

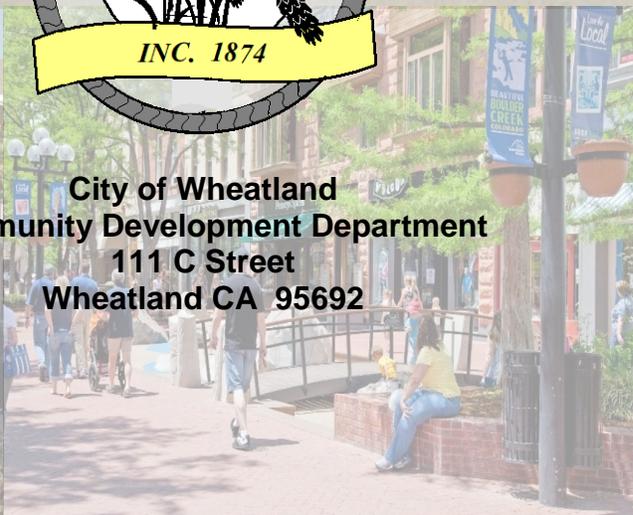


CITY OF WHEATLAND COMMUNITY DESIGN STANDARDS

DECEMBER 2017



City of Wheatland
Community Development Department
111 C Street
Wheatland CA 95692



City of Wheatland Community Design Standards

Prepared By:

Raney Planning and Management, Inc.
1501 Sports Drive, Suite A
Sacramento, CA 95834
(916) 372-6100

Contact:
Tim Raney, AICP
President

Kevin Valente
Senior Planner

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TABLE OF CONTENTS

<u>Section</u>	<u>Page</u>
I. INTRODUCTION	1
PUBLIC OUTREACH.....	1
ORGANIZATION OF THE COMMUNITY DESIGN STANDARDS.....	1
II. RELATIONSHIP TO EXISTING PLANS	2
CITY OF WHEATLAND GENERAL PLAN	2
CITY OF WHEATLAND COMMUNITY VISION.....	3
SACOG BLUEPRINT PROJECT	3
III. RESIDENTIAL GOALS, OBJECTIVES, AND STANDARDS	6
GOALS, OBJECTIVES, AND STANDARDS	6
IV. COMMERCIAL GOALS, OBJECTIVES, AND STANDARDS.....	22
GOALS, OBJECTIVES, AND STANDARDS	23
HIGHWAY COMMERCIAL GOALS, OBJECTIVES, AND STANDARDS	32
MIXED-USE COMMERCIAL GOALS, OBJECTIVES, AND STANDARDS.....	35
V. PARKS AND OPEN SPACE GOALS, OBJECTIVES, AND STANDARDS.....	42
GOALS, OBJECTIVES, AND STANDARDS	42
VI. PLAN IMPLEMENTATION	48
ARCHITECTURAL REVIEW PROCESS.....	48

I. INTRODUCTION

The general purpose of the City of Wheatland Community Design Standards (CDS) is to establish an adopted and published set of design goals, objectives, and standards that would assist developers in understanding the level of architectural design that is required in Wheatland. In addition, the proposed project would aid City staff's evaluation process of development applications for architectural review. Furthermore, creating and adopting the City of Wheatland CDS would provide a process to implement the Sacramento Area Council of Governments (SACOG) Blueprint Project.

PUBLIC OUTREACH

As part of the scope for the preparation of the CDS, the City performed public outreach and workshops. An Ad Hoc Committee was appointed by City Council to serve as an advisory body for the preparation of other citywide documents (Bikeway Master Plan, Downtown Corridor Plan, and Climate Action Plan) and also served for the preparation of the CDS. The Ad Hoc Committee consists of two City Council members and two Planning Commission members. A series of Ad Hoc Committee meetings were held in order for staff to obtain direction from the Ad Hoc Committee with respect to community's goals regarding the design of future development within the City.

The meetings were also an opportunity for the public to provide input. Based upon the direction set by the Ad Hoc Committee, as well as stakeholder and community feedback during the workshops, the City of Wheatland CDS has been prepared.

ORGANIZATION OF THE COMMUNITY DESIGN STANDARDS

The CDS begins with this Introduction and includes the following components:

- II. Relationship to Existing Plans – This section describes the relationship of the CDS to other existing plans in the area, such as the City of Wheatland General Plan, the City of Wheatland Community Vision, and the SACOG Blueprint Project.
- III. Residential Goals, Objectives, and Standards – This section presents the community design goals, objectives, and standards for future residential development in the City of Wheatland.
- IV. Commercial Goals, Objectives, and Standards – This section presents the community design goals, objectives, and standards for future commercial development, including highway and mixed-use commercial, in the City of Wheatland.
- V. Parks and Open Space Goals, Objectives, and Standards – This section presents the community design goals, objectives, and standards for future parks and open space development in the City of Wheatland.
- VI. Plan Implementation – This section describes how the City will implement the design standards included in this document.

II. RELATIONSHIP TO EXISTING PLANS

The City of Wheatland CDS is consistent with the existing and serves to implement adopted plans, including the Wheatland General Plan Policy Document, Community Vision, and the SACOG Blueprint Project, as discussed in more detail below.

CITY OF WHEATLAND GENERAL PLAN

The City of Wheatland General Plan sets the framework for future growth and development within which Wheatland can expand while still maintaining the small-town feeling and quality of life that are so important to Wheatland residents. The major theme of the General Plan is to retain and build upon Wheatland's small-town and neighborhood qualities while achieving an economically-healthy and self-sufficient community.

The City of Wheatland General Plan identified the following five guiding principles to provide the foundation for the Land Use Diagram, Circulation Diagram, and the goals, policies, and implementation programs.

1. *Balance development on both sides of existing State Route (SR) 65 and the railroad tracks.*
2. *Reinforce downtown as the traditional and cultural core of the city, but not as the central commercial district.*
3. *Emphasize neighborhood-oriented growth to retain small town feel.*
4. *Create a strong local employment base.*
5. *Plan the city to accommodate eventual development of a SR 65 bypass.*

In addition, the General Plan identifies the following three terms in order to understand the key elements and relationships within the built environment for the purposes of planning for future growth and development.

- *Urban Form: refers to the distinguishing physical features of an urbanized area, including both natural factors and elements of the built environment that are determinants of the geography - the form or shape - of the development pattern. The overall urban form is in turn further defined and differentiated into smaller units or districts, characterized by differences in building type, historical periods, parcel sizes and ownership, and other distinctive features, that delineate the shape and extent of the settlement pattern.*
- *Urban Structure: refers to the overall physical framework of the built environment that provides, the basic structure for the development pattern. This structure consists primarily of the transportation and other infrastructure that serves to facilitate and subsequently define the historic patterns of urban growth, and provide the internal and external linkages, that constitute the pattern of settlement and development. Urban structure also refers to the constellation of specialized development nodes that provide essential services to specific geographic areas within the larger settlement pattern, ranging in scale from regional centers, traditional downtowns, neighborhood centers, and even to the more fine-grained structure of schools, parks, and other public spaces.*
- *Urban Character: is a reflection of the aesthetic and social expression of the built environment - the particulars of the architecture, the landscape, and the patterns of human use and activity that constitute the unique attributes and "places" that provide*

meaning in the lives of the residents. In brief, this expression is an aggregate “image,” and consists of elements such as key landmarks, distinctive buildings and landscapes, public spaces, unique neighborhoods, and other features that are the essential cultural expression of a community.

The design standards presented in this document are consistent with the Wheatland General Plan and intend to provide a means to implement the design goals and policies of the City of Wheatland General Plan.

CITY OF WHEATLAND COMMUNITY VISION

In 2008, the City of Wheatland completed a process establishing a long-term vision of what Wheatland could and should become in the future. The City Council, Planning Commission, and citizens came together to produce a vision statement and guiding policies which, as they are implemented, could lead to Wheatland becoming a leading city in Northern California, in terms of progressive urban planning and Smart Growth principles. The Wheatland Community Vision provides a comprehensive guide to the long-term treatment in the areas of Environmental Resources, Community Development and Design, Economic Development, Mobility, Education, Governance, Infrastructure, Public Safety, and Green Space and Recreation.

The City of Wheatland community vision statement is:

Wheatland is committed to being forward thinking non-reactionary city that values its small-town feel, and its agricultural and historical heritage.

The Community Vision of the City of Wheatland is guided by principles, which includes the following community development and design principles applicable to new development in Wheatland:

- *Wheatland shall be a community of villages, each of which shall be designed to provide a distinct sense of place.*
- *Villages shall be connected to each other with substantial greenways to the maximum extent feasible.*
- *Villages shall have at their center a community gathering space such as a public square or promenade.*
- *Commercially designated lands shall be located within villages to provide neighborhood serving retail opportunities.*
- *Commercial areas will be encouraged to include residential above first floor retail uses.*
- *Large format commercial (i.e. big box stores) and regional commercial shall be located along the State Route 65 Bypass.*

The CDS is consistent with, and implements the community development and design principles included in the Community Vision listed above.

SACOG BLUEPRINT PROJECT

In 2002 SACOG, in partnership with the region’s six counties and 22 cities, launched the Blueprint Project. The Blueprint Project is a comprehensive program that strives to examine how transportation planning and funding could be better linked to land use planning, and to explore alternatives to current land use/transportation patterns for future growth through 2050.

The starting point for the Blueprint process was the Base Case Study, a projection of how the area would grow if current local government growth and land-use plans are followed through to the year 2050.

Land use and demographic projections show that the six-county region that includes Sacramento, Placer, El Dorado, Yuba, Sutter and Yolo counties will remain an attractive place to live and is likely to grow dramatically. According to the study, an estimated 1.7 million more people will be in the Sacramento Region in 2050 than there were in 2000. As the area grows to over 3.6 million residents, the number of homes will more than double from 713,000 to over 1.5 million.¹

The SACOG Board of Directors adopted the “Preferred Blueprint Scenario” in December 2004, which is a vision for growth in the Sacramento region that promotes compact, mixed-use development and more transit choices as an alternative to low-density development. The “Preferred Scenario” depicts how more compact development patterns and planning for transit options might result in less overall acres developed and less traffic congestion. In particular, the “Preferred Scenario” emphasizes land use patterns that place future residents closer to jobs, and promotes a variety of transportation modes.

Creating and adopting the City of Wheatland’s CDS would provide a process to implement all the following seven growth principles resulting from the “Preferred Scenario”:

Transportation Choices

Developments should be designed to encourage people to sometimes walk, ride bicycles, ride the bus, ride light rail, take the train or carpool. Use of Blueprint growth concepts for land use and right-of-way design would encourage use of these modes of travel and the remaining auto trips would be, on average, shorter.

Mixed-Use Developments

Buildings homes and shops, entertainment, office and even light industrial uses near each other can create active, vital neighborhoods. The mixture of uses can be either in a vertical arrangement (mixed in one building) or horizontal (with a combination of uses in close proximity). Mixed-use types of projects function as local activity centers, contributing to a sense of community, where people tend to walk or bike to destinations and interact more with each other. Separated land uses, on the other hand, lead to the need to travel more by auto because of the distance between uses. Mixed land uses can occur at many scales. Examples include: a housing project located near an employment center, a small shopping center located within a residential neighborhood, and a building with ground floor retail and apartments or condominiums on the upper floor(s).

Compact Development

Creating environments that are more compactly built and use space in an efficient but aesthetic manner can encourage more walking, biking, and public transit use, and shorten auto trips.

¹ Sacramento Region Blueprint. *Base Case Scenario*. Available at: <http://www.sacregionblueprint.org>. Accessed on: June 12, 2014.

Housing Choice and Diversity

Providing a variety of places where people can live – apartments, condominiums, townhouses, and single-family detached homes on varying lot sizes – creates opportunities for the variety of people who need them: families, singles, seniors, and people with special needs. Housing choice and diversity is of special concern for the people with very low-, low-, and moderate-income, often teachers, other public employees and professionals, as well as retail employees, service workers and other people for whom finding housing close to work is challenging. By providing a diversity of housing options, more people have a choice.

Use of Existing Assets

In urbanized areas, development on infill or vacant lands, intensification of the use of underutilized parcels (for example, more development on the site of a low-density retail strip shopping center), or redevelopment can make better use of existing public infrastructure. The use of existing assets also includes rehabilitation and reuse of historic buildings, denser clustering of buildings in suburban office parks, and joint use of existing public facilities such as schools and parking garages.

Quality Design

The design details of any land use development - such as the relationship to the street, setbacks, placement of garages, sidewalks, landscaping, the aesthetics of building design, and the design of the public right-of-way (the sidewalks, connected streets and paths, bike lanes, the width of streets) - are all factors that can influence the attractiveness of living in a compact development and facilitate the ease of walking and biking to work or neighborhood services. Good site and architectural design is an important factor in creating a sense of community and a sense of place.

Natural Resources Conservation

The natural resources conservation principle encourages the incorporation of public use open space (such as parks, town squares, trails, and greenbelts) within development projects, over and above state requirements; along with wildlife and plant habitat preservation, agricultural preservation and promotion of environment-friendly practices such as energy efficient design, water conservation and stormwater management, and shade trees to reduce the ground temperatures in the summer. In addition to conserving resources and protecting species, this principle improves overall quality of life by providing places for everyone to enjoy the outdoors with family outings and by creating a sense of open space.

The City of Wheatland Community Design Standards includes Goals, Objectives, and Standards specifically related to mixed-use developments, compact development, housing choice and diversity, quality design, and natural resources conservation. Therefore, adopting the Community Design Standards would ensure future development would be compatible with the region's vision for growth.

III. RESIDENTIAL GOALS, OBJECTIVES, AND STANDARDS

The residential design standards apply to all residential development located within the Residential Estates (RE), Residential Single-Family (R-1), Two-Family Residential (R-2), and Multi-Family Residential (R-3) zoning districts.

The residential design standards address the important components of a residential neighborhood, such as the design of the house itself; relationship of the house to the street and adjoining houses; and the overall design of the neighborhood. When all of these are well designed, the houses and neighborhood are more likely to look attractive and maintain value. In addition, the neighborhood is more likely to facilitate walking and bicycling to nearby destinations, invite social interaction, and result in a safer community that preserves the traditional small town feel of Wheatland. The design standards are also intended to result in neighborhoods that reduce energy dependence, and promote fitness, health, and personal safety.

Specific residential architectural style is not required; however, the design tenants presented are consistent with and reflect those of traditional architectural styles. Likewise, a specific formula is not presented or required for the design of neighborhoods. The City does not desire a collection of formulaic subdivisions based on rigid standards, but rather creative and original development that meets the stated objectives. New neighborhoods should be uniquely and imaginatively designed and carried out with quality construction and craftsmanship.

All types of residential development should be thought of foremost as homes for people. The residential design standards are intended to accommodate the large variety of home types, including detached single-family houses, small lot and courtyard houses, duplex and multifamily dwellings.

The need for more compact residential development is identified as one of the Blueprint's seven key growth principles. A key component of the CDS is to implement SACOG's Blueprint growth principles and encourage attractive and efficient compact building design. The design standards for compact residential development identified herein are intended to accomplish that goal and allow flexibility in achieving quality design. The flexibility and choice provided by the design standards is intended to support developers in designing a range of product types targeting varying price points. Using the standards as an inventory of options, developers can creatively design quality products at varying price points that are consistent with the design character and expectations of the Wheatland community.

GOALS, OBJECTIVES, AND STANDARDS

RES Goal 1 New residential development should be compatible with, and complementary to, the existing context in terms of scale, height, front yard setbacks, and neighborhood feel.

RES Objective 1.1 A sense of place should be provided by retaining views of surrounding hills and scenic open spaces, wherever possible.



RES Standard 1.1.1 Natural topography should be integrated into site design to the extent feasible.

RES Standard 1.1.2 Retaining walls shall not exceed six feet in height and be compatible with the overall identity or character of the development. Innovative wall designs are encouraged.



RES Standard 1.1.3 Grade changes and berming should be used in conjunction with landscape to screen undesirable views.

RES Objective 1.2

Garages and driveways should not dominate street frontages.



RES Standard 1.2.1 Orient home entry toward streets.

RES Standard 1.2.2 Entry porches and active living space should have greater prominence than garages along street frontages.

RES Standard 1.2.3 When feasible, locate front-loaded garages behind the front elevation plane with a minimum setback of three feet.



RES Standard 1.2.4 Vary the design of garage doors facing streets. Garages with windows visible from the street should be tinted or treated with window coverings.

RES Objective 1.3

Compact residential development should be compatible with surrounding large lot single-family development.

RES Standard 1.3.1 Where appropriate, units/lots should be clustered to define public open spaces and activity areas that are



integrated into the overall design of the project and not an afterthought.

RES Standard 1.3.2 Textured decorative paving in driveways visible from the street is strongly encouraged, and provide a landscaped area to separate adjacent garages and reduce the amount of driveway paving.

RES Objective 1.4

Multi-family development shall reflect the small town traditional identity of Wheatland.



RES Standard 1.4.1 Multi-family projects shall not be walled off from the surrounding neighborhood, but rather shall be connected to the surrounding neighborhood through multiple pedestrian and street connections.



RES Standard 1.4.2 Multi-family development should be compatible with adjacent development with similar front setbacks, similar building styles and architectural features, building massing and articulation, and a consistent landscaping approach.

RES Standard 1.4.3 Multi-family buildings adjacent to single-family homes should step down in height or use other design techniques to ensure compatibility.

RES Goal 2 Encourage the development of convenient access to neighborhood amenities.

RES Objective 2.1

Pedestrian orientation within and between neighborhoods shall be emphasized to enhance mobility.



RES Standard 2.1.1 Provide connections to streets in adjacent neighborhoods, as appropriate. A minimum of two vehicular connection locations are required for developments of 25 dwelling units or more.

RES Standard 2.1.2 Consistent with the Bikeway Master Plan, provide pedestrian and bicycle connections, existing and planned, to adjacent neighborhoods and open



space, parks, schools, and commercial service areas.

RES Standard 2.1.3 Residents within larger developments should be able to walk easily to other homes in the development and to reach adjacent neighborhoods and open spaces.

RES Standard 2.1.4 Residential developments should front onto parks and other public open spaces. Where it is necessary for residences to back up to parks or open spaces, public access at regular intervals should be provided.

RES Objective 2.2

Building placement and design in community centers shall prioritize pedestrian comfort and aesthetics.



RES Standard 2.2.1 Developments within community centers should be designed to emphasize the public realm. These centers should contain one or more of the following: small parks; public plazas; wide sidewalks; spaces for entertainment, displays, exhibitions, and other community events; outdoor seating and gathering areas; and/or, similar uses and activities.

RES Standard 2.2.2 Buildings in community centers that front on sidewalks should provide awnings or other overhangs for pedestrian shelter.

RES Goal 3 Encourage the continuation of distinct, identifiable neighborhoods with traditional development styles that provide a high quality of living and generate civic pride.

RES Objective 3.1

Plans and elevations should be mixed within a development to avoid repetition of identical facades and roof lines.



RES Standard 3.1.1 One distinct plan with four distinctive elevations shall be provided for every 25 units. The same plan shall not be located adjacent to each other.



RES Standard 3.1.2 Projecting entries and porches are strongly encouraged as the primary front elevation element.

RES Standard 3.1.3 Porch and projecting entry design and details should be consistent with the architectural style of the dwelling.

RES Objective 3.2

Create neighborhoods with central focus, clear edges and entry points, and a cohesive design style. Coordinate architecture and landscaping for consistency within neighborhoods and to differentiate neighborhoods from one another.



RES Standard 3.2.1 Neighborhoods in Wheatland shall be distinguished from one another through the use of edges and landmarks that are formed with trees, open space, parks, natural features, or major streets.

RES Standard 3.2.2 Cluster mailboxes should include design features consistent with the theme of the neighborhood.

RES Standard 3.2.3 Cluster mailboxes shall be located in highly visible, well-lit, heavy use areas for convenience, to allow for casual social interaction, and to promote safety.



RES Standard 3.2.4 A trash and recycling receptacle should be located adjacent to cluster mailboxes.

RES Standard 3.2.5 Sound walls should be of solid and durable construction. Graffiti resistant materials should be used. The inclusion of decorative hand laid block is strongly encouraged. Wood board and wood panel fences are not allowed facing arterial and collector streets.



RES Standard 3.2.6 Break up sound walls with decorative columns and pilasters, and with decorative wall caps that match the design theme of the neighborhood.

RES Objective 3.3

Consider parking and service facilities for multi-family residential development as part of the overall design.



RES Standard 3.3.1 Parking for multi-family development shall be located in the rear of the building if possible, and shall be unobtrusive and not disrupt the quality of common spaces and pedestrian environments.



RES Standard 3.3.2 New multi-family developments that propose surface parking adjacent to the street frontage shall screen parking areas from public views with street trees, berms and other landscaping, and/or low fences or walls.



RES Standard 3.3.3 Service facilities for multi-family development shall not be visible from public areas. Utility meters, transformers, and other service elements shall be enclosed or otherwise concealed from view.



RES Standard 3.3.4 Trash enclosures for multi-family development shall be architecturally compatible with the buildings and heavily landscaped. The enclosure shall contain sufficient room for recycling.

RES Standard 3.3.5 Trash enclosures for multi-family development shall be designed as part of the structure wherever possible or located to the rear of the project and not visible from the street.

RES Objective 3.4

Neighborhood entries should be designed to establish neighborhood identity.



RES Standard 3.4.1 Focus the visual terminus of entry streets on a significant neighborhood open space or community facility, not on parked cars or backs of housing.

RES Standard 3.4.2 Avoid on-street parking and curb cuts for entries, whenever feasible.



RES Standard 3.4.3 Provide decorative and durable paving materials at entry streets to enhance the street's visual character.



RES Standard 3.4.4 Sign type and locations should be consistent throughout the development and the sign materials and graphics should complement the design. Signs design shall match the architectural character of the neighborhood.



RES Standard 3.4.5 Monument signs (or freestanding signs) shall be low-profile signs where the sign width is mounted to the ground with a solid architectural base covered with authentic, natural materials (e.g., stone, brick, etc.).

RES Standard 3.4.6 Electrical transformer boxes, raceways, and conduits shall be concealed from view.

RES Goal 4 Provide high quality architectural design for all sectors of the housing market, and maintain development at a finer scale, utilizing variations in building form or style, colors and materials.

RES Objective 4.1

Careful attention shall be given to architectural details including roof overhangs, window trim and decorative elements, porch columns and railings, trellises, and other features that add visual richness to the home and neighborhood.



RES Standard 4.1.1 Avoid tall blank walls and add variety to second floors with varied eave heights, windows and ridge line variations.

RES Standard 4.1.2 Where visible, articulate elevation and roof planes to minimize the visual impact of repetitious flat planes.



RES Standard 4.1.3 Provide variations in ridge lines on all sides of the home to avoid repeating elements such as continuous gable ends, identical building silhouettes, eave heights and ridge heights.



RES Standard 4.1.4 High-quality window and door trim and detailing shall be provided and used on all facades of the dwelling.

RES Standard 4.1.5 Window and door types and proportions should generally be consistent with the architectural style throughout a development and sensitive to those of adjacent neighborhoods.



RES Standard 4.1.6 The architectural style, building materials, colors, roof form, and other primary design features of homes should also be reflected in accessory buildings, such as garages and secondary units, not including sheds less than 150 square feet in size.



RES Objective 4.2 High-quality durable materials shall be used throughout new residential development.



RES Standard 4.2.1 New residential subdivision projects should include a diversity of color, building materials, floor plans, sizes, and types.

RES Standard 4.2.2 A minimum of six different color schemes should be provided for each architectural style of each plan type.

RES Standard 4.2.3 Select color schemes appropriate to the architectural style and relate color changes to plane changes and materials changes.

RES Standard 4.2.4 Fences and walls should be constructed with durable materials and should be designed to

complement building design, color, and materials.

RES Goal 5 Buildings should generally draw on traditional residential designs and be well proportioned, balanced, and attractive on all elevations.

RES Objective 5.1 Rooflines and building forms should be clean and need not be overly complex or decorated.



RES Standard 5.1.1 Select architectural styles to provide a variety of roof designs along street frontages. The roof pitch should match the architectural style, and should generally be consistent for any individual house.



RES Standard 5.1.2 Solar panels if provided, should be integrated into the design of the roof and flush with the roof slope. Frames should be colored to match the roof color. Natural aluminum finish is not allowed. All mechanical equipment, whether roof-mounted or on the ground, shall be adequately screened from view.

RES Objective 5.2 Buildings should make careful use of mass, façade depth and/or articulation, fenestration, roof overhangs and eaves, detailing, colors, texture variation, and landscaping to ensure that the buildings present a human scale.



RES Standard 5.2.1 Design front elevations to emphasize entries, porches or other living areas and de-emphasize garages. No more than 50 percent of the front elevation of a house should consist of garage door area.



RES Standard 5.2.2 Avoid exposed long, unarticulated second floor walls which increase the apparent mass of the upper floor.

RES Standard 5.2.3 Dwellings on corner lots should receive the same level of articulation on both front and corner side facades.

RES Objective 5.3 Compact residential building design shall be compatible with adjacent surrounding large lot single-family development.



RES Standard 5.3.1 Individual units should have some variety related to other units within a cluster, but in general, the overall design of units within clusters should represent a consistent architectural character.

RES Standard 5.3.2 Provide each unit with a patio and orient unit entries to streets rather than parking courtyards to the maximum extent possible.



RES Objective 5.4

Maintain a scale and character for multi-family development that is compatible to other residential neighborhoods.



RES Standard 5.4.1 Large multi-family residential projects should be broken up into smaller groups of structures or “villages” with distinct architectural styles as a means of establishing human scale and a sense of neighborhood.



RES Standard 5.4.2 Design elements should be incorporated to add visual interest and to avoid a box-like appearance. Elements such as balconies, porches, arcades, dormers, and cross gables should be used. Hipped or gable roofs are preferred to mansard-type roofs.



RES Standard 5.4.3 Multi-family development should be designed to provide an inviting visual environment, where porches, balconies, windows, entrances, stoops, and other features are prominent and visible from the street and other public areas.



RES Goal 6 Building designs should maximize energy efficiency and promote environmental quality.

RES Objective 6.1 Consider solar orientation early in design process of new roads, driveways, subdivisions, and structures.

RES Standard 6.1.1 Design overhangs to optimize passive heating and cooling, for window and building shade during hotter months, and solar heating during colder months.

RES Standard 6.1.2 Consider deciduous shade trees in landscape design along the south and west sides of buildings, allowing heat gain in cooler seasons and providing shade during hotter seasons.

RES Standard 6.1.3 Minimize unshaded pavement along south and west elevations.

RES Objective 6.2 Ensure efficiency and effectiveness of outdoor lighting.

RES Standard 6.2.1 Optimize use of energy-efficient fixtures for external lighting, including parking lots, buildings, and signage.

RES Standard 6.2.2 Design outdoor lighting to provide the minimum intensity of lighting

needed to provide security while minimizing glare, spillover, and energy consumption.

- RES Objective 6.3 Ensure energy efficiency of new residential structures.
- RES Standard 6.3.1 All residential buildings shall be developed in compliance with the current version of California’s Title 24, Building Energy Efficiency Standards for Residential structures, as well as all applicable portions of the current California Green Building Code (CALGreen).
- RES Standard 6.3.2 Natural climate control features such as roofs with larger overhangs and trellises or deciduous trees over south-facing windows are encouraged to reduce energy demand.
- RES Standard 6.3.3 Use of windows for natural light indoors as much as possible is encouraged. Windows should be placed for cross-ventilation and airflow to promote natural cooling.
- RES Standard 6.3.4 Building designs that incorporate opportunities for renewable energy production such as solar panels are encouraged.
- RES Standard 6.3.5 Adequate attic space shall be incorporated into building design to accommodate “whole house fans.”
- RES Standard 6.3.6 Heating, cooling, lighting control systems, and water heating systems shall meet Energy Star Standards.
- RES Standard 6.3.7 Low-flow toilets, faucets, and shower heads shall be incorporated into building design to minimize water use.
- RES Standard 6.3.8 Rainwater harvesting based on low impact development (LID) principles is encouraged.

RES Standard 6.3.9 Wood burning devices shall not be incorporated into residential buildings. Gas or propane fire places or stoves may be used.

RES Objective 6.4 Encourage alternative modes of transportation.



RES Standard 6.4.1 Multiple unit developments should include internal pedestrian circulation routes that link residential buildings with adjacent streets and any nearby transit facilities or future transit facilities.

RES Goal 7 Maintain a small-town atmosphere through use of human scale and strong relationships between the home, the site, and the street.

RES Objective 7.1 Arrange the site so that attractive building elevations face the street to give visual definition to the street edge and provide for security in public spaces.



RES Standard 7.1.1 Homes should be designed so that porches, stoops, windows, and other architectural elements provide “eyes on the street,” helping to maintain community surveillance of public areas. Windows and active rooms should view onto yards, corridors, entrances, streets, and other public and semipublic places.

RES Standard 7.1.2 Homes on corner lots should address both street frontages with windows, porches, stoops, entrances, active rooms, and other appropriate architectural elements.

RES Objective 7.2 Encourage compact residential development to reduce walking distances and prioritize a pedestrian-friendly environment in residential areas and adjoining commercial areas through convenient, comfortable, and safe design.

RES Standard 7.2.1 Decorative street lights are required in all areas with sidewalks.

RES Standard 7.2.2 Lights should be of a pedestrian scale with a height no greater than 18 feet, and should provide a fully shielded light source to avoid glare into adjacent residential units, and

shall utilize a cutoff or full cutoff classified light fixture.

RES Standard 7.2.3 Compact residential development should consist of a variety of single-family housing types, such as cottages, clustered homes, and attached housing.



RES Goal 8 Establish a positive relationship between indoor and outdoor space.

RES Objective 8.1



Arrange site improvements to respect neighboring properties. Maintain the privacy of neighbors' private outdoor open space and neighbors' private yard access to sunlight. Minimize nuisance to neighboring properties.

RES Standard 8.1.1 Private open space should be sited to minimize privacy intrusions on adjacent or nearby dwelling units.

RES Standard 8.1.2 Usable open spaces and parks shall be provided within residential neighborhoods.

RES Goal 9 Design landscaping to enhance aesthetics, comfort, security, and privacy, and conserve water and energy.

RES Objective 9.1

A strong commitment shall be made to landscaping in all new residential development. Plant palettes should include large canopied shade trees, shrubs, and flowering plants.



RES Standard 9.1.1 Street trees should be regularly spaced to provide a continuous canopy at maturity and shade both the street and sidewalk, as well as, avoiding conflict with street signage, street lights and other utilities.

RES Standard 9.1.2 Provide a mix and variation from property to property of deciduous and evergreen trees to provide year-round foliage, subject to the adopted City of Wheatland Recommended Tree List.

RES Objective 9.2

Trees, shrubs, groundcover, and grass areas should be incorporated within neighborhoods to create an attractive and comfortable environment for residents and those viewing from public areas.



RES Standard 9.2.1 Parkstrips should have a sufficient width to allow the planting of significant street trees. Generally, this should be seven to ten feet to allow for full growth of canopy trees.

RES Standard 9.2.2 Front yard landscaping should emphasize visual openness to provide for visual surveillance of the street and sidewalks.



RES Standard 9.2.3 To the extent feasible, existing mature trees and shrubs should be preserved and incorporated into the landscaping scheme.

RES Standard 9.2.4 Native, drought-tolerant, low-water use ornamental plants and groundcover are strongly encouraged as alternatives to turf grass.



RES Standard 9.2.5 Automatic irrigation systems shall be required for all residential developments, and should be capable of being expanded.

RES Standard 9.2.6 Utilize hydrozoning by placing plants together with the same watering needs.

RES Standard 9.2.7 The use of recycled water is encouraged for landscaping, where available.

IV. COMMERCIAL GOALS, OBJECTIVES, AND STANDARDS

The commercial design standards apply to all non-residential development located within the Neighborhood Commercial (C-1), Retail Commercial (C-2), Heavy Commercial (C-3), and Light Industrial (M-1) zoning districts.

A particular architectural style for commercial development is not prescribed in the design standards; rather, the focus is on good quality design that establishes a unique character and identity for the buildings and overall development, and that is sensitive to the character of surrounding areas. A principal tenant of the commercial design standards is the establishment of appropriate relationships with the adjoining land uses, and insightful response to the context of the greater neighborhood. Commercial development within these areas should weave itself into the land use and transportation fabric.

Highway Commercial

Consistent with guiding principal five of the City of Wheatland General Plan, the City shall plan to accommodate the eventual development of a SR 65 bypass. Therefore, the highway commercial design standards apply to all non-residential properties along the SR 65 bypass. The principal focus of the highway commercial design standards remains the aesthetic improvement of the highway corridor that passes through Wheatland.

The standards are applicable to properties with a property line within 500 feet of the highway right-of-way, or that receive principal access from the highway corridor, even if the parcel is not directly adjacent to the highway. The highway commercial design standards provide specific guidance on the architectural requirements of each style.

While the highway corridor consists primarily of auto-oriented shopping, the standards include measures intended to provide a comfortable environment for pedestrians as well. Pedestrian-friendly design is especially important in providing suitable connections to adjoining residential neighborhoods.

Mixed-Use Commercial Development

On August 13, 2014, the City of Wheatland annexed 4,149.4 acres into the City of Wheatland, known as the Johnson Rancho and Hop Farm Annexation Project. The Johnson Rancho Project included two distinct Commercial Districts or subzones associated with the Planned Development rezoning, one of which is mixed-use commercial. The mixed-use commercial district is intended to promote a mix of retail goods and services as well as small-scale office and mixed-use development that includes high density housing. Therefore, this section contains objectives and standards for new development in areas designated mixed-use. Generally, developers are encouraged to implement a vertically mixed-use typology, such as multi-family residential use above a retail use. However, the mix of uses is developed horizontally, such as an apartment complex adjacent to a retail center, is also encouraged.

The primary purpose of the mixed-use commercial design standards is to ensure that high quality design is maintained for all new mixed-use development. The standards are intended to

encourage individual creativity of project designers while respecting the needs of the individual owner and user. In addition, the standards are intended to: create a distinctive and cohesive image for mixed-use development; assure that all new development, rehabilitation and improvements give consideration to quality design in architecture and site planning; protect and enhance property values and investment; and provide consistency and compatibility within mixed-use development. The standards promote a comfortable environment for pedestrians promoting live, work, and gathering places, which is especially important in providing suitable connections to adjoining residential neighborhoods.

GOALS, OBJECTIVES, AND STANDARDS

COM Goal 1 Maintain a building scale which is consistent with the City’s small town rural heritage and historic qualities of Wheatland.

COM Objective 1.1

Designs should be simple, attractive, and should feature vertical and horizontal façade variations. Solid un-broken walls should be avoided in favor of smaller well-proportioned building units.



COM Standard 1.1.1 Commercial frontages adjoining public streets should provide a transparent façade area along the street, consisting of such features as windows, entries, and storefront displays.



COM Standard 1.1.2 Doors, windows, floor heights, cornice lines, signage, and awnings should be designed to reduce the appearance of mass of buildings as experienced at the street level.

COM Standard 1.1.3 Use sloped roofs, rather than flat roofs, whenever possible. If flat roofs are used, vary wall and parapet heights, use shaped parapets, and provide a projecting wall cap.

COM Objective 1.2

Entries should be clearly visible to pedestrians and have a defined relationship to the street and pedestrian right-of-way.



COM Standard 1.2.1 Formal public entries shall have a strong relationship with the primary fronting street.

COM Standard 1.2.2 Secondary public entries should also be clearly visible and easily accessible to pedestrians.



COM Standard 1.2.3 Where public gathering spaces are incorporated into the design of the site and building, they should be located near entries to encourage use and heighten visibility.

COM Standard 1.2.4 Entries should be defined with signage, lighting, and architectural detailing.

COM Standard 1.2.5 Overhangs and awnings are encouraged, where suitable to the style of the building, to shade and otherwise protect entries from the weather and enhance the pedestrian experience.

COM Goal 2 Ensure a compatible architectural context with surrounding developments and the community as a whole.

COM Objective 2.1 Commercial site design and landscaping should establish an ambiance and character.



COM Standard 2.1.1 Organize development to front onto adjacent public streets to provide visual definition to the street edges. Secondary frontage may be provided onto pedestrian spaces.

COM Standard 2.1.2 Design corner buildings to “turn the corner” and present equally important facades of similar appearance on both sides. Features that emphasize the corners shall be used at corners and building intersections.

COM Standard 2.1.3 Carry architectural detailing throughout all aspects of the building design, including window and door trim, bulkheads, and lighting. Attention to detail is critically important in creating appropriate designs.



COM Standard 2.1.4 Incorporate useable open spaces such as courtyards and plazas, and amenities such as outdoor seating, water features, sculpture, or drinking fountains. Locate seating in places shaded in summer and sunny in winter, and shielded from winds.

COM Objective 2.2

High-quality, attractive, and durable materials should be used for all buildings, landscaping, paving, and signage.

COM Standard 2.2.1 The predominant color on a building should be compatible with the colors used on adjacent and nearby buildings.

COM Standard 2.2.2 Lighter colors may be placed above darker colors on a building to give the appearance of balance and of anchoring the building to the ground.

COM Standard 2.2.3 Accent materials such as brick, stone, or wood should be used to highlight architectural elements. Typical accent materials could include stainless or painted steel, stone, textured concrete, or wood.

COM Standard 2.2.4 Exterior materials shall be composed of a minimum of 50 percent low reflectance, non-polished finishes. Bare metallic surfaces (e.g., pipes, flashing, vents, and light standards) shall be painted to minimize reflectance.

COM Standard 2.2.5 Large areas of bright, intense colors are not allowed.

COM Standard 2.2.6 Concrete construction for commercial buildings may be used only when accompanied by elements that help provide articulation and visual interest. Those elements include:

- a. Texturing of the concrete surface to simulate rough or split-faced block.

- b. Trim or other suitable exterior materials (Ornamental masonry veneers).
- c. Integral color to be provide within the concrete.

COM Objective 2.3 Organize and screen roof mounted equipment.

COM Standard 2.3.1 Place roof mounted equipment away from building edges.

COM Standard 2.3.2 Group roof mounted equipment wherever possible to minimize number and extent of screen walls.

COM Standard 2.3.3 Hide equipment with walls and screens to match the primary building materials in order to integrate them with the design of the building walls.

COM Standard 2.3.4 Mechanical screens should appear to be an integral part of the building, not an added-on element.

COM Standard 2.3.5 Roof wells in sloped roof forms are strongly encouraged.

COM Goal 3 Ensure that parking areas provide safe and efficient access to buildings, but do not dominate the overall site design.

COM Objective 3.1 The appearance and location of parking lots should be secondary to that of commercial and office buildings.



COM Standard 3.1.1 Dispersion of parking into smaller lots is encouraged.

COM Standard 3.1.2 Surface parking lots should be located behind buildings and accessed from side streets wherever feasible.



COM Standard 3.1.3 Design parking lots to allow easy vehicular and pedestrian circulation between developments in commercial districts to reduce traffic congestion in areas of related commercial uses.

COM Standard 3.1.4 Locate loading areas at the rear of a building where they should be



screened from view and where noise, odors and other potential nuisance impacts to surrounding properties can be minimized. Incorporate into the circulation plan for the site access to loading and storage areas and provide separation from pedestrian and auto circulation.

COM Standard 3.1.5 Trash receptacles shall be fully enclosed with masonry materials that are architecturally compatible with the design of the buildings. Enclosures shall be landscaped and screened on three sides and built to City specifications. Locate trash enclosures conveniently for collection and maintenance.

COM Standard 3.1.6 Electric charging stations for electric vehicles is encouraged.

COM Objective 3.2 Provide clear pedestrian pathways.



COM Standard 3.2.1 Pedestrian circulation patterns within vehicular rights-of-way should be clearly delineated with a change of paving material or color, and use of special signage and lighting.

COM Standard 3.2.2 Pedestrian walkways within parking lots should be centrally and conveniently located, should be landscaped with shade trees, and should include other landscaping and pedestrian amenities.



COM Standard 3.2.3 Design drive-thru lanes so as not inconvenience pedestrian circulation, nor to present a traffic hazard or a nuisance to residential areas.

COM Objective 3.3 Provide landscaping to screen and shade parking areas.



COM Standard 3.3.1 Parking lots shall contain landscaped areas with large shade trees in sufficient size and spacing to provide shade to surrounding parking spaces.

COM Standard 3.3.2 A landscaped buffer shall be located between parking areas and public sidewalks.



COM Standard 3.3.3 Collection and channelization of stormwater runoff based on low impact development (LID) principles is encouraged.



COM Standard 3.3.4 Water efficient irrigation systems shall be installed, which may include such features as night irrigation scheduling, use of drip irrigation for trees and large shrubs, and drip or micro sprinklers for groundcover areas. In addition, irrigation systems shall be designed and calibrated to prevent overspray and runoff.

COM Goal 4 Incorporate attractive, useable outdoor space, and facilitate pedestrian movement within the corridors.

COM Objective 4.1 Building sites should be designed to encourage pedestrian access and circulation, with integrated walkways and inviting building entryways.



COM Standard 4.1.1 Clearly delineated pedestrian walkways should connect streets, transit facilities, parking structures, and parking lots to main building entrances.

COM Standard 4.1.2 Public spaces should be linked through a continuous pedestrian circulation system.



COM Standard 4.1.3 Provide special treatment for crosswalks in vehicular traffic areas. Use special textures (e.g., interlocking paving blocks) and colors to alert drivers to the potential presence of pedestrians.

COM Standard 4.1.4 Open space plazas intended for pedestrian use shall include shaded areas for quiet seating.



COM Standard 4.1.5 Provide outdoor seating adjacent to restaurant and near takeout food places and sidewalk vendors.

COM Standard 4.1.6 Provide weather protection for pedestrians at building entrances and over pedestrians paths such as arcades, awning, canopies, porches, and overhangs.

COM Standard 4.1.7 Provide information and/or signage for restrooms, key directional information, emergency instructions, phone locations, and emergency facility locations.

COM Objective 4.2 Provide bicycle access between commercial uses.

COM Standard 4.2.1 Bicycle lanes and primary routes should be clearly marked with pavement striping and signage.

COM Standard 4.2.2 Bicycle parking should be connected to nearby destinations with safe, direct access on clearly visible and accessible pedestrian walkways.

COM Objective 4.3 Lighting fixtures should complement and enhance the architectural style of buildings and contribute to the safety and security of commercial buildings.



COM Standard 4.3.1 All light fixtures should be made of high-quality materials, and be attractive and consistent with building design.

COM Standard 4.3.2 Sufficient lighting shall be provided to ensure safe vehicular and pedestrian orientation and the security of persons, property, and vehicles during low-light periods.

COM Standard 4.3.3 Lighting fixtures shall be constructed of durable materials, have vandal-resistant covers, and be resistant to tampering.

COM Standard 4.3.4 Light fixtures should be selected as part of the overall building and landscape theme. Creative fixture design is encouraged.



COM Standard 4.3.5 Specialized lighting is appropriate for entries, building towers, public art,

water features, and other unique architectural elements.

COM Standard 4.3.6 Light fixtures shall be the appropriate scale, location, and shielded to avoid spillover or glare into surrounding areas.

COM Goal 5 Maximize energy efficiency and promote environmental quality.

COM Objective 5.1 To the greatest extent possible, from a functional standpoint, design buildings to have sufficient daylight that artificial ambient lighting is unnecessary.

COM Standard 5.1.1 Use vestibules at entrances to retain heat or air conditioning.

COM Standard 5.1.2 Buildings should be designed to incorporate daylighting that includes the use of high quality, energy efficient glazing as well as any emergent technologies designed to reduce heat loss and gain.

COM Standard 5.1.3 Lighting zones to control perimeter lighting and optimize daylighting should be incorporated into buildings.

COM Standard 5.1.4 Light fixtures should include photocell control to reduce energy usage.

COM Standard 5.1.5 Solar-powered lighting is encouraged for landscaping use.

COM Objective 5.2 Passive solar energy design that minimizes energy use should be incorporated into building design. Where practical, encourage the design and/or orientation of buildings to minimize or maximize solar gain based on time of day and local climatic needs.

COM Standard 5.2.1 All commercial and mixed-use buildings shall be developed in compliance with the current version of California's Title 24, Building Energy Efficiency Standards for Residential and Nonresidential Buildings and any amendments.

- COM Standard 5.2.2 Energy Star certified roofing materials shall be incorporated into the design of all commercial and mixed-use buildings.
- COM Standard 5.2.3 Energy Star certified or equivalent appliances, office equipment, and water heaters shall be installed in all commercial and mixed-use buildings to reduce energy usage.
- COM Standard 5.2.4 Heating, cooling, and lighting control systems shall meet Energy Star standards.
- COM Standard 5.2.5 Energy Star certified roofing materials shall be incorporated into the design of all office buildings.
- COM Standard 5.2.6 Incorporate solar panels onto roofs and use lightly colored roof materials that reflect heat away from the building.
- COM Standard 5.2.7 Walkways, parking lots, and other nonroof hardscape surfaces should incorporate high-reflectivity materials to the greatest extent possible to minimize heat absorption, which may include alternative paving forms such as interlocking concrete pavers.
- COM Standard 5.2.8 Walkways, parking lots, and other nonroof hardscape surfaces shall be subject to a minimum of 50 percent shading after 15 years, to be provided by landscaping or a covering structure, as appropriate.
- COM Standard 5.2.9 The use of large-canopy shade trees should be incorporated into landscaping wherever possible to shade buildings and paved area and reduce the heat island effect. Locating trees on the southern and western sides of buildings is particularly effective, and, therefore, encouraged.

HIGHWAY COMMERCIAL GOALS, OBJECTIVES, AND STANDARDS

COM Goal 6 Encourage unifying architectural themes for development along the highways passing through Wheatland.

COM Objective 6.1 Avoid large plain rectangular building designs. Larger buildings shall feature vertical and horizontal façade variations. Solid un-broken walls should be avoided in favor of smaller well-proportioned building units.



COM Standard 6.1.1 Design each building with a definable base, body, and cap element.

COM Standard 6.1.2 Provide consistent architectural design and detailing on all sides of a building to help eliminate obvious “side” and “back” of building appearances.



COM Standard 6.1.3 Individualize building entries, making them clearly identifiable, integrated with adjacent landscaping, and principle organizing elements in the building’s design and massing.



COM Standard 6.1.4 Use corner details to further enhance a building’s identity and relate the building to a corner lot location.



COM Standard 6.1.5 Use three-dimensional cornice treatments, parapet wall details, overhanging eaves, etc. to enhance the architectural character of the roof, and conceal roof equipment.



COM Standard 6.1.6 Service station islands or other open canopies shall be integrated architecturally and compatible with the character of the building(s) on the site.



COM Objective 6.2 Provide substantial landscaping and screening for rear facing buildings along the highways.



COM Standard 6.2.1 Screen service areas with landscaping and walls and carefully integrate the design of screen walls with the architecture of the buildings. Use the same materials as used in the buildings.



COM Standard 6.2.2 Driveways to the development site shall be planted with landscaping appropriate for the driveway size and space.

COM Standard 6.2.3 Shopping cart enclosures shall be enclosed with masonry materials that are architecturally compatible with the design of the buildings.

COM Goal 7 Encourage integrated commercial districts rather than insular shopping centers.

COM Objective 7.1 In multiple-building developments, the number, location, and design of independent pad sites shall reinforce, rather than obscure, the identity and function of the commercial development.

COM Standard 7.1.1 Pad sites shall be clustered together to define street edges and entry points, to enclose and create interesting places between buildings, and to increase the ease of pedestrian movement between buildings.

COM Standard 7.1.2 Integrate adjoining properties parking areas and pedestrian zones. Shared parking lots and plazas are encouraged to reduce driveways and store to store trips on the highways.

COM Standard 7.1.3 Provide effective, efficient and cohesive automobile and pedestrian circulation within the site and between adjacent properties.



COM Standard 7.1.4 Orient buildings close to the street with inviting and detailed elevations to strengthen the retail image of the corridors.

COM Standard 7.1.5 Design the site so that parking does not dominate areas adjacent to the street. Concentrate parking in areas away from the street, behind buildings when possible. Shared use parking facilities are encouraged.

COM Objective 7.2

Provide for pedestrian safety and comfort in large-scale commercial projects.



COM Standard 7.2.1 All site amenities within a commercial development shall be an integral part of the overall design and within easy walking distance of primary buildings, major tenants, and any transit stops.

COM Standard 7.2.2 Use of site furnishings, such as benches, tables, bike racks, and other pedestrian amenities shall be provided and shaded along main pedestrian walkways and at building entryways, plazas, and other pedestrian areas.



COM Objective 7.3

Signage shall complement the project architecture and create a uniform project identity.



COM Standard 7.3.1 Signs shall be in proportion to the size of the area where they are located. In areas where the restricted easement is narrow, smaller signs are appropriate.

COM Standard 7.3.2 The sign shall be supported by a solid architectural base comprised of authentic, natural materials (e.g., stone, brick, etc.), and architectural elements such as columns, pilasters, cornices, trellises, and similar details



shall be provided on the sides and top to frame the sign panel and add design interest.

COM Standard 7.3.3 The construction materials and colors of the monument sign shall be consistent with and complement the style, design, materials, and colors of adjacent structures and the character of the neighborhood.

COM Standard 7.3.4 Sign lighting shall be focused, directed and arranged to minimize glare and light spillover and shall be consistent with the City of Wheatland Sign Code.



MIXED-USE COMMERCIAL GOALS, OBJECTIVES, AND STANDARDS

COM Goal 8 Encourage, establish, and maintain a unique and identifiable image for mixed-use commercial development in the City of Wheatland.

COM Objective 8.1 Design buildings to a human scale for aesthetic appeal, pedestrian comfort, and compatibility with other land uses.



COM Standard 8.1.1 All mixed-use developments shall be subject to Architectural Review, Chapter 18.67 of the Wheatland Municipal Code.

COM Standard 8.1.2 Mixed-use buildings should be built to the property line or right-of-way easement; however, mixed-use development shall accommodate



pedestrian activities including sidewalks, plazas, courtyards, or outdoor dining associated with an eating establishment. Therefore, the setback may vary up to twenty feet with City approval, the setback shall not be used for parking.

COM Standard 8.1.3 Recess storefronts, windows, and doors into the wall plane to add articulation to the building, to generate various shadow patterns, and to create visual interest. Mixed-use building facades should have clearly defined vertical divisions.



COM Standard 8.1.4 Accentuate openings with paint, tile, shutters, awnings, plant shelves/planters, or other appropriate architectural features. These features and the various shadow patterns created throughout the façade add a rich visual texture to the building.



COM Standard 8.1.5 Include awnings, canopies, trellises, arcades, roof overhangs, projected balconies, and/or other architectural elements on exterior walls to provide visual diversity and aid in climate control. Such features shall be compatible with the style and character of the structure and the City of Wheatland.



COM Standard 8.1.6 Fifty (50) to eighty (80) percent of the ground floor façade for mixed-use buildings shall be adjacent to sidewalks and private and public plazas, patios, and courtyards. Windows at the second story and above should not exceed fifty (50) percent of the total exterior wall surface.



COM Standard 8.1.7 No building or structure shall exceed forty-eight feet in height, except as provided in Section 18.60.110 of the Wheatland Municipal Code.

COM Standard 8.1.8 All mixed-use developments shall prepare a Master Sign Program in accordance with Chapter 19.75 of the Wheatland Municipal Code. Signage in the mixed-use district shall be an integral part of the building rather than an afterthought and shall be consistent with the City of Wheatland Sign Code and the following guidelines.



- a. Wall-mounted signs shall not project more than six inches from the building.
- b. Building-mounted or wall signs for retail shops and commercial areas shall be located in the storefront area above the door height and below canopy (typically eight feet above floor).
- c. Signs shall be centered between architectural elements and between columns to allow building architecture to be expressed.
- d. Signs shall be compatible in scale and proportion with building design and other signs.
- e. Signage shall be placed facing primary pedestrian streets.
- f. Overhanging, building-mounted or blade signs which hang from the canopy, arcade or building front may be utilized to increase visibility. Overhanging signs shall not have an area of more than three square feet or exceed two inches in thickness. The bottom of the sign shall not be lower than eight feet above ground.
- g. Letter height shall not exceed eighteen inches. Larger first letters up to twenty-four inches are permitted.
- h. Length of the signs shall not be more than two-thirds of the overall "leased" facade area or



less than three feet from demising wall of lease premises. Each sign is calculated separately and shall conform to all applicable maximum area limitations. Calculated maximum areas are not transferable to other facades without prior approval from the Planning Commission and/or an applicable Master Sign Program. Each tenant is allowed to place signage on no more than two facades.

- i. Awnings with signs painted on them are allowed, but the awnings cannot be internally illuminated.
- j. Monument signs and wall signs cannot be internally illuminated.

COM Objective 8.2

Parking should safely accommodate residents, customers, visitors, business owners and employees, without sacrificing the pedestrian orientation and urban streetscape of Wheatland.



COM Standard 8.2.1 Provide direct vehicle access to parking areas and/ or loading areas and limit conflicts with general pedestrian movement and circulation.

COM Standard 8.2.2 To the extent feasible and practicable, use shared or grouped access driveways to off-street parking and/or loading areas to minimize traffic congestion and curb cuts in the sidewalks. Driveways should be placed to minimize curb cuts and preserve on-street parking capacity.



COM Standard 8.2.3 Off-street surface parking should not be located in the front of mixed-use buildings. Locate off-street surface parking behind buildings and accessible by driveways.

COM Standard 8.2.4 If off-street surface parking cannot be located behind buildings, parking may be located between buildings



and adjacent to the sidewalks. Such parking lots shall be designed as an integral element of the site and streetscape with careful regard to orderly arrangement, landscape, and ease of access. Parking lots shall not be located at the corner of the block.



COM Standard 8.2.5 When off-street parking lots adjacent to sidewalks and between buildings are developed, they shall be screened with a low wall (maximum three feet high) and/or landscaping and dimensioned to replicate the rhythm of the buildings on the block and maintain streetscape and pedestrian continuity.

COM Standard 8.2.6 Two parking spaces for each two-bedroom and larger residential dwelling unit and one and one-half parking space for each studio and one-bedroom unit, and one guest space per every four units should be provided on site.² Parking for the commercial/retail/office space shall be determined using the parking matrix contained in Chapter 18.63.040, Number of Spaces Required. Consideration should be given to shared parking where uses may have different peak times.



COM Standard 8.2.7 Bicycle parking areas shall have permanently secured anchorage for locking each bicycle in place. Transparent bicycle lockers for employees and residents are encouraged.

COM Standard 8.2.8 Locate bicycle parking such that it does not interfere with pedestrian or vehicular circulation and is close to building entrances. In addition, locate bicycle parking in places

² COM Standard 8.2.6 is not intended to contradict the parking requirements identified in the Wheatland Zoning Code, but shall offer direction for the number of parking spaces required until the Zoning Code is updated to include parking requirements for mixed-use development.

where pedestrian traffic or views from windows will provide security.

COM Goal 9 Enhance the streetscape by emphasizing corners of blocks, designating points of entry, and differentiating new commercial areas in the community from other types of activity centers, nodes, or areas.

COM Objective 9.1 Provide development features that facilitate live, work, and congregation activities.



COM Standard 9.1.1 Design sidewalk improvements to allow adequate space for through pedestrian movement, window shopping and conversation, streetscape features, outdoor seating, and street trees.

COM Standard 9.1.2 Sidewalks shall be a minimum of ten feet in width, unless determined to be infeasible by the Community Development Director. Permeable surfaces shall be utilized to the maximum extent feasible.



COM Standard 9.1.3 Provide consistent streetscape features that are pedestrian-oriented, of quality materials, and simple design on public sidewalks and in public plazas, courtyards, and patios in order to create a pedestrian space and environment that people want to visit, shop, and live.



COM Standard 9.1.4 Streetscape features should include benches or seating areas, play areas, planters, flowerpots, streetlights, trash receptacles, bike racks, drinking fountains, street trees, tree grates, bollards, public art, fountains, informational directional kiosks, textured sidewalks, and banners or hanging baskets mounted on streetlights.



COM Standard 9.1.5 Residential units, office and commercial/retail spaces shall overlook the streets and courtyards as part of a unified and defined sense of space.

COM Objective 9.2

Build on-site vehicle and pedestrian circulation systems that are safe, convenient, attractive and comfortable for pedestrians.



COM Standard 9.2.1 All mixed-use buildings shall be publicly accessible via a path or walkway from a public sidewalk.

COM Standard 9.2.2 Where pedestrian paths or walkways cross parking areas or driveways, the paths shall utilize decorative paving to define the pedestrian space.



COM Standard 9.2.3 Where walkways cross traffic lanes, special design features should be used to increase safety for the pedestrian. Potential design features include: raised or textured pavement, curb extensions to narrow the travel lane or low-level lighting, such as a bollard light.



COM Standard 9.2.4 Pedestrian passages (walkways, plazas, or courtyards) shall be provided between buildings where access is needed to allow pedestrian connections between buildings and adjoining commercial and residential sites.

COM Standard 9.2.5 Main pedestrian walkways to and from buildings and parking areas should use materials that create flat, even surfaces, and do not create a tripping hazard, particularly for strollers and wheelchairs.



COM Standard 9.2.6 Exterior lighting shall be an integral part of the architecture and landscape design. Lighting of walkways shall be concentrated along the pedestrian paths leading to parking areas and shall relate in scale to the pedestrian character of the area. Lighting shall be shielded to reduce glare and shall not spill off-site or beyond parking lots and streets.

**V. PARKS AND OPEN SPACE GOALS,
OBJECTIVES, AND STANDARDS**

The parks and open space design standards apply to all parks and open spaces uses within the City in any zone. The parks and open space design standards are intended to encourage the preservation and integration of existing vegetation, such as individual or mature stands of trees, naturally occurring hedgerows, and contiguous patches of native grasses, whenever practical and feasible to do so. In addition, the parks and open space design standards intend to protect important natural processes and ecological functions, such as natural stormwater drainage, air purification, and provision of shade. The design of public spaces is intended to provide safe, active and accessible gathering places in the community that encourage social interaction and a sense of community.

GOALS, OBJECTIVES, AND STANDARDS

POS Goal 1 Improve the visual environment within the City of Wheatland.

POS Objective 1.1 Incorporate existing natural features (e.g., creeks, mature trees, rock outcroppings, etc.) as well as preserving any existing historical sites into the site design to enhance the subdivisions’ visual links to their unique location.

POS Standard 1.1.1 Existing large trees shall be preserved, whenever possible, to add to the character and natural ambiance of neighborhood parks.

POS Standard 1.1.2 Large-canopy shade trees should predominate, supplemented by smaller ornamental trees and plantings near entry areas and gathering places (such as picnic areas).

POS Standard 1.1.3 Drought-tolerant and native species should be used whenever possible.

POS Standard 1.1.4 Tree species shall be chosen from the adopted City of Wheatland Recommended Tree List.

POS Objective 1.2 Design neighborhood parks to serve as local gathering places.

POS Standard 1.2.1 Pursuant to Section 17.09.0140 of the Wheatland Municipal Code, three (3) acres of park and



recreational facilities shall be provided per 1,000 residents.

POS Standard 1.2.2 Where practical, adjacent structures should front onto the park to encourage physical and visual access from surrounding uses and increase safety through visibility.



POS Standard 1.2.3 Parks may include neighborhood identity signage and native and ornamental plantings to enhance the visual appearance of the neighborhood.



POS Standard 1.2.4 Amenities to be provided shall include seating, shade structures, trash receptacles, bike racks, signage, lighting, and drinking fountains.



POS Standard 1.2.5 Playgrounds and other active recreational facilities shall be combined with passive uses.

POS Standard 1.2.6 Neighborhood parks should include areas for quiet seating and active play for young children (such as child playground structures) with adequate seating and shade.



POS Standard 1.2.7 Child playground structures shall be visible from the street and/or surrounding residential units for safety and security purposes.

POS Standard 1.2.8 Provide usable open spaces with community amenities (e.g., lawn areas, BBQ areas, water play feature, tennis courts).



POS Goal 2 Ensure high quality, safe, and walkable parks and open space design within new development.

POS Objective 2.1 Direct access to neighborhood parks should be provided from the surrounding area through formal entries, easements, and sidewalks. The parks should be located adjacent to streets to provide public access and visibility.



POS Standard 2.1.1 Locate open space for ease of access from all dwelling units, and comply with all ADA access requirements.

POS Standard 2.1.2 On-street parking is allowed, where feasible, and may be supplemented by off-street parking areas. Shared parking with adjacent retail/commercial uses and school sites is encouraged.

POS Objective 2.2 Provide pedestrian and bicycle connections, existing and planned, to adjacent neighborhoods and open space, parks, schools, and commercial service areas.



POS Standard 2.2.1 Bicycle and pedestrian pathways should connect the neighborhood park to the regional trail system identified in the adopted City of Wheatland Bikeway Master Plan.

POS Standard 2.2.2 Chain link fencing shall not be allowed along parks, trails, and open space areas.

POS Goal 3 Provide attractive and functional landscaping in neighborhoods.

POS Objective 3.1 Parkstrips are encouraged to connect neighborhoods and parks throughout the community.



POS Standard 3.1.1 Parkstrips should have a sufficient width to allow the planting of significant street trees. Generally, this should be seven (7) to ten (10) feet to allow for full growth of canopy trees. Applicants should work with staff for each specific location.

POS Standard 3.1.2 Ground cover is encouraged in the parkstrips. Contrasting modular paving may be considered in parkstrips where heavy foot traffic



from parked car passengers is anticipated.

POS Standard 3.1.3 Street trees shall be planted an average of one 15-gallon tree per 30 linear feet of street frontage. Corner lots shall include trees along both frontages. To avoid any potential for mass loss of trees as a result of species specific disease, street trees shall be selected by street at the time landscape plans are submitted to the Wheatland Community Development Department. Once approved, there shall not be deviation from the approved tree without written approval from the Wheatland Community Development Director.

POS Objective 3.2

Create an interconnected natural open space system that encompasses the preservation and enhancement of natural habitat areas, including historical sites, for the use, appreciation, and enjoyment of the community.



POS Standard 3.2.1 Ensure the natural open space system is accessible to residents and visitors, and link these lands to community activity areas, parks, and recreation areas.



POS Standard 3.2.2 Direct access to the natural open space system should be provided at 1/4- to 1/3-mile intervals. Where topographic relief or the preservation of existing vegetation makes the provision of trail access impractical or undesirable, access intervals may be greater than 1/3 mile.

POS Standard 3.2.3 When adjacent to a residential land use, trails shall be set back a minimum of ten (10) feet from the property line.

POS Standard 3.2.4 Major access points from the neighborhoods to the natural open spaces shall occur at parks; along street frontages or via easements; or at live-end cul-de-sacs.

POS Standard 3.2.5 Trails within the natural open space system shall be eight (8) feet wide and meet ADA standards for universal access.

POS Standard 3.2.6 Pursuant to Cal Fire's Defensible Space Zones (available at: <http://www.readyforwildfire.org/Defensible-Space/>), 30-foot (Zone 1) and 100-foot (Zone 2) fire prevention buffers shall be created and maintained within all-natural open space areas adjacent to all developable areas. In addition to the Zone 1 and Zone 2 defensible space guidelines identified by Cal Fire, the following shall apply to the fire prevention buffers in the all-natural open space areas:

- a. The fire prevention buffers shall be measured from the fence line, the parcel boundary, or the edge of the road right-of-way, as appropriate.
- b. The buffer shall be maintained to minimize potentially hazardous fire fuels while also protecting the scenic values of natural open space areas. When removing combustible materials, damage to mature trees should be avoided whenever possible.
- c. No combustible structures may be located within the fire buffer.
- d. Fire-resistant plants may be used to reduce the fire barrier, as approved by the Wheatland Fire Chief. Fire resistant plants should be planted in a manner consistent with guidelines provided by the Fire Safe Council (available at <http://www.firesafecouncil.org/education/landscaping/>) and the California Department of Forestry and Fire Protection.
- e. Fire resistant plants in the buffer area should emphasize tree species, planted separately or in small clusters, with some

scattered shrubs. Grasses and coniferous shrubs should be avoided.

POS Standard 3.2.7 Parking for the natural open space area should be in the smallest groupings feasible to minimize disturbance to the land. Parking lots serving the facilities can be shared.



VI. PLAN IMPLEMENTATION

The CDS serves as a regulatory tool for new the development in Wheatland. The standards included in this document are to be used by designers, developers, builders, planners, and regulators.

These standards set forth specific criteria that encourage the establishment of a greater sense of quality, unity, and conformance with the community's urban form. It is also important to note that the standards are not intended to delay or restrict development, but rather to add consistency and predictability to the development review process. Standards are the minimum requirements that each development project should strive to meet.

The "shall" statements offer relatively little flexibility, unless choices are provided within the statements themselves. The "should", "recommended", or "encouraged" statements offer flexibility and indicate that the City is open to design features that are equal to or better than those stated, so long as the intent is satisfied.

When submitting a site plan and architecture for review, the development application shall demonstrate how a project has responded to the design standards included in this document. The applicant has the burden of proof to demonstrate how a proposed design satisfies the standards and appropriately addresses the objective in order to achieve the goal. This determination will be made by the Community Development Director.

The pictures, drawings, and diagrams in this document are intended to illustrate the intention of the individual standards. They are not intended to illustrate the only or even the best way to meet the minimum requirements. Applicants and project designers are encouraged to consider designs, styles, and techniques not pictured in the examples that fulfill the intention of the design standards.

ARCHITECTURAL REVIEW PROCESS

Consideration of these standards should be contemplated early in the design process and should be a collaborative effort with the developer and City staff. Developers are encouraged to meet with the Community Development Director early to identify any major issues associated with these design standards. The architectural review process authorizes the Community Development Director to review, as a part of the site plan and architectural review process, certain development applications for conformance with adopted design standards. Any party aggrieved by the decision of the Community Development Director may file an appeal in accordance with the provisions and procedures for appeals set forth in Section 18.67.070 of the Wheatland Municipal Code.

Anyone considering a development project should first make an appointment to discuss the project and these design standards with a member of the Community Development Department staff. The staff member can help explain the City's development procedures and determine if architectural review is required. The staff member can also provide an approximate timetable for the processing of the project and describe any other permits or approvals that may be required.

Architectural review is not a separate process apart from other discretionary approvals such as site plan review or a conditional use permit. To the extent allowed by the City's codes and ordinances, any additional permits will usually be processed concurrently.

Exceptions

It is envisioned that the great majority of projects will comply in their entirety with these design standards. However, it is possible that there may be unusual circumstances where a project may not be able to meet one or more of the standards due to the peculiarities of the project. In such instances, the Community Development Director or the Planning Commission may approve an exception provided that the overall intent of the design standards is still being met.

Amendments to the Design Standards

These design standards express the community's expectations for the design and quality of new and development in Wheatland. Although they advocate basic principles of "good" design that have been found to apply in almost every occasion, they also encourage innovation and creativity. However, the design standards cannot anticipate how the community's expectations are likely to change over time as new design and construction techniques emerge and as tastes change. Thus, the CDS should be viewed as a "living document" that will evolve with the changing sentiments of the community. If amendments are deemed necessary in the future, they should be considered carefully and with the full participation of the community.

When is Architectural Review Required?

Generally, architectural review is required for:

1. All proposed development in the Neighborhood Commercial (C-1), Retail Commercial (C-2), Heavy Commercial (C-3), and Light Industrial (M-1) zoning districts;
2. All proposed development in the Multi-Family Residential (R-3) zoning district; and
3. Residential Estates (RE), Residential Single-Family (R-1) and Two-Family Residential (R-2) projects when an entitlement is required from the City (use permit, annexation, general plan amendment, zoning amendment, tentative map, lot line adjustment, or variance).

The provisions of these design standards should be discussed with Community Development Department staff before an application for architectural review is submitted.

Who Does the Reviewing?

The Community Development Director (or designated staff) handles the task of architectural review for projects that do not require Planning Commission approval. When Planning Commission approval is required, such as a project requiring a conditional use permit, planned development or other entitlement, the Commission serves as the architectural review authority. When the Director or Commission determines that a project conforms to all applicable provisions of the City Code, the project is approved. The approval may be subject to conditions that bear a reasonable relationship to the nature and intensity of development and the potential impacts such development may generate. Before a building permit may be issued, the project must demonstrate compliance with all applicable conditions and codes.

Application Submittal

In order for the City to process an architectural review request, the following items must be submitted to Wheatland City Hall.

- a. Completed City of Wheatland Universal Planning Application.
- b. Completed City of Wheatland Environmental Assessment Form.
- c. Two (2) sets of all plans in color and one (1) electronic copy. Plans must be accurately drawn to scale and include the following:
 1. Fully dimensioned elevations showing the exterior appearance of all sides of the building(s);
 2. Color/material samples showing actual colors or a range of possible color choices;
 3. Landscaping plans (commercial, industrial and multi-family residential projects only);
 4. Details, such as outdoor lighting and signs;
 5. Fully dimensioned site plan including the following information:
 - i. Name and address of applicant/owner;
 - ii. Date, north arrow, scale;
 - iii. Entire parcel boundary with dimensions;
 - iv. Adjacent public and private streets, and driveways;
 - v. All existing and proposed buildings and site features (Significant trees and topographic features must be included; and
 - vi. Locations and widths of all recorded easements.

Note: All plans must be folded by the applicant to size of 8 ½ x 11". Two (2) sets are submitted initially. When deemed complete, a total of 10 sets are required.

- d. Pay all required fees and deposits per Wheatland adopted Fee Schedule at the time of submittal. Deposits are intended to cover all City processing costs associated with the project (application/plan review, preparation of staff reports, public noticing, public hearing attendance), the City will bill actual costs in the event that more time/budget is required.
- e. Any other materials or illustrations as determined by the Community Development Director.

What Standards Will Be Used to Review My Project?

By its nature, architectural review involves subjective judgments: one person's idea of artistry may appear unpleasant to another. That is, in part, why the City prepared these design standards and why persons contemplating a development project should meet with City staff to discuss the City's architectural review process.

In their role as the architectural review authority for the City, the Director and/or Planning Commission will look at the entire design of a project, considering such factors as how the project relates to the natural features of a site and to surrounding development, and the visibility of the site along major corridors and entryways. The Director and/or Planning Commission will also try to judge the quality of the experience people will have when living, working, or shopping in the development, as well as the effect the development will have on the visual character and quality of life of the community. The following fundamental principles of design may be used in reviewing new projects.

FUNCTION: *The design should be usable by all.*

A functional design will need to effectively accommodate the use or activity for which the project is intended, and provide for the comfort and security of its users. A functional design will also provide safe and efficient pedestrian and vehicular links within the project and between the project and surrounding neighborhoods and districts. However, a 'functional' project need not sacrifice diversity, variation, or uniqueness of style. Rather, the functional aspects of the project will be the foundation upon which its unique character is established.

ORDER: *The design should be readily and easily understood.*

Development projects are most effective when the design clearly communicates to the user a sense of understanding about how the project is organized. It is especially important that new residential neighborhoods be designed to a comprehensible scale with clearly defined pedestrian, bicycle and vehicular links within the neighborhood and links to surrounding areas. "Where is the entrance?" and "How do I get there from here?" are questions the design will readily answer. Order also implies maintaining a sense of continuity and harmony. A project will help maintain order by not interrupting the rhythm and character of existing development. Within a development project, order is maintained through the use of unifying elements such as window treatments, exterior materials, and color.

IDENTITY: *The design should be distinct and recognizable.*

An effectively designed project will convey a sense of identity consistent with the character of surrounding development, establishing its own unique identity. Project identity can be enhanced by incorporating elements that establish visual focus (a clock tower, fountain or public art, for example) and by providing activity nodes such as open plazas, courtyards and walkways.

APPEAL: *The design should be pleasing and attractive, and contribute in a positive way to the quality of life in Wheatland.*

At its most basic level, architectural review is a visual experience: We like (or don't like) what we see. But what determines these qualities? The appeal of a project could be directly tied to a number of factors, beginning with the principles discussed above. One important factor is scale. An effective design will incorporate elements of human scale that convey a sense of comfort and familiarity to the user.

Another important aspect of the appeal of a project is the context within which development takes place. Are the character, scale, and appearance of the project in keeping with surrounding development? Or does it ignore the established architectural, neighborhood or community character? Although most development projects in a community involve a specific site, the principles discussed above apply equally well to an expansion area or street corridor. In addition to applying these fundamental principles of design, the Director or Planning Commission will also consider the 'practical' aspects of the project such as: How does the project contribute to the quality of life in Wheatland? Because buildings and other site development will be a part of the community for years to come, it is important that the buildings contribute in a positive way to the enjoyment of living, working or shopping in the community. For example, does the project accommodate the natural features of the site, such as views, trees, topography, etc, consistent with the objectives of these design standards?

Does an apartment project look friendly, homelike, and livable? For example, if families are expected to live in a development, are there safe, usable outdoor areas? If the project is a commercial building, does it look like a place to shop or do business? Is the design functional?

Does the project make good use of the site? "Good use" of a site implies taking advantage of the opportunities provided by its natural features. For example, are natural topography, trees and other features preserved and protected? Does the orientation of the building and landscaping provide opportunities for passive solar heating and cooling? Are materials, forms and other elements of a project suitable for their uses? Has maintenance been considered in the choice of materials and finishes? Will trees provide shade where and when it is needed?

The criteria discussed above are not the only issues to be considered in the review of new development. Each project and project site is unique and presents its own constraints and opportunities for a good design solution.