined with that space, the two together should form a harmonious public place.
- B. Along the length of a street, neighborhood types may vary from one block to the next or from one side to the other. However, in the case where the Traditional Townscape neighborhood type is used along one side of a street that is on an axis with a major public amenity, the Traditional Townscape neighborhood type is encouraged along both sides for the length of the street.
- C. Neighborhood types are not restricted to a particular use or density or to a particular size. For example, a small two acre complex of retail shops might just as easily satisfy the Cottage Lane character, circulation, and landscape guidelines for a particular neighborhood type as might a five acre office development. Similarly, a twenty acre high-density apartment complex might satisfy those same guidelines just as easily as might the detached residential project.
- D. Each neighborhood type which is defined contains guidelines for:
  1. Neighborhood Character: the relationship of the buildings to the adjacent public space
  2. Circulation: the street patterns and character appropriate for the neighborhood type
  3. Landscape: the character of the private landscaping adjacent to public areas

## 18.706.060 House and Garden Neighborhood Standards

- A. Description: The House and Garden neighborhood is a tranquil community which regains much of what has been lost in the monotonous and auto-dominated communities commonly built over the last several decades. Residential and non-residential buildings of varying sizes are set in park-like lawns, and variety in building form, elevational style and detail is encouraged.
- B. Neighborhood Character Standards
  - 1. Compliant designs require the following:
    - a. Variety along the street, with a mix of buildings heights, elevational style, and profiles
    - b. Varied front and side yard setbacks
    - c. Elements such as front porches, entry courtyards, balconies, and arcades which foster communication between the private and public spaces
    - d. Clearly identifiable main building entries
    - e. Primary, general land uses (office, retail, residential, institutional) within buildings are apparent from and expressed in exterior building design (design solutions determined by ARC)
    - f. Techniques which lessen the impact of garages on the street require the following:
      - (1) architectural treatment of garage entries with architectural features such as cantilevered building stories above the garage, trellises or roof extensions
      - (2) garage set back from houses
      - (3) for residential buildings: single car garage doors
    - g. When permanent off-street surface parking areas on retail-oriented streets or parking area vehicle entrances or exits interrupt the street-level frontage, they should be minimal number and width, treated architecturally or with landscaping, and not located at intersection corners.
    - h. An interconnected system of pedestrian routes
  - 2. Examples of noncompliant design include the following:
    - a. Uniform building setbacks
    - b. Unbroken three-car garages
    - c. A continuous row of rear yards backing on a street
    - d. Repetitive facades and building forms fronting on common spaces
- C. Circulation Standards
  - 1. Compliant designs require the following:
    - a. Low speed traffic techniques such as the use of alleys, streets of varying lengths, combinations of straight and curved streets, and intersection focal points
    - b. Streets containing “park” elements such as boulevards and split streets
    - c. On-street parking
  - 2. Examples of noncompliant design include the following:
    - a. Long or straight street patterns that do not culminate in a focal point

- b. Pedestrian circulation patterns that discourage walking to neighbors or community destinations
- c. Neighborhoods walled off from abutting streets

D. Landscape Standards

1. Compliant designs require the following:

- a. The use of lawns as part of the landscape in front yards
- b. Evergreen groundcover
- c. Trees that provide year-round visual interest in front yards and setbacks such as deciduous shade trees with fall color and interesting bark or other features
- d. An uninterrupted flow of landscaping between buildings and the street by placing elements such as gardens and patios close to the front of the building or to the side or rear
- e. Abutting streets, trails or common spaces fence styles, such as low or open fences that encourage interaction between neighbors and between private and public spaces
- f. The use of elements and street furniture such as arbors, trellises, sundials, pergolas, and bird baths to add interest and scale to the landscape
- g. Paving solutions for driveways and public walkways that complement the architectural and landscape character of the neighborhood such as stone, masonry or concrete pavers, exposed aggregate and patterned colored concrete
- h. Techniques to “soften” driveways such as the use of colored or varied paving materials, planting strips or landscaping along garage facades
- i. Pedestrian routes identified by paving materials, patterns and colors
- j. Open fence, low fences, possibly atop low walls, facing public areas such as streets and trails.

2. Examples of noncompliant design include the following:

- a. Large, overbearing evergreen trees in front yards
- b. High walls or solid fences abutting streets, trails or common spaces

### **18.706.070 Cottage Lane Neighborhood Standards**

A. Description: The Cottage Lane Neighborhood is an informal and random neighborhood characterized primarily by buildings casually clustered around a common space. They can be oriented around elements as diverse as an auto court, a private drive, a park, a small common open space, or a pedestrian path. Because the buildings surround a shared space, they respond to it by including elements that encourage human interaction and individuality such as balconies, decks, porches, stoops, and windows from living or other active areas within the building. Typically, there is no formal distinction between street and sidewalk with both pedestrians and vehicles sharing the same low-use, compact travelway. In some situations –for instance when the cluster surrounds a small park or open space – the main pedestrian entry may be accessible only by a walkway. The Cottage Lane neighborhood is one that lends itself well to being combined with other neighborhood types because it can be set perpendicular to the street frontage of another neighborhood type or tucked in behind it.

B. Neighborhood Character Standards

1. Compliant designs require the following:

- a. Buildings oriented around a central element such as a shared common space, courtyard, or lawn
- b. High density auto court building clusters
- c. Clusters separated by a landscaped common space element such as a pedestrian path, open space, small park etc.
- d. Permanent off-street surface parking areas are separated from pedestrian areas (sidewalks, parks, plazas, trails) by hedges, walls, or buildings.
- e. When permanent off-street surface parking areas on retail-oriented streets or parking area vehicle entrances or exits interrupt the street-level frontage, they should be of minimal number and width, treated architecturally or with landscaping, and not located at intersection corners.

2. Examples of noncompliant design include the following:

- a. Buildings that don't related physically or visually to the shared space
- b. Large parking areas
- c. Asphalt surfaces for auto courts and areas shared by vehicles and pedestrians

C. Circulation Standards

1. Compliant designs require the following:

- a. Combined vehicle and pedestrian travel ways
- b. Traffic calming devices such as pavers, scored concrete, colored materials, bollards, planter boxes and/or paving accents to inhibit speed and indicate pedestrian activity.
- c. Low speed solutions such as driveways, alleys, woonerfs, and auto courts
- d. Pedestrian connections between clusters
- e. Internal pedestrian routes connected to an external pedestrian circulation system
- f. On-street parking

2. DExamples of noncompliant design include the following:

- a. Wide (over 20 feet) paved driveways or auto courts
- b. Travel ways for the exclusive use of vehicles
- c. Rigid separation (e.g., curbs) between driving and walking areas

D. Landscape Standards

1. Compliant designs require the following:

- a. Informal plant selections and planting patterns
- b. Landscaping in all shared space areas though some portion may be paved
- c. Durable, flowering planting materials such as flowering perennials and annual plans which naturalize and self-seed
- d. Plantings to soften building and pavement surfaces, such as shrubs grown tightly and trained against building walls, and groundcovers along or in travel ways
- e. Trees that provide visual interest and seasonal shade such as deciduous flowering trees and fruit and nut trees

- f. Low physical separators between private and shared spaces. Elements such as open fences, screens, low walls, low hedges, open trellises, or arbors are used to separate private space from pathways and shared open space and still foster a sense of openness and community.
2. Examples of noncompliant design include the following:
    - a. Lawn except in open spaces with low pedestrian use
    - b. High walls and solid fences adjacent to sidewalks, shared travelways, pathways, or shared open space

## **18.706.080 Traditional Townscape Neighborhood Standards**

- A. Description: The Traditional Townscape neighborhood is one reminiscent of the town centers found historically in the heart of older urban towns and villages. Generally, residential and non-residential buildings are set quite close to the street, with no or minimal front setbacks. They are characterized by a vertical, flat façade, a consistent height and overall appearance. To avoid a repetitive streetscape, building facades that are visible from public spaces should include features that provide differentiation such as varied types and colors of materials and architectural embellishments and treatments to minimize blank walls and reduce bulk and massing (the design solutions determined by the ARC). Additional variety can be achieved on corners by having a building set back a different distance from the two adjacent streets.
- B. Neighborhood Character Standards:
  1. Compliant designs require the following:
    - a. Buildings set immediately adjacent or in close proximity to public space
    - b. Buildings with strong vertical elements
    - c. A consistent building “set-to” and eave line along a street face but the pattern can break at a corner
    - d. Buildings with flat facades punctuated by architectural embellishments
    - e. A substantial portion of the building width at the “set-to” line
    - f. Clearly identifiable main building entries
    - g. Single family residential street-facing garages set back from the building “set-to” line
    - h. Pedestrian treatments such as sidewalks/pathways, weather protection along retail and restaurant street-level frontages, and lighting.
    - i. The entrances to both alleys and autocourts are screened with landscape elements and walls or fences.
    - j. Permanent surface parking areas are located behind buildings; or if adjacent to buildings, they are separated from public areas by screening techniques that include landscape.
    - k. When parking area vehicle entrances or exits interrupt the street-level frontage, they are of minimal number and width, treated architecturally, and not located at intersection corners. Architectural treatment includes tall piers on either side of the entry as well as landscape.
  2. Noncompliant design includes the following:
    - a. Garages that face the street in front of or in the same plane as living areas
- C. Circulation Standards
  1. Compliant designs require the following:

- a. A geometric pattern of interconnected streets using either a grid street layout, curvilinear streets, or a combination of both. Short streets, alleys, auto courts, and focal points are common techniques to break monotonous street patterns
  - b. On-street parking
  - c. Alleys
  - d. Visual screening at alley and rear drive entries
2. Examples of noncompliant design includes the following:
- a. Random curvilinear streets
  - b. Frequent curb cuts

#### D. Landscape Standards

1. Compliant designs require the following:
- a. Landscape abutting streets and common areas in this neighborhood defines the private space and provides visual relief, when necessary, as well as adds interest to the building façade.
  - b. Formal landscape solutions which establish order and strong lines of symmetry.
  - c. Provide year-round greenery such as the use of columnar trees, evergreen hedges, and low evergreen shrubs. The use of formal plantings such as columnar evergreens with precise forms and evergreen plants with fine texture (e.g. Salal, Boxwood/Buxus, Ilex Holly, etc.).
  - d. Use landscape elements to enhance pedestrian areas such as along streets street trees and planting strips, and private landscaping along building facades
  - e. Use of annual flowers and flowering or evergreen vines as accents. These could be in window boxes, vertical garden structures trellises, and arbors
  - f. Use of paving materials such as stone, masonry or concrete pavers on pathways that complement the architectural character
  - g. Use of low open fences, screens, walls or low hedges to separate private spaces from streets, trails and public open spaces
2. Examples of noncompliant design include the following:
- a. Placement of deciduous shrubs adjacent to buildings
  - b. Use of lawn in narrow strips adjacent to buildings

## Chapter 18.708 Talus

### Article I: Intent

#### 18.708.010 Intent

##### **i** 18.19C.010 Purpose.

- A. The these standards provide replacement regulations for the Talus Urban Village (Talus) now that the development agreement under which Talus was originally developed has expired. and to. Talus standards are intended inspire an animated and connected urban community where pedestrians are priority, ensure

buildings and open spaces are openly interrelated, assure sites are designed to make a positive contribution to the public realm, attract and retain businesses that complement the Talus vision, and, ultimately, create a place where people of all income levels and diversities are drawn to live, work and play. These standards promote the construction of developments that will have an appealing and visually engaging public realm in order to encourage social interaction, outdoor activity and a pedestrian orientation in a sustainable, compact, mixed use area.

- B. The intent of these standards is to commit to and retain a distinct neighborhood with a mountain village character, and to recognize the importance of both quality of design in the built environment and sensitivity to the natural environment. In terms of the built environment, good design must mean not only a visually pleasing community but one that embraces architectural diversity and provides a variety of opportunities for social interaction. The intent of these standards is to support the Talus vision that embraces:
1. clustered development;
  2. large areas of open space connected by an extensive pedestrian and vehicular circulation system;
  3. housing for many lifestyles, age groups, and incomes;
  4. a limited number of opportunities for working and shopping in a pedestrian friendly setting;
  5. Appropriate site planning that provides connectivity between uses;
  6. Focus on proximity of uses to each other; and
  7. Siting of structures and landscaping to reinforce the street/streetscape.
- C. These noted elements in the Talus vision work together to create a public realm that encourages social interaction between community members. As developed, Talus has a mountain village character, which though described as “urban” below is less dense and includes less diversity of uses than other urban villages.

**i** Adapted from 18.19C.020 Intent.

- D. The intent of the standards is to generally maintain the current character and land use relationships of Talus; achieve compatible land uses within zoning districts and surrounding areas by providing uniform regulations throughout each district; encouraging neighborhood stability and consistency, promoting commercial viability and compatibility; and retaining Talus’ distinct character within the historic design and scale of Issaquah.

## 18.708.020 Applicability

**i** Adapted from 18.19C.030 Scope and applicability.

- A. This chapter provides the development standards applicable to all Talus’ districts, projects, and properties.  
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## Article II: Neighborhood Character Standards

### 18.708.030 Introduction

- A. The Urban Design Guidelines describe the vision of this urban village as well as provide a more detailed integration of the many elements and issues that have to mesh in achieving a successful Urban Village. In some cases they will serve as the tool for implementing the vision; in other cases, they will provide a more detailed understanding of the vision, that the standards will then implement. The Urban Village Design Guidelines address the general character of the Village Center and residential neighborhoods as an integral element in the creation of an Urban Village. The urban design guidelines will be used to review land use submittals.

### 18.708.040 Village Center Neighborhood Standards

- A. Description: The Village Center neighborhood is the heart of Talus, and is located at the intersection of Talus Drive on either side of Shy Bear Way. It provides a place to gather and enjoy a lively, bustling atmosphere. Residents, visitors, and workers visit the Village Center at all times of the day and week to enjoy activities provided at the Village Center. It offers opportunities to run errands, browse in the shops, meet for lunch and dinner, have coffee, walk to the Village Center after dinner for dessert, watch people, and partake in community events. The visual prominence and convenient access for pedestrians, bicyclists, and drivers necessitates that the Village Center be located on the spine road.

The Village Center is designed for the comfort and convenience of pedestrians. It is physically connected to the rest of Talus through a network of roads and trails. The Talus network of sidewalks and trail systems provides access to the Village Center from all of the neighborhoods in Talus.

A major component of the Village Center is the Village Square. The Village Square is a hard surface public gathering area within the Village Center. The area of the Square is defined by the surrounding buildings which contain a mix of uses that include retail shops, restaurants and cafes, offices, and residential. Landscaping within the Square reflects the mountain village character of Talus. A mix of evergreen and deciduous trees and shrubs provide year round interest, shade, and variety.

- B. Architectural and Site Design Standards:

1. Compliant design requires the following:

- a. Orient buildings, primary entries, and ground floor uses to the public spaces, Talus Drive, Village Center streets, and the Village Square, using building design, prominent entry ways, and pedestrian connections to form strong relationships. Establish an active streetscape, and create an urban environment. Secondary entrances may face parking lots, garages, or other interior elements. The primary entries are architecturally distinctive to attract and visually orient pedestrians.
- b. Minimal or no building setbacks from Village Center streets. Provide limited setbacks when buildings front on the spine road. If buildings are setback, use elements that maintain a strong connection to the street and support a pedestrian friendly environment; landscaping between streets and buildings, if provided, supports the urban village character and the pedestrian nature of Talus.
- c. Buildings are setback from the property line to allow for uses such as outdoor seating areas, courtyards, small plazas. These areas contribute to the public realm and support adjacent business.

- d. Buildings along the street provide the feel of a continuous street wall.
- e. Building's architectural elements provide interest, pedestrian scale, and social interaction. This is achieved by the following:
  - (1) large street level windows that allow pedestrians to see activity within shops
  - (2) well defined entrances to retail shops and offices; provide numerous, rather than consolidated entrances
  - (3) traditional ground level retail modules for buildings
  - (4) differentiated window patterns in multi-story buildings to distinguish retail, office, and residential uses
  - (5) roofline modulation
  - (6) open gates or fences to allow social interaction
  - (7) weather protection
- f. the portions of buildings that face open space have an informal character and landscape as part of the transition from the more formal, urban public realm to open space.
- g. In areas where buildings or walls are built on slopes, use techniques to minimize the buildings impact to others' views, including multiple,, terraced low retaining walls or rockeries; and on downhill elevations articulate and screen elevations as well as provide transitional plantings.
- h. Provide attention to detail for all sides of buildings, so there is no "back" side.

C. Landscape Design Standards:

1. Compliant design requires the following:

- a. Provide landscape elements along streets that reflect the more urban, high-density atmosphere of the Village Center including;
  - (1) vertical landscape elements
  - (2) hardscape elements, such as planters, rock walls, and sidewalks extending into planting strips
- b. Provide landscape elements that add interest to building facades including:
  - (1) Hanging baskets and/or window boxes containing annuals
  - (2) trellises, pergolas, and similar features

D. Village Square Design Standards:

1. Compliant design requires the following:

- a. Incorporate human scale design elements into the Village Square design including:
  - (1) Weather protection
  - (2) Pedestrian amenities such as benches, drinking fountains, and trash receptacles
  - (3) Artwork and/or fountains
  - (4) low walls that do not visually cut off one portion of the Square from another and may be used as seating

- b. Use special and varied paving materials within the Square to create visual interest and to distinguish use areas
- c. pedestrian lighting throughout the Village Square to encourage activity after dark and provide safety for pedestrians, including the use of festive or special lighting within the Village Square
- d. Use landscape areas, planter boxes, boulders, sculptures, and other design elements to define specific areas within the Village Square. Group trees and shrubs into informal clusters rather than rigid alignment or rows. Use hardscape elements to add interest and fun such as boulders, fountains and sculptures and/or other artwork
- e. Use deciduous trees that provide summer shade and seasonal interest
- f. Use appropriately scaled evergreens for year round color and to reinforce the Mountain Village character of Talus
- g. Use annuals and perennials to provide color and add to the sense of festivity within the Village Square

### **18.708.030 Mountain Village Residential Neighborhood Standards**

- A. Description: Talus is situated within a unique and beautiful portion of the City of Issaquah, commonly referred to as the Issaquah Alps. The Mountain Village Residential neighborhood areas will reflect the mountain village character. Mountain village character does not dictate a specific type or style of home, but rather it requires designs that respond to the topography and other natural features within Talus as well as identifies the relationship between buildings and the street or other public spaces to create a public realm.
- B. Applicability: all Talus residential neighborhoods.
- C. Compliant design requires the following:
  - 1. A residence on a hillside provides minimal impact on the views from the surrounding areas. Compliant design includes:
    - a. Using multiple, terraced low retaining walls or rockeries on downhill elevations articulating and screening elevations
    - b. providing transitional plantings
    - c. existing or planted landscaping to screen homes from the surrounding existing communities' views
    - d. placing buildings below the ridge line
    - e. articulate downhill elevations, avoiding large, blank facades.
  - 2. When homes step up hills, place garages underneath the home with the garage door on the downhill side.
  - 3. Use native plantings that reflect the character of the mountain community when replanting disturbed areas.
  - 4. Use large natural groupings of trees around residential sites to nestle the home into the environment
  - 5. Provide transitional landscaping between the built environment and the surrounding open space

## **18.708.040 Low Density Neighborhood Standards**

- A. Description: The standards listed for Low Density residential neighborhoods work in concert with the Mountain Village neighborhood standards listed in 18.706.030. Low density neighborhoods within Talus are designed as tranquil and calm neighborhood areas. Common elements such as yard areas, front porches and balconies, garages set back from the front façade of the homes, and elements such as walkways and low open fences or hedges that tie homes to the street are unifying elements throughout the neighborhood. Living space and front yards of homes face the street to enclose the streetscape and contribute to the sociable public realm of the neighborhood. Low density areas of Talus contain single family detached and attached homes and are likely to be located furthest from the Village Center.
- B. Applicability: Talus residential neighborhoods shown as Low Density on the Map XXX.
- C. Compliant design requires the following:
  - 1. Include at least one of the following architectural elements, facing the street or on building front, that encourages social interaction: porch, stoop, patio, balcony.
  - 2. Elements on lots that strengthen the connection between private property and the streetscape. Include all of the following:
    - a. living space faces the street. Rear yards do not face the street.
    - b. orienting the front of the home to the street
    - c. providing walkways that connect front entries to the sidewalk
  - 3. Vary front and side yard setbacks.
  - 4. Incorporate shared open spaces, such as parks and trails, into the design of neighborhoods to provide gathering places, children's play areas and recreational opportunities for residents. Use landscape materials such as lawns and tree types that reflect the character of the neighborhood
  - 5. Use open or low fencing, hedges or walls when separating private and public space
  - 6. Feature lawn, ornamental deciduous trees, evergreen ground cover, evergreen shrubs, and, when appropriate, evergreen trees on private lots

## **18.708.050 Medium Density Neighborhood Standards**

- A. Description: The guidelines listed for medium density residential neighborhoods work in concert with the mountain village neighborhood standards listed in 18.706.030. Medium density residential neighborhoods within Talus are designed to promote shared space and frequent interaction between neighbors. These neighborhoods provide both a strong edge to the street and accommodate primarily ground related residences. Minimal street or common area setbacks contribute to the sociable public realm. Shared open space areas are common neighborhood features. Homes face and have an entry onto streets or shared common areas. Street and common area setbacks are consistent while rooflines and front facades modulate to create interest and diversity. Medium density neighborhoods contain a diverse mix of housing types, including single family detached, single family attached, and smaller scale multifamily. In most cases, they are within walking distance of the Village Center. In some cases, they are located within the Village Center.
- B. Applicability: Talus residential neighborhoods shown as Medium Density on the Map XXX.
- C. Compliant design requires the following:

1. Single family attached or multifamily units blend with the surrounding single family detached homes, if they are mixed together.
2. Landscape to provide consistency between individual units, even when there is a mix of unit types.
3. Provide shared common areas including one of the following: lawn areas, courtyard or patio, picnic or barbecue area.
4. Site homes so living spaces face a public space, such as a street, park, plaza, trail. When multiple sides of a home face public spaces, design each side to provide living space facing the public space.
5. Elements on lots that strengthen the connection between private property and the streetscape. Include all of the following:
  - a. incorporating front porches or stoops, covered entries, and balconies into the design of the façade
  - b. using walkways and landscape features to connect the home to the public space
6. When homes are immediately adjacent to streets, landscaping should reflect their urban character including at least one of the following:
  - a. low, formal hedges and columnar evergreens
  - b. vertical garden structures such as trellises and arbors
7. Create enjoyable, usable common areas including the following:
  - a. durable landscaping
  - b. shade trees and trees that provide visual interest
  - c. low, physical separations between private and public space
  - d. patios or decks facing the shared space

## **18.708.060 High Density Neighborhood Standards**

- A. Description: The standards listed for High Density residential neighborhoods work in concert with the mountain village neighborhood standards listed in 18.706.030. High Density residential neighborhood areas of Talus are designed to create the most urban areas. They include a mix of housing types, mainly multifamily and single family attached, and a mix of uses when located in the Village Center. Indoor recreational opportunities are usually included in a clubhouse setting with meeting rooms, game rooms, and exercise facilities. Outdoor areas feature facilities for both passive and active recreation including seating areas, picnicking areas, trails, tot lots, and barbecue areas. Buildings in High Density neighborhoods are larger in scale than other housing types in Talus and include features such as balconies and decks, modulation, interesting window patterns, and varied rooflines used to soften the mass of buildings. For the same purpose, buildings are often clustered around and set adjacent to open space and include generous landscaping in common areas and parking areas. Residences face streets and public spaces, and provide living areas along the street and public space to reinforce the public realm. An emphasis on the design and siting of entries, landscaping, and pedestrian walkways tie structures to the street and contribute to the character established for the neighborhood. High Density neighborhoods are located close to the Village Center and in some cases are in the Village Center.
- B. Applicability: Talus residential neighborhoods shown as High Density on the Map XXX.
- C. Compliant design requires the following:

1. Use minimal side yard setbacks between buildings facing streets to create a continuous street wall. Street facing courtyards, porches, landscaped areas, or other design elements may be used in front of or between buildings to contribute to the street wall, as long as they are designed to support a strong connection between the buildings and the street, and enhance the pedestrian oriented environment.
2. Site residences to face the street, contributing to the public realm.
3. Design elements to reduce the mass of tall multifamily structures and provide pedestrian scale and include the following:
  - a. balconies and decks
  - b. vertical and horizontal modulation of facades
  - c. varied roof lines with attention to roof pitch and eave depth
4. Locate parking under, behind, or beside structures.
5. Use landscaping to soften the mass of multifamily buildings.
6. Use landscaping to define common areas. For example, a small hedge can be used to define the perimeter of the shared courtyard.
7. Include trees and durable landscape in common areas that will provide seasonal shade and interest
8. Landscaping should reflect the area in which the building is located. Buildings in or near the Village Center should have landscaping that reflect the urban character of the Village Center. Multifamily buildings in the Village Center will follow these standards as well as those found in Landscape, 18.XXX. Buildings placed near open space should be tied to and reflect the open space through the use of informal landscaping such as clusters of evergreen and deciduous trees and shrubs.