



PLEASANT GROVE DOWNTOWN VILLAGE

Design Standards
and Guidelines



PLEASANT GROVE DOWNTOWN VILLAGE Design Standards and Guidelines



*Northeast end of Main Street,
Downtown Pleasant Grove*

Prepared by

**Pleasant Grove City
Community Development
Department**

Adopted June 7, 2011

PLEASANT GROVE DOWNTOWN VILLAGE Design Standards and Guidelines

CONTENTS

Introduction	3
Downtown History	4
What Has Been Done	6
Design Theme	7
Design Criteria	10
Downtown Land Uses	42
Demolition	44
Points System	45
Appendix A Restorations	47

PLEASANT GROVE DOWNTOWN VILLAGE Design Standards and Guidelines

INTRODUCTION



Establishing a design theme and criteria for all built and natural elements is a key component to establishing the desired look and feel, and ultimately, the success of the Pleasant Grove Downtown Village. Expected outcomes of the downtown design program include increased appreciation for design, increased and appropriate investment in downtown buildings, and availability of good spaces for civic, commercial and residential uses.

From pioneer stores to early modern businesses and hotels, several existing buildings trace the development of the downtown village area. Main Street in the 1900's was a diverse collection of architectural styles. The skyline had both ornate and simple cornices. Brick was the predominant building material, but adobe and plaster were occasionally used. Colorful awnings hanging over storefronts, transom windows and simple signs were the key unifying elements.

Purpose and Objective

The purpose in establishing design standards and guidelines is to provide practical guidelines to help the Planning Commission, City officials, and property owners in

- 1) preserving the history of Pleasant Grove, and
- 2) making new improvements following the Pleasant Grove Turn of the 20th Century Design Theme (see page 7).

The intent is to create a degree of consistency among private property improvements made in the area, thereby enhancing the value of the area's property without decreasing the value of the surrounding areas, and protecting current residential uses.

A key objective of this plan is that design standards and guidelines will be formulated and prepared through the assistance of the appointed Downtown Advisory Board. These design standards and guidelines are tied into the development requirements of the Pleasant Grove City Code.

PLEASANT GROVE DOWNTOWN VILLAGE

Design Standards and Guidelines

DOWNTOWN HISTORY

Pleasant Grove was settled in 1850 as a Mormon frontier farming community. With the first Indian troubles in 1853, the settlers quickly located inside a surveyed Spanish style fort. Growth beyond the fort's containment justified the division of the fort's central corral into four blocks. Over time, the closely and evenly set houses around the inside perimeter of the fort were left undisturbed while the west blocks grew into the town's community, civic, cultural and commercial center. Pleasant Grove is unique in the respect that it is the only known town that developed within fort boundaries, in contrast to the Mormon cultural pattern of deliberately surveyed township sites with wide streets.

The marked four corners of the fort are within the historic district, and one original fort house still stands back from the street where it stood in line with other fort houses. The roads that ran between the houses and the central corral are still recognizable by their width on Main and 200 East. On Center Street and Battle Creek Drive (200 South) they narrow where later developed streets left the fort area.

Four standing buildings mark the cultural and civic growth as well as the town's building materials: 1) the 1996 restored adobe Old Bell School (the oldest standing school building in Utah)



at 65 South 100 East, 2) the 1869 soft rock (unique to this area) United Order Hall at 25 East 100 South, 3) the 1886 soft rock Pleasant Grove City Hall at 105 South 100 East, and 4) the 1909 Orpheus Dance Hall at 41 East 200 South.

Two very early restored hotels are within the district, the Mayhew House at 214 South Main, and the Beers Hotels at 65 North 100 East, built of oversized adobe. Also, a 1920's seminary building at 50 East 200 South marks the presence of the LDS religion, whose people pioneered the town and persisted.

Very early houses intertwined with business and civic buildings (an early building pattern) are now commercial outlets, retaining the historic character of the street as they add to the business progress on the town. Early hall-parlor and cross-wing house types, and after, large block-form houses with projecting windows and eye-lid dormers, unique to Utah County during the turn of the 20th Century era, are frequent. These and later styles (Bungalow and English Cottage) still predominately stand out in the residential area, although some recent houses intermingle. Two Art Deco buildings represent the early 1940's.



Downtown History (cont.)

Slow growth of a small farming community is reflected in the heart of Pleasant Grove's downtown business district. The lack of money in this frontier setting, plus a barter and trade system, and the dominate church-promoted cooperative, which boycotted private enterprise, all contributed to a later blooming Main Street. The late 1860's cooperate Mercantile building still anchors the southeast corner of Main and Center Street. In earlier days, the Saturday and holiday shoppers flocked in from Manila, Lindon, Vineyard and Provo Bench in their buggies and wagons, bringing butter, produce, and hand-crafted items to trade for needed supplies. On these days, people socialized, renewed friendships, and exchanged gossip around the potbelly stove or store front.

This one-block commercial Main Street gradually grew as did Center Street to 100 East. The existing brick commercial block-form buildings represent a more permanent growth near the turn of the 20th Century in the town's center. A 1928 Spanish style theater, a 1917 Prairie Bungalow style bank, and an Art Moderne WPA City

Hall, which also served as the library, fire station and jail, add variety to the historic district. Most of the buildings in the original one-block commercial area still retain their historic integrity.

Over 150 years of growth and change is seen in the architectural types, styles and materials within the buildings of Pleasant Grove's historic Main Street. These same characteristics in the surrounding residential, civic, and social buildings are evidence of an earlier society. Many historic buildings within the Pleasant Grove Historic District are listed on the National Register of Historic Places (see www.nationalregisterofhistoricplaces.com). They should be documented and / or preserved where possible for the benefit of future generations as evidence of Pleasant Grove's history.



WHAT HAS BEEN DONE



The development of the Pleasant Grove Downtown Village Design Standards and Guidelines document has its roots in several years of local planning represented in previously prepared documents. The following is an overview of these documents.

Design Guidelines for Historic Downtown and District (1998)

Through the efforts of the Pleasant Grove Historical Commission, this design guidelines document reviews the history of downtown and was prepared to assist developers in renewal and redevelopment efforts in the downtown area. Much of the information developed then has been forwarded and made a part of the new Pleasant Grove Downtown Village Design Standards and Guidelines.

R/UDAT Study and Report (2006)

In January of 2006, Pleasant Grove City was chosen to participate in the planning program of the Regional / Urban Design Assistance Team (R/UDAT), sponsored by the American Institute of Architects.

Following four intense, productive days, the R/UDAT team presented an illustrated document of strategies and recommendations, much of which focused on the improvement of downtown. The R/UDAT Study and Report has provided much guidance for further downtown planning.

Pleasant Grove City General Plan (2007)

In the fall of 2006, the City began the process to perform a comprehensive update of the City's General Plan, which was adopted on July 3, 2007. Chapters 3 and 4 of the General Plan contain several goals relating to the revitalization of downtown, including the development of a new Civic Center, downtown economic development pursuits, as well as the development of a downtown revitalization plan and design guidelines.

Downtown 2020 Action Plan (2008)

The Downtown 2020 Action Plan was built on the foundation of the previous planning and documents, listed above. Following a healthy public involvement process, the collective objectives and plans for downtown were compiled into this Action Plan for the improvement and revitalization of the Pleasant Grove Downtown Village. The following describe the purpose of the plan:

Vision Statement

"Downtown Pleasant Grove will become a vibrant village of mixed uses, promoting a pedestrian friendly atmosphere and providing excellence in landscaping and architecture, in a setting which honors and preserves the past while promoting the future."

Statement of Objective

"The Downtown 2020 Action Plan is established to provide effective and achievable goals, strategies and actions in the areas of organization, design, economics and promotion which support and fulfill the Downtown Vision Statement."

The Downtown 2020 Action plan utilizes the Main Street Four-Point Approach as developed through the National Trust for Historic Preservation Main Street Center.

DESIGN THEME

The Pleasant Grove Turn of the 20th Century Design Theme is defined as encompassing those architectural design styles that were prevalent in the construction of civic and commercial buildings during the period from about 1890 to 1910. Common architectural styles of this era include Mid 19th Century Revival, Late Victorian, Late 19th and 20th Century Revival styles. The Pleasant Grove theme includes elements of these styles commonly applied in Utah and Pleasant Grove during the Turn of the 20th Century era.

Old Pleasant Grove District School



Standards

(Required by City Code)

All developments within the downtown mixed use overlay zone, including national chain stores, restaurants and parking structures, shall follow the design theme as described in Pleasant Grove Downtown Village Design Standards and Guidelines. The City Council shall deny approval for any site plan that fails to conform to the requirements of the Pleasant Grove Downtown Village Design Standards and Guidelines.

(City Code Section 10-11G-5-E)

Old Pleasant Grove Tabernacle



Guidelines

(Recommendations)

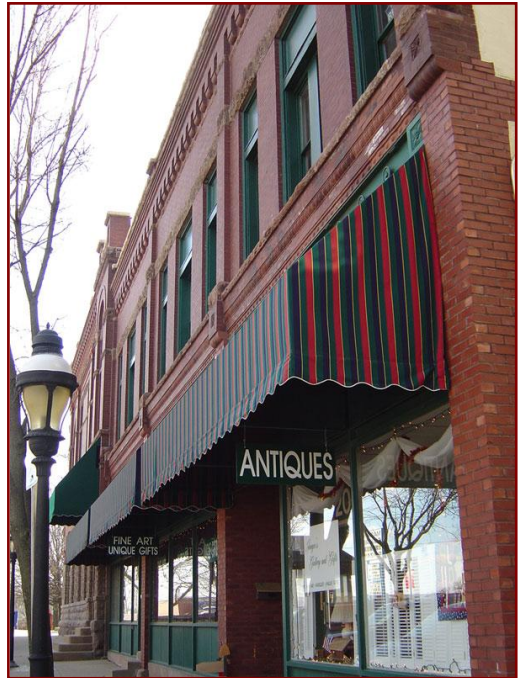
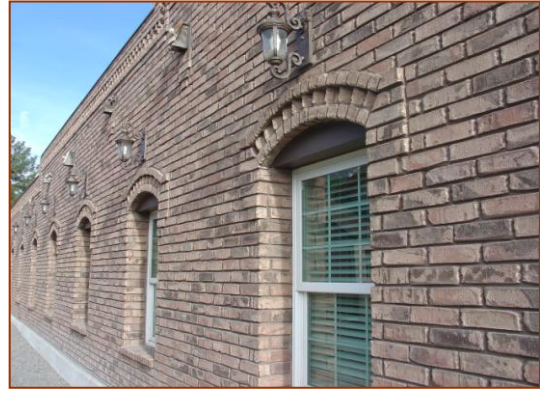
1. New developments should:
 - a. Mimic details of older buildings
 - b. Use similar materials
 - c. Make mundane uses look good
 - d. Include design features on blank walls
2. All new development projects should achieve a determination of design appropriateness from the Downtown Design Review Committee with the Design Criteria Points Chart (see pg 46).
3. New construction should respect and build upon the historical legacy of Downtown Pleasant Grove and borrow historic features from the area. It should be designed for its specific context. Elements that should influence the design of new development include building form, massing, scale, materials and colors.
4. New construction design should take cues from photos of historic Pleasant Grove buildings no longer in existence.
5. An architect with expertise in historic buildings should be consulted for the most authentic and aesthetic design appropriate to the Pleasant Grove Turn of the 20th Century Design Theme.

PLEASANT GROVE DOWNTOWN VILLAGE

Design Standards and Guidelines



DESIGN THEME

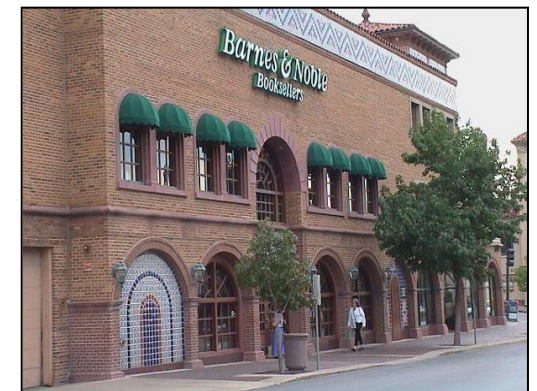


Adopted June 7, 2011

PLEASANT GROVE DOWNTOWN VILLAGE

Design Standards and Guidelines

DESIGN THEME



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DESIGN CRITERIA

Buildings:

1. Building Height
2. Building Width
3. Setbacks
4. Windows
5. Entrances and Porches
6. Horizontal Rhythms
7. Roof Form
8. Materials
9. Color
10. Façade Rehabilitation
11. Renovations
12. Storefront Design
13. Awnings

Building Site:

14. Site Access and Frontage
15. Streets and Sidewalks
16. Landscaping
17. Streetscaping
18. Pedestrian and Bicycle Circulation
19. Lighting
20. Parking
21. Walls and Fences
22. Signage



Note: All references to City Code herein are based on approved code at the time of the preparation or update of this document. There may also be additional requirements for downtown developments not found herein. For current complete requirements, the City Code should be referenced, which is found at www.plgrove.org,

1. Building Height



Standards

(Required by City Code)

1. The maximum height allowed for any structure in the Downtown Commercial Sub-district shall be fifty-five feet (55'). The Planning Commission may authorize heights up to a maximum of sixty eight feet (68') through the issuance of a conditional use permit.
2. The maximum height allowed for an office structure in the Downtown Transitional Sub-district shall be two (2) levels or thirty-five (35) feet. The Planning Commission may authorize heights up to a maximum of forty (40) feet through the issuance of a Conditional Use Permit, for a third level residential use or projects that are exclusively residential.
3. A waiver to the height requirements may be granted by city council based on special architectural and mechanical features, through the issuance of a conditional use permit, after reviewing the recommendations of the Planning Commission.

(Sections 10-11E-2-9 and 10-11E-24)

Guidelines

(Recommendations)

Design building façades should recall historic horizontal and vertical patterns of organization and historic details. These include:

1. Symmetrical public façades.
2. Emphasis of vertical design elements in odd numbers such as windows, columns and/or pilasters, façade breaks, etc.
3. Use of horizontal design elements such as base, piano nobile, and attic.
4. Street-level “storefront” glass.
5. Use of materials and construction details specific to turn-of-the-century technology and craftsmanship.



2. Building Width

Buildings that become an appropriate part of the downtown tapestry need to have widths that complement surrounding development and the design theme.



Standards

(Required by City Code)

1. Although there is no maximum width for buildings in the downtown area, the front and rear façades of all buildings shall demonstrate architectural variety at least every forty (40) linear feet.

(Section 10-11E-2-14L-2. See also Horizontal and Vertical Rhythms, page 22)

Guidelines

(Recommendations)

1. The width of downtown building façades should be consistent or compatible with those of adjacent buildings.
2. Larger buildings should have a façade which is divided and designed with elements to reflect a similar width as adjacent buildings.

3. Setbacks



Standards

(Required by City Code)

1. Front Yard: Buildings which front on Main Street must be built to the back of sidewalk or front property line. However, buildings may be set back no more than ten feet (10') from the property line only if the space within the setback is used as an open space amenity, such as an outdoor patio, etc. A zero front yard requirement may also apply to buildings in other downtown locations on arterial or collector roads with a recommendation from the Downtown Design Review Board.
2. Side Yard: No minimum requirement from building foundation to building foundation for commercial zoned properties. For commercial developments adjacent to a residential use in the DV Zone, the setback shall be a minimum of ten feet (10') with proper screening. Please refer to sub-item H for setbacks if adjacent to a historical building, and sub-item I for buildings taller than 3 stories.
3. Corner Lot; Side Yard: None, except as otherwise provided.
4. Side Yard Used For Access: When used for access to any garage, carport or parking area having less

Guidelines

(Recommendations)

1. Clusters of buildings or larger complexes should be designed to provide for occasional open space plazas which are easily seen and accessible to street pedestrian traffic.

3. Setbacks (cont.)



Standards

(Required by City Code)

than parking spaces, a side yard shall be wide enough to accommodate an unobstructed twelve foot (12') paved driveway. When used for access to a loading dock or a garage, a side yard shall be wide enough to provide an unobstructed twelve foot (12') paved driveway for one-way traffic, or sixteen foot (16') paved driveway for two-way traffic. In cases where commercial abuts a residential zone or use, the drive space may be included as part of the required setback.

5. Rear Yard: No minimum requirement from building foundation to building foundation for commercial zoned properties. For commercial developments adjacent to a residential use in the DV Zone the setback shall be a minimum of ten feet (10') with proper screening. Please refer to sub-item H for setbacks if adjacent to a historical building, and sub-item I for buildings taller than 3 stories.
6. Historic Buildings: The following minimum setbacks from property line shall be required of new development adjacent to historic buildings listed on national or state historical registries:

Guidelines

(Recommendations)





3. Setbacks (cont.)



Standards

(Required by City Code)

1. Nonresidential use historic buildings:
 - a. 1st and 2nd levels: No requirement.
 - b. Third level: 20 feet
2. Residential use historic buildings:
 - a. First and second levels: 30 feet.
 - b. Third level: 50 feet.
 - c. Above the third level: An additional 10 feet for each level.
7. Buildings Taller Than Three Levels:
The following are the minimum graduated setbacks for buildings taller than three (3) levels, unless on Main Street or if a historic building (see diagrams B, C, and D):
 1. Above the third level: Twenty feet (20') from the front property line.
 2. Above the fourth level: Thirty feet (30') from the front property line.
8. Buildings Exceeding Forty Feet: A minimum fifty foot (50') setback is required, from any property line adjacent to an area designated as residential or transitional residential zoning, for portions of new commercial or mixed use development buildings which exceed forty feet (40') in height.

(Section 10-11E-2-7)

Note: See Diagrams A, B, C and D.

Guidelines

(Recommendations)

Diagram A

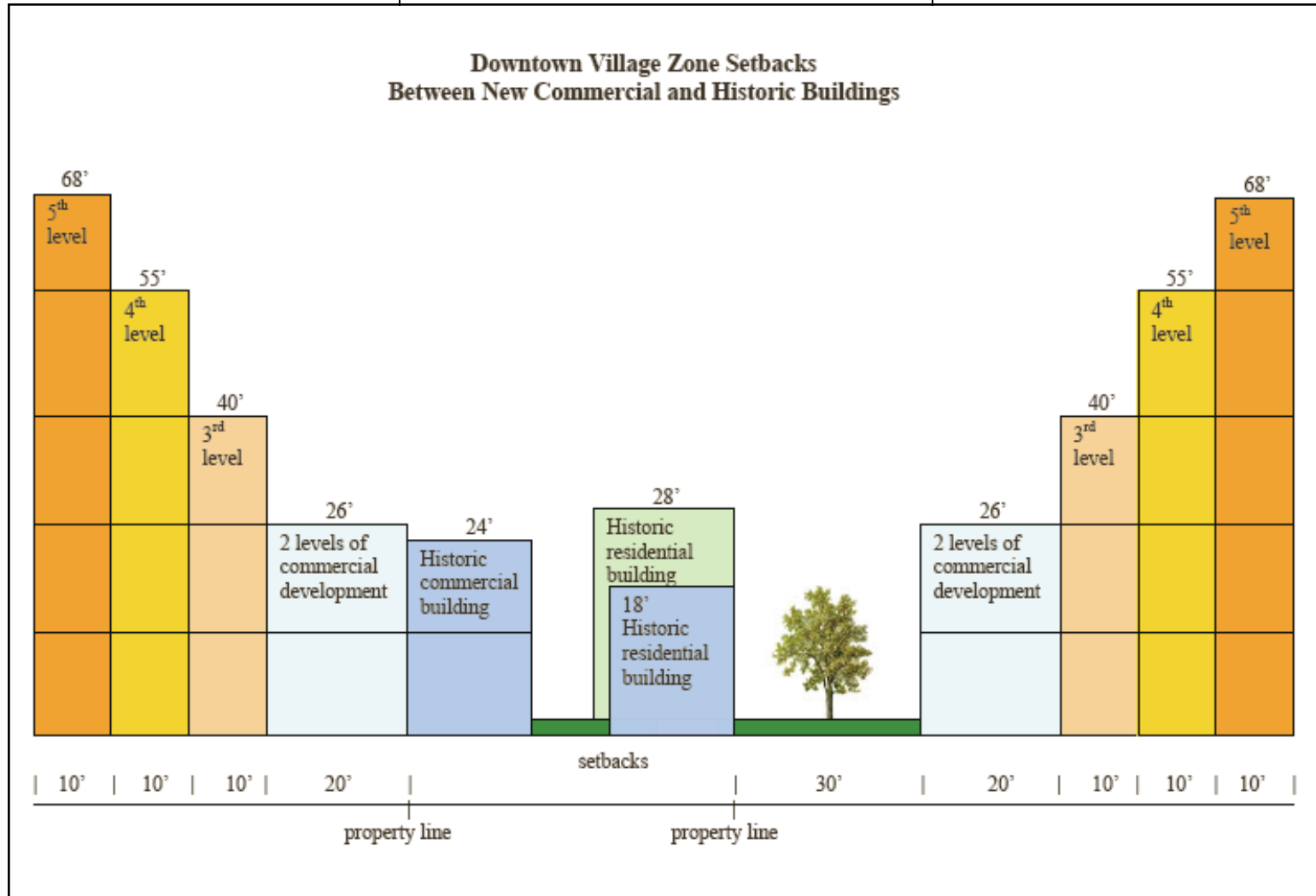
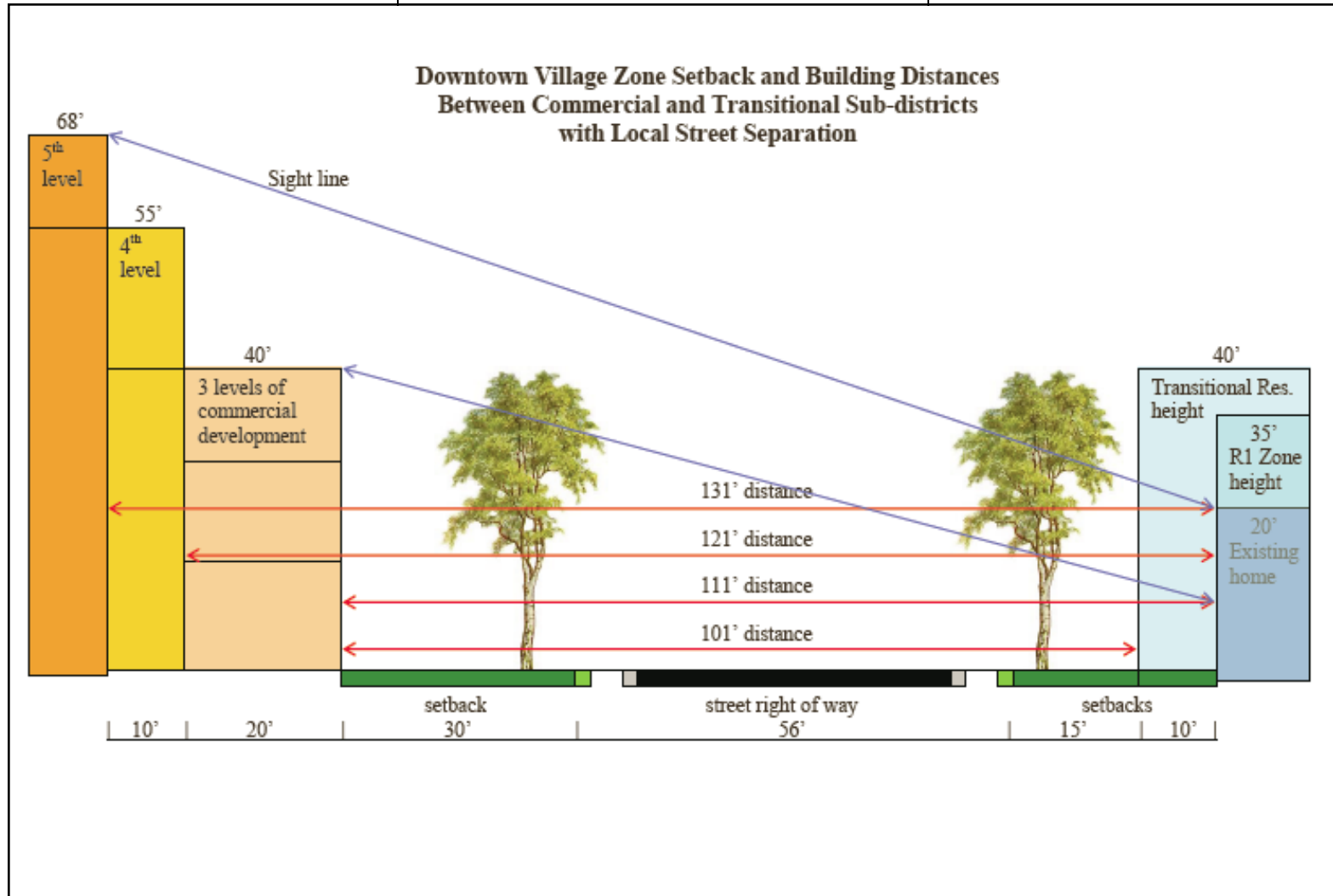




Diagram B



Adopted June 7, 2011



Diagram C

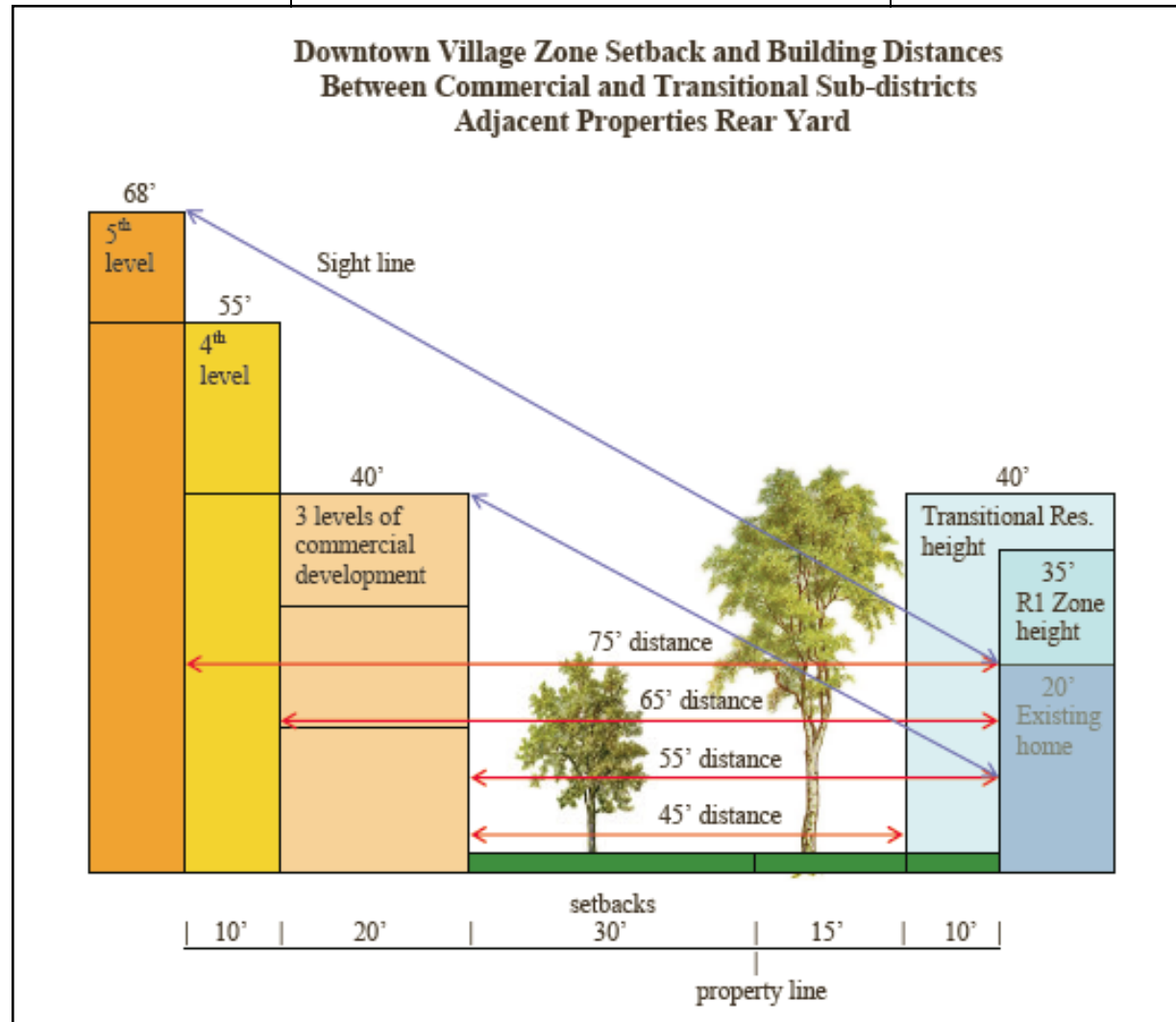
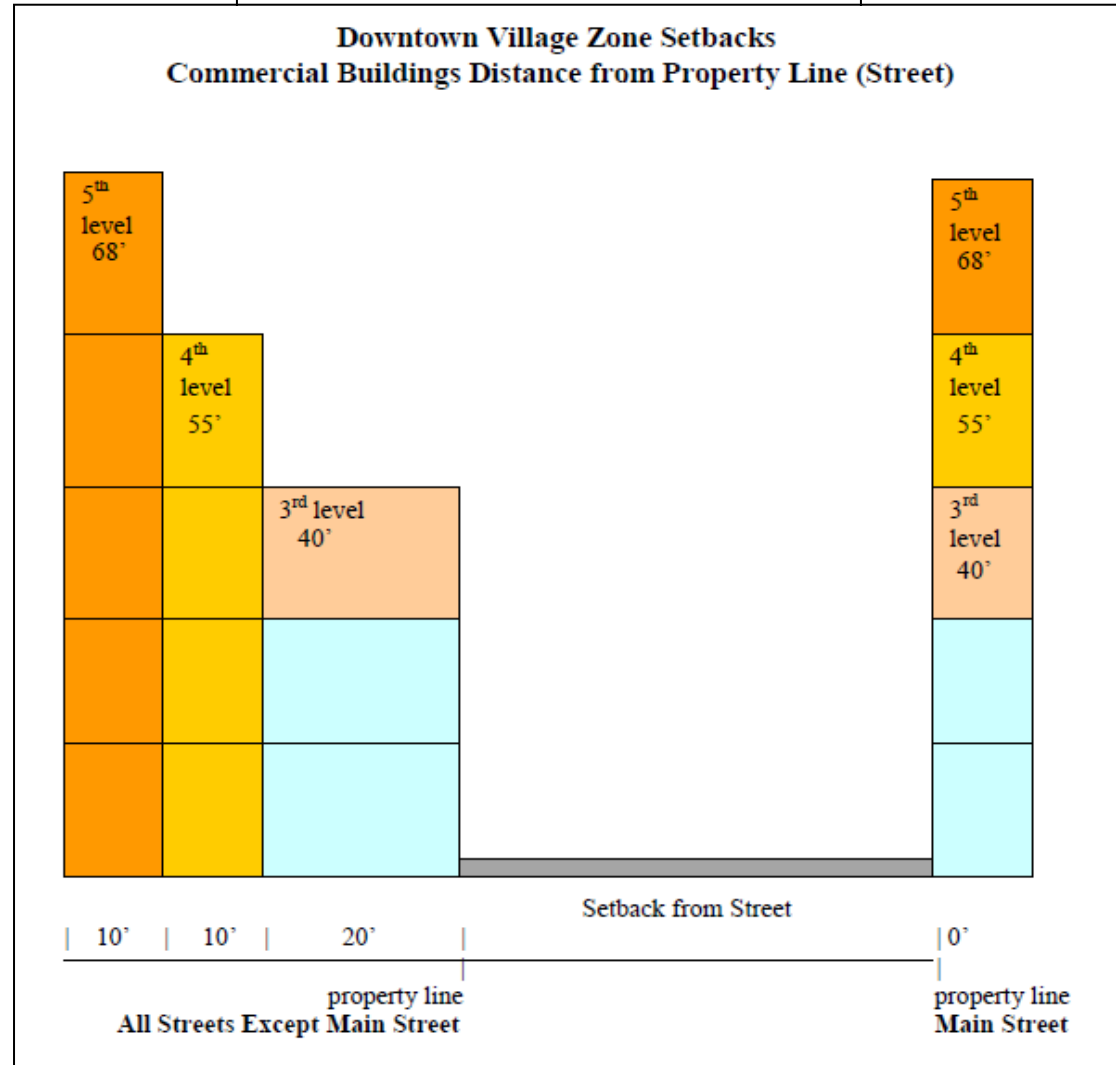




Diagram D



Adopted June 7, 2011



4. Windows

Windows are important features to the overall design of a building that can do much to create the proper design look for downtown.

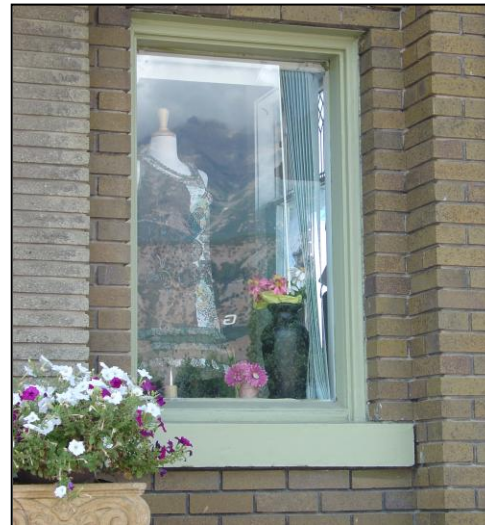


Standards

(Required by City Code)

1. Windows shall be required on the sides of all commercial and residential units adjacent to a street or plaza.
2. The use of bay windows, cantilevered windows, or other window treatments shall be used to increase variety in the building elevations.
3. Materials that block or screen existing upper story openings shall be removed.

(Section 10-11E-2-14N)



Guidelines

(Recommendations)

1. Storefront and street level windows are encouraged to be lit at night.
2. Clear glass should be used for all storefront windows. Opaque, heavily tinted, or reflective glass is discouraged.
3. Transom windows are an important design element to an historic storefront and should be included where possible. Existing transom windows should be maintained or exposed (if covered). Glass is the preferred material for transoms.
4. The position, shape, size and patterns of any existing windows should be maintained if possible.
5. Where possible, original windows and frames should be repaired and restored rather than replaced.
6. Storm windows are recommended to conserve energy and should be installed on the inside and ventilated to prevent moisture accumulation.
7. New window types should follow the design and size of windows common during the Turn of the 20th Century era.



5. Entrances and Porches



Standards

(Required by City Code)

1. Residential unit entrances shall be designed with compatible architectural features. Slight variations may be allowed with façade depth and color, canopies, stairs, etc.
2. In order to encourage pedestrian traffic, building entries and lobbies (including those for residential units) shall be oriented to and shall be accessible from a street or plaza.

(Section 10-11G-5-C, applies to the Mixed Use Overlay area)
3. Canopies and/or covered entrances with a minimum of 4 feet (4') in depth are required on all nonresidential buildings that face a street or plaza. All entrances shall be of a design and color(s) consistent with the Pleasant Grove Turn of the 20th Century Design Theme.
4. Major street front entrances should be developed on all new buildings, having good connection with the sidewalks and pedestrian travel.

(Section 10-11E-2-14O)

Guidelines

(Recommendations)

1. Inset entrance areas are encouraged.
2. Rear entrances should be compatible with the architectural elements of the building and not compete with the main façade of the building. They should be developed with appropriate signage and lighting.

(See further recommendations in Awnings, page 29)



6. Horizontal & Vertical Rhythm

Good horizontal and vertical rhythm in building architecture is important to the theme for Downtown Pleasant Grove structures.

Horizontal Rhythm



Standards

(Required by City Code)

1. The character or design of the front and rear façades of all buildings shall demonstrate a variety in depth, relief, rhythm and roof line height with changes occurring in all of these areas at least every forty (40) linear feet.
(Section 10-11E-2-14L-2)

Vertical Rhythm



Guidelines

(Recommendations)

1. Horizontal rhythm - A clear visual division should be created between the ground floor and upper level floors by the use of cornice lines, windows or similar architectural elements.
2. Vertical rhythm - Building facades should use columns, piers, and window design/placement or similar architectural features to create vertical breaks at regular intervals.
3. The primary façade of a new building should be designed to reflect the rhythm characterized by the surrounding buildings on the same block face.
4. The symmetry and rhythm of older buildings in Pleasant Grove, either as preserved or restored, or as shown in historic photographs, should be used as a guide for developing the design of new or buildings and façades.



7. Roof Form



Standards

(Required by City Code)

1. Pitched roofs are discouraged on buildings that have a commercial nature. The Planning Commission may approve a non-flat roof design following the review and a positive recommendation of the Design Review Board.
2. Neither three-tab cut (flat) asphalt shingles nor rolled roofing shall be allowed on any roof that has a slope of three feet of rise to twelve feet of run (3:12) or greater.

(Section 10-11E-2-14P)

Guidelines

(Recommendations)

1. Roof shapes shall be consistent with the overall theme of the development and shall reflect the diversity of the building's architectural character.
2. Roofing materials should have visible depth and texture.
3. Appropriate use of both pitched and flat roofs is encouraged. Flat roofs are appropriate for buildings on Main Street and other commercial buildings. Pitched roofs may be appropriate on residential and other civic use buildings.
4. When determining appropriate roof design, those designs that were common to buildings in the Turn of the 20th Century era should be followed.



8. Materials



Standards

(Required by City Code)

1. All buildings shall be completed on all sides with acceptable finishing materials that are consistent with the Pleasant Grove Downtown Village Design Standards and Guidelines, which are to follow a Turn of the Twentieth Century Design as a uniform design theme.

(Section 10-11G-5-F)

2. Building materials should be durable and suitable for the design in which they are used. The following materials are acceptable: brick, stone, cultured stone, glass, stucco or synthetic stucco (EIFS only, finished to look like plaster), plaster and cement fiber siding. Wood, sheet metal, corrugated metal and cement fiber may be approved for trim, soffits, fascia, mansards and similar architectural features. Other finishing materials that are similar in appearance and durability may be approved.

3. Vinyl siding, metal siding, and PVC shall not be allowed.

(Section 10-11E-2-14L-2)

Guidelines

(Recommendations)

1. The following factors should be considered in determining whether or not a particular finishing material is acceptable:
 - a. Durability and low maintenance characteristics;
 - b. Consistency with the overall design goals;
 - c. Location on the building;
 - d. Potential shielding by landscaping or some other feature; and
 - e. The visibility of the site from public streets and neighboring uses.
2. Brick is the preferred material for new façade construction.
3. Materials that have a false historic appearance should not be used. A mansard roof with wood shingles, rough textured wood siding, fake bricks, stone aggregate, aluminum, and plastic siding are not acceptable.
4. No inappropriately textured surfaces should be used such as worm or flocked surfaces.

9. Color



Good attention to design and color is expected in the Pleasant Grove Downtown Village to help all buildings become more complimentary to each other and assist the creation of a unique and cohesive environment.

Standards

(Required by City Code)

1. The façades of all buildings fronting on a public street shall demonstrate a variety in color.
2. The color scheme used on a building should be appropriate to the Pleasant Grove Turn of the 20th Century Design Theme.

(Section 10-11E-2-14L-2)



Guidelines

(Recommendations)

1. The natural colors of brick masonry, stone, or other existing building materials should dominate the color scheme of the building. Other colors should be respectful of adjacent buildings.
2. Building colors should follow hues common to historic regional brick used in the area during the Turn of the 20th Century era.
3. A predominant color should be used with one or two other accent colors.
4. The cornice, window frames, ornamental details, signs and storefronts should all blend in as an attractive harmonious unit.
5. Avoid pure white as a façade color, and if masonry must be painted, it should be done in a natural brick-color hue.



10. Façade Rehabilitation

Simply put, a rehabilitation of a façade is restoring the historic appearance to the front (face) of a building. The goal of rehabilitation is to develop a cost-effective design, which preserves or improves the building's historic personality.



Standards

(Required by City Code)

1. The design and construction of façade rehabilitation of older commercial structures in the Downtown Village Zone must comply with the Pleasant Grove Turn of the 20th Century Design Theme. (Section 10-11E-2-14Q)

Guidelines

(Recommendations)

1. Whenever needed or appropriate, the original facades of older historic buildings should be accomplished to preserve the building's historic personality.
2. Depending upon the extent of changes and deterioration, this task could be as easy as cleaning bricks and repairing windows; or as elaborate as constructing a new storefront.
3. Aluminum siding, artificial stone and other non-original materials not consistent with the design theme should be removed where possible.



11. Renovations

(See also Appendix A, Restorations)

Renovating existing and historic buildings in Downtown Pleasant Grove is deemed a preferred development scenario to demolition, whenever possible and practical.

Any renovation projects should follow the Guidelines for Preserving, Rehabilitating, Restoring and Reconstructing Historic Buildings, as established by the Secretary of the Interior, which can be found at www.nps.gov/hps/tps/standguide.



Standards

(Required by City Code)

1. When inappropriate materials and forms mask the original building facades, these shall be removed, exposing the original materials, proportions, openings and design features.
2. As many as possible of the distinguishing features of a building shall be maintained. Alteration or removal of these features is discouraged.
3. Renovation projects are to be designed and accomplished in a manner that respects the architectural heritage of the building and its historical context in the downtown streetscape.

(Section 10-11E-2-14Q)

Guidelines

(Recommendations)

1. The original building composition should be respected, including the scale and proportions of the existing structure.
2. The original design character and integrity of the building should be respected. Avoid superimposing a fake historical style.
3. When parts of a building are in need of work, they should be repaired rather than replaced. If it is impossible to repair, then replace with materials that are historically correct.
4. The original proportion of open (clear glass) to solid (structural piers) and other materials should be maintained.
5. Original materials should be used if at all possible. Avoid the use of materials that are inconsistent with materials used at the time of original construction.
6. Bulkheads below storefront windows should retain the original proportions and be constructed with materials consistent or compatible with the age of the building.



12. Storefront Design

The storefront is made of the entrance and display windows. Typical components of historic storefronts include a wood and glass front-entrance door; large display windows; a wooden bulkhead just below the display windows; and a canvas awning above the transom windows.



Standards

(Required by City Code)

1. The storefront is to be made permeable (no blank walls). It should be designed with large panes of clear glass on the main level oriented to the sidewalk. (Section 10-11E-2-14L-2)



Guidelines

(Recommendations)

1. The inside floor level should be located as close as possible to the level of the sidewalk outside.
2. Mirrored glass or window coverings that block visibility are discouraged.
3. The storefront should be inviting and attractive for pedestrians.
4. The storefront should blend with surrounding historic buildings. Traditional façade components of bulkhead, storefront windows and door, transom windows and upper sign area are recommended design components.
5. When possible, original storefronts should be repaired and not replaced.



13. Awnings



Awnings are structures designed in awning form that is an illuminated or non-illuminated space frame structure attached to a building or other permanent structure that may include signage.

Traditional canvas or fabric awnings add color and dimension to a relatively flat storefront. They are also functional, shading and cooling the building in the summer, and sheltering customers from inclement weather.

Standards

(Required by City Code)

1. Awnings shall be designed to fill the area above windows, doors and storefronts, but shall not cover the structural piers, other architectural features of the building façade, or the space between second story window sills and the building cornice.
 - a. Dimensions: Projection from the building shall not exceed six (6) feet. Upper story awnings shall be proportionate to the window dimensions.
 - b. Shape: Traditional sloped awnings are to be used rather than rounded crown, umbrella or dome-style awnings.
 - c. Signage may be incorporated only on the valance of the awning.
2. Awnings used as signage are further regulated under Section 10-19-12 of the Pleasant Grove City Code.

(Section 10-11E-2-14D)

Guidelines

(Recommendations)

1. Awnings should be incorporated into the development where appropriate, respecting the form of the windows and the building architecture, size, shape and color.
2. Fabric awnings are encouraged, unless other materials are more consistent with existing original building design.
3. Awnings should not obscure character defining features.
4. The color of awnings may be single or multi-colored to add variety to the building and streetscape, but should not detract from the character defining features of the building and neighboring buildings.
5. Awnings on existing older buildings should be installed to cause the least amount of damage to the building.



14. Site Access and Frontage



Standards

(Required by City Code)

1. Building Frontage: All buildings shall front on a street or plaza area. (Section 10-11G-5C)
2. Commercial Space: Any development in the downtown mixed use overlay zone shall locate commercial space immediately fronting on a collector or arterial street. (Section 10-11G-5D)
3. Residential Units: All residential units shall be accessible from the ground floor of the building facade fronting on the street or plaza. Building entries and lobbies (including those for residential units) shall be oriented to and shall be accessible from a street or plaza. (Section 10-11G-5C)

Guidelines

(Recommendations)

1. New buildings in the downtown area should be oriented at a 90 degree angle from the street (except along State Street), and in-line with adjacent historic buildings.



15. Streets and Sidewalks



Standards

(Required by City Code)

1. Street Layout: All public streets shall be laid out, and constructed according to City specifications. (Section 10-11E-2-14L-3)
2. Park-strips: All arterial and collector streets shall be required to have a minimum five foot (5') park-strip and a minimum six foot (6') sidewalk. The park-strip is to be located between the top-back of curb and the sidewalk. (Section 10-11E-2-14L-3)
3. Sidewalks: Sidewalks between ten (10') and twenty (20') feet shall be designated for outdoor activities and/or outdoor seating. Sidewalks shall be on both sides of all streets. A minimum clear width of six (6') feet shall be maintained for pedestrian use at all times on all sidewalks. (Section 10-11E-2-14L-3)

Guidelines

(Recommendations)

Street Design:

1. Bulb the corners for traffic calming and better pedestrian connections.
2. Decrease turning radius on corners.
3. Use roundabouts where possible.
4. Raise crosswalks and other crossings.
5. Narrow the street when possible.
6. Widen sidewalks on busy streets.

Sidewalks:

1. Commercial sub-district sidewalks and walkways, in front of commercial buildings, should stretch from building façade to street edge, maximizing the area for walking.
2. Transitional sub-district sidewalks should be separated from the street edge by grass parking strips.
3. Bulbed sidewalk areas near the corners should be constructed of brick, concrete unit pavers or similar materials that complement the existing bulbed corners on Main Street.

16. Pedestrian and Bicycle Circulation



Standards

(Required by City Code)

1. All developments in the downtown mixed use overlay zone shall be designed to encourage pedestrian and bicycle circulation. Pedestrian and bicycle access shall be consistent with approved city trails systems master plans. (Section 10-11G-5-H)
2. The site layout is to foster walkability with commercial space immediately fronting streets and parking areas located on the interior or in the underground of the property as is practical. Only open space amenities or plazas are allowed to extend to the public right-of-way where normally a building would be located. (Section 10-11E-2-14-L)

Guidelines

(Recommendations)

1. Sidewalks and paved connections should be provided between parking lots and nearby buildings and points of interest.
2. Bicycle racks should be placed in areas that are accessible to the buildings serviced yet not block pedestrian circulation.
3. All bike racks should be of a model which complements the Downtown Pleasant Grove Turn of the 20th Century Design Theme.

17. Landscaping



Standards

(Required by City Code)

1. Open Areas or Courts: Any open areas or courts located on the property, except those portions devoted to drive-ways, walkways, buildings, hardscape, open space amenities, and parking, shall be maintained with suitable landscaping of plants, shrubs, trees, grass and similar landscaping materials. This landscaping shall be planned and accomplished in accordance with an approved project plan as required by Section 10-11E-2-13 of the City Code. Landscaping materials shall be in character with and shall complement the landscaping accomplished in the adjacent public rights of way. Landscaping islands are encouraged along all interior streets. They shall be designed, maintained and located to allow a reduced speed, and safe traffic flow.
2. Parking Areas: Parking areas shall be landscaped where possible, around the periphery and at the end of parking rows in accordance with landscaping plans approved as part of the project plan approval.
3. Trees: Both deciduous trees at least two inches (2") in caliper, measured six inches (6") above ground level, and evergreen trees, at least 7 feet in

Guidelines

(Recommendations)

1. The design of outdoor public spaces should be designed and developed equal in quality as the buildings.
2. The use of tree trunk protectors and tree grates is encouraged, consistent with the downtown design theme
3. Raised planters are encouraged to define and enclose gathering spaces and should be built to a grade of 19 to 20 inches above finish grade to allow a seating height for pedestrians.
4. Plazas are encouraged that utilize trellises for plants and vines.
5. Landscape elements should not take away from or totally block visual and physical access to buildings.
6. Sufficient landscaping should be installed in parking lots to provide screening and provide shade to reduce the heat generated from the asphalt and concrete elements.
7. Plant orientation should be considered as they deal with sun or shade areas.
8. Shrubs should be placed along the perimeter of walls to soften the wall.



17. Landscaping (cont.)



Standards

(Required by City Code)

- height, are required one per 500 square feet of landscaped area.
4. Shrubs: A mixture of evergreen and deciduous shrubs, at least five (5) gallons in size are to be located in planter beds, and on the perimeter of landscaped areas adjacent to permanent structures, and plazas.
 5. Screening: A mixture of deciduous and evergreen trees are to be planted along property lines shared between commercial / retail or office, and a residential use or zone. If the commercial or mixed development is adjacent to a residential use, screening is only required when the commercial portion of the building is over 2,000 square feet in area for proper softening between uses.
 6. Installation: Landscaping is to be installed (or bonded for if occupancy is in a non-planting season) prior to issuance of certificate of occupancy.
(Section 10-11E-2-14C)
 7. Ground level: All ground level setback areas shall be properly landscaped with living plant materials and trees.
(Section 10-11E-2-7K)

Guidelines

(Recommendations)

9. Street trees should be hardy, drought-tolerant, water conserving and traditional in appearance. Tree species should be avoided that tend to heave paving and sidewalks, that are overly dense, and that are difficult to maintain.
10. Tree trunks are to be straight and clear, pruned to a height of 6 feet for pedestrian access under the canopy.

18. Streetscaping



Standards

(Required by City Code)

1. Streetscapes shall be incorporated in sidewalk areas, adjacent to all public streets, within the downtown village zone. At least one streetscape feature shall be installed every thirty (30) linear feet along sidewalks, on both sides of the street, nearest to the curb.
2. Acceptable streetscape features include, but are not limited to, the following: trees, planters, benches, drinking fountains, decorative garbage canisters, outdoor clocks, and water features.
3. As part of the overall requirement set forth above, trees shall be planted in a straight line with at least one tree every sixty feet (60') on center, within the sidewalk.
4. Street furnishings shall reflect and be consistent with the Pleasant Grove Turn of the 20th Century Design Theme.

(Section 10-11E-2-14C-5)

Guidelines

(Recommendations)

1. Businesses are encouraged to coordinate the installation of streetscape elements with surrounding properties.
2. Installation of plazas and gathering spaces where people may linger is encouraged.
3. Installation of planters with trees and shrubs to create areas to sit are encouraged.
4. Providing benches in strategic areas to encourage mingling and gathering is encouraged.



19. Lighting

Proper downtown lighting fixtures that represent the design theme can make a big difference to the overall design, feel and functioning of the area. Streetscape lights should provide most of the night time lighting for downtown buildings.



Standards

(Required by City Code)

Each site shall include a Lighting Plan that is designed to discourage crime, enhance safety, and prevent glare onto adjacent properties. For the Downtown Village Zone, all lighting fixtures and lamps are to follow the design theme for the Downtown area. The following regulations are to be followed:

1. For all private streets and pathways, within a development, a light fixture shall be placed every sixty (60') feet;
2. Design theme/style; all lighting design is to be Turn of the 20th Century, as outlined in the Downtown 2020 Action Plan.
3. Dark-sky, shielded style lighting fixtures are to be used throughout the Downtown Village Zone.
4. For all other lighting regulations, please refer to Chapter 10-15-44 of the City Code.

(Section 10-11E-2-14M)

Guidelines

(Recommendations)

1. Fixtures should not obscure any building ornamentation.
2. Fluorescent lights should not be used.
3. Lights may be used to highlight ornamentation, window displays, entrances and signs.
4. Lighting the entire façade is inappropriate and discouraged.



20. Parking



Standards

(Required by City Code)

1. Location: Parking areas shall be located toward the interior of the property, or underground, to the maximum extent practicable. Generally, buildings that are most closely situated to the street shall not have parking areas located between the buildings and the street. (Section 10-11G-5-D)
2. Setback Areas: Parking and drive areas may encroach upon side and rear setbacks. (Section 10-11E-2-7-K)
3. Commercial Parking: Four (4) parking stalls shall be provided for every one thousand (1,000) square feet of gross leasable floor area of non-residential use. (Section 10-11G-6)
4. Commercial Use: Parking stalls located in front of commercial / retail and office uses shall be reserved exclusively for those uses. These parking stalls shall be also be angled on all streets where parking is permitted. (Section 10-11E-13)
5. Residential Parking: The number of parking stalls required for residential units shall be determined as follows:
 1. One parking stall shall be required for each residential unit included within the base residential density.

Guidelines

(Recommendations)

1. Sufficient landscaping should be installed in parking lots to provide screening and provide shade to reduce the heat generated from the asphalt and concrete elements.
2. Special consideration may be given to parking needs and opportunities when businesses coordinate in joint community and/or shared parking lots and structures.

20. Parking (cont.)



Standards

(Required by City Code)

Residential density is based on the amount of parking provided. The base residential density shall be equal to the number of parking stalls provided for nonresidential uses divided by three (3). For example, if two hundred (200) parking stalls were required for nonresidential floor space, the base residential density would be sixty six (66) units. Additional residential units in excess of the base residential density shall be allowed, provided that two (2) parking stalls are provided for each residential unit in excess of the base residential density.

2. Two (2) parking stalls shall be required for each residential unit in excess of the base residential density. (Section 10-11G-6)
6. Shared Parking: Shared parking between businesses and other developments is encouraged. Up to twenty five percent (25%) of the parking spaces required by this section may be unassigned and eligible for shared parking, except that at least one space shall be assigned to each dwelling unit. (Sections 10-11E-13)

Guidelines

(Recommendations)

20. Parking (cont.)



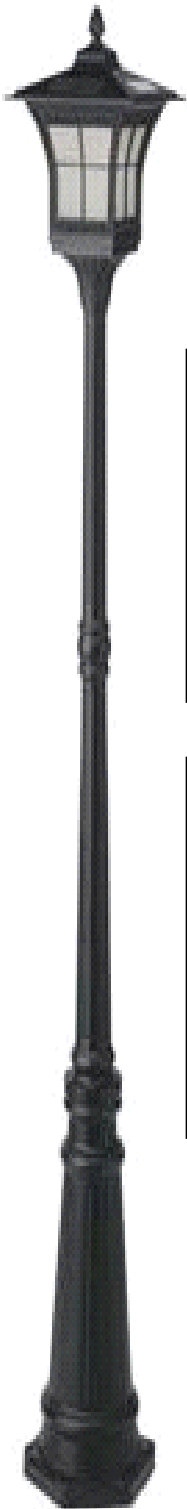
Standards

(Required by City Code)

7. Bicycle parking: A minimum of one bicycle rack with four (4) spaces is required for each vehicular parking area. The bicycle rack must not take the place of a vehicular parking stall, but must be located within the site development, adjacent to a landscaped area adjacent to the parking lot, rear of a building, or plaza. (Section 10-11E-3-12)
8. RV Parking: The storage of recreational vehicles (RVs) shall not be allowed in the downtown mixed use overlay zone. (Section 10-11G-6)
9. Landscaping: Parking areas shall be landscaped where possible, around the periphery and at the end of parking rows with living plant materials and trees in accordance with landscaping plans approved as part of the project plan approval. (Section 10-11E-2-14C-2)
10. Other Regulations: Refer to section 10-18-2R of the City Code for all other parking regulations.
11. Waiver: The City Council may approve a waiver to some of the above parking requirements, based upon the recommendation of a professional parking study. (Section 10-11G-6F)

Guidelines

(Recommendations)



21. Walls and Fences



Standards

(Required by City Code)

1. No wall, fence or opaque hedge or screening material higher than thirty six inches (36") shall be maintained within an area which would tend to inhibit a safe sight distance of traffic traveling upon a public street, or entering into the public street from a private driveway or alley. See also Sections 10-15-10 (Clear Vision Areas), and 10-15-38 (fencing near a driveway) of the City Code.
2. A pre-cast concrete or decorative masonry wall, at least eight feet (8') in height, shall be erected along all property lines which lie adjacent to a residential zone. In the case where there is mutual agreement between the property owners of the commercial zone and the adjacent residential zone, the masonry wall requirement may be modified to allow other suitable materials. A signed agreement must be submitted to the Planning Commission or its designee, indicating this agreement. In the case where there is no mutual agreement, the masonry wall will be required.

(Section 10-11E-2-14)

3. See also Section 10-15-38 of the Pleasant Grove City Code.

Guidelines

(Recommendations)

1. Walls and fencing should be designed to complement the Downtown Pleasant Grove Turn of the 20th Century Design Style, utilizing landscaping, architectural features, public art and streetscape furnishings wherever possible.

22. Signage



Signs are a necessary part of a commercial area. The purpose of signs is to draw attention to the kinds of products and services that are located within the buildings. Signs need to contribute and not detract from the overall design of the building.

Everyone loses when merchants try to compete with signs. Usually in these cases, the scale of signs becomes too large, colors become garish and the business district looks confusing and cluttered.

Standards

(Required by City Code)

1. Suspended / projecting and awning signs are required in the Downtown Village Zone as the first priority for front façade signage. (Section 10-19-12)
2. For additional signage requirements, see Chapter 10-19 of the Pleasant Grove City Code.



Guidelines

(Recommendations)

1. Signs should be placed in areas that contribute, rather than conflict with, the architecture of the building. They should not overpower the storefront, obscure display windows or significant building features.
2. Signs that are backlit or flashing should not be used.
3. Signage lighting should not flood the whole facade of a building or extend onto adjacent properties.
4. Fluorescent lights should not be used.
5. The use of protected and indirect lighting from interior windows or above entrances, windows and signs is preferred.
6. Signs should express easy-to-read, simple messages.
7. A storefront should not have more than two signs: one primary and one secondary.
8. Signs and lettering shall reflect appropriate scale, lettering fonts and colors.

DOWNTOWN LAND USES

1. Commercial Uses



Standards

(Required by City Code)

1. For a list of permitted and conditional uses, see Sections 10-11E-2 and 10-11E-17.
2. Ground level floor space of the portion of buildings fronting an arterial or collector street, in the Downtown Village Zone, shall be exclusively used for retail uses. All other permitted commercial and office uses may be located on ground level floor spaces in buildings which do not front onto arterial or collector streets. (Section 10-11E-15K)

Guidelines

(Recommendations)

1. An effective way to create economic success is to cluster like businesses, creating both convenience and variety in one location and increasing the customer base. A plan for clustering should be prepared and followed.
2. Buildings with retail or commercial space on the ground and living space above are encouraged.

2. Residential Uses



1. For a list of permitted and conditional uses, see Sections 10-11E-2 and 10-11E-17.
2. Mixed Use Overlay Zone: Any personal residential use listed on the Permitted Land Uses list shall be permitted on the floors above the ground level. The number of residential units allowed shall be limited by the number of parking stalls provided, as outlined in Section 10-11G-7J.

1. Existing downtown residential structures should comply with these standards and guidelines as much as possible, and where applicable, when property improvements and changes are made.



3. Mixed Uses



Standards

(Required by City Code)

1. See Chapter 10-11G for requirements regarding mixed uses in the Downtown Mixed Use Overlay area.

Guidelines

(Recommendations)

1. Mixed use developments are encouraged within the Downtown Mixed Use Overlay area.

4. Accessory Uses and Structures



Accessory uses and structures are permitted provided they are incidental to, and do not substantially alter the character of the permitted principal use or structure. Such permitted accessory uses and structures include, but are not limited to, the following:

1. Accessory buildings such as garages, carports, equipment storage buildings and supply storage buildings which are customarily used in conjunction with and incidental to a principal use or structure permitted downtown.
2. Storage of materials used for construction of buildings, including the contractor's temporary office. Such use must be on the building site or immediately adjacent thereto. Such use shall be permitted only during the construction period and thirty (30) days thereafter. (Section 10-11E-2-1-E)

1. Accessory structures in the Downtown Village should be designed to complement the main structure, including compatible architectural features, consistent with the Downtown Pleasant Grove Turn of the 20th Century Design Style.

DEMOLITION



Standards

(Required by City Code)

1. Demolition of buildings with historic character shall be discouraged, except as may be considered by the planning commission by the issuance of a conditional use permit with the advice of the historic preservation commission. The demolition will not commence until sixty (60) days after the action of the Planning Commission to permit historic documentation. Time limit may be reduced by approval from the Community Development Director.
2. Prior to demolition, all buildings with historic character shall be documented, including taking pictures to be maintained by the Pleasant Grove City Historical Commission. Documenting of buildings listed on state and national historic registries shall follow the guidelines designated by those entities.

(Section 10-11E-3-14-I)

Guidelines

(Recommendations)

1. The following criteria should be considered and addressed prior to the issuance of a downtown building demolition permit:
 - a. Physical integrity
 - b. Context
 - c. Adverse effect
 - d. Economic hardship
 - e. Zoning incompatibility
 - f. Reuse compatibility
 - g. Benign neglect
 - h. Social and historic significance



POINTS SYSTEM

Each proposed project is reviewed by the Downtown Advisory Board Design Review Committee for adherence to the Downtown Pleasant Grove Turn of the 20th Century Design Style guidelines criteria. Points are awarded for each design component listed below according to the committee's evaluation of the project, determining the appropriateness of design of the proposed project in meeting the Downtown Village Design Standards and Guidelines. The standards as listed in the City Code are not evaluated.

Points are assigned as follows:

- + 2 points: If a project constitutes an excellent job of meeting the design guideline.
- +1 point: If a project constitutes a good job of meeting the design guidelines.
- 0 points: If the project constitutes an adequate job of meeting the design guideline.
- 1 points: If the project constitutes an inadequate job of meeting the design guideline.
- 2 points: If the project substantially fails to follow the design guideline.

Note: Some design elements may be considered more critical than others and weighted accordingly, by using a multiplier valued from 1 to 3 points.

The Design Review Committee should determine in advance of project review which elements are to be weighted as well as the value of the multiplier(s) to be used.

PLEASANT GROVE DOWNTOWN VILLAGE

Design Standards and Guidelines



Sample Points Chart

DESIGN CRITERIA <i>(Assign points only to applicable elements)</i>	Point	Weight <i>(optional)</i>	Total
1. Building height			
2. Building width			
3. Setbacks			
4. Windows			
5. Entrances and porches			
6. Horizontal rhythms			
7. Roof form			
8. Materials			
9. Color			
10. Façade rehabilitation			
11. Renovations			
12. Storefront design			
13. Awnings			
14. Site access and frontage			
15. Streets and sidewalks			
16. Landscaping			
17. Streetscaping			
18. Pedestrians and bicycles			
19. Lighting			
20. Parking			
21. Walls and fences			
22. Signage			
TOTAL			
DESIGN REVIEW SCORE (Total / number of applicable elements)			
Is the Design Appropriate for Downtown?		YES	NO

Adopted June 7, 2011

Design Standards and Guidelines



APPENDIX A
RESTORATIONS

Note: *The following recommendations are intended to provide guidance for restorations. Property owners should review plans with a professional restoration architect in order to utilize the current best practices.*

RESTORING WALLS

1. Repairing Damaged Brick

When aluminum siding and other siding materials installed after the original building construction are removed from the original wall, any damage to the brick is apparent. Screws and nails from the siding leave cracks and holes in the bricks as well as holes in the mortar. If a brick is cracked, it must be replaced by similar brick. Holes and weather damage to the mortar can be repaired.

A good brick layer who has worked with historic building would be able to properly mix mortar to match the consistency of the original and to replace damaged brick.

2. Brick Cleaning / Paint Removal

Very dirty unpainted masonry must be cleaned by professional brick cleaners with chemicals or mild water blasting (at 400 psi or pounds per square inch). Moderately dirty bricks, however, may be cleaned by non-professionals with mild soap and water. A preservation architect should be consulted to determine the best way to clean a dirty brick surface.

The best treatment for painted brick is to remove the paint in the gentlest method possible. Chemicals are usually used, but some of those chemicals can be damaging to the brick surface. A professional would know the proper strength of the chemical to safely clean the brick. He would also know environmental regulations for disposal of lead-based paint and hazardous chemical strippers.

Do not sandblast masonry surfaces using dry or wet grit or other abrasives. Sandblasting destroys the hard protective outer layer of the brick and accelerates deterioration. The damage caused by sandblasting is irreversible.

3. Painting Brick

In some cases, historic brick has been left unpainted. Do not paint such masonry because the painting seals

the brick's exterior and traps moisture from inside the building into the brick wall. This results in slow deterioration. Painted masonry can be repainted inexpensively. Loose paint should be scraped off or cleaned with a low-pressure water wash. Masonry primer should then be applied to the entire area. Latex is the best paint for masonry surfaces because it expands and contracts with heat and cold. It also allows for natural vapor transmission. A warm color which replicates the natural brick color is always attractive.

4. Stone and Stucco Surfaces

Cleaning and repairing of stone and concrete walls should have the same procedure as brick. However, if a building has a soft sandstone material, special precautions should be taken.

Most of the original stucco is in smaller signage area above store fronts. In these cases, the condition of the stucco needs to be evaluated. It should be repaired if possible.

If stucco is to be replaced, colors and finish should reflect their historic time frame. No inappropriately textured surfaces should be used. These would include worm or flocked surfaces. No bright colors should be used.



RESTORING WINDOWS

1. Storefront windows

The storefront is made of entrance and display windows. Typical components of this and other historic storefronts include a wooden bulkhead just below the display windows and/or a canvas awning above the transom windows.

Between 1950 and 1960, most original windows and doors on storefronts were changed from wood frames to modern aluminum frames. If the rehabilitation project has adequate funding to recreate the original storefront from historic photographs, this is the preferred solution. However, new historic designed frames are acceptable if it is not feasible to rehabilitate with wood.

2. Upper-story windows

Many of the upper-story windows are original. If the wooden window frames have expanded or warped, the windows can often be sanded or a portion of the frame can be replaced. It is much better to repair than replace. If a window has deteriorated beyond repair or is missing, the replacement should match the original. Replacement windows should always fill the entire opening and duplicate the original pattern. For example, a double hung sash window should not be replaced by a single fixed

pane of glass. Avoid the use of windows and shutters that are not in keeping with the style of the building.

The use of wooden window frames is becoming more common. If the situation requires use of an aluminum-framed window, however, it should also duplicate the original. The finish should be painted enamel rather than the light metallic color.

If the upper story windows have been boarded up or covered with siding from a remodeling, it is an excellent idea to uncover them and put back into use. Removing inappropriate siding would probably be one of the first steps in rehabilitating and would add much to the building's aesthetic quality. Uncovering the upper floor windows also helps make the building safer. It enables police to see the inside of the building, and allows heat to escape in the advent of a fire.

3. Storm Windows

Storm windows are a good idea for conserving energy especially on upper floors. It is desirable to install them on the inside where they cannot be seen and where they are easier to maintain. Care must be taken that they are ventilated to prevent moisture from accumulating and damaging the wood window frames.

4. Transom Windows

Transom windows form a row of smaller panes above the large display windows and entrance door. Some transoms are moveable and help provide air circulation and indirect light which is safer for merchandise.

Many of these transom windows were covered when aluminum siding material was put on the upper part of the store and the interior ceilings were lowered.

Transom windows are an important design element to a historic storefront. If covered, they should be uncovered and repaired. Lowered interior ceiling can be beveled or stepped-up to accommodate transom windows when they are uncovered. If the storefront is being rebuilt, transoms should be included in the design.



RESTORING STOREFRONT ELEMENTS

Where possible, original storefronts should be repaired and not replaced.

1. Bulkheads

The bulkhead is located between the base of the building and the display window. In Pleasant Grove city, the pre-1910 bulkheads were made of wood. An original wooden panel bulkhead can be easily repaired and painted.

A missing bulkhead can be constructed using historic photos. This will enhance the building's classic look and provide an important area for color.

2. Doors

Most of the original doors in the downtown area have been replaced with aluminum frame doors.

If the building still has the original door, it should be repaired and used. The older doors were made of solid wood with a large glass panel. If the hinges, locks and knobs are reconditioned or replaced, these doors should work well.

If installing a new door, the following points should be considered:

1. The new door should have the same design and proportions as the historic door.
2. Materials may be wood or steel.
3. The use of a common aluminum-framed glass door is least desirable, but can be used if the finish is a factory applied enamel finish.
4. Do not use doors decorated with inappropriate moldings, cross bucks or window grills. These doors are residential looking and are out of place on commercial buildings.
5. When appropriate, use kick plates made of metal that is compatible with the other door hardware.

3. Cornices

The cornice crowns the façade and defines the building's skyline. It can be an elaborate or simple tin cap, wood trim or final course of brick.

If the cornice is still original, it should be repaired and made secure to the roof and store front. It should also be painted to match the colors of the building.

Many original cornices have been removed from buildings, and should be

reconstructed during a rehabilitation project. Preferred materials are either tin or wood. Rebuilt cornices which are fabricated out of foam and stucco do not look authentic.