

## **ARTICLE XV (B)**

### **DEXTER-ANN ARBOR ROAD CORRIDOR OVERLAY DISTRICT**

#### **Section 15(B).01 STATEMENT OF PURPOSE**

The Dexter-Ann Arbor Road Corridor Overlay District (ARC District) is the mixed use business district in the City which is separate and distinct from the downtown central business district. The ARC District offers a diverse range of businesses and services to the community, intermixed with residential dwellings. This district shall include uses permitted in the Commercial, Professional Business, and Multiple Family Districts. The overlay district was established in order to provide for the following:

- A. ARC District development and redevelopment is to be orderly and planned, to complement adjoining uses and harmonize with the surrounding area in terms of the physical site layout, access, building design, pedestrian/bike facilities, landscaping, signs, parking arrangements and lighting.
- B. ARC District uses may generate more activity than other uses within the City in terms of traffic, noise and pedestrians. Therefore, uses directly adjacent to residential uses, where permitted, are required to provide setbacks, buffering and sensitive site design.
- C. Establish a compact commercial center at the Dexter - Ann Arbor Road and Dan Hoey Road intersection. The requirements set forth in this ordinance will allow the commercial center to be created as a unique and pleasing center of commerce in the ARC which compliments the existing Central Business District and will not adversely affect existing and planned residential neighborhoods.
- D. Development and redevelopment of sites within the ARC District shall be consistent with the recommendations of the City Master Plan, City Parks and Recreation Plan, and the Dexter-Ann Arbor Road Corridor Plan.

## Section 15(B).02 ARCHITECTURAL STANDARDS

The architectural standards contained in this section are intended to integrate the ARC District into the existing fabric of the City, contributing to the cohesive historic identity of Dexter. All proposed development within the ARC District shall visually relate to the majority of buildings in the Central Business District and the City Commercial District. However, because of the planned lower density of development along the corridor, structures shall possess architectural quality and variety to establish its own identity and create a positive image for the City's ARC District.

Development in the multiple family, commercial and professional office districts, including new buildings, additions and renovations, shall be designed to preserve or complement the intended design character of corridor development, provide visual harmony between old and new buildings, and protect the investment of adjacent landowners. These structures shall be reviewed by the Planning Commission under the following criteria:

- A. **Building Orientation:** The intent of the ARC is to contribute to the desirability of pedestrian activity within the Dexter-Ann Arbor Road area and to encourage connectivity to the streetscape. Entranceway orientation and proposed flow of pedestrians will contribute towards the desired pedestrian activity and scale described in this section. The following shall be considered:
  - 1. Buildings shall front towards and have their primary pedestrian entrance facing onto the public street. The Planning Commission may permit buildings which face towards a side yard, provided that defined pedestrian access routes are provided to the public street and features such as those described above are provided along walls that face the public street.
  - 2. Blank walls may not face a public street and buildings must have windows and architectural features commonly associated with the front facade of a building, such as awnings, cornice work, edge detailing or other decorative finish materials, on walls that face the public street.
  
- B. **Building Scale:** The intent is to create a streetscape that is compatible with the older buildings in the City by encouraging narrow facades, and discouraging single, large scale buildings.
  - 1. Building facades shall be subdivided, through the location of architectural treatments and the arrangement of openings (doors and windows) that are compatible in size and scale to the surrounding buildings.
  - 2. The height to width ratio of these subdivided facades of single story buildings shall not exceed 1:2. The height to width ratio of these subdivided facades of two story buildings shall not exceed 1:1.

3. Design Standards.
  - a) Building articulation shall be accomplished through combinations of the following techniques:
    - 1) Façade modulation. Stepping portions of the façade to create shadow lines and changes in volumetric spaces,
    - 2) Use of engaged columns or other expressions of the structural system.
    - 3) Horizontal and vertical divisions. Use of textures and materials, combined with façade modulation.
    - 4) Dividing facades into storefronts with visually separate display windows.
    - 5) Providing projections such as balconies, cornices, covered entrances, pergolas, arcades, and colonnades.
    - 6) Variations in the rooflines by use of dormers windows, overhangs, arches, stepped roofs, gables and other similar devices.

C. **Defined Streetscape:** Buildings shall be located to create a defined streetscape along the corridor utilizing the following guidelines. The Planning Commission may require a perspective drawing or a scale model of the proposed structure.

1. New building setbacks shall be uniform with adjacent lots in the C-1 Commercial and PB Professional Business Districts.
2. Proper relationship to existing structures in the area shall be maintained through building mass, proportion, scale, roof line shapes, windows and doors.
3. The location, size and number of windows shall be oriented towards Dexter-Ann Arbor Road and maintain similar proportions with existing buildings.
4. All new development, additions or renovations shall provide public sidewalk connections to adjacent properties.
5. Street lighting shall be provided along roadways to match the existing streetscape lighting poles and layout.

D. **Building Materials and Design:** The applicant must demonstrate the proposed buildings possess architectural quality and variety that create a distinct and harmonious character for the corridor. This shall be accomplished by the following:

1. Variety in building design shall be provided by architectural features, details and ornaments such as archways, colonnades, towers, cornices or peaked roof lines.
2. Building entrances shall utilize windows, canopies and awnings; provide unity of scale, texture, and color; and provide a sense of place.
3. Roof shape and materials shall be architecturally compatible with the District and enhance the predominant streetscape. Gable, hip and gambrel roofs are encouraged as the predominant shapes along the corridor.
4. The predominating surface plane of all building walls over forty (40) feet in length shall be varied through the use of architectural treatments, such as varying building lines, entrance accents, and windows.
5. Where the side or rear facade(s) of a building will be visible from a residential zoning district or public land, or the rear or side of the site will be used for public access or parking, such facade(s) shall be constructed to a finished quality comparable to the front facade.
6. Building located on corner lots shall provide distinct and prominent architectural features or site elements which reflect the importance of the building's corner location and creates a positive visual landmark. An entry feature or site landmark shall be required at the discretion of the Planning Commission. Entry features may include benches, signage, public art or other feature.
7. All mechanical equipment shall be shielded from public view.
8. Exterior building materials and treatment shall maintain a consistent overall appearance within the BRC. Any individual side of a principal building, at least eighty percent (80%) of the facade shall be constructed of, or covered with, one or more of the following materials:
  - a) Brick: smooth, hard, uniform, red, dark-red, or brown brick
  - b) Cut stone: carved and smooth finish stone
  - c) Siding: Natural wood and/or Cement-based Artificial wood siding
  - d) Glass windows and/or doors: non-reflective, clear or slightly tinted
  - e) Other materials similar to the above as determined by the Planning Commission.

9. The use of EIFS (Exterior Insulation Finishing System) shall be limited to vertically sloped architectural elements only and shall be limited to no more than 5% of each exterior building elevation.
10. Building Materials and Colors.
  - a) “Full veneer” brick or other similar high quality masonry materials such as quarried stone (i.e. granite, etc.), shall comprise one of the four required basic materials.
  - b) The percentage of high quality materials to be used on the building’s exterior walls (i.e. brick veneer, quarried stone, glass, precast concrete) shall be at least 80%.
    - 1) Basic materials shall include, but not be limited to the following materials:
      - i. Preferred Building Materials
        1. Quarried Stone
        2. Cultured Stone
        3. Full veneer brick
        4. Composite lap siding
        5. Architectural concrete (with recessed panels and reveal lines)
        6. Colored CMU block and architectural CMU block (i.e. split face, fluted, scored, honed, etc.)
        7. Architectural metals and standing seam metal roofing
        8. Dimensional Shingles
      - ii. Preferred Accent Materials
        1. Precast concrete, cast stone, natural stone accents
        2. Glass accents.
      - iii. Prohibited Materials
        1. Plain, flat faced CMU block (painted CMU).
        2. Brick tiles
        3. Metal walls
        4. EIFS (if used no more than 5% permitted and must be used as an accent.
- E. The applicant shall provide a schedule indicating percentage of façade materials totaling 100% and the applicant shall provide a sample board to the Planning Commission. Architectural Design and Building Character.
- F. **Other Site Elements:** Signs, landscaping, walls, lighting, street lighting and other site elements shall be coordinated and compatible with the

building design, as well as harmonious with the intended character of the District.

**G. National Tenant/National Franchise Architecture**

1. Franchise architecture (building designs that are prototypical or identifiable with a particular chain or corporation) shall be revised if the proposed building design does not conform with these design standards. Building architecture that does not comply will not be approved by the City of Dexter.
2. The developer shall provide color pictures of other national tenant buildings (non prototype examples) that have been built in other cities and states.
3. Large retail establishments (i.e. Big Boxes, where possible, are encouraged to provide multiple entrances as they reduce walking distance to cars, facilitate pedestrian and bicycle access from public sidewalks, provide convenience where certain entrances offer access to individual stores or identified departments of a store, mitigate the effect of unbroken walls and neglected areas that often characterize building facades that face other properties