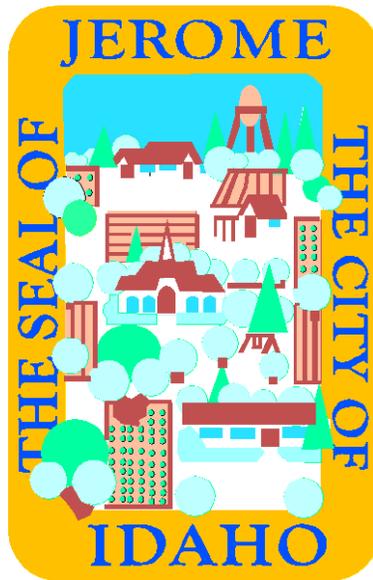


Design Review Guidelines

City of Jerome, Idaho



Adopted by Ordinance 1079 Bill No. 563

ACKNOWLEDGEMENTS

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Section 1.0

Introduction

In the last two decades, the City of Jerome has grown and diversified more rapidly than at any time in its history. This change has seen a significant transition from a predominantly agriculturally based community to a diversified economy balanced with industry, manufacturing, agricultural, and a robust service industry. As the City continues to change, the need for an equitable set of design standards becomes necessary to preserve the historical and aesthetic values of Jerome and to ensure that the community continues to attract new businesses while remaining a family friendly place to live with a high standard of living. The Design Review Guidelines represent a community effort to enhance the architectural quality and aesthetic appeal for Jerome to ensure that future generations enjoy the same quality life and sense of pride in the community that has been standard in Jerome.

The Design Review Guidelines must be consulted and adhered to for all structures located along Lincoln and Main streets within City Limits including all real property parallel to and within one hundred fifty feet (150') of the rights of way for either Main Street or Lincoln Street within the boundaries of the City of Jerome, excluding any property used for residential purposes or which is occupied by the owner as a personal residence. The first step in the permitting process for all owners altering or building structures located in this area should be to consult these Design Review Guidelines and the Director and Planning and Zoning to ensure that their renovation or conceptual design conforms with the Guidelines.

Section 2.0

Comprehensive Plan and Objectives

The following objectives should be considered in all new development or major remodeling:

1. Insist on a high standard of urban design, architecture and landscape architecture for the area, attractive to visitor and resident alike.
2. Use design elements that are cohesive with Jerome's desired architectural character, yet still express individuality.
3. Promote building design that reflects the community's desire for human scale regarding height, proportion, site features, roof shapes and building materials.
4. Create an atmosphere in Jerome that is open and friendly, that caters to pedestrians by providing safe walkways and open space amenities (outdoor seating areas, activity areas, site features, etc.).

5. Encourage building design and orientations that maximize views and sunlight within and without.
6. Make preserving the historic character of the downtown area, and other historic districts, a priority.
7. Encourage building design and site planning that ensures logical and functional circulation patterns for the three levels of traffic: pedestrian, automobile, and service and delivery.

Section 3.0 Design Review Procedure

The obvious technical and legal requirements necessary for planning, design, construction and renovation are set forth in the Jerome City Code. But high quality planning and design need more than basic requirements and codes to develop high quality projects. The Design Guidelines are intended to assist owners, landlords, realtors, developers, architects, and other consultants to understand the vision for Jerome. The intent of the Guidelines is to stimulate and assist applicants in submitting high quality, creative, and imaginative projects that contribute to the overall form, function, texture, and character of the commercial, industrial, and residential areas.

The Guidelines have been written to provide a coherent guide for owners, tenants, and design professionals engaging in new construction, expansion, remodeling and rehabilitation of buildings and special spaces in Jerome. They are also a reference guide for the City staff, community leaders, the Planning and Zoning Commission, and other decision-makers in evaluating the appropriateness of proposals.

The Design Guidelines are not intended as a “blueprint” for design approval. Rather they outline important design elements and features that cannot be directed by codes without restricting planning and design creativity. Note that these Guidelines do not negate or overrule the City’s building and zoning Codes, or other development regulations.

Applicants should review the Design Guidelines, the City’s Comprehensive Plan, and the applicable City Codes before meeting with the Community Development Staff at the outset of the planning process to discuss design objectives and issues for each property. Each design will be reviewed in the context of nearby development and natural surroundings, the applicable zone, and specific design objectives for the property.

The applicant is to address the guidelines and show how each is to be met, or that it was not applicable, or that it has been met to the extent reasonable while allowing for the owner’s usage of the land for a permitted use and permitted development standard or requirement. The purpose of the guidelines is to provide developers a process whereby the projects will meet the objectives of the Comprehensive Plan and the applicable requirements of the Zoning and Subdivision Codes. Also, the guidelines are arranged to ensure that developers have an opportunity to check that their projects have quality

planning and design. Staff or the Planning and Zoning Commission does not agree with the applicant, they must reply, in writing, as to why the applicant's project was not accepted as presented.

- Step 1:** Know your site and development needs.
- Step 2:** Determine whether your project is classified as a historical district or building. See Section 6.0 for classification determination.
- Step 3:** Review the Overall Design Goals and the Guidelines for each District, Sections 3.0, 4.0, 5.0 and 6.0
- Step 4:** Review the Design Review Checklist and the Guidelines, Section 7.0.
- Step 5:** Meet with staff for question and answer sessions as needed.
- Step 6:** Design the project.
- Step 7:** Submit all required information as outlined in *Jerome Municipal Code [reference needed]*
- Step 8:** Staff review and review by the Planning & Zoning Commission.
- Step 9:** *Approval or Rejection.* If approved, submit plans for building permit. If rejected, appeal or return to Step 4.

Section 3.1 Design Review Checklist

- a. Is this building or site classified as historical? See Section 9.0. If yes, are measures being taken to preserve the historic integrity?
- b. Is this project compatible with the surroundings? See guidelines 1, 2, 3, 4, 5, 17, 20, 25, 27, 29, 30, 32, 35 and 36.
- c. Are appropriate snow storage areas provided? See guidelines 10, and 11. Are circulation conflicts avoided and are the circulation needs being met? See guidelines 8, 14, 15, and 16.
- d. Are the negative visual impacts properly buffered? See guidelines 7, 9, 13, 14, and 21.
- e. Were environmental factors, i.e. noise, smell, discharge, etc. considered? See guidelines 12, 28, 33, 38, 40, and 41.

Section 4.0 Design Elements

It is expected that the following general elements of design would be incorporated into each project as appropriate.

- Assure building scale will be in proportion with surrounding areas as per local zoning district requirement.
- Supportive of and responsive to Community Input.
- Create and maintain pedestrian character.
- Meet requirements for mixed-use development (commercial/residential).
- Avoid blank walls.
- Maintain the “small town feel” with appropriate store fronts.
- Design with a rhythm of solids to voids.
- Find creative solutions in designing alternative parking.
- Have balanced proportions of openings to wall spaces.
- Design roof shapes that blend with surrounding features.
- Maintain a pleasing relationship to the site (location, natural features, and neighbors).
- Integrate design with site features, including parking and landscaping.

Section 4.1 Clarifying Some Elements

A. Building Scale

Building scale (or human scale) is a measurement of proportion in relation to the pedestrian.

Characteristics

- Building scale includes all elements of the proposed project; the footprint of the building and parking facility as well as the height of structures.
- Appropriate building scale promotes the urban experience.
- Building scale is a matter of proportion, not size.
- Building proportion should relate well to the pedestrian.
- Planned development should be in scale with surrounding businesses and residences.

Guidelines

Building scale for developments along Lincoln and Main in Jerome should relate to the pedestrian, should be in scale with surrounding businesses and residences, and should not, in general, exceed half-a-block of street frontage. Building height and footprint should be harmonious with nearby buildings and natural features.

B. Pedestrian Character

"Pedestrian character" is created by conditions that encourage a continuous pedestrian environment. This is accomplished through people-oriented street frontages and amenities which include attractive trash receptacles, benches, bicycle racks, decorative sidewalks, drinking fountains, kiosks or neighborhood directories, landscaping and trees, lighting, outdoor fountains, plazas, public art, storefronts closely spaced, and window displays.

Blocks that exhibit pedestrian character *do not* promote uses that are incompatible with people walking on the sidewalk. Such incompatible uses include, but are not limited to, blank walls and vehicular uses such as parking lots abutting the sidewalk.

Characteristics

Amenities that are conducive to a rich, diverse, and pleasurable walking experience include:

- Attractive trash receptacles
- Benches
- Bicycle racks
- Decorative sidewalks
- Drinking fountains
- Kiosks or neighborhood directories
- Landscaping and trees
- Lighting (from street lamps, bollards, or other creative means)
- Outdoor (decorative) fountains
- Plazas
- Public art
- Storefronts closely spaced with main entries oriented to streets
- Window displays
- Planting boxes or tubs

C. Blank Walls

A blank wall is a street facade that is characterized by a lack of transparency into which the pedestrian can see. A blank wall:

1. Does not have glass on a high percentage of the facade, OR

2. Does not have glass that is transparent, OR
3. Does not have glass that is maintained (spaced) across the entire facade, OR
4. Does not have glass that is placed at pedestrian eye-level.

Characteristics

- Garage doors are included as blank walls.
- Fences are included as blank walls.
- Glass display cases and display windows less than three feet deep are included as blank walls when they do not allow the pedestrian to view the interior of a street facade.
- Boarded up windows or areas where windows were included in the original architecture and construction of the building but have been covered up by any means are defined as blank walls.
- Tinting of a percentage too high to allow transparency constitutes a blank wall.
- Regardless of architectural details, landscaping, or signage; a blank wall remains a blank wall.
- Characteristics could vary for residential structures.

Guideline

Avoid blank walls on all street facades. A street facade is defined here as any wall abutting a dedicated public street.

D. Storefront

A "storefront" is a street facade that:

1. Is not a blank wall.
2. Has at least one entrance.
3. Has the appearance of an independent store and the ability to function as an independent store without any exterior modification.

Characteristics

- The typical storefront width in the Jerome Central Business District is 25 to 50 feet.

- Storefronts are defined by separate doors, or the appearance of separate facades.
- The height of storefronts should align with the height of adjacent existing storefronts.

Guideline

Maintain the small-business/small-town feel of Jerome through the development and retention of small storefronts, especially on Lincoln and Main Streets

E. PARKING

Sensitive placement of parking can help sidewalks and bike paths become more inviting. On-street parking helps improve the safety of the neighborhood by slowing traffic and serving a barrier between the sidewalk and the roadway. As Jerome encourages greater density in the downtown core, people will find other means of accessing shops or offices, so parking can be consolidated into several larger facilities.

Guidelines

Developments in the Jerome downtown area should comply with parking concepts in the ***Jerome Municipal Code [reference needed]***. Some questions to ask when considering developments in the Commercial areas:

1. Is the project completely automobile dependent?
2. Are there local programs in place that impact the demand for parking?
3. Does the project complement our land use plan to make walking, biking and transit as attractive as driving, if no more so?
4. How can we better manage parking on city streets so as to reduce the need for new pavement?
5. Are there opportunities for shared parking, such as contributing to the City fund for off-site parking areas and structures?

Section 5.0 Guidelines for All Projects

Section 5.1 Site Planning

GUIDELINE #1 Adjacent Buildings and Uses

New construction should be compatible with existing adjacent buildings and uses. When planning new construction, analyze the setting for the new building. Look at the siting and mass of other good examples of buildings in the neighborhood. Notice the

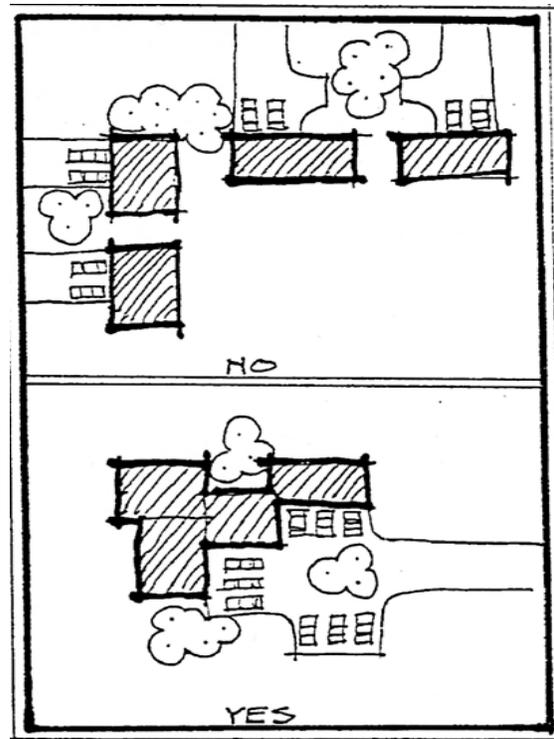
setbacks, heights, parking arrangements and building shapes. Observe the building forms and materials of surrounding buildings. Be aware of the elements that are repeated nearby, such as certain roof pitches, window shapes and porch and entrance orientations. Notice how building materials such as shingle siding and window trim have traditionally been used. New construction should blend with the neighborhood. Consider the relationship of color, texture, and materials between existing and proposed structures as well as height, bulk and configuration. Relate the location of site uses with adjoining properties to avoid possible conflicts and take advantage of mutual potentials. For example, do not create noise, traffic, or use nuisances for adjacent properties.

GUIDELINE #2 Preserve Natural Drainage

Site design should not change natural drainage patterns. Site grading should be sensitive to existing land forms and topography in the area so that the natural setting may be preserved to the greatest extent possible. In cases where the original land contours were substantially leveled for agriculture use, re-contouring is desirable. Every effort shall be made to minimize the limits of construction on the site. Abrupt grade changes within tree drip lines shall be avoided. When modifications are necessary, surface drainage systems such as swales and retention basins are preferable to underground systems. Drainage designs should avoid the concentration, runoff, and acceleration of the runoff. Site design shall be executed in a way which will avoid drainage impacts such as erosion and road damage both on-site as well as downstream. Slopes shall be no steeper than 3-to-1 unless qualified soils engineering information is presented. Cuts and fills should have good surface drainage and must be re-vegetated and terraced or controlled by retaining walls to protect against erosion and sedimentation. See Guideline #42 for more explanation.

GUIDELINE #3 Cluster Buildings

The clustering of buildings and parking is encouraged. Cooperation among adjoining land owners to achieve coordinated development is encouraged. Efficiencies in design result from building clustering in larger projects. Service needs can be combined in a central location. Access roads and utility services to scattered areas within a site can be reduced and disruption of the natural land forms and vegetation can be minimized through clustering. Building clustering also generally results in a visually more cohesive design solution. Clustering can also provide more usable open space. Clustering must be balanced with the benefits of orienting buildings to streets.

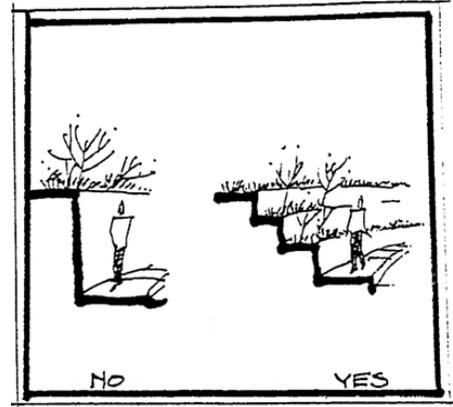


GUIDELINE #4 Street Alignment

The alignment of streets and driveways should follow the contours of the site. By designing meandering roads to follow land forms, it is possible to minimize cuts and fills, preserve natural drainage patterns, and produce roads that are easily negotiated. Consideration should be given to the winter weather that stays with Jerome for several months each year. Slopes should not be in excess of 6% for streets.

GUIDELINE #5 Retaining Walls

Retaining walls must be designed to minimize their impact on the site. Retaining walls, where visible to the public and/or to residents or employees of the project, should be no higher than four feet or terraced with a three foot horizontal separation of walls. They should be constructed of materials that are utilized elsewhere on the site, or of natural or decorative materials, rather than constructed with a solid or flat surface. Landscaping should be provided within or in front of extensive retaining walls. Retaining walls should add to rather than detract from the appearance of the site.

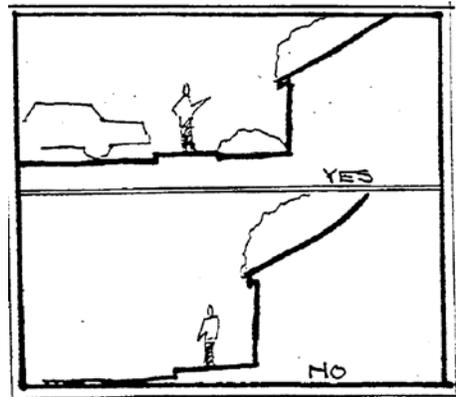


GUIDELINE #6 Snow Storage

Snow storage areas must be incorporated into site design. Storage areas for snow removed from driveways and parking lots should be provided on-site. These sites may be landscaped areas with salt tolerant and resilient plant materials. It is not permissible to plow snow from private property onto public streets. Snow storage should be accommodated in a way that does not block visibility for motorists. If sites are intensely developed it may be necessary for tenants to remove snow from the site and find a disposal location.

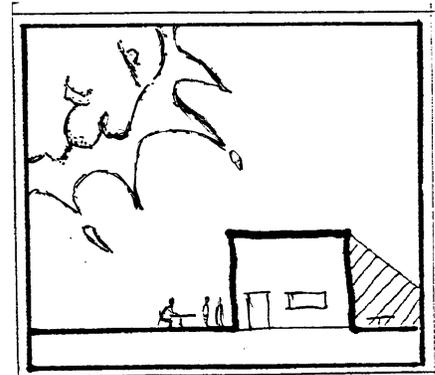
GUIDELINE #7 Roof Design and Snow

Roof design should anticipate snow shedding and drip line areas. Roof pitches should be designed so that falling or melting snow or ice, or rain will not threaten human safety or comfort, or property. Do not place walkways, entries, decks, or landscaping where they may be damaged by falling snow. Consider whether the roofing material and pitch will hold or release snow. If buildings are spaced too closely together, snow sliding off a roof may damage adjacent structures. Building designers should familiarize themselves with problems common to the mountain environment, such as ice damming, roof loading, and snow accumulation against walls. All walkways and entries should be protected from rain drip by gabled coverings, appropriate roof pitch, or gutters.



GUIDELINE #8 Use the Sun

Consider sun in exterior space to avoid creating cold, unpleasant, exterior areas. The objective is to create exterior spaces around buildings that will be used and also that will be easy to keep clear for access to buildings. Places that are mostly in shadow will be cold and unusable while places in sunlight will be used. Things to bear in mind: buildings, vegetation and land forms can cast shadows and block sunlight; the surface of a building can play a big role in reflecting sunlight into adjoining exterior spaces; color and choice of materials are important in this regard. Use of natural solar energy will reduce heating costs in the winter months.

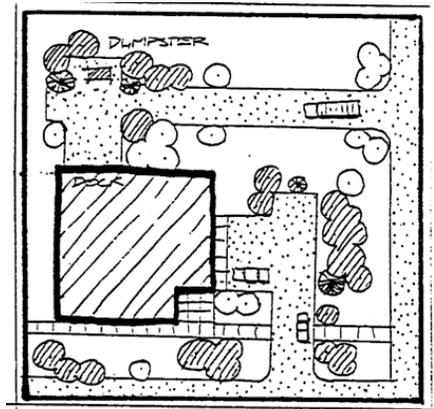


GUIDELINE #9 Screen Service Areas

Site design must consider the placement and screening of service areas and auxiliary structures. Utility meters and service functions, including propane tanks, should not be visible on the primary facades of buildings or in front yard areas. Minimize the visual impact of trash storage and pickup areas. Screen trash and service areas with landscaping, berming or fencing. Provide enclosures for trash collection areas visible from any public street. Consider snow accumulation in planning access to trash receptacles and service areas.

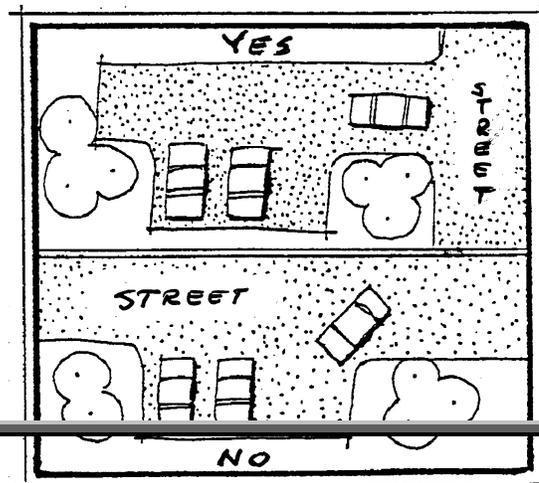
GUIDELINE #10 Off-Street Parking

Minimize the visual impact of off-street parking and loading areas. Parking should be located to the rear of buildings or screened so that it does not dominate the streetscape. Fences, hedges, berms and landscaping may be used to screen parking areas. In the design of large parking areas, arrange bays of stalls so that they are separated by landscaping. Design the landscaping to provide snow storage areas in the winter. When parking lots occur on sloping terrain, step the parking lots to follow the terrain rather than allowing the lot surface to extend above natural grade. Loading areas should facilitate deliveries with little visual impact to other users of the area. When loading areas and docks cannot be located in a segregated area of the building, they must be screened or buffered to de-emphasize the location of the docks and the trucks that perform the deliveries. Sufficient truck storage should be maintained on-site to allow efficient delivery service without conflicts while that service is being performed.



GUIDELINE #11 On-Site Parking

On-site parking for commercial or industrial projects must be designed to allow vehicles forward entry and exit from the site. Parking



design that proposes the use of the street frontage as the approach for each parking stall is discouraged. Developing a single approach helps prevent vehicular/pedestrian conflict to limited locations, allows more buffering of the parking area, and can preserve the street frontage for pedestrian traffic.

GUIDELINE #12 Circulation Needs – Pedestrian and Vehicles

Conflicts between different circulation needs and uses should be minimized. There are three major types of circulation used in most development settings. They are service/delivery, clientele or general automobile, and pedestrian. The designer should identify each location where these activities take place and make a clear separation between the uses. These circulation patterns should be connected to the general circulation patterns and be legible and conflict free. Consideration should be given to off-site uses that will affect onsite circulation. Delivery trucks should be able to operate without blocking public rights-of-way. Pedestrians should be able to access the development from existing pedestrian walkways with little or no traffic conflict. Drop off zones large enough for buses are encouraged in major developments. Pedestrian circulation should be clearly identifiable through the use of continuous sidewalks, separated walkways within parking areas and well designed pedestrian crossings.

Section 5.2 Architecture

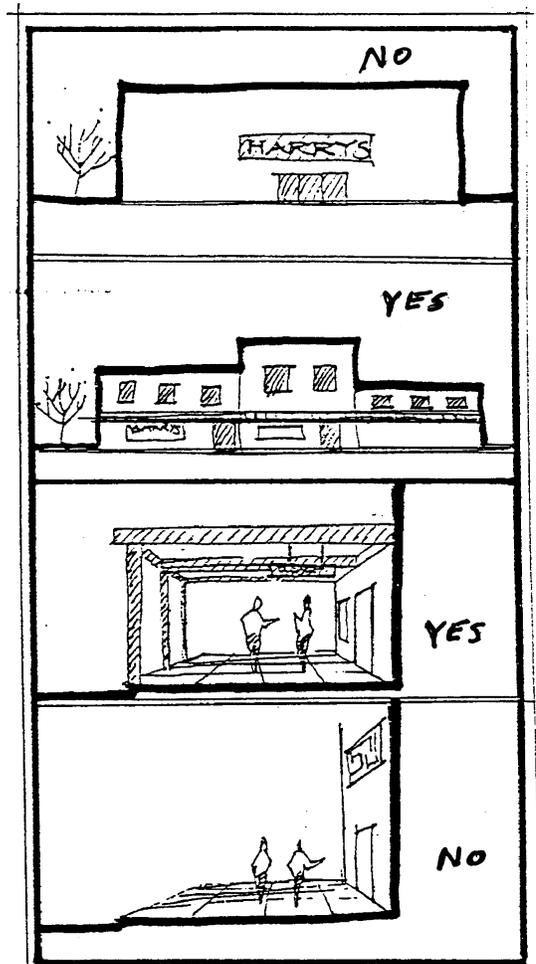
GUIDELINE #13 Enhance Jerome Classic Styles

Building designs should enhance and/or continue the classic styles found in Jerome. New interpretations of historic details may be introduced. False western storefronts will generally be discouraged unless the building complies with all other guidelines, including, including providing shade for pedestrians and diversifying the false western storefront with planters, inset windows, and other features. The design styles of the following are good examples of original or remodeled buildings typical of the classic style in Jerome:

[reference needed to historic or classic buildings in Jerome]

GUIDELINE #14 Minimize Scale

Building designs should attempt to minimize the apparent scale of buildings. The use of the human scale can help to create the small town feeling and enhance the “sense of place”. Some of the ways this can be achieved is by utilizing voids and masses, as well as details, textures,



and colors on building facades. Buildings over two stories in height should incorporate roof elements, or upper decks, balconies or other design elements where the upper portion of the building is stepped or angled back, in order to avoid a boxy appearance. Another way is to define the human area by structural elements like colonnades and covered walkways, overhangs, canopies, entries, landscaping, berms, and screening walls, creating interest at the street level. Human scale is accomplished by maintaining the interest at a smaller scale and defining those spaces.

Buildings that are not human scale are structures that are typically massive, simple forms with little or no variation of voids - vs. - mass and little or no fenestration and detail. Such buildings are discouraged. A large building can be human scale with the use of the elements listed above.

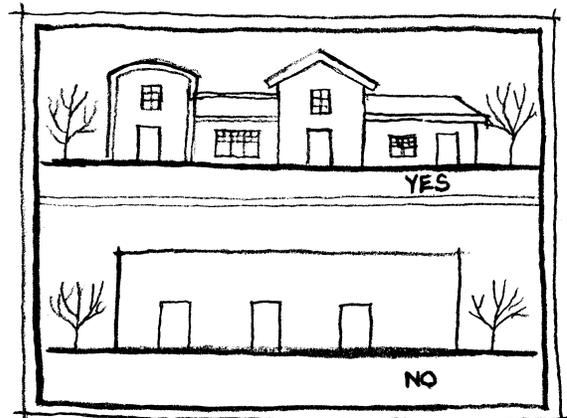
Doors, windows, roof shapes, siding, lighting, and signs should all be considered carefully in order to create an appropriate scale of development. The natural appeal of Jerome will be enhanced through the addition of buildings which complement rather than dominate the landscape.

GUIDELINE #15 Building Additions

Any addition to an existing building should be designed to appear as though it were part of the original building, or appropriately designed to enhance the original building. Additions should carry through roof lines, materials, colors, and/or other architectural features that are primary features of the original building. Alternatively, the original building may be altered to appear to be an extension of the new building, in order to achieve the goals of these guidelines.

GUIDELINE #16 Roof Lines

Roof lines of buildings should be designed to be compatible with building forms that enhance the character of the City. Both pitched and hip roofs were used historically in Jerome.



GUIDELINE #17 Mechanical Equipment

Mechanical equipment and solar panels on roofs must be hidden or de-emphasized so that they are not readily visible from nearby properties. Roof access, stairways, elevator shafts, vent shafts, mechanical equipment areas, antennae, etc. shall not protrude from the roof to form awkward looking appurtenances. Skylights and solar panels must be designed to fit flush with the roof's surface, but consider the effects of snow buildup. No reflective materials may be used unless thoroughly shielded to prevent reflection onto adjoining or nearby properties. The use of alternate energy sources is encouraged; however, the hardware associated with these features should be incorporated as an

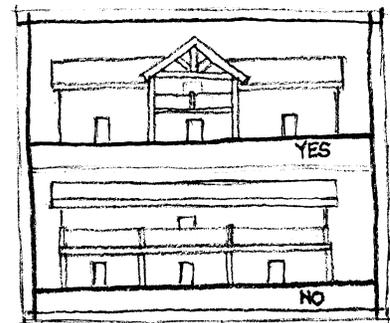
integral part of the building's design rather than as an add-on which detracts from the building and its surroundings.

GUIDELINE #18 Multi-Unit Structures

Multi-unit structures should emphasize the individuality of units or provide visual interest by variations in roof lines or walls, or other human scale elements. The small scale of the historic residences and shops is an important characteristic of Jerome. Breaking up the facades and roofs of buildings softens the institutional image which may often accompany large buildings. The form and massing of Jerome's original buildings may provide direction for the form and massing of new buildings.

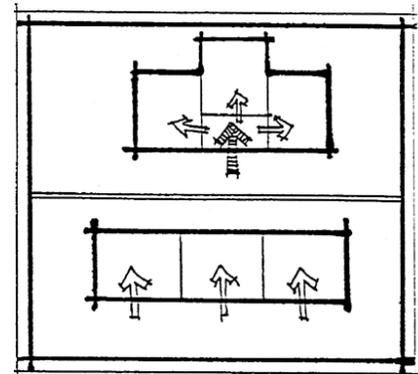
GUIDELINE #19 Balconies and Porches

Balconies and porches, like other wall features, should be designed as interesting architectural features. The use of long balconies or horizontal bands of balcony space is discouraged. Balconies must be designed to prevent snow accumulation, interior leaks, and icicle buildup. They should be located so that neither snow nor ice falling on or from them can endanger a passersby and should be constructed to be at least six (6) feet wide and nine (9) feet high (clearance). Covered porches were a common feature of historic Jerome homes.



Guideline #20 Awnings and Shade Structures

Awnings and shade structures meant to shield heat and sunlight from the building or to enhance the architectural appeal must be permanently attached to the building with a minimum height of at least 102 inches (8.5 feet), measured from the surface of the sidewalk to the outer rail of the awning or shade structure. All awnings and shade structures must conform to the architecture of the building and comply with the color guidelines noted in Guideline #27.



GUIDELINE #21 Exterior Doorways

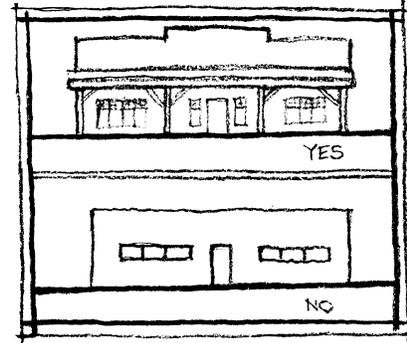
Doors should be located in a manner that complements the design of the building as well as serving the intended function. Excessive numbers of exterior doorways may give a building a dormitory-like character. The use of common entry ways in protected locations may also contribute to energy efficiency. Multiple entries that include human scale detailing are acceptable, especially if they enhance pedestrian areas and result in "eyes on the street". Where possible, doors should open onto exterior areas which receive sunlight. Yet doorways need to be covered to shelter the entryway from snow, rain and snow shedding.

GUIDELINE #22 Wall Materials

Buildings should be constructed of wall materials that are similar in texture and finish to those found in Jerome. The use of natural materials such as wood, logs, and stone is encouraged. Wall materials should convey a sense of human scale and warmth. Stones should be laid in a manner that conveys the appearance of a structural element rather than a veneer facing.

GUIDELINE #23 Shop Front Design

Shop front designs should be simple and direct and depend mainly on views of the interior of the shop and merchandise for interest. It is recommended that consideration be given to protecting shop views from the elements by providing arcades, porches, or overhangs. Signage must be designed to complement the building design, scale and coordinate with other tenants. Shop fronts should avoid gimmickry, garishness, and excessive ornamentation. Large plate glass windows should be avoided; historically, a series of tall, narrow windows with wood mullions was used.



GUIDELINE #24 Wall Colors

Exterior wall colors should harmonize with the site and surrounding buildings. On exterior walls the predominant tone should tend toward warm earth tones and hues, whether in the natural patina or weathered color of the wall surface itself or the color of the paint, stain or other coating. Accent colors on the wall surfaces can enliven buildings; however, their location would be confined to entries and gatherings points which do not disrupt the overall harmony of the area. Bright and dramatic color can be used for accent on exterior wall areas hidden from general view. In most cases only one or two accent colors should be used in addition to the base color. Doors may be painted a bright accent color or they may be left natural wood finish. Harshly contrasting color combinations should be avoided. Brilliant, luminescent, or day-glow colors will not be approved. Color samples should be presented on sample boards large enough to provide adequate representation. Color renderings of the front façade should also be presented.

Additional Guidelines on Color

- Facade colors are extremely difficult to dictate or even suggest.
- Paint colors, along with architecture and signage, convey the first impression about a business, and should be chosen with great care.
- To create interest to both pedestrians and passing motorists, color should be used to set one building apart from its adjoining neighbors.
- The color scheme should avoid the extremes of inoffensive and drab on the one hand, and garish on the other.

- At least two distinct colors should be used.
- Before choosing colors, consult paint company brochures providing professionally pre-matched color combinations. These are available at any good paint supplies store.
- Mute colors such as beige and gray should only be used if they are paired with at least one, and preferably two, accent colors.
- Painting of a façade must be done in a professional manner and workmanship, using two coats or more of paint where needed.

Section 5.3 Landscaping and Site Design

GUIDELINE#25 Light Fixtures

Exterior light fixtures should be simple in design, and shall comply with *[JMC reference needed here]* Light fixtures should enhance the architecture and overall project design. Street lighting in commercial districts shall be in accordance with the City's adopted standards. Non-functioning lights or fixtures are not allowed.

GUIDELINE #26 Fences and Walls

The design of fences and walls should harmonize with the site and the buildings on it in scale as well as in materials. Walls and fencing may be required elements in a site design for privacy, property line delineations, or screening. Low walls for seating are also encouraged as an amenity in pedestrian areas; these should be capped with a surface at least 12 - 16 inches wide. Low walls with seating, detailing and landscaping are especially appropriate as an edge to off-street parking areas. The placement of walls and fences should respect existing land forms and follow existing contours and fit into existing land massing rather than arbitrarily following site boundary lines. Fencing should not dominate the buildings of the landscape. Planting may often be integrated with fencing scheme in order to soften the visual impact. The tops of fences should generally be maintained horizontal. If the ground slopes the fence should be stepped. Fences intended to provide private areas should be kept close to building so as not to adversely impact common open area. Fencing which is away from buildings should be of a more open character than fences intended to provide privacy close to houses. Fencing materials should be compatible with the materials and color of the surrounding or the prevailing building materials and color in adjacent developments. The use of natural materials is preferred, while vinyl fencing may be considered depending on location. The use of materials not designed for constructing fences is not allowed under any circumstances. Chain link will not be allowed for fencing portions of property that are visible from Lincoln and Main Streets. All fencing must be done with professional workmanship.

GUIDELINE #27 Retaining Walls

Retaining walls should be compatible in form, scale, and materials with the architectural details and materials of nearby buildings. Retaining walls may not be faced with any material disallowed for buildings. Rock facing on walls should be applied in a manner that makes the rock appear as a structural element rather than a veneer. Textured, specially formed and sand blasted concrete are suggested wall materials. Retaining

walls over 24" high may require railings or planting buffers for safety. Low retaining walls may be used for seating if capped with a surface of at least 12 to 16 inches wide.

GUIDELINE #28 Paving and Streetscape

The use of conservative paving patterns and texture to delineate function and give variety to the setting is encouraged, provided it is consistent with the overall concept of the development. Other streetscape appurtenances (i.e. street lighting fixtures, trash receptacles, benches, etc.) shall be designed and installed according to adopted City Standards. The specific design requirements of all public sidewalks are outlined in guideline #44.

GUIDELINE #29 Landscape Plan

Consider all the elements of a landscape. A landscape plan should provide or create a pleasing site or landscape character for an area. A harmony of all the various elements of a landscape must be retained or developed. Exploit the natural features in the landscape such as water, view, and orientation. Design these features into the scheme and orient them. Use a combination of plants for year-long color and interest. On those sites where the existing vegetation is considered a significant attribute of the site, the siting and design of buildings shall retain the existing vegetation wherever possible. In those developments which adjoin native vegetation, the landscape should reflect the native vegetation patterns and plant materials. New plantings would blend in with the existing landscape so that several years hence all traces of the site disturbance will have disappeared. Proper landscaping transition to adjacent properties and natural areas should be provided without strong demarcation. All disturbed areas must be re-vegetated. Large areas of loose cobbles or gravel are discouraged except for paths or driveways. Landscaped areas should be planned as an integral part of the project and not simply located in leftover space on the site. Plan for continued maintenance of newly landscaped areas.

GUIDELINE #30 Site Conditions for Landscaping

Consider site conditions, drought tolerance, and hardiness when selecting plant species. Soil conditions, exposure, wind, temperatures and other factors vary within different areas of the City, and these factors should be considered in the choice of plant materials. Plant species selected should be compatible with the activity of the particular areas. Drought tolerant plant species shall be used wherever possible to reduce water demand. High water demand plant materials shall be kept to a minimum and confined to areas adjacent to patios and entries, in active sports areas, and in natural water courses. Only plant materials hardy to Jerome's environment should be used. Street trees must be approved by the City Arborist.

GUIDELINE #31 Lawn Areas

Keep lawn areas to a minimum in projects surrounded by native vegetation. Projects surrounded by native vegetation may have turf in areas with limited public visibility (i.e. enclosed courtyards), active play areas or small maintained portions of a project. Excessive amounts of turf in these "native" areas will not be allowed. Instead, native,

drought tolerant grasses and vegetation should be used to help the project blend in with the surrounding vegetation.

GUIDELINE #32 Plants as Screening

When plant materials are used to screen areas such as mechanical equipment, parking lots, loading docks or storage areas which are adjacent to natural sites, the plant materials should be massed in groups rather than located in a straight line. Straight rows of trees or shrubs create an unnatural, formal, maintained appearance in a mountain environment surrounded by native vegetative patterns. Although the informal or natural design is preferred, there may be some urban areas that are appropriate for formal design. Some examples might be urban plazas and some streetscapes. Also, use plantings to define pedestrian pathways and open space.

GUIDELINE #33 Utility Installations

Utilities, cables, phone lines and electrical must be underground where feasible or applicable. The long range goal is to bring all types of utility lines underground.

GUIDELINE #34 Screen Parking Lots

Use landscaping to mitigate the visual impact of parking lots. Well placed groups of appropriate trees and shrubs can improve the appearance of these vast expanses of asphalt. It is recommended that at least one-fourth of any such parking area larger than 5,000 square feet be shaded by planting trees and shrubs. The objective is to create a park or architectural form in what is otherwise a waste land.

GUIDELINE #35 Irrigation System Required

All projects, except single family homes, must provide an irrigation system. Landscape plans must include an irrigation system. Items of most importance include full coverage; water conservation through proper design; and automatic systems for commercial, industrial, condominium and large-scale residential projects. Low water consumption irrigation systems are encouraged. Wherever possible, overhead spraying systems should be avoided to prevent water loss through evaporation. In particular, island areas and sidewalk borders are susceptible to overspray and water waste. Instead, use of a drip system is recommended. Storm water runoff shall be retained on the site wherever possible and used to irrigate plant materials. Even native, drought tolerant plant materials need water to become established. Projects which use all native, drought tolerant plant materials must provide, at a minimum, a temporary irrigation system which must fully operate for at least two complete growing seasons. All native plant materials are not drought tolerant and those that are not will require irrigation on a permanent basis.

GUIDELINE #36 Grading and Drainage

All final grading and drainage is required to comply with of the Uniform Building Code. Make sure there is positive drainage away from buildings and that the final grade meets the provisions of the building code prior to the installation of irrigation systems and

plant materials. Occupation permits will not be released until the final grading and drainage is found to be acceptable.

GUIDELINE #37 Maintenance

Once the irrigation system and plant materials have been installed, a maintenance program must begin. Be sure to program funds for maintenance costs into the project budget. Expect to apply an extensive weeding program to the project for the first three years. Use of native ground covers can minimize weeding time and evaporation. For optimum efficiency and coverage, irrigation systems must be periodically tested and adjusted. All dead plant material must be replaced as soon as practical. It may be necessary to re-stake trees and repair broken branches on trees in the spring. Periodically each year, plant materials should be fertilized and checked for insect or fungus infestation and disease.

Guideline #38 Sidewalks

Depending on location, the City standard for public sidewalks is a 5 foot wide cast in place concrete sidewalk with score lines and expansion joints on a square grid, with a broom finish. See Title 16 of the JMC for curb and gutter standards. The Jerome Planning and Zoning Commission may, as part of the review of any development, approve public sidewalks which vary from this standard. The commission will ensure that variations from the City standard meet the following criteria:

Acceptable Material

All proposed sidewalk installations which vary from City standards must be installed in such a manner that the color, texture, pattern or other design features of the material directly integrate with both the proposed development and City sidewalks. All materials must be installed to City standards, or, where standards do not exist, to high quality industry standards as approved by the City Engineer. Compaction of base materials for any public sidewalk must meet City standards. The following materials may be approved by the Commission:

- Cast in place concrete.
- Colored and imprinted; or colored, imprinted, and textured cast in place concrete.
- Colors shall be integrated into the concrete prior to the pour.
- Hardened concrete pavers or flat stone on a compacted sand base.
- Tile, ceramics, or stone installed in cast in place concrete.
- Saw-cut wood planks no less that 10" wide and no less that 3" thick.
- Asphalt paths 6', 8', or 10' wide, are permitted in residential, recreational, or industrial areas, and physically separated from automobile travel lanes wherever possible. See the Jerome Bike Path Master Plan.
- Other surfaces which meet the approval of the City. Said surfaces must be durable, attractive, low-maintenance and must not be smooth or slippery.

Surfaces

All public sidewalks must meet standards listed in Title 16 of the Jerome Municipal Code.

Heating

Electric or heated-liquid sidewalk snow melt systems may be integrated with any sidewalk installed by the developer. The city shall not assume maintenance or operation of any system not installed by the City.

Trees

Any street tree planned or required for integration within the sidewalk shall be placed in such a manner as to not obstruct either pedestrian traffic or motor vehicle visibility. Trees must be a minimum 2" caliper at chest height, must be a species approved by the City, and must be placed in a planter area covered by a cast iron or steel grate. The tree grate should integrate with the design of the project and have no opening, exclusive of that for the tree, more than ½" wide. Irrigation for the trees should be laid under a row of removable pavers designed into the sidewalk near the street-side edge. A root barrier must be used for all trees planted adjacent to a public right-of-way and must be approved by the City Arborist.

Process

Any applicant proposing a sidewalk which varies from City standards shall provide the City with a plan showing dimensions, materials, colors and patterns for the proposed sidewalk. That plan shall include a drawing of the adjacent sidewalks. The applicant shall also provide a cross section of the planned improvement which depicts and provides standards for subbase, base and surface materials and compaction. The applicant will also provide a written statement assuming responsibility for maintenance of the sidewalk. The City shall review the proposed sidewalk to ensure that it will meet the criteria of this section.

Guideline # 39 Bike Paths

Where appropriate, implement the provisions of the *Jerome Recreation District Bike Path Master Plan*. In summary, the plan is to promote and develop a non-motorized pathway system in Jerome and surrounding areas to enhance recreation, safety, tourism, fitness, enjoyment and quality of life for all users."

Section 5.4 Sign Guidelines

Signs are the highest profile element that the public is aware of and leaves the public with an impression of the community. Signs must be of high quality and fit the needs of the situation, while blending with the rest of the community's desires. A garish sign may promote additional short term recognition, but will reduce the community's long term attractiveness and image. Sign clutter, even of quality signs, will also reduce the community's attractiveness and image and is more confusing than informative. No matter how much citizens and developers improve their existing and future

community's commercial, industrial, and residential area's buildings, parks, roads, landscaping, etc., the image of the community will not improve unless the community's signage is raised to the same level of quality as the rest of the community.

The following Design Guidelines should be considered in the planning and design of all new and renovation sign projects in the community; see also **Jerome Municipal Code for standards**.

- Promote sign design and placement that reflects the community's desire for human scale regarding height, proportion, site features, shapes and materials.
- Signs must be produced using professional workmanship without hand lettering or with a sloppy or garish paint job.
- The primary sign(s) for a business must be constructed of permanent materials. Unacceptable temporary materials include but are not limited to paper, cardboard, vinyl banner, fabric, poster board, and unfinished wood.
- English translation of signs must be visible and lettering must be of equal size to other languages displayed on the sign, unless there is no reasonable translation available. Exclusions may include the legal names of the business or the proprietor name.