GOZ 14.005

GO: GATEWAY OVERLAY ZONE

14.005. <u>PURPOSE</u>.

The purpose of the Gateway Overlay Zone is to implement the concepts and guidelines of the Astoria Gateway Master Plan, dated April 1997. The Gateway Overlay Zone is intended to be an intensively developed, mixed-use area which complements Downtown Astoria and the community as a whole.

14.010. (Section 14.010 renumbered to 14.001 by Ord 15-09, 12-7-2015)

14.015. <u>GENERAL PROVISIONS</u>.

- A. In addition to conformance with the specific uses and standards of the individual zones, the following zones shall conform to the general regulations of the Gateway Overlay Zone in Sections 14.005 through 14.030.
 - 1. Maritime Heritage (MH)
 - 2. Family Activities (FA)
 - 3. Attached Housing/Health Care (AH-HC)
 - 4. Health Care (HC)
 - 5. Education/Research/Health Care Campus (CA)
 - 6. Hospitality/Recreation (HR)
 - 7. Local Service (LS)
 - 8. Attached Housing (Mill Pond) (AH-MP)
 - 9. Civic Greenway Overlay Zone (CGO) (Section 14.015.A.9 added by Ord 13-09, 10-6-14)
 - 10. Compact Residential Zone (CR) (Section 14.015.A.10 added by Ord 13-09, 10-6-14)

Gateway Overlay Zones (see Land Use and Zoning Map for actual zone boundaries)

(Section 14.015.A, map exhibit deleted by Ord 15-09, 12-7-2015)

B. Design Review.

Each public or private development proposal within the Gateway Overlay Zone will be

GOZ 14.015

reviewed for consistency with the Design Review Guidelines in Sections 14.020 through 14.030.

C. <u>Historic Design Review</u>.

When a development proposal is required to be reviewed by the Historic Landmarks Commission due to its proximity adjacent to a designated historic building, structure, site, or object, the Historic Landmarks Commission shall include review of the Gateway Overlay sections relative to historic compatibility. If the proposed development is not adjacent to a historic property (as defined in Section 1.400) and not subject to review by the Historic Landmarks Commission, then the historic review of the Gateway Overlay Zone shall be completed by the Design Review Commission. *(Section 15.015.C added by Ord 19-06, 7-1-2019)*

14.020. <u>APPLICABILITY OF DESIGN REVIEW GUIDELINES</u>.

The Design Review Guidelines shall apply to all new construction or major renovation. For the purposes of this Code Section, "major renovation" is defined as construction valued at 25% or more of the assessed value of the existing structure. The guidelines are intended to provide fundamental principles that will assist in the review of the proposed development. The principles identify both "encouraged" and "discouraged" architectural elements. They are broad design objectives and are not to be construed as prescriptive standards.

14.025. <u>DESIGN REVIEW GUIDELINES</u>.

A. <u>Purpose</u>.

These guidelines promote architectural elements that unify the Gateway Area by encouraging styles characteristic of Astoria. The historic architecture of Astoria is represented by a variety of styles. Differences in details may be seen from one neighborhood to the next. These guidelines advocate the simplicity of design which is characteristic of Uppertown and the working waterfront. Building styles and details not inspired by Astoria's past will be discouraged. Monotony of design should be avoided. Variety of detail, form, and siting should be used to provide visual interest.

The Gateway Plan encourages new construction to reflect historic building types found in the Uppertown area. Three historic building types commonly found in the area include waterfront industrial, commercial, and residential. These building types may be used as models for contemporary building design, but do not restrict or define their function.

The Guidelines make reference to, but do not require the use of, historic materials. Contemporary substitutions (i.e. composite materials), will not be discouraged if their texture, profile, and proportions are similar to those materials with historic precedent.

Figures included in Section 14.015 through 14.030 are included for illustrative

GOZ 14.025

purposes only and are not intended to be regulatory in and of themselves. If there is an inconsistency between the Figure and the Development Code text, the text shall prevail.

- B. <u>Building Forms Encouraged</u>.
 - 1. All Building Types.
 - a. Simple designs without extraneous details.
 - b. Rectangular in plan.
 - c. Square in plan.



- 2. Waterfront Industrial.
 - a. Low in form.
 - b. Cubic in form.



Figure B.2

- 3. Commercial.
 - a. Low in form.

Figure B.3.



(Building Forms Encouraged)

- 4. Residential.
 - a. Vertical in form.
 - b. Cubic in form.
 - c. Full front porch or front porch large enough to accommodate several seated persons.





GOZ 14.025

C. Building Forms Discouraged.

- 1. All Building Types.
 - a. Complex building footprints.
 - b. Sprawling structures.



Figure C.1.b.



- D. <u>Windows Encouraged</u>.
 - 1. All Building Types.
 - a. True-divided, multiplelight windows.
 - b. Single-light windows.
 - c. Applied muntins with profile facing window exterior.
 - d. Rectangular windows with vertical proportions.
 - e. Fixed windows.
 - f. Double or single-hung windows.



(Windows Encouraged)

- g. Casement windows.
- h. Windows should be spaced and sized so that wall area is not exceeded by window area, with the exception of commercial storefronts.



- Watemont muusthal.
 - a. Square or rectangular windows with multiple lights.



GOZ 14.025

(Windows Encouraged)

- 3. Commercial.
 - a. Storefronts.
 - Plate glass windows with multiple-light transom windows above.
 - 2) Recessed entries.



- 3) Window to wall surface proportions may be exceeded.
- b. Upper Stories.
 - 1) Window area should not exceed wall area.



-----Late 1800s to Early 1900s Late 1800s to Early 1900s · COPBELLED BRICK SIMPLE CORNICE . TRANSOM WINDOWS · LARGE, ARCHED WINDOWS Early 1900s to 1930s Conversion (Early 1900s to 1930s · SIMPLE BRICK CORNICE A manustra and a state · LARGE WINDOW OPENINGS WITH MULTIPLE UNITS · METAL WINDOW FRAMES · STRUCTURAL GLASS · RECESSED ENTRANCE Figure D.3. +++4. Residential. %1 LIGHTS 9/1 LIGHTS SI LIGHTS 12/1 LIGHTS Vertical rectangle or square a. windows.

- b. Combination of single and multiple-light windows.
- c. Single windows, paired windows, or windows grouped in threes.
- d. Bay windows.



GOZ 14.025

(Windows Encouraged)

- e. Arched or decorative shaped windows used sparingly.
- f. Windows should use casings and crown moldings.



E. <u>Windows Discouraged</u>.

a.

1. All Building Types.



- b. Smoked glass.
- c. Mirrored glass.
- d. Horizontal sliding windows.



- e. Walls predominated by large expanses of glass, except in commercial storefronts.
- f. Windowless walls. Large expanses of blank walls should only be located in areas which are not visible to the public.
- g. Aluminum frame windows, except in commercial storefronts.



F. Exterior Wall Treatments Encouraged.

- 1. All Building Types.
 - a. Drop siding.
 - b. Weatherboard siding.
 - c. Horizontal siding with six inches or less exposure.



- 2. Waterfront Industrial.
 - a. Board and batten style.
 - b. Galvanized corrugated metal.





GOZ 14.025

(Exterior Wall Treatments Encouraged)

- 3. Commercial.
 - a. Finished concrete.
 - b. Brick veneer.



- 4. Residential.
 - a. Clapboard (see Figure F.1.)
 - b. Wood shingle (rectangular).
 - c. Decorative wood shingle.

		•	
Made to match historic shungles	Tri-	<u> </u>	
Handsplit ihe traditional way with froe & mallet, Tapered, Surfaces dressed for smoothness			
	n an	Figure F.4.	b.



GOZ 14.025

G. Exterior Wall Treatments Discouraged.

- 1. All Building Types.
 - a. Exposed textured, concrete block.
 - b. Flagstone or other applied stone products.
 - c. Precast concrete or decorative concrete panels.
 - d. Wood shakes.
 - e. Plywood paneling.





H. <u>Roof Elements Encouraged</u>.

- 1. Waterfront Industrial.
 - a. Single gable with low pitch.
 - b. Repetitive gable with steep pitch.
 - c. Shallow eaves.
 - d. Small shed roof dormers.
 - e. Monitor roof on ridge line.
 - f. Flat panel skylights or roof window.



- 2. Commercial.
 - a. Single gable with low pitch.
 - b. Repetitive gable with steep pitch.
 - c. Shallow eaves behind parapet wall.
 - d. Flat or gable roof behind parapet wall.
 - e. Structural skylights.









GOZ 14.025

GOZ 14.025







Figure H.2.c. & d.



(Roof Elements Encouraged)

- 3. Residential.
 - Steep gable with broad a. eaves.
 - Steep hip with broad eaves. b.
 - Dormers with gable, hip, or c. shed roofs.
 - Flat panel skylights or roof d. window on secondaryelevations.
 - Turrets or large projecting e. window bays used sparingly.

hipped

Figure H.3.c.





I. Roof Elements Discouraged.

shed

gabled

- All Building Types. 1.
 - False mansard or other a. applied forms.
 - Dome skylights. b.



- Figure I.1.
- Roofing Materials Encouraged. J.

GOZ 14.025

- 1. All Building Types.
 - a. Cedar shingle.
 - b. Composition roofing.
 - c. Roofing material in gray, brown, black, deep red, or other subdued colors.
- 2. Waterfront Industrial.
 - a. Galvanized corrugated metal.
 - b. Low profile standing seam, metal roof.
 - c. Roll down.
 - 3. Commercial.
 - a. Built-up.

K. Roofing Materials Discouraged.

- 1. All Building Types.
 - a. High profile standing seam, metal roof.
 - b. Brightly colored roofing material.









Figure K.1.a.

GOZ 14.025

- L. <u>Signs Encouraged</u>.
 - 1. All Building Types.
 - a. Hanging blade signs.
 - b. Signs painted on building facade.
 - c. Signs applied to building facade.
 - d. Front lit.
 - e. Graphics historic in character.
 - 2. Commercial.
 - a. Exterior neon.





M. <u>Signs Discouraged</u>.

- 1. All Building Types.
 - a. Pole mounted freestanding signs.
 - b. Plastic or internal and back lit plastic.
- N. <u>Exterior Lighting Encouraged</u>.
 - 1. All Building Types.
 - a. Decorative lighting integrated with architecture.
 - b. Metal halide or incandescent.



GOZ 14.025

(Exterior Lighting Encouraged)

- c. Pedestrian and traffic signals combined with street lamps.
- d. Light fixtures that direct light downward and eliminate glare.



- 2. Waterfront Industrial.
 - a. Industrial pan light with goose neck.
 - b. Low bollard lighting.



- 3. Commercial.
 - a. Historic street lamps along walks and parking lots.
- O. <u>Exterior Lighting Discouraged</u>.
 - 1. All Building Types.
 - a. Sodium vapor (amber).
 - b. Fluorescent tube.
 - c. Cobra head street lamps or other contemporary fixtures.



(Exterior Lighting Discouraged)

d. Fixtures with undifused, undirected light that do not focus the light to the ground and that will potentially destroy the night sky view.





P. Other Design Elements Encouraged.

- 1. Commercial.
 - a. Canvas awnings or fixed canopies for rain protection.





Q. Other Design Elements Discouraged.

- 1. Commercial.
 - a. Vinyl awnings.
 - b. Back lit awnings.



Figure Q.1.



GOZ 14.025

14.030. OTHER APPLICABLE USE STANDARDS.

The following standards are applicable to all uses within the Gateway Overlay Zone except as noted in Section 14.030.F below. *(Section 14.030 amended by Ord 19-06, 7-1-2019)*

A. Building Orientation.

- 1. Development projects should form visually continuous, pedestrianoriented streetfronts with no vehicle use area between building faces and the street.
 - a. Exceptions to this requirement may be allowed to form an outdoor space such as a plaza, courtyard, patio, or garden between a building and a sidewalk. Such a larger front yard area should have landscaping, low walls, fencing, railings, a tree canopy, or other site improvements.
- 2. New uses should be sited to take advantage of the Columbia River and hillside views.
- 3. If the proposed project is large or situated so as to become an entrance or major focus of the City, the design should recognize the project's prominence and should be both compatible with its surroundings and complementary to the City as a whole.

B. <u>Building Massing</u>.

- 1. Buildings should have a floor area ratio on their lots of at least 1:1 (One square foot of building area for one square foot of lot area), in order to maximize use of the land.
- 2. Buildings should be a minimum of 24 feet in height from grade to highest point of the structure, excluding those features exempt from building height as identified in Development Code Section 3.075.
- 3. The height, mass, and scale of buildings should be compatible with the site and adjacent buildings. Use of materials should promote harmony with surrounding historic structures and the character of the waterfront.
- C. Access and Parking Design.
 - 1. All uses which are served by an alley, local street, or collector street should have alley or street vehicular access and egress. Curb openings onto Marine Drive or Exchange Streets are discouraged. Parking lots should be on the interiors of blocks or behind buildings, and should be

designed to be as unobtrusive as possible.

- 2. Building facades and entries should face the adjacent street. Main entrances should face a connecting walkway with a direct pedestrian connection to the street without requiring pedestrians to walk through parking lots or across driveways.
- 3. Parking areas should be shared among various uses where a development or block is planned as a whole. On-street parking on internal streets may be counted towards the off-street parking requirements with the approval of the Community Development Director.

D. Landscaping.

- 1. Street trees should be planted within the right-of-way along both sides of the streets within the Gateway Overlay Zone.
 - a. Spacing should be 30 feet on center, depending on species and branching habit.
 - b. Minimum size of deciduous trees should be 2" caliper, with an upright form.
 - c. Mature branching height should be a minimum of 15'.
 - d. Durable tree grates and trunk protectors should be installed.
- 2. Areas between trees should be landscaped with a variety of shrubs and perennials, with an emphasis on flowering species.
- E. <u>Underground Utilities</u>.

This provision shall apply only to utility lines to be installed for new construction. Utility lines, including, but not limited to, electricity, communications, street lighting and cable television, shall be required to be placed underground. Appurtenances and associated equipment such as surface-mounted transformers, pedestal-mounted terminal boxes and meter cabinets may be placed above the ground, and shall be screened by sight obscuring fences and/or dense landscape buffers. The Design Review Committee may waive the requirements of this section if topographical, soil, or other conditions make such underground installations or screening of above ground equipment unreasonable or impractical. The applicant shall make all necessary arrangements with the serving utility or agency for underground installations provided hereunder; all such installations shall be made in accordance with the tariff provisions of the utility, as prescribed by the State Public Utilities Commissioner.

GOZ 14.030

F. Exceptions to Other Applicable Use Standards.

 Sections 14.030.A to 14.030.D, Other Applicable Use Standards of the Gateway Overlay Zones (MH, FA, CA, HC, AH-HC, HR, LS, AH-MP) do not apply to over-water development in the Civic Greenway Overlay Zone. Section 14.030, Underground Utilities, do apply. (Section 14.030.F added by Ord 19-06, 7-1-2019)

G. <u>Design Standards</u>.

1. <u>Exterior lighting</u>.

Exterior lighting shall comply with the standards in Section 3.128.

2. <u>Window detailing</u>.

Windows shall have casings/trim, sills, and crown moldings. Window detailing shall meet the following requirements.

- a. Casings/trim shall have minimum dimensions of 5/4 inch x 4 inch and shall extend beyond the facade siding. Exceptions may be granted for waterfront industrial style windows.
- b. Windows shall be recessed a minimum distance of two (2) inches from the trim surface to ensure a shadow line/effect.
- c. The bottom of the sill shall be a minimum of 18 inches above the ground or floor elevation.
- d. Windows shall be clear and not tinted or reflective.
- e. Vinyl shutters are prohibited.

GOZ 14.030



Window Detailing – Trim and casement location and dimensions

- 3. Exterior Wall Treatments / Siding.
 - a. Fiber cement siding shall be smooth and not textured.
 - b. Solid waste disposal area and mechanical equipment enclosures should be sided to match the main structures.

(Section 14.030.G added by Ord 19-06, 7-1-2019)