

# TOWN OF GRAND ISLAND

## DESIGN AND PERFORMANCE STANDARDS

*The Town of Grand Island is unique in that its development did not follow the traditional development pattern of a central settlement from which the Town expanded. Rather, the Town developed from the boundaries inward as a result of seasonal cottages, and from agriculture. As such, the resulting commercial districts lack consistency because they have no longstanding history from which to expand.*

*The purpose and intent of these guidelines is to establish and maintain a unified architectural character for the Town of Grand Island. The vision for the growth of the Town, as expressed by its residents, is to maintain the rural atmosphere and to control growth so as to minimize its impact on existing neighborhoods. Additionally, the Town desires to attract and grow business and multi-family residential development by centralizing these uses, and providing a framework by which these enterprises may flourish.*

*The intent of these Design and Performance Standards is to encourage the scale, massing and physical relationship of a small rural town center reflecting the history of the Island. Balanced with traditional designs, current design principles and materials that reflect the dynamics of changing times and technologies may be considered in relative context. New interpretations of traditional building types of the aforementioned historical references are encouraged, such that they are seen as products of their own time yet comparable to historic communities recognized for their charm and attention to the pedestrian environment.*

*These Standards are intended to serve as a resource to assist town staff, local officials, businesses, architects, developers and builders in planning and executing a successful architectural design in the Town of Grand Island. Additionally, these Standards are intended to improve the timeliness and predictability of the development review process necessary to assure the vision of the Town of Grand Island.*

### 1.1. APPLICABILITY

The purpose of the Town of Grand Island's Design and Performance Standards is to serve as a written reference standard designed to shape development in a manner that implements the vision of the Town's Comprehensive Plan.

All aspects of projects submitted for approval by the Town of Grand Island after the date of adoption of these Standards shall be subject to all requirements contained herein provided they meet one or more of the following criteria:

1. All newly built non-residential structures.
2. All newly built multi-family residential structures.
3. All single family detached, and single family attached structures built within Central, North, and South Town Center Business Districts.
4. All projects expanding the floor area of an existing non-residential structure, or multi-family residential structure by 25% or more.

All aspects of projects that entail the alteration, or Reconstruction of an existing structure as defined by Chapter K3 of the Building Code of New York State shall include alteration of existing building elements to conform to all Building Design Standards and Supplementary Standards contained herein.

All aspects of covered projects that entail the alteration of an existing site plan, or addition of any site element shall include alteration of existing site elements to conform to the Site Design Standards contained herein, unless the Town Board waives,

upon written request of the applicant, said requirement because of the minor nature of the alteration.

Projects which are limited to pavement repairs or re-paving of existing parking or driveway areas do not require the sponsor to bring about correction of all non-conforming site elements, however sponsors shall be required to cooperate with the Town to include practical improvements which further the goals of these standards.

Sponsors of projects subject to these Standards shall be required to submit a Development Application to the Town of Grand Island Engineering Department. Said application shall be subject to review for conformance with these Standards, and all other applicable Town Codes and Standards.

Prior to submitting an Application, Sponsors of a project are required to schedule a Pre-Application Conference to discuss any aspect of their proposed project as it applies to these Standards, or any other Town requirement. A Pre-Application Conference can be arranged by contacting the Town Engineering Department.

### 1.2. ALTERNATIVE APPROACH

Though these Standards are intended to provide a comprehensive basis for a flexible approach to achieving a successful development, it is recognized that alternatives to the specific criteria included herein may also provide acceptable results. As such,

an applicant may request an alternative approach be considered by the Town, which could be substituted in whole or in part for one or more of the standards.

This provision is intended to further the flexibility of the standards and should be pursued in circumstances in which an alternative approach would provide an architecture that is equal to, or superior to that which would be achieved by adhering to the standard(s) in this document.

### **1.2.1 Procedure**

A request for an alternative approach needs to be submitted in written form along with a Development Application. The request should clearly identify the provision(s) from which relief is sought and discuss the benefits of the alternative approach compared to the corresponding standard(s).

### **1.2.2 Review Criteria**

The appropriate decision-making body will consider the written request for an alternative approach. It must find that the alternative approach accomplishes the intent of the architectural standard(s) equally or better than would the approach encouraged by the Standards and would not result in any significant adverse impacts on the quality of the residential development or surrounding neighborhoods. Economic considerations should not be the sole basis for an alternative approach.

## **2.1 SITE DESIGN STANDARDS**

It is the intent of these standards to establish a standard relationship of the location of elements to the street, sidewalk, landscaping, and buildings to the street.

Whenever possible, parking lots are to be located alongside or to the rear of the site as shown in Figure 2.1.

When this arrangement is not possible, and parking lots are permitted to be located between the building and the roadway, they are to be minimized and screened Figure 2.2.

To promote a common visual aesthetic, all development in Town Center Districts shall be required to conform with the arrangement of building and site elements as shown in Figures 2.1, or 2.2.

## **2.2 SPECIFIC SITE DESIGN**

Sites shall be arranged in such a manner as to reduce the visual impact of paving, and to utilize landscaping and other site amenities to increase the visual continuity within the community.

Development within Grand Island's Town Center Districts must be executed with the utmost sensitivity to creating a sense of visual continuity for the Town's primary commercial spine.

The intent of the standards for the Central Business District is to develop and maintain a more dense arrangement of mixed-use buildings that accommodate retail, restaurants, businesses and civic functions. Buildings in this district shall have a more direct relationship with the pedestrian spine running through the district.

The intent of the standards for the North and South Business Districts is to develop and maintain a small town commercial type of development. Development within these districts shall have buildings that address both the scale of the pedestrian, and yet have a presence from the street for motorists traveling at the posted speed limits.

### **2.2.1 Submission Requirements**

Applicants are required to satisfy all requirements of Section 49-122 of the Town Code for "Submission of Site Plan and Additional Information". Applicants are required to present preliminary plans for an informal review as part of a Pre-Application Conference as indicated above in order to ensure that final submissions have no underlying issues that could be mitigated through the preliminary review process.

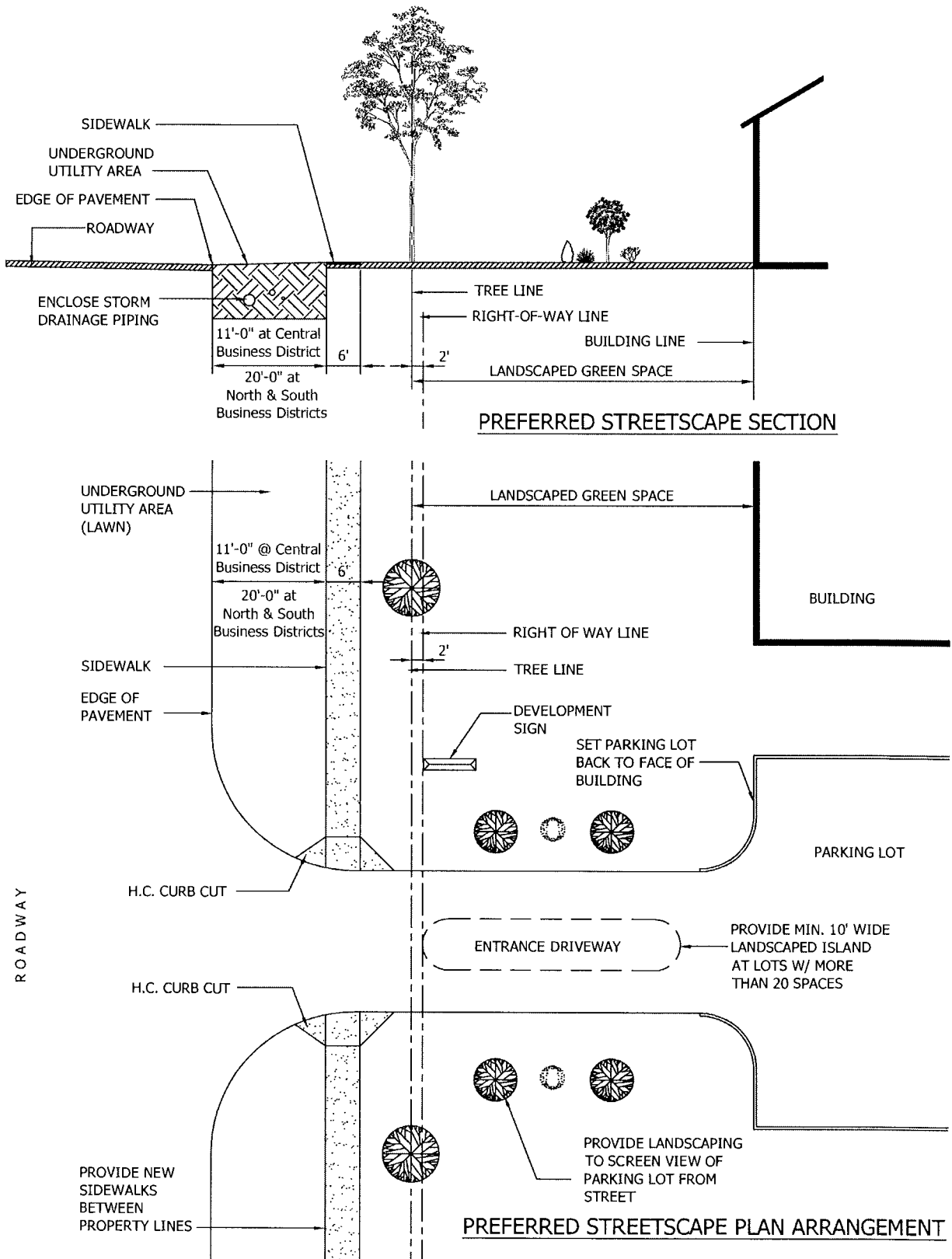
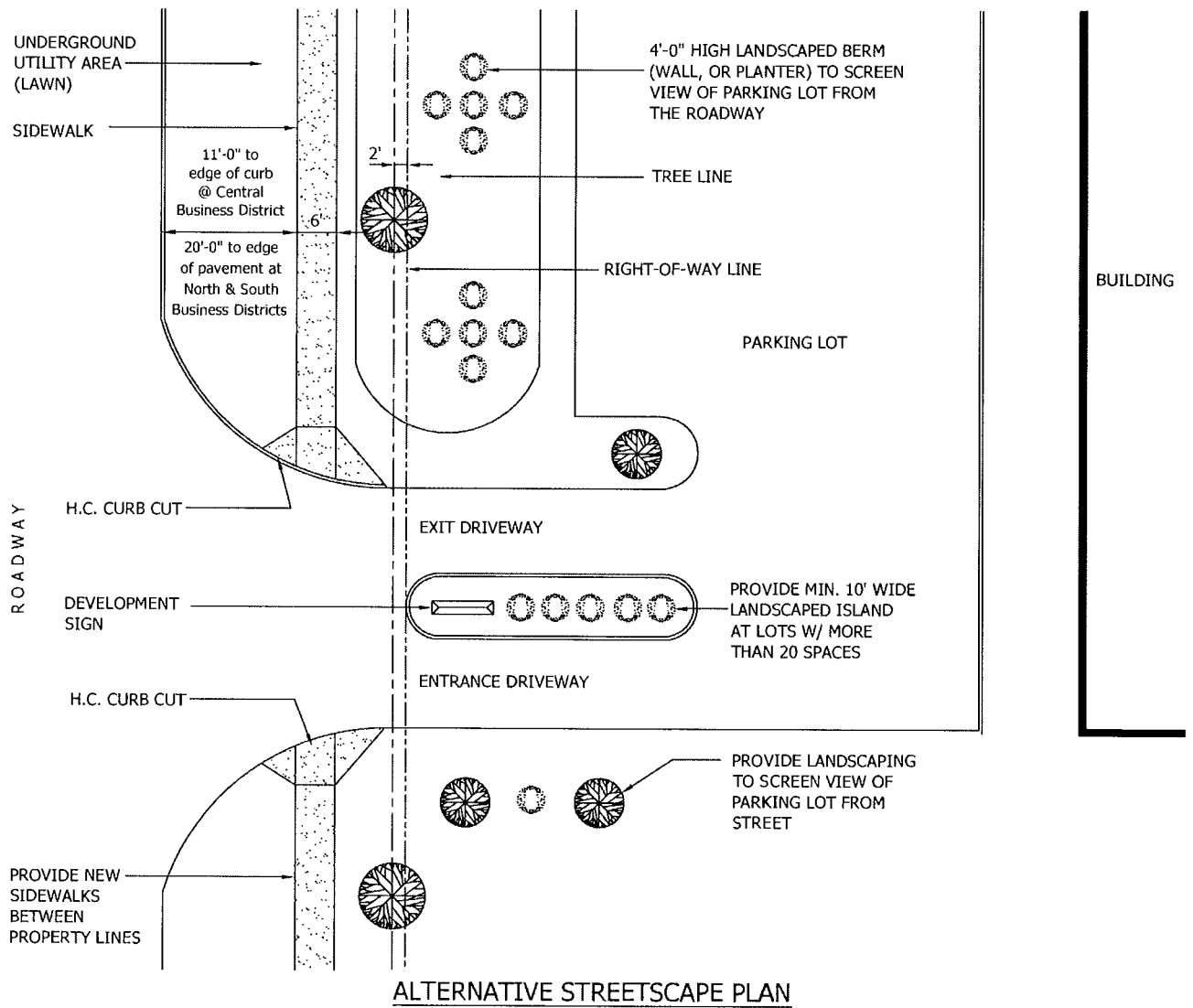
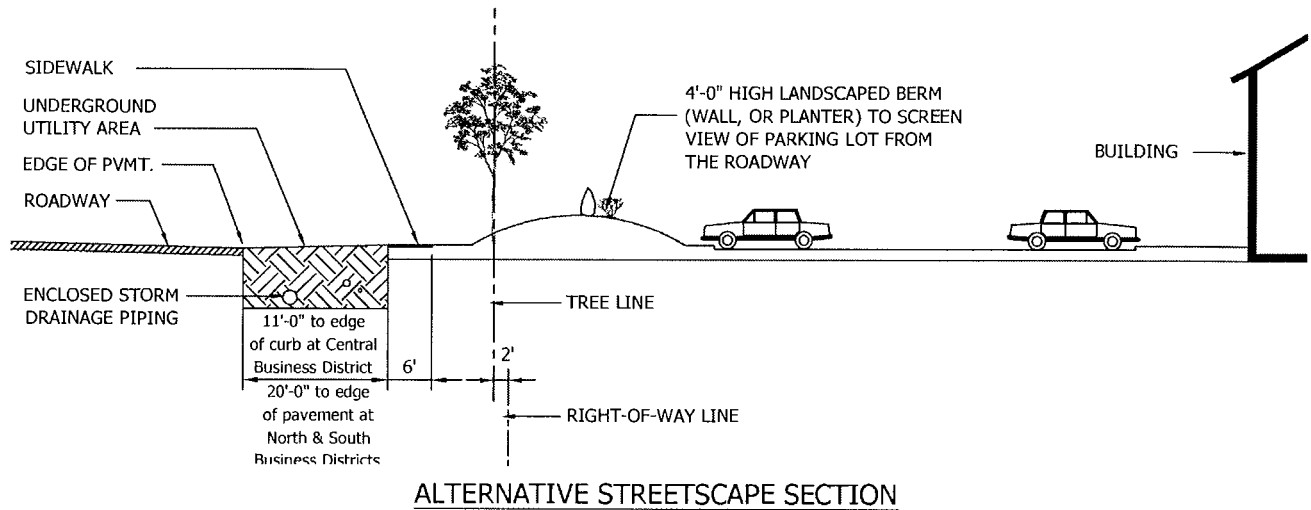


FIGURE 2.1: PREFERRED STREETScape ARRANGEMENT



**FIGURE 2.2: ALTERNATIVE STREETSCAPE ARRANGEMENT**

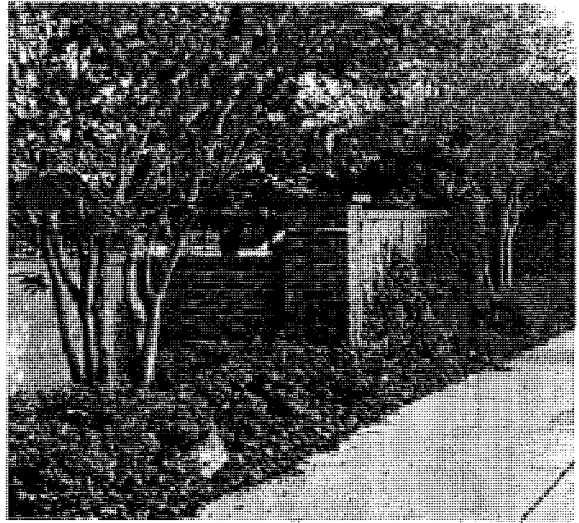
## 2.2.2 Parking and Circulation System

It is the intent of these requirements to discourage parking lots in front of buildings in all non-residential developments. Whenever possible, sites shall be oriented with parking along side, or in back of the building(s) similar to the illustration in Figure 2.1. When this orientation is not possible, landscaping arrangements shall be provided to minimize the visual impact of paved areas on the adjoining streetscape, and on adjoining development similar to the illustration in Figure 2.2.

- A. Parking areas shall be screened from view from the street to the greatest degree possible. Where parking is set between the building and the street, a landscaped berm(s), planters, or masonry wall a minimum of 4'-0" in height above the elevation at the centerline of the roadway shall be provided to screen the view of parking areas from the street.
- B. Where buildings or parking lots adjoin existing residential development a physical separation shall be provided to eliminate view of parking areas from residences, and either fully or substantially blocks the view of buildings from the residences. In order of preference, one or more of the following shall be provided:
  1. Undisturbed treed buffers of 100 feet or more.
  2. Landscaped buffers of 100 feet or more.
  3. Landscaped berms, walls, and/or fencing of a minimum of 6'-0" in height.
  4. A combination of undisturbed treed buffers, landscaping, walls, and/or fencing arranged in a manner that is demonstrated to eliminate view of parking areas from the residences.



**Figure 2.3** Example of preferred parking and Circulation System layout. Parking on the side of the building landscaped area between the street and building, and development signage located at the entrance driveway.



**Figure 2.4** Example of an alternative appropriate use of a screen wall and landscaping to screen view of a parking area from the street.

- C. Entrances to developments shall be consolidated to the greatest degree possible, and arranged in such a manner as to provide visual cues as to the locations of the entrances and to provide appropriate view of vehicles and pedestrians by motorists.
  1. Locate signage at landscaped islands adjoining driveways in order to signify the entrance to a development.
  2. Provide separate entry and exit lanes separated with a landscaped island from the road to the parking area at all commercial developments entailing parking of more than 20 vehicles.
- D. Islands shall be no less than ten feet in width, and shall be landscaped as stipulated herein.
  1. Islands shall be provided to separate parking stalls into banks of no more than 20 cars between islands. Reference Figure 2.5 for appropriate example of landscaping for parking lot islands.
- E. Shared and interconnected parking lots are encouraged. Developments demonstrating an effective arrangement to share parking facilities may reduce the total number of parking spaces required for each development at the discretion of the Planning Board.
- F. Drive through businesses such as banks, or restaurants shall have car stacking areas limited to the rear and sides of the building, and are to avoid layouts which cause the crossing of traffic patterns between car stacking, and parking areas and driveway entrances.



**Figure 2.5** Example of appropriately landscaped parking lot island utilizing a mix of trees, shrubs, and ground cover to screen car parking from view.

### 2.2.3 Sidewalks

All developments subject to these standards shall provide new concrete sidewalks along each property line abutting public or private roads as condition to approval. New sidewalks shall be constructed in accordance with standard details approved by the Town Engineer.

Sidewalks shall be subject to the following standards for width and placement:

- A. All sidewalks located in Town Business Districts along Grand Island Boulevard, Baseline Road, and Whitehaven Road shall be a minimum of 6 feet in width.
- B. Sidewalks along these roads in the Central Business District shall be located in accordance with Figure 2.1
- C. Sidewalks along Grand Island Boulevard and adjoining public roads in the North and South Business Districts shall be located in accordance with Figure 2.2
- D. Sidewalks located within Commercial, or Mixed Use Developments shall be a minimum of 6 feet in width.
- E. Sidewalks along roads in residential use areas shall be a minimum of 4 feet in width, and shall be located 11 feet off the face of the curb, or edge of pavement.

### 2.2.4 Signage

Signage shall be limited to low impact signage integrated into the theme of the development and consistent with the Town Sign Code. Proposed signage shall be reviewed by the Architectural Review Board as part of the application process.

### 2.2.5 Landscaping

An emphasis shall be placed on providing landscaping that enhances the overall aesthetics of the development, and the image of the Town of Grand Island.

Special emphasis shall be placed on landscaping that reinforces the streetscape, and brings about consistency in landscaping that fronts roadways in the Town's primary business districts.

In order to meet these objectives the following standards are to supplement the Landscaping Requirements contained in Article XXIX if the Town Zoning Codes

#### A. Central Business District:

1. Trees shall be planted in a line paralleling the roadway in order to establish and reinforce a consistent "Tree line", and shall be located as indicated in Figures 2.1, and 2.2.
2. All trees planted in the "Tree line" shall be a minimum of 2 ½" in caliper diameter when planted.
3. Trees planted in the "Tree Line" shall be required to have a mature growth height documented to be between 15 and 30 feet in height.
4. Trees shall be planted at spacing of approximately 25 feet from the center of one tree to the center of the next tree along the entire length of the property lines adjoining public streets in this District.
  - a. With the exception of driveways, in no case shall the center to center spacing of the trees exceed the documented average spread of the tree species
5. For particular tree species deemed acceptable in meeting these objectives, consult the Town Board approved list available at Town Hall.

#### B. North and South Business Districts:

1. Trees shall be planted in a line paralleling the roadway in order to establish and reinforce a consistent "tree line", and shall be located as indicated in Figures 2.1, and 2.2.
2. All trees planted in the "tree line" shall be a minimum of 2 ½" in caliper diameter when planted.
3. Trees planted in the "tree Line" shall be required to have a mature growth height documented to be between 40 and 70 feet in height.
4. Trees shall be planted at spacing of approximately 50 feet from the center of one tree to the center of the next tree along the entire length of the property lines adjoining public streets in these Districts.
  - a. In no case shall the center to center

spacing of the trees exceed the documented average spread of the tree species.

5. For particular tree species deemed acceptable in meeting these objectives, consult the Town Board approved list available at Town Hall.
- C. Other tree species may be utilized to meet the objective of establishing a tree line as stated above provided they can be documented to meet the stated standards, and to be suitable for growth in the environmental conditions for which they are to be planted.
- D. It shall be the responsibility of the applicant to provide documentation illustrating the characteristics of the trees to be used to meet the objectives of this section.
  1. Documentation provided must be from the National Arbor Day Foundation Tree Guide, or other independent organization recognized as credible by the Planning Board.
  2. Recommended Resource:  
<http://www.arborday.org/trees/treeguide/>
- E. Maintenance of all trees in the tree line shall be the responsibility of the property owner. Any tree in the tree line which becomes damaged or dies shall be replaced within six months by the property owner, and at their own expense.

### 2.2.6 Site and Exterior Building Lighting

Site and exterior building lighting shall be integrated into the design of the development, and shall be designed in accordance with the following standards:

- A. Site lighting shall be decorative in nature matching the architectural style of the main building, and shall prevent spill over of light onto adjacent sites.
- B. Pole-mounted site lighting shall be confined to lawn and landscaped areas to the greatest degree practical, and shall be installed with foundations held at or below grade.
- C. In locations where the installation of foundations is not practical, or where a substantial base is appropriate, pole foundations shall be permitted to extend above grade a maximum of 3'-0" provided the exposed portion of the foundation is constructed of one of the following materials:
  1. Architectural pre-cast concrete
  2. Masonry, or reinforced concrete with a masonry veneer matching the exterior of the building as approved by the Architectural Review Board.
  3. Cast-in-place concrete with smooth finish will be permitted provided no form lines are visible at completion. Spiral formed bases will not be permitted.
- D. Building mounted lighting shall be used to

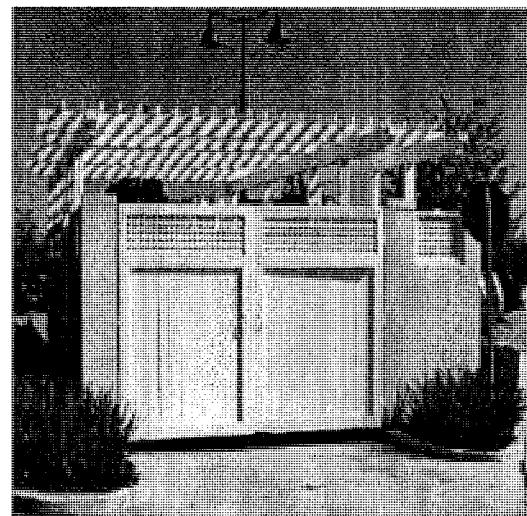
provide lighting along the building perimeter the greatest degree practical. Building mounted lighting shall be decorative in nature, and shall be placed in a rhythmic manner to serve as a building design element.

1. Building mounted lighting shall be sconce type lighting designed to match the architectural style of the main building, and designed to spread light along the face of the building, and to prevent the spill over of light onto adjacent sites.

### 2.2.7 Visual Screening

It is the intent of this section to provide visual screening of all items that may be considered as detrimental to the visual appearance of a development. This shall include, but not be limited to mechanical and electrical equipment, dumpsters, and other items that are not part of the architecture of the main building.

- A. All equipment, dumpsters, and other objectionable appurtenances shall be screened from view from the street, and adjoining properties to the greatest degree practical using the one of the following methods.
  1. Screened by the building construction
  2. Screened by way of a screen wall integral to the design of the building(s) within the development which is equal or greater in height than the item(s) being screened.
  3. Screened by way of berms, and/or coniferous landscaping which is equal or greater in height than the item(s) being screened.



4. **Figure 2.6** Albeit not a fitting architectural style for Grand Island, this is an Example of proper dumpster screening and gates utilizing architectural elements to match the style of the main building,
- B. Items needing access for service are to be addressed

1. Doors leading from the building into the screened area.
2. Openings in the screening system that allow for access without compromising the integrity of the screening system.
3. A gate system approved by the Architectural Review Board that maintains the integrity, and matches the aesthetics of the screening system.

### 3.1 BUILDING DESIGN STANDARDS

The goal of these Building Design Standards is to shape commercial and high density residential development in a manner that will portray the image of the Town of Grand Island as a village scale community.

In order to meet this goal, it is imperative that building designs be tailored specifically to the community, and that "franchise architecture" be prohibited in favor of unique solutions that will help give the Town a character of its own.

The intent of these standards is to provide a flexible guideline for building design that allows for the incorporation of a combination of a variety of materials and methods in a manner that will produce an aesthetic effect consistent with the aforementioned goal.

All new primary structures shall strive to meet the following goals, unless more specific goals for a particular area, project or type of building are stated elsewhere in this code or are adopted as part of a project by way of alternative compliance or development agreement.

A. Visual Interest and Compatibility: New buildings should create visual interest in ways that are compatible with these standards through the convincing treatment of materials, colors, fenestration, roof lines, entrances, massing/scale, and other architectural details.

A single building or development or multiple buildings within a development should maintain a consistent style through a balanced and consistent treatment of materials, elements, features, and colors. Individual buildings should be different in their architectural design, while maintaining overall architectural consistency with other buildings within a site, development, neighborhood, or the community.

B. Texture and Relief: All buildings should create texture and relief in facades, should avoid large, flat, unbroken, wall planes, and should take advantage of the sun to bring out changes in plane, material, and detail through light and shadow.



**Figure 3.1** Example of building design incorporating successful facade base and roof top treatments. Brick pilasters are used to break massing appropriately. Architectural details such as cornices, awnings, and window casing are used to give the building a "human scale".

- C. Human Scale Detailing. Facades of buildings that face the street should incorporate human scale detailing through the use of reveals, belt courses, cornices, expression of structural or architectural bays, recessed windows or doors, material or material module changes, color and/or texture differences, or strongly expressed mullions.
- D. "360" Degree Architecture: All sides of a building should be treated with equivalent materials, elements, features, and colors as the front elevation of a building, except where side and rear facades are not directly visible from and adjacent to the public rights-of-way, parks or common open space. Building elevations should consider the character of the surrounding architecture and neighborhood and incorporate design elements to further enhance community character.
- E. Public Entries: Primary public entries of buildings should be emphasized through the use of differing colors or materials, arches, arcades, roof lines or other architectural treatments.
- F. Materials: All primary buildings should use materials that are durable, economically maintained, and of a quality that will retain their appearance over time.
- G. Colors: Large areas of wall should be subdued in color and not reflective. Bright or highly saturated hues should be used sparingly and limited to accenting a building, and should not be used to act as signs or create "sign buildings." Monotonous color palettes are strongly discouraged.



- H. Mechanical Equipment: For all primary structures except single family residences, rooftop, wall-mounted, and ground mounted mechanical equipment and appurtenances should be screened so that they are not visible when viewed from public streets or the ground level of adjacent properties.

### **3.2 BUILDING DESIGN SUBMISSION REQUIREMENTS**

- A. Building design should contribute to the uniqueness of a district, neighborhood, and/or the community with materials, elements, features, color range and activity areas tailored specifically to the site and its context. In the case of a multiple building development, each individual structure should exhibit common characteristics to create a unified design.

It shall be the responsibility of the applicant to communicate all aspects of the design of the building(s) of a proposed development in a manner that illustrates the development meets these Standards. At a minimum, acceptable submission shall include the following items:

1. Exterior Building Elevations of all elevations that are visible from the road, or adjoining properties.
  - a. Elevations shall be at a scale of no less than 1/8"=1'-0", with a preference to 1/4" =1'-0" scale when feasible.
  - b. Elevations shall be labeled to indicate the materials being utilized, and dimensioned to provide vertical elevation datum for all materials being used, and indicating the overall height of the building's major components.
  - c. Elevations shall be provided in a colored drawing format that represents the general color of materials being proposed, and shall graphically represent intended changes in textures of materials. All architectural features and details intended to satisfy these standards shall be shown graphically and labeled.
2. Ground Floor Plan(s) for Building(s) to be constructed as part of the development shall be submitted, and at a minimum shall include the following information:
  - a. Overall building dimensions, and dimensions of all changes in the building's footprint.
  - b. Locations of all major building program spaces, and entrances and exits.
3. To develop a continuity of image, an idea book and color palette shall be submitted to describe and reinforce the character of a development. The palette shall include

physical representative samples of the actual building materials that are being proposed for use.

### **3.3 BUILDING MATERIALS**

All primary buildings should be constructed or clad with materials that are durable, economically maintained, and of a quality that will retain their appearance over time.

Windows should be confined to areas between floors. In all instances, the exterior building materials used at separations between floors should be of non-reflective materials other than glass. Glass curtain walls or curtain walls of highly reflective materials other than glass are strongly discouraged.

Building materials should be selected to provide a visually balanced variety of textures per building facade.

Primary building entrances and architectural embellishments that are highly visible to the public should be emphasized by way of high quality building materials.

#### **3.3.1 Preferred Primary Materials**

The following materials are the preferred primary materials to be used on building facades in the Town of Grand Island:

- A. Brick.
- B. Textured architectural precast products such as precast concrete, or architectural cast stone.
- C. Natural stone and synthetic stone products
- D. Wood, or cement board designed as clapboard or as another traditional siding design style
- E. Other similar high quality materials and/or synthetic materials as deemed acceptable by the Architectural Review Board.

#### **3.3.2 Preferred Accent materials:**

The following materials are preferred only as accent materials comprising no more than 33% of the entire facade of a structure. These materials are encouraged to be used as part of the base or top treatments on a facade, or as an accent to change texture to enhance the facade treatment:

- A. Any of the materials indicated as preferred primary materials above.
- B. Smooth face, or Textural concrete block, with integral color.
- C. Vinyl Siding
- D. Stucco, or Exterior Insulation Finish System (EIFS) material, preferably prefabricated to replicate appropriate architectural details.
- E. Cast in place concrete as a base material



**Figure 3.2** Example of in-line Retail design incorporating successful facade base and roof top treatments. A mix of brick, EIFS accent materials, is used to break an otherwise lengthy facade into smaller elements. Architectural details such as cornices, awnings, and window casing are used to give the building a "human scale".

provided a form liner product is used to provide a uniform architectural grade finish.

- F. Smooth architectural grade prefabricated, pre-finished metal panels.
- G. Other similar high quality materials and/or synthetic materials as deemed acceptable by the Architectural Review Board.

### 3.3.3 Discouraged Materials and Treatments

The following materials are not to be used in applications that allow their view from the Street or from adjoining parcels:

- A. Plain Grey, or painted Concrete Block
- B. Corrugated metal wall panels
- C. Full ceramic tile walls
- D. Highly reflective wall treatments
- E. Single color walls without mass breaks
- F. The use of reflective glazing, with over 60% reflectivity, is prohibited.
- G. Exposed neon or color tubing (except in entertainment uses and cohesively planned related facilities).
- H. Wood panel type products such as T-111 siding that are not designed for butt joint applications without the use of transition strips.
- I. Glass or metal panel type curtain wall systems as the primary exterior wall material.
- J. The materials listed as accent materials in section 3.2.2 above, are unacceptable as primary wall materials.

### 3.3.4 Building Colors

Color palettes should result in a unified development, but avoid repetitiveness. Monochromatic color schemes are discouraged. Accent colors to be compatible with base colors. Color shades should be used to facilitate blending into the neighborhood and unifying the development. The color shades of building materials should compliment or draw in part from the range of color shades that already exist on

the block or in the adjacent neighborhood.

All development applications should include a color board demonstrating compliance with this standard.

### 3.4 BUILDING MASSING/SCALE

Building massing shall be visually integrated into the natural terrain. Buildings should relate well to each other, to the site, and to adjacent properties.

A single, large, dominant building mass may be permitted as long as it meets the following criteria:

- A. Horizontal masses should endeavor to maintain a height to width ratio of 1 vertical to 2 horizontal, and should not exceed a height to width ratio of 1 vertical to 3 horizontal without substantial variation in massing that includes a change in height and projecting or recessed elements, and
- B. Changes in mass should be related to entrances, the integral structure and/or the organization of interior spaces and activities.
- C. Wider, longer buildings should be stepped or broken in elevation by combination of massing breaks and/or material changes as further defined in this section.

### 3.5 FACADE TREATMENT

In order to add architectural interest and avoid the effect of a single, long or massive wall with no relation to human scale, building facades shall utilize arrangements of a variety of building elements to create an aesthetic effect consistent with the goal of these standards.

Architectural details such as ornamental brick work, cornices, friezes, pediments, quoins, keystones, window and door casings provide human scale details to the facade, and are encouraged.

Taken together, the numerous categories of architectural features should lend themselves to creating developments that convey attractive building elevations, durable and natural building materials, prominent building entrances, and building massing and scale that are compatible with the surrounding environment.

#### 3.5.1 Facades

No facade that faces a street, parking lot, or connecting walkway is to have a blank, uninterrupted length exceeding 50 feet without including at least three (3) of the following elements, more are encouraged:

- A. Change in plane of not less than 24".
- B. Change in texture or masonry pattern, and color of masonry material.

- C. Windows
- D. Porticos, awnings or canopies.
- E. Establish some, or all, building bays using visual architectural features such as:
  1. Columns.
  2. Ribs or pilasters.
  3. Piers and fenestration (opening) pattern.
  4. Or an equivalent element that subdivides the wall into human scale proportions.

Side or rear facades that face walkways or public streets may include false window openings defined by frames, sills and lintels, or similar modulations of the wall, only when actual windows are not feasible because of the nature of the use of the building.

Side and rear facades of the building should include materials and design characteristics consistent with those on the front. Use of other materials may be permitted where facades are not visible from the public rights-of-way, residential development, parks or common open space.

Service entrances should be planned to be visually unobtrusive to site entries, primary building entrances, and public rights-of-way, parks and open space when possible.

Screen wall materials should be similar or complimentary to building materials.

### **3.5.2 Awnings, Marquees, Canopies, and Porticos**

An awning is a shelter projecting from and supported by the exterior wall of a building constructed of non-rigid materials on a supporting framework. An awning is distinguished from a marquee in that a marquee is covered with rigid material. An awning is distinguished from a canopy in that an awning is cantilevered, whereas a canopy is supported by posts or other devices beyond the building wall.

If used, awnings should relate to window and door openings, and be no longer than a single window or door opening unless provided over a series of openings which are separated by no more than a width of 4'-0". Awning colors related and in the same color palette as the main structure.

Signage placed on awnings, marquees, canopies, and porticos shall be integral to their design, and shall serve as the building mounted signage permitted by these Standards.

### **3.6 BASE TREATMENTS**

Facades should have a recognizable "base" consisting of two (2) or more of the following:

- A. Thicker walls, ledges belt courses or sills.
- B. A change in integrally textured materials such as

stone, masonry block, or precast concrete.

- C. A change in integrally colored and patterned materials such as smooth-faced stone or block.
- D. Lighter or darker colored materials, mullions or panels.
- E. Raised landscape planters, or berming against base of building of not less than 24", and not more than 30" in height.
- F. An equivalent element that provides a recognizable base as approved administratively by the Town of Grand Island.

## **3.7 BUILDING ENTRANCES**

### **3.7.1 Policy**

Primary building entrances shall be clearly defined and provide shelter from inclement weather. Building materials shall be selected to provide greater visual and textural interest at building entries. Entrances should be designed to integrate the building mounted signage with the design of the structure.

### **3.7.2 Criteria**

Primary entrances should be easily identifiable to both the vehicular visitor as well as the pedestrian.

Architectural articulation should be evident at primary entrances. Textural and massing changes are required for visual interest as well as promoting the "human scale."

Primary entrances should be protected from elements of weather. Landscape features should be provided at building entrances, such as plazas, gardens, benches, landscape walls.

Each principal building on a site should have clearly defined, highly visible customer entrances featuring the following:

- A. Each Customer entrances for "In-Line retail", or attached retail, should feature no less than three (3) of the items listed in D below:
- B. Customer entrances for buildings of less than 10,000 gross square feet (excluding "In-Line retail) should include no less than three (3) of the items listed in D below:
- C. Customer entrances for buildings having 10,000 gross square feet, or more, should include no less than four (4) of the items listed in D below:
- D. Where additional stores will be located in the principal building, each such store should have at least one (1) exterior customer entrance, which should feature no less than two (2) of the items listed below:
  1. Canopies, overhangs or architectural embellishments.
  2. Recesses/projections
  3. Arcades, porticos.
  4. Raised parapets with a cornice over the

- entryway.
- 5. Peaked roof forms at entryway.
- 6. Arches.
- 7. Material change.
- 8. Door(s) which provide a focal element at the entrance.
- 9. Functional outdoor patios.
- 10. Windows which occupy an area of no less than two times the area of the entrance door(s).
- 11. Architectural details such as tile work, moldings, exposed trusses, columns and other similar details, which provide interest and are integrated into the building structure and design.
- 12. Integral planters or wing walls that incorporate landscaped areas and/or places for sitting.

### 3.8 ROOF AND TOP TREATMENTS

#### 3.8.1 Policy

Roof treatments strongly influence the perception of a building's aesthetic style. Sloped roof styles such as gabled and hip roofs are most commonly associated with the residential style architecture that is most common in village scale development. As such, these type roof styles are most strongly encouraged by this section for buildings whose size and plan are conducive to providing these type roofs.

It is recognized that larger buildings may not be conducive to the installation of sloped roofs, and that a combination of sloped and flat roof elements can create a pleasing 'roof scape' that can convey the image of a village scale building. As such, buildings of this nature may be permitted to have flat roofs provided an appropriate combination of roof elements and top treatments are provided to execute the design of the building.

Roof forms such as changes in roof plane elevation, dormers, or cupolas should be integrated with the roof forms of the primary building.

Sloping roof forms should be used wherever possible to satisfy the requirements for both "building entrances" and "top treatments" providing the slope roof form is related to the building entrance and that it extends above the top of the parapet wall of a flat roofed building, or above the fascia of a pitched roof. Sloping roof forms should be visible from major view points.

Rooftop mechanical units, dishes, and other miscellaneous equipment should be screened or be an integral part of the building design. Screen material should be of the same or compatible material texture and color to the building architecture.

#### 3.8.2 Roof and Top Treatment Materials

- A. Sloped roofing systems shall be comprised of one of the following materials:
  - 1. Textured architectural grade asphalt roofing shingles,
  - 2. Copper, or other pre-finished metal roofing fitting appropriate to the color palette approved for the project.
  - 3. Concrete, Clay, or Slate roofing tiles.
- B. Individual sloped roof elements that face the same side of the building shall match slope angles to promote consistency in appearance.
- C. All exposed metal fascias, gravel stops, or other exposed flashings are to be copper, or other pre-finished metal materials.
- D. Cornices treatments, stepped parapets, and other top treatments may be precast concrete, stone or synthetic stone, textured masonry block, synthetic plaster, pre-finished metal, or prefabricated exterior grade ornamental millwork.
- E. Exposed flat roofing systems are to be concealed from view.

#### 3.8.3 Top Treatments for Buildings Having Less Than 10,000 Gross Square Feet

Buildings less than 10,000 gross square feet with a flat roof should have a recognizable "top" consisting of at least two of the following elements:

- A. Sloping roof forms that do not exceed the average height of the supporting walls, with an average slope greater than or equal to one (1) foot of vertical rise for every three (3) feet of horizontal run and less than or equal to one (1) foot of vertical rise for every one (1) foot of horizontal run.
- B. Three dimensional cornice treatment other than just colored "stripes" or "bands," utilizing stepping to break lengths exceeding 50 feet.
- C. Dormers, cupolas, clock elements, or similar ornamental roof mounted elements.
- D. Equivalent element that provides a top treatment



**Figure 3.3** Example of design incorporating successful facade base and roof top treatments, and building tenant signage. Design utilizes a variety of roof top treatments and forms to break down the building mass into smaller human scale elements.

acceptable to the Architectural Review Board.

### **3.8.4 Top Treatments for Buildings Having 10,000 Gross Square Feet or More**

Buildings greater than 10,000 gross square feet with a flat roof should have a recognizable "top" consisting of at least three (3) of the following,

- A. Any of the elements included in Section 3.8.3.
- B. Stepped parapets concealing flat roofs and roof top equipment such as HVAC units from public view.
  - 1) Unless specifically approved to conceal oversized equipment, the average height of parapets concealing flat roofs and roof top equipment should not exceed fifteen (15) percent of the height of the supporting wall and such parapets should not at any point exceed one-third (1/3) of the height of the supporting wall. Such parapets should feature three-dimensional cornice treatment.
- C. Overhanging eaves on portions of the building, extending no less than three (3) feet past the supporting walls.
- D. Two (2) or more sloped roof elements.

### **3.9 EXTERIOR WALL FENESTRATIONS**

- A. Window and Door treatments shall compatible in style and design, and should fit the overall appearance of the building.
- B. Limit length of strip window openings, and provide vertical mullions to break up horizontal openings. Window openings and proportions should appear higher than they are wider.
- C. Architectural details such as muntin bars, casing, and pediments are strongly encouraged.
- D. The use of reflective glazing, with over 60% reflectivity, is prohibited.

#### **4.1 SUPPLEMENTARY STANDARDS**

Individual types of commercial/retail projects have additional architectural Standards that are more specific in nature, as follows:

Facades on buildings of greater than two stories in height shall be broken by a combination of massing breaks and/or material changes.

#### **4.1.1 Large Commercial Establishments**

These standards are intended to ensure that large, retail building development is compatible with its surrounding area and contributes to the unique community character of Grand Island.

Facades greater than one hundred (100) feet in length, measured horizontally, should incorporate wall plane projections or recesses having a depth of at least three (3) percent of the length of the facade and extending at least twenty (20) percent of the

length of the facade. No uninterrupted length of any facade should exceed 40% of the facade's total length, or one hundred (100) horizontal feet, whichever is less.

Primary ground floor facades that face public streets should have arcades, display windows, entry areas, awnings or other such features along no less than thirty (30) percent of their horizontal length.

#### **4.1.2 In-Line Retail Stores**

In-line retail stores, or attached retail stores, should incorporate primary building elements that denote a specific place of address to the connecting pedestrian circulation patterns. These forms should be larger in scale than the entrances to the in-line retail components it addresses. (See Figure 3.2).

In-line retail uses should incorporate building components, such as columns, arcades, covered walkways and trellises which emphasize and celebrate its connecting pedestrian circulation patterns. In-line retail uses should incorporate seating for appropriate uses.

#### **4.1.3 Retail/Commercial Pad Buildings**

Retail/Commercial pad buildings and outparcel buildings should be smaller in size than the retail anchor buildings to which they are adjacent.

Retail pad sites should be separated from large parking lots by drive lanes and landscaping to delineate parking areas. Utilitarian service areas should not be placed adjacent to pedestrian pathways that lead to entrance areas. Utilitarian areas should be fully screened with building components that are similar to the building's wall materials.

#### **4.1.4 Drive up and Drive Through Facilities**

Standardized architecture buildings are not permitted. Design solutions shall be tailored to fit the intent of these standards. Drive-up or drive-through facilities, whether attached or free standing, should be tied to the primary building in architectural forms, colors and materials. Ancillary structures, whether attached or freestanding, should be of a design compatible with the primary building in materials/colors.

Such structures should be constructed of similar materials and designed for durability and easy maintenance. Service areas and utilities should be fully screened with walls, fences or other forms, which are to be compatible with the building in materials and color. Such structures should be constructed of similar materials and designed for durability and easy maintenance.

#### **4.1.5 Entertainment Uses**

Entertainment uses are considered specialty commercial uses that generally include, but are not limited to theaters, nightclubs and bars, billiard halls and other similar uses. These uses generally utilize a high degree of architectural expression, which reflects their function and attract attention, creating a high level of excitement through its design character.

Entertainment uses may utilize a certain level of design autonomy that is compatible with these Design Standards.

Entertainment uses should emphasize building entrances through architectural forms and materials, specialty lighting, signage or other elements which collectively express and dramatize their function. Entertainment uses should be segregated from other uses that are sensitive to greater amounts of light, noise and vehicular/pedestrian traffic.

#### **4.1.6 Hospitality Uses**

Hospitality uses are uses that include, but are not limited to hotels, extended stay facilities and extended care/living facilities, which are primarily intended to provide housing, whether transient or long-term in nature.

These uses are encouraged as they more compatible with other commercial/retail and business uses than traditional residential housing. Hospitality uses should emphasize arrival and building entry by incorporating covered vehicular entrances.

Roof forms should be connected to the primary building form and should be designed to appear integrated into the building's architecture. Roof forms of the vehicular entrance are to be connected to the primary structure and should be designed to appear integrated into the building architecture

Hospitality uses should emphasize the architectural treatment of windows, doors and other building fenestration.

#### **4.1.7 Convenience Stores and Gas Stations**

For the purpose of encouraging the safe, healthy, attractive and convenient location and development of convenience stores and gas stations, the following supplementary standards apply. The gross floor area should include all of the area under all gas island canopies and other accessory structures. Such uses should be located only along arterials or major collectors. On a corner lot, provision of access to the site from adjacent sites or service roads is required, rather than directly from the abutting streets. Right in and out, and three quarter movements into a retail center should satisfy the requirement of the corner lot provision. New canopies for such uses should

conform to the requirements and limitations set forth as follows:

- A. Canopies on such sites should not exceed the total height of, nor visually dominate the principal building structure.
- B. Canopies and its supporting structures should be architecturally integrated with the convenience store building and all other accessory structures on the site through the use of the same materials, roof style, design motif, and colors as the principal building structure. Canopies should be architecturally integrated with the convenience store structure
- C. Exposed steel columns shall be avoided in favor of masonry cladding which shall also be used to provide an integrated appearance.
- D. Lighting fixtures or sources of light that are a part of the underside of the canopy should be recessed into the underside of the canopy so as not to protrude below the canopy ceiling surface.
- E. The materials and color used on the underside of the canopy should not be highly reflective, with the intent of minimizing the amount and intensity of light, which reaches beyond the site boundaries.
- F. Materials and colors used on both structural and architectural surfaces should be subdued, earth tone colors, with the intent of promoting a harmonious appearance of the structures and the natural surroundings, as well as with appearance themes or Standards of surrounding development. Brick, stone and other high-quality masonry type elements are strongly encouraged as a major component of the exterior of all structures.
- G. Bright accent colors, intended to express corporate or business logos, may be used only on a limited basis. These accent color areas should not be internally illuminated, except as allowed by the Town's sign regulations. Landscape walls should incorporate the same as or similar materials and colors used on the principal structure.
- H. Landscaping materials and/or screening berms or walls should be installed along all portions of the street frontage necessary, in order to screen from view the gasoline service islands and pumps and any other product dispensing areas from abutting public streets and residentially zoned properties. No wooden fences or wall should be used for these purposes. These requirements should be additional to and made part of all other landscape requirements stipulated by the performance standards, as they apply to such sites.
- I. Heating, air conditioning, refrigeration, ventilation or other mechanical equipment located on the exterior of any structure should be screened from view on all sides, which are visible as viewed from the abutting street frontage or adjacent residential properties. Gas fume and

vent piping should be adequately screened from direct view. The minimum distance from the outside edge of the fuel pump island and a required drive lane should be no less than twelve (12) feet. The minimum distance from the end of a fuel pump island and a required drive lane should be no less than fifteen (15) feet.

#### 4.1.8 Commercial and Retail Centers in the Central Business District

Development within the Central Business District which is intended to serve four or more tenants (commercial or residential) should contribute to the establishment or enhancement of community and public spaces by providing at least two (2) of the following:

- A. Patio/Seating area.
- B. Pedestrian Plaza with benches.
- C. Transportation center.
- D. Outdoor playground area.
- E. Kiosk Area.
- F. Water Feature.
- G. Clock tower
- H. Other amenity that, adequately enhances such community and public spaces.

Such areas should have access to the public sidewalk network and such features should not be constructed of materials that are inferior to the principal materials of the building and landscape.

#### 4.1.9 INDUSTRIAL USES

##### 4.1.9.1 Variation in Massing

Single, large, dominate building masses are unavoidable, given the functions of industrial uses, but are to be differentiated at primary building features like entrances, corners, or building midpoints. Horizontal masses should not exceed 50'-0" in length without one of the following:

- A. Three changes in color (alternating two colors is acceptable) where one color is at least 60% of the mass.
- B. Three changes in texture or material (alternating two textures of materials is acceptable) where one texture or material is at least 60% or more of the wall.
- C. One change in horizontal plane of at least a minimum of 12" or 1 percent of the length of the building, whichever is greater. In addition, horizontal masses that exceed 300 feet in length should provide two (2) of the following:
  - A. 25% of the horizontal plane offset at least 2'-0" from the main building mass.
  - B. 25% of the parapet offset from the main building by at least 2'-0".
  - C. A colonnade, pergola, trellis, or similar feature equivalent to 20% of the vertical plane (height), offset at least 2'-0" from the main building mass is provided. Materials of this feature are subject



**Figure 3.0** Example of Convenience Store and Gas Station with canopy roof lines matching the primary structure without becoming a dominant feature.

to all the requirements for building materials listed in Section 3.4.

- D. Windows constitute 25% of the horizontal length of the elevation.

##### 4.1.9.2 Facades

In order to add architectural interest and variety and avoid the effect of a single, long, uninterrupted wall, the following supplemental standards should apply to industrial uses:

Facades facing streets should meet the same requirements as those listed under variation in massing above. All building facades may include false windows or similar modulations of the wall to help establish the human scale of the building, and to maintain design consistency with the main façade (including those that face walkways or public streets).

Side or rear facades of the building should include materials and design characteristics consistent with the main design theme on the front. The use of simplified detailing and substitute materials on the side and rear facade to continue the design theme of the main façade is allowed. Use of inferior or lesser quality materials for side or rear facade is prohibited. Loading docks should not face public streets, nor in any case be closer than 50'-0" from the public right-of-way. Screen walls attached to the building should be of the same materials as the building. Awnings longer than five windows are prohibited. Canopies over truck docks longer than any individual door are prohibited.

##### 4.1.9.3 Base Treatment

Facades should have a recognizable "base" consisting of one or more of the following:

- A. Thicker walls, ledges, or sills.
- B. Integrally textured materials such as stone,

- masonry, or aggregate concrete.
- C. Integrally colored and patterned materials such as smooth-finished stone or block.
- D. Lighter or darker colors, materials, mullions, or panels.
- E. Raised planters.
- F. Berming against the building – 30" minimum height.
- G. An equivalent element that provides a cognizable base as approved by the Town.

#### 4.1.9.4 Roof and Top Treatment

Continuous flat parapets are allowed for Industrial Use buildings, but are subject to the requirements of Variations in Massing above. Combinations of sloped and flat roofs are not required.

Rooftop mechanical units, dishes, and other miscellaneous equipment should be screened or be an integral part of the building design. Screening material should be the same or compatible material texture and color as the building architecture.

Mechanical and equipment screens within 25'-0" of the building perimeter are to be integrated with the building parapet. Mechanical and equipment screens more than 25'-0" from the building perimeter may be of alternate materials, and are not required to be integrated with the building parapet. Where provided, Architectural Embellishments should meet the requirements listed in the Variations in Massing above.

Buildings should have a recognizable "top", consisting of one of the following:

- A. Cornice projecting at least 6" from the main building parapet.
- B. Top reveal or band of integrally colored materials such as stone, tile, or other masonry.
- C. Top reveal or band of contrasting color, with a projection or recess of at least 1", within 4'-0" of the top of parapet.
- D. Top reveal or band of contrasting materials such as steel, aluminum, or glass.
- E. An equivalent element that provides a recognizable top as approved by the Town.

#### 4.1.9.5 Building Entrances

Primary building entrances should be clearly defined and provide limited shelter from the weather. Building materials should be selected to provide greater visual and textural interest at building entries. Primary entrances should be easily identifiable to both vehicles and the pedestrian. Building addresses should be clearly visible from the public right-of-way, as well as the entrance of each door.

Architectural articulation should be evident at primary entrances. Textural and massing changes are required for visual interest as well as promoting the

"human scale" Landscape features should be provided at building entrances, such as a formal arrangement of trees, shrubs, or ground cover; and hardscaping complimentary to the building and landscape design.

Each principal building on a site should have clearly defined, easily located primary and secondary entrances featuring the following:

#### 4.1.9.6 Primary Entrances

- A. Pedestrian entrances should be provided with a recess or projection at least 5'-0" from the adjacent building façade.
- B. Primary building entrances should have at least three materials, including windows.
- C. Primary building entrances should have windows immediately adjacent to the "front" door.
- D. Solid, opaque doors at the primary entrance are prohibited.

#### 4.1.10 Residential Uses

##### 4.1.10.1 Supplementary Standards

In general, new Residential Uses shall be designed in accordance with the Design Standards set forth in Section 3 of these standards. However their design may include the use of vinyl siding as a primary facade material provided the structure(s) do not affront Grand Island Boulevard, Whitehaven Road, or Baseline Road.

#### 5.1 Definitions and Reference Standards

##### 5.1.1 Duplex Residence

Any residential use structure containing two individual residences physically attached to each other.

##### 5.1.2 Commercial Use Facility

Any facility that does not house a residence.

##### 5.1.3 Franchise Architecture

A building design that is trademarked or identified with a particular chain or corporation and is generic in nature. Franchise Architecture is that which is standardized in nature as a representation of the image of the particular chain or corporation for which the building is designed.

##### 5.1.4 Industrial Use Facility

Any Commercial Use Facility that engages in the manufacture of items that are primarily sold outside of the facility, or that engages in the warehousing or distribution of large quantities of items requiring a substantial storage space(s).



- 5.1.5 In-Line Retail Stores**  
Any non-residential or mixed use facility which combines more than one business, or residential use using separate exterior entrances.
- 5.1.6 Large Commercial Establishments**  
Any non-residential or mixed use facility encompassing over 5,000 square feet of total gross floor area.
- 5.1.7 Mixed Use Facilities**  
Facilities that house any combination of commercial and residential uses excluding single family dwellings with traditional home occupations.
- 5.1.8 Multi-Unit Residential Developments (MFRD's)**  
Facilities housing more than two residential units leased or rented to their occupants. This definition shall include structures commonly referred to as Apartment buildings.
- 5.1.9 Malls**  
Any non-residential or mixed use facility which combines more than one business or residential use using separate entrances accessed through a common interior public corridor or concourse which exceeds 100 square feet in floor area exclusive of common vestibule type entrances.
- 5.1.10 Retail/Commercial Pad Buildings**  
Stand alone non-residential or mixed use facilities such as out-parcel buildings that are constructed on the same site as another non-residential or mixed use facility or facilities that is effectively part of the same overall development.
- 5.1.11 Small Commercial Establishments**  
Any non-residential or mixed use facility encompassing less than 5,000 square feet of total gross floor area.
- 5.1.12 Single Family Attached Residences (SFAR's)**  
Any residential use structure which includes two or more residential units attached to each other in any manner, and which are owned by their residents. This definition shall include, but not be limited to Town Houses, Condominiums, and other attached structures which have a common Home Owners Association (HOA).
- 5.1.13 Single Family Detached Residences (SFDR's)**  
Any residential use structure which stands alone unattached to any other structure whether or not owned by a common Home Owners Association (HOA). This definition shall include, but not be limited to Single family residential structures, and Patio Homes.
- 5.1.14 Square Feet (or footage) in Area**  
The total gross floor area of all floors of a particular structure measured by multiplying the lengths and widths of the outside dimensions of the structure's exterior walls, and not excluding wall thickness.
- 5.1.15 Town Center - Central Business District**  
The geographic area indicated as the Central Business District on the Town Center Overlay map.
- 5.1.16 Town Center – North Business District**  
The geographic area indicated as the North Business District on the Town Center Overlay map.
- 5.1.16 Town Center – South Business District**  
The geographic area indicated as the South Business District on the Town Center Overlay map.