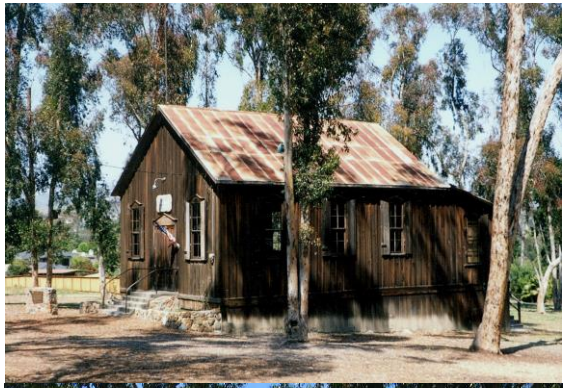
City of Encinitas Design Standards and Guidelines


April 2005, Amended January 2022

City of Encinitas Design Standards and Guidelines

Sponsored By:
The City of Encinitas
Planning Commission and City Council

Prepared By:
The City of Encinitas
Development Services Department

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Where a project is subject to design review pursuant to Sections 23.08.030 and 23.08.040 of the Encinitas Municipal Code, applicants should review these Design Standards and Guidelines. These Design Standards and Guidelines shall be used prior to initiating the project design and throughout the design process. Objective "Design Standards" included in this document shall apply to all residential development and mixed-use residential development. For projects located within a specific plan area, the objective design standards and guidelines specified in the specific plan shall supersede and apply. Where the specific plan is silent, the General Plan design standards will apply.

1. Introduction and Background

1.1 Community Description

The City of Encinitas ("City") is a unique collection of 5 distinct communities. The individuality of each Community is vital to the overall character of the City and shall be maintained. Architecture, landforms, landscape, and streetscape are the primary determinants of this character. The City of Encinitas also is fortunate in that it contains a wide variety of topographic features. The city is bounded on the north and south by lagoons and their associated valleys. The Pacific Ocean lies to the west and steeper inland hills lie to the east.

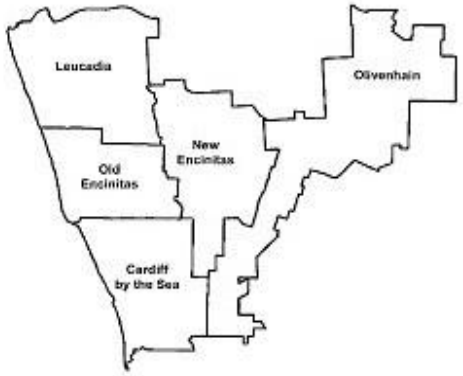


Figure 1-1
Communities of Encinitas

Three of the communities are located along the coastline (Cardiff-by-the-Sea, Old Encinitas and Leucadia) and represent the older established beach communities. The primary land use is single-family residential, with some multi-family closer to the beach. Commercial/office uses are located typically along Highway 101 on small lots. Highway 101 and the I-5 Freeway traverse these communities. The combination of varied architecture, narrow uncurbed streets, pedestrian orientation, and mature, unplanned landscaping creates an informal, eclectic, small town feel that dominates the character of these communities.

The New Encinitas Community is centrally located within the City. A variety of land uses are located within the community with the primary land use being single-family residential. Major institutional and commercial uses are located along El Camino Real, the prime arterial roadway for the City, and Encinitas Boulevard. This community is considered more of a planned community with a variety of private and public open space areas.

The Olivenhain Community is a rural community with an informal character having large residential lots, mature landscaping, equestrian facilities, open space, a variety of recreational trails, and rolling hills and canyons. Narrow roads with minimal improvements are associated with this rural community.

1.2 Background

To help develop the design guidelines for Encinitas, a series of community character workshops were conducted in November of 1999. At the conclusion of the five workshops, a common theme for each of the communities could be seen. There was pride in the prevailing character, especially in the older communities, and a concern that the inappropriate use and reuse of land was having a negative impact on the character of the communities.

Please refer to the City of Encinitas Community Character Workshops Summary Report, October 2000, for more information regarding these workshops.

Since 2017, the Governor has signed into law multiple housing bills, including: Affordable Housing: Streamlined Approval Process of 2017 (SB 35), Housing Accountability Act of 2017 (Housing Accountability Act), the Housing Crisis Act of 2019 (SB 330) and Amendments to the Housing Crisis Act of 2019 (SB 8). SB 35 provides for a streamlined, ministerial approval process for affordable multiple-family residential development (two or more residential units), subject to certain conditions and consistent with objective zoning development and design review standards, among other things. The Housing Accountability Act, Government Code Section 65589.5, restricts the City's ability to deny or reduce the density of all housing development projects, including residential development,

transitional and supportive housing, and residential mixed-use development, that are consistent with objective design and development standards. SB 330 and SB 8 further modifies the Housing Accountability Act and the Permit Streamlining Act and allows a housing developer to submit a "preliminary application" to a local agency for a housing development project before providing the full amount of information required and "freezes" the applicable fees and development standards that apply to a project while the rest of the material necessary for a full application submittal is being assembled. These amendments are currently set to expire in 2030, unless extended by the State. In response to the directives of this new legislation, in 2021, the City supplemented the design guidelines with objective design standards title "Design Standards."

1.3 Purpose of the Design Standards and Guidelines

The purpose of these Design Standards and Guidelines is to guide development within the City of Encinitas toward design that is consistent with the character of each community. Architecture, landscaping and site planning are important to preserving the individual identity of each community.

The Design Standards and Guidelines are intended to promote well-designed development in Encinitas. The interpretation and implementation of the Design Standards and Guidelines shall be based on the following points:

(1) Maintain and enhance the character of each community;

(2) Contribute to a positive physical image and identity;

(3) Supplement the development standards of the Encinitas Municipal Code on matters of design and aesthetics;

(4) Implement the goals, objectives, and policies of the General Plan;

(5) Maintain and protect the value of property; and

(6) Maintain community character without unduly restricting private enterprise, or innovation in design.

These Design Standards and Guidelines describe the preferred architectural character and development patterns within Encinitas today. Eclecticism and diversity are, and will continue to be, dominant themes. The Design Standards and Guidelines, therefore, do not seek to impose an overriding style, a limited color palette, nor an artificial theme. They do seek to assist in promoting the positive design characteristics that exist throughout the City of Encinitas.

The purpose of the objective Design Standards is to provide developers, design professionals, and the public with a clear statement of the desired site planning and building design characteristics for new multiple-family and mixed-use residential development in Encinitas. The Design Standards are intended to supplement existing objective design and development standards for multiple-family residential development described in the City's Municipal Code, Design Guidelines, as well as in adopted specific plans including the Cardiff-by-the-Sea Specific Plan, Downtown Encinitas Specific Plan, Encinitas Ranch Specific Plan, and the North 101 Corridor Specific Plan. In addition, they further the goals, policies, and objectives of the Encinitas General Plan.

The Design Standards and Guidelines complement mandatory development standards by providing additional requirements and good examples of appropriate design solutions. The guidelines are more qualitative and less quantitative than mandatory design and development standards and may be applied with some flexibility in the application to specific projects.

The Design Standards and Guidelines are not to be used in a manner that would modify the density allowances of the underlying zoning of the subject property or modify the development standards of the Municipal Code applicable to that zone.

1.4 How to Use the Design Standards and Guidelines

Project proponents should review these Design Standards and Guidelines. These Design Standards and Guidelines shall be used prior to initiating the project design and throughout the design process.

In addition to these Design Standards and Guidelines, housing development projects are also subject to consistency with objective standards in the Municipal Code, General Plan, and Specific Plans in effect at the time a preliminary application with all required information is Deemed Submitted to the City, or, if no preliminary application is submitted, those standards in effect at the time the development application is determined to be complete. If an objective design standard conflicts with a General Plan standard, the standard more permissive of housing production governs. For projects located within a specific plan area, the objective standard specified in the specific plan shall supersede and apply. State law defines "objective standards" as standards that involve no personal or subjective judgement by a public official and that are uniformly verifiable by reference to an external and uniform benchmark or criterion.

Examples contained in these Design Guidelines should not be considered as the only design solution, but as a starting point for the design process. Owners of properties should strive to be creative and innovative and should look beyond franchise or boilerplate architectural and landscape design treatments. It is important, too, that property owners involve City staff, community groups, residents, and affected merchants and business owners in the design process prior to making a significant investment in design.

1.5 Interpretation of Provisions

The authorized agency shall be the designated authority to interpret and apply the Design Standards and Guidelines. Interpretations and application of the guidelines shall be based on the application submittal, the context and applicability of the guideline, and the Design Guidelines as a whole.

Some Design Standards and Guidelines may not apply to all projects due to a variety of reasons, such as land use, architectural design, site-specific location issues, and character of the neighborhood. Interpretations and application of the Standards and Guidelines should achieve the Purpose of the Design Standards and Guidelines located in the Introduction and the Guiding Principles contained in each section.

The Design Standards are considered minimum standards. The Design Standards and Guidelines complement those standards and may, depending on circumstances, result in a project that exceeds the minimum development standards.

To aid in the interpretation of these guidelines, a development applicant should understand the meaning of "**shall,**" **"should," "encouraged,"** and **"discouraged".**

Design Standards and Guidelines, which employ the word **"shall"** are mandatory.

Design Guidelines, which employ the word **"should"** are intended to express the City's desire and expectation. An alternative measure may be considered if it meets or exceeds the intent of the guideline.

Design Guidelines, which employ the word **"encouraged"** are intended to express a more desirable design solution.

Design Guidelines, which employ the word **"discouraged"** are intended to express a less desirable design solution.

1.6 Applicability

The provisions of the Design Standards and Guidelines are applicable to all development within the City of Encinitas that is subject to design review, as stipulated in Chapter 23.08 of the Encinitas Municipal Code. Unless otherwise stated, the Design Guidelines shall apply to both residential and non-residential uses.

The objective Design Standards apply to housing development projects which include (1) projects that contain two or more dwelling units; (2) groups of two or more attached/detached dwelling units, regardless of whether multiple dwelling units occupy the same lot, or each dwelling unit occupies a separate lot; (3) mixed-use projects that include residential uses; and (4) transitional housing or supportive housing.

1.7. Design Review Process

Specific submittal requirements for projects are described in the City of Encinitas Administrative and Discretionary Permit Applications.

Following submittal of the project drawings and a complete application, a continuing exchange of information should occur as the design is finalized and the City's review process begins.

All projects for all uses must comply with the objective Design Standards unless the applicant requests an exception or modification which is granted by the City.

If an applicant has requested and a project is eligible for streamlined approval under SB 35, the City may only require the project to meet the objective Design Standards.

All other housing development projects (including projects eligible for “by right” approval and mixed used development that contains at least two thirds of the square footage designated for residential use) must meet the objective Design Standards. Subjective Design Guidelines can be used to apply conditions of approval as long as they do not lower the density of the project. However, under the Housing Accountability Act, only objective standards can be used to deny a housing development project or reduce its density.

Projects that are not housing development projects can be required to comply with both objective Design Standards and subjective Design Guidelines and can be denied or modified if not consistent with either Design Standards or Design Guidelines.

If a project is not a housing development project, the project may deviate from the objective Design Standards through the discretionary design review process. An application for a design review permit shall be approved unless findings of fact are made based upon the information presented in the application or during the deliberations which support one or more of the regulatory conclusions contained in Chapter 23.08.070 for discretionary projects. The project design should be substantially consistent with the Design Standards and Guidelines, in conformance with Section 23.08.080.

1.8 Design Review Approvals

Obtaining a Design Review approval signifies a project's compliance with the architectural appearance and physical development of the City. Future alterations and/or remodeling of a project with a Design Review approval would be reviewed within the context of the original design review approval.

2. Site Planning Design Standards and Guidelines

One of the key elements defining the City of Encinitas is the land. Site planning is perhaps as important as the buildings themselves. The location and "footprint" of a structure on each individual parcel and the relationship with nearby buildings, open space, and properties are critical to the overall character of any project. The varied physical environment within the City means special attention shall be given to the location and spacing of each structure. To maintain visual character, the following standards, visual concepts, and guidelines should be followed as closely as possible.

2.1 Guiding Principles

2.1.1 The opportunities and constraints of the site shall determine the project layout and design.

2.1.2 Natural assets, such as significant trees, rock outcroppings, natural landforms, creeks, and riparian habitats should be preserved and incorporated into the project.

2.1.3 The impacts on surrounding uses, both existing and proposed, shall be considered in a project's site plan.

2.1.4 The existing character of the land, landscape and structures shall *be considered in any new development.*

2.1.5 Impacts to significant views from surrounding properties should be minimized by the new development. (See Section 2.5)

2.1.6 Site planning should not be repetitive but should provide a varied experience.

2.1.7 Site planning should be used as one of many tools to break up or mitigate the bulk and mass of a building.

2.2 Design Standards and Guidelines

The Site Planning Design Standards and Guidelines are contained in the following sections: Treatment of Building Setback Areas; Building Location; Views; Separations and Buffers; Storage, Service, and Loading Areas; Refuse Collection Areas; Ancillary Structures, Mechanical Equipment and Utilities; and Electrical Equipment; Private and Common Open Space.

2.3 Treatment of Building Setback Areas

Design Standards

DS2.3.1 A variety of building orientations and staggered unit placement shall be incorporated into the site design. The intent is to avoid long, monotonous building façades and setbacks.

a. Buildings located adjacent to a street shall have main entries facing the primary street frontage unless the adjacent developments located along a collector, major arterial, or prime arterial street, as designated in the Circulation Element, is oriented with the rear of the residence toward the primary street frontage. A primary street frontage is the length of the property line adjacent to the public or private street that provides access to the main entry of a project or structure.

b. For projects of four units or fewer, buildings shall have at least one main entry facing the street.

c. For projects of five to 49 units, buildings shall have main entries oriented towards the street, unless the project is located next to a major arterial or prime arterial.

d. For projects of more than 50 units, buildings not oriented toward a primary street frontage shall orient entries to face internal common open space areas such as landscaped courtyards, plazas, trails, or paseos.

e. For projects of more than 50 units and at least three separate buildings, the buildings shall be located and oriented to provide 20-foot-wide separation between the buildings.

f. Mixed-use residential projects with external entries shall be oriented toward a street frontage (not alleys or internal streets). A minimum of one (1) main exterior pedestrian entrance shall be publicly visible from the public street and all common residential access points shall be separated from commercial entrances.

Design Guidelines

DG2.3.1 The project should include open and private areas along the street in a manner consistent with the character of the neighborhood.

DG2.3.2 Varied, articulated spaces between buildings, and along the street shall be encouraged.

DG2.3.3 Vehicular sight lines that allow safe ingress and egress to properties and safe movements along roadways shall be provided.

2.4 Building Location

Design Standards

DS2.4.1 Mixed-use residential development on corner lots shall incorporate architectural features on both street elevations and shall provide opportunities for public use such as entry transition, gathering, or dining while providing the necessary visibility triangle defined by Section 14.54.020 of the Encinitas Municipal Code.

Design Guidelines

DG2.4.1 Buildings should be located to create landscaped open spaces for human use. Open space areas should be linked visually and/or physically in order to integrate them into an area-wide wide-open space system.

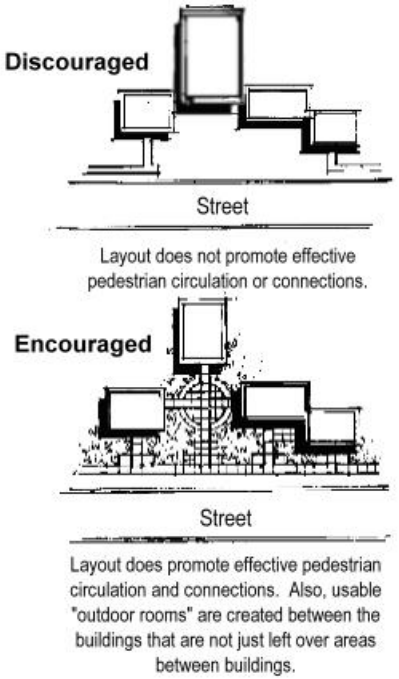
DG2.4.2 The orientation of buildings, especially those in clusters, should be carefully designed to preserve and/or create view corridors.

DG2.4.3 The location of buildings should take into consideration the location of buildings on adjacent properties in order to enhance and complement existing adjacent plazas, courtyards and pedestrian spaces.

DG2.4.4 Buildings should be located to create useable and functional exterior spaces in scale with the building.

DG2.4.5 Emphasis on pedestrian use of exterior space is encouraged (See Figure 2-1).

Figure 2-1 Design for Pedestrian Use



DG2.4.6 Buildings should be placed to create variety in external space and create a varied street facade (See Figures 2-2, 2-3 and 2-4).

Figure 2-2 Encourage Building Compatibility And Variety

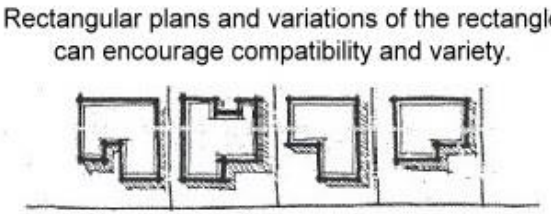
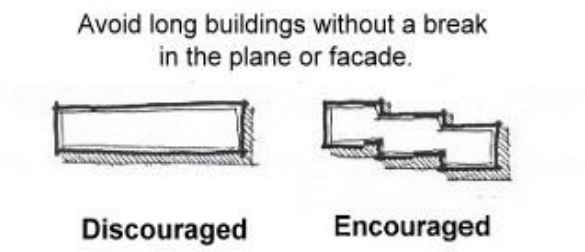


Figure 2-3 Avoid Long Buildings

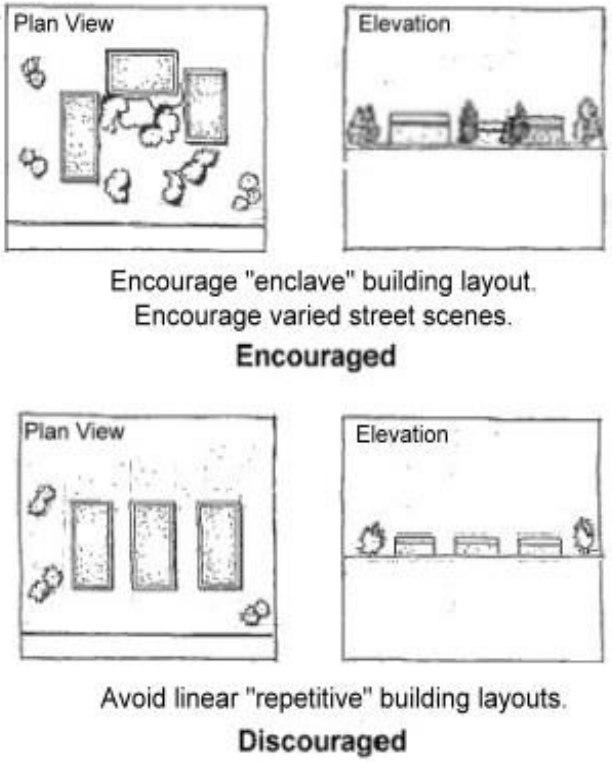


DG2.4.7 Buildings should be located, and/or designed, to help breakup or mitigate building mass.

DG2.4.8 Surface parking spaces for multi-family projects should be placed to the rear of the buildings, where possible.

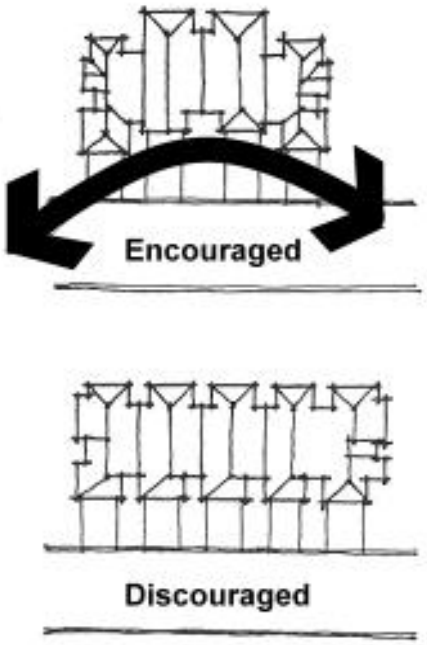
DG2.4.9 Parking areas for multi-family and non-residential uses that are visible from the street should be screened from view by walls, fences, vegetation, planters, or other means.

Figure 2-4 Varied Street Scenes



DG2.4.10 In order to provide visual openness and pedestrian scale along major streets, heights of buildings or portions of buildings should generally be lower adjacent to the street corridor, stepping up to higher elements.

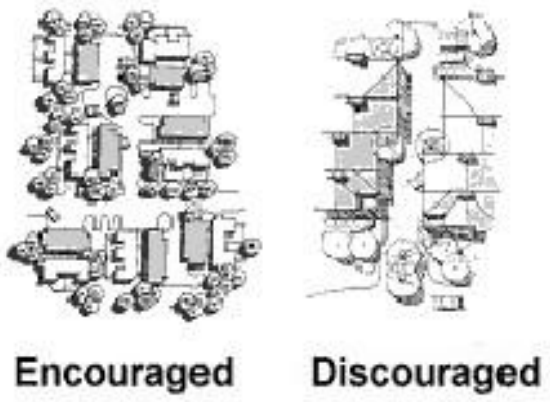
Figure 2-5
Varied
Street Facades



DG2.4.11 The orientation and placement of garages should be varied so as to avoid the appearance of repetitive garage doors (See Figure 2-6).

Techniques to accomplish this include, but are not limited to, garages that are side-loaded, rear-loaded, accessed from alleys, and rear garages accessed from the front. In older neighborhoods, location and access to parking shall respect the existing street and pattern of development.

Figure 2-6
Screen and Vary Location of
Parking Areas



DG2.4.12 Projects should be designed to relate outward to the surrounding community. To that end, gating of communities and enclosing them within an unarticulated external wall is discouraged.

2.5 Views

Design Standards

Not Applicable

Design Guidelines

DG2.5.1 Generally, ground level view corridors should be provided from public streets. This requires space between buildings and/or development of landscaped areas that connect to open space.

DG2.5.2 Landscaped areas should be developed and plant materials selected so as to create and/or preserve view corridors.

DG2.5.3 Site planning for individual parcels shall consider internal view (for example, courtyards) as well as views looking outward.

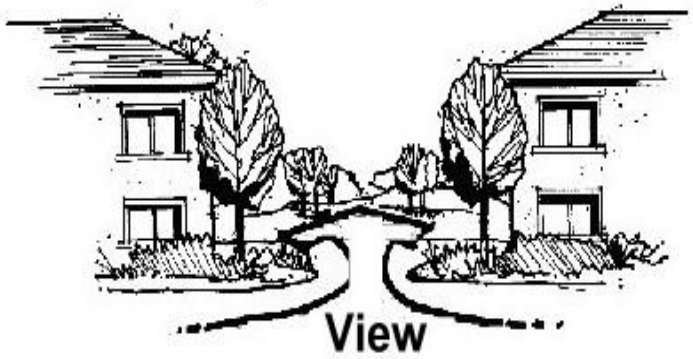
a. Outward views should be framed with tree and shrub massing. Plantings should also soften views of the buildings from surrounding areas.

b. Where public streets are located at or below grade of development, the adjacent parkways and slopes should be landscaped with diverse plant materials to enhance motorists' views.

c. Parking areas adjacent to view corridors or streets shall be screened.

DG2.5.4 Projects should be designed to preserve significant views through the site. Projects should be designed to preserve significant public views. A significant public view is a view of a significant feature (ocean, lagoon, or backcountry) as viewed from public parks and General Plan designated vista points and scenic view corridors. Trees and vegetation that are themselves part of the view quality should be retained (See Figure 2-7).

Figure 2-7
View Corridors



DG2.5.5 Projects should be designed to preserve significant views through the site enjoyed by residents of nearby properties.

a. Complete preservation of these views is difficult, if not impossible. Project viability can be severely reduced or destroyed in an attempt to preserve views for adjacent properties. The smaller the site, the more difficult the solution. On larger sites, however, clustering the buildings can preserve portions of these views or creating view opportunities. The reckless and unnecessary blockage of views should be avoided to provide for some view preservation. View preservation through the site shall be considered when trees are selected for landscaping the project.

b. A significant view refers to a medium- to long-range view from the primary living area of significant features including the coast, ocean, lagoons, backcountry canyons, valleys, ridges and other distinctive geographic features. The primary living area is the area most often occupied by the occupants of the residence relative to other portions of the residence and is where the view is observed. The determination of the primary living area is to be made on a case-by-case basis, but typically would be a living room, family room, kitchen, or dining area, or outdoor patio or deck immediately next to the primary living area.

2.6 Separations and Buffers

Design Standards

DS2.6.1 Multi-family development located adjacent to single-family development with side yards less than 5 feet shall provide a visual buffer between properties for privacy screening by obscuring direct sight lines into private yard areas or windows on adjacent properties, and may be used in combination with walls, fencing, and/or trellises to screen views.

DS2.6.2 Landscape privacy screening shall include large evergreen trees and shrubs. Shrubs shall be a minimum 15-gallon size, and trees shall be a minimum 24-inch box size and a minimum 12 feet in height at planting. The mature size of the screen planting must be compatible with available space and not obstruct solar access as provided in the California Solar Shade Control Act (PRC Chapter 12). Landscape screening container size shall be selected to achieve at least 50% of the height of the window, door, or exterior gathering space within at least two (2) years from time of installation.

Design Guidelines

DG2.6.1 Where buffers are desirable between land uses and to aid in the creation of public and private space definition, they should consist primarily of physical space enhanced by landscaping, or physical barriers such as walls and fences.

DG2.6.2 Physical barriers should only be used when space requirements are prohibitive or when security/safety reasons dictate their use. If physical barriers are needed, they should be designed to complement the character of the project.

DG2.6.3 Where landforms consisting of slopes and berms are used when separating land uses, they should be appropriately landscaped with a combination of trees, shrubs, and groundcover.

DG2.6.4 Physical separations can be accomplished through the use of thick landscaping. Care should be given to make sure that these areas do not present a safety liability.

DG2.6.5 Visual screening is best accomplished through the use of trees and shrubs that fill in at eye level. These visual screens should not be continuous and should allow for visual penetration through areas with views.

DG2.6.6 Retaining walls that are internal to the project should be used only where grading considerations require their use. Retaining walls located on the project boundary are discouraged. If a retaining wall along the boundary is necessary, it shall be landscaped and/or constructed with quality materials with color and texture appropriate to the project's architecture.

DG2.6.7 Landscaping should be used to define spaces to provide visual screening, and to discourage physical intrusion into certain areas of the project. Nodes or special areas within a project can be emphasized through use of landform and topography. Wherever possible, these techniques should be used to identify special areas.

2.7 Storage, Service and Loading Areas

Design Standards

DS2.7.1 For mixed-use projects, all required loading areas and service areas shall be located so as not to overlap with any travel lane. Loading areas and service areas shall not be located directly adjacent to residential dwelling units or common open space areas or shall be screened from public and private view with walls, solid fencing, and/or landscaping.

Design Guidelines

DG2.7.1 Storage, service, and loading areas should be located so as to minimize their visibility.

DG2.7.2 Storage, service, and loading areas should be located so that service vehicle activities and movements do not disrupt the efficient flow of on-site and off-site traffic.

DG2.7.3 Storage areas should be screened by the use of a quality opaque screening material, which may include walls, building, landscaping or any combination thereof.

2.8 Refuse Collection Areas (Multi-Family and Non-Residential) Design Standards and Guidelines

Design Standards

Not Applicable

Design Guidelines

DG2.8.1 No trash collection area or trash/recycling enclosure shall be visible from a public right-of-way.

DG2.8.2 Outdoor refuse containers shall be visually screened within a durable non-combustible enclosure, so as not to be visible from adjacent lots or sites, neighboring properties, streets, or from above.

DG2.8.3 Refuse collection areas shall be designed to contain all refuse and recyclables generated on-site and deposited between collections. Deposited refuse shall not be visible from outside and above the refuse enclosure.

DG2.8.4 Refuse collection enclosures shall be designed of durable materials with durable finishes and colors which are unified and harmonious with the overall architectural theme of the project. Roof structures shall be provided over refuse collection enclosures.

DG2.8.5 Refuse collection areas shall be so located upon the lot as to provide clear and convenient access to refuse collection vehicles. No refuse collection areas shall be located between the street and front of a building.

2.9 Ancillary Structures, Mechanical Equipment and Utilities

Design Standards

DS2.9.1 Ground mounted equipment and utilities, including, but not limited to, air conditioning units, and mechanical/electrical equipment, shall be screened with a wall, fence, shrubs and/or landscaping high enough so that the equipment and utilities cannot be seen, or shall be enclosed within a building. Buildings, walls, and fences surrounding this equipment shall use the same building colors and materials as the building they serve.

DS2.9.2 Ancillary structures and trash and recycling containers shall be located behind the building, where possible. They shall not be located adjacent to residential dwelling units or common open space areas, and shall be screened from view with walls, solid fencing, and/or dense landscaping. Trash and recycling enclosures shall utilize the same materials and colors as the building they serve and shall be enclosed within a solid wall, shall include a pedestrian access gate, and be covered per solid waste management standards.

DS2.9.3 All flashing, sheet metal vents, exhaust fans, ventilators, and pipe stacks shall be painted to match the adjacent roof or wall material.

DS2.9.4 All utility connections shall be designed to be consistent with the architectural elements of the site so as not to be exposed except where required to be exposed. Pad-mounted transformers and meter box locations shall be shown in the site plan with a screening treatment as identified in 2.9.1 above.

DS2.9.5 Multiple-family and mixed-use projects with 20 or more units shall provide permanently anchored bicycle racks for short term bicycle parking within 200 feet of the main entrances, readily visible, at a ratio of one space for every ten units, with a minimum of two bike spaces.

DS2.9.6 Long term resident bicycle parking shall be provided for multiple-family and mixed-use projects with 20 or more units. Enclosed lockers for individual bicycles, dedicated space within the private storage space or a secured bicycle storage area with bicycle racks (e.g. bicycle corral with a secured fence), shall be provided at a ratio of one space for every two units. Private bicycle storage space accessible to one unit can count towards the private storage space requirement.

Design Guidelines

DG2.9.1 All roof, wall or ground-mounted mechanical equipment and/or ductwork, conduits, and other appurtenances shall be screened from view by an enclosure consistent with the building architecture. Consideration shall be given to the view plane of adjacent developments.

DG2.9.2 All roof-mounted equipment and/or ductwork, conduits, and other appurtenances should be located below the top edge of the fascia and/or roofline of the building.

DG2.9.3 Roof-mounted ventilators shall be painted or pre-finished in a manner consistent with the color scheme of the building and roof. They shall be located below the top edge of the roof or parapet, where possible. Decorative caps should be utilized for any visible vent piping.

DG2.9.4 Gutters and downspouts shall be painted to match the surface to which attached, unless used as a major design element, in which case the color shall be consistent with the color scheme of the building.

DG2.9.5 Vents, louvers, exposed flashing, tanks, stacks, overhead doors, rolling and personnel service doors shall be painted or finished in a manner consistent with the color scheme of the building.

2.10 Electrical Equipment

Design Standards

DS2.10.1 Electrical elements such as wires, conduits, junction boxes, ballasts, and switch and panel boxes shall be concealed within the building or designed consistent with the primary building colors and materials. No electrical elements shall be mounted on any building elevations facing a street or on the primary building frontage unless they cannot be seen by the public.

Design Guidelines

DG2.10.1 Electrical equipment that may be visible from any primary visual exposure area should be screened with either planting or a durable non-combustible enclosure (of a design configuration acceptable to San Diego Gas and Electric [SDG&E]). Where possible, it is recommended that refuse containers and mechanical/electrical equipment be integrated into the same enclosure.

DG2.10.2 Electrical equipment enclosures shall be designed of durable materials with finishes and colors that are unified and harmonious with the overall architectural theme.

DG2.10.3 Electrical equipment shall be mounted on the interior of a building wherever practical. When interior mounting is not practical, electrical equipment shall be mounted in a location where it is substantially screened from public view. In no case should exterior electrical equipment be mounted on the street-side or primary exposure side of any building.

DG2.10.4 Exterior surface mounted electrical equipment and conduits should be kept to a visible minimum. Where visible, they should be installed in a neat and orderly fashion and should be painted to blend with their mounting background or integrated into the project design.

2.11 Private and Common Open Space

Design Standards

DS2.11.1 Private open space with a minimum dimension of six feet in all directions shall be provided with direct access from the dwelling unit which it serves, in the form of balconies, private yards, terraces, decks, or patios.

DS2.11.2 Common open space shall be provided that is accessible to all building tenants, in the form of courtyards, gardens, play areas, outdoor dining areas, recreation amenities, rooftop amenities. The common open space shall have a minimum 15-foot dimension in all directions for projects with five or more units.

DS2.11.3 Unless located on the rooftop, common open spaces shall be designed to be visible from inside adjacent building/dwelling units, such as windows located at building entrances and/or dwelling unit windows.

3. Grading and Landform Design Standards and Guidelines

The purpose of this section is to provide design guidelines for grading projects within Encinitas. These guidelines are intended to create landforms that work together with the surrounding topography, existing vegetation, circulation, and land features as well as other elements of the total project site. Refer to Chapter 23.24 of the Encinitas Municipal Code for additional regulations associated with grading.

3.1 Guiding Principles

3.1.1 Development shall consider the constraints and opportunities of the site and adjacent property.

3.1.2 The project grading should be sensitive to the existing site topography.

3.1.3 The view of the graded landform from private properties and public areas should reflect the existing landform character and minimize a manufactured appearance.

3.1.4 Significant natural features shall be incorporated into developments including, but not limited to, rock outcroppings, natural drainage courses, trees, and other visual assets of the site to the extent possible while adhering with the allowed density of the underlying zone.

3.1.5 Excessive grading should be avoided and removal of vegetation shall be limited to the minimum necessary.

3.1.6 Pads shall not be significantly "built up" above existing topography, unless no feasible alternative exists given engineering constraints.

3.2 Design Standards and Guidelines

Design Standards

DS3.2.1 Long, continuous slopes that have hard edges, sharp, angular forms and no transition areas at the top or toe of the slope shall be avoided. "Natural" landform contour grading smoothed to blend with the surrounding natural terrain and with rounding and blending at the top and toe of the slope shall be used to create a more natural appearing slope (See Figures 3-1 and 3-2).

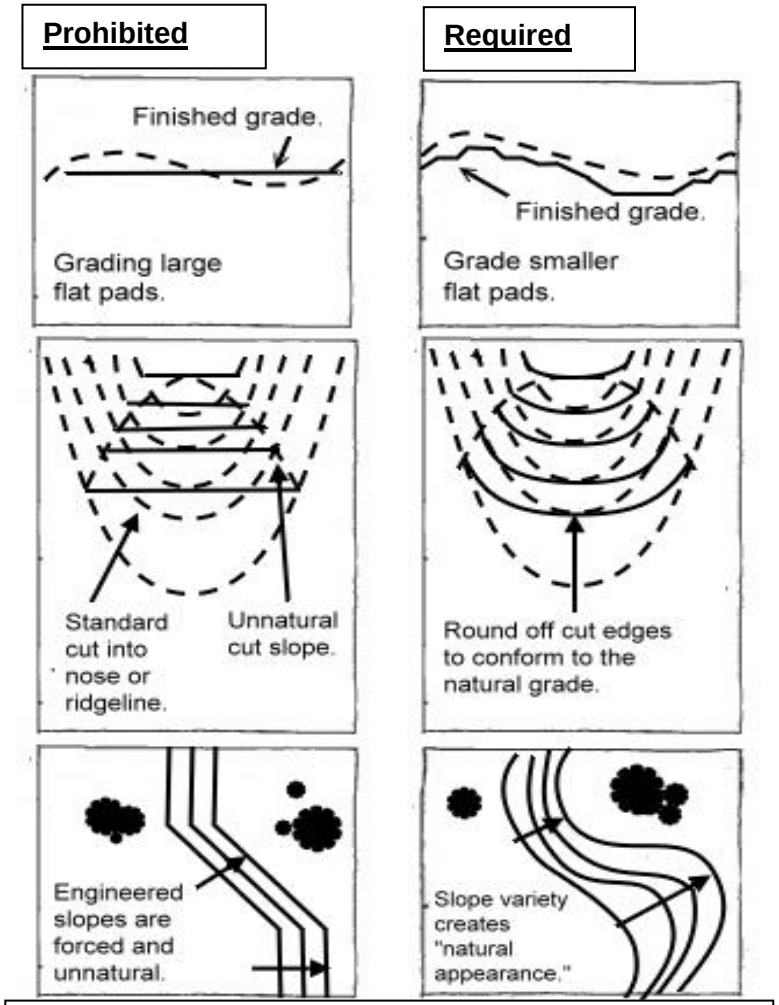
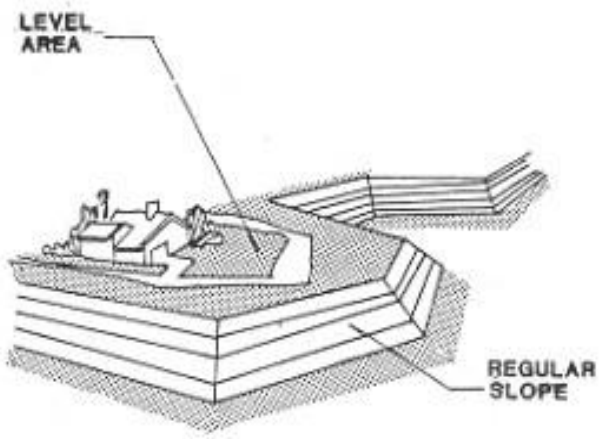
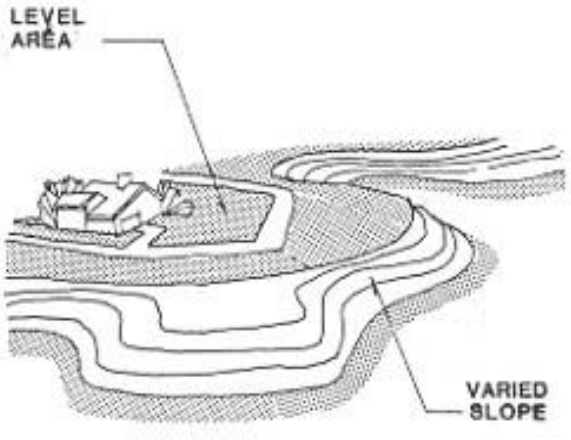


Figure 3-1 Alternative Grading Techniques

Figure 3-2 Smooth Contours



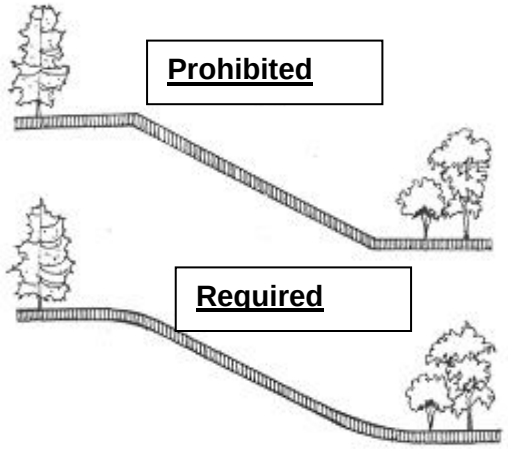
Prohibited Slope Grading



Required Slope Grading

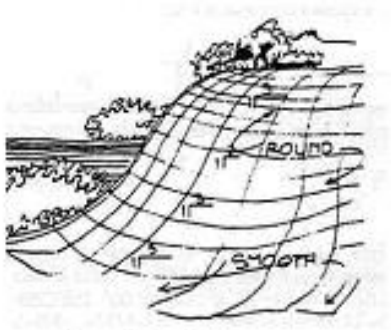
DS3.2.2 Variable slope gradients are required. Slopes adjacent to native areas shall retain a "natural" appearance by being within 10% of existing slope for first 10 horizontal feet at the top and bottom of slope. Smooth, flowing contours of varied gradients from 2:1 to 5:1 are required, unless demonstrated safe by specific site engineering studies (See Figure 3-3).

Figure 3-3 Blending Slopes



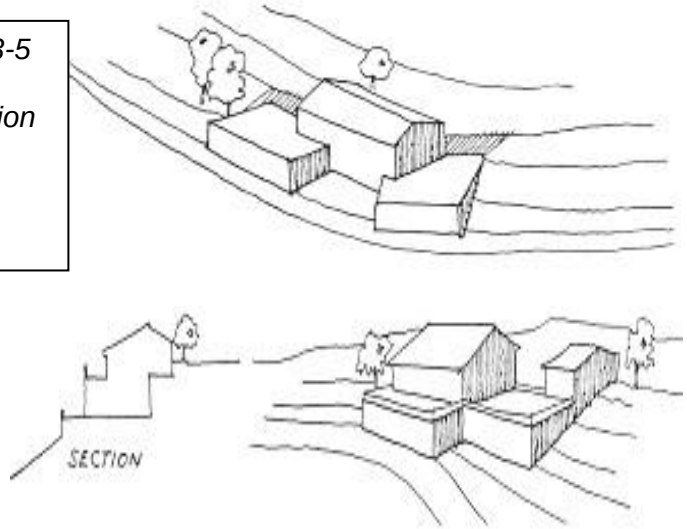
DS3.2.3 Hillside design shall avoid large building pads and should minimize the height of retaining walls. Buildings shall be integrated into the hillside and be sited to conceal graded slopes and retaining walls (See Figures 3-4 and 3-5).

Figure 3-4 Require Contoured Grading



Vary Slope Ratios

Figure 3-5 Require Integration into Hillside



DS3.2.4 Significant graded slopes shall be landscaped.

DS3.2.5 All drainage shall be conveyed to vegetated areas or other approved areas of the site in a manner consistent with the City's Jurisdictional Regional Stormwater Management Program.

DS3.2.6 All hardscape and walkway areas shall be graded to facilitate drainage.

DS3.2.7 All buildings shall be equipped with adequate roof drains, downspouts, and/or other drainage conveyances.

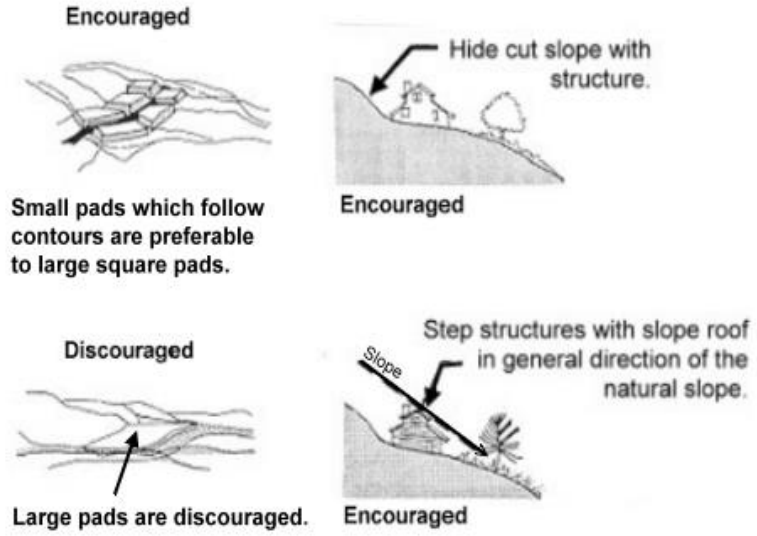
DS3.2.8 Permanent landscaping shall be installed during development activity and prior to building occupancy.

DS3.2.9 Pads shall not be built more than two feet above the preexisting or natural topography, unless demonstrated necessary due to engineering constraints.

Design Guidelines

DG3.2.1 The overall architecture shall complement and reinforce the existing topography.

Figure 3-6 Follow the Natural Slope



DG3.2.2 Grading shall be limited to preserve the natural slope(s) of a site. Rather than using extensive grading to create one large pad, projects should create smaller pads gradually terracing up hillsides where feasible. This produces smaller slopes that are more easily re-vegetated, visually less obtrusive and more suitable for slope contouring and blending.

DG3.2.3 Retaining walls faced with local stone or of earth-colored and textured concrete are encouraged, and should be used to minimize grading, where practical. Plantable walls are encouraged.

DG3.2.4 The “manufactured” look of slopes shall be minimized. Sharp cuts and fills shall be avoided to create an undulated appearance.

DG3.2.5 Grading shall be sensitive to existing natural forms.

4. Circulation, Parking and Streetscape Design Standards and Guidelines

Many elements comprising the streetscape are covered in other sections of these Design Standards and Guidelines. Certain characteristics of the streetscape are particularly important and are described in this section. For all streetscape improvements referenced to in this section, proper maintenance must be ensured to the satisfaction of the Planning and Building and Engineering Services Directors.

4.1 Guiding Principles

4.1.1 The streets in Encinitas are a key element of the community character. Street improvements, including streetlights and street utilities, should be consistent with the prevailing character of the surrounding community.

4.1.2 Public safety and community character should be key factors in streetscape design. The existing community character should be maintained. When considering circulation patterns and standards, primary consideration will be given to the preservation of character and safety of existing residential neighborhoods. Where conflicts arise between convenience of motorists and neighborhood safety/community character preservation, the latter will have first priority.

4.1.3 Traffic calming shall be considered in street design.

4.1.4 Emergency vehicle access and response times shall be considered in street design.

4.1.5 Walkability shall be considered as a major goal in all projects.

4.1.6 The design of streets and walkways should respect the natural terrain/ features and minimize cut and fill.

4.1.7 Where such public improvements are part of the existing community character, curbs, gutters, and sidewalks shall be designed in a manner consistent and complimentary with community character.

4.2 Design Standards and Guidelines

The Circulation, Parking and Streetscape Design Standards and Guidelines are contained in the following sections: Streetscape; Automobile Area; and Pedestrian Area.

4.3 Streetscape

Design Standards

Not Applicable

Design Guidelines

DG4.3.1 Significant views should be enhanced, and focal points should be provided particularly along scenic view corridors and vista points adjacent to roads. Trees and vegetation, which are part of the view quality, should be retained.

DG4.3.2 Consideration shall be given to softening the appearance of large expanses of paving, such as cul-de-sacs in residential subdivisions, with decorative features such as raised planters with trees and shrubs or paving enhanced with texture and/or color, where proper maintenance provisions are established.

DG4.3.3 The creative use of paving materials is encouraged. Enhanced paving should be incorporated into major project entries and other areas as appropriate.

DG4.3.4 Areas should have an appropriate degree of lighting so as to respect the character of the neighborhood (residential and non-residential) and the safety issues of the community.

DG4.3.5 Street layouts should follow existing natural contours, where possible, to integrate the street with the topography.

DG4.3.6 Barrier-free design amenities for the disabled shall be provided.

DG4.3.7 Transportation nodes conveniently located so as to move people, goods, and vehicles efficiently throughout the area shall be provided.

DG4.3.8 Street furniture should be utilized where it is complementary to and consistent with community character.

DG4.3.9 Coordinated site and street furniture should be included in all commercial streetscape projects, and should include seating, trash containers, and bike racks. Street furniture recommended includes, but is not limited to, drinking fountains, planters, directories/kiosks, bollards, bus stop structures, and tree grates.

DG4.3.10 Furnishings and street utilities should not clutter or dominate the setting. Where possible, furnishings should be grouped to provide relief for pedestrians, and to introduce human scale to the project.

4.4 Automobile Area

Design Standards

DS4.4.1 Access shall be taken from the side streets or alleys when side streets and alleys are located adjacent to the project and meet access width requirements.

DS4.4.2 Projects requiring access from the primary street shall be designed with the following standards:

a. Projects with less than 100 linear feet of primary street frontage shall have a maximum of one vehicle access point from the primary street.

b. Projects with 100 linear feet or more of primary street frontage shall have a maximum of two vehicle access points from the primary street permitted.

DS4.4.3 Projects with controlled entrances, including vehicular access gates to parking areas, shall be located a minimum of 18 feet from the street or back of sidewalk, whichever is greater, to accommodate at least one vehicle entering the site without queuing into the street or public sidewalk.

a. Controlled entrances providing access to more than 50 units shall be located a minimum of 36 feet from the street or back of sidewalk.

DS4.4.4 For projects with more than 20 units, decorative paving and landscaping shall be incorporated into driveway entries.

a. Accent tree species and shrubs containing a mix of flowering vegetation and varying textures shall be provided to visually emphasize the entrance.

b. Trees shall be located to allow for vehicle clearances and traffic visibility.

c. Decorative paving shall be required for a minimum depth of 20 feet and spanning the width of the project driveway entries. Decorative paving consists of stamped or stained concrete, pavers, and or cobblestones.

DS4.4.5 Surface parking areas, covered and uncovered, located adjacent to a street shall not be visible from the street through a visual buffer consisting of landscaping, planted earth berms, fencing, topography, or combination of the above per the following:

a. Projects with five to 20 units shall have a minimum 5-foot-wide visual buffer (measured from the back of sidewalk or street curb to the parking lot paving, whichever is greater), and a minimum of three feet in height of screening.

b. Projects with 21 to 50 units shall have a a minimum of 10-foot-wide visual buffer (measured from the back of sidewalk or street curb to the parking lot paving, whichever is greater), and a minimum of three feet in height of screening.

c. Projects with more than 50 units shall have a minimum of 15-foot-wide visual buffer (measured from the back of sidewalk or street curb to the parking lot paving, whichever is greater), and a minimum of three feet in height of screening.

DS4.4.6 Surface parking areas, covered and uncovered, located within 15 feet of ground floor bedroom windows, shall be located, oriented, or screened to prevent visual intrusion from vehicle lights.

DS4.4.7 Parking structures shall be screened from the primary street. 75 percent of the public-facing elevations of parking structures shall be screened with habitable building space or with trees (measured when grown to a mature height).

Design Guidelines

DG4.4.1 Driveway entrances into parking areas for commercial and multi-family projects should be minimized in order to avoid breaking the pedestrian continuity of the sidewalk areas. Driveways should be minimized in number by providing shared driveways at property lines. Care should be taken to ensure that other urban design concepts such as linear plazas and visual corridors are not compromised by these driveways.

DG4.4.2 Driveways should be carefully designed with the pedestrian crossing in mind.

DG4.4.3 Large parking areas should feed off an internal project street rather than a public street area.

DG4.4.4 Surface parking should be broken up with planting areas featuring large canopy trees to reduce glare and provide shade.

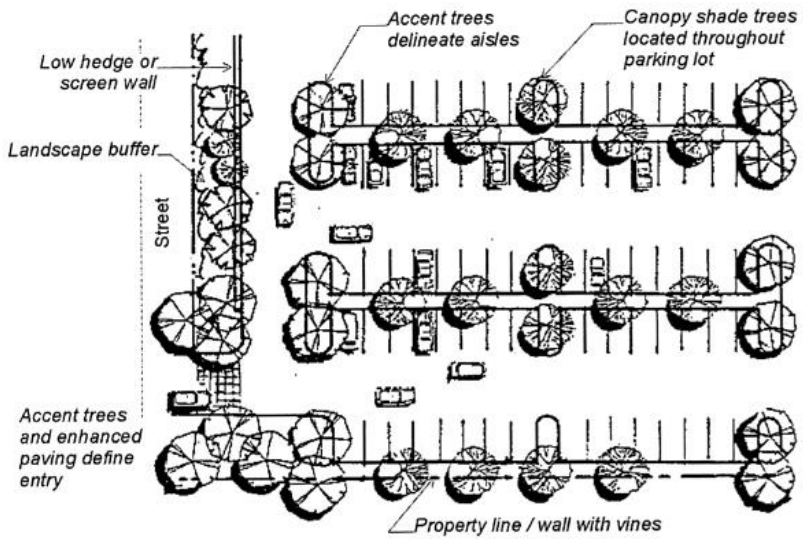


Figure 4-1 Encourage Canopy Tree Use

DG4.4.5 Safe, attractive walkways should link parking areas to the building entrance.

DG4.4.6 Parking lots should be visually buffered from adjacent streets and properties through the use of earth berms or landscape screens (See Figure 7-2).

DG4.4.7 Parking lot connectivity is encouraged for adjoining commercial and office uses.

4.5 Pedestrian Area

Design Standards

DS4.5.1 Paved and ADA accessible pedestrian walkways shall connect each residential unit entry to all common areas, including but not limited to parking areas, transit stops adjacent to the property, common open space areas, mailboxes, and other on-site amenities.

DS4.5.2 Paved and ADA accessible pedestrian walkways shall connect each residential unit entry to existing and proposed public sidewalks and trail systems adjacent to the property.

DS4.5.3 Pedestrian walkways shall incorporate the following design standards:

a. Pedestrian walkways shall be at least four feet wide.

b. Where a pedestrian walkway intersects a driveway or other vehicular access, paving materials or colors that are different from those used in the driveway shall be provided to visually define the pedestrian route.

c. Pedestrian-scaled lighting, with an average horizontal illuminance of 0.5 foot candle (fc), shall be provided to illuminate connections to parking and common areas to and from residential units. The following light fixture types shall not exceed the following height provisions:

- Freestanding pole - Not greater than 14 feet as measured from finish grade to the bottom of the light fixture.
- Building-mounted - Shall be located below the roof eave or 14 feet whichever is less.
- Bollard - Said fixture type shall not exceed a height of 42 inches as measured from finish grade to the top of the fixture.

Design Guidelines

DG4.5.1 Provision of pedestrian walkways, if any, shall be reflective of the community character of the neighborhood.

DG4.5.2 Creativity in layout, material, and color is encouraged in the design of pedestrian walkways.

DG4.5.3 Pedestrian walks should be fully integrated with the internal site vehicular circulation system to allow safe and convenient pedestrian traffic. Special emphasis should be placed on providing safe, walkable and landscaped pedestrian access through parking areas to building entrances.

DG4.5.4 Walkways should have minimal lighting consistent with safety standards and community character.

DG4.5.5 Walkways should be designed to complement public improvements. Additional amenities such as sidewalk cafes, seating areas, shelters, and viewpoints that enhance the pedestrian experience should be used whenever feasible. If such amenities are provided, they shall be located on wide walkways to prevent obstruction.

DG4.5.6 A safe and separated pedestrian access should be provided from the public right-of-way, in addition to pedestrian access from parking areas.

DG4.5.7 Parking lot design and walkways should minimize use of impervious surfaces in a manner consistent with NPDES requirements.

DG4.5.8 Pedestrian walkways shall be concrete, stamped concrete, concrete pavers, or permeable surface materials in conformance with ADA criteria.

5. Architecture and Sign Design Standards and Guidelines

The purpose of this section to provide guidance for architectural design that not only complements, but also enhances community character.

5.1 Guiding Principles

5.1.1 Buildings shall be designed with the site potentials and constraints in mind. Pre-designed buildings or stock plans are rarely appropriate for the site and fail to take advantage of the site opportunities, including, but not limited to, usability, natural terrain, scale, walkability, energy efficiency, solar orientation, advantageous views, relationship to adjoining uses, and prevailing winds.

5.1.2 The impact on surrounding uses shall be considered in the building design.

5.1.3 The character of the community in which the project is to be built shall be considered when designing the building.

5.1.4 The eclectic architectural nature of Encinitas should be reflected in any project.

5.2 Design Standards and Guidelines

The Architectural and Signage Design Standards and Guidelines are contained in the following sections: Building Design; Reduction of the Visual Bulk of Structures; Façade Articulation Colors and Materials; Architectural Character and Detailing; Solar Integration; Mechanical Equipment; Fences and Walls; Privacy; and Signage.

5.3 Building Design

Design Standards

DS5.3.1 Building massing shall articulate individual units or clusters of units through varied footprints, heights, setbacks, roof forms, materials and/or colors. Surface detailing/articulation is not an acceptable substitute for distinctive massing.

a. Buildings with five or more units shall have no more than 75 percent of the exterior wall elevations on a single plane. The following offset depths and number of planes shall be provided based on the length of the elevations. (See Figure 5-1)

Elevation Length	Min/Avg Offset Depth	Min Number of Planes***
25 - 50 feet	1 foot/ 2 feet	2 *
50 feet – 100 feet	3 feet / 5 feet	3 *
> 100 feet	5 feet / 8 feet	4**

*Any one wall plane area shall be a minimum of 20% of the total area of the elevation.

**Any one wall plane area shall be a minimum of 15% of the total area of the elevation.

***If the building exceeds 30' in height or two stories, the number of planes shall be increased by one more plane.

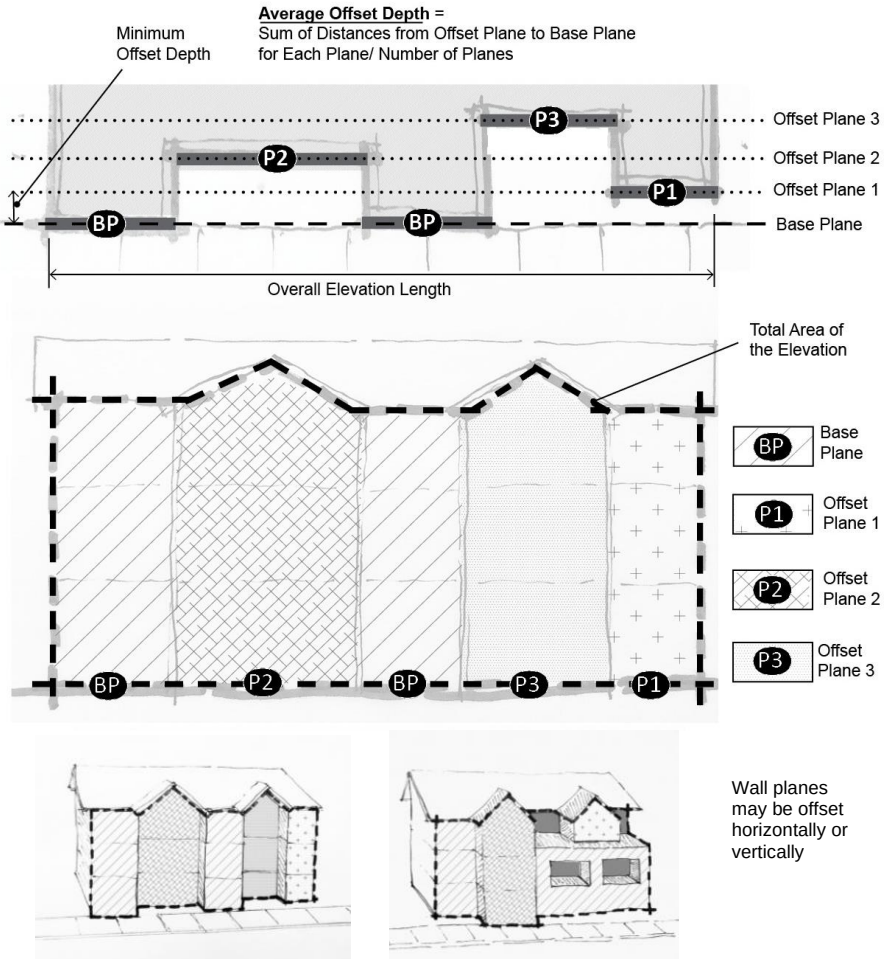


Figure 5-1 Building Massing with Offset Planes

DS5.3.2 Attached private garages, carports, and accessory buildings located along a public right-of-way shall be setback a minimum of two feet from the primary building and shall use the same building materials, articulation, and colors as the building they serve.

DS5.3.3 Garage doors shall be recessed into the garage wall a minimum of four inches to provide shadow relief.

Design Guidelines

DG5.3.1 Design for buildings should pay special attention to roof area treatment and materials. Pitched roofs or other special roof forms are usually preferred to flat roofs (See Section DG5.4.4). Large flat roofs shall be avoided. If visible, flat roofs shall be accompanied by parapets or other design elements to screen them from view. In visible areas, roof materials and the backsides of parapets should be earth tone colors. Large flat roof surfaces should incorporate shed roofs, porches, or trellis-covered exterior walkways to aid in reducing the scale of a structure. In larger buildings, careful attention should be given to the view of the roof surface and appurtenances from off-site locations.

DG5.3.2 Structures should be designed to create transitions in form and scale between large buildings and adjacent smaller buildings. For example, if adjacent buildings are one story, new buildings should gradually transition from one story to two stories.

DG5.3.3 Building forms should be designed to create visual interest. Changes in form accomplished by varying levels and planes can create a visually interesting structure while minimizing the appearance of bulk (See Figure 5-2).

Figure 5-2 Visual Interest in Building Form

DG5.3.4 For subdivisions having five (5) or more lots, a minimum of one (1) in five (5) should be single-story when located within the Rural Residential (RR) through Residential-8 (R-8) zones. Additional single story homes may be required to address site specific issues.

DG5.3.5 Variety in home design is an important element of residential subdivisions. Homes of similar exterior design treatment, floor plan or color scheme should not be located in close proximity to one another. As a general rule for subdivisions of five or more lots, a minimum of three (3) distinctly different floor plans and exterior design treatments should be provided, more in the case of larger subdivisions. No two homes of similar color schemes or floor plans should be located on adjacent lots or directly across the street from one another. No homes of the same exterior design treatment should be located within three (3) lots nor directly across the street from one another.

DG5.3.6 Non-residential building facades should be staggered to decrease the commercial strip image as well as provide for additional visual interest and identification for separate retail stores. Building facades should have a compatible material treatment of all elements of the structure (See Figure 5-3).

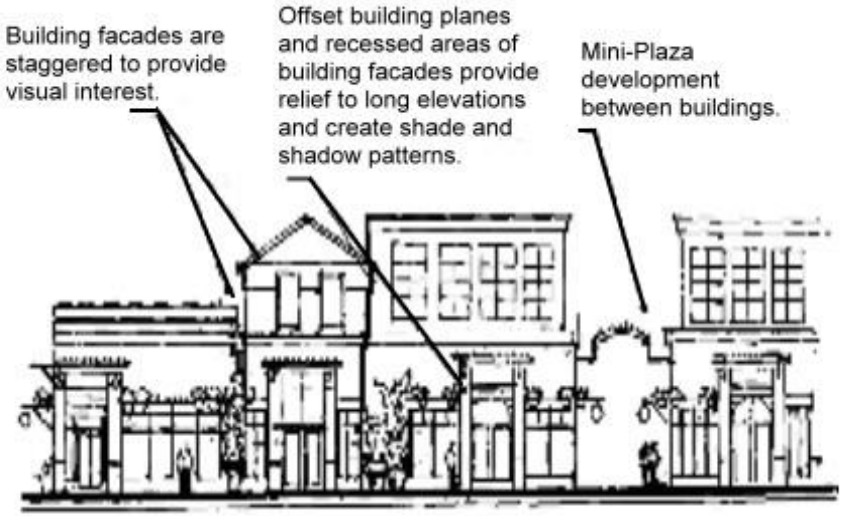


Figure 5-3
Encourage Visual Interest in Building Facade

DG5.3.7 Buildings on sloped sites should be sensitive to the topography and angle of the slope.

a. Structures should utilize building materials and color, in earth tones, particularly darker hues, when located on hillside topography or in view corridors.

b. Buildings should provide a variety of floor levels to step with the slope. Roof forms should also follow the slope.

DG5.3.8 Walled patios, loggias, and arcades are encouraged as architectural elements to create places for outdoor activities on the site and to create transitions between indoors and outdoors. They should also be used to link individual buildings together for multi-family and non-residential projects.

DG5.3.9 Visual interest is strengthened by shadow relief. This is best accomplished by breaking larger masses into smaller parts. (See Figure 5-4)

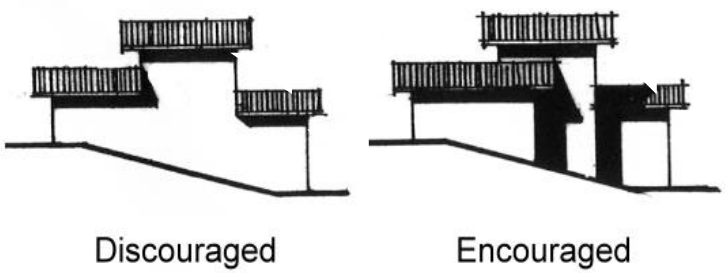


Figure 5-4 Overlapping Masses

5.4 Reduction of the Visual Bulk of Structures

Design Standards

DS5.4.1 For buildings with three (3) stories or more, a minimum of 30 percent of the building façade above the second story shall be set back from wall planes located adjacent to a single-family residential or duplex zone, or with primary street frontage along a collector, major arterial, or prime arterial street, as shown in the City's Circulation Element. The average setback shall be ten (10) feet minimum for the upper floors above the second floor as measured from the first-floor building wall plane. (See Figure 5-5)

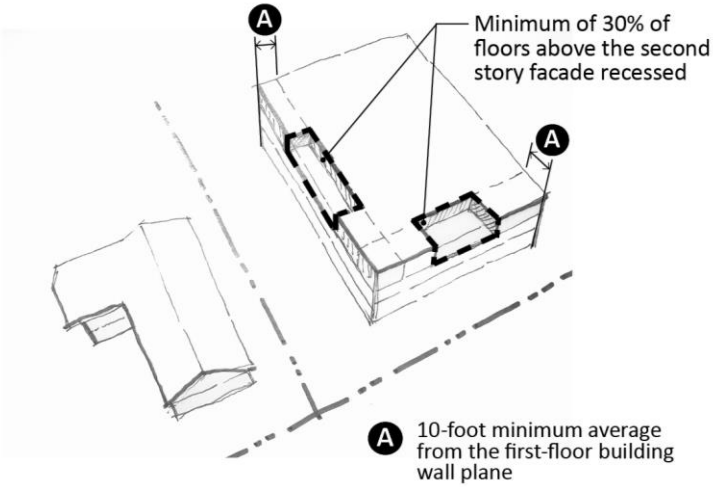


Figure 5-5 Upper Floor Setbacks

DS5.4.2 At least every 40 feet, roof lines shall be varied through the use of architectural elements such as varying roof height or form, varying cornices, reveals, clerestory windows, or dormers.

DS5.4.3 Parapets used to screen rooftop equipment shall be a minimum 3 feet in height and shall block the view of the equipment from the adjacent public right-of-way.

DS5.4.4 The inner side of a parapet shall not be visible from pedestrian view.

Design Guidelines

DG5.4.1 The apparent mass of each building should be minimized by placing the building away from adjacent streets, thus allowing space for landscaping to soften the appearance of the building heights. In addition, the wall planes facing the streets should modulate, creating a varying street façade.

DG5.4.2 Large or long unbroken wall planes should be avoided. Building masses should be broken into smaller-scale elements. In order to produce shadows and visual relief, elevations should be articulated with eave overhangs, decks, porches, architectural projections and recesses, varied rooflines, varied materials and

color, second story setbacks, courtyards, and projected windows.

DG5.4.3 The topography of the site can be used to reduce the visual bulk of a building. On sloped lots, buildings should be integrated into and step with the slope.

DG5.4.4 The roof is the most visible portion of the building and should be designed to provide architectural unity and interest to a building. Roof lines should be varied vertically and horizontally to provide greater visual relief. Roofing material and design should provide texture, pattern and overall interest to the building rather than present a dull, flat appearance (See Figure 5-6).

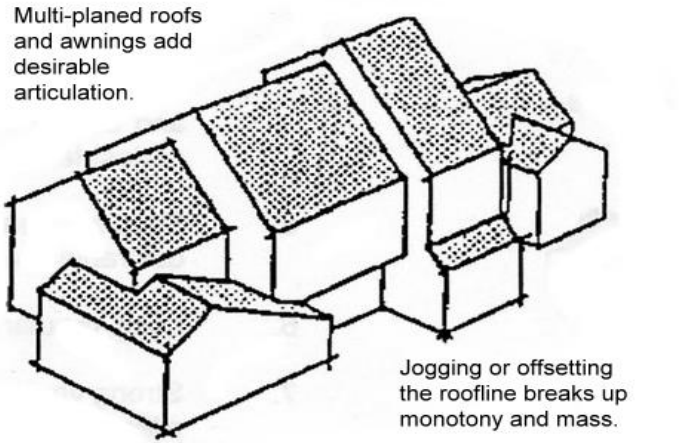


Figure 5-6 Encourage Rooftop Offsets

DG5.4.5 Rooflines should avoid extended flat horizontal lines.

DG5.4.6 Use of engineered vertical walls, including keystone and other block or masonry walls, shall be avoided where possible and minimized where necessary in order to avoid visual impact. Consideration shall be given to rounding of walls and use of offset walls softened with landscape treatment. Retaining walls (or offset sections thereof) should be kept to an exposed height not exceeding six feet where possible.

DG5.4.7 Large buildings should be designed to appear as an aggregation of smaller “building blocks” rather than a single large block or box.

DG5.4.8 A human scale should be achieved near ground level on large buildings and along entryways with the use of human scale elements including, but not limited to, windows, doors, columns, beams, canopies, overhangs, and arcades.

5.5 Façade Articulation Colors and Materials

Design Standards

DS5.5.1 Each wall Articulation includes, but is not limited to, applied materials that extend at least three inches from the face of the structure to the face of the materials (glazing, tile, brick, stone, concrete, siding, plaster, or similar materials) and applied elements or architectural features (awnings, trellises, pilasters, or similar protruding design elements).

DS5.5.2 Material changes shall occur at the interior of intersecting wall planes (inside corners of walls).

DS5.5.3 In addition to the standards above, projects shall provide adequate façade articulation and an appropriate mix of materials and colors through a combination of the criteria in the Articulation, Material, and Color Design Matrix table. Projects shall earn at least 10 points, or 12 points for projects with building exceeds 30 feet in height or two stories, out of 22 points.

Articulation, Material, and Color Design Matrix	**Project Points**	**Point Value**
Articulation, materials, and color are incorporated on all building elevations.		4
Blank walls without doors and windows are less than 30 feet in length along every sidewalk, pedestrian walkway, and publicly accessible common open space.		3
Buildings incorporate in at least one elevation regular recesses or projections (e.g. recessed grouping of windows, recessed panels, bay windows, etc.) which are a minimum of four inches in depth.		3
Buildings three stories or taller are designed to differentiate a base, body, and a top through varied materials, colors, fenestration patterns, and other architectural elements.		3
Buildings incorporate shading and weather protection devices or architectural details which are a minimum of two feet in depth.		2
Buildings present a material or color change between the first floor and upper floor elevations.		2
Roofs are light-colored in order to reflect rather than absorb solar heat.		2

Buildings oriented towards a primary street frontage present a material or color change between the first floor and upper floor elevations.		1
Building facades incorporate at least two colors and/or two materials.		1
Three out of the four main building facades incorporate windows.		1
Total	**10/12 Required**	**22 Points**

Design Guidelines

DG5.5.1 Exterior facing materials are one of the major determinants of a building's visual image. Variety in complementary exterior materials and colors should be used. Additional colors, materials and details including, but not limited to, fascia, trim, and railings may be applied to small areas to emphasize certain features including entrances, decks, etc. Trim, fascia, rafter tails and the like should be of a sufficient dimension to achieve the desired visual effect and to be consistent with the overall character of the building design.

DG5.5.2 Use of manufactured materials that simulate natural materials (e.g. cultured stone, wood siding panels, etc.) is acceptable. However, the use of such materials should be used in a manner that appears natural (e.g. avoid use of visually unsupported cultured stone, particularly on wainscots not reaching the ground and over openings).

DG5.5.3 Glass, skylights, and reflective materials such as aluminum and plastic should be used carefully to minimize their reflective properties. Overhangs should protect large areas of glass. Highly reflective mirrored glass or roofing should be avoided.

5.6 Architectural Character and Detailing

Design Standards

DS5.6.1 Window and door style, material, shape, and proportion shall be consistent on all elevations of the building.

DS5.6.2 Window treatments shall be designed utilizing one of the following methods to provide surface relief and texture:

a. Built-up windowsills and trim, at a minimum ½-inch thick from the face of the adjacent wall.

b. Recessed windows with at least two inches provided from the surrounding exterior wall to the window glass surface.

DS5.6.3 Storefronts in new mixed-use developments shall contain clear openings and windows for a minimum of 60% of the total area of the first-floor facades facing sidewalks, pedestrian walks, or publicly accessible outdoor space areas.

DS5.6.4 Primary building entries serving multiple units shall be recessed or projecting elements, and/or have an integrated change in roofline.

DS5.6.5 Primary building entries shall include either projected or recessed weather protection with at least 24 square feet of weather cover, centered over the entry doorways.

DS5.6.6 Individual unit entry design shall incorporate a porch, stoop, projecting element above the entrance, or changes in material, roofline, or wall planes.

DS5.6.7 Ground floor dwelling units fronting a pedestrian-oriented street shall provide a primary entry with an individual or shared porch or stoop. Individual porches/stoops shall be at least four feet wide, and shared porches/stoops shall be a minimum of six feet wide.

Design Guidelines

DG5.6.1 Buildings should include sensitive architectural detailing and careful selection of materials to enhance character definition. Special care should be given to building detailing on all visible sides of developments, particularly at building entrances. Although side and rear elevations may be less intensely detailed than the front elevation, some recollection of front elevation materials and detailing shall be incorporated.

DG5.6.2 Walls and fences shall be compatible with the surrounding landscape and architecture. Straight, unbroken solid fence or wall lines can become monotonous and should be avoided, through the use of offsets, color changes, columns, and varied material treatments.

DG5.6.3 Building masses should be arranged so that they create shadows and emphasize the contrast of light and shaded surface.

5.7 Solar Integration

Design Standards

Not Applicable

Design Guidelines

DG5.7.1 The use of solar and other energy collecting and conserving strategies is strongly encouraged. Solar hardware, such as water heating collectors, should be an integral part of the overall building design, and should never appear to just be set on roofs, walls, or the ground, as an after-thought (See Figure 5-7).

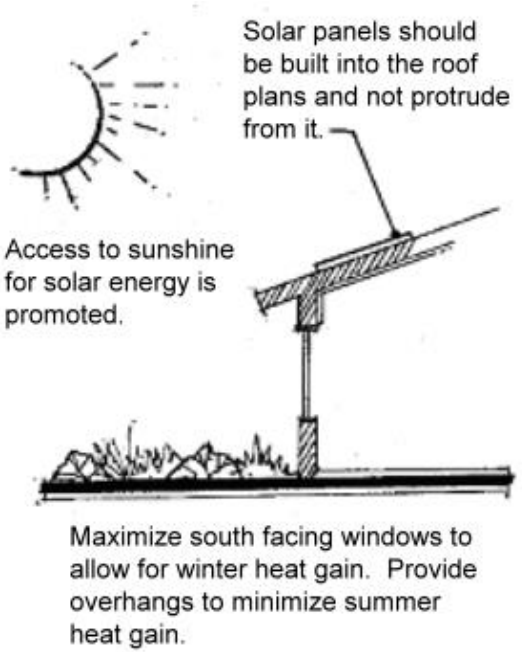


Figure 5-7 Encourage Solar Integration

DG5.7.2 Glass areas should be integrated into the structure in a manner that maximizes use of solar energy.

DG5.7.3 Solar equipment shall be designed to avoid reflecting onto nearby buildings, streets, open space, or pedestrian areas.

5.8 Mechanical Equipment

Design Standards

Not Applicable

Design Guidelines

DG5.8.1 All roof-mounted equipment and appurtenances, including air conditioners and their associated vents, conduits and other mechanical equipment, shall be architecturally integrated and shall be shielded from view and sound buffered (See Figure 5-8).

DG5.8.2 Rooftop vent pipes should be combined below roof level, or if not feasible, below the parapet height of the roof, and shall utilize decorative caps where visible from any point.

DG5.8.3 Ground-mounted mechanical and electrical equipment shall be screened through the use of a wall, roof, fence, slopes, landscaping, berms, or combination thereof.

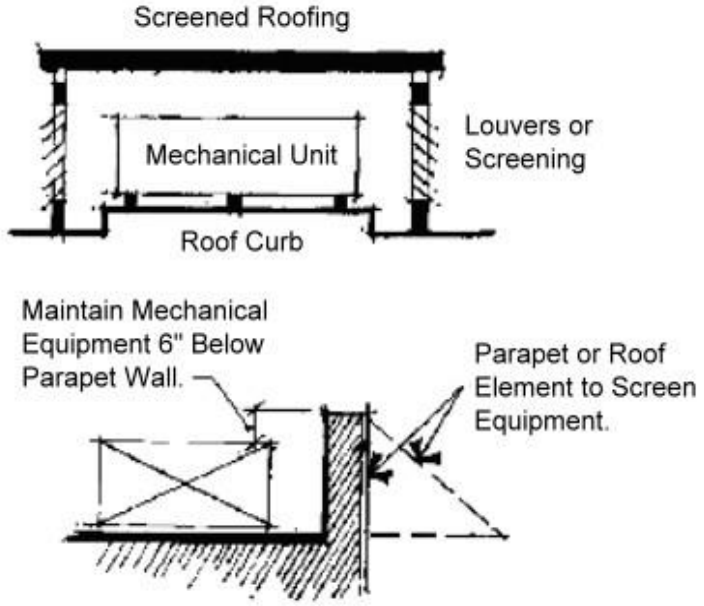


Figure 5-8
Encourage the Screening of Mechanical Equipment

5.9 Fences and Walls

Design Standards

DS5.9.1 Fences and walls on sloped sites shall slope or step with the topography so as not to exceed fence height requirements.

DS5.9.2 Where all grading requirements are met and the retaining requirement exceeds six feet, a maximum of three freestanding or retaining walls within 20 horizontal feet are permitted if a four-foot minimum landscaped step-back is provided between each proposed wall with a maximum height of six feet for each wall.

DS5.9.3 Exterior fences and walls abutting a public right-of-way shall provide a minimum three-foot by eight-foot-long landscaped recession for every 50 feet of continuous fence or wall length.

DS5.9.4 A fence or wall located adjacent to a public sidewalk or trail shall include an illuminated pedestrian entry gate a minimum of every 200 feet.

Design Guidelines

Not Applicable

5.10 Privacy

Design Standards

DS5.10.1 Buildings and windows located within ten feet of an adjacent existing single-family home shall prevent unscreened direct views into the site and shall be designed with one or more of the following:

a. Windows, doors, porches, balconies, patios, and decks shall not directly align with adjacent primary interior living areas or exterior open space gathering areas.

b. Utilize non-transparent or obscured glazing, such as frosted or patterned glass.

c. Permanent architectural screens or affixed louvers at windows.

d. Smaller and/or higher placed (clerestory) windows located near directly aligned adjacent windows.

e. Landscape screening as described in Design Standard DS2.6.2 under Separation and Buffers.

DS5.10.2 Upper floor balconies and decks facing living areas on adjacent buildings located within twenty feet, shall not be permitted to encroach into the setback.

Design Guidelines

Not Applicable

5.9 Signage

Design Standards

Not Applicable

Design Guidelines

DG5.9.1 Project signage should be unified and provide orientation, direction, and sense of arrival. Clear hierarchy for major and minor entries, project and street names, traffic information, public facilities, and shopping opportunities should be integrated under one common graphic system.

DG5.9.2 Where project identification signs are provided, they should be located at the primary entrances to a project. These permanent signs should be incorporated into a freestanding entry monument with appropriate material and color accents that are consistent with the project design theme.

DG5.9.3 Design of entry signs shall be consistent with the design of the project and complement the surrounding neighborhood. Monument entry signs should be integrated into a landscape plan.

DG5.9.4 Secondary site signs should include information signs for parking and traffic control, loading areas, directory information, etc. These signs shall conform to other signage located within the project in terms of type, style, layout, form, detail, colors, and materials.

DG5.9.5 All signs shall be of materials and design that are compatible with and complementary to the on-site design concept as well as landscape and physical design features.

DG5.9.6 Where freestanding signs are proposed, they should be of a monument style composed of materials that are architecturally related to the buildings on the site.

DG5.9.7 Freestanding "can" type signs with interior illumination are discouraged. Consideration shall be given to alternative sign types, including use of halo-lit sign lettering, surface mounted lettering lit from above or below, sandblasted wood panels, or other treatment compatible with the design of the on-site buildings and adjoining properties. In the case of signs lit from above or below, the source of light shall not be visible from publicly accessible areas in the vicinity of the sign.

DG5.9.8 Signage should not dominate exterior building architecture or individual storefront design. Signs should be no larger than required for legibility and should respect the scale, proportions, colors, and materials of the buildings to which they are applied.

DG5.9.9 Different sign types may be utilized with a project; however, they shall maintain a uniform design theme. In lieu of a standard interior-lit can type sign, creative sign types shall be considered, including, but not limited to, the following:

a. Carved or incised into wall surface material.

b. Inset in decorative tile work.

c. Cast, carved, or inset in some form of plaque attached to the wall.

d. Individual letters pegged out from wall surface.

e. Signage may be suspended within the openings into an arcade if height and configuration allow it.

f. Suspended blade signage may be projected perpendicular to the walls, vertical columns, or posts of the arcade.

g. Blade signs may be suspended from the ceiling of the arcades perpendicular to the storefronts to provide easy reference for pedestrians moving within the arcades.

6. Lighting Design Standards and Guidelines

Light pollution is a major concern for the citizens of Encinitas. The Design Standards and Guidelines have been developed to help integrate the community's development and prevent lighting from interfering with residential properties. Lighting within the project should provide for the safety of pedestrians and aesthetically enhance the project.

6.1 Guiding Principles

6.1.1 New lighting should not impact any adjacent properties.

6.1.2 Exterior lighting shall be the minimum necessary to provide for safety.

6.2 Design Standards and Guidelines

Design Standards

DS6.2.1 All outdoor light fixtures, including pole lights, wall mounted lights and bollards, shall provide nighttime safety and security while conserving energy, protecting the night sky, and minimizing glare and light trespass within and beyond the project site. Outdoor lighting shall be hooded, fully shielded, and aimed downward.

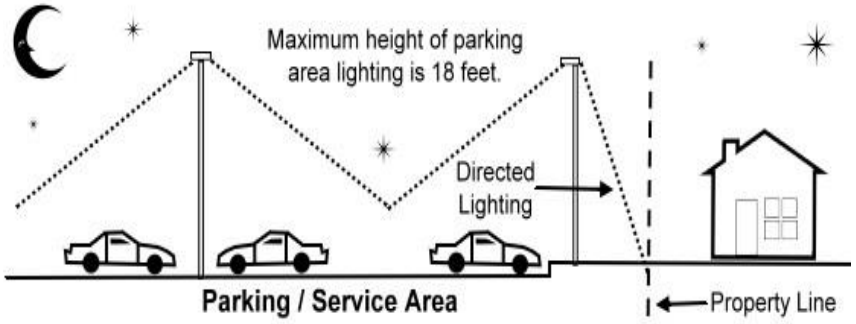


Figure 6-1
Control for light and glare onto adjacent properties.

Design Guidelines

DG6.2.2 High intensity lighting shall be limited to service areas or other similar locations.

DG6.2.3 Service area lighting should be contained within service yard boundaries and enclosure walls. Light spillover should not occur outside the service area.

DG6.2.4 Light intensity shall be minimized to reduce indirect lighting of the nighttime sky.

DG6.2.5 Lighting elements should not dominate a landscape during daylight hours.

DG6.2.6 The use of walkway and landscape feature lighting is encouraged for safety and aesthetic purposes

DG6.2.7 Landscape up-lights are effective for accentuating trees and other plant material; however, they should not be used as the sole source of illumination along walkways or other pedestrian areas.

DG6.2.8 All site, landscape or building exterior lighting shall be of a configuration, style, finish, and color that complements the architectural theme and materials established by the building architecture. Patterns of light and fixture concealment should be designed to avoid glare and intrusion into adjacent properties. The light source should not be visible from surrounding properties or public areas.

DG6.2.9 Lighting shall not be used as an attention-getting device.

7. Landscape Design Standards and Guidelines

The eclectic nature of the Encinitas landscape is a special feature that provides a significant basis for the City's character definition.

7.1 Guiding Principles

7.1.1 A variety of plant materials should form the basis for any landscape design rather than excessive repetition of species.

7.1.2 Native plant materials should be used adjacent to native areas and when consistent with fire safety requirements.

7.1.3 Landscape design shall take neighboring property views into consideration.

7.1.4 Project landscaping shall take into consideration the constraints and opportunities of the site and adjacent properties.

7.1.5 The impacts on surrounding properties shall be considered in a project's landscape plan.

7.1.6 The landscape character should be compatible with that of the community and neighborhood.

7.2 Design Standards and Guidelines

The Landscape Design Standards and Guidelines are contained in the following sections: Parkways and Medians; Project Entries; Parking Areas; Slope Planting Design; and Drainage.

7.3 Design Standards

DS7.3.1 All projects proposing more than 500 square feet of new or 2,500 square feet of rehabilitated landscaping shall be subject to the water efficient landscaping requirements pursuant to the Encinitas Municipal Code Chapter 23.26.

DS7.3.2 All disturbed ground not occupied by buildings, amenities, parking, or circulation shall be landscaped or restored.

DS7.3.3 At least 50% of the total landscaped areas shall be Southern California native species.

DS7.3.4 In addition to the standards above, projects shall provide adequate landscaping through a combination of the criteria in the table below. Projects shall earn at least 18 points out of 35 points as provided in the Landscape Design Matrix.

Landscape Design Matrix	**Project Points**	**Point Value**
A minimum of one (1) 15-gallon tree or equivalent box size and ten (10) five-gallon shrubs are planted for every 1,000 square feet of required landscape area.		6
Plant selections along pedestrian walkways feature trees with tall canopies at a regular interval of every 30 linear feet, to provide shade and maintain visibility for pedestrians.		4
Areas of turf comprise less than 25 percent of the total required landscape area (excluding common open spaces).		3
Planters are mounted along the front elevation of a building at a regular interval of every 20 linear feet. Planters are a minimum of 24 inches tall and 18 inches wide and are open-bottomed with root barriers.		3
Deciduous trees are planted in south-facing private or common open spaces, to provide solar access during winter months and shade during summer months.		3
Seventy-five (75) percent but less than 90 percent of the total landscaped area is Southern California native species.		2
Ninety (90) percent or greater of the total landscaped area is Southern California native species.		4
Trees and shrubs located on west sides of buildings are planted in small clusters or concentrations, to reduce heat build-up during afternoon hours.		2
Project areas that feature graded slopes are re-vegetated with Southern California native plants.		2
Planters are mounted on either side of pedestrian walkways at a regular interval of every 20 linear feet. Planters are a minimum of 24 inches tall and 18 inches wide and are open bottomed with root barriers.		3

The landscaped areas surrounding vehicular access points, entry monument signs, and pedestrian walkways into the project are landscaped with trees, shrubs, and plantings that are visually distinctive from the other landscape areas within the project.		2
Building facades facing a street or common open space are lined with ivy or other climbing plants.		1
Twenty-five (25) percent to 50 percent of the building roofs are vegetated in order to reflect rather than absorb solar heat.		1
Fifty (50) percent to 75 percent of the building roofs are vegetated in order to reflect rather than absorb solar heat.		2
Seventy-five (75) percent or greater of the building roofs are vegetated in order to reflect rather than absorb solar heat.		3
Total	**18 Required**	**35 Points**

7.3 Design Guidelines

DG7.3.1 Drought tolerant and native plant materials are encouraged.

DG7.3.2 An irrigation system should be installed for any landscaped area to ensure plantings are adequately watered. Specific conditions require specific irrigation solutions that should be implemented based upon the choice of plant material and when specific planting location is known. This can include, but is not limited to, hand watering, and temporary or permanent irrigation systems.

DG7.3.3 Graded slopes shall be promptly re-vegetated. Native plants and plant mixes are encouraged for revegetating large, sloped areas. Hydroseed may be used for groundcover and may include shrubs and trees. Groundcovers shall possess moderate or high erosion control qualities.

DG7.3.4 Landscaping should enhance natural site elements through the careful use of flower and leaf color and texture, plant forms and plant masses.

DG7.3.5 Landscaping should be designed to effectively enhance existing views or provide new view corridor opportunities.

DG7.3.6 Landscape design shall provide effective screening of parking areas, retaining walls, utility enclosures, utility cabinets, service areas, or service corridors to reduce negative visual impacts.

DG7.3.7 Grouped masses of plant materials shall be designed to complement architectural elevations and rooflines through color, texture, density, and form on both the vertical and horizontal planes.

DG7.3.8 Plant materials known to have root systems that are invasive or destructive shall be avoided.

DG7.3.9 The spacing of the plant material should be commensurate with anticipated mature growth in order to promote natural forms without the need for excessive pruning and maintenance in the future.

DG7.3.10 Deciduous trees should be used in south facing outdoor areas around buildings to provide solar access during winter months, while providing shade in hot summer months.

DG7.3.11 Trees and shrubs on west sides of buildings should be concentrated to reduce heat build-up during hot afternoon hours.

DG7.3.12 To allow visibility at pedestrian levels, landscaping materials in ground level view corridor areas should include trees with taller canopy areas rather than short bushy trees.

DG7.3.13 Plantings designed for major entries should relate directly to the existing surrounding environment. An entry monument or sign shall be adequately landscaped.

DG7.3.14 Turf areas should be minimized except where recreation areas are required.

DG7.3.15 Large walls or fences, such as around tennis courts, should be softened with appropriately scaled landscaping.

DG7.3.16 Perimeter fencing or walls visible to the public and neighboring properties shall avoid monotony by the use of recesses, planting materials and architectural features to visually “break up” their linear appearance.

DG7.3.17 Adjacent to natural open space areas and/or fire sensitive areas, fire retardant/resistant plants shall be utilized when consistent with Fire standards.

7.4 Parkways and Medians

Design Standards

Not Applicable

Design Guidelines

DG7.4.1 Street trees shall be a minimum 24" box size.

DG7.4.2 All parkway plantings shall be selected and located to not obstruct driveway visibility.

DG7.4.3 Existing street tree themes in the vicinity of the project shall be considered.

DG7.4.4 All parkway trees shall be selected and planted to maintain vehicular sight distance.

DG7.4.5 Parkways shall be irrigated with permanent, underground, automatic irrigation systems.

7.5 Project Entries

Design Standards

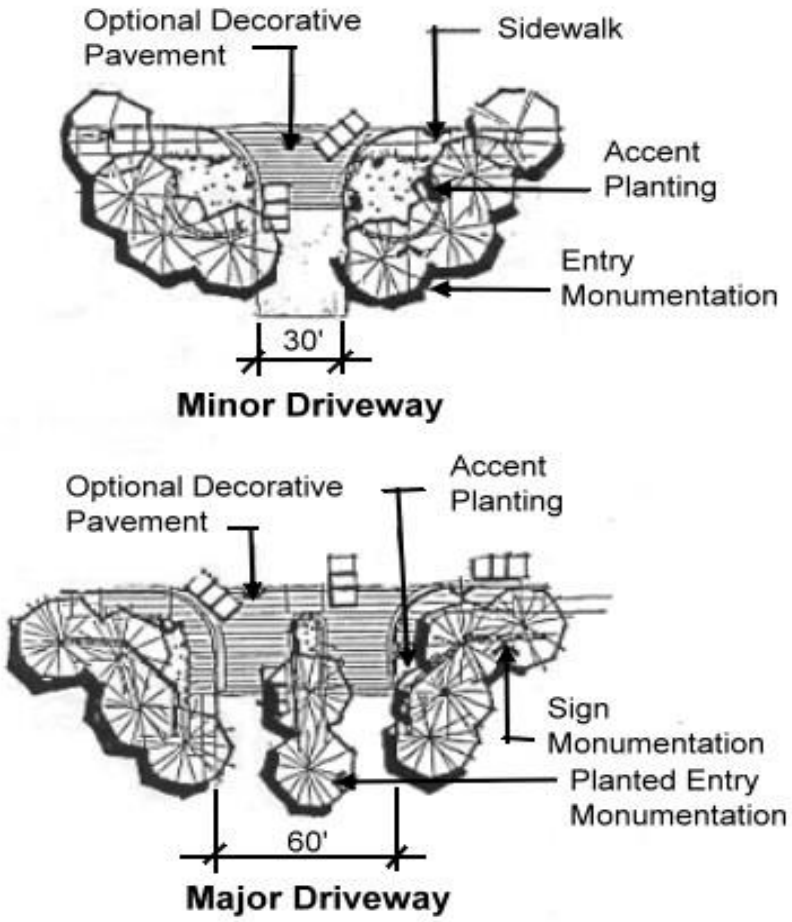
Not Applicable

Design Guidelines

DG7.5.1 The use of landscape entries (parkways and medians) is encouraged at major entries into each individual development if physical site dimensions allow and in a manner consistent with the character of the neighborhood/community.

DG7.5.2 Medians should be used in conjunction with a decorative paving treatment within the entry and exit drives (See Figure 7-1).

Figure 7-1 Encourage Driveway Landscaping



DG7.5.3 Planted areas shall have a minimum width that allows for adequate landscaping and proper maintenance.

DG7.5.4 A minimum of 75% of the area within all center islands and medians should be planted, where possible and where not detrimental to traffic safety. Those areas not planted should be paved with a decorative paving material to match or complement the decorative paving treatment within the roadway of the project entry.

DG7.5.5 Tree species and locations shall provide for vehicle clearance.

DG7.5.6 Landscaping should be the dominant element of the major entry statements.

7.6 Parking Area

Design Standards

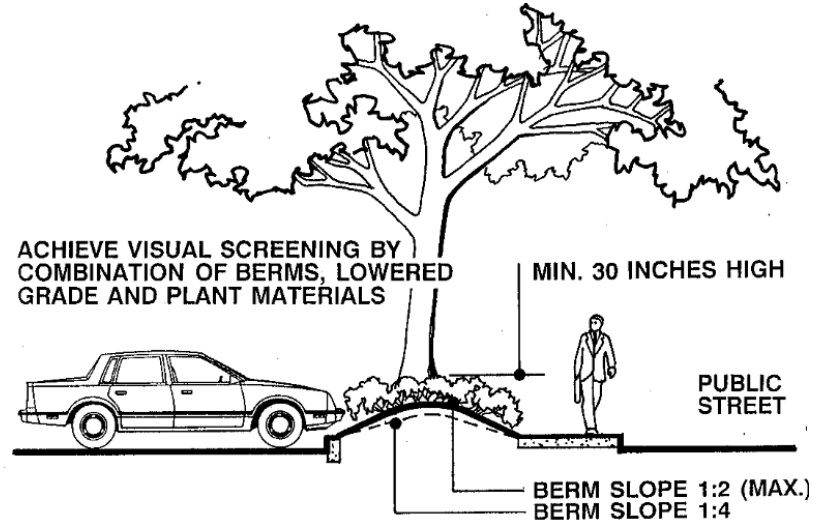
Not Applicable

Design Guidelines

DG7.6.1 Landscaped islands in parking lots are encouraged to provide an overhead tree canopy that screens parked cars and reduces the reflected glare from parking areas or lighting. Parking lot trees should be properly spaced and have a spread of at least 30 feet at mature height.

DG7.6.2 Where parking areas face a major public street, they shall be screened from view using decorative earth berms, dense shrub planting, low walls, trees, or a combination thereof (See Figure 7-2).

Figure 7-2 Encourage the Screening of Parking Areas



DG7.6.3 In parking lot areas, non-deciduous trees are recommended.

DG7.6.4 Trees shall be provided at a ratio of 1 tree per 5 parking stalls within or adjacent to parking areas.

DG7.6.5 Trees within or adjacent to parking areas should be distributed evenly throughout the area or clustered in a random pattern.

DG7.6.6 The tree size in parking areas should vary. Minimum tree size for trees within parking areas shall be 15 gallon.

DG7.6.7 Within parking areas of greater than 20 parking spaces, an island with a minimum interior planting width of 4 feet and length equal to that of the adjacent parking stall or equivalent planting area shall be provided within rows for every 10 cars within the parking area. To visually soften the appearance of the parking lot, islands should be located approximately equal spacing from each other and throughout the parking lot.

DG7.6.8 Trees with large, spreading canopies rather than upright, narrow trees should be utilized in parking areas in order to provide shade.

7.7 Slope Planting Design

Design Standards

Not Applicable

Design Guidelines

DG7.7.1 Plant materials should be selected for their effectiveness of erosion control, drought tolerance and visual blending.

DG7.7.2 Slope plant selection and location should consider neighbors' views.

DG7.7.3 Varied species and irregular plant spacing should achieve a natural appearance on disturbed or graded slopes. Trees shall be planted along contour lines in undulating groups to create grove effects that not only reinforce the natural undulating appearance of the slopes, but also soften the line of the graded slopes. A combination of trees, shrubs, and groundcover which can grow to varying heights should be used to screen, soften and reduce the manufactured appearance of slopes (See Figures 7-3).

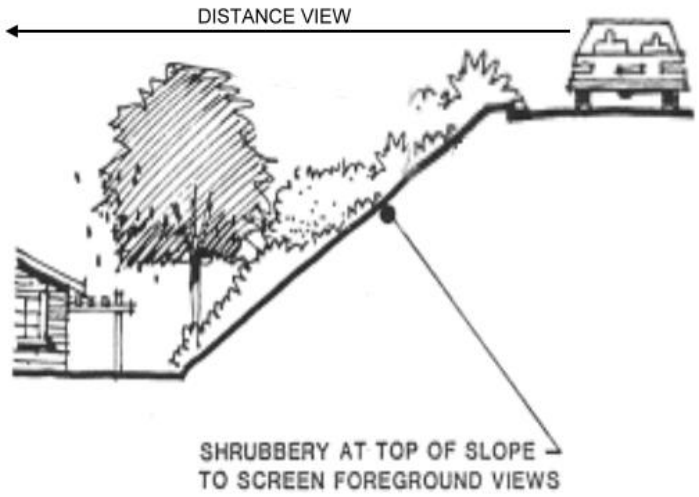


Figure 7-3 Views and Slope Plantings

7.8 Drainage

Design Standards

Not Applicable

Design Guidelines

DG7.8.1 Drainage devices (terrace drains, benches and intervening terraces) shall be placed as inconspicuously as possible on graded slopes. Natural swales leading downhill are good locations for down drains. The side of a drain should be bermed to further conceal it.

DG7.8.2 Private concrete drains shall be earth tones to blend with the natural color soil.

DG7.8.3 Landscape and site design shall incorporate Best Management Practices (BMPs) to control pollution in storm water runoff. Landscaped areas within the project shall be provided and used to treat runoff from impervious surfaces and roof drains prior to being discharged into the storm drain system. Landscape and site design shall be reviewed during the discretionary review process.

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