# Appendix A
# Downtown D District Design Standards

A. Purpose.

(1) The purpose of the standards that follow is to inform applicants, municipal boards, and the Code Enforcement Officer about preferred patterns and designs for development in the Downtown D District of the Village of Skaneateles.

(2) The high quality of life enjoyed by Village residents results in large measure from the physical design of the village center. This traditional "Main Street" pattern of development is characterized by an inviting and attractive street environment that encourages informal interaction among residents, merchants, and visitors. This interaction is enlivened by the closely interwoven combination of residential, retail, service, office, and other nonresidential uses.

(3) The lively street environment is a valuable public space that attracts tourists who support the local merchants and provide an important economic stimulus to the community. The economic and social vitality of the Village and Town of Skaneateles depend upon maintaining the attractiveness of this street environment, the economic viability of Village businesses, and a hospitable atmosphere for residential occupants.

(4) The Village Board of Trustees has determined that mixed-use development of the type found in the current party wall buildings and large detached houses on Genesee Street is desirable and that the Village's downtown area should be allowed to expand up the Fennell Street corridor following a similar pattern. These standards are intended to shape growth in this corridor and to maintain the quality of the public spaces that give the downtown its character.

B. Applicability.

(1) These standards apply throughout the D District, although their manner of application will vary because existing development patterns within the district are different from place to place. Some of the standards relate to public areas, such as streets, sidewalks, and public parking lots. These are included because the character of the downtown is shaped by both public improvements and privately owned land and structures. Although zoning normally applies only to private and semipublic uses, these standards assume that public-private partnership and cooperation will be an integral element of development within the D District.

(2) These standards shall be applied by the Planning Board, Zoning Board of Appeals, Historical Landmarks Preservation Commission, Village Board, and Code Enforcement Officer in the course of administering otherwise applicable provisions and procedures of this chapter, and shall not impose any additional procedural requirements.

C. Objectives.

(1) Where party wall buildings currently exist, the objective is to maintain the architectural and structural integrity of these buildings while allowing a combination of compatible uses.

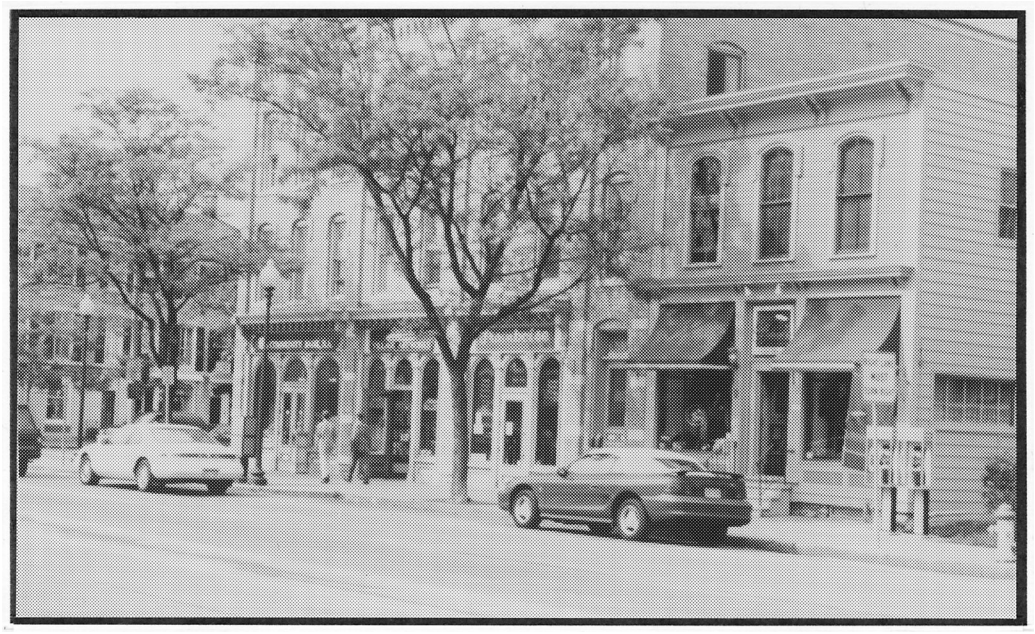
(2) Where structures originally constructed as single-family residences currently exist, the objective is to maintain the architectural and structural integrity of those with architectural and/or historic value. This objective can be achieved by allowing a combination of residential uses and those non-residential uses that can function effectively without significant exterior alterations to such structures or their immediate surroundings.

(3) Where land is either vacant or contains structures that are not described by Subsection C(1) and (2) above, the objective is to develop new structures or modify existing ones to bring them into greater harmony with the historic house structures and party wall buildings in the district. While certain areas along Fennell Street have already developed with a significantly different character, the objective of these guidelines is to encourage infill and modifications to structures to gradually alter that character.

D. General standards for the Downtown District. These standards apply to both party wall buildings and detached buildings. Special standards for each of these building types are contained in Subsections E and F.

**Building Layout**

- Buildings should have a well-defined front facade with entrances facing the street. Buildings should be aligned so that the dominant lines of their facades parallel the line of the street and create a continuous edge. Departures from this regular pattern should be allowed only to terminate important vistas along streets or sidewalks or to act as focal points for public spaces.



**"Trademark" Buildings**

- Trademark buildings, which identify the owner or occupant by a trademarked architectural style, are prohibited. Buildings with advertising icon images detract from the coherent and distinctive identity of Skaneateles.

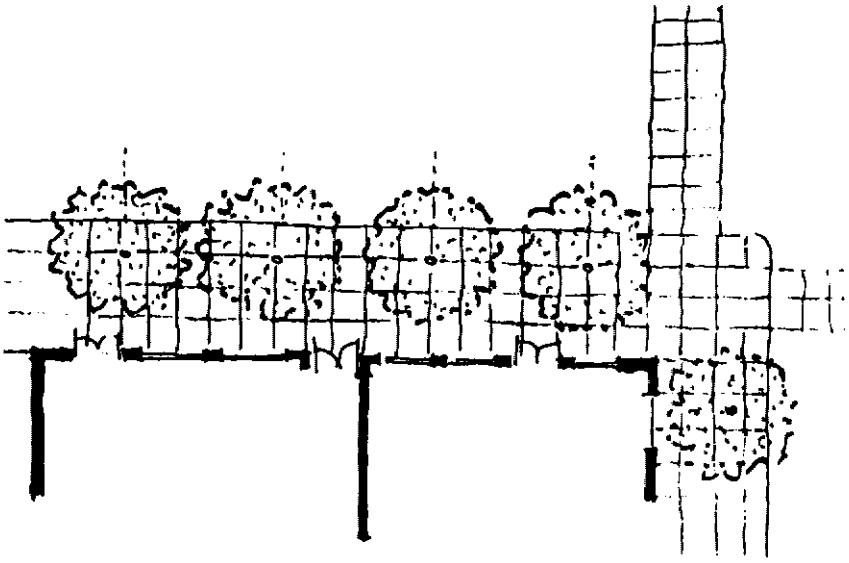

- Small, separated one-story buildings set back from the street are incompatible with the spatial character of traditional village streets.

- Franchise operations shall be designed to harmonize with downtown mixed-use areas.


**Streetscape -- Trees**

- Streets within the Village should be lined with trees. Existing large trees should be preserved, especially in public spaces or front yards. Streets should be maintained in a way that minimizes the need to remove mature trees. Street trees should be planted at regular intervals of no more than 20 feet. The shade trees should be four-inch minimum caliper indigenous species with broad canopies. Dead trees that are within 20 feet of the pavement should be replaced with new trees.

Tree-lined Street



Plan with Street Trees

- Street trees give special character to downtown streets. They provide summer shade and reduce heat buildup from paved areas. Trees and shrubs add variety to the streetscape, and help to maintain property values.

**Streetscape -- Sidewalks**

- Sidewalks should be 10 to 16 feet wide on mixed-use streets and five feet wide on primarily residential streets. Pedestrian crosswalks should be designated in material that contrasts with street pavement, such as brick or cobblestone. Sidewalks should have hard curbs. (Granite curbs are recommended.) All intersections should have ramped access.

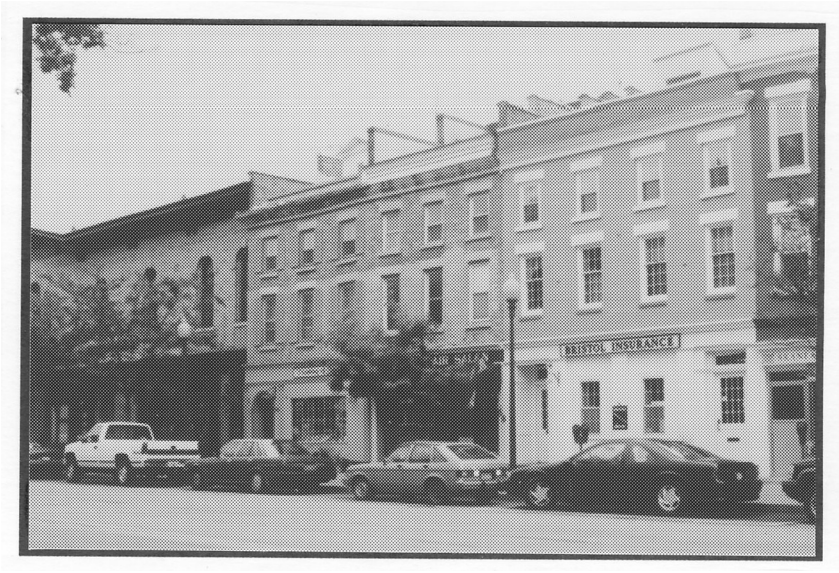
- On low-traffic or one-way streets with one lane of parallel parking, sidewalks should be on the parking side. Sidewalk design should accommodate wheelchairs as well as pushcarts and baby carriages.

Appropriate Sidewalks

- Sidewalks encourage walking in the Village, reducing the use of automobiles and making the Village more accessible to senior citizens, young people, and the physically disabled.

**Streetscape -- Lighting, Furnishings, Signs, and Utilities**

- Lighting. Traditional, pedestrian-scaled street lamps 12 to 15 feet in height, similar in design to those currently in use, should be provided at consistent intervals. Tall, high-intensity street lighting is prohibited.



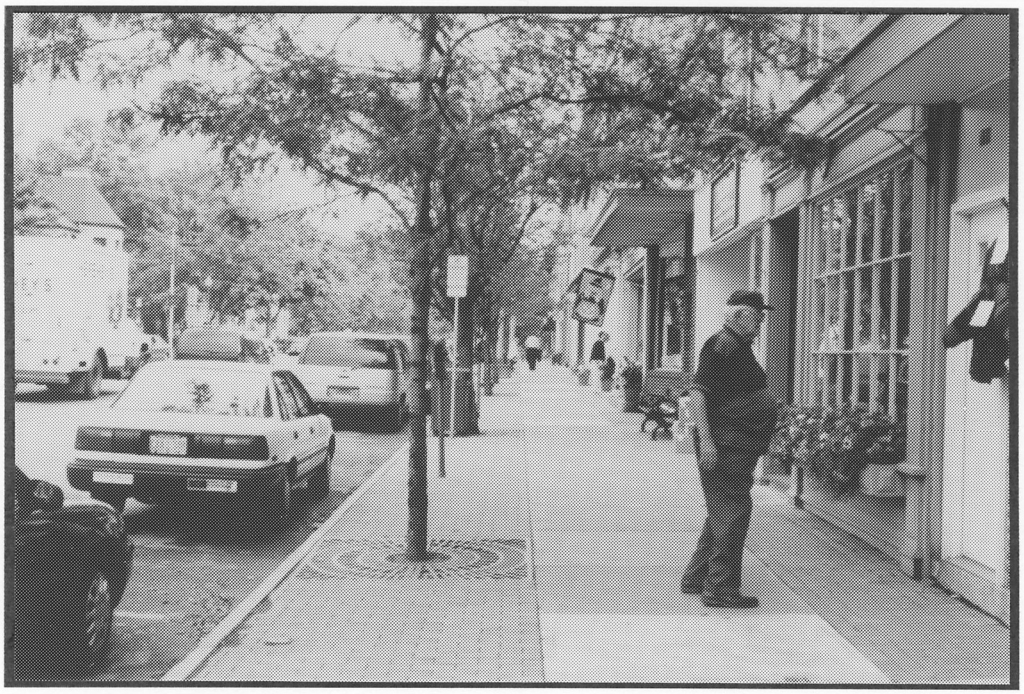
- Street furnishings. Benches or sitting walls and trash receptacles should be provided at regular intervals. Design of street furnishings should be consistent along streets and compatible with adjoining structures.

- Signs. Direction and public information signs should be designed and organized so as to be legible, appropriate, and uncluttered in appearance.

- Utilities. All utilities shall be underground. Vaults and transformer pads shall be located to minimize visual intrusion on public space.

**Parking -- On-Street**

- All streets should include at least one lane of paved parallel parking. The parking lane should stop 20 feet before an intersection, where the sidewalk may widen to reduce the pedestrian street-crossing distance. On-street parking shall count toward meeting nonresidential parking requirements.

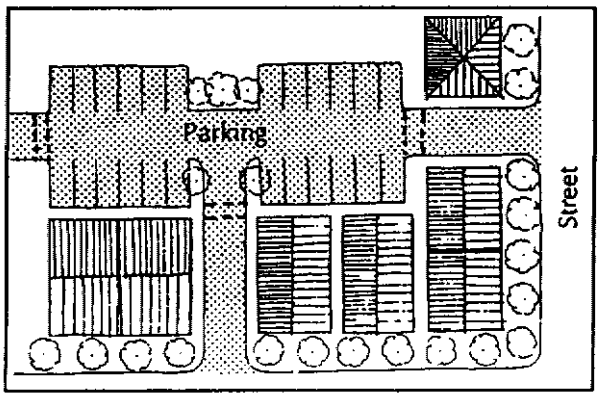


Parked cars buffer pedestrians from traffic.

- Parked cars on the street help to slow traffic, reduce the need for parking lots, offer convenient parking, and encourage pedestrian use of the street by dispersing parking and forming a safety buffer between the sidewalk and the street. Employees and business owners should not use on-street parking spaces.

**Parking -- Parking Lots**

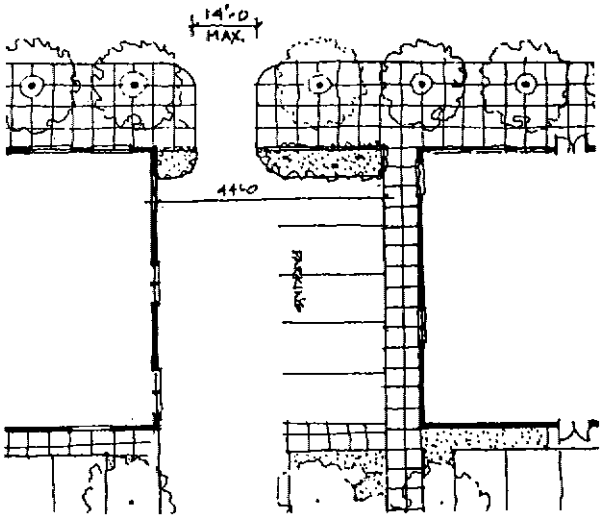
- Parking lots shall be laid out in a way that minimizes visibility from existing streets. They should be located to the rear of buildings or, if that is not possible, to the side with the parking lot screened from the street by a low wall, fence, or hedge. A side parking lot should be limited to 44 feet in width along the street.



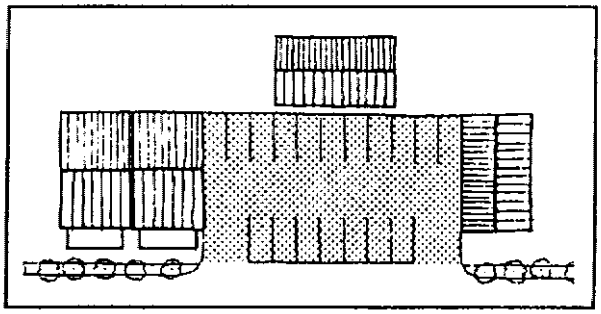

Encouraged:
Parking lots should be located behind buildings and
should be connected to each other and to side streets.

- Parking lots should be connected to adjoining parking lots and side streets or alleys, and should have clearly delineated pedestrian paths to and across them.

- Acceptable: If parking in side yards is unavoidable, it should be screened from the street.




- Prohibited. Parking lots in front of buildings are not allowed.

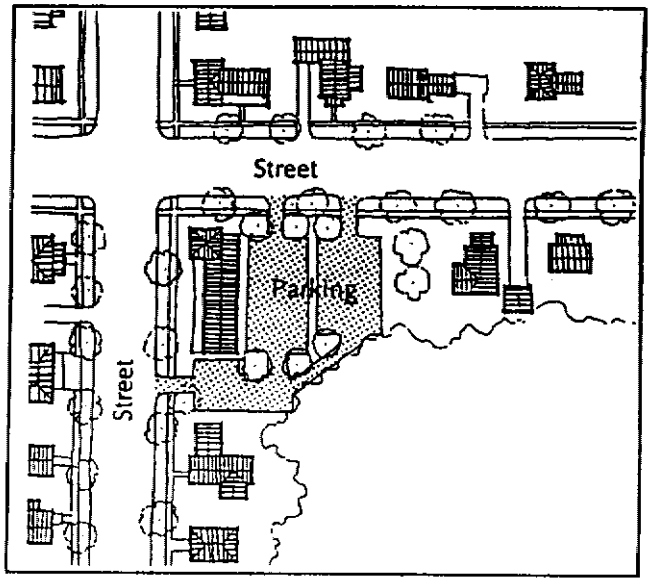


- Large open parking lots destroy continuity and scale of the pedestrian environment. Off-street parking in front of buildings disrupts the safe walking space of the pedestrian. Connected rear lots are convenient and reduce congestion on the primary street network.

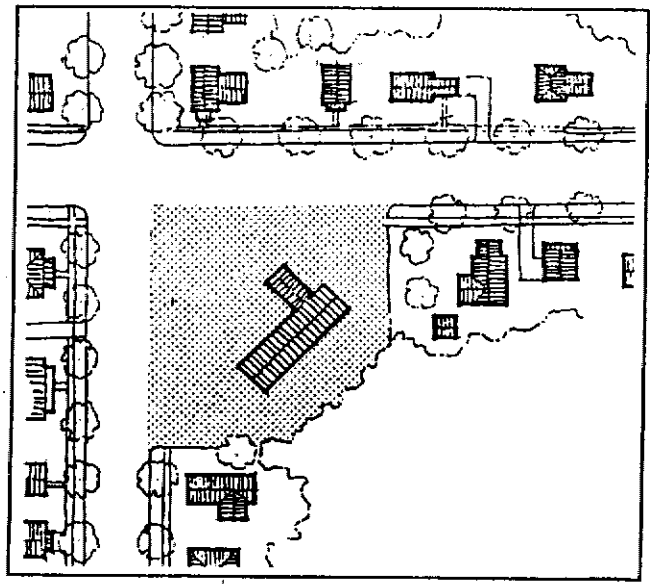
## Corner Lots

- Buildings, trees, hedges, low walls, and sidewalks should define the street corner. Curb cuts should be minimized and kept away from the corner. Clearly designated, safe, and continuous pedestrian sidewalks and bicycle paths should be maintained around corners. Corner parking lots are prohibited.

- Buildings should be sited to hold the corner.



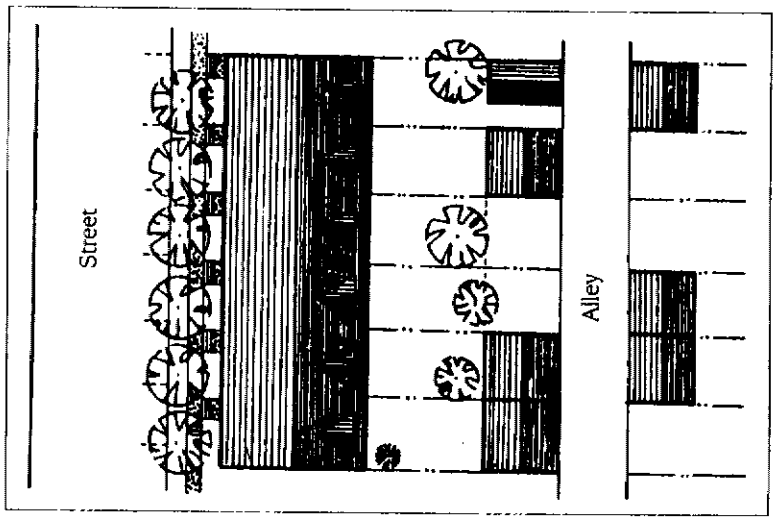

- Prohibited: Parking lots on corners are not allowed.



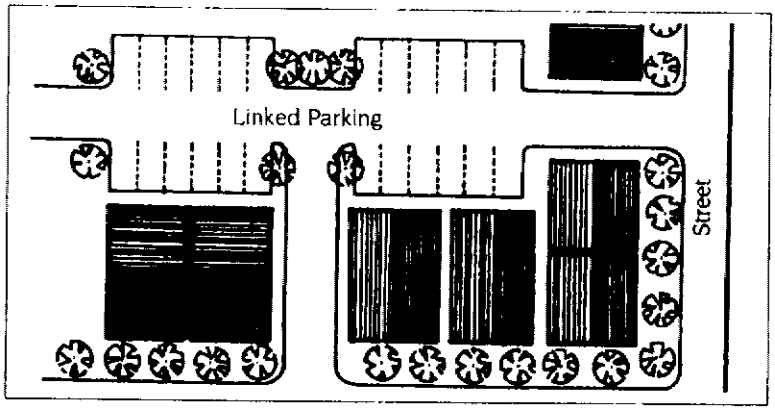
- Street corners are important points of activity and should be designed as pedestrian places. Attractive intersections can encourage continuous pedestrian travel, while vacant corners discourage pedestrians from continuing to the next street.

**Alleys**

- Service alleys are encouraged. They facilitate access to off-street parking and loading areas, garages, utilities, and trash pickup, and provide rear access to narrow lots and party wall buildings. They also allow more on-street parking by eliminating driveway curb cuts.




Alley Behind Party Wall Buildings




Parking Lots Linked by an Alley Behind Detached Buildings

**Curb Cuts**

- Curb cuts and interruptions of the pedestrian sidewalk should be kept to a minimum. Cuts should be only one lane wide, and should not be more than 14 feet wide for most commercial uses and 12 feet wide for residential uses.

- Where interrupted by curb cuts, the continuity of the sidewalk surface should be maintained, while the material of the driveway should be interrupted.

Encouraged: Sidewalks should continue across driveway cuts.

Discouraged: When street and parking lot are continuous, pedestrians lose their space.

- On major roads, the number of curb cuts should be kept to a minimum. They should occur no more than one curb cut every 200 feet or one curb cut per lot.

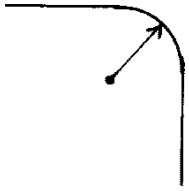
- Wide curb cuts and other sidewalk interruptions destroy the scale and pedestrian continuity of streets. Frequent curb cuts on heavily traveled streets can create unsafe conditions. Curb cuts can be minimized through the use of shared driveways, rear driveway connections, and alley access to off-street parking areas.

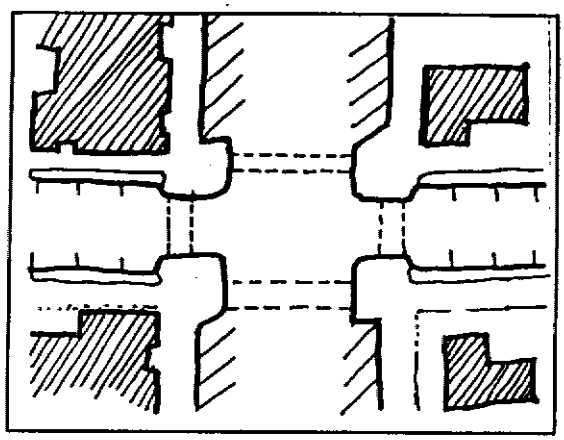
## Curb Radii

- Curb radii should be kept to a minimum to reduce the amount of time required for pedestrians to cross intersections.

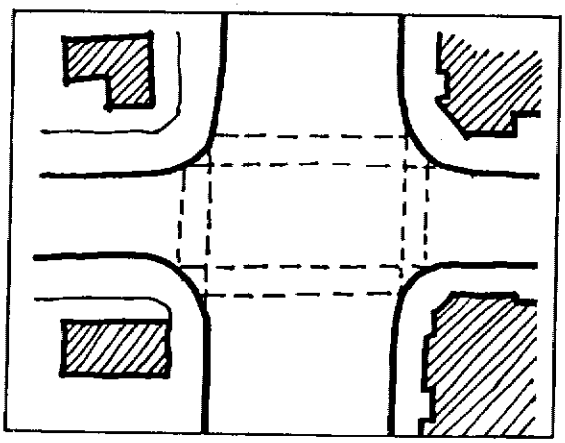
*Short Radius*

*Long Radius*





Encouraged: Extended curbs and minimal radii make street crossing easier for pedestrians.



Discouraged: Wide curb radii increase crossing distances and reduce pedestrian safety.

- Reduced pedestrian crossing time at intersections provides a safer, more hospitable pedestrian environment. Sweeping corners encourage faster vehicular travel, discourage pedestrian use and contribute to the "suburban" character of developments.

## Building Materials

- Preferred building materials are brick, stone, and wood. Limited use of concrete and concrete block is acceptable if detailed and finished to be compatible with surrounding buildings. The use of corrugated concrete and "cinder block" is prohibited. Tile, stucco, and metal wall surfaces are not typical building materials in the Skaneateles area, but may be acceptable in limited applications.

- The use of vinyl siding is discouraged and, where unavoidable, should be detailed to be consistent with traditional wood construction. Asphalt and asbestos wall surfaces are prohibited.

- Newer types of building materials, if compatible in appearance with surrounding buildings, may be acceptable. Such materials should be able to be maintained so that they do not deteriorate with age.

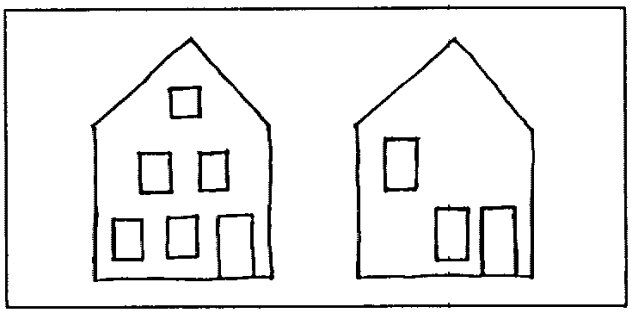
Buildings in downtown Skaneateles use a variety of appropriate building materials, including brick, stone, and wood.

- Buildings should be designed to take advantage of natural daylight and fresh air circulation. Higher floor-to-ceiling dimensions increase daylight penetration and air circulation space. Buildings less than 60 feet deep have reduced heating, cooling, and lighting requirements. Buildings should be designed for long-term adaptability and changes in use.

**Facades -- Window and Door Placement**

- Windows and doors should be balanced in their placement on building facades. Though literal symmetry is not necessary, a general balance between facade elements is visually harmonious.

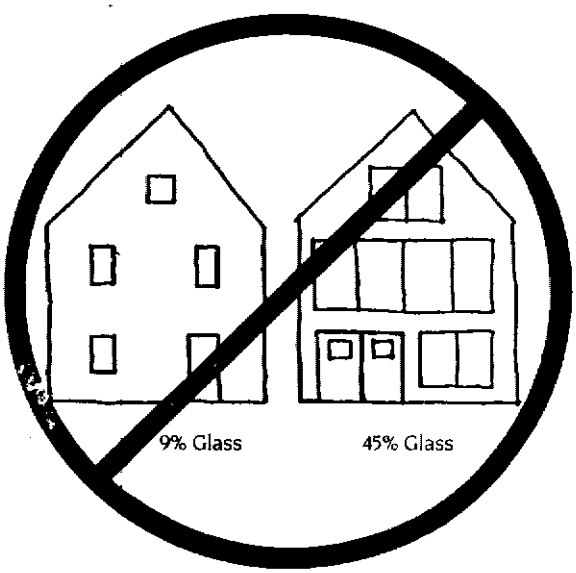
*Balanced*



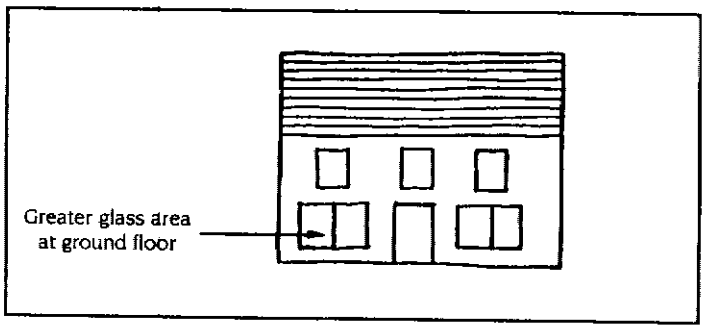
*Unbalanced*

**Facades -- Extent of Glazing**

- No less than 12% and no more than 35% glass area should be used on the primary front-facing facade of a building. No more than 35% glass area should be employed on other facades. Glass area is measured, per facade, as inclusive of muntin and sash, and exclusive of casings.

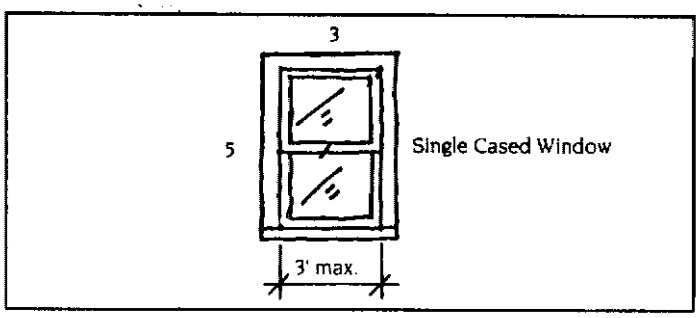



- Glass areas per floor should be greater at ground floors than at upper level floors.

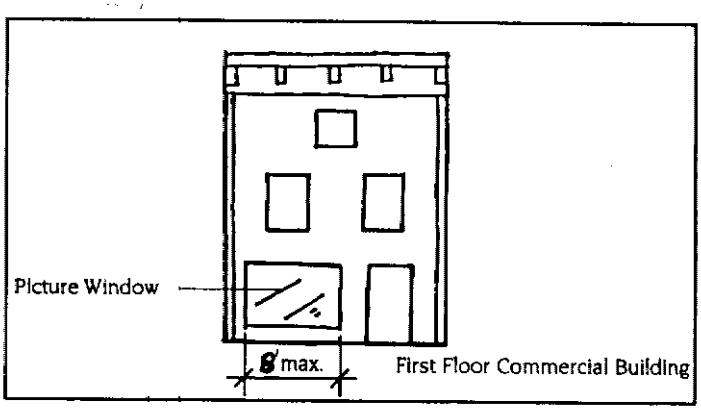



**Facades -- Window Size and Proportion**

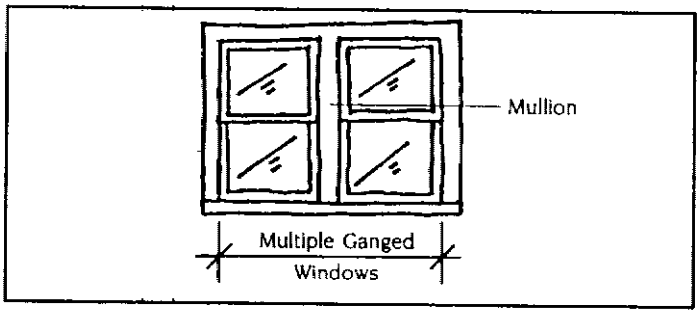
- Windows should be vertical, in proportions ranging from a width-to-height ratio of 1:2 to 3:5. Windows ranging between a 1.5:1 and a 3:1 ratio are acceptable just below roof eaves (these are known as "eyebrow" windows).



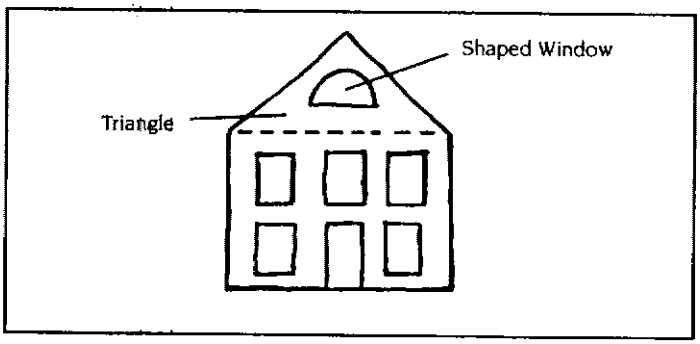

- Windows wider than three feet are discouraged, except on the entry levels of commercial uses where a maximum single window width of eight feet is acceptable. Sliding glass doors are discouraged on front facades.




- Single-cased windows on upper floors are encouraged. Multiple-ganged window configurations are acceptable.




- Shaped windows and windows of a 1:1 ratio are acceptable within the triangle created by converging roof planes, at decorative entries, in half-stories, and where combined in a Palladian configuration.

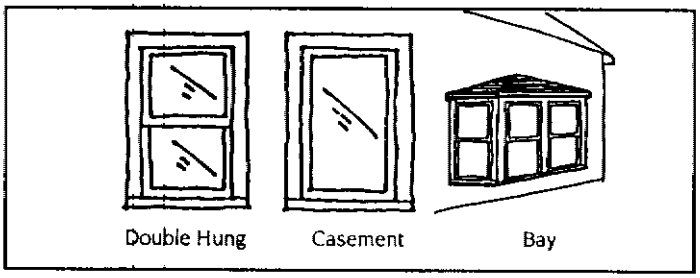



**Facades -- Window Style**

- Guideline: The window style should be consistent across the entire exterior of a building.

- The following three window styles are encouraged:

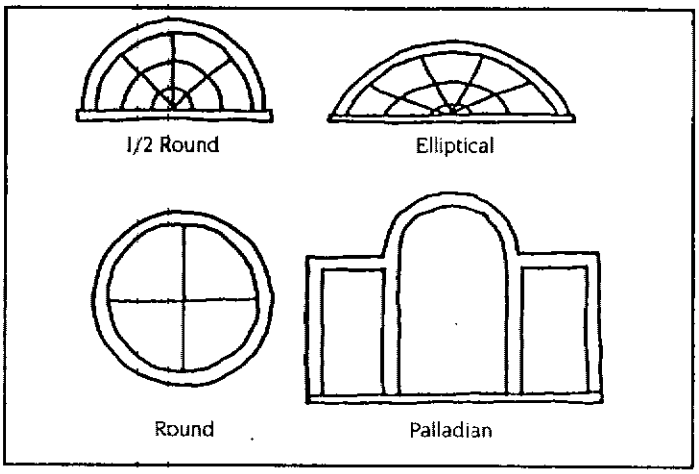
  DOUBLE-HUNG
  CASEMENT
  BAY




Encouraged

- The following window styles are acceptable:

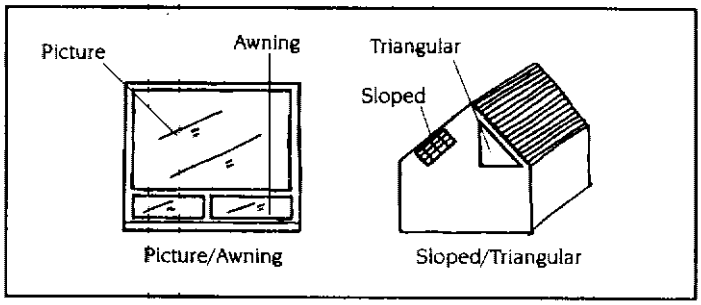
  HALF-ROUND
  ROUND
  ELLIPTICAL
  PALLADIAN
  SKYLIGHT




Acceptable

- The following window styles are discouraged where they are visible from the street:

  PICTURE
  COMBINATION PICTURE/AWNING
  TRIANGULAR
  SLOPED




Discouraged

- Display windows on the main floor of commercial uses are encouraged. The use of muntins to break the expanse of glass into smaller panes is encouraged.

E. Standards for lots with party wall buildings.

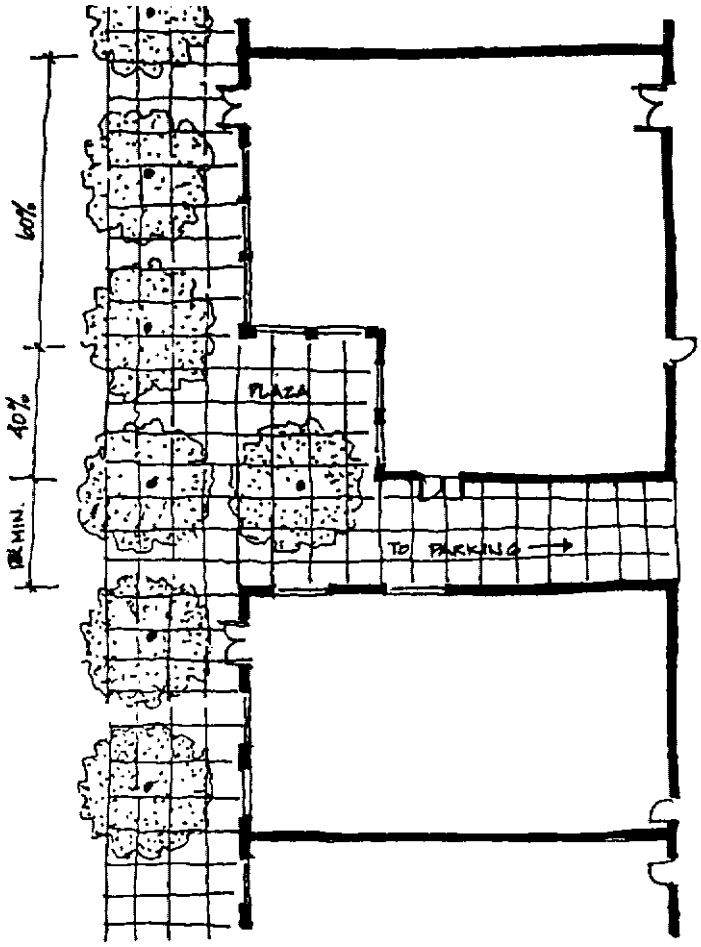
**General**

- Where party wall buildings currently exist, or where new ones are constructed, the buildings should generally be connected to form a wall along the street. This

wall encloses public space and makes the street space feel like an "outdoor room." Party wall buildings should be related in height, with storefront windows, doors at street level, and simple roof shapes. The design standards that follow apply to lots with party wall buildings.

**Building Layout**

- Downtown buildings have traditionally maintained a continuous wall at the building line. Therefore, new buildings and additions to existing buildings should maintain the street wall. The building line is generally the front property line, and a minimum of 60% of the building's front face should sit on that line. Setbacks for up to 40% of the building front may be appropriate, but only if the area between the setback and the sidewalk is developed as a public plaza. This area shall not be used for parking.




- For party wall construction, no side setback is best. Side setbacks of between zero and six feet and over 15 feet are prohibited. Narrow gaps are likely to be dark and dangerous, and do not make good pedestrian spaces. Gaps of more than 30 feet between buildings disrupt the continuity of the street wall and should not be allowed, except to create outdoor public or semipublic spaces or where parking is required and cannot be placed behind the building. Side yards of more than 10 feet should be landscaped, and may be used as driveways, pedestrian pathways, or semipublic spaces such as restaurant patios.

**Roofs**

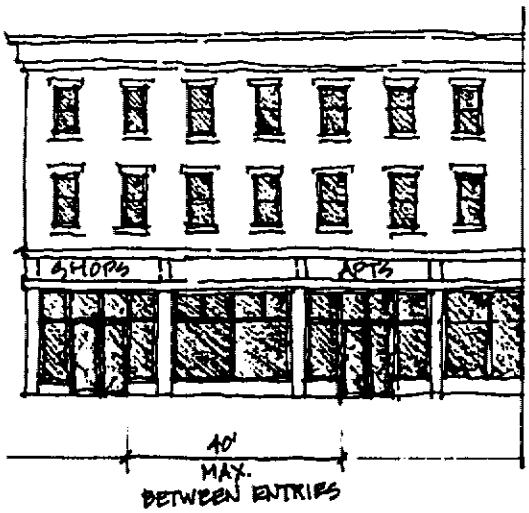
- Party wall buildings create continuity in the street wall, which should not be interrupted by complicated or dominating roof designs visible from the street.

- Parapets, projecting cornices, or decorative roof overhangs are encouraged, since they reinforce the line of the building wall. Flat roofs without cornices are prohibited.

- Heating, ventilation, and air-conditioning equipment on the roof shall not be visible from the street.

**Windows and Doors**

- Buildings should have many windows and doors at street level to encourage pedestrian traffic and commercial activity. Frequent entries contribute to a lively pedestrian space. Entries onto the sidewalk should occur at least every 40 feet. Blank, windowless walls are unacceptable; no building may have more than 15 horizontal feet of wall without a window or door.




- First-floor facades should include a minimum of 50% glass, while upper floors should have between 15% and 40% glass.

- Every building should have operable windows on the upper floors. These should be double-hung casement, awning, or pivot windows, or a combination of any two types. Individual windows should be vertically proportioned between 1:2 and 3:5. Individual windows may be grouped, but continuous strip windows without major vertical divisions are prohibited, as are heavily tinted or reflective glass.

- Large storefront windows are required on ground floors and do not need to be operable.

## Upper Stories

- In order to define the edge of public space on tile street and encourage mixed-use buildings, all new buildings and major additions should be between two and 3 1/2 stories tall, and at least 20 feet tall at the front facade. Infill buildings should be within 1 1/2 stories of the height of adjacent structures, unless the adjacent building is only one story.

- Upper-level apartments and offices are encouraged and should be accessible from entries on the sidewalk. Secondary entrances located on rear alleys or parking lots are also acceptable.

Single-story buildings break the continuity of the street wall.

- Balconies and bay windows are appropriate on upper floors, and may encroach beyond the building line by no more than four feet.

- Awnings and overhangs which provide shade and shelter for pedestrians are encouraged; they may encroach beyond the building line. Arcades should not reduce the sidewalk to less than 10 feet.

F. Standards for lots with detached buildings.

## General

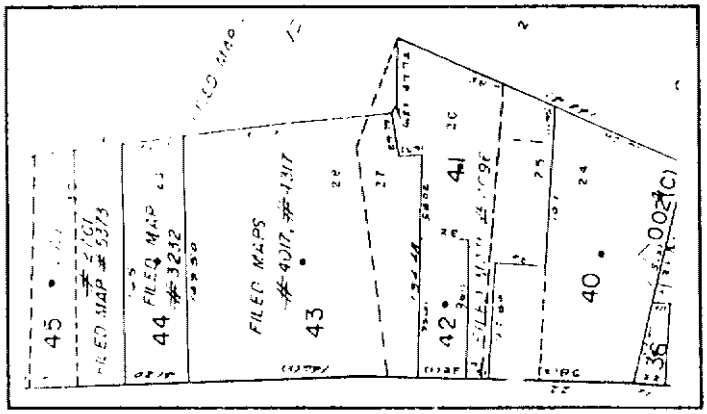
- Siting and design issues for detached buildings are significantly more complicated than for party wall buildings. Many areas with detached buildings will be in transition from exclusively residential to mixed uses that include residential. While the uses in these areas will change gradually, their general appearance should not change significantly, unless they are replaced by party wall buildings. Where detached buildings in the Downtown District have architectural or historical significance, they should not be demolished or significantly altered. Rather, new uses should adapt to the character of the existing buildings and should respect the traditional relationships between the building, the street, and adjoining buildings. Residential uses should remain in some or all of the upper floor space in these buildings. If any detached buildings are removed, they should be replaced either with buildings that are similar in character or with party wall buildings that comply with the standards in the previous section.

## Lot Size and Dimension

- Variations in lot sizes are encouraged. Lot frontage for detached houses should generally, be between 40 and 80 feet. On longer frontages, houses should be sited so that future property subdivision will be in conformance with this

guideline. The typical Village street has a variety of lot sizes. This allows a range of house sizes, styles, and prices. Small frontage dimensions preserve the walkability and spatial character of Village streets.

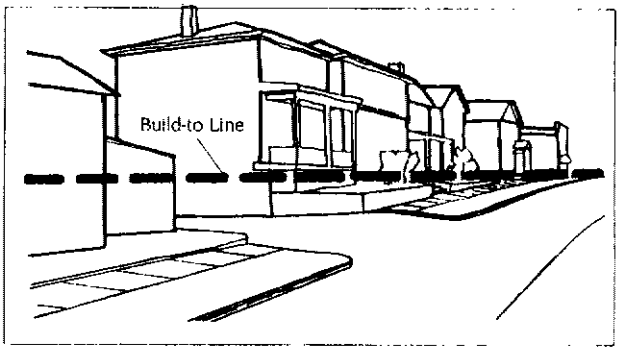
- Downtown Village lot sizes are not uniform, but vary significantly.




- Narrow street frontages make streets walkable.

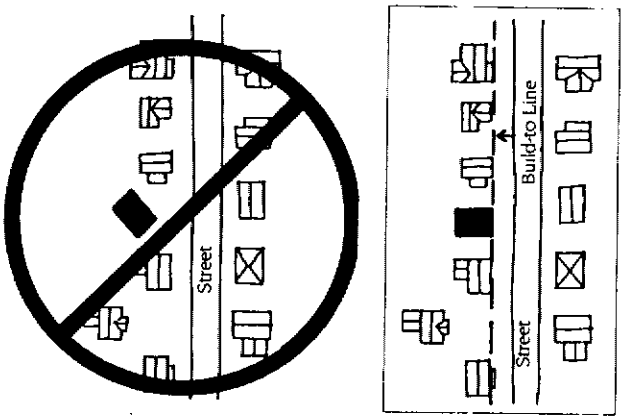
**Building Alignment**

- Consistent setbacks from the street are strongly encouraged. New buildings on an existing street should conform to the dominant setback if there is one. Build-to lines or setback "zones" between 10 and 20 feet from the edge of the sidewalk should be designated on new streets.




*Street View with Build-to Line*

- Building faces should be parallel to the street, with major roof ridges either parallel or perpendicular to the street. On narrower lots (60 feet or less), the roof ridge should generally be perpendicular to the street.




***Discouraged*** ***Encouraged***

*New buildings should follow existing alignments.*

- Parallel or perpendicular relationships between buildings and the street are typical of most Village streets. The alignment of buildings parallel to the street edge, together with sidewalks and rows of trees, creates a canopied corridor.

Short setbacks with a build-to line or "zone" create a sense of enclosure on the sidewalk and street.

**Entries and Windows**

- Principal building entries should be oriented toward and visible from the street. Entries should front on streets or side yards rather than on parking lots or interior courts, although entries from courtyards which face the street are acceptable. Accessory units may be accessed from a rear alley or side yard.

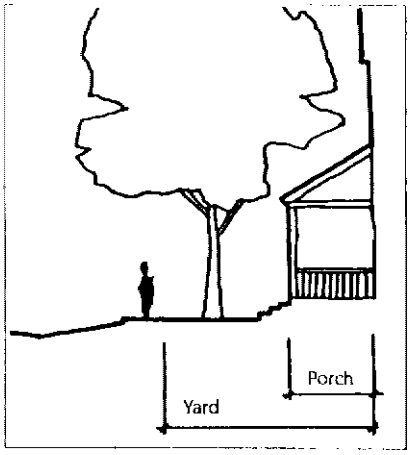
- Entries facing the street enliven the street's public space.

- All exterior walls should have windows as described in Subsection D, General standards for the Downtown District. Outdoor spaces are safer when overlooked by windows.

Blank walls facing the street should be avoided.

## Porches

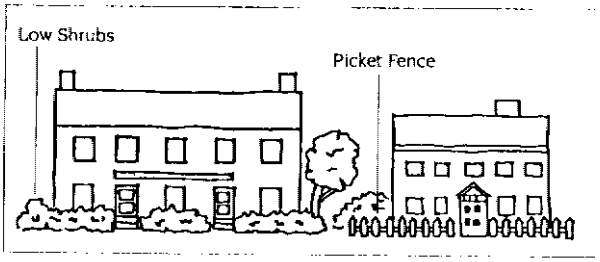
- Front porches are encouraged. They may encroach into the front setback area (required front yard). Front porches create a semi-private zone at the front of the building. This encourages socializing along the street and adds architectural interest for both pedestrians and occupants.



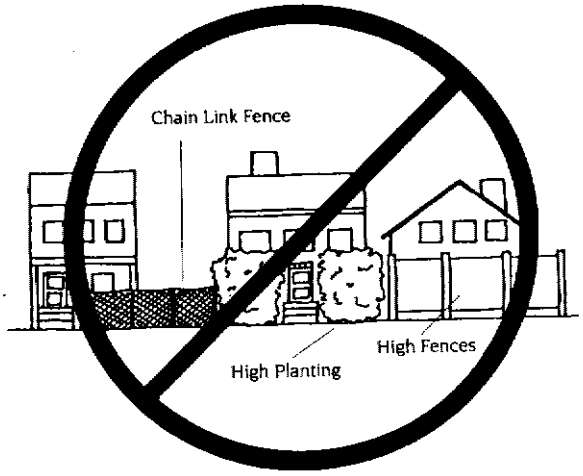

**Fences, Walls, and Landscape Screens**

- Fences, walls up to four feet high, and landscape screens are encouraged along front property lines, especially where the continuity of buildings is interrupted by a vacant lot, a parking lot, or a building set back farther than the build-to line (see "Building Alignment"). Landscape screens should be set back from the sidewalk to avoid encroachment when the vegetation matures.

Sidewalk with Fence and Low Hedge




*Appropriate Street-lining Elements*




***Discouraged***

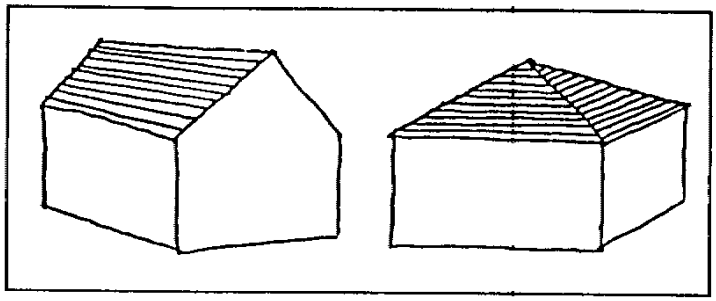
- Fences, low walls, and hedges define walkways, give pedestrian scale to the street, and maintain the historic character of the Village. They create a transition between public and private spaces and screen and separate potentially incompatible uses. Chain-link fences and tall walls or hedges create unfriendly barriers and block important public visual or pedestrian access.

**Roofs -- Roof Types**

- The two roof types that are predominant and encouraged are gable and hip. Main roofs should conform to these shapes.

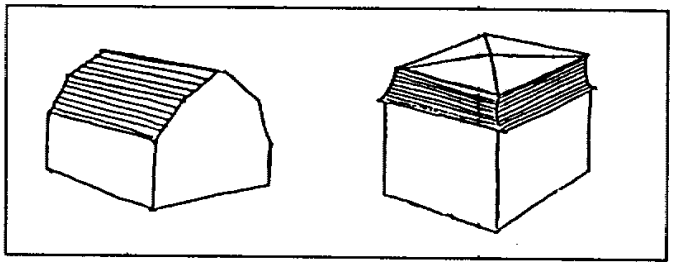
- Gambrel or mansard roof types are derived from the gable and hip, respectively, and are generally not encouraged (see below).

*Gable Roof*



*Hip Roof*

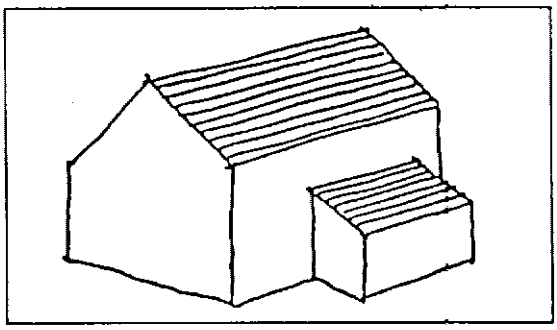
*Gambrel Roof*



*Mansard Roof*

- Because there are relatively few examples of the gambrel and mansard in the Village, their prolific use is discouraged. However, limited use of these roof types will lend variety.

- Shed roofs are acceptable as secondary roofs but discouraged as main roofs. The highest roofline of the shed roof should be attached to the dominant building mass.



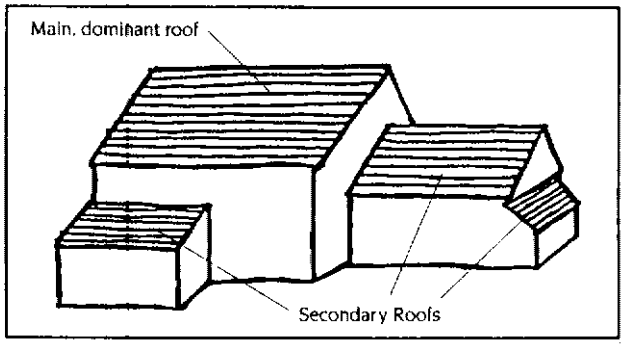
*Shed Roof*

**Roofs -- Roof Massing**

- Simple roofs consist of a single roof type. More complex roofs consist of a main roof type that is dominant, with attached secondary roofs that are smaller and lower than the main roof ridgeline.

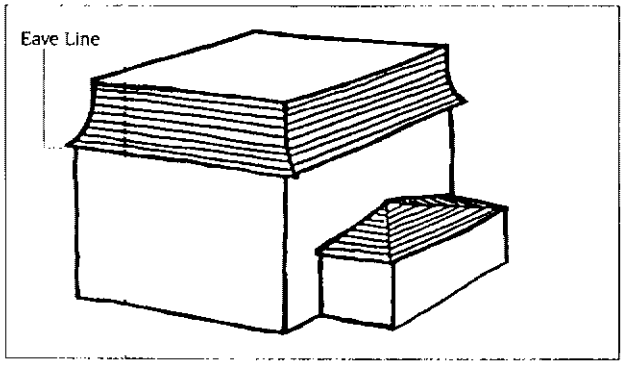
- Although simple roof types are encouraged on small buildings, roofs of larger buildings should be more complex, and should combine a main roof with lower intersecting secondary roof types.

- Secondary shed, gable, and hip roof types may be combined with any main or secondary roof type.



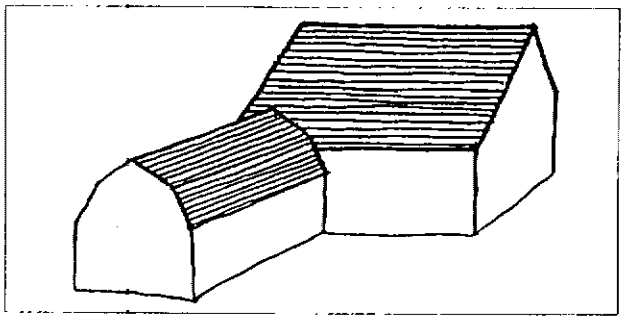

*Shed and Gable Additions to Gable-roofed Building*

- Combining mansard roofs with any roof form other than a secondary shed or hip is discouraged. Any such additions should not extend above the mansard eave line.




*Hip-roofed Addition to Mansard-roofed Building*

- Secondary gambrel roofs should be combined with main gambrel roofs and/or main gable roofs.

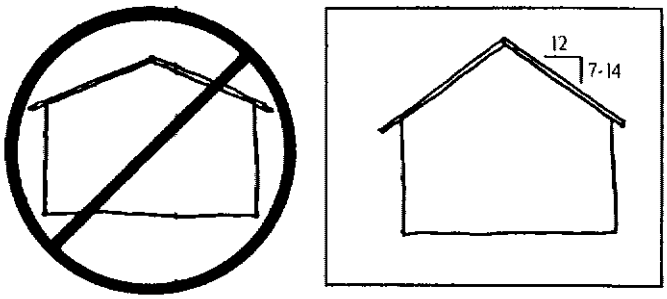


*Gambrel Addition to Gable-roofed Building*

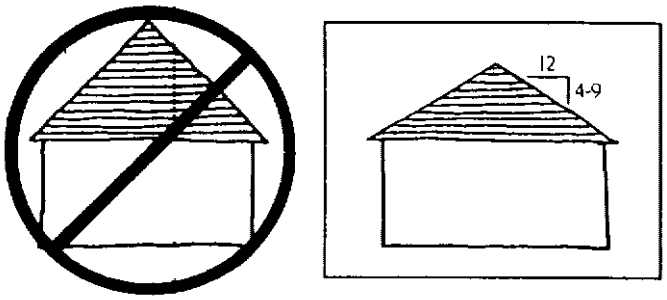
- As buildings increase in size, more complex roofs are necessary to enable the building to remain in character with its surroundings. Historically, many large buildings grew by adding new sections similar in massing and proportion to existing structures.

**Roofs -- Roof Pitch**

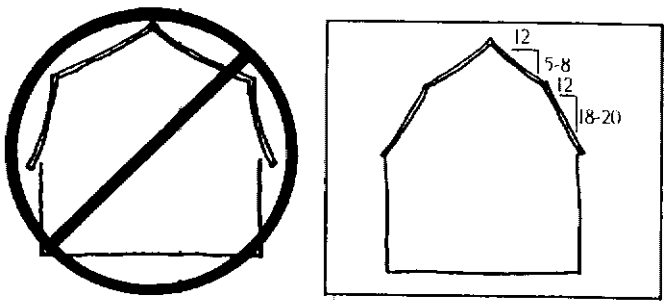
- Gable roofs may vary in pitch from 7:12 to 14:12. Roof pitches below 8:12 on main roofs are discouraged.



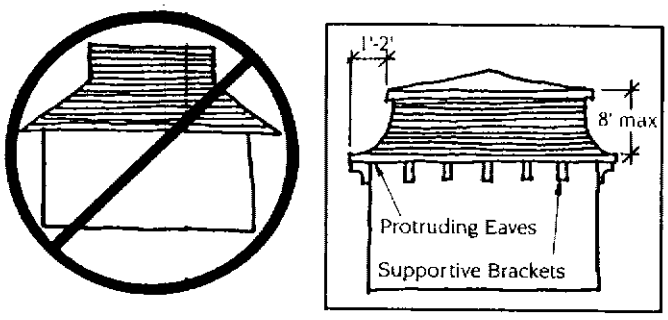

- Hip roofs may vary in pitch from 4:12 to 14:12. Roof pitches steeper than 9:12 on main roofs are discouraged. Turrets, both hip and conical, may range up to a pitch of 14:12.




- Gambrel roofs have different pitches on their upper and lower roof planes. Upper roofs may vary in pitch from 5:12 to 8:12, while lower roof pitches may vary from 18:12 to 20:12. The most typical and harmonious arrangement is an upper roof pitch of 5:12 and a lower roof pitch of 20:12.



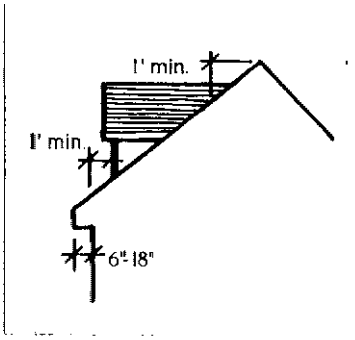

- Mansard roofs are built with a concave curve, and they are characterized buy protruding eaves and support brackets below the eave. They should not exceed eight feet in height from eave to ridge. The height of mansard roofs should be designed in proportion to the size of the facade below. Though dormers are encouraged on mansard roofs, skylights are not.




- Shed roof additions may vary in pitch from 4:12 to 14:12.

**Roofs -- Roof Details**

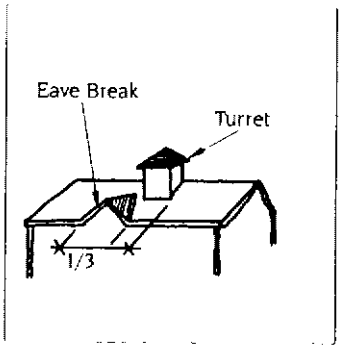
- Roof overhangs of six inches to 18 inches, exclusive of gutters, are encouraged.




*Roof Overhang and Dormer*

**Roofs -- Roof Features**

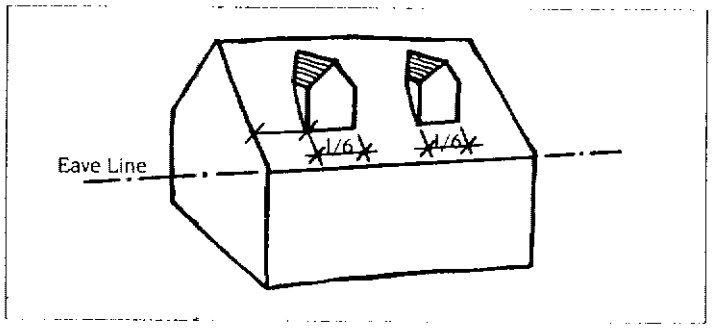
- Dormers, lanterns, turrets, eave breaks, and skylights may be added in proportion to the roof's overall size. Cumulatively, they should interrupt the roof plane no more than one third of the length of the eave line.




*Roof Features*

- Dormers should be set back from the face of the building at least one foot, and at least three feet from the building sides. The face of the dormer should be minimal in height and be mostly made up of window area.

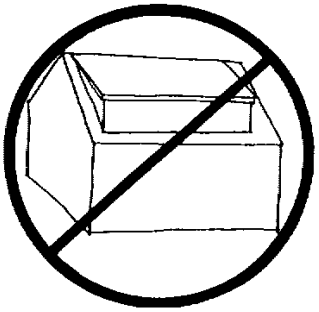
- The dormer roof should connect to the main roof at least one foot below the main roof ridgeline. The roof pitch of gable dormers should match the roof pitch of the main roof.

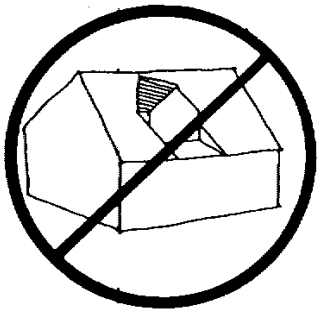



*Roof Feature Placement*

- Shed roof dormers that envelop the main roof slope are discouraged, as are inset dormers.

*Large-sized Dormers* ***Not Encouraged***





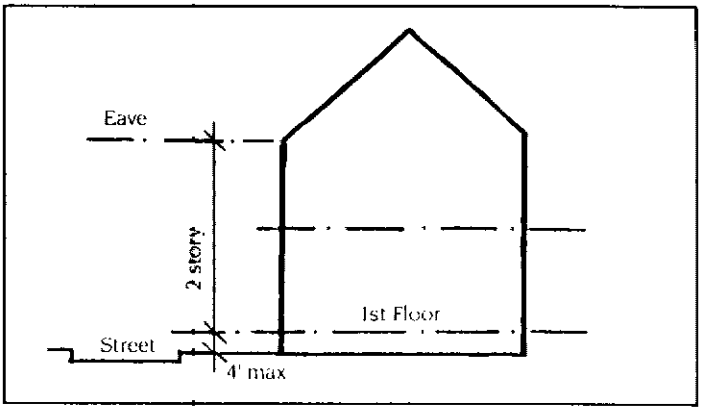
*Inset Dormers* ***Not Encouraged***

**Roofs -- Roof Materials**

- The following roofing materials are encouraged: slate, wood shingles, shakes, standing seam metal. Asphalt shingles are acceptable. Colors should be neutral to dark.

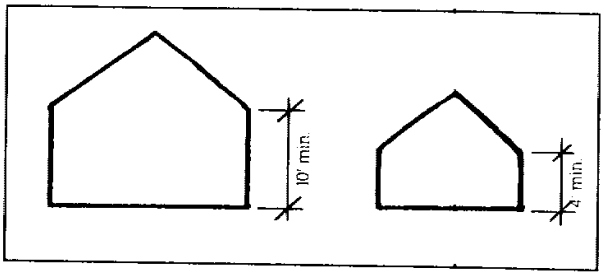
**Facades -- Height**

- Eave heights should generally be two stories. The first-floor level of a two-story facade should not exceed a height of 4 feet above grade at the street face of a building.




- Roof eaves on main roofs should be a minimum of 10 feet above grade at the building front entry. The main roofs of nonhabitable accessory buildings, such as pump houses and tool sheds, should be a minimum of four feet above grade.

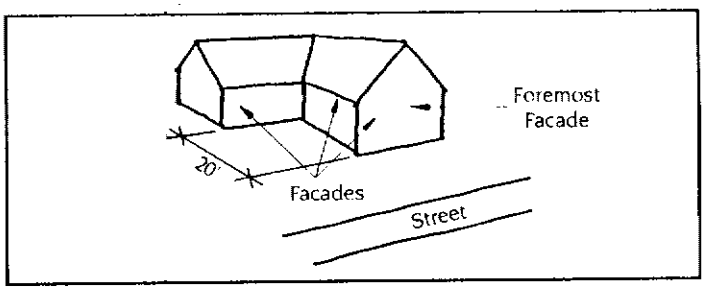
*Habitable Building*



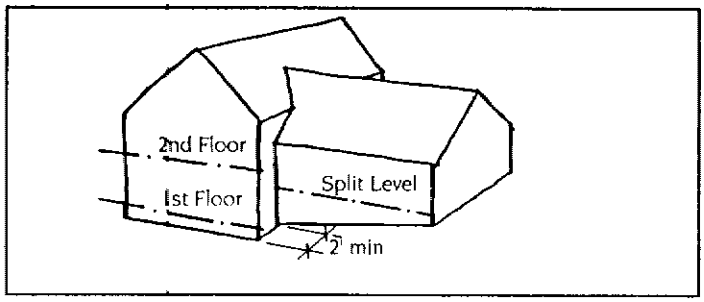

*Non-habitable Building*

**Facades -- Facade Plane**

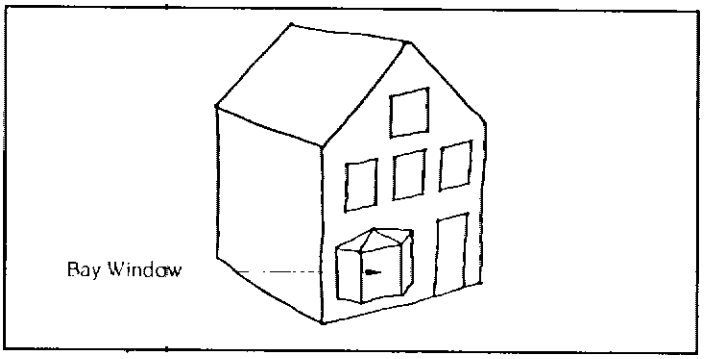
- The foremost frontal plane of the building facing the street is the main facade. Other front- or side-facing planes within a twenty-foot setback from the foremost facade are also considered facades.



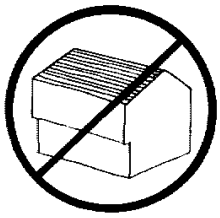
- Between full stories there should be no change of floor level without a minimum two-foot change in the vertical plane of the facade.



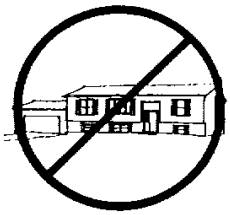

- Bay windows, porticoes, porches, and historical facade projections are acceptable as long as they remain subordinate in proportion to the size of the facade. One-story porches of any size are encouraged. Most traditional houses have porches, including entry porches, full front porches, or wrap-around porches.




- Facades in which the second or third story overhangs the first story are discouraged. "Ranch," "raised ranch," "A-frame," and "split-level" building types are not in keeping with the Village's character and historical context.



***Discouraged:*** *Second-floor Overhang*

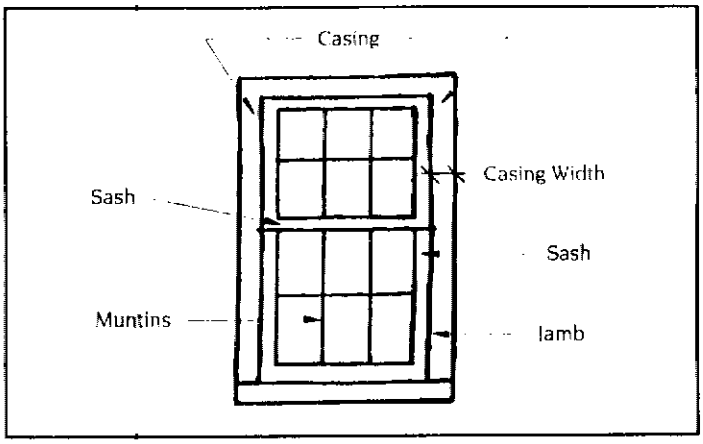


***Discouraged:*** *Raised Ranch*

**Facades -- Details**

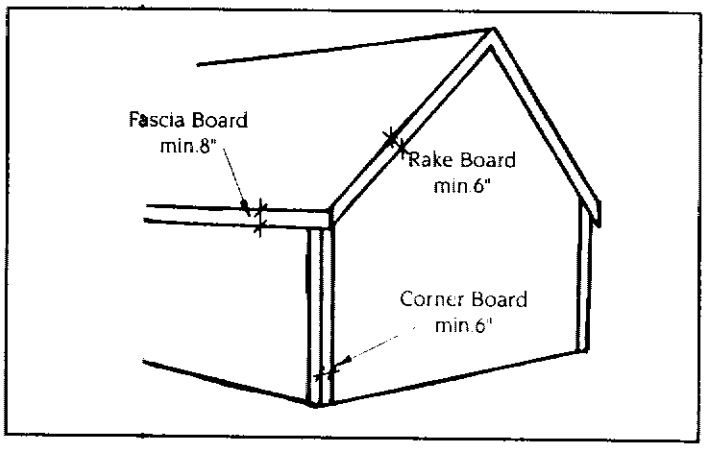
- All windows and doors should be framed with a minimum casing width of 3.5 inches.

- Small-paned windows divided by muntins are encouraged.




*6-over-6-pane, Double-hung Window*

- Rake and corner boards should be a minimum of six inches wide. Fascia trim should have a minimum width of eight inches.



- Wood gutters and leaders are encouraged, especially on older buildings. Aluminum and vinyl are acceptable.