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**APPENDIX E: SMALL LOT ZONING DESIGN GUIDELINES**

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# Design Guidelines

for

## Small-Lot Single-Family Residential Developments

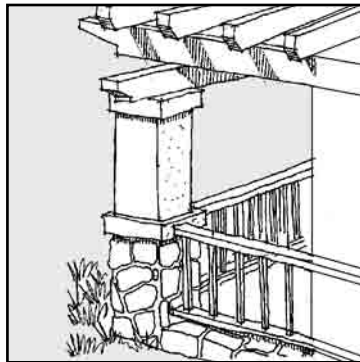
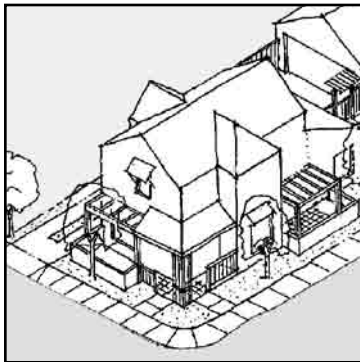
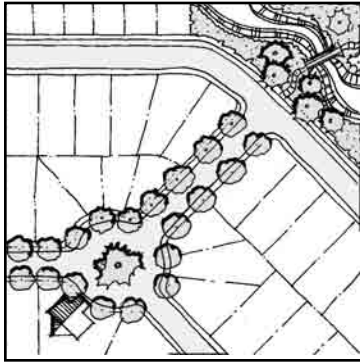


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# Design Guidelines

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**A. TABLE OF CONTENTS**

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<b>Section / DGL</b>	<b>Subject</b>	<b>Page No.</b>
A.	Background .....	1
B.	Purpose and Application of the Design Guidelines .....	2-3
<b>Section 1</b>	<b>Site Planning</b>	
DGL 1.1	Connections to Adjacent Uses .....	4
DGL 1.2	Internal Street Layout and Connections .....	5
DGL 1.3	Public Street Design .....	6
DGL 1.4	Private Street Design .....	7
DGL 1.5	Alley Design .....	8
DGL 1.6	On-Street and Off-Street Parking .....	9
DGL 1.7	Sound Walls and Entry Features .....	10
<b>Section 2</b>	<b>Lot Site Plan, Building Configuration</b>	
DGL 2.1	Lot Size / Floor Area Ratio (F.A.R.) .....	11-12
DGL 2.2	Setbacks and Building Separation .....	13
DGL 2.3	Garage Location: attached / detached; recessed, side drive, alleys .....	14
DGL 2.4	Parking Courts .....	15
DGL 2.5	Yards; Types and Sizes .....	16
<b>Section 3</b>	<b>Building Design; Elements, Materials and Color</b>	
DGL 3.1	Massing, Articulation, Proportion .....	17-18
DGL 3.2	Number of Stories .....	19
DGL 3.3	Materials, Variety .....	20
DGL 3.4	Roof Forms and Materials .....	21
DGL 3.5	Entries, Porches and Elements .....	22-23
DGL 3.6	Color, Variety .....	24
DGL 3.7	Trellises, Columns and Details .....	25
DGL 3.8	Fencing: Design and Location .....	26
<b>Section 4</b>	<b>Open Space and Landscaping</b>	
DGL 4.1	Street Trees and Yard Trees .....	27
DGL 4.2	Front Yard Landscaping .....	28
DGL 4.3	Tot Lots, Parks and Open Space .....	29
DGL 4.4	Private Yards .....	30

## A. BACKGROUND

### Background

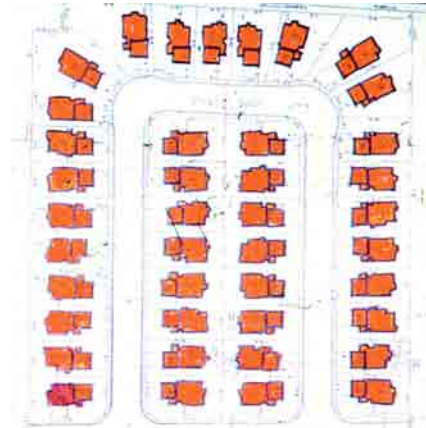
The following residential design guidelines are specifically for “small lot” single family developments. “Small Lots” range in size from 4,000 to 6,000 square feet. These guidelines may also be used, by the City, informally, in the review of other single family developments.

The City of Fremont has, in the recent past, approved a number of “small lot” single family developments under the City’s Planned District Ordinance. The Planned District Ordinance (Fremont Municipal Code, Title 8, Chapter 2, Article 18.1) encourages and provides a means to allow flexibility in the planning of superior development featuring variations in siting, lot sizes, density or setbacks; and/or non-conventional residential unit types. Recent projects appear, to both the City Council and Planning Commission, to be standard subdivisions, which are using the PD designation only to allow smaller lots and greater density, without the commensurate greater amenities or higher quality design.

In City Council and Planning Commission workshops a number of primary issues arose with regard to these projects. These include:

- “lack of substantial landscaping”,
- “useability of yards and open space”,
- “insufficient or inappropriate parking”,
- “insufficient building separation”,
- “little or no variety between buildings”,
- “garage doors dominate the street facade”,
- “buildings appear too big and blocky”,
- “lack of single story homes and elements”,
- “lack of variety in materials and colors”,
- “lack of architectural character and detail”,
- a shared dislike for current sound wall and sub division entry feature designs.

The City Council and Planning Commission have requested a set of guidelines be created to provide clear direction to the development community as to the City’s vision. The guidelines will be used to assist the planning staff, Planning Commission and City Council in evaluating the merits of future “small lot” development proposals.



#### Undesirable: Standard Sub Division Layout

*Recent projects appear to be standard subdivisions, using the PD designation only for smaller lots and greater density without commensurate amenities and high quality design.*



#### Undesirable: Home Design

*Prominence of garage doors, buildings appearing too big and blocky, insufficient single story elements, lack of variety in materials and colors, lack of architectural character and detail, have all been cited as deficient qualities of recent developments.*



#### Desirable: Streetscape

*The purpose of the Design Guidelines is to assist in the development of quality residential neighborhoods for current and future residents of the City of Fremont.*



## B. PURPOSE & APPLICATION OF THE GUIDELINES

### Purpose

The purpose of the design guidelines is to provide a clear set of design policies to project sponsors such as developers, property owners, architects and designers. These are the primary design issues which the planning staff, City Council and Planning Commission will use to evaluate project proposals. The goal is to expedite the planning review process by clearly stating the City's desires for quality design of residential projects.

### Application of the Design Guidelines

It is the intent of these Guidelines to be specific enough to be able to guide development, while at the same time flexible so as not to preclude creative design solutions.

The following Guidelines are to be used by the development proposal team to assist them in producing a quality Planned District development. The Planning Staff, Planning Commission and City Council will use these Guidelines as a framework for evaluating development proposals and for commenting on the design aspects of the proposed projects.

To assist the City's review, a project description is required for each submittal which discusses how the development proposal meets the various design guidelines for each topic, or why it varies from the guidelines, and the additional benefit the proposed project provide to the community.

### Zoning Ordinance

The Guidelines will be used to augment and reinforce the Planned District Ordinance, Fremont Municipal Code Title 8, Chapter 2, Article 18.1, as it relates to "small lot" residential developments. It is the intent and desire of the City to use the design guidelines to streamline and clarify the review and evaluation of project proposals.



**Desirable:** Streetscape with trees and architectural variety. The guidelines are to be used by the development proposal team to assist them in producing a quality Planned District development.



**Desirable:** Homes which minimize the impact of the garage on the streetscape and have prominent entries.



**Undesirable:** Homes where garages are the dominant feature and entries are hidden or minimal.



**Desirable:** Corner lots which orient entries and extend architectural detailing to all visible elevations.



**Undesirable:** Buildings with blank facades, lacking architectural detail and blank side-yard fencing.

## B. PURPOSE & APPLICATION OF THE GUIDELINES

### Application of the Design Guidelines (Cont.)

#### Early Consultation with Staff

Applicants should review the Design Guidelines, Background and Purpose so as to understand the rational and spirit of the guidelines. Applicants should contact the City of Fremont Development Organization early in the project planning and design process to determine application and processing requirements and discuss key issues particular to their specific site. Photographs, site plans and drawings should be submitted as appropriate, to show the relationship of the proposed project to the adjacent properties and surrounding neighborhoods.

#### Development Organization

The Development Organization is the City's site plan and architectural approval agency and is composed of staff from the departments of Development and Environmental Services, and Fire and Police.

#### Planning Commission and City Council

Planned District projects are reviewed by the Planning Commission and City Council. Projects are assessed for conformance with the Guidelines by staff prior to consideration by these bodies. Planning Commission decisions may be appealed to the City Council.

#### Discretionary Decision Making

Every project is unique and requires a review on a case-by-case basis. This process depends upon the exercise of discretionary judgement. While some Guidelines include quantitative standards, most require qualitative interpretation. The approving agency has the latitude to interpret the Guidelines, so long as proposed projects meet their intent.

#### Comments and Suggestions

To ensure that the Guidelines help to achieve their objectives, they will be reviewed on a periodic basis. Comments and suggestions to improve them are welcome and should be made in writing to:

#### City Planner

Development & Environmental Services Dept.  
P.O. Box 5006  
City of Fremont  
Fremont, California 94537-5006



**Desirable:** Smaller homes with sensitive detailing.

*Applicants should review the Design Guidelines, Background and Purpose so as to understand the rational and spirit of the guidelines.*



**Desirable:** Homes which minimize the impact of the garage on the streetscape and have prominent entries.



**Undesirable:** Homes where garages are the dominant feature and entries are hidden or minimal.



**Desirable:** Tree-lined streets with entry porches and homes, connecting to the neighborhood.



**Undesirable:** Developments which are internally focused and become individual enclaves isolated from the City.



# 1.0 Site Planning

## DGL 1.1: Connection to Adjacent Uses

### Background

Many of the recent small lot single family development (SLSFD) have isolated themselves from adjacent neighborhoods, or have not taken the opportunity to connect with other commercial or residential developments. This internalized pattern has created an image of separate isolated enclaves, rather than new projects being a part of the existing neighborhood or district.

### Purpose

To promote the connection of new developments to adjacent uses and neighborhoods, via biking, walking or driving, to better integrate new projects into the existing community. This will make it easier for residents to circulate throughout the neighborhoods.

### Design Guidelines

#### DGL 1.1.1: Connect to Residential Neighborhoods

Project designs should connect into the adjacent neighborhoods and provide for future connections to currently undeveloped properties via streets or pedestrian and bike paths.

#### DGL 1.1.2: Connect to Retail Shops

Projects adjacent to existing or future retail properties should provide auto access or pedestrian/bike access to adjacent developments, coordinating with walkways and plaza locations.

#### DGL 1.1.3: Perimeter Building Orientation

Projects should be designed with residences facing existing streets, eliminating street facing rear yard fences or sound walls, unless the traffic or acoustic impacts are significant and cannot be feasibly addressed by the building design. Frontage roads are encouraged. (see DGL 1.7.1)

#### DGL 1.1.4: Pedestrian and Bike Connections

Pedestrian and bike and visual connections should be made wherever auto connections are infeasible due to traffic, physical constraints or other considerations.

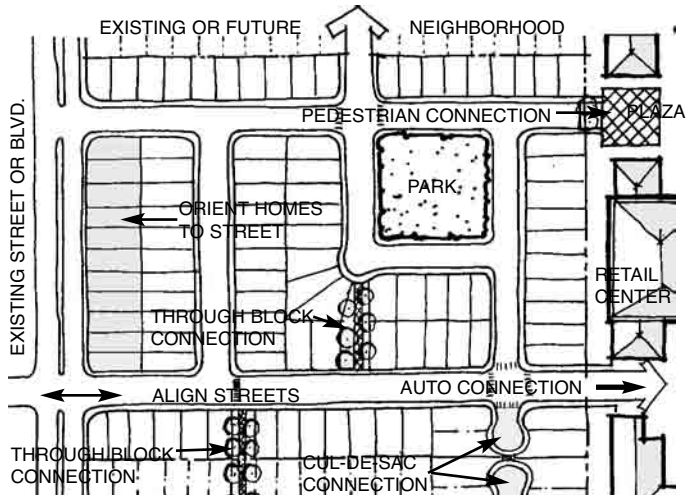


**Desirable:** Pedestrian and bike connections should be made wherever auto connections are infeasible due to physical constraints.



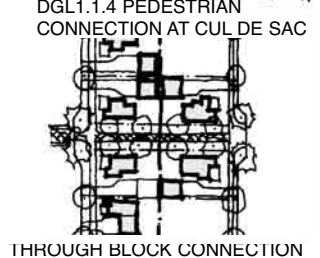
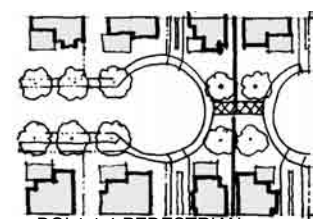
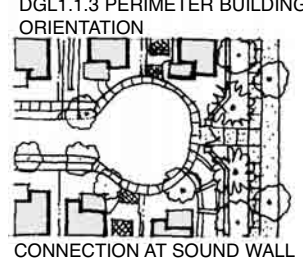
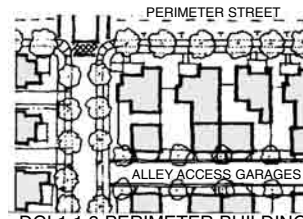
### Undesirable Development and Building Orientation

Many existing developments lack connections to their surroundings, orient inward, rather than to the community, and at times create undesirable street facing rear yard walls.



### Desirable: Connections to Adjacent Properties

**DGL 1.1.1 & 1.1.2:** New developments should connect to existing and future neighborhoods and commercial uses via street connections, bike or pedestrian paths.



### Examples of Connections and Building Orientation

**DGL 1.1.3:** Residences should orient to existing streets.

**DGL 1.1.4:** Pedestrian, bike and visual connections should be made wherever possible.



## 1.0 Site Planning

### DGL 1.2: Internal Street Layouts & Connections

#### Background

Recent residential developments have been internally focused and have failed to properly connect to existing amenity opportunities such as creeks and community facilities. The street layouts have been insular in quality, making internal connections to amenities more difficult.

#### Purpose

To promote neighborhood circulation and street layouts which provide convenient connections via streets or pedestrian and bike paths to parks, tot lots or other amenities, making these more readily accessible to all residents. To promote paths and vistas which allow residents and visitors to see landmarks and amenities "down the street", providing orientation for residents, visitors, and children, and providing neighborhoods with a sense of place or identity.

#### Design Guidelines

##### DGL 1.2.1: Internal Street Layout

Internal street layout should provide loop circulation wherever possible rather than dead end cul-de-sacs.

##### DGL 1.2.2: Connecting to Amenities

Internal street and path layouts should connect to landmarks or amenity features such as parks or community buildings, tot lots or stands of major tree(s).

##### DGL 1.2.3: Vistas

Streets and paths should focus on important vistas such as community buildings, mountains, trees or open spaces.

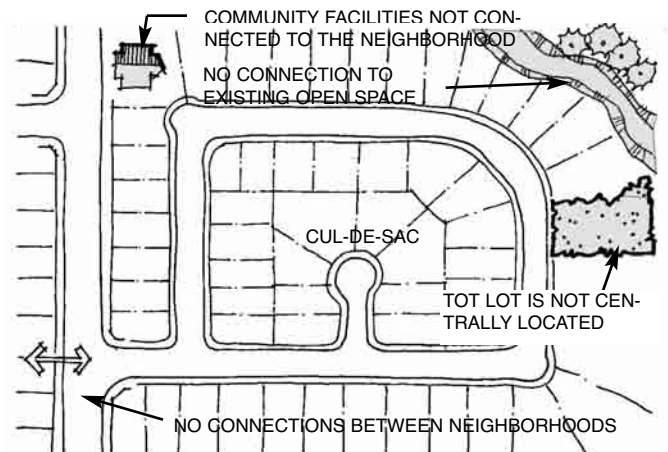
##### DGL 1.2.4: Pedestrian and Bike Connections

Where loop street connections are not feasible, pedestrian and bike paths may be used as "shortcuts" to make walking and biking more convenient.

VISTA TO TOT LOT, TREES, AND HILLS

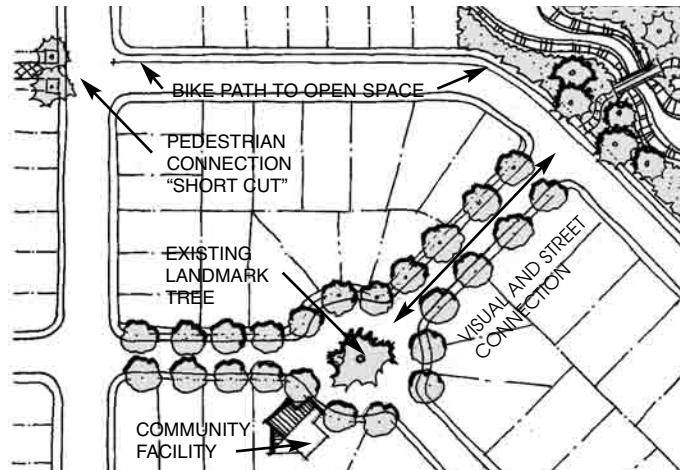


Connecting streets, pedestrian and bike paths and focusing on landmarks features provides better orientation for residents and visitors.



#### Undesirable Internalized Layout

*DGL 1.2.1:* Loop and through circulation within the development is greatly desired rather than cul-de-sacs or dead ends. Where loop street connections are not possible, pedestrian and bike paths should connect streets with shortcuts.



#### Desirable Layout with Vistas & Connections to Amenities

*DGL 1.2.2 & 1.2.3:* Internal street and path layouts should connect to landmarks or amenity features such as parks or community buildings, tot lots or stands of major tree(s).



#### Desirable Vistas & Connections to Amenities

*DGL 1.2.3:* Streets and paths should focus on important landmarks and vistas such as community buildings, mountains, trees or open spaces.

# 1.0 Site Planning and Streets

## DGL 1.4: Private Street Design

### Background

Recent projects have been developed with private streets having sidewalks and on-street parking on one side only. Sidewalks have typically been of a minimal width. These minimal design standards do not enhance the pedestrian quality of the neighborhood. "No Parking" signage further clutters the streetscape. In some instances, the front doors of the residences open directly into the street conflicting with a driving lane or parking space.

### Purpose

To promote appropriate street designs which support and reinforce pedestrian activity within the neighborhood. Sidewalks encourage walking within the neighborhood and on street parking provides visitor parking and helps to buffer pedestrians from moving vehicles.

### Design Guidelines

#### DGL 1.4.1: Private Streets

Where private streets are used, they should incorporate special design features such as special paving, neckdown intersections and separated sidewalks with street trees.

#### DGL 1.4.2: On Street Parking

Minor streets, serving greater than six homes, should have on street parking and sidewalks on each side of the street. A minimum of 1 on-street parking space per home is required.

#### DGL 1.4.3: Single-Side Parking and Sidewalk

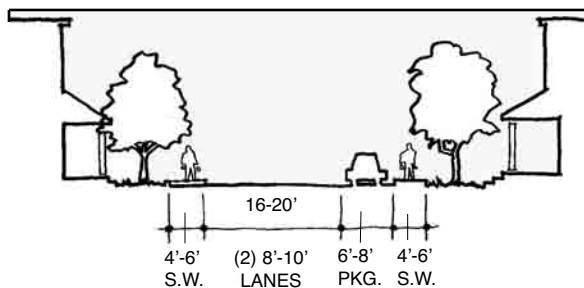
Where on-street parking is limited to a single side of the street, a sidewalk should be on that side.

#### DGL 1.4.4: Primary and Collector Streets

Separated sidewalks with street trees or decorative tree grates are strongly encouraged for primary circulation and collector streets.

#### DGL 1.4.5: "Neckdown" or "Bulbed" Intersections

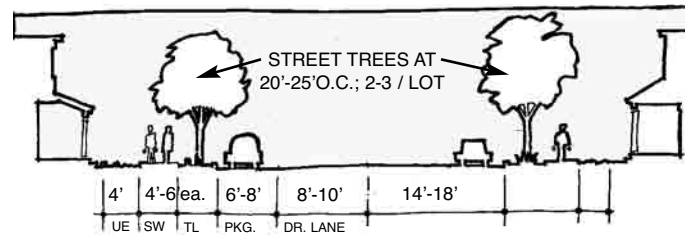
"Neckdown" curbs and decorative paving at crosswalks at primary intersections, entries and at parks or tot lots are encouraged.



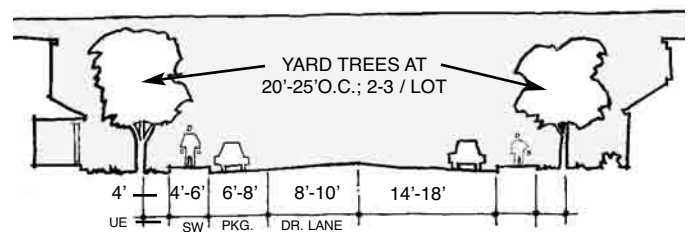
**Minimum Private Street Std.: Serving 6 units maximum.**  
Where on-street parking is limited to a single side of the street, a sidewalk will be on that side.



Recent street designs minimize elements which support or reinforce pedestrian circulation throughout the neighborhood.

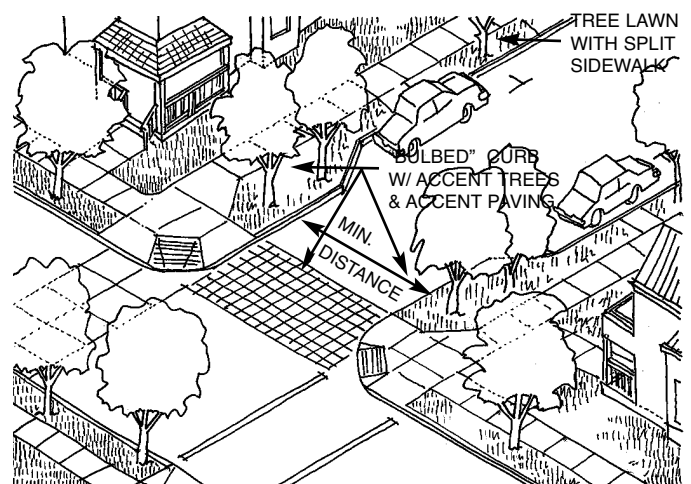


**Street Section: With Street Trees (Preferred)**



**Street Section: With Yard Tree Alternative (Acceptable)**

### PREFERRED STREET SECTIONS



**DGL 1.4.5:** Neckdown curbs, accent trees and decorative paving at primary intersections, parks and tot lots are desirable.



# 1.0 Site Planning

## DGL 1.3: Public Street Design

### Background

The majority of recent PDs have been constructed with private streets, conforming to the City's standards for private streets. The private streets have prevented or discouraged the connections between adjacent developments. There is also concern regarding the long term maintenance of these streets. The private street designs have not provided the community with the desired street trees, bike ways and sidewalks which enhance the quality of the neighborhoods.

### Purpose

The purpose of this design guideline is to emphasize the preference for public streets and street designs which enhance the quality of the planned district. Street trees, separated sidewalks, street lamps and special paving and intersection designs are illustrated as desired elements to promote residential scaled, aesthetic streetscapes and reinforce pedestrian activity.

**Note:** The City is currently developing standards for street lamps and special intersection paving.

### Design Guidelines

#### DGL 1.3.1: Public Streets

Public Streets are strongly encouraged for all but the most minor streets, those serving less than six residences.

#### DGL 1.3.2: Minimum Design/Layout Requirements

At a minimum one public street should be constructed within any PD development of over 12 dwelling units or one acre. This street should connect to adjacent roads or parcels at a minimum of two locations creating a through street condition wherever feasible without creating shortcuts.

#### DGL 1.3.3: Public Street Design Elements

Residentially scaled street lights, separated sidewalks with street trees within planting strips or in tree wells and accent paving at neighborhood entries and crosswalks are strongly encouraged.



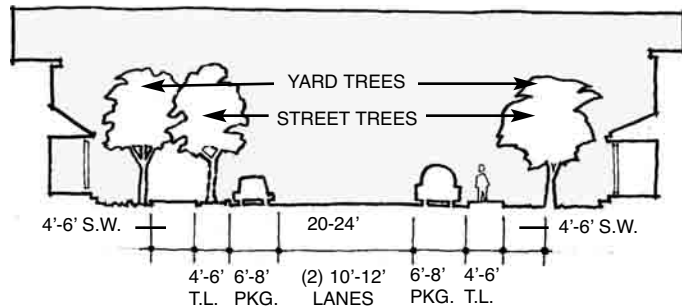
#### Preferred

**DGL 1.3.3:** "Neckdown" curbs and decorative paving at crosswalks, entries and at parks or tot lots are strongly encouraged.

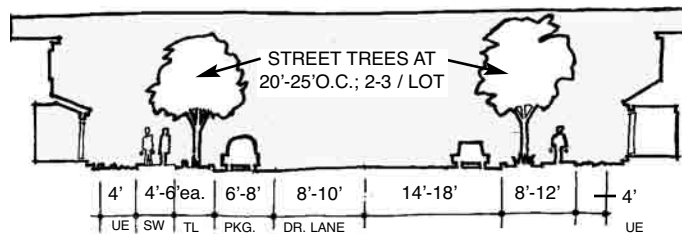


#### Preferred Street Design

The private street designs have not provided the community with the desired street trees, bike ways and sidewalks which enhance the quality of the neighborhoods.



#### Minimum Public Street Design Standard for Small Local Street.



#### Street Section: With Street Trees (Preferred)

#### PREFERRED STREET SECTION



Street Trees @ 25' on center maximum



Street Lights

#### PREFERRED STREET DESIGN ELEMENTS

**DGL 1.3.3: Public Street Design Elements:** Residentially scaled street lights, separated sidewalks with street trees and accent paving at neighborhood entries and crosswalks.

# 1.0 Site Planning

## DGL 1.5: Alley Design

### Background

Alleyways have not been recently developed within the City of Fremont. Recent projects in other communities have incorporated high quality alley designs with single family residences. Alleys may be desirable to eliminate the impact of the garage door and driveway apron on the streetscape and eliminate driveway access conflicts on streets with higher traffic volumes or speeds. It is anticipated that alleys would only be used in areas with unique site constraints.

### Purpose

To promote alleys, at appropriate locations, with design quality consistent with the neighborhood streetscapes.

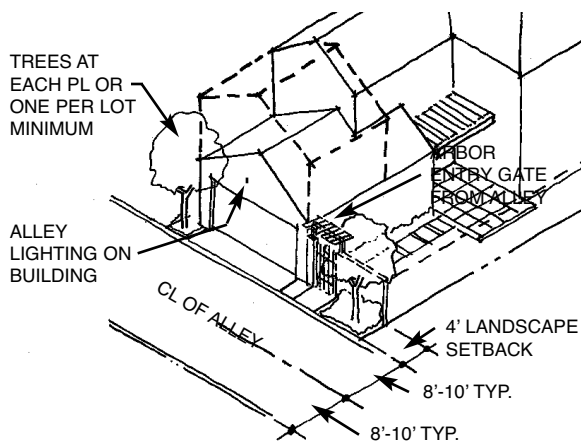
### Design Guidelines

#### DGL 1.5.1: Alleys: Appropriate Use

Alleys may be allowed where developments face major streets to which driveway access is not allowed but homes oriented to the street are desired by the City. Alleys may be permitted wherever visitor parking is in high demand in order to provide the greatest amount of on-street parking. Alleys also allow homes to front tot lots, parks or open space without a road separating the homes from such features.

#### DGL 1.5.2: Alley Design Principles:

- Alleys should be straight so that you can see from one end to the other.
- Deadend alleys should be less than 100' long.
- Alleys should have special accent paving similar to auto courts.
- Landscaping should be consistent with the rest of the development with a 4' landscape strip and minimum one tree per lot.
- Each Lot should provide lighting from either building or pedestal lighting.

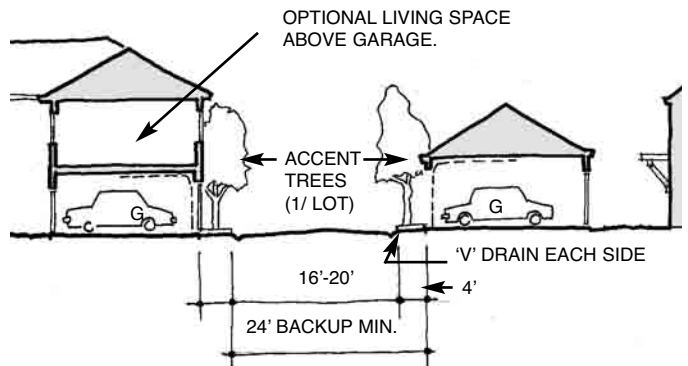


**DGL 1.5.2: Alley Design Elements**



**Desirable: Front Yard without garage or parking apron**

Alleys are desirable to eliminate the impact of the garage door and driveway apron on the streetscape and eliminate driveway access conflicts on streets with higher traffic volumes or speeds. Eliminating curb cuts provides the greatest amount of on street parking



**Minimum Design Standard for Private Alleys.**



**Desirable: Quality consistent with streetscape.**

Alleys provide access to large garages without negatively impacting the streetscape and they maximize on-street parking opportunities in areas needing added visitor parking.



# 1.0 Site Planning

## DGL 1.6: On-street and Off-street Parking

### Background

On-street parking provides a substantial amount of short term and visitor parking. Off-street parking standards are to provide for long term parking, typically for residents. On-street parking along sidewalks helps to buffer pedestrians from passing autos. On-site and on-street parking should be balanced to make effective use of parking areas, create pleasant streetscapes and provide parking for residents and visitors. The visual impact of off-street parking, viewed from the street, should be minimized using side drives and semi-recessed garages and additional landscaping.

### Purpose

The purpose is to locate off-street parking and provide paving design which improves the streetscape, to minimize curb cuts and maximize front yard landscaping and to maximize the opportunity for on-street parking.

### Design Guidelines

#### DGL 1.6.1: Required Parking Spaces

Each lot should have a minimum of three parking spaces with a fourth on-street space. Lots with more than four off-street spaces, including the garage, should have side-drive rear yard parking.

#### DGL 1.6.2: Carports

Carports are allowed for the second required covered parking space, and are recommended particularly in the rear yard configuration.

#### DGL 1.6.3: On-Street Parking Spaces

There should be a minimum of one on-street parking space per unit for visitor parking.

#### DGL 1.6.4: Curb Cuts and Driveways

Curb cuts should be 12' max. to allow for single drives. Drives shared by two to five lots (as in parking courts) should be a maximum of 16-18'.

#### DGL 1.6.5: Apron Designs

Parking aprons and driveways should have accent paving at the curbcuts and on the parking apron to diminish the appearance of expansive concrete surfaces.

#### DGL 1.6.6: Side-Drive Parking Design Preference

Side drives are preferred to minimize the impact of off-street parking on the streetscape, and maximize on-street parking.

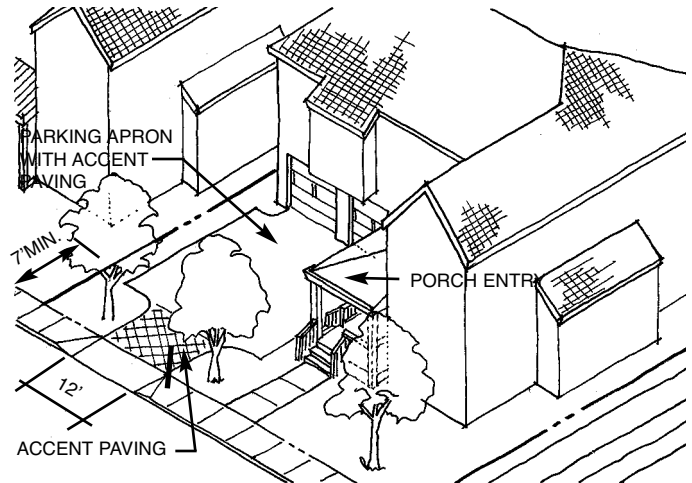
(Also see DGL 2.3: Garage Location)



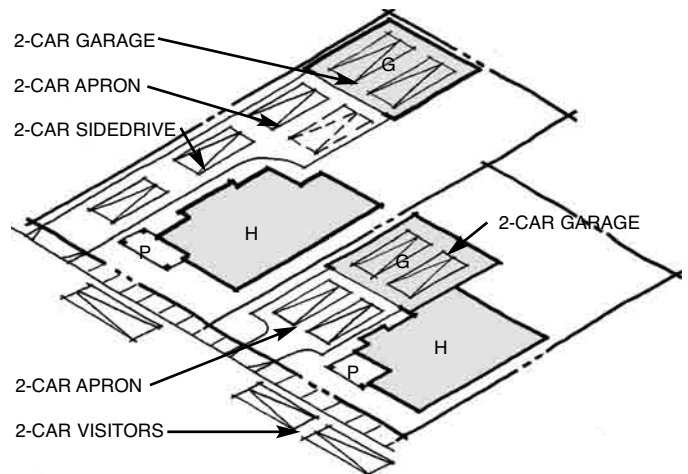
**DESIRABLE**  
SIDEDRIVE W/ REAR GARAGE

**UNDESIRABLE**  
FRONT YARD GARAGE W/ APRON  
( MAX. 50% OF THIS TYPE ALLOWED )

*Off-street parking on drive aprons in front garages may be convenient parking, but creates unaesthetic & inhospitable streetscapes and minimizes on-street parking.*



**DGL 1.6.1:** Single width (12') curb cuts are preferred. Semi-recessed garages with parking aprons should have two single-width garage doors and are not allowed adjacent to each other.



**DGL 1.6.1:** Each lot should have a minimum of three parking spaces with a fourth on-street space. Lots with more than four off-street spaces should have side-drive rear yard parking.

# 1.0 Site Planning

## DGL 1.7: Sound Walls and Entry Features

### Background

Recent developments have been designed as internally focused projects surrounded by sound walls with the only access punctuated by an entry feature to highlight it as a separate development. This has helped to create the appearance of separate isolated enclaves rather than an inter-connected community.

### Purpose

The purpose is to minimize the negative aesthetic qualities of soundwalls where they are required and to better connect neighborhoods to the larger street system via pedestrian and bike connections.

### Design Guidelines

#### DGL 1.7.1: Minimize Soundwalls

Perimeter residences which are part of new developments should be oriented to existing streets, minimizing the extent of sound walls or rear yard walls, except where necessary due to acoustical requirements. Frontage roads are preferred in lieu of soundwalls wherever possible.

#### DGL 1.7.2: Entry Features Architectural Character

Understated entry features are desirable, to integrate the projects into the neighborhood rather than differentiate developments. Accent Landscaping and trellises to set off development entries are more desirable than walls or structures.

#### DGL 1.7.3: Landscaping

Berming along soundwalls should create the appearance of walls no taller than 6 feet. Additional landscape setbacks, street trees and accent trees at entries are strongly encouraged to improve the appearance of the soundwalls.

#### DGL 1.7.4: Sound Wall Design

Sound walls should have a rhythm rather than a single monotonous design. Periodic entries help to minimize walking distances, connecting bike paths along major roads. Designs should reflect compatibility with building design.

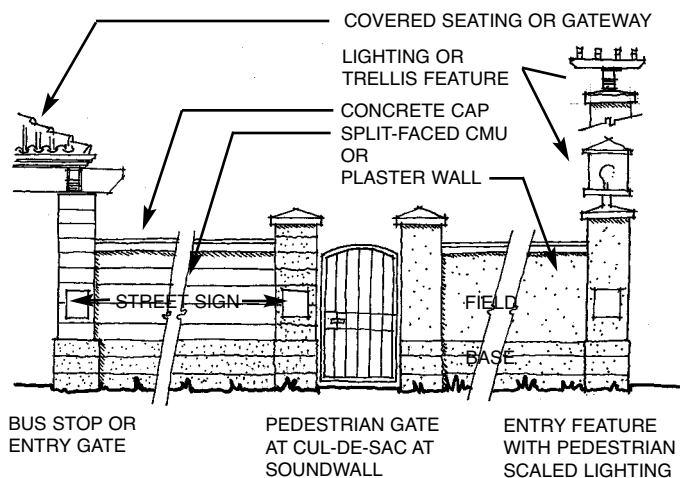


**Preferred:** Shared elements between entry features of separate developments can assist in integrating the neighborhood or defining a larger district.

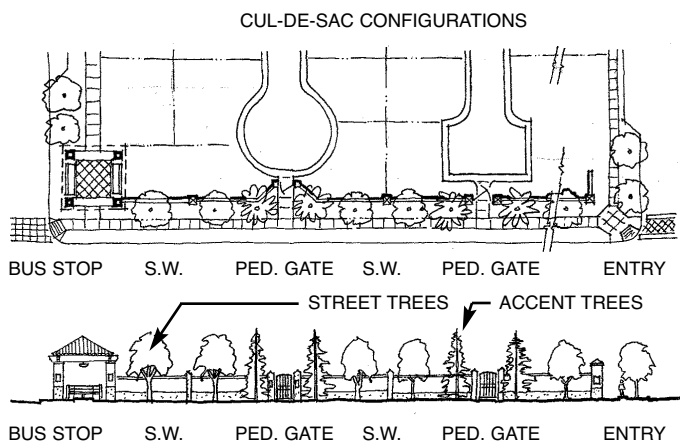


#### Undesirable Entry

Sound walls and entry features have typically been designed to separate developments or neighborhoods.



**DGL 1.7.2 & 1.7.3:** Historic entry features frequently defined districts and design elements were shared by many neighborhoods creating common themes rather than differentiating between each development.



**DGL 1.7.3 and 1.7.4:** Sound walls should have a rhythm rather than a single monotonous design along the entire length. Periodic entries help to minimize walking distances and integrate bike paths along the major roads. Landscaping and berms minimize the visual impact of long continuous soundwalls.

## 2.0 Lot Plan, Building Configuration

### DGL 2.1: Lot Sizes, Floor Area Ratios (F.A.R.s)

#### Background:

The size of homes relative to the lot size is a very important issue. Recent small lot single family developments have placed relatively large, standard sized homes on the small lots. The Planning Commission and City Council have each noted that the homes appear too large for the small lots. The City Council has set the minimum lot size they will consider at 4,000 s.f. lots. The appropriate home sizes are discussed below.

#### Purpose:

The purpose of this guideline is to set maximum average Floor Area Ratios (F.A.R.) acceptable for the overall development and general guidelines for various Lot Layouts / Building Prototypes. Smaller lots will require smaller homes. As incentive to adhere to the Residential Design Guidelines, a higher F.A.R. may be allowed for projects which meet or exceed the guidelines. Prototypes with "rear yard garages" rather than "standard garages" are encouraged to have the largest homes and greatest individual floor area ratio. The higher the F.A.R., the more stringently the guidelines will be used in evaluating the projects' consistency with the guidelines in defining an exceptionally designed project in the P.D. evaluation.

#### Design Guidelines

##### DGL 2.1.1: Average Base/Allowable Project F.A.R.

The maximum average base Floor Area Ratio for an entire project is .5 F.A.R. with a maximum F.A.R. of .7 for any one lot. By meeting or exceeding the following primary Design Guidelines, as well as others, the maximum F.A.R. may be raised to .6 overall for the entire project at the discretion of the City. The Floor Area Ratio Calculation includes the garage floor area.

The increased F.A.R. also requires special design consideration above and beyond the minimum guideline requirements for issues including:

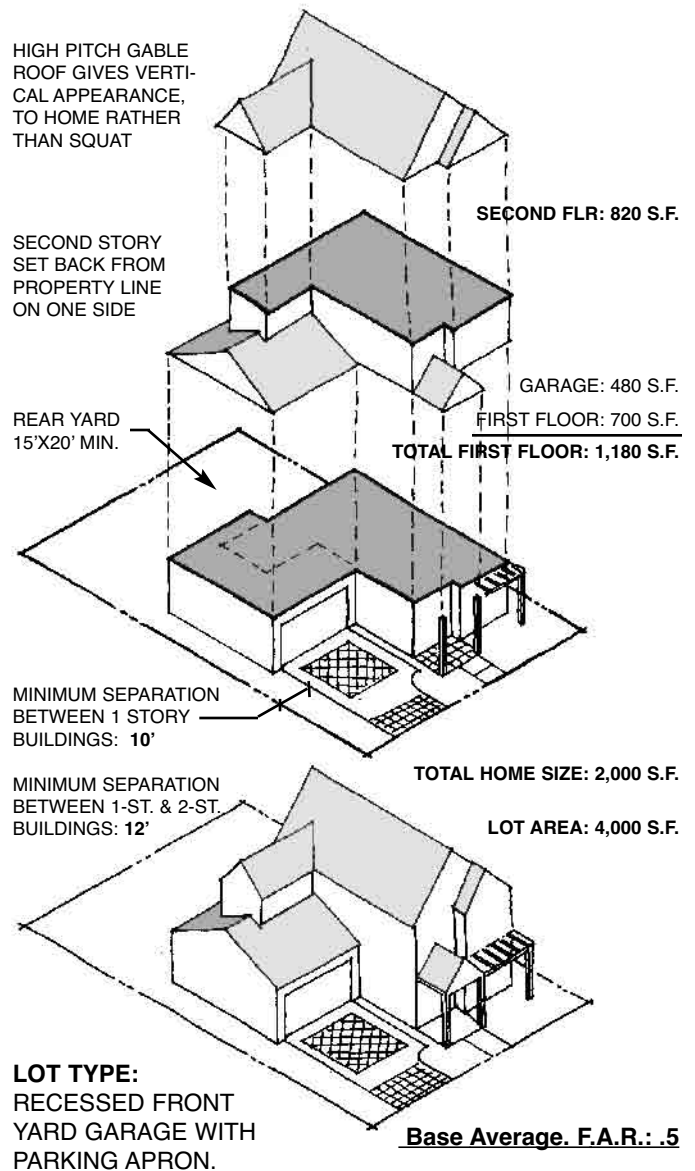
- DGL 2.2; Setbacks and Building Separation and the projects relationship to existing developments
- DGL 2.5; Yards: Types and Sizes
- DGL 3.2.3; No.of Stories / Floor Area Mix.
- DGL 2.3.2; Garage Location/Configuration Types
- DGL 3.3; Variety of Materials
- DGL 3.5; Entry / Porch Elements and Corner Lots
- DGL 3.6; Variety of Colors
- DGL 4.3; Open Space, Tot Los, Parks
- DGL 4.1.2; Separated sidewalks with street trees.

**Note:** Projects which take special consideration for energy conservation, use renewable or recycled materials and provide provisions for recycling services will also receive special consideration in evaluating F.A.R.



Recent small lot single family developments have placed large, standard sized homes on the small lots. The Planning Commission and City Council have each noted that the homes appear too large for the small lots.

#### Example F.A.R. Calculation of a Single Lot





## 2.0 Lot Plan, Building Configuration

### DGL 2.1: Floor Area Ratios (F.A.R.s) Cont.



**Example:** The side-drive configuration assists in creating building separation, giving the homes a less massive appearance.



The front yard garage and apron gives the home a larger appearance and minimizes building separations.

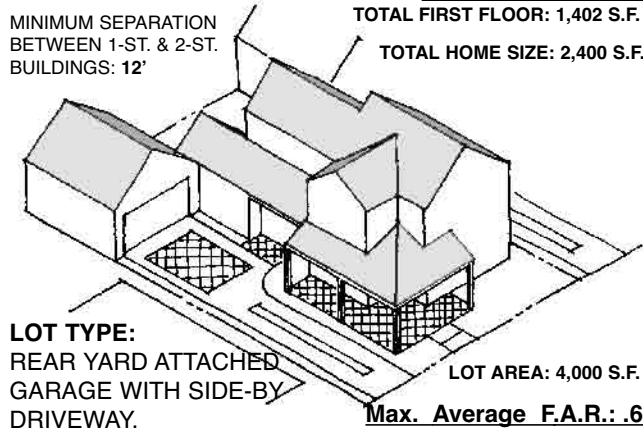
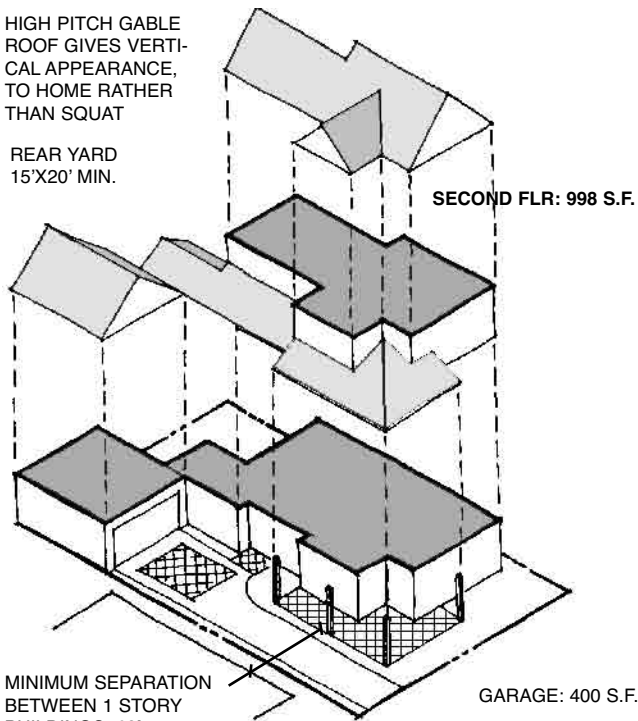


**Example:** Home Designs may have an F.A.R. (Floor Area Ratio) of .7 F.A.R. The Rear Yard Garage with side-drive or alley access eliminates the garage (its door and parking apron) from the home's mass and bulk and are encouraged for higher F.A.R.s.

#### Example F.A.R. Calculation of a Single Lot

HIGH PITCH GABLE ROOF GIVES VERTICAL APPEARANCE, TO HOME RATHER THAN SQUAT

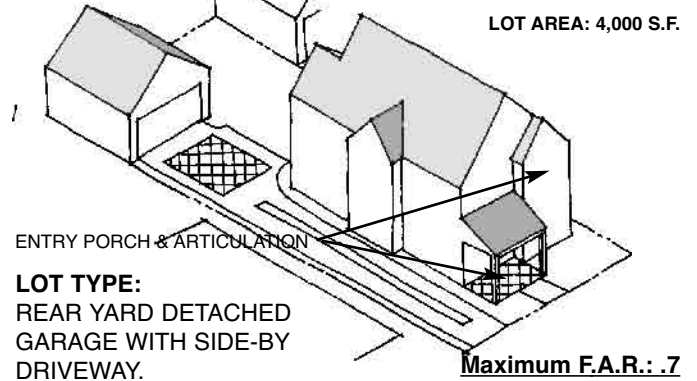
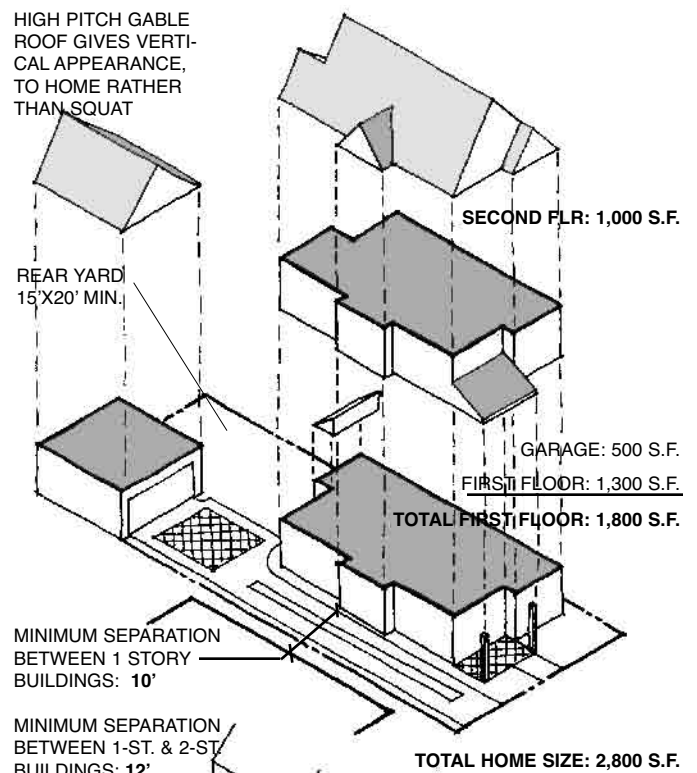
REAR YARD  
15'X20' MIN.



#### Example F.A.R. Calculation of a Single Lot

HIGH PITCH GABLE ROOF GIVES VERTICAL APPEARANCE, TO HOME RATHER THAN SQUAT

REAR YARD  
15'X20' MIN.





## 2.0 Lot Plan, Building Configuration

### DGL 2.2: Setbacks and Building

#### Background

Small Lot residential developments necessitate minimal reasonable setbacks. The setbacks created shall allow for useful yard spaces and appropriate buffers and privacy. Successful minimal setbacks require additional landscaping and other elements such as screens and low walls, not typically necessary for standard large lot developments. Also, architectural detailing becomes more important.

#### Purpose

Insure appropriate building separations and to provide yard areas which are usable, receive ample sun light and allow for substantial landscaping for screening, privacy, etc.

#### Design Guidelines

##### DGL 2.2.1: Front Yard Setbacks

Front yard setbacks may be as small as 7' to the face of a front porch entry. The primary building setback should be a minimum range of 10'-15' with single story facades being closer and two story facades having greater setbacks. A variety of setbacks within this range is strongly encouraged.

##### DGL 2.2.2: Garage Setback

Front Yard "Standard or Recessed Garage" should be setback a minimum of 12' behind the homes' main facade line.

##### DGL 2.2.3: Building Separations

Building Separations are in accordance with current zoning regulations and are as follows: 10'-2 single story units, 12'-1 to 2 story units; 15'-2 to 2 story units. Zero-lot line configurations are preferred, making more useful side yard spaces.

##### DGL 2.2.4: Rear Yard Setbacks

Rear yard minimum setback for homes is 15' and setbacks for ancillary buildings may be zero lot line. Garages along alleys are to provide minimum 4' setback / apron.

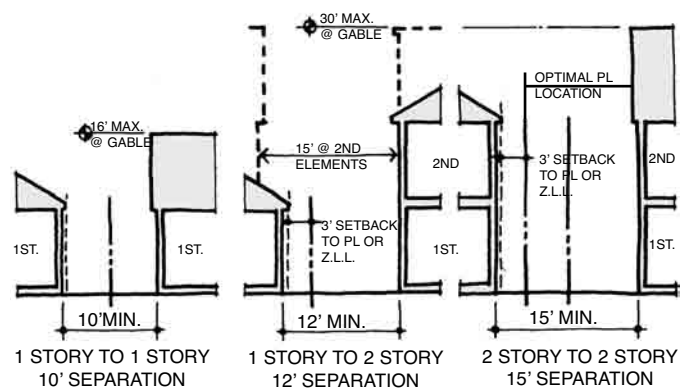
**Note:** When projects are adjacent to existing neighborhoods the setback of the second story of the new homes should be no less than the setback of the adjacent existing homes for equivalent or compatible sized lots as required by the zoning ordinance.

##### DGL 2.2.5: Corner Lot Setbacks

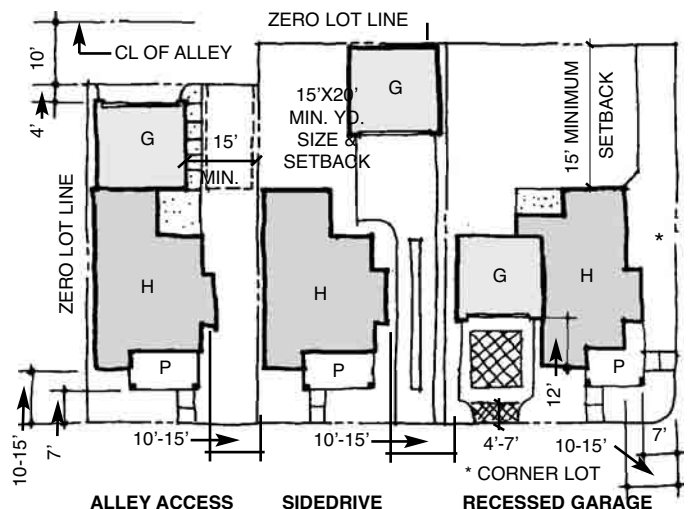
Side yard setbacks at corner lots are to comply with front yard setbacks.



**DGL 2.2.1: Front Yard Setbacks:** Front yard setbacks may be as small as 7'-10' to the face of a front porch entry. The primary building front yard setback shall range from 10'-15' with single story facades being closer and two story facades having greater setbacks. A variety of setbacks is encouraged.



**DGL 2.2.3: Building Separations:** are desired to minimize the appearance of one continuous wall of building along the street, and create more usable sideyards.



Typical Building Setbacks and/or Building Separations

## 2.0 Lot Plan, Building Configuration

### DGL 2.3: Garage Location: attached & detached; recessed, side drive and alleys.

#### Background

The single most important design feature impacting the streetscape and appearance of residential neighborhoods is the location and design of the off-street parking and garage. Large parking aprons with large garage doors facing the street create a stark appearance. They significantly impact the building and landscape designs of individual lots and the entire streetscape. Rear yard parking aprons can create quality private courtyards and secure play areas for children.

#### Purpose

To promote home designs which minimize the negative impact of the garage and parking apron on the streetscape.

#### Design Guidelines

##### DGL 2.3.1: Garage Location

Lot plans and building designs which minimize the impacts of the parking apron and garage on the streetscape are strongly encouraged.

##### DGL 2.3.2: Proportion of Garage Locations Types

The following percentages are the generally desired mix of garage locations and will be evaluated on a project by project basis:

- A maximum of 50% of the units may have standard 18' curbs and 20' aprons. No two lots of this configuration should be adjacent to one another.
- An additional 25% of the units may have Semi-recessed two car garages and 20'x20' parking aprons should include 12' max. curb cuts and an additional 4'-7' landscaping setback at neck.
- 25% of the lots should have rear yard garage (in the back half of the lot) with a side-by drive.

**Note:** Parking courts are considered side-drive configuration for the purposes of this calculation. (See DGL 2.4)

**Note:** Alley designs are considered rear yard garages. (See DGL 1.5)

**Note:** Smaller projects will be required to meet the intent of maintaining variety, while diminishing the impact of garage and apron parking on the streetscape.

##### DGL 2.3.3: Side-Drive or Alley Accessed Garages

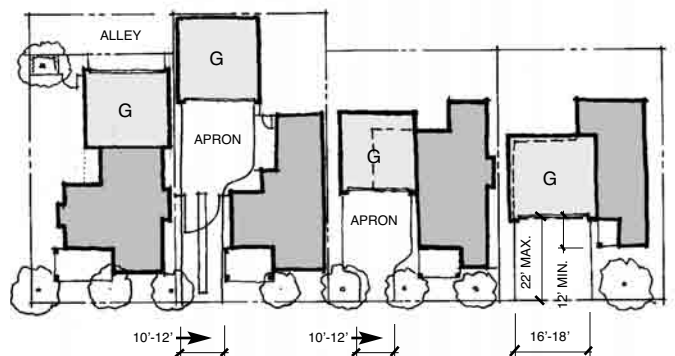
Side-drive designs with rear yard garages and parking aprons are preferred. Accent paving or drives with landscape strips are strongly encouraged. Alley accessed garages are encouraged in some instances. (See DGL 1.6)



#### Preferred

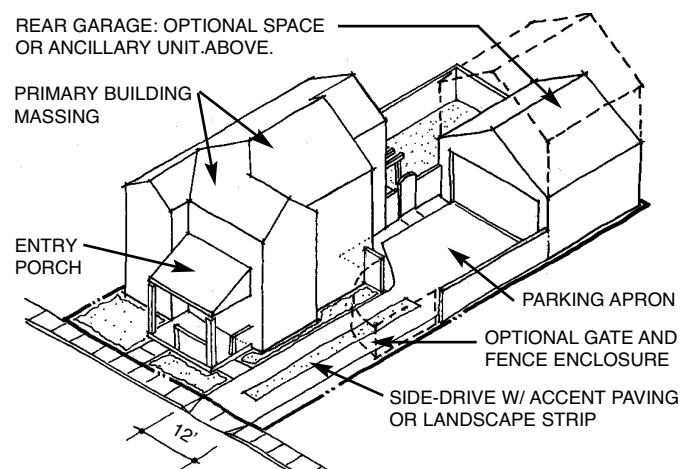
Large parking aprons with large garage doors facing the street create a stark appearance and significantly impact the building and landscape designs of individual lots and streetscape as a whole. Rear yard parking aprons can create quality private courtyards and secure play areas for children.

#### Undesirable



Alley Access Attached or Detached	Side-Drive, Rear -Yard, Attached or Detached	Semi-Recessed Front Yard Apron (Additional 25% Max. allowed)	Garage with Standard Front Yard Apron. (50% Max. Allowed)
(Minimum 25% Required)			

#### Typical Garage Locations and Proportions



#### Preferred: Side-Drive Lot Configuration

## 2.0 Lot Site Plan, Building and Garage Orientation

### DGL 2.4: Garage Location - Parking Courts

#### Background

Parking courts may be a good strategy for lessening the impact of curb cuts, parking aprons and garages on the streetscape. However, recent designs have created courtyards which minimize the residential entries and maximize the view of the garages as seen from the street or within the parking court.

#### Purpose

To create quality parking court housing which closely follows the primary principles of the standard residential PD. To create parking courts that emphasize residential entries viewed from the street and courtyard. Entries should be emphasized and garages should be visually minimized.

#### Design Guidelines

##### DGL 2.4.1: Porch and Garage Orientation

Porches and Entries should be located in the front of the homes, and at the driveway entry corner to accentuate the entry. Garages should be recessed behind the homes' main facades similar to typical lots, minimizing the visual impact of the garage door and parking apron.

##### DGL 2.4.2: Paving

Parking Courts should have accent paving which provides a pedestrian walkway to all entrances from the street and minimizes the impact of the courtyard paving. Accent paving at parking aprons and accent bands along the driveway are strongly encouraged.

##### DGL 2.4.3: Landscaping / Trees

Trees and large landscape fingers between parking aprons are strongly encouraged to break up the expanse of paving and view of garages. One front yard tree at each interior lot minimum.

##### DGL 2.4.4: Length and No. of Units

The maximum depth of a Parking Court Lot is 100' and the max. no. of units it can serve is four.

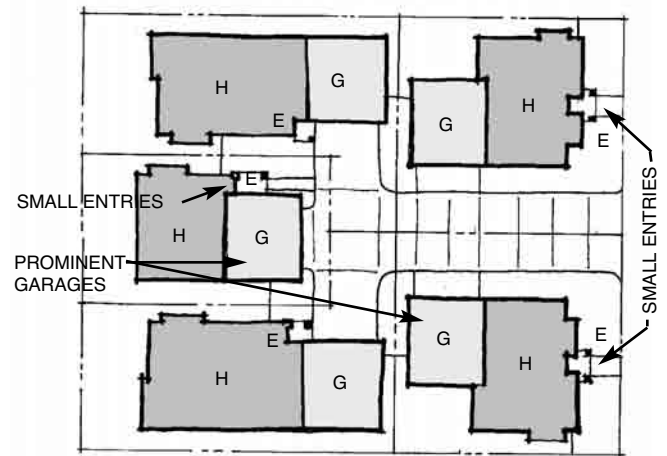


#### Desirable: Parking Court Housing

Parking courts provide the necessary parking while minimizing the impact of the garage, creating higher quality streetscapes.

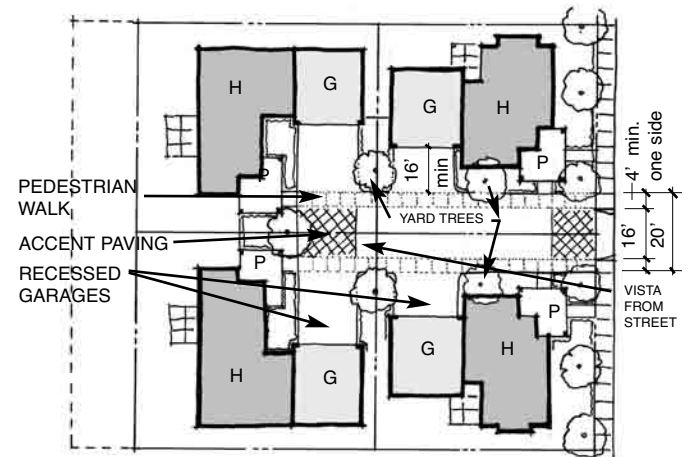


**Undesirable:** Recent courtyard parking designs have emphasized the garage doors and minimized the entries, even when viewed from the street.



#### Undesirable Parking Court

Parking courts with an odd number of lots creates a garage at the end vista of the court as viewed from the street. This typical layout also pushes entries to the back corners, minimizing their impact.



#### Desirable: Parking Court Emphasizing Entries

Preferred Parking Courtyard Design Elements and Configuration. Garages are recessed and entries are enlarged and used to accent corners and interior vista.



## 2.0 Lot Plan, Building Configuration

### DGL 2.5: Yards: Types and Sizes

#### Background

Large and small yards play an important part in making small lot residences more livable. Yards should be useful outdoor space not sized to merely meet minimum setback requirements. The location, size and access to yard space will vary depending on the lot layout of the residence and parking (garage) location.

#### Purpose

To define minimum yard requirements by size as well as to illustrate the need for unique designs, emphasizing usability of yard space given the small lot and yard sizes.

#### Design Guidelines

##### DGL 2.4.1: Desired Yard Areas

Each residence should have preferably three areas which may be accessed from the residence: a front yard porch, patio or lawn area; a sideyard courtyard and a rear yard more active space or court.

##### DGL 2.4.2: Front Yards

Front yards may provide small extensions of the entry porch or front living areas for semi private activity. (Minimum Size: 8'x12' )

##### DGL 2.4.3: Side Yards

Side yards are typically more utilitarian. Aggregated side yards, as with side drive lots, wide enough for an activity area (Min. 8'x8') are preferred.

##### DGL 2.4.4: Back Yards

Back yards are typically private and more personalized. These should be designed for privacy from neighbors, with appropriate fencing and trellises. (Minimum Size: 15'x20')

##### DGL 2.4.5: Parking Apron

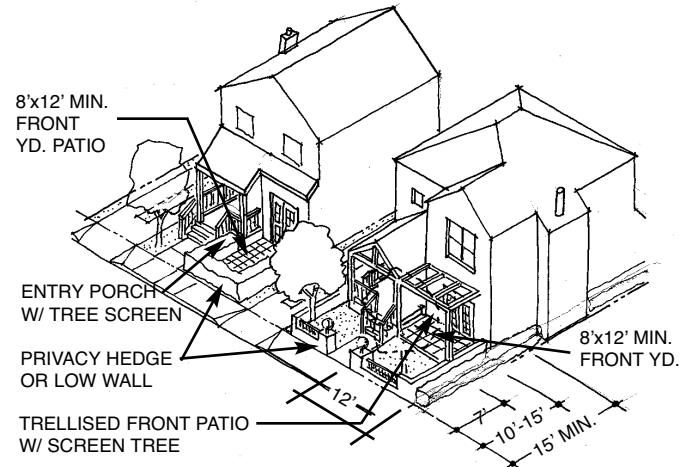
Front yard parking aprons may not be considered yard area, while rear yard aprons at side drive lots may be considered hardscape back yard area.



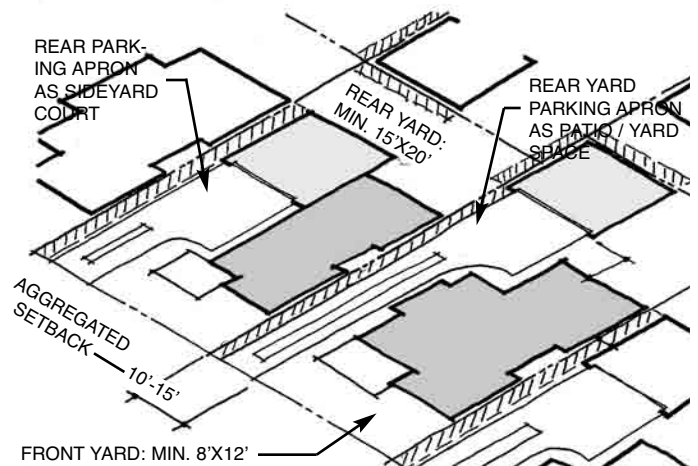
**Desirable:** Large covered porches and patios create extended living spaces in Fremont's mild climate..



**Desirable:** Rear yard parking aprons make quality semi-private patios.



**DGL 2.4.1: Front Yards:** should have small patios or lawn play areas with consistent landscaping. Patios with low fences walls or hedges, and trellises providing semi-privacy are preferred.



**DGL 2.4.3: Side Yards:** Side drives with aggregated side yards are preferred. A part of one side yard shall have a useful area such as a patio which is an extension of the home. This is required on all corner lots.



**DGL 2.4.4: Rear Yards:** Rear yards are the most flexible yard, minimum size and design of fencing, trellis etc. to provide privacy is required from adjacent homes and yards.



### 3.0 Building Design: Elements, Materials, Color

#### DGL 3.1: Massing, Articulation, Proportion

##### Background

The massing and articulation of buildings within medium density small lot developments is of great importance. Many recent projects have had square, "blocky" homes, with minimal architectural detailing creating a lack of character. The proportion of the homes have been horizontal, creating an appearance of heavier denser homes. The lack of architectural detail or variety of material and color exacerbates the bulky dense appearance of the developments. The small lot buildings need to have a lighter quality, with a variety in the massing and articulation. Vertical elements, such as two story entries or bays, etc. help to breakup the horizontal and blocky quality found in recent projects.

##### Purpose

To create a greater variety of massing and articulation providing relief from the close adjacency of the homes and minimal setbacks. Breaking up the massing will make the homes appear smaller.

##### Design Guidelines

##### DGL 3.1.1: Massing

The design should break the main facade of the home into three to four distinct elements: entry; main building; a single story element and the roof. Gable roofs emphasize vertical proportions, create modulation and are strongly encouraged.

##### DGL 3.1.2: Articulation

The massing should be further varied by articulation of elements such as bays, dormers, etc.. Changing materials on these elements provides further articulation and adds variety.

##### DGL 3.1.3: Proportion

Each home should have a vertical element to its massing, such as a bay, corner turret or dormer, etc. based on the architectural character.

##### DGL 3.1.4: Emphasizing Articulation

The massing, articulation and proportion should have greater emphasis if the elements are differentiated by a change in detail, color and/or material.

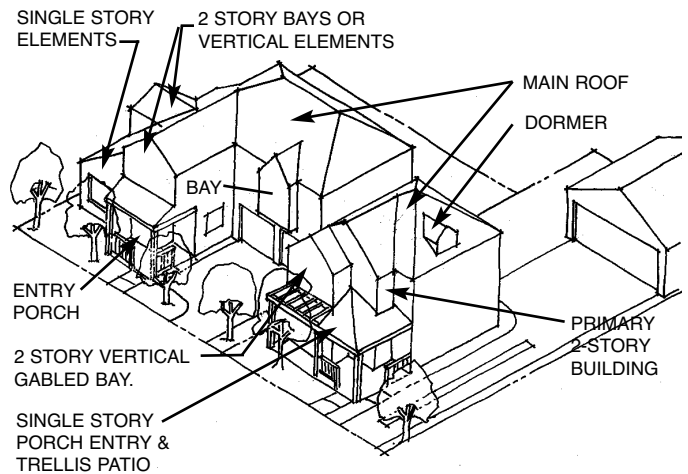


**Desirable:** Porches, bays, dormers and vertical articulation help to give the homes a less "bulky" or "squat" appearance.



##### Undesirable: Poor Massing and Minimal Articulation

Many recent projects have had square, "blocky" homes, with minimal architectural detailing, creating a lack of character.



**DGL 3.1.1:** The home design shall break the main facade of the home into a minimum of three to four distinct elements: entry; main building; a single story element and the roof.



**DGL 3.1.3:** Each two story home shall have a vertical element to its massing, such as a two story entry feature, bay, corner turret or dormer, etc.

### 3.0 Building Design: Elements, Materials, Color

#### DGL 3.1: Massing, Articulation, Proportion (cont.)



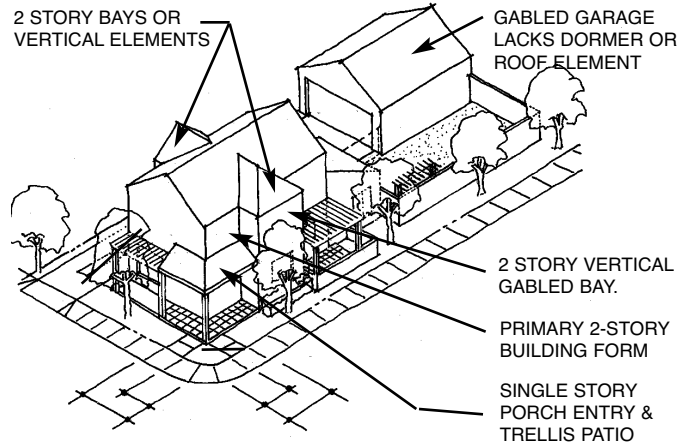
**Desirable:** High pitched gable roofs add vertical proportions and articulation to home facades.



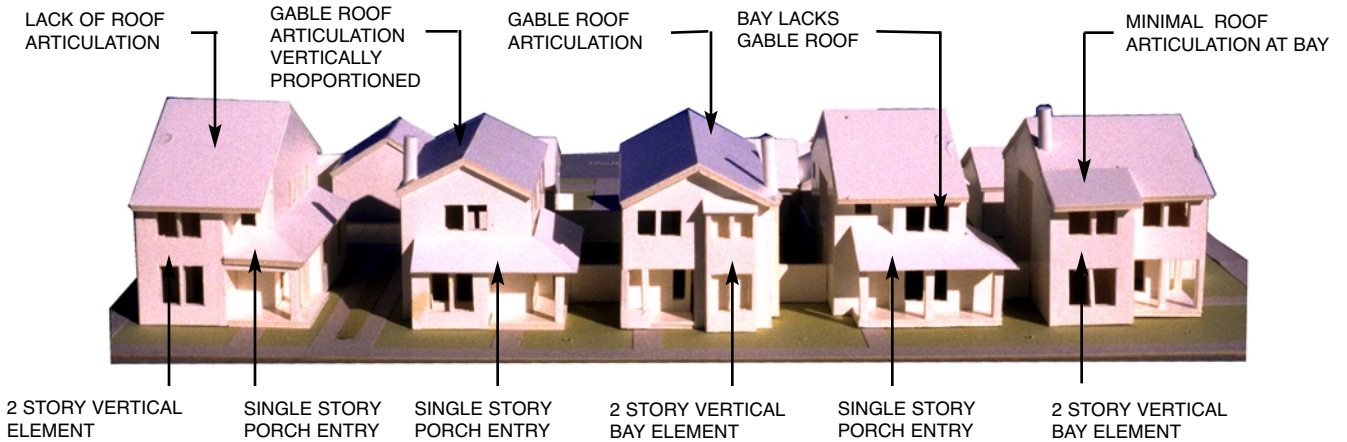
**Desirable:** Gable Roofs add variety to roof silhouette along street scape creating "sawtooth" appearance.



**Desirable:** Articulation of elements along corner lot sideyard should be comparable to front yard building articulation.



**Desirable:** At corner lots side facades shall maintain the architectural design consistent with the front facade.



**Examples:** of Massing, Articulation and Proportion:



### 3.0 Building Design: Elements, Materials, Color

#### DGL 3.2: Number of Stories, Mix

##### Background

Recent small lot residential projects have predominantly consisted of two story homes. This has added to the perceived density and lack of variety within these neighborhoods. It is desirable for new residential neighborhoods to include additional one story homes to provide for seniors, the disabled, and those families who prefer or desire single story homes. Lot sizes may need to be larger to allow for these homes.

##### Purpose

To require single story homes for some residences and to add variety and minimize the perceived density of all two story neighborhoods.

##### Design Guidelines

##### DGL 3.2.1: One Story Home Requirement

15% of the homes should be single story. Single story residences should be scattered evenly throughout the neighborhood, with a minimum of one for each side of each block.

##### DGL 3.2.2: Single Story Massing

Single story massing elements should be emphasized on the front facades, using porches, or single story living areas seen from the street. (Roofs over 16' are considered two stories)

##### DGL 3.2.3: Two Story Area Limits

Two story homes should attempt to generally have the following first story to second story area relationships:

- 30% should have a small second story (maximum of 30% of the first floor)
- 30% should have a medium second floor (maximum of 50% of the first floor)
- The remaining 25% of the homes' second stories are limited to a maximum of 75% of a home's first floor area.
- The two story areas should generally be located in the rear or to one side of the home, creating a bay or vertical element on the front facade.

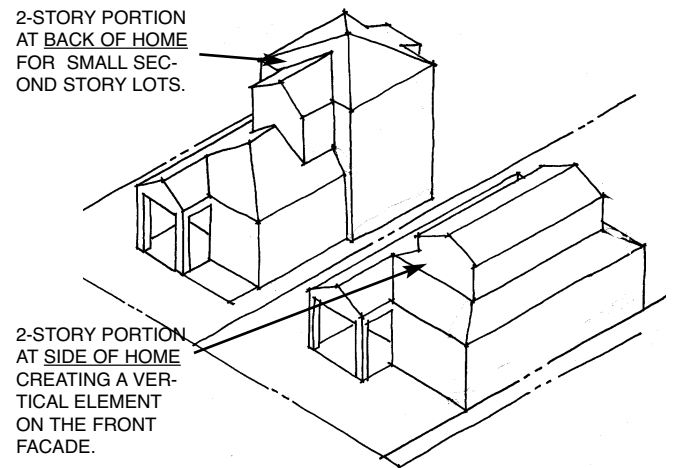
**Note:** This guideline will be adhered to more strictly with larger developments.



**Desirable:** a change in color and material assists in breaking down the massing of two story residences.



**Undesirable:** Recent small lot developments have consisted of primarily two story homes, creating a lack of variety. A variety of single story and two story homes is required.



**DGL 3.2.1 and 3.2.2:** 15% of the homes should be single story and scattered evenly throughout the development. For two story homes, the second story portion should generally be located in the rear, or to one side of the home, or create bays or other vertical elements.



**Desirable:** single story massing elements shall be emphasized on the front facades.

### 3.0 Building Design: Elements, Materials, Color

#### DGL 3.3: Materials, Variety

##### Background

Recent residential developments have lacked a variety of materials within their facade palettes. The predominance of stucco exteriors, many with limited detailing or limited variety of treatments has produced a monotony of appearance. A greater variety of materials used on the facades from home to home or within a single building creates a more diverse and interesting neighborhood. Materials should be used so that they do not appear to be “applied” are used in their appropriate manner or style.

##### Purpose

To promote greater variety of material use within each development and to have materials used in an appropriate manner so as not to look applied.

##### Design Guidelines

##### DGL 3.3.1: Variety of Material Palettes

Developments over four homes should have a minimum of two material palettes, each with a different primary material. A minimum of 33% of the homes should have each of the material palettes. (A primary material is the material used on a minimum of 67% of the building’s facades.) (See Example #1)

##### DGL 3.3.2: Alternative Material Variety

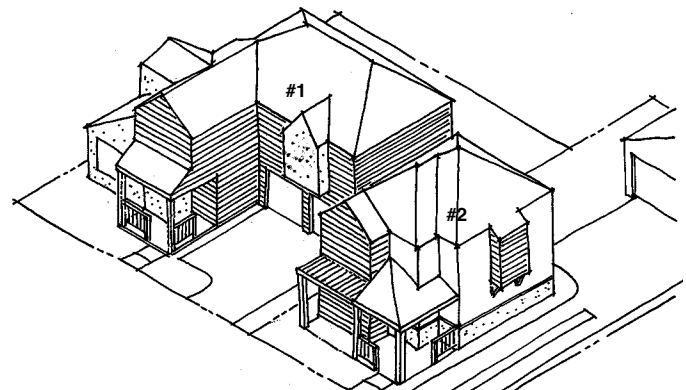
An alternative to DGL 3.3.1 is to have all homes have a minimum of 33% of a secondary material on each facade. (Example: stucco facade with wood or stone base and bays) (See Example #2)

##### DGL 3.3.3: Appropriate Material Use

Materials should be used so as not to appear to be “applied” by using heavier materials as bases and ending materials on inside corners.

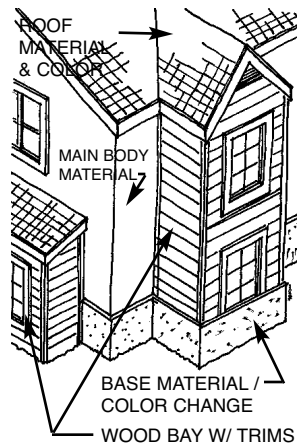


**Undesirable:** Recent developments have been nearly all of a single material, stucco, creating monotony. Also, detailing or “applied” materials are used inappropriately.

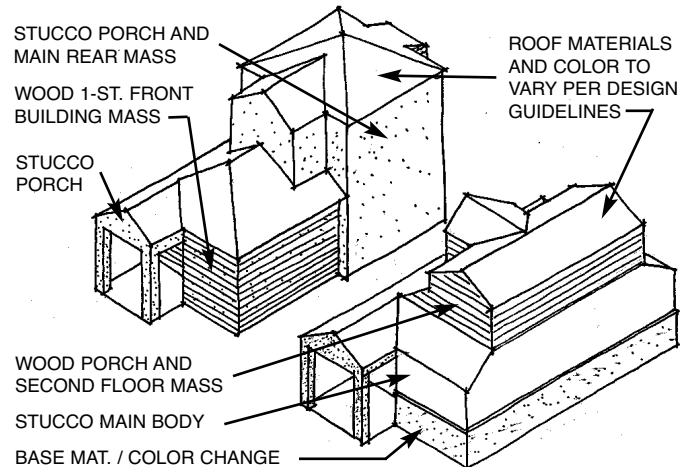


**EXAMPLE #1**  
 PRIMARILY WOOD WITH STUCCO BAYS AND ONE STORY ELEMENTS.  
**EXAMPLE #2**  
 PRIMARILY STUCCO WITH WOOD BAYS AND BASE COLOR CHANGE.

**DGL 3.3.1:** Developments over four homes should have a minimum of two material palettes, each with a different primary material. A minimum of 33% of the homes will have each of the material palettes. These two strategies may be blended within a single development.



**DGL 3.3.3:** Materials should be used so as not to appear to be “applied”; by using heavier materials as bases and ending materials on inside corners.



**DGL 3.3.2:** Alternative: 33% of a secondary material on primary facades provides the variety desired within each individual home rather than residence to residence.



### 3.0 Building Design: Elements, Materials, Color

#### DGL 3.4: Roofs: Forms and Materials

##### Background

Roof forms and materials have a great impact on the appearance of and variety within a neighborhood. The use of a single roof material and similar colors throughout a development has created the appearance that all of the homes are the same. A variety of roof forms, materials and colors within each development improves the overall appearance.

##### Purpose

To promote the use of a variety of roof materials within each development and a greater variety of roof forms throughout the neighborhood.

##### Design Guidelines

##### DGL 3.4.1: Roofing Material Variety

Developments over four homes should have a minimum of two primary roof materials, such as concrete shake or spanish tile or composition shingles. A minimum of 33% of the homes should have each of these materials. If concrete shake and composition shingle are used, two non-similar colors of each material should be used.

##### DGL 3.4.2: Roof Forms

A variety of hips and gables should be used, particularly on the front / street facade to further break up the mass of the homes. High pitched roofs and gables are most successful when used to emphasize vertical elements of the facade.

##### DGL 3.4.3: Overhangs and trellising

Roofs extended over windows for shading and associated brackets are strongly encouraged to add character and interest to the roof forms.

##### DGL 3.4.4: Single story Roof Elements

One story roofs, often over porches or bays assist in further breaking up the massing of the larger two story homes and are strongly encouraged.



##### Undesirable: Low pitched roofs of a single material

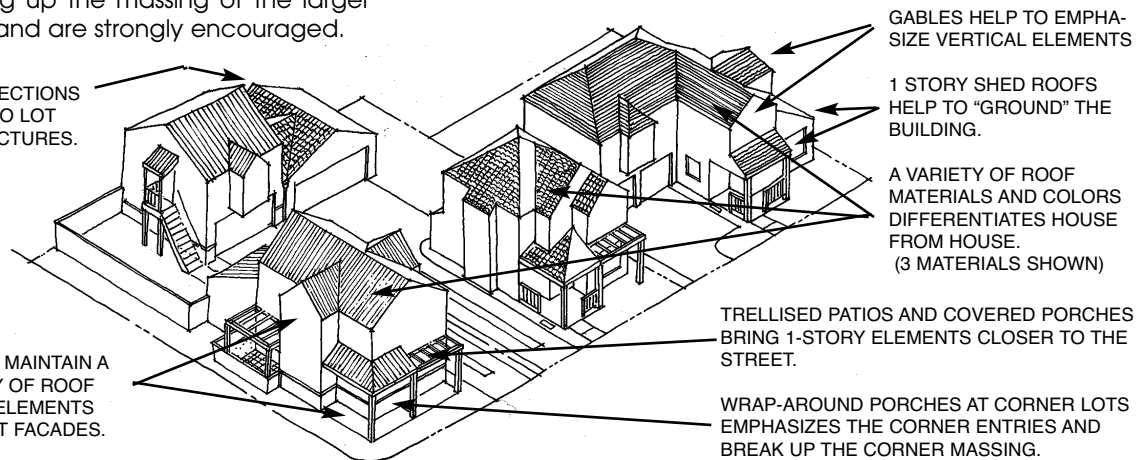
The use of a single roof material and often single or similar colors has assisted in creating monotony and an appearance that all the homes are the same throughout a development.



**DGL 3.4.2: Roof Forms:** A variety of hips and gables shall be used. High pitched roofs and gables are often most successful when used to emphasize vertical elements of the facade.

CHANGING ROOF DIRECTIONS DIFFERENTIATES ZERO LOT LINE ABUTTING STRUCTURES.

CORNER LOTS SHALL MAINTAIN A CONSISTENT VARIETY OF ROOF FORMS AND DESIGN ELEMENTS AS TYPICAL OF FRONT FACADES.



**DGL 3.4.4:** First Floor roofs over porches and bays as well as extended roofs and trellis are encouraged to "bring the buildings to the ground" and add detail, breaking up the massing.

**Note:** Roof forms, materials and details add a great deal of variety to the residential neighborhood or development.

### 3.0 Building Design: Elements, Materials, Color

#### DGL 3.5: Entries and Porches

##### Background

The location and size of entries affects the orientation of the residences. Orienting the homes to side or back yards rather than streets minimizes activity along the street and minimizes the opportunity for informal surveillance. Small entries or locating entries so that they are not seen from the street creates a bland street facade and minimizes activity on the street by removing the circulation associated with the home's front door.

##### Purpose

To improve neighborhood streetscapes by having entries and seating areas activating the street. To assist in breaking down the scale and breaking up the mass of the buildings, entries and porches are strongly encouraged.

##### Design Guidelines

##### DGL 3.5.1: Porches and Entry Requirements

Entries and porches are strongly encouraged to be the primary element of each home on the street facade.

##### DGL 3.5.2: Entry / Porch

Locate entries and porches on the front / street facade. Entries or porches should extend along 50% of the homes primary front building facade.

##### DGL 3.5.3: Corner Lot Entry Porches

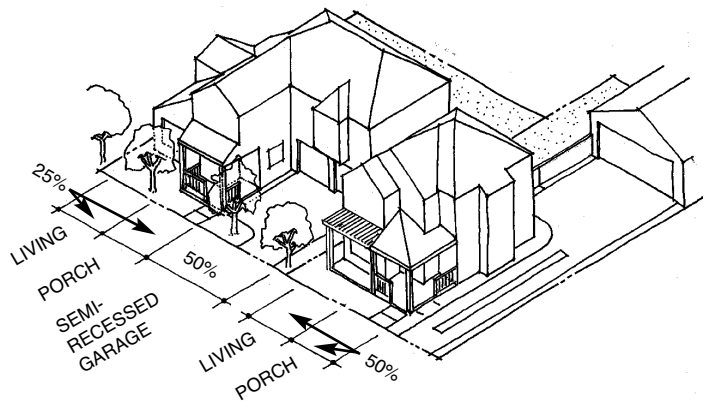
Entries and porches should be oriented to the street corners. At corner lots, side yard facades shall maintain the architectural design consistent with the front facade.

##### DGL 3.5.4: Porch Massing / Articulation

Porch / Entry features should primarily be single story elements, or incorporated into two story vertical elements to break up the building mass along the street.



**Desirable: Streetscape lined with entries and porches.** Entries and porches greatly improve the residential character of the neighborhood.

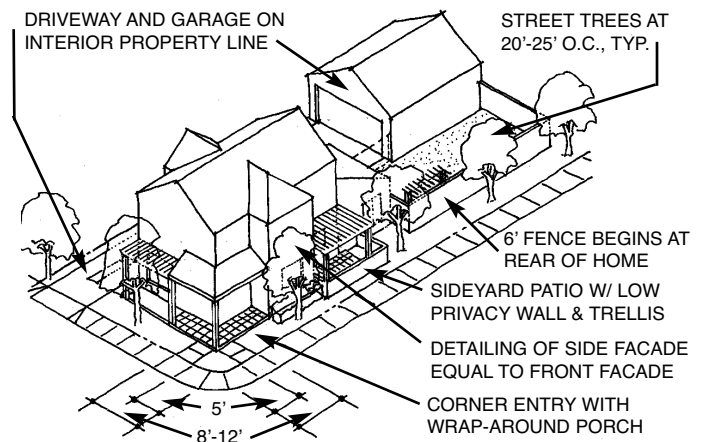


**DGL 3.5.1 & 3.5.2:** Entries and porches should be a prominent element of the residence and be located along the street facade. Entries should extend along 50% of the homes' front building facade.



**Desirable Corner Entry porch and Facade Design**

Prominent porches along the street and well designed corner residences, especially with corner wrap-around porches, greatly enhance the streetscape appearance of the neighborhood.



**DGL 3.5.3:** Corner Lots: Corner entries are highly desirable. The side yard facades should have architectural treatment consistent with the front facade. Wrap-around porches are highly desirable.



### 3.0 Building Design: Elements, Materials, Color

#### DGL 3.5: Entries and Porches (cont.)

##### Background

Residential entries and porches provide seating areas and support activity along residential streets. Locating active living spaces toward the street also add activity and assist in an informal surveillance of the neighborhood street. Porches provide a “semi-private” transition or buffer between the sidewalk and the private living spaces. Trellises or porches also add architectural detail and visual interest to the homes.

##### Purpose

To promote activity areas along residential streets and add visual interest to the homes.

##### Design Guidelines

##### DGL 3.5.5: Porch / Entry Size

Entry and porch should extend along the building facade to an equal or greater width than the garage or driveway. Approximately 50% of the main facade should be occupied by the porch.

##### DGL 3.5.6: Porch / Entry Seating Area (Size)

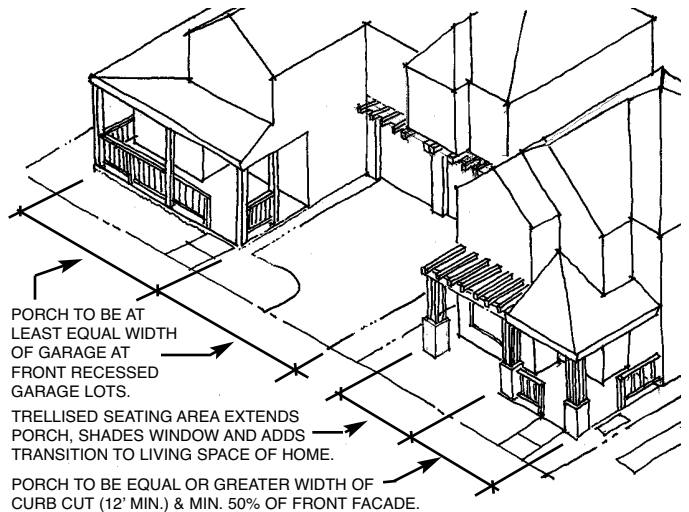
Entries and porches are desired to be sized for a small seating area for chairs or a bench outside of the main entry circulation path. (minimum dimension of 6’x6’ or 5’x7’, plus circulation area).

##### DGL 3.5.7: Architectural Details

Railings, short walls, trellises and roofs all add architectural detail and character to the residences, providing visual interest to the homes.



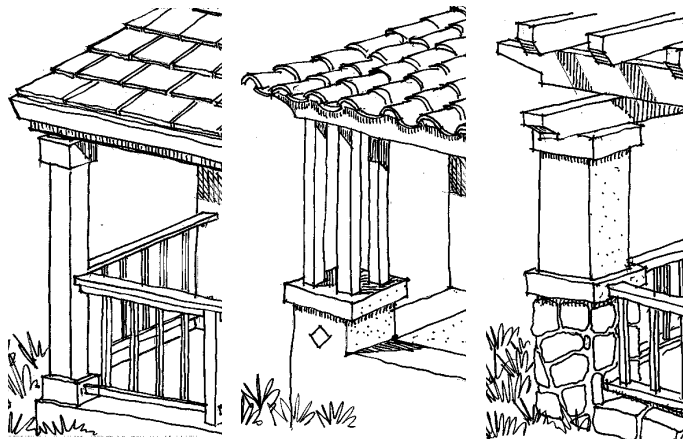
**Undesirable Entries:** Entries are frequently minimal and the homes lack the transition space between the street and living spaces as well as the architectural detail which porches can provide.



**DGL 3.5.6: Porch / Entry Size:** Entry and porch should extend along the building facade to an equal or greater width than the garage or driveway, approximately 50% of the main facade.



**Desirable:** Porches provide added architectural character, provide transitions and buffers between the street, living spaces and activity areas.



**Desirable Typical Porch / Entry Designs**

**DGL 3.5.7: Architectural Details:** Railings, short walls, trellises and roofs all add architectural detail and character to the residences, providing visual interest to the homes.



### 3.0 Building Design: Elements, Materials, Color

#### DGL 3.6: Color, Variety

##### Background

Color has a great impact on the overall appearance and variety within a neighborhood. The use of a single palette of colors has assisted in creating monotony and an appearance that all the homes are the same throughout a development. A variety of colors within each neighborhood and development can be achieved through a variety of body colors as well as by a variety of detail and trim colors.

##### Purpose

To promote a greater variety of colors within each development and neighborhood.

##### Design Guidelines

##### DGL 3.6.1: Number of Color Palettes

Developments of over four homes shall have a minimum of two colors from different color families for each primary body material, such as stucco and/or wood. A minimum of two trim colors will be used for each primary body color. If stucco and stone are used as a primary materials then a third body color and trim palette should be provided for the stucco material.

##### DGL 3.6.2: Color Palettes

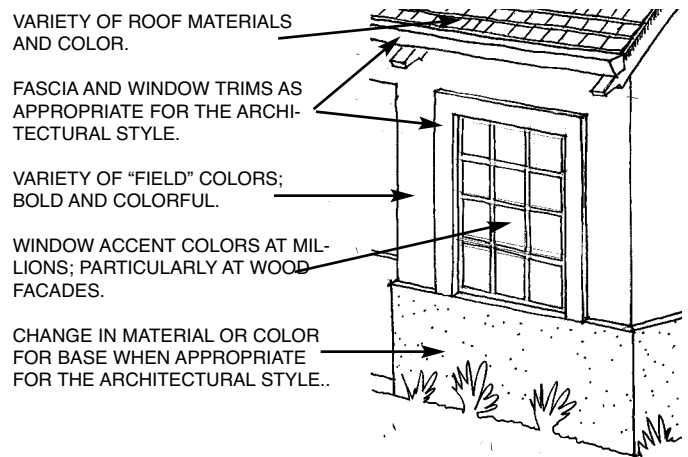
Within an individual building color variety should relate to changes of materials, such as stucco and wood or body/base and trim, providing a palette of a minimum of three colors along with a roof material for each home.

##### DGL 3.6.3: Accent Colors

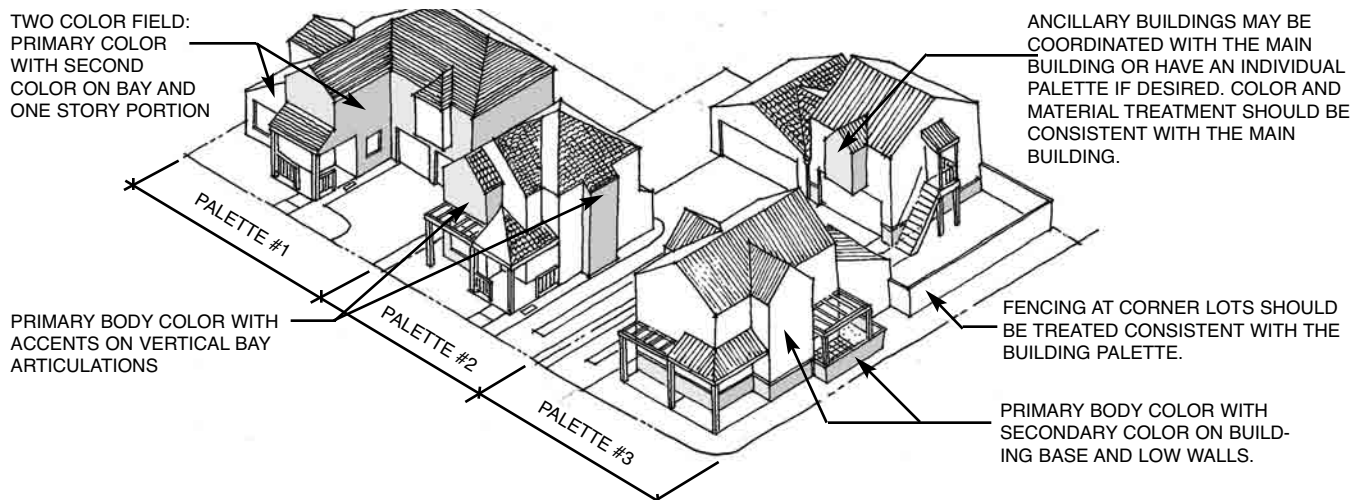
It is strongly recommended that window sash, millions and trims receive accent colors to emphasize the building's details.



**Undesirable:** The use of a single palette of colors has assisted in creating monotony and an appearance that all the homes are the same throughout a development.



**DGL 3.6.3: Accent Colors:** It is strongly recommended that window sash, millions and trims receive accent colors to emphasize the building's details.



**Note:** No two of the same color palettes should be used adjacent to one another within a development.

**DGL 3.6.2: Color Palettes:** Changes in color should relate to the building forms and materials and will typically be stopped and changed at material changes and on "inside" corners.

### 3.0 Building Design: Elements, Materials, Color

#### DGL 3.7: Trellises, Columns & Details

##### Background

Many recent developments have lacked detail and visual interest. Many recent columns have been poorly proportioned for the size or location. Trellises, brackets and other details can be used to add a lightness to otherwise heavy building forms.

##### Purpose

To promote the use of trellises, brackets, columns and posts and other details which play an important role in adding visual interest and minimizing the bulky dense appearance of small lot single family residences.

##### Design Guidelines

##### DGL 3.7.1: Trellised Patios or Arbors

Trellises over seating areas should define semi-private areas in front or side yards and provide privacy in small rear yard courts.

##### DGL 3.7.2: Window Shading

Trellises or canopies over large windows should be provided to shade from the hot summer sun and provide visual interest with shadows and added detailing.

##### DGL 3.7.3: Fence Trellises

Trellis extensions to yard fencing should be provided to add privacy and a framework for landscape vines.

##### DGL 3.7.4: Porches and Railings

Porch and building columns and other trellis framework should be proportioned appropriately for the scale of the element.



*Desired: Trellises, brackets, columns and posts and other details play an important role in adding visual interest to the homes, minimizing the appearance of bulky dense small lot single family residences.*



TRELLIS WINDOW SHADE



PRIVACY FENCE ARBOR



TRELLIS PATIO COVER



PRIVACY FENCE TRELLIS

*DGL 3.7.1 & 3.7.2 AND 3,7,3: Trellises which extend porches and/or shade large windows from the summer sun also add visual interest to the streetscape and are encouraged.*

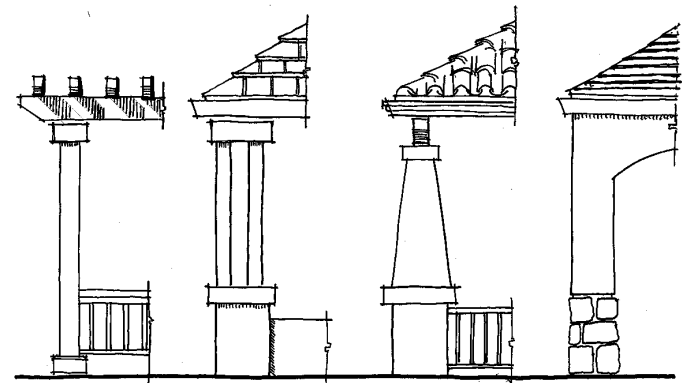


POORLY PROPORTIONED ENTRY COLUMN



WELL PROPORTIONED AND DETAILED ENTRY COLUMN

**NOTE:** Trellises, railings and other details add a lightness to buildings which are frequently heavy in appearance.



TRELLIS POST & RAILING

4 - POSTER & LOW WALL

TAPERED COLUMN & RAILING

STONE BASE AND STUCCO POST

**DGL 3.7.4:** The proportion of columns, trellises, railings and other elements is important so that they do not appear too heavy or too light for the building.



### 3.0 Building Design: Elements, Materials, Color

#### DGL 3.8: Fencing: Design and Location

##### Background:

Fencing is an important visual element, particularly in medium density small lot homes. Typically, yard fences have been wood planks contrasting sharply with the stucco homes, creating long blank walls, particularly at corner lots. Fencing, especially when seen from the street, should be designed to integrate into the architecture of the buildings and add visual interest in its detail, materials or color. Rear yard fencing may be minimized by using zero lot line configurations with rear garages. Trellises may be used to add visual interest and provide privacy.

##### Purpose:

Improve the appearance of small lot developments including the design of the fencing, particularly at corner lots.

#### Design Guidelines

##### DGL 3.8.1: Corner Lots

Fencing at corner lots should begin at or near the back end of the building, and fences which are visible from the street should have additional detailing to provide visual interest.

##### DGL 3.8.2: Fence Details

Partially transparent fencing adds interest while maintaining privacy.

##### DGL 3.8.3: Gates and Entries

Accents at gates such as arched gates or arbors add visual interest and demarcation to entrances.

##### DGL 3.8.4: Trellises and Grills

Extended trellises and grills at small rear patios are encouraged to provide privacy to and from neighbors.

##### DGL 3.8.5: Low Walls

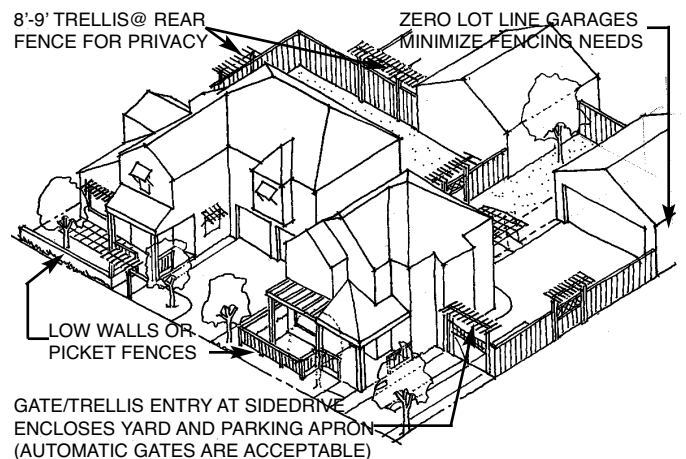
Low walls or fences (3'-4' high) are encouraged at front or side yard patios where desired in lieu of porch railings, etc.



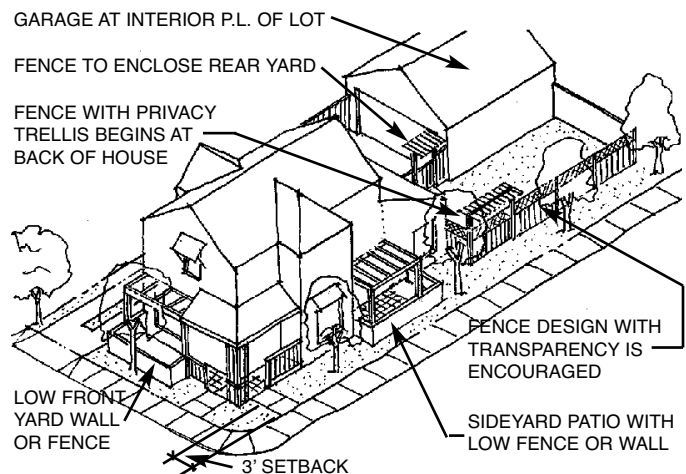
**Desired:** Low walls or picket fences at side yard porches and rear yard fences which extend only to the rear corner of the home.



**Undesirable:** Yard fences have typically been utilitarian wood planks, contrasting sharply with the stucco homes and creating long blank walls, particularly at corner lots.



**DGL 3.8.1 & 3.8.2:** Rear yard fencing at corner lots should begin at or near the back end of the building. Partial Transparency, extended trellises for privacy and accents at gates is encouraged.



**DGL 3.8.4 & 3.8.5:** Low walls or fences (3'-4' high) are encouraged at front or side yard patios where desired in lieu of porch railings.



## 4.0 Open Space and Landscaping

### DGL 4.1: Street Trees and Yard Trees

#### Background

New small lot single family developments generally lack landscaping. The high lot coverage and minimal building separations create a more harsh streetscape than homes with larger lots. Street and yard trees provide greater landscaping.

#### Purpose

To improve the appearance of the streetscape with additional landscaping and street trees to diminish the impact of the dense buildings and provide a softer appearance to these denser developments.

#### Design Guidelines

##### DGL 4.1.1: Street Tree Spacing

Provide street trees or yard trees at approximately 20' to 25' on center along each side of the street. (minimum 3 per lot)

##### DGL 4.1.2: Separated Sidewalks

Separated sidewalks with "tree lawns" (min. 4' wide) are strongly encouraged. These may be planted with lawns or other appropriate ground cover. Irrigation is required.

##### DGL 4.1.3: Specimen Size

Provide 25 Gallon tree specimens minimum for all street and yard trees.

##### DGL 4.1.4: Species and Canopy Size

Provide tree species which create a continuous canopy at 15 years of maturity.

##### DGL 4.1.5: Accent Trees

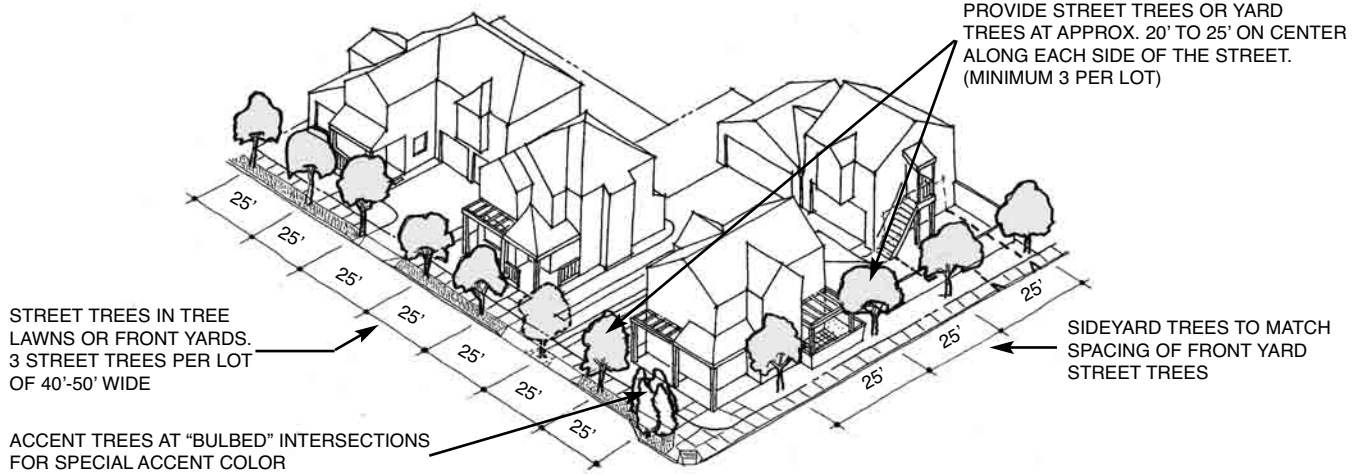
Consistent tree species and accent trees at special locations within the neighborhood are strongly encouraged.



**Undesirable:** The lack of landscaping and large street or yard trees and the density of small lot developments has created a harsh streetscape in many recent projects.



**Desirable:** Tree-lined streets soften the appearance of the denser small lot single family neighborhood.



**DGL 4.1.2:** Separated sidewalks with "tree lawns" are strongly encouraged. These may be planted with lawns or other ground cover.

**DGL 4.1.3 & 4.1.4:** Provide tree species which create a continuous canopy at 15 years of maturity. Provide 25 gallon tree specimens minimum for all street and yard trees.

## 4.0 Open Space and Landscaping

### DGL 4.2: Front Yard Landscaping

#### Background

Landscaping in most developments is provided primarily as a ground cover for the appearance of the home while it is being sold. Many recent developments have used a single palette of plants, a utilitarian ground cover and planting, which integrates the entire development. This adds to the monotony, further giving the appearance that each home is the same. This is particularly the case when a home owner's association is created for the shared maintenance of the front yards.

#### Purpose

To promote a variety of planting palettes which softens the development, reinforces the home design and adds variety to the streetscape.

#### Design Guidelines

##### DGL 4.2.1: Landscape Variety

There should be an equal number of individual front yard landscape palettes, varying in style, color and general appearance, as home models or unit types for each development.

##### DGL 4.2.2: Landscape Elements

Front yard landscaping which reinforce other design elements of the home such as vines on trellises, hedges or low fences and walls are strongly encouraged.

##### DGL 4.2.3: Sidedrive Landscape

Along side drives a minimum 1-6" to 2' wide landscape strip is required along the property line. Also hollywood drives with planting or accent paving is encouraged.

##### DGL 4.2.4: Privacy Screens

Planting in front of windows, in lieu of fencing, to provide privacy is desired and strongly encouraged. (Plant sizes for screens and hedges shall be a minimum of 15 gals.)

##### DGL 4.2.5: Personalized Planting Areas

Where consistent planting is used, such as in parking courts, areas for landscaping by each resident shall be provided and prepared to add individual variety.

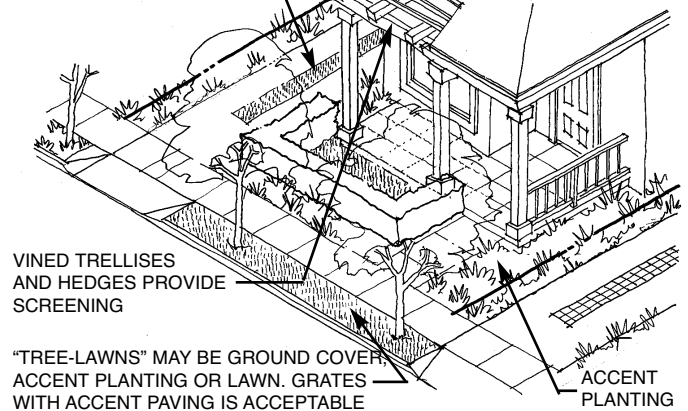


**Preferred:** Street trees add a consistency to the street while yard landscapes reinforce the individual qualities or identities of the homes and residents.



**Undesirable:** Consistent planting throughout a development creates a monotonous streetscape and reinforces a lack of variety in the homes.

FRONT YARD PATIOS AND "HOLLYWOOD" DRIVES ARE ENCOURAGED



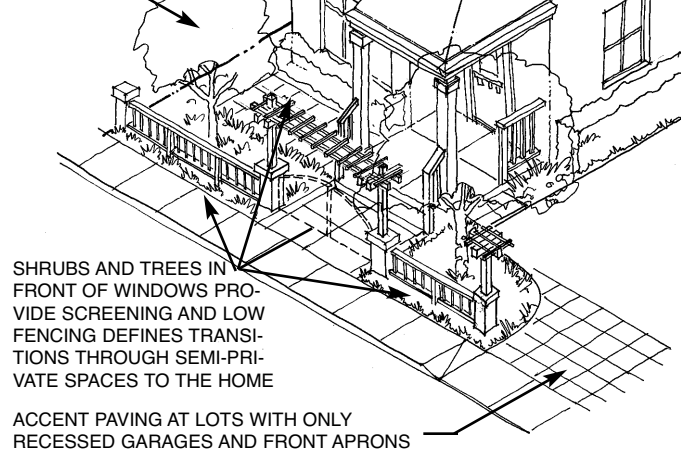
VINED TRELLISES AND HEDGES PROVIDE SCREENING

"TREE-LAWNS" MAY BE GROUND COVER, ACCENT PLANTING OR LAWN. GRATES WITH ACCENT PAVING IS ACCEPTABLE

ACCENT PLANTING

**DGL 4.2.4:** Vines on trellises or grills, hedges as low fences and shrubs or trees in front of windows provide privacy or semi-private areas and are strongly encouraged.

YARD TREES



SHRUBS AND TREES IN FRONT OF WINDOWS PROVIDE SCREENING AND LOW FENCING DEFINES TRANSITIONS THROUGH SEMI-PRIVATE SPACES TO THE HOME

ACCENT PAVING AT LOTS WITH ONLY RECESSED GARAGES AND FRONT APRONS

**DGL 4.2.2 & 4.2.5:** Planting in front of windows, trees, bushes, low walls and fences provide transition spaces for front yard patios. Gates and trellises highlight entries.



## 4.0 Open Space and Landscaping

### DGL 4.3: Tot Lots, Parks and Open Space

#### Background

In medium density developments the small park or tot lot provides the larger play yard not provided with each individual lot.

#### Purpose

To promote open public or semi-public open space within neighborhoods and provide added relief and variety, breaking up the pattern of homes and giving a focus to the neighborhood or development.

#### Design Guidelines

##### DGL 4.3.1: Common Open Space

Common open space is encouraged for developments of 15 units or greater.

**Size:** 1/8 acre or approximately 75'x75' (5,600 s.f.) with useable play areas of 2-3,000 sf.

##### DGL 4.3.2: Location and Design

These amenities should be centrally located to be shared by the neighborhood and be easily viewed from the street and homes for informal surveillance and security. A low transparent fence should enclose tot lot areas.

##### DGL 4.3.3: Variety of Uses

Tot lots and parks should be designed to facilitate use by a number of different ages or activity groups concurrently, such as for small gatherings and may include small barbecues and ample seating and tables. Play equipment is desirable as is a lawn area, seating & tables in the larger play areas.

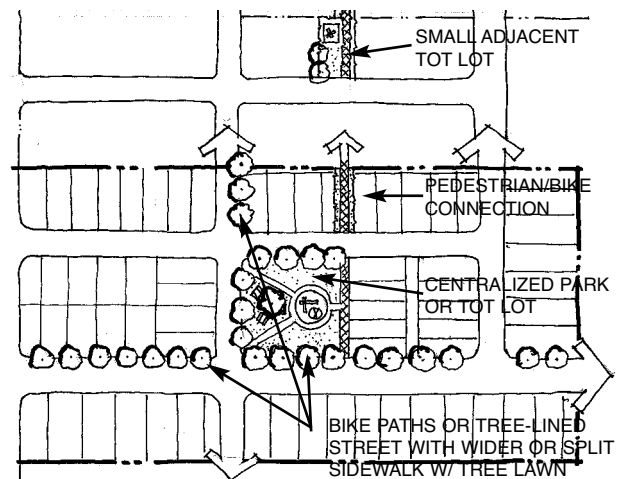


**Preferred:** Tot Lots and Parks are particularly necessary in small lot developments. They add relief to dense projects and add a neighborhood focus.

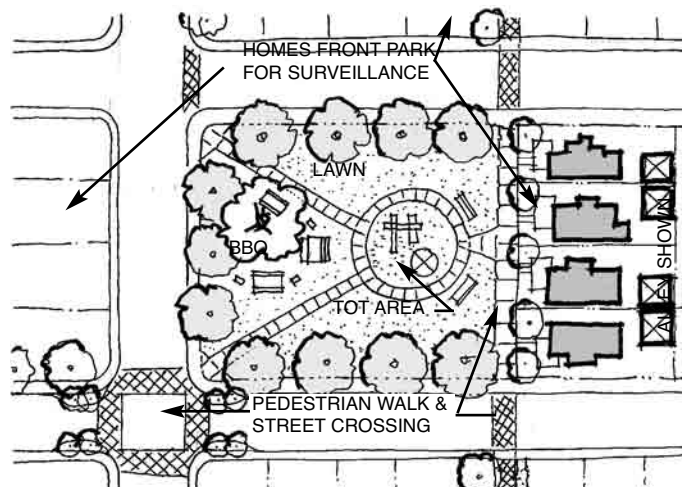


#### Desirable: Tot lot

Small parks or tot lots provide the larger play yard not provided with each individual lot in medium density developments.



**DGL 4.3.1 & 4.3.2:** 1/8 acre tot lots are desired in projects over 15 units. They shall be centrally located as a focus for the neighborhood or development or take advantage of natural landscape features such as major tree stands.



**DGL 4.3.3:** Parks or Tot Lots shall incorporate play equipment, seating and tables and lawn for more active play. If large trees are not existing, trellises or canopies are encouraged.



## 4.0 Open Space and Landscaping

### DGL 4.4: Private Yards

#### Background:

The design of private yards is of greater importance in small lot developments than in larger lots as spaces typically have to extend the living areas and serve multiple functions. Most developments do not build out the enclosed rear yards. A drought tolerant planting plan should be displayed.

#### Purpose:

To promote unique design solutions which increase the usefulness of small yards and landscape areas.

### Design Guidelines

#### DGL 4.4.1: Model Home Displays

The "model" homes should display a variety of fencing and landscape design concepts noted in these design guidelines. Porches, patios and walkways, covered trellises, screens and garden walls should be displayed. The landscape and trellis designs should be home buyer options.

#### DGL 4.4.2: Yard Tree

A 25 gal. yard tree shall be provided for each residence. These may either be planted or provided for future installation by the property owner. Deciduous shade trees or fruit trees are encouraged.

#### DGL 4.4.3: Irrigation

Drip irrigation systems for water conservation are desired and strongly encouraged. Automatic Irrigation is required per City of Fremont Landscape Ordinance.

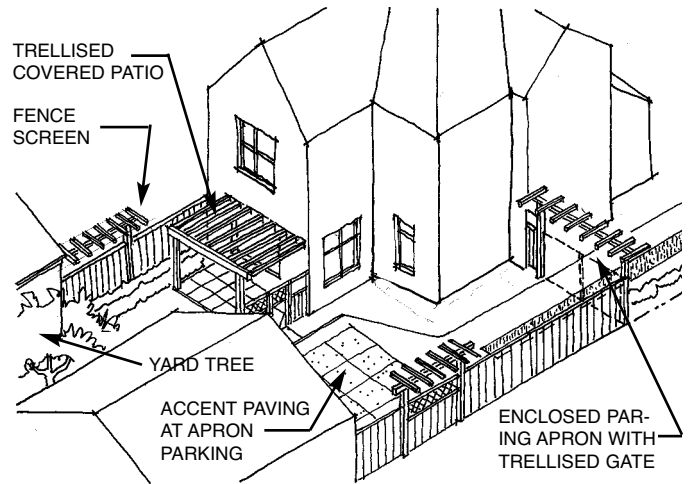
#### DGL 4.4.4: Minimum Yard Size

The minimum dimension of the rear yard is 15'x20'. This must be reasonably flat and usable or be a deck or patio.



#### Preferred: Model homes displaying unique design solutions

The "model" homes shall display a variety of fencing and landscape design concepts noted in these design guidelines.



**DGL 4.4.1:** Porches, patios and walkways, covered trellises, screens and garden walls shall be displayed. These landscape and trellis design may be options for the home buyer.



**Preferred:** The design of private yards is of great importance in small lot developments as yards typically extend the living areas and serve multiple functions.



Hardscape patios with accent paving may extend the living space or provide a small "outdoor room" for many activities.