# VILLAGE OF RICHTON PARK, ILLINOIS

# Richton Park Town Center Design Guidelines

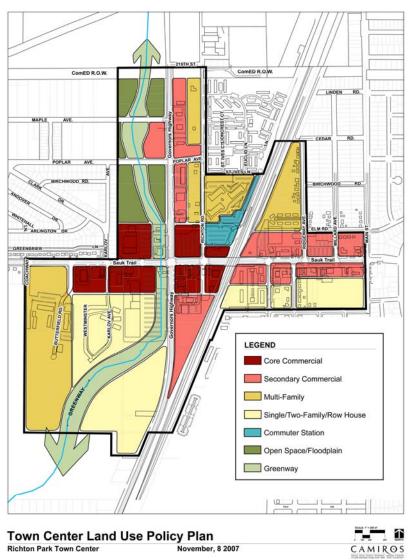
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Prepared by: Camiros, Ltd.

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# **Town Center Framework Plan**

# COMMERCIAL RETAIL CORE

## **Intent of Guidelines**

The design guidelines for the Commercial Retail Core have been formulated to promote a high-quality shopping environment. Specifically, the guidelines promote the development of a new pedestrianoriented shopping/mixed-use area exhibiting the design character and detailing needed to create a strong sense of place. Upper story residential units are encouraged.

## **Building Mass**

Height: Buildings may be up to four stories or 45' in height.

## **Residential Density**

1,000 square feet of lot area is required per dwelling unit.

#### **Build-To Lines**

Front: Building wall shall not be setback further than 5' from front lot line.

Corner Side: Building wall shall not be setback further than 10' from corner side lot line.

<u>Greenway</u>: Building wall shall not be setback further than 35' from a Greenway.

Interior Side: Building wall shall not be setback further than 10' from an interior side lot line.

# Parking Layout

Front Yard: No parking shall be located between a building and the front lot line.

Corner Side Yard: No parking shall be located between a building and the corner side lot line.

Rear Yard: No parking restrictions.

Screening: Mechanical equipment and refuse collection shall be screened from public view.

#### **Roof Design**



<u>Sloping Roof</u>: All buildings shall be designed with a sloping roof on all four building elevations. Sloping roofs need not extend across the full floor plate.

<u>Decorative Features</u>: Roofs shall incorporate some decorative features such as finials, dormers, roof cresting, or cupolas.

(Left) Commercial building with sloping roof and decorative features.

Cornices and Friezes: All roof/wall junctions shall incorporate cornice and frieze-board elements.

<u>Mechanicals</u>: All rooftop mechanical devices, including vent pipes, HVAC equipment, and dish antennae larger than 3 meters in diameter shall be screened from view.

#### Façade Articulation



Building mass organized to create threedimensional relief.

Facades exposed to public view should incorporate design elements that create three-dimensional relief along the building wall.

#### Windows



<u>Ground Floor</u>: The ground floor of the front elevation shall have a "storefront" appearance with windows occupying the majority of the ground floor elevation area. Side elevations exposed to public view shall have not less than 33% of the ground floor elevation area occupied by windows. On the front and corner side elevations, the windows should extend down to within 18" of the finished floor level.

(Left) Ground floor windows support retail activity.



<u>Upper Floors</u>: Windows on upper floors shall be designed to accentuate architectural massing and promote visual balance. Large sections of blank wall shall not occur on any elevation exposed to public view. Groupings of windows in pairs or threes is encouraged.

(Left) Window and doorway treatment promotes a pedestrian environment.

#### Doorways

<u>Orientation</u>: All buildings should be designed such that the street (front) elevation contains one or more prominent doorway entrances.

<u>Design</u>: All first floor doorways, except for service/fire egress, shall be emphasized architecturally through the use of material accents, trim/moldings, transoms, pediments, overhead coverings or porticos.

#### **Building Materials**



Copper collection box and downspout.

<u>Walls</u>: Materials shall be predominantly brick, stone, and cast/synthetic stone. Wood, vinyl, polystyrene, metal, and stucco may be used as accents and trim. Concrete, concrete block, vinyl siding, aluminum siding, and EFIS shall not be used on elevations visible to public view.

<u>Doors</u>: Doors on elevations visible to public view shall be decorative and made of wood, metal and/or glass.

<u>Windows</u>: Windows on elevations visible to public view shall be metal or wood frame with decorative cladding of aluminum or vinyl. Glass shall be low-reflective.

<u>Roofs</u>: Roof materials on elevations visible to public view shall be clay tile, slate or synthetic slate, cedar shingles, approved synthetic wood shingles, decorative aluminum or other approved roofing material.



<u>Soffits, Gutters, Fascia</u>: Soffits, gutters, fascia and flashing material shall be heavy gauge aluminum, copper or bronze material in a color compatible with the wall and roof materials.

<u>Walkways</u>: On-site walkways shall, at a minimum, be concrete with a decorative finish and saw-cut joints. Walkways of brick, stone pavers or other more decorative materials are encouraged.

Example of decorative roof-wall junction.

# **Building Color Scheme**

The color scheme for each building shall be carefully considered to achieve a harmonious color composition. Monochromatic schemes are encouraged in neutral colors in the brown-tan-gray range. Stone detailing in white-tan-buff are encouraged as contrasting accents. Strong or vivid colors should be reserved for signage, lighting, canopies and other minor features, if used at all.

# **Building Signage**

<u>Size</u>: Signs shall be proportional to the scale of the building and applicable elevation. Wall signs shall not exceed 15% of the first floor elevation area.

<u>Location</u>: No sign shall be located between a building and a front or corner side lot line. Wall signs shall not cover architectural details or features.

<u>Window Signs</u>: Window signs shall not exceed 25% of any window.

Design: Signs shall be designed in a manner compatible with the overall design of the building.

<u>Illumination</u>: Illumination shall be effective yet subtle.

<u>Colors</u>: Signage colors shall be in harmony with the color scheme of the building.

## Streetscape



Streetscape improvements shall be implemented as part of site development and shall be consistent with the Streetscape Manual adopted by the Village of Richton Park.

(Left) Streetscape improvements are a key component of the Town Center.

# Special Sauk Trail Road/Governor's Highway Intersection Treatment

Development at the corners of the Sauk Trail Road/Governor's Highway intersection is of particularly high emphasis. Buildings and site improvements shall reflect the significance of this intersection through special architectural features, plaza spaces, building massing and orientation and special streetscape features.

# Site and Building Lighting

The use of lighting to fulfill security/safety and aesthetic objectives is an essential component of the Town Center development program. Accordingly, the Village has adopted a Lighting Manual to illustrate the kinds of light fixtures suitable for various applications within the Town Center. The design of site/building lighting shall be consistent with the following:

<u>Parking Lot Lighting</u>: In order to promote design consistency and harmony with the Village's streetscape program, parking lot light standards and luminaire shall be consistent with the Lighting Manual.

<u>Building Accent Lighting</u>: Up-lighting of buildings to accent architectural features and overall design is strongly encouraged.

<u>Building Entrances</u>: Building entrances should be emphasized through exterior wall-mounted decorative lights or ceiling-mounted lights in a canopy.

# SECONDARY COMMERCIAL

#### **Intent of Guidelines**

The design guidelines for the Secondary Commercial areas have been formulated to promote quality development design that is pedestrian-oriented but also allows for highway-oriented uses. Secondary commercial areas may support a variety of development types including retail, office/service and residential units above first floor commercial. Development intensity levels may also vary from one-story buildings with surface parking to four-story buildings with structure parking.

#### **Building Mass**

Height: Buildings may be up to four stories or 45' in height.

#### **Residential Density**

1,000 square feet of lot area is required per dwelling unit.

#### **Build-To Lines**

Front: Building wall shall not be setback further than 10' from front lot line.

Corner Side: Building wall shall not be setback further than 10' from corner side lot line.

Interior Side: No build-to line shall be applied to an interior side lot line.

#### Parking Layout

Front Yard: No parking shall be located between a building and the front lot line.

Corner Side Yard: No parking shall be located between a building and the corner side lot line.

Rear Lot Line: No parking restrictions.

<u>Screening</u>: Ground-based mechanical equipment and refuse collection shall be screened from public view.

#### Roof Design

<u>Sloping/Flat Roofs</u>: Buildings designed with a sloping roof on all four building elevations is encouraged. Buildings with flat roofs shall include decorative parapet wall designs on all elevations exposed to public view.

<u>Decorative Features</u>: Decorative features such as finials, dormers, roof cresting, or cupolas are encouraged.

Cornices and Friezes: All roof/wall junctions shall incorporate cornice and frieze-board elements.

<u>Mechanicals</u>: All rooftop mechanical devices, including vent pipes, HVAC equipment, and dish antennae larger than 3 meters in diameter shall be screened from view.

#### Façade Articulation

Facades exposed to public view should incorporate design elements that create three-dimensional relief along the building wall.

#### Windows



<u>Ground Floor</u>: The ground floor of the front elevation and side elevations visible to public view shall have not less than 25% of the ground floor elevation area occupied by windows.

<u>Upper Floors</u>: Windows on upper floors shall be designed to accentuate architectural massing and promote visual balance. Large sections of blank wall shall not occur on any elevation exposed to public view. Groupings of windows in pairs or threes is encouraged.

(Left) Window used as storefront display.

#### Doorways

<u>Orientation</u>: All buildings should be designed such that the street (front) elevation contains one or more prominent doorway entrances.

<u>Design</u>: All first floor doorways, except for service/fire egress, shall be emphasized architecturally through the use of material accents, trim/moldings, transoms, pediments, overhead coverings or porticos.

#### **Building Materials**

<u>Walls</u>: Materials shall be predominantly brick, stone, and cast/synthetic stone. Wood, vinyl, polystyrene, metal, and stucco may be used as accents and trim. Concrete, concrete block, vinyl siding, aluminum siding, and EFIS shall not be used on elevations visible to public view.

<u>Doors</u>: Doors on elevations visible to public view shall be decorative and made of wood, metal and/or glass.

<u>Windows</u>: Windows on elevations visible to public view shall be metal or wood frame with decorative cladding of aluminum or vinyl. Glass shall be low-reflective.

<u>Roofs</u>: Roof materials on elevations visible to public view shall be clay tile, slate or synthetic slate, cedar shingles, approved synthetic wood shingles, decorative aluminum or other approved roofing material.

<u>Soffits, Gutters, Fascia</u>: Soffits, gutters, fascia and flashing material shall be heavy gauge aluminum, copper or bronze material in a color compatible with the wall and roof materials.

<u>Walkways</u>: On-site walkways shall, at a minimum, be concrete with a decorative finish and saw-cut joints. Walkways of brick, stone pavers or other more decorative materials are encouraged.

## **Building Color Scheme**

The color scheme for each building shall be carefully considered to achieve a harmonious color composition. Monochromatic schemes are encouraged in neutral colors in the brown-tan-gray range. Stone detailing in white-tan-buff are encouraged as contrasting accents. Strong or vivid colors should be reserved for signage, lighting, canopies and other minor features, if used at all.

## **Building Signage**

<u>Size</u>: Signs shall be proportional to the scale of the building and applicable elevation. Wall signs shall not exceed 15% of the first floor elevation area.

<u>Location</u>: No sign shall be located between a building and a front or corner side lot line. Wall signs shall not cover architectural details or features.

<u>Window Signs</u>: Window signs shall not exceed 25% of any window.

<u>Design</u>: Signs shall be designed in a manner compatible with the overall design of the building.

<u>Illumination</u>: Illumination shall be effective yet subtle.

<u>Colors</u>: Signage colors shall be in harmony with the color scheme of the building.

#### Streetscape

Streetscape improvements shall be implemented as part of site development and shall be consistent with the Streetscape Manual adopted by the Village of Richton Park.

# Special Sauk Trail Road/Governor's Highway Intersection Treatment



Development at the corners of the Sauk Trail Road/Governor's Highway intersection is of particularly high emphasis. Buildings and site improvements shall reflect the significance of this intersection through special architectural features, plaza spaces, building massing and orientation and special streetscape features.

*Example of a suitable architectural feature as a special intersection treatment.* 

# Site and Building Lighting

The use of lighting to fulfill security/safety and aesthetic objectives is an essential component of the Town Center development program. Accordingly, the Village has adopted a Lighting Manual to illustrate the kinds of light fixtures suitable for various applications within the Town Center. The design of site/building lighting shall be consistent with the following:

<u>Parking Lot Lighting</u>: In order to promote design consistency and harmony with the Village's streetscape program, parking lot light standards and luminaire shall be consistent with the Lighting Manual.

<u>Building Accent Lighting</u>: Up-lighting of buildings to accent architectural features and overall design is strongly encouraged.

<u>Building Entrances</u>: Building entrances should be emphasized through exterior wall-mounted decorative lights or ceiling-mounted lights in a canopy.

# **MULTI-FAMILY RESIDENTIAL**

## **Intent of Guidelines**

The design guidelines for the Multi-Family Residential areas have been formulated to promote higher density residential areas located within close walking distance of the Metra station. The guidelines also seek to reinforce the locational prominence of the Town Center by promoting high-quality architectural design and site improvements.

## **Building Mass**



<u>Height</u>: Buildings may be up to six stories or 65 feet in height.

<u>First Floor Elevation</u>: Finished floor elevation should be at least 24" above grade.

(Left) Buildings up to six stories in height are suitable.

# **Residential Density**

1,200 square feet of lot area is required per dwelling unit.

# **Building Setbacks**



Front Yard: 20 feet. Corner Side: 10 feet. Interior Side: 6 feet. Rear Yard: 30 feet.

(Left) Landscaped front yards add to pedestrian appeal.

## Parking Layout

Front Yard: No parking shall be located between a building and the front lot line.

Corner Side Yard: No parking shall be located between a building and the corner side lot line.

Rear Yard: No parking restrictions.

Screening: Mechanical equipment and refuse collection shall be screened from public view.

<u>Structure Parking</u>: It is expected that enclosed/structure parking will be provided to achieve permitted density and to promote a pedestrian environment.

## **Roof Design**

<u>Sloping/Flat Roofs</u>: Buildings designed with a sloping roof on all four building elevations is encouraged. Buildings with flat roofs shall include decorative parapet wall designs on all elevations exposed to public view.

<u>Decorative Features</u>: Decorative features such as finials, dormers, roof cresting, or cupolas are encouraged.

Cornices and Friezes: All roof/wall junctions shall incorporate cornice and frieze-board elements.

<u>Mechanicals</u>: All rooftop mechanical devices, including vent pipes, HVAC equipment, and dish antennae larger than 3 meters in diameter shall be screened from view.

#### Façade Articulation

Facades exposed to public view should incorporate design elements that create three-dimensional relief along the building wall.

#### Windows



<u>Fenestration</u>: Windows should be designed to accentuate architectural massing and promote visual balance. Large sections of blank wall shall not occur on any elevation exposed to public view. Groupings of windows in pairs or threes is encouraged. At least 25% of the area of any elevation exposed to public view should be devoted to windows.

(Left) Groupings of windows help great a pleasing visual rhythm.

#### Doorways



<u>Orientation</u>: All buildings should be designed such that the street (front) elevation contains one or more prominent doorway entrances.

<u>Design</u>: All first floor doorways, except for service/fire egress, should be emphasized architecturally through the use of material accents, trim/moldings, transoms, pediments, overhead coverings or porticos.

(Left) Effective emphasis of doorway in the architectural elevation.

# **Building Materials**

<u>Walls</u>: Materials shall be predominantly brick, stone, and cast/synthetic stone. Wood, vinyl, polystyrene, metal, and stucco may be used as accents and trim. Concrete, concrete block, vinyl siding, aluminum siding, and EFIS shall not be used. The use of a contrasting wall material below the finished floor elevation is encouraged.

<u>Doors</u>: Doors on elevations visible to public view shall be decorative and made of wood, metal and/or glass.

<u>Windows</u>: Windows on elevations visible to public view shall be metal or wood frame with decorative cladding of aluminum or vinyl. Glass shall be low-reflective.

<u>Roofs</u>: Roof materials on elevations visible to public view shall be clay tile, slate or synthetic slate, cedar shingles, approved synthetic wood shingles, decorative aluminum or other approved roofing material.

<u>Soffits, Gutters, Fascia</u>: Soffits, gutters, fascia and flashing material shall be heavy gauge aluminum, copper or bronze material in a color compatible with the wall and roof materials.

<u>Walkways</u>: On-site walkways shall, at a minimum, be concrete with a decorative finish and saw-cut joints. Walkways of brick, stone pavers or other more decorative materials are encouraged.

# **Building Color Scheme**

The color scheme for each building shall be carefully considered to achieve a harmonious color composition. Monochromatic schemes are encouraged in neutral colors in the brown-tan-gray range. Stone detailing in white-tan-buff are encouraged as contrasting accents. Strong or vivid colors should be reserved for signage, lighting, canopies and other minor features, if used at all.

## Streetscape

Streetscape improvements shall be implemented as part of site development and shall be consistent with the Streetscape Manual adopted by the Village of Richton Park.

# Site and Building Lighting

The use of lighting to fulfill security/safety and aesthetic objectives is an essential component of the Town Center development program. Accordingly, the Village has adopted a Lighting Manual to illustrate the kinds of light fixtures suitable for various applications within the Town Center. The design of site/building lighting shall be consistent with the following:

<u>Parking Lot Lighting</u>: In order to promote design consistency throughout the Town Center, it is strongly encouraged that parking lot light standards and luminaire be consistent with the Lighting Manual.

<u>Building Accent Lighting</u>: Up-lighting of buildings to accent architectural features and overall design is strongly encouraged.

<u>Building Entrances</u>: Building entrances should be emphasized through exterior wall-mounted decorative lights or ceiling-mounted lights in a canopy.

# SINGLE FAMILY, TWO-FAMILY AND ROW HOUSE RESIDENTIAL

#### **Intent of Guidelines**

The design guidelines for the Single Family, Two-Family and Row House Residential areas have been formulated to promote urban density neighborhoods located within walking distance of the Metra station. The guidelines also seek to reinforce the locational prominence of the Town Center by promoting high-quality architectural design and site improvements.

#### **Building Mass**



<u>Height</u>: Buildings may be up to two & one-half stories or 35 feet in height.

<u>First Floor Elevation</u>: Finished floor elevation should be at least 18" above grade.

(Left) Appropriate scale of row houses.

# Single Family Lot Sizes

Corner Lots: 5,000 square feet minimum.

Interior Lots: 4,000 square feet minimum.

# **Two-Family Lot Sizes**

Corner Lots: 8,000 square feet minimum.

Interior Lots: 7,000 square feet minimum.

#### **Row House Lot Sizes**

Ownership of row houses may be either fee simple or condominium. If ownership is fee simple, the minimum lot size shall be 2,500 square feet.

# Single Family Lot Width

Corner Lots: 50 feet minimum.

Interior Lots: 35 feet minimum.

# **Two-Family Lot Width**



Corner Lots: 70 feet minimum.

Interior Lots: 60 feet minimum.

 $({\it Left}) {\it Two-family design emphasizes the individuality of the units}.$ 

## **Row House Lot Width**

Corner Lots: 30 feet minimum.

Interior Lots: 20 feet minimum.

# **Building Setbacks**

Front Yard: 20 feet minimum.

Corner Side: 15 feet minimum for single and two family; 10 feet for row houses.

Interior Side: 5 feet minimum.

Rear Yard: 30 feet minimum.

# Garage/Driveway Location

<u>Front Yard</u>: No garage or driveway shall be located in or facing a front yard, except in cases where no alley access is provided.

<u>Corner Side Yard</u>: A garage and/or driveway may be located in or facing a corner side yard whether or not alley access is provided.

Rear Yard: No parking restrictions.

## Roof Design

<u>Sloping/Flat Roofs</u>: Buildings designed with a sloping roof on all four building elevations is encouraged. Buildings with flat roofs shall include decorative parapet wall designs on all elevations exposed to public view.

<u>Decorative Features</u>: Decorative features such as finials, dormers, roof cresting, or cupolas are encouraged.

Cornices and Friezes: All roof/wall junctions shall incorporate cornice and frieze-board elements.

<u>Mechanicals</u>: All rooftop mechanical devices, including vent pipes, HVAC equipment, and dish antennae larger than 3 meters in diameter shall be screened from view.

#### Façade Articulation



Facades exposed to public view should incorporate design elements that create three-dimensional relief along the building wall.

(Left) Façade incorporates sound fenestration, articulation and doorway treatment in a single family dwelling.

#### Windows

<u>Fenestration</u>: Windows should be designed to accentuate architectural massing and promote visual balance. Large sections of blank wall shall not occur on any elevation exposed to public view. Groupings of windows in pairs or threes is encouraged. At least 25% of the area of any elevation exposed to public view should be devoted to windows.

#### Doorways

<u>Orientation</u>: All buildings should be designed such that the street (front) elevation contains one or more prominent doorway entrances.

<u>Design</u>: All first floor doorways, except for service/fire egress, should be emphasized architecturally through the use of material accents, trim/moldings, transoms, pediments, overhead coverings or porticos.

#### **Building Materials**



Mixed materials including brick/limestone walls with painted cedar porch on row house building.

<u>Walls</u>: While mix of materials may be used, masonry is strongly encouraged, especially on front and corner side yard elevations. Masonry shall be used on the first floor of all elevations. Wood, vinyl, polystyrene, metal, cement-based siding, and stucco may be used as accents and trim, and as primary wall surfaced on walls not facing a public street. Materials on wall surfaces not facing a public street should be carefully selected to achieve design harmony with the front and corner side yard elevations. Concrete, concrete block, vinyl siding, aluminum siding, and EFIS shall not be used. The use of a contrasting wall material below the finished floor elevation is encouraged.

<u>Doors</u>: Doors on elevations visible to public view shall be decorative and made of wood, metal and/or glass.

<u>Windows</u>: Windows on elevations visible to public view shall be metal or wood frame with decorative cladding of aluminum or vinyl. Glass shall be low-reflective.

<u>Roofs</u>: Roof materials on elevations visible to public view shall be clay tile, slate or synthetic slate, cedar shingles, approved synthetic wood shingles, decorative aluminum or other approved roofing material.

<u>Soffits, Gutters, Fascia</u>: Soffits, gutters, fascia and flashing material shall be heavy gauge aluminum, copper or bronze material in a color compatible with the wall and roof materials.

<u>Walkways</u>: On-site walkways of brick, stone pavers or other more decorative materials are encouraged.

# **Building Color Scheme**

The color scheme for each building shall be carefully considered to achieve a harmonious color composition. Monochromatic schemes are encouraged in neutral colors in the brown-tan-gray range. Stone detailing in white-tan-buff are encouraged as contrasting accents. Strong or vivid colors should be reserved for signage, lighting, canopies and other minor features, if used at all.

# Streetscape

Streetscape improvements shall be implemented as part of site development and shall be consistent with the Streetscape Manual adopted by the Village of Richton Park.

# Site and Building Lighting



Effective uplighting of row house building.

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<u>Parking Lot Lighting</u>: In order to promote design consistency throughout the Town Center, it is strongly encouraged that parking lot light standards and luminaire be consistent with the Lighting Manual.

<u>Building Accent Lighting</u>: Up-lighting of buildings to accent architectural features and overall design is strongly encouraged.

<u>Building Entrances</u>: Building entrances should be emphasized through exterior wall-mounted decorative lights or ceiling-mounted lights in a canopy.