



CITY OF NOVATO
COMMUNITY DEVELOPMENT

SPECIAL MEETING

DESIGN REVIEW COMMISSION

Wednesday, August 23, 2023 - 7:00 PM

NOVATO CITY HALL
901 SHERMAN AVENUE
NOVATO, CA 94945

Chair

Kevin Jacobs

Vice Chair

Michael Barber

Members

Joe Farrell

Mark Schatz

Tim Roche, Alternate Member

Michelle Derviss, Alternate Member

Staff Liaison

Steve Marshall – Deputy Director of Community Development

The Design Review Commission is regularly scheduled each month every 1st and 3rd Wednesday at 7:00pm. Your interest is encouraged and appreciated.

In compliance with the Americans with Disabilities Act, if you need special assistance to participate in this meeting, please contact the Steve Marshall, Deputy Director of Community Development, at (415) 899-8942. Notification at least 48 hours prior to the meeting will enable the City to make reasonable accommodation to help ensure accessibility to this meeting.

- A. CONVENE, PLEDGE OF ALLEGIANCE, AND ROLL CALL**
- B. APPROVAL OF FINAL AGENDA**
- C. PUBLIC COMMENT**

There is a three-minute time limit to speak although the Chair may shorten the time based on the number of speakers or other factors. A speaker may not yield his or her time to another speaker.

For issues raised during Public Comment that are not on the published agenda, except as otherwise provided under the Ralph M. Brown Act, no action can legally be taken. The Commission may direct that the item be referred to the staff liaison for action or may schedule the item on a subsequent agenda.

D. CONSENT ITEMS

All matters listed on the Consent Calendar are considered to be routine and will be adopted by a single vote of the Commission. There will be no separate discussion unless specific items are removed from the Consent Calendar for separate discussion and action. Any Commissioner may remove an item from the Consent Calendar and place it under General Business for discussion.

PUBLIC HEARINGS

Public hearings are announced and advertised in advance to allow interested persons to make comments for, against, or otherwise, regarding a proposed project or decision. Anyone who challenges any hearing matter in court may be limited to only those issues raised at the public hearing described herein, or in written correspondence delivered to the Commission at, or prior to, the public hearing.

E. CONTINUED ITEMS - NONE

F. NEW ITEMS

F.1. RESIDENTIAL OBJECTIVE ARCHITECTURE STANDARDS DRAFT ZONING TEXT AMENDMENTS

Hold a public hearing to consider making a recommendation to the Planning Commission and City Council regarding amending Novato Municipal Code Chapter XIX (Zoning) to establish Division 19.27 specifying objective architecture standards for residential and residential mixed-use (residential/commercial) developments.

[F.1. - Staff Report - Objective Architecture Standards - 2023 08 23.pdf](#)

[F.1. - Exhibit A - Objective Architecture Standards - 2023 08 23.pdf](#)

G. WORKSHOPS - NONE

H. GENERAL BUSINESS

These items include significant and administrative actions of special interest and will usually include a presentation and discussion by the Commission. They will be acted upon by a separate vote.

I. ADJOURNMENT

If urgent matters arise after the publication of the regular agenda, there will be an addendum, if posted at least 72 hours before the start of the regular meeting to which it pertains. Otherwise, the matter will be agendaized using a special meeting notice. It will be posted at the referenced locations mentioned in the Affidavit of Posting by Friday at 5:00 p.m., the week before the meeting.

To appeal a final decision of the Design Review Commission, a written letter of appeal and the required appeal fee must be filed with the Community Development Department within 10 calendar days of the decision. The appeal letter must specifically state the basis for the appeal. Additional information on the appeal process can be found in Division 19.54 of the Novato Municipal Code.

Materials that are submitted to members after the distribution of the agenda packet, are available for public inspection in the Community Development Department at 922 Machin Avenue during normal business hours. Such materials shall also be made available on the City of Novato website at novato.org when practical and provided that City staff is able to post those documents prior to the meeting. A binder is available for the public at the meeting to view any distributed materials. Also, when non-confidential written materials are distributed to members of the Design Review Commission during a public meeting by staff or a member of the Design Review Commission, copies shall be made available to members of the public following that meeting.

AFFIDAVIT OF POSTING

I, Steve Marshall, certify that on August 16, 2023, before the Design Review Commission meeting of August 23, 2023, the agenda was posted on the City Community Service Board at 922 Machin Avenue and on the City's website at novato.org in Novato, California.

/Steve Marshall/

Steve Marshall, Deputy Director of Community Development



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DESIGN REVIEW COMMISSION STAFF REPORT

MEETING

DATE: August 23, 2023

STAFF: Steve Marshall, Deputy Director of Community Development
(415)899-8942; smarshall@novato.org

SUBJECT: **RESIDENTIAL OBJECTIVE ARCHITECTURE STANDARDS
DRAFT ZONING TEXT AMENDMENTS**

REQUESTED ACTION

Hold a public hearing to consider making a recommendation to the Planning Commission and City Council regarding amending Novato Municipal Code Chapter XIX (Zoning) to establish Division 19.27 specifying objective architecture standards for residential and residential mixed-use (residential/commercial) developments.

BACKGROUND

California Housing Law

Over the past several years the California legislature has adopted numerous new and amended statutes addressing how local agencies regulate residential development projects, including mixed-use developments combining multi-family residential dwellings with commercial uses. These laws include the Housing Accountability Act, Senate Bill 35, Senate Bill 330, and Assembly Bill 2011. The primary purpose of these laws is to increase housing production in California, particularly for low- and middle-income residents. To do so, the Legislature has intentionally curbed the capability of local agencies to deny, reduce the density of, or render infeasible qualifying housing development projects.

Common elements of State housing law include prohibiting discretionary review for certain residential project configurations, specifying streamlined review periods, and disallowing the application of subjective development and design standards. As a result, qualifying housing development projects often may only be considered through a ministerial process and regulated by objective design and development standards. For reference, Senate Bill 35 defines “ministerial processing” or “ministerial approval” as:

“...a process for development approval involving little or no personal judgment by the public official as to the wisdom or manner of carrying out the project. The public official merely ensures that the proposed

development meets all the "objective zoning standards," "objective subdivision standards," and "objective design review standards" in effect at the time that the application is submitted to the local government, but uses no special discretion or judgment in reaching a decision."

Senate Bill 35 defines "objective zoning standard," "objective subdivision standard," and "objective design standard" to mean:

"...standards that involve no personal or subjective judgment by a public official and are uniformly verifiable by reference to an external and uniform benchmark or criterion available and knowable by both the applicant or development proponent and the public official prior to submittal, and includes only such standards as are published and adopted by ordinance or resolution by a local jurisdiction before submission of a development application."

Given the requirements of State law, the City is working to update and augment various zoning provisions addressed to residential development. Notwithstanding this effort, the City has and continues to comply with State law by adjusting its review processes and requirements as necessary.

Objective Design and Development Standards Toolkit

Novato was awarded a grant under Senate Bill 2, the "Building Homes and Jobs Act" to work with ten other Marin jurisdictions to prepare objective design and development standards ("ODDS"), particularly for multi-family residential units. The grant was used to jointly hire Opticos Design to create a toolkit of ODDS.

A full copy of Opticos Design's draft ODDS can be downloaded at: [Draft ODDS](#)

The draft ODDS toolkit was developed to cover a variety of housing types (e.g., detached single-family, triplexes, pocket neighborhood, etc.), accompanying site designs and massing, and architecture reflective of the different contexts and patterns of development found in the participating jurisdictions, including the County of Marin, Belvedere, Corte Madera, Fairfax, Larkspur, Mill Valley, Ross, San Anselmo, and Tiburon. The ODDS toolkit can function as a complete residential zoning code or parts of it can be adopted to close gaps in an agency's existing residential design and development standards.

Design Review Commission Subcommittee

On November 16, 2022, the Design Review Commission appointed Commissioners Barber and Schatz to serve on a subcommittee to work with staff to review the ODDS toolkit with the idea of selecting and tailoring standards to meet Novato's needs as the City already has a variety of zoning district based objective standards (e.g., minimum lot sizes, setbacks, height limits, etc.). Commissioner Schatz had scheduling conflicts that prevented him from participating on the subcommittee. As such, staff worked with Commissioner Barber to receive general guidance regarding the ODDS toolkit.

There was consensus the City's existing objective development standards don't meaningfully address architecture, a circumstance reflective of the long-standing use of design review to consider project architecture through subjective criteria. Given this circumstance, Commissioner Barber supported staff's suggestion to focus on augmenting the City's existing objective design standards with architectural standards based on those presented in Chapter 8 of the ODDS toolkit.

Commissioner Barber was comfortable letting staff further consider and recommend modifications to the architecture styles and standards in Chapter 8. He emphasized the need to: a) ensure architectural variation to avoid "cookie cutter" residential development; and b) attempt to provide flexibility to allow room for architectural creativity. Commissioner Barber's perspective is consistent with that of the larger Commission based on recent recommendations regarding project specific design standards for Valley Oaks (Redwood Boulevard at Pinkston Road) and 777 San Marin (former Fireman's Fund offices).

STAFF ANALYSIS

Exhibit A, provided as an attachment to this report, incorporates the architectural standards of Chapter 8 with a variety of recommended modifications as noted below. In addition, Exhibit A includes supplemental provisions to guide implementation of the architecture standards as summarized below.

Draft Opticos ODDS Standards – Chapter 8 - Overview

Chapter 8 addresses six (6) architectural styles that Opticos found to be prevalent throughout the Marin. These styles include: Contemporary, Craftsman, Main Street Classical, Mediterranean, Tudor, and Victorian. Each style is characterized by a general description of its typical elements and then progresses to more detailed architectural standards to ensure an authentic representation of that style, covering such item as eaves, windows, doors, finish materials, roof type (e.g., shed, gable, etc.), and a variety of other architectural embellishments. Each architectural style includes storefront design standards since State housing law applies to mixed-use buildings that can be located in commercial settings. Notably, the Main Street Classical style applies only to mixed-use buildings, not single-family or multifamily buildings.

Staff considers Chapter 8 to capture the predominant styles of architecture found in Novato, including various interpretations of the Contemporary, Craftsman, Main Street Classical, Mediterranean, and Victorian styles. Tudor architecture is not as common in Novato as these other styles, but is reflected in custom home designs in Marin Country Club and elsewhere in the community. Overall, these six architectural styles are viewed to be acceptable for future residential and residential mixed-use development in Novato.

Exhibit A – Modifications to Chapter 8

The standards of Chapter 8 acceptably address the defining elements of each of the six architecture styles. However, minor modifications of the standards are recommend to

support greater variation and creativity within each architectural style. The following is a list of modifications incorporated into the design standards of Chapter 8 as more precisely presented in Exhibit A.

1. The architectural style sheets of Chapter 8 are labeled to address multi-family prototype buildings. This labeling has been amended to acknowledge single-family residences as this housing type is also regulated by State housing law. The multi-family prototypes are reflective of single-family building architecture.
2. The following modifications were made to the standards addressing the **Contemporary** architecture style:
 - a. Section 5 & 11 – Building Roof & Dormers - Added gable roofs as a roof design option, including where dormers are proposed.
 - b. Section 16 – Wall Cladding – Added horizontal and vertical tongue and groove siding, brick, concrete, and stone as additional wall cladding options.
 - c. Section 16 – Windows, Bay Windows, and Entry Doors - Added awnings as an element of window, bay, or entry door design; specified aluminum as an acceptable awning material.
 - d. Section 16 – Storefronts – Amended to allow commercial storefronts to have the same range of wall cladding and base materials recommended for residential only buildings as modified under b. above.
3. The following modifications were made to the standards addressing the **Craftsman** architecture style:
 - a. Section 16 – Wall Cladding – Added horizontal and vertical tongue and groove siding and board and batten siding as acceptable siding options. *Additional siding options are intended to offer flexibility to interpret the Craftsman style in a way reflecting the classic or modern Farmhouse style leading to more opportunity for variation and creativity.
 - b. Section 16 - Base - Added brick as an acceptable base course material.
4. The following modifications were made to the standards addressing the **Mediterranean** architecture style:
 - a. Section 16 - Roofing - Added S-shaped clay or concrete roof tiles and allow concrete barrel tiles.
 - b. Section 16 – Storefront Base – Added stucco as an acceptable base material.
5. The following modifications were made to the standards addressing the **Tudor** and

Victorian architecture styles:

- a. Section 16 – Storefronts – Amended to allow commercial storefronts to have the same range of wall cladding and base materials recommended for residential only buildings.
6. **All Architectural Styles** – Added provisions addressing wall and trim/accent colors:
- a. Wall Colors: No more than three (3) wall colors or combination of colors and brick, stone, or concrete cladding where allowed; and
 - b. Trim Colors: No more than three (3) accent colors for trim, decorative elements, and doors per building.

Exhibit A – Type, Mix, and Variation of Architecture

Exhibit A includes supplemental provisions to guide implementation of the architectural standards. These provisions address which architectural styles can be applied to single-family, multi-family, and mixed use buildings and require variation in architecture to avoid creating residential developments with a “cookie cutter” appearance. The following is a summary of key provisions.

Detached Single-Family Residential & Duplex Developments

- Can be designed in any mix of Contemporary, Craftsman, Mediterranean, Tudor, and Victorian architecture in a single-development.
- Can be designed in one architectural style with a minimum of two (2) façade variations for two (2) building proposals and (3) façade variations for a project of three (3) or more separate buildings. The same facade design cannot be placed next to or across the street from one another.

Multi-Family Dwellings (Townhomes & Apartments)

- Can be designed in the Contemporary, Craftsman, Mediterranean, Tudor, or Victorian style.
- Multiple multi-family buildings in a single development located outside of the Downtown (D) Overlay must be designed in a single architectural style to maintain a cohesive architectural appearance within the project area.
- A minimum of two (2) façade variations are required for a project with two separate multi-family residential buildings. For example, each building would be designed in different versions of the Craftsman style.

- A minimum of three (3) façade variations are required for a project of three (3) or more separate multi-family residential buildings. For example, three different versions of the Craftsman architectural style would be alternated. The same facade design cannot be placed next to or across the street from one another.
- Multi-family residential buildings located in the Downtown (D) Overlay that have a street or civic space frontage greater than 75-feet shall include more than one architectural style with a maximum 75-feet of length in any one style. The same façade treatment shall not be repeated on a single building. *This approach is limited to use in downtown Novato to maintain a traditional main street rhythm of individual building facades.

Residential Mixed-Use Buildings

- A residential mixed-use development comprised of a single building shall be designed in one (1) of the six (6) architecture styles provided the building does not have any façade greater than 75-feet in length along a street or civic space.
- A residential mixed-use building with a street facade length greater than 75-feet shall include more than one architectural style with a maximum of one style for each 75-feet of façade length. The same façade treatment shall not be repeated on a single building.
- A residential mixed-use development comprised of more than one (1) building shall be designed so that each building has a different architectural style. However, an individual building with a façade length greater than 75-feet along a street or civic space shall include more than one architectural style with a maximum of one style for each 75-feet of façade length. The same façade treatment shall not be repeated on a single building. The same facade design cannot be placed next to or across the street from one another.

Four Sided Architecture

The architectural elements of a given architectural style shall be applied to all sides of a building, including front, street, interior, and rear facades. This is often referred to as four-sided architecture. This provision is intended to ensure architectural interest is provided on all sides of a building.

Adjustment of Standards & Substitution of Architecture

A developer can voluntarily request adjustment of an architectural standard(s) and/or propose an alternative architecture style subject to review and action through Design Review. A developer making such a request would need to enter an agreement with the City acknowledging they are forfeiting any right to streamlined review, ministerial action, and/or any limitations on the application of subjective standards that may otherwise apply to a given project under State law.

An agency is not required to offer any local process for a developer to propose adjustment of or alternatives to objective standards. However, if an agency is going to offer such a procedure then an agreement is recommended to avoid legal disputes over the rights a developer can claim under State law. Offering any other procedure exposes the City to legal risk.

PUBLIC NOTICE

A notice describing the Design Review Commission's public hearing on the proposed objective architecture standards was published in a 1/8th page advertisement in the Marin Independent Journal on August 11, 2023.

RECOMMENDATION

Consider the draft objective architecture standards presented in Exhibit A and recommend the Planning Commission and City Council support adoption of the standards as drafted on the basis of the finding below.

FINDING

The Design Review Commission finds the draft standards presented in Exhibit A ensure, to the extent feasible under State law, that future residential development will be reflective of the architectural styles and variations found in Novato and will maintain and enhance the character, scale, and ambiance of existing neighborhoods and commercial areas in the community. Furthermore, the draft standards address the defining elements of each permitted architectural style to ensure new buildings are authentic to the selected style(s), including wall, base, roof, window, and finish material details, and require an acceptable level of architectural variation to create visual interest between buildings and developments. Based on these observations, the standards presented in Exhibit A are consistent with policies CC 12 and CC 13 of Novato General Plan 2035:

CC 12: Compatibility of Development with Surroundings. Ensure that new development is sensitive to the surrounding architecture, topography, landscaping, and to the character, scale, and ambiance of the surrounding neighborhood, and consistent with adopted City policies and design guidelines. Recognize that neighborhoods include community facilities needed by Novato residents as well as homes, and integrate facilities into neighborhoods.

CC 13: Architectural Character. The architecture of new development should be authentic to the style being expressed, with appropriate finish details (materials, colors, application techniques).

COMMISSION ALTERNATIVES

1. Recommend the draft standards as drafted; or
2. Recommend the draft standards with amendments.

FURTHER ACTION

The Design Review Commission's recommendation will be forwarded to the Planning Commission and City Council for consideration.

ATTACHMENTS

Exhibit A – Zoning Text Amendments – Draft Architecture Objective Standards

**EXHIBIT A
PROPOSED ZONING ORDINANCE TEXT AMENDMENTS**

Table 2-3 of Section 19.08.040 (Agricultural and Resource District General Development Standards) shall be amended as follows:

Table 2-3
Agricultural and Resource District General Development Standards

Development Feature	Requirement by Zoning District		
	A Agriculture	OS/ROS Open Space/ Restricted Open Space	C Conservation
Minimum lot size	<i>Minimum area, width, and depth required for new parcels.</i>		
Area	60 acres	None	10 acres—60 acres (3)
Width	150 ft		
Depth	150 ft		
Maximum density (1)	1 dwelling unit per 60 acres	Not applicable	1 dwelling unit per 10 acres
Setbacks	<i>Minimum setbacks required. See Article 19.20 for setback measurement, allowed projections into setbacks, and exceptions to setbacks.</i>		
Front	30 ft		
Sides (each)	25 ft		
Rear	30 ft		
Height limit (2)	40 ft for agricultural accessory structures; 30 ft for all other structures.		
Architecture	<u>As required by Division 19.27</u>		
Landscaping	As required by Division 19.28 (Landscaping).		
Parking	As required by Division 19.30 (Parking and Loading).		

Table 2-5 of Section 19.10.040 (Residential Zoning District General Development Standards) shall be amended as follows:

Table 2-5
Residential District General Development Standards

Development Feature	Required by Zoning District				
	RR Rural Residential	RVL Very Low Density Residential	R1 Low Density Residential	R4 Medium Density Residential	R5
Minimum lot size	See Table 2-6, Section 19.10.050				
Maximum density					
Maximum number of dwellings per lot					
Setbacks	<i>Minimum setbacks required. See Section 19.20.100 for setback measurement, allowed projections into setbacks, and exceptions to setbacks.</i>				
Front	30 ft	30 ft	See Table 2-6	25 ft	20 ft
Sides (each)	25 ft	20 ft	See Table 2-6	5 ft	5 ft

Street side	25 ft	20 ft	See Table 2-6	10 ft (4)	10 ft (4)
Rear (1)	30 ft	30 ft	See Table 2-6	20 ft	20 ft
Building coverage (2)	20%	20%	40%	40%	40%
Height limit (3)	30 ft (5)	30 ft			
Floor Area Ratio	n/a	n/a	50%	50%	n/a
<u>Architecture</u>	<u>As required by Division 19.27</u>				
Landscaping	As required by Division 19.28 (Landscaping).				
Parking	As required by Division 19.30 (Parking and Loading).				

Table 2-8 of Section 19.12.040 (Commercial/Industrial District General Development Standards) shall be amended as follows:

Table 2-8
Commercial/Industrial District General Development Standards

Development Feature	Requirement by Zoning District		
	BPO Business and Professional Office	CN Neighborhood Commercial	CG General Commercial
Minimum lot size	<i>Minimum area, width and depth required for new parcels.</i>		
Area	10,000 sf	None	
Width and depth	Determined through subdivision process.		
Setbacks	<i>Minimum and maximum setbacks required. See Division 19.20 for setback measurement, allowed projections into setbacks, and exceptions to setbacks.</i>		
Front	25 ft	None required	
Sides (each)	6 ft if adjacent to a single-family residential zone; 10 ft if building is over 20 ft in height at the building setback line and adjacent to a single-family residential zone; none required otherwise.		
Rear	10 ft if adjacent to a single-family residential zone; 15 ft if building is over 20 ft in height at the building setback line and adjacent to a single-family residential zone; none required otherwise.		
Building coverage (1)	40%		
Floor Area Ratio (FAR)	0.40	0.40 to 0.60 (2)	0.40
Height limit (3)	35 ft		
<u>Architecture</u>	<u>As required by Division 19.27</u>		
Landscaping	As required by Division 19.28 (Landscaping)		
Parking	As required by Division 19.30 (Parking and Loading)		

Table 2-10 of Section 19.14.040 (Special Purpose District General Development Standards) shall be amended as follows:

Table 2-10
Special Purpose District General Development Standards

Development Feature	Requirement by Zoning District	
	MU Mixed Use	CF Community Facilities
Minimum lot size	Determined through project review, consistent with the General Plan	
Maximum density	N/A (Refer to FAR)	N/A
Minimum site area per unit	N/A (Refer to FAR)	
Setbacks required	<i>Minimum setbacks required. See Section 19.20.100 for setback measurement, allowed projections into setbacks, and exceptions to setbacks.</i>	
Front	20 ft	None
Sides (each)	0 to 10 ft (3)	0-10 ft (3)
Rear	0 to 15 ft (4)	0-10 ft (3)
Building coverage (1)	40%	N/A
Floor Area Ratio (FAR)	0.4 - 0.8 (5)	0.8
Height limit (2)	35 ft (6)	35 Ft (6)
<u>Architecture</u>	<u>As required by Division 19.27</u>	
Landscaping	As required by Division 19.28 (Landscaping)	
Parking and loading	As required by 19.30 (Parking and Loading)	

Section 19.14.050 C.3. (REI District Standards) shall be amended as follows:

3. Residential Uses. The following standards apply to residential uses established in conjunction with the uses described in Subsection C.2 above, and associated allowable day care facilities and accessory uses:
 - a. Density. Residential projects may be constructed in phases, but the total density upon final buildout shall not exceed 130 residential units. (The Director or designee shall determine such additional floor area as is appropriate for permitted small retail and/or service uses, day care facilities, and other allowed accessory uses, which are built in conjunction with residential units.) This residential density shall be in addition to the floor area allowed by Subsection C.2.a, above.
 - b. Affordability. Based on the maximum residential density allowed by Subsection C.3.a, there shall be a minimum of 128 residential units which are to be occupied by, and affordable to, employees on site with moderate or low income, based on personal salary. If fewer residential units are provided, the minimum number of required affordable units shall be reduced proportionately.
 - c. Protections for the Natural Environment and for Public Access to Open Space. Projects in this district shall provide such additional protections for and enhancements of the natural environment and of public access to open space as may be required pursuant to following Subsection G.
 - d. Architecture. As required by Division 19.27.

Table 2-12 of Section 19.16.070 (Affordable Housing Opportunity (AHO) Overlay District) shall be amended as follows:

Table 2-12 Development Feature	Requirement AHO Overlay District
Minimum lot size	None
Maximum density	See, 19.16.070 F
Setbacks	<i>Minimum and maximum setbacks required. See Section 19.20.100 for setback measurement, allowed projections into setbacks, and exceptions to setbacks.</i>
Front	20 ft
Sides (each)	6 ft or 10ft (3)(6)
Street side	10 ft or 20 ft (4)(6)
Rear	15 ft or 20 ft (5)(6)
Building coverage (1)	40%
Height limit (2)	35 ft
Architecture	As required by Division 19.27
Landscaping	As required for multi - family by Division 19.28 (Landscaping).
Parking	As required by Division 19.30 (Parking and Loading)

Article 3 of the Chapter XIX shall be amended to add Division 19.27 – Residential Objective Standards as follows:

DIVISION 19.27 – RESIDENTIAL OBJECTIVE ARCHITECTURE STANDARDS

19.27.010 - Purpose

The purpose of this Division is to specify objective architecture standards for residential and residential mixed-use development projects to achieve the following:

- A. Promote high-quality architectural design to strengthen the aesthetic character and ambiance of Novato;
- B. Ensure the orderly and harmonious appearance of new residential and residential mixed-use development within the community;
- C. Ensure the architectural design of new residential and residential mixed-use development is authentic to the specific architectural style being expressed;
- D. Provide clear and effective architectural standards to assist project developers and architects in designing new residential and residential mixed use developments; and
- E. Streamlining the review of proposed residential development and residential mixed-use development projects as required by State law.

19.27.020 - Applicability

This Division shall apply to all proposed residential and residential mixed-use development projects that, pursuant to State law, are subject to regulation by objective design standards only.

19.27.030 – Implementation of Architectural Standards

- A. Residential and residential mixed-use buildings shall be designed in compliance with one or more of the allowed architectural styles as specified herein.
- B. Detached single-family, two-family dwellings, and multifamily residential developments shall be designed in the Contemporary, Craftsman, Mediterranean, Tudor, and/or Victorian architectural styles subject to the requirements herein.
- C. Residential mixed-use developments shall be designed in the Contemporary, Craftsman, Main Street Classical, Mediterranean, Tudor, and/or Victorian architectural styles subject to the requirements herein.
- D. Architectural Variation.
 - 1. Detached Single-Family Dwellings. Any of the architectural styles allowed for detached single-family residences shall be used or mixed in a detached single-family residential development subject to the following:
 - a. A detached single-family residential development comprised of two (2) dwellings shall be designed to provide a different architectural style for each building or provide a minimum of (2) façade variations of a single architectural style using different combinations of the architectural elements allowed for that style to differentiate each building.
 - b. A detached single-family residential development comprised of three (3) or more dwellings shall be designed with a mix of architectural styles or provide a minimum of (3) facade variations for each architectural style proposed to repeat in the development by using different combinations of the architectural elements allowed for that style to differentiate each building. Dwelling units of the same architectural style or facade design shall not be placed next to or across the street from one another.
 - 2. Two-Family Dwellings. Any of the architectural styles allowed for two-family dwellings shall be used or mixed in a two-family dwelling development subject to the following:
 - a. A two-family dwelling development project consisting of a single building shall be designed in one (1) of the allowed architectural styles.
 - b. A two-family dwelling development project of two (2) buildings shall be designed so that each two-dwelling building has a differing architectural style or provides a minimum of two (2) facade variations of a single architectural style using different combinations of the architectural elements allowed for that style to differentiate each building.
 - c. A two-family dwelling development project of three (3) or more buildings shall be designed so that each building has a differing architectural style or provide a minimum of three (3) facade variations for each architectural style proposed to repeat in the development using different combinations of the architectural elements allowed for that style to differentiate each building. Buildings of the same architectural style or facade design shall not be placed next to or across the street from one another.

3. Multi-Family Dwellings. Any of the architectural styles allowed for multi-family dwellings shall be used or mixed in a multi-family dwelling development subject to the following:

- a. A multi-family dwelling development project comprised of a single building shall be designed in one (1) of the allowed architectural styles.
- b. A multi-family residential development located outside of the Downtown (D) overlay zoning district comprised of two (2) buildings shall be designed in one (1) of the allowed architectural styles and provide a minimum of two (2) facade variations of the selected architectural style using different combinations of the architectural elements allowed for that style to differentiate each building.
- c. A multi-family residential development located outside of the Downtown (D) overlay zoning district comprised of three (3) or more buildings shall be designed in one (1) of the allowed architectural styles and provide a minimum of three (3) facade variations of the selected architectural style by using different combinations of the architectural elements allowed for that style to differentiate each building. The same facade design shall not be placed next to or across the street from one another.
- d. A multi-family residential building located in the Downtown (D) overlay zoning district with any facade greater than 75-feet in length fronting on a street or civic space shall include more than one architectural style with a maximum 75-feet of length devoted to any one style. The same facade treatment shall not be repeated on a single building.
- e. A multi-family residential development located in the Downtown (D) overlay zoning district and featuring separate buildings with building facades of 75-feet or less in length fronting on a street or civic space shall be designed with differing architectural styles to differentiate each building. The same facade design shall not be placed next to or across the street from one another.

4. Residential Mixed-Use Developments. Any of the architectural styles allowed for residential mixed-use development shall be used or mixed in such a development subject to the following:

- a. A mixed-use residential development comprised of a single building shall be designed in one (1) of the allowed architectural styles provided the building does not have any facade greater than 75-feet in length fronting a street or civic space. A building with a facade length greater than 75-feet fronting on a street or civic space shall include more than one architectural style with a maximum of one style for each 75-feet of facade length. The same facade treatment shall not be repeated on a single building.
- b. A mixed-use residential development comprised of more than one (1) building shall be designed so that each building has a different architectural style. A building with a facade length greater than 75-feet shall include more than one architectural style with a maximum of one style for each 75-feet of facade length. The same facade treatment shall not be repeated on a single building. Buildings with the same facade design shall not be placed next to or across the street from one another.

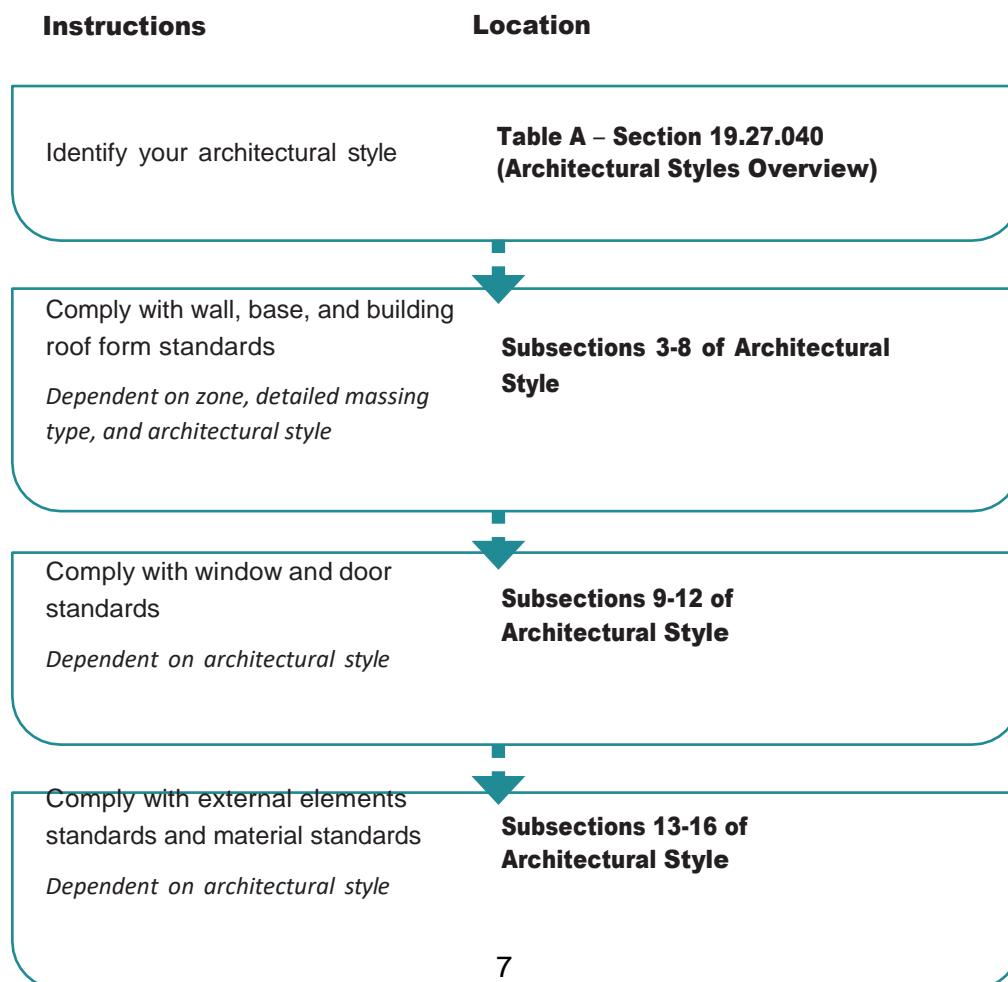
E. Paint colors shall comply with the following:

1. Wall Colors: No more than three (3) wall colors or combination of colors and brick, stone, or concrete cladding where allowed; and
2. Trim Colors: No more than three (3) accent colors for trim, decorative elements, and doors per building.

F. Architectural Detail. The architectural elements required or proposed for given architectural style shall be applied to all sides of a building, including front, street side, interior side, and rear facades.

G. Substitution of Architecture & Adjustment of Standards. A developer may voluntarily agree in writing to substitute a different architectural style(s) and/or seek an adjustment of the architectural standards of this Division. The agreement shall: (1) be on a form provided by the City, (2) specify the standard(s) to be substituted or adjusted, and (3) require Design Review pursuant to the procedures of Section 19.42.030. By entering into such an agreement, a developer thereby forfeits any right to streamlined review, ministerial action, and/or any limitations on the application of subjective standards that may otherwise apply to a given project under State law.

H. Architectural Standards Guide. The following graphic provides a guide to using the architectural standards of this Division.



19.27.040 – Architectural Styles Overview

Table A (Architectural Styles Overview) provides an overview of the allowed architectural styles.

19.27.040. Table A: Architectural Styles Overview

Contemporary



Typical Characteristics

Long, low-sloped roof forms with simple eaves with deep overhangs
 Asymmetrical facade compositions with square and horizontal openings often made from ganged vertical windows

Mix of exterior materials to differentiate massing forms, with prevalent natural materials including wood siding

Horizontally proportioned balconies and terraces with minimalist vertical supports

Applicable Standards

- Wall
- Building Roof
- Rake
- Eave
- Parapet
- Windows
- Bay Windows
- Dormers
- Entry Doors
- Balconies
- Porches
- Storefronts
- Materials

Craftsman



Typical Characteristics

Low-pitched roofs with deep eaves and exposed rafter tails
 Horizontally proportioned openings made from ganged vertical windows
 Emphasis on natural materials including wood shingles

Asymmetrical composition with wall plane broken by projecting gable ends

Applicable Standards

- Wall
- Base
- Building Roof
- Rake
- Eave
- Parapet
- Windows
- Bay Windows
- Dormers
- Entry Doors
- Balconies
- Porches
- Storefronts
- Materials

Main Street Classical



Typical Characteristics

Symmetrical facade composition with proportions that imply load-bearing masonry structure
 Prominent cornice with classical detailing and parapet or pedimented roof forms

Regular pattern of vertically proportioned openings

Brick and stucco as primary facade materials

Applicable Standards

- Base
- Building Roof
- Parapet
- Windows
- Bay Windows
- Entry Doors
- Balconies
- Porches
- Storefronts
- Materials

19.27.040. Table A: Architectural Styles Overview (Continued)

Mediterranean



Typical Characteristics

Low-pitched gabled or hipped roofs

clad in red tile with open eaves

Flat, rectilinear wall plane with vertically proportioned punched openings without trim

Stucco as primary facade material with stucco or wood attached elements

Applicable Standards

Building Roof

Eave

Parapet

Windows

Bay Windows

Dormers

Entry Doors

Balconies

Porches

Storefronts

Materials

Tudor



Typical Characteristics

Prominent gabled roof forms with steep pitch and open eaves

Vertically proportioned openings with surround

Brick and stucco as primary facade materials, often with half-timbering at upper floors

Applicable Standards

Wall

Building Roof

Rake

Eave

Windows

Bay Windows

Dormers

Entry Doors

Balconies

Porches

Storefronts

Materials

Victorian



Typical Characteristics

Simple, rectilinear forms articulated with a regular pattern of openings

Vertically proportioned elements, including steeply pitched roofs, projecting gable ends, and tall cornices and parapets

Vertically proportioned windows, angled or boxed bays, and picture windows

Siding or stucco with shingled elements

Applicable Standards

Wall

Base

Building Roof

Rake

Eave

Parapet

Windows

Bay Windows

Dormers

Entry Doors

Balconies

Porches

Storefronts

Materials

19.27.060 Contemporary



General note: The images above and the descriptions in Subsections 1 and 2 below are intended to provide a brief overview of the architectural style and are descriptive, not regulatory.

1. Description of Style

Contemporary style buildings have a streamlined aesthetic and minimal ornamentation. This style focuses on combining simple rectilinear massing forms with changes in material and color. The use of glass and cantilevered elements imbues buildings with a sense of lightness and simplicity. This style is prevalent throughout Marin County.

2. Typical Characteristics

- Long, low-sloped roof forms with simple eaves with deep overhangs
- Asymmetrical facade compositions with square and horizontal openings often made from ganged vertical windows
- Mix of exterior materials to differentiate massing forms, with prevalent natural materials including wood siding
- Horizontally proportioned balconies and terraces with minimalist vertical supports

Elements of Contemporary Style

Single-Family & Multifamily Buildings

Note: The image below is intended to provide a reference for architectural elements and is illustrative, not regulatory. It is not an exhaustive list of applicable standards.



Balcony (See Subsection 13 for standards)

Dormer (See Subsection 11 for standards)

Eave (See Subsection 7 for standards)

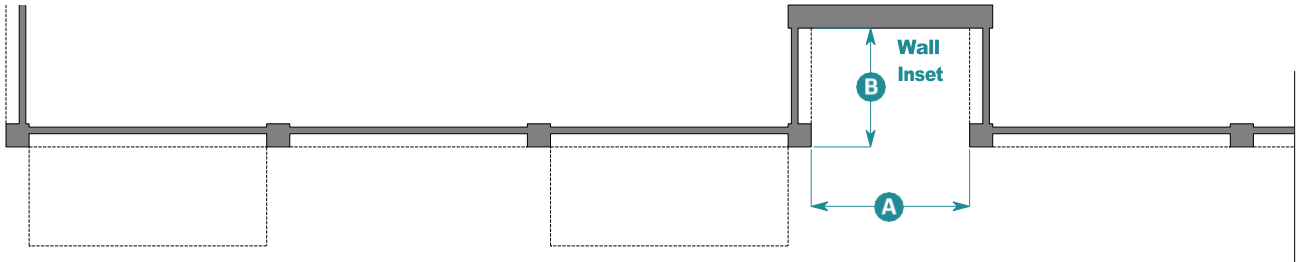
Window (See Subsection 9 for standards)

Entry Door (See Subsection 12 for standards)

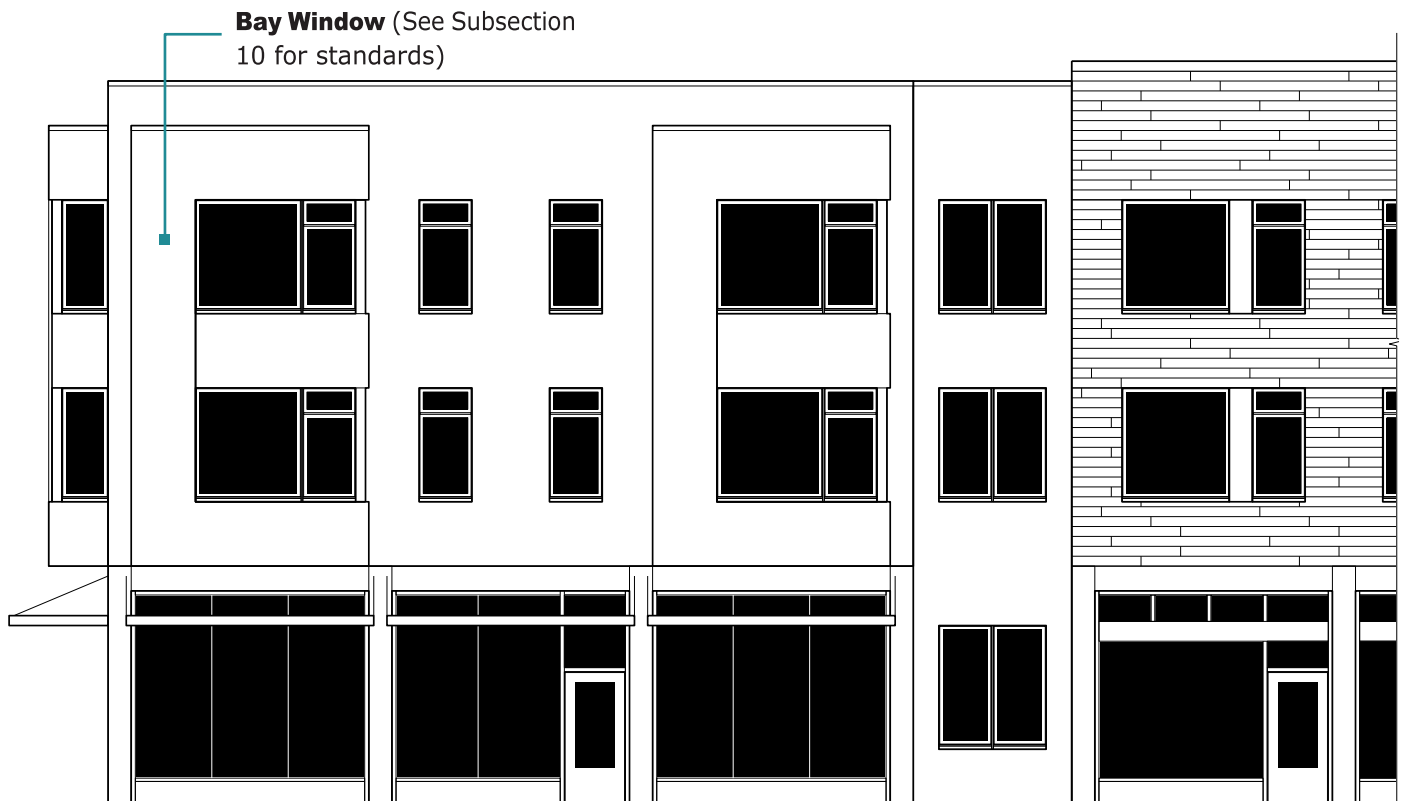
Prototypical Building Elevation

Elements of Contemporary Style – Mixed-Use Building

Note: The image below is intended to provide a reference for architectural elements and is illustrative, not regulatory. It is not an exhaustive list of applicable standards.



Prototypical Building Plan, Primary Facade



Prototypical Building Elevation

3. Wall

Wall Inset

A wall inset from the primary facade is required for buildings greater than 75' in width.

Wall inset shall be continuous for the full height of the building.

Roof and wall projections may encroach into wall inset.

3. Wall (Continued)

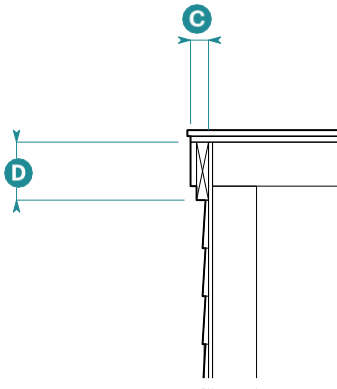
Wall Inset Dimensions

Width 8'0" min.; 12'0" max. A

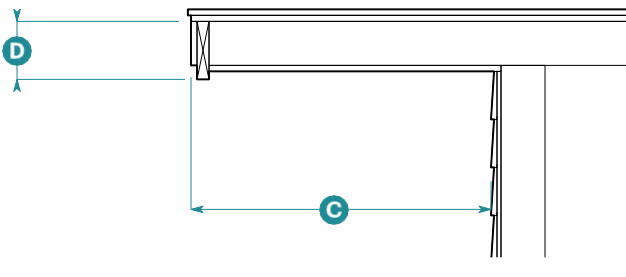
Depth 6'0" min. B

4. Base

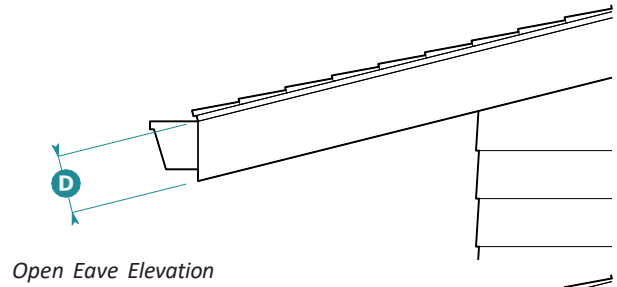
No base is required for this style.



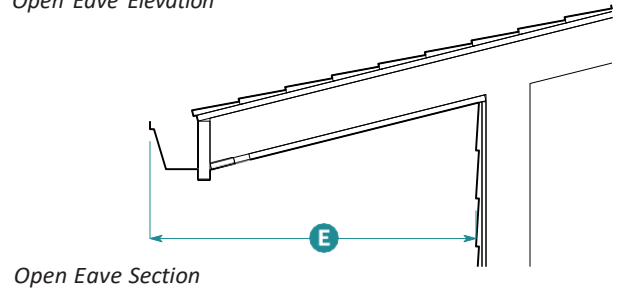
Flush Profile Rake Section



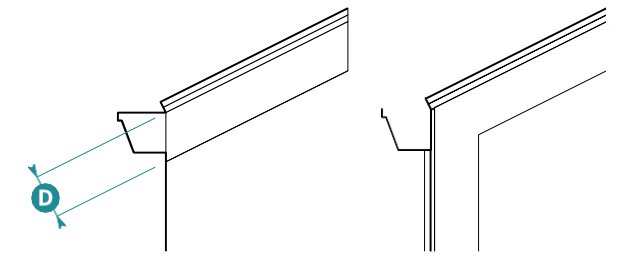
Projecting Profile Rake Section



Open Eave Elevation



Open Eave Section



Closed Eave Elevation

Closed Eave Section

5. Building Roof

Building Roof Standards	Buildings with Half-Story Heights	Buildings with Full-Story Heights
Roof Form		
Type	Shed & Gable	Flat
Pitch	2:12 min.; 6:12 max.	N/A

Applicable Subsections

6. Rake	A	N/A
7. Eave	A	N/A
8. Parapet	N/A	A

6. Rake

Standards	Flush Profile	Projecting Profile
Horizontal Projection	No min.; 2" max.	2'6" min.; No max.

See Subsection 7 (Eave) for height standards.

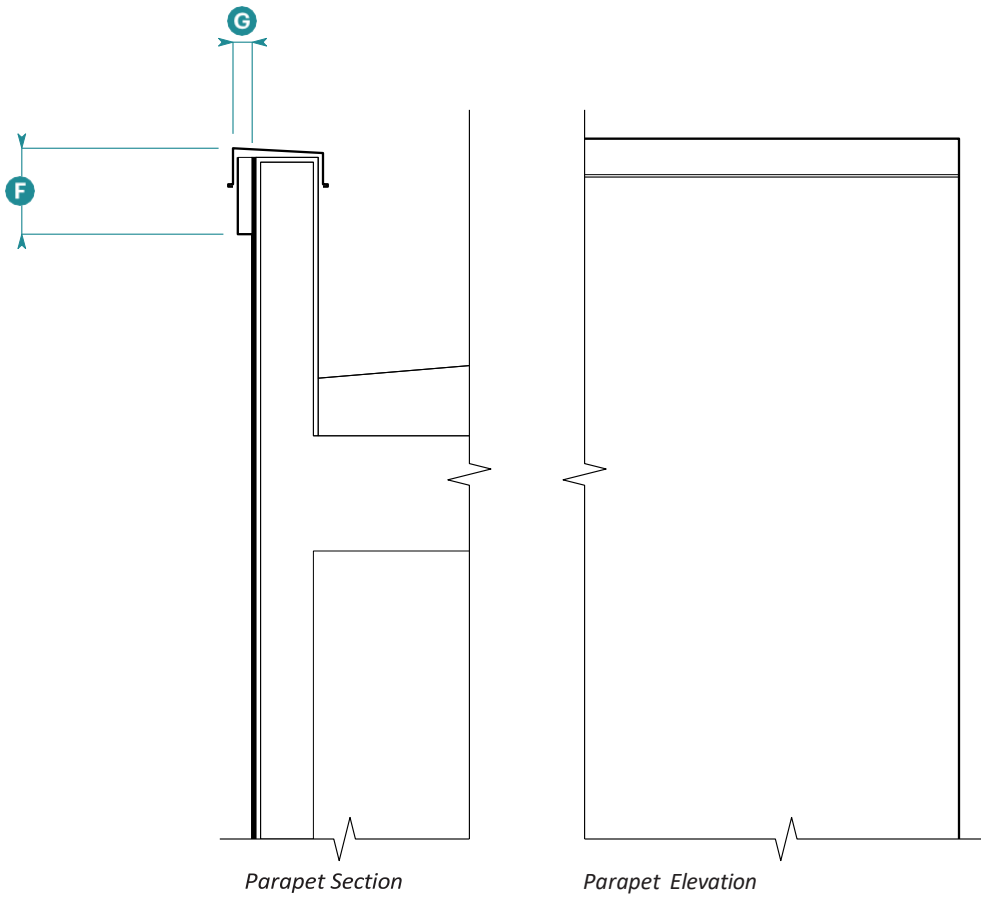
7. Eave

Standards	Open	Closed
Height		
Overall	8" min.	
Fascia	6" min.	
Horizontal Projection ¹		
Overall	36" min.; No max.	0" (flush with facade)

¹ Horizontal projection includes gutter.

Key

A = Applicable N/A = Not Applicable



8. Parapet

Height

Projection 0" min.; 6" max. **F**

Horizontal Projection

Overall 0" min.; 3" max. **G**

9. Windows

Opening

Proportion, Height **H** to Width **I** ²

Ground floor	2.2 min.
Upper floor	2.0 min.
Dormer	See Subsection 11 (Dormers) for standards.

Typical Sizes, Width **I** x Height **H**

Ground Floor, Typical	3'0" x 6'0"
Ground Floor, Ganged	3'0" x 6'0"
Ground Floor, Picture	2'4" x 3'6"
Upper Floor, Typical	3'0" x 5'6"
Upper Floor, Ganged	3'0" x 5'6"
Upper Floor, Picture	2'4" x 3'6"
Privacy	2'0" x 4'6"

Shape	Square punched
Operation	Double-Hung, Single-Hung, Awning, Casement

Window

Glazing Divisions	None
Sash Widths	
Rail	2" min. ³ J
Stile	2" min. ³ K
Trim Widths ⁴	
Head	3" min.
Jamb	3" min.
Apron	3" min.

Sill

Depth	3" min.
-------	---------

Pediment

Allowed	No
---------	----

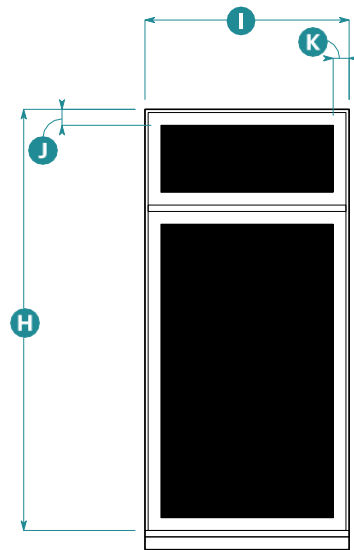
Mullions

Mullions required between ganged windows.

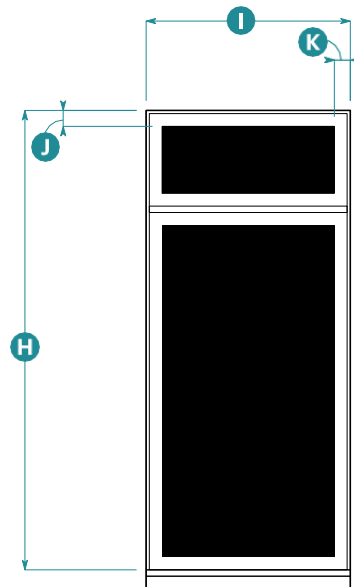
² Picture windows shall be wider than typical windows and equal in height to windows on the same floor.

³ Plus or minus 1/4" allowed.

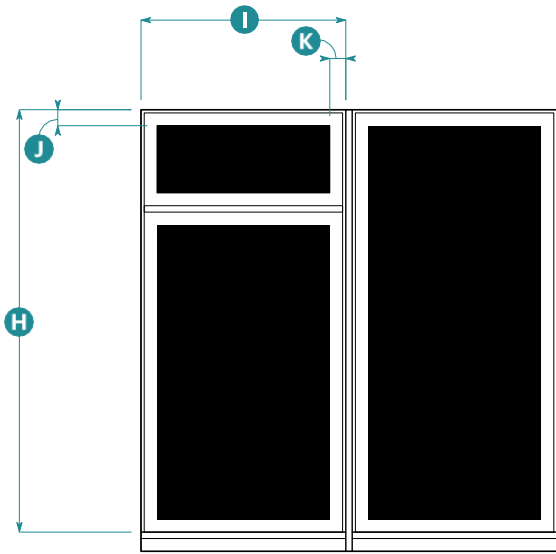
⁴ Surround required for windows only on buildings or parts of buildings with lap siding.



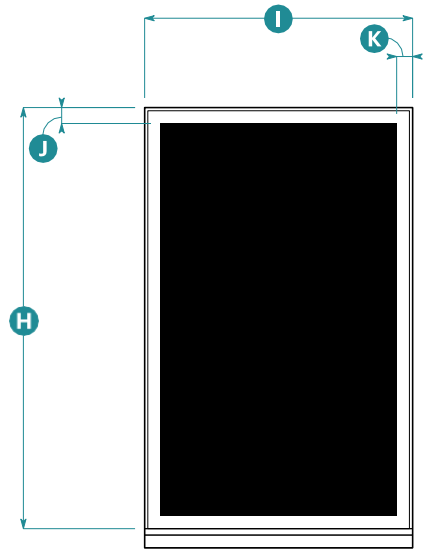
Upper Floor Typical Window Elevation



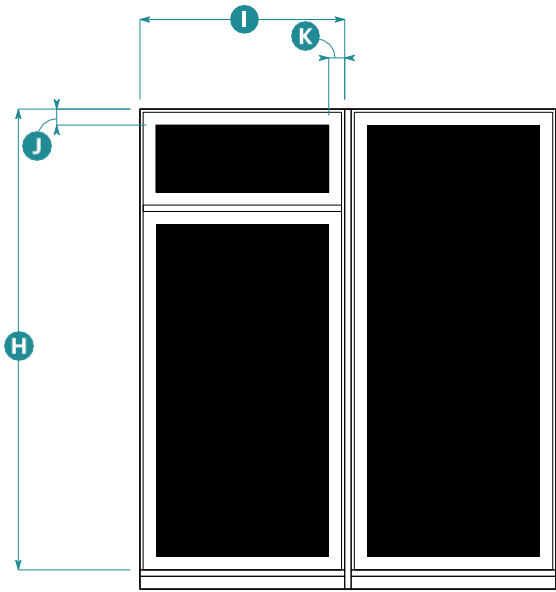
Ground Floor Typical Window Elevation



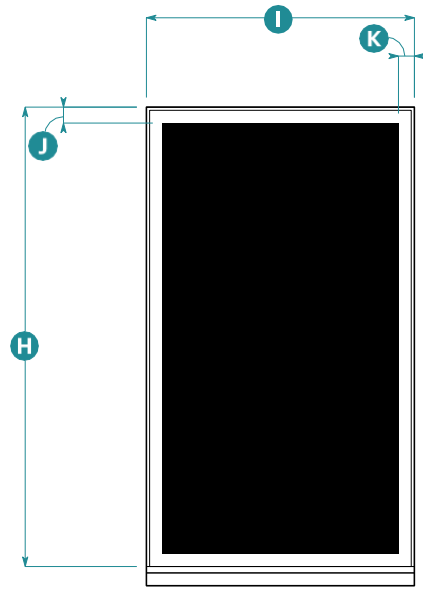
Upper Floor Ganged Window Elevation



Upper Floor Picture Window Elevation



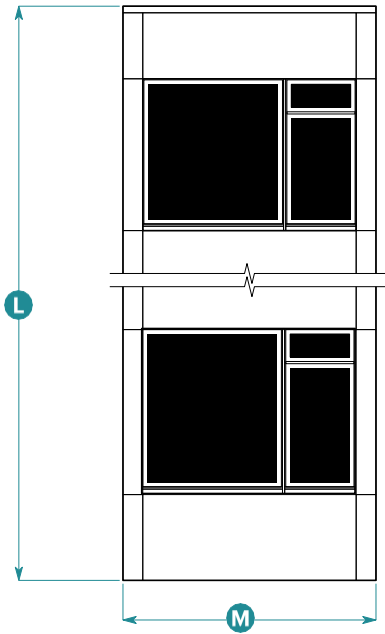
Ground Floor Ganged Window Elevation



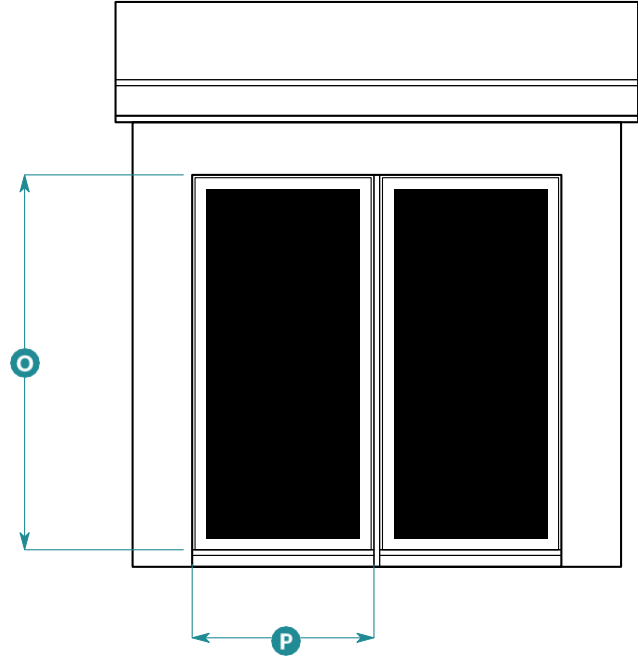
Ground Floor Picture Window Elevation



Bay Window Plan



Bay Window Elevation



Dormer Elevation

10. Bay Windows

Form

Type Square⁵

Size

Height L

On buildings with heights up to 3 stories 2 stories max.

On buildings with heights above 3 stories 2 stories plus 1 additional story for each building story over 3 max.

Width M 6'0" min.; 12'0" max.

Depth N 1'0" min.; 3'0" max.

Additional Standards

Bay form shall be continuous.

Continuous horizontal articulation on building shall wrap bay form.

⁵ Corner bay may be turned on side to be rotated 45 degrees from building corner.

11. Dormers

Roof Form

Type Shed & Gable

Pitch 2:12 min.; 6:12 max.

Window

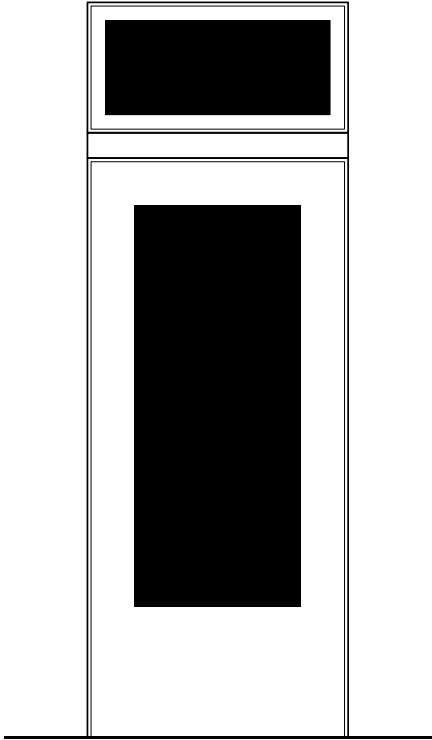
Proportion, Height 2.0 min.

O to Width P

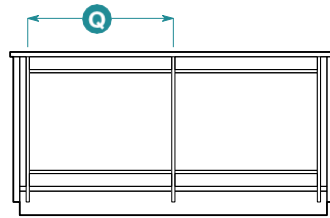
Width P 2'6" min.

Dormers allowed only for buildings with half stories.

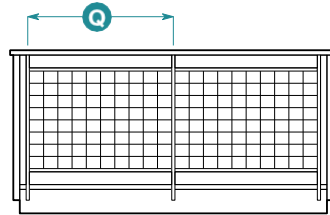
See Subsections 6 (Rake), 7 (Eave), and 9 (Windows) for additional standards.



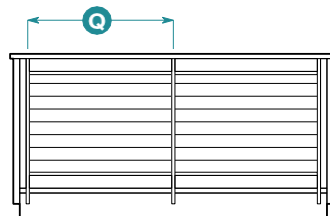
Entry Door Elevation



Type 1
Panel Guardrail



Type 2
Mesh Guardrail



Type 3
Horizontal Guardrail

Balcony Front Elevation

12. Entry Doors

Surround ⁶

Head Width	4" min.
Jamb Width	4" min.

Additional Elements

Transom	Allowed
Pediment	Not Allowed

⁶Surround required for windows only on buildings or parts of buildings with lap siding.

13. Balconies

Allowed Materials

Type 1 - Panel Guardrail

Post	Metal
Baluster	Metal panel
Handrail	Metal, glass
Fascia	Metal, composite wood, wood

Type 2 - Mesh Guardrail

Post and Handrail	Metal
Baluster	Metal mesh
Fascia	Metal, composite wood, wood

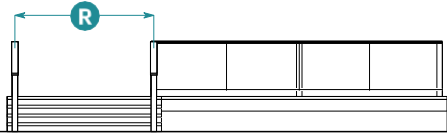
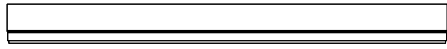
Type 3 - Horizontal Guardrail

Post and Handrail	Metal
Baluster	Metal, steel cable
Fascia	Metal, composite wood, wood

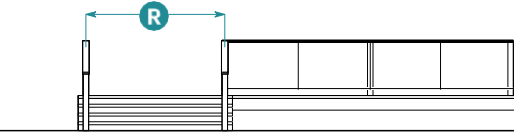
Size

Overall Balcony Width	10'0" max.
Width Between Posts	3' min.

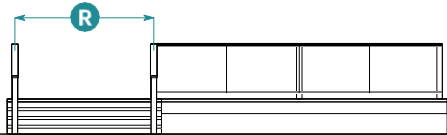
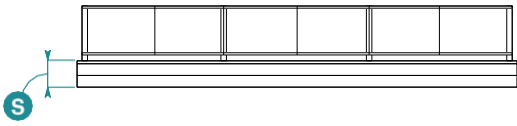




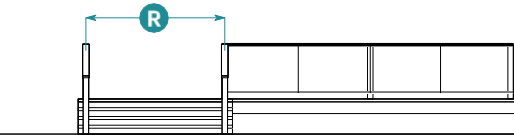
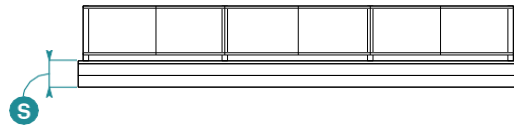
One-Story Porch



One-Story Porch with Deck Above



Two-Story Porch



Two-Story Porch with Deck Above

14. Porches

Columns

Shape Cantilevered (no columns) or Pilotis

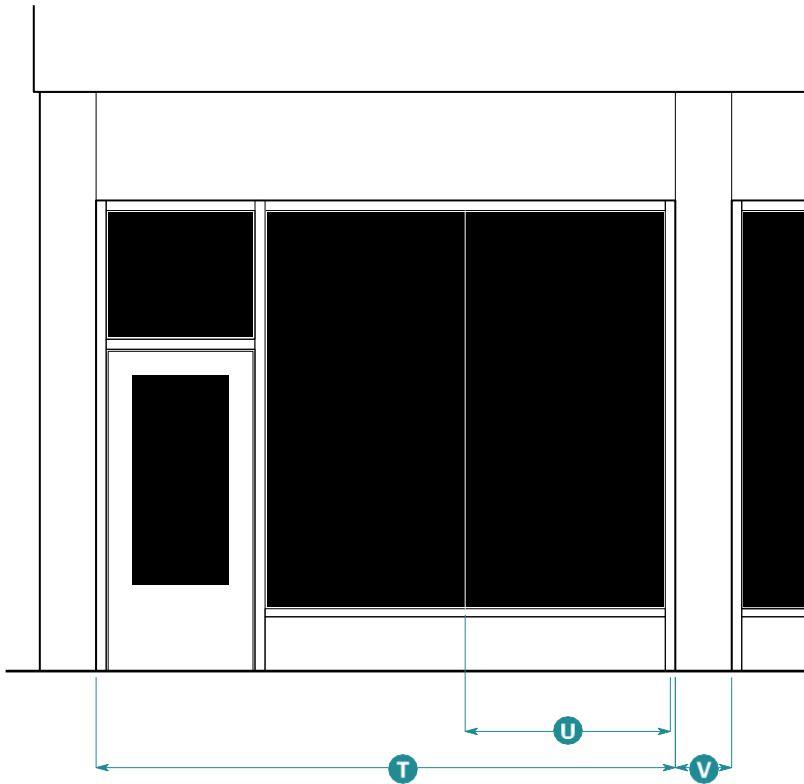
Diameter 4" max.

Spacing 8'0" max. on center R

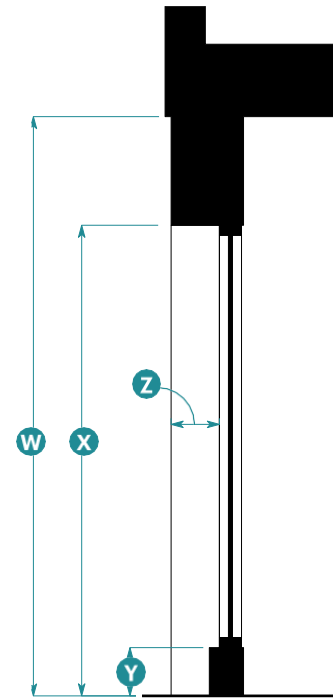
Entablature

Height of Entablature Supporting Deck

Overall 10" min. S



Storefront Elevation



Storefront Section

15. Storefronts

Width

Storefront Module	10'0" min.; 15'0" max.	T
Display Window	3'0" min.; 4'0" max.	U
Distance Between Storefront Modules	1'0" min.; 2'0" max.	V

Height

Overall	12'0" min.	W
Head Height	11'0" min.	X
Base	8" min.; 2'0" max.	Y

Horizontal Recess

Depth	6" min.; 3'0" max.	Z
-------	--------------------	---

Base shall be continuous, unless divided by pilaster, and align with base height of building (if any).

16. Materials

Element	Allowed Materials
Wall	
Wall Cladding	Lap and horizontal/vertical tongue and groove siding: composite wood, wood, or fiber cement; stucco, brick, concrete, stone, and metal panel
Base or Foundation	
Base or Foundation	Brick, concrete, stone, stucco, composite wood, wood, fiber cement
Roof and Roof Elements	
Roofing	Asphalt shingles, wood shingles, standing seam metal
Rake and Eave	Composite wood, wood, steel
Gutter	Metal box
Windows, Bay Windows, and Entry Doors	
Entry Door	Wood, aluminum, fiberglass, composite wood
Window Frames	Wood, aluminum clad wood, aluminum, fiberglass
Awnings	Aluminum
Glazing	Clear glass; shall not be tinted, mirrored, or colored
Balconies	
See Subsection 13 (Balconies) for allowed materials.	
Porches	
Columns	Composite wood, wood, fiberglass, metal
Railing	Composite wood, wood, metal
Storefronts	
Storefront	Lap and horizontal/vertical tongue and groove siding: composite wood, wood, or fiber cement; stucco, brick, concrete, stone, and metal panel
Storefront Base	Brick, concrete, stone, stucco, composite wood, wood, fiber cement

19.27.070 Craftsman



General note: The images above and the descriptions in Subsections 1 and 2 below are intended to provide a brief overview of the architectural style and are descriptive, not regulatory.

1. Description of Style

The Craftsman style emerged in the American west inspired by the English Arts and Crafts movement. The Craftsman bungalow house was prevalent from the 1900's to the 1940's. Since that time, it has adapted to multifamily and mixed-use prototypes.

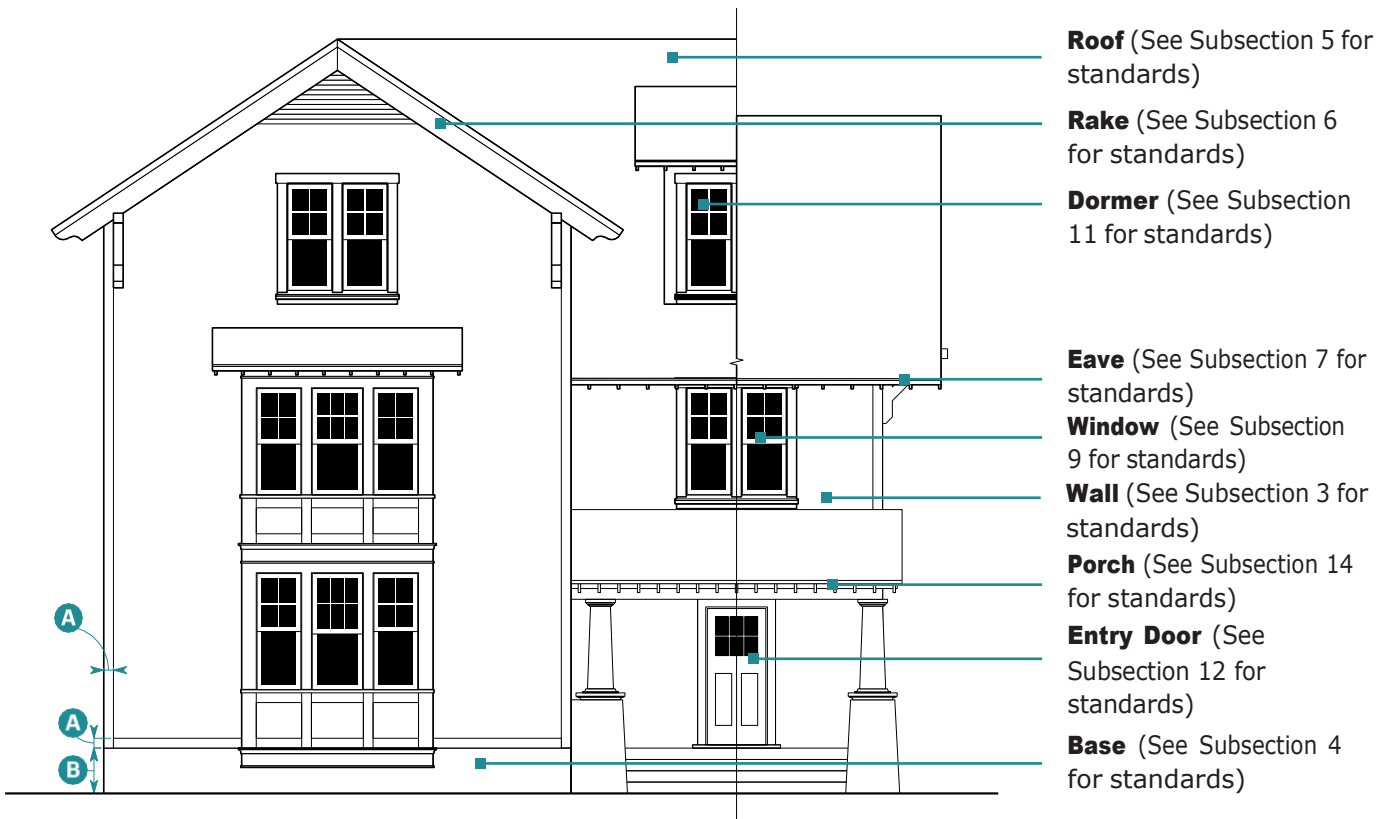
2. Typical Characteristics

- Low-pitched roofs with deep eaves and exposed rafter tails
- Horizontally proportioned openings made from ganged vertical windows
- Emphasis on natural materials including wood shingles
- Asymmetrical composition with wall plane broken by projecting gable ends
- Wall plane broken by projecting and/or recessed elements

Elements of Craftsman Style

Single-Family & Multifamily Buildings

Note: The image below is intended to provide a reference for architectural elements and is illustrative, not regulatory. It is not an exhaustive list of applicable standards.



Roof (See Subsection 5 for standards)

Rake (See Subsection 6 for standards)

Dormer (See Subsection 11 for standards)

Eave (See Subsection 7 for standards)

Window (See Subsection 9 for standards)

Wall (See Subsection 3 for standards)

Porch (See Subsection 14 for standards)

Entry Door (See Subsection 12 for standards)

Base (See Subsection 4 for standards)

Prototypical Building Elevation

3. Wall

Trim ¹

Width 4" min. A

¹ Trim not required on buildings or portions of buildings where stucco is the primary wall material.

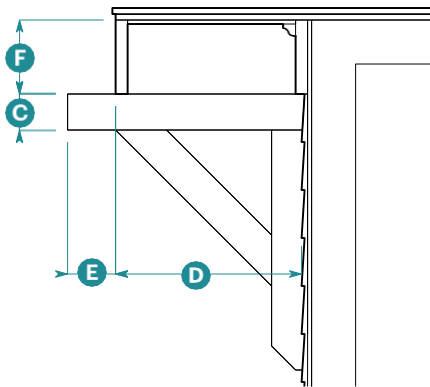
4. Base

Height 1'0" min.; 1/2 story max. B

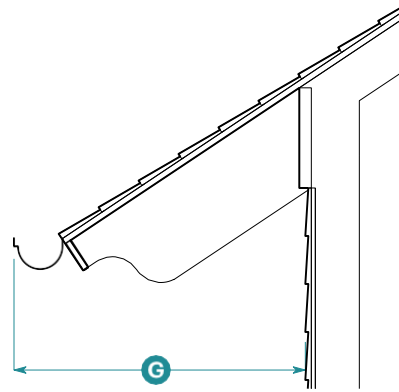
Elements of Craftsman Style – Mixed-Use Buildings

Note: The image below is intended to provide a reference for architectural elements and is illustrative, not regulatory. It is not an exhaustive list of applicable standards.

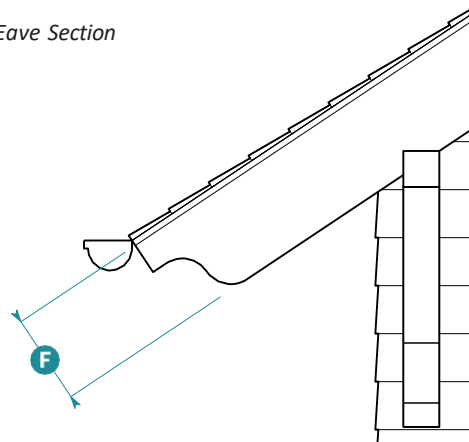




Rake Section



Eave Section



Eave Elevation

5. Building Roof

Building Roof Standards	Sloped Roof	Flat Roof
Applicable Subsections		
Subsection 6 (Rake)	A	N/A
Subsection 7 (Eave)	A	N/A
Subsection 8 (Parapet)	N/A	A

Form		
Pitch	4:12 min.; 10:12 max.	N/A

6. Rake

Height		
Bracket Bracing Member	4" min.	C
Horizontal Projection		
Projection to Fascia	1'8" min. 3'0" max;	D
Bracket Projection Beyond Fascia	No min.; 1'0" max.	E

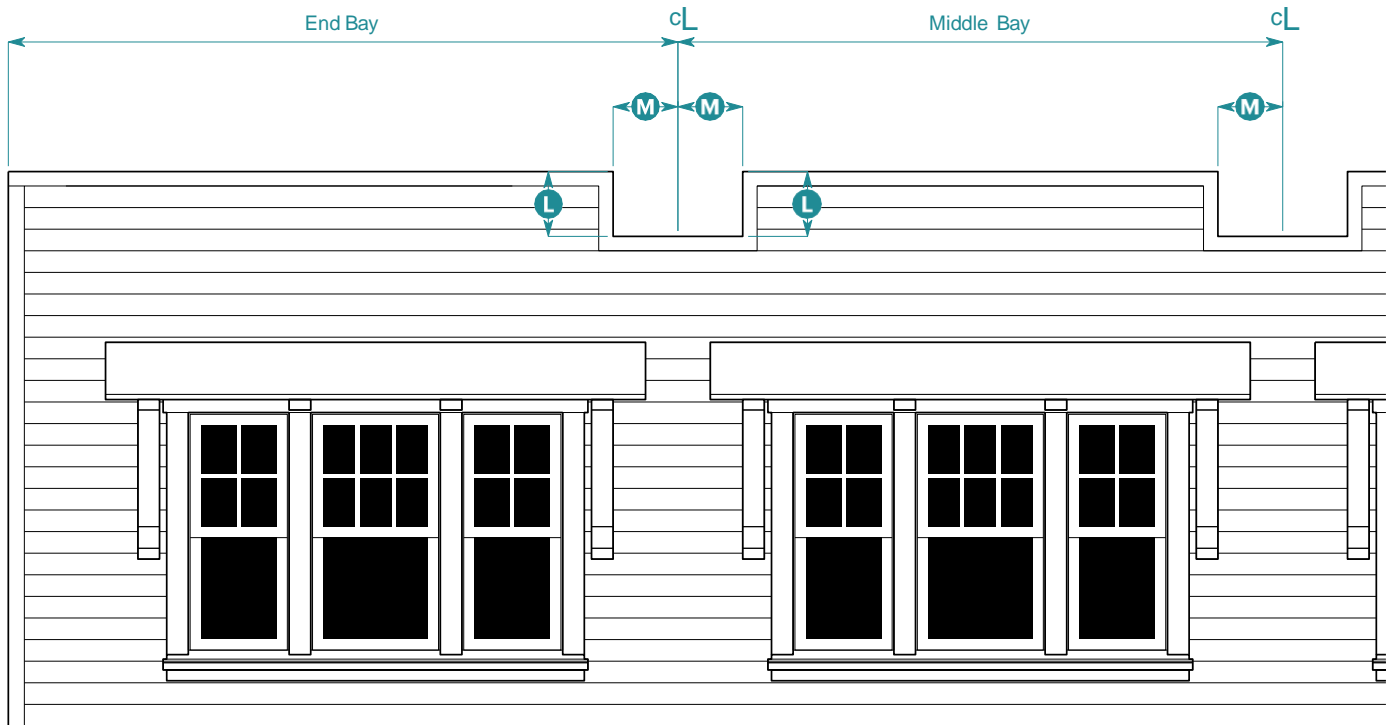
See Subsection 7 (Eave) for height standards.

Key A = Applicable N/A = Not Applicable

7. Eave

Allowed Types		
Eave Types	Open	
Height		
Fascia	10" min.	F
Horizontal Projection ²		
Overall	2'6" min.	G

² Horizontal projection includes gutter.



Parapet Elevation

8. Parapet

Canopy

Parapet may include canopy.

Eave Height	6" min.	H
Horizontal Projection ³	3'0" min.	I
Required Support Elements	Brackets	
Bracket Width	4" min.	J
Roof Pitch	3:12 min.	K

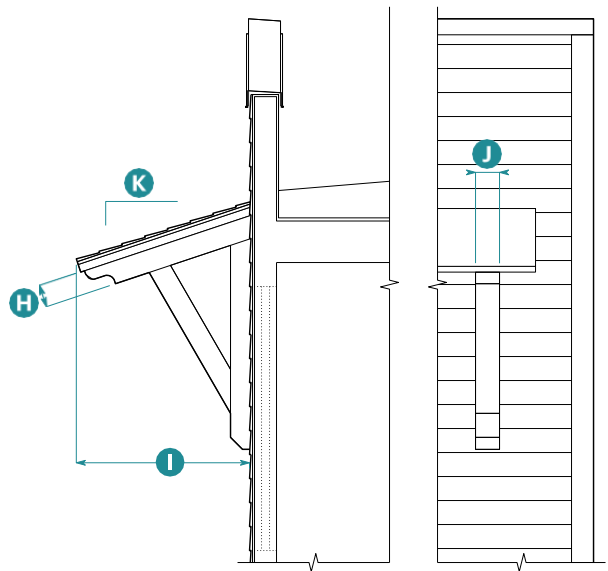
Crenellation

Parapet shall be crenellated.

Crenel Height	1'0" min.	L
Width, from Center	1'0" min.	M

Crenel may not occur at building corner or end bays.

³ Horizontal projection includes gutter.



Parapet Section

Parapet Elevation

9. Windows

Opening

Proportion, Height **N** to Width **O** ⁴

Ground Floor	2.0 min.
Upper Floor	1.75 min.
Dormer	See Subsection 11 (Dormers) for standards.

Typical Sizes, Width **O** x Height **N**

Ground Floor, Typical	3'0" x 6'0"
Ground Floor, Ganged	2'4" x 6'0"
Ground Floor, Picture	2'4" x 3'6"
Upper Floor, Typical	3'0" x 5'6"
Upper Floor, Ganged	2'4" x 5'6"
Upper Floor, Picture	2'4" x 3'6"
Privacy	2'0" x 4'0"
Shape	Square punched
Operation	Single Hung, Double Hung, Casement

Window

Glazing Divisions	6 over 1; 4 over 1; 10 over 1	
Sash Widths		
Rail	3" min. ⁵	P
Stile	3" min. ⁵	Q
Trim Widths		
Head	6" min.	R
Jamb	6" min.	S
Apron	3" min.	T

Sill

Depth 3" min.

Pediment

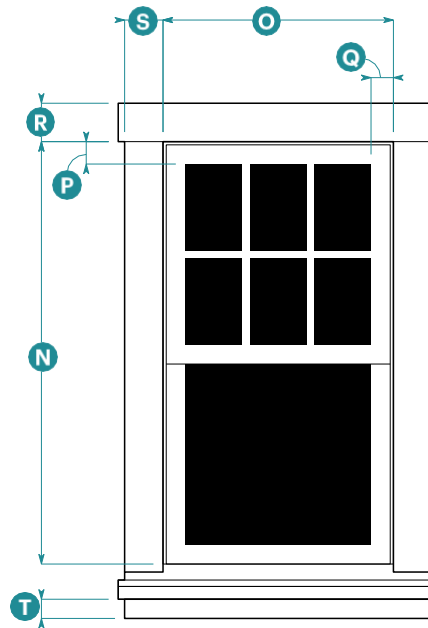
Allowed No

Mullions

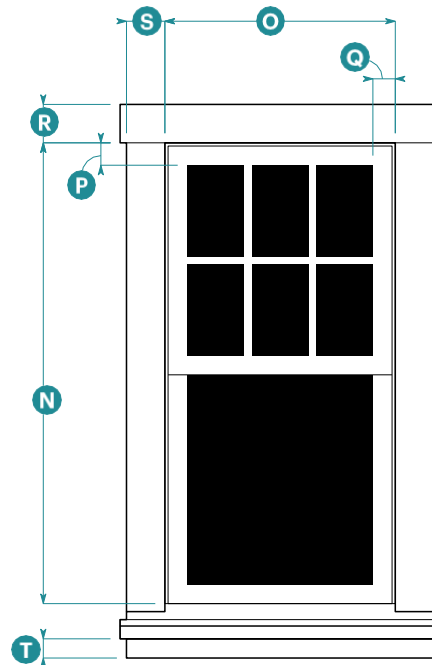
Mullions required between ganged windows.

⁴ Picture windows shall be wider than typical windows and equal in height to windows on the same floor.

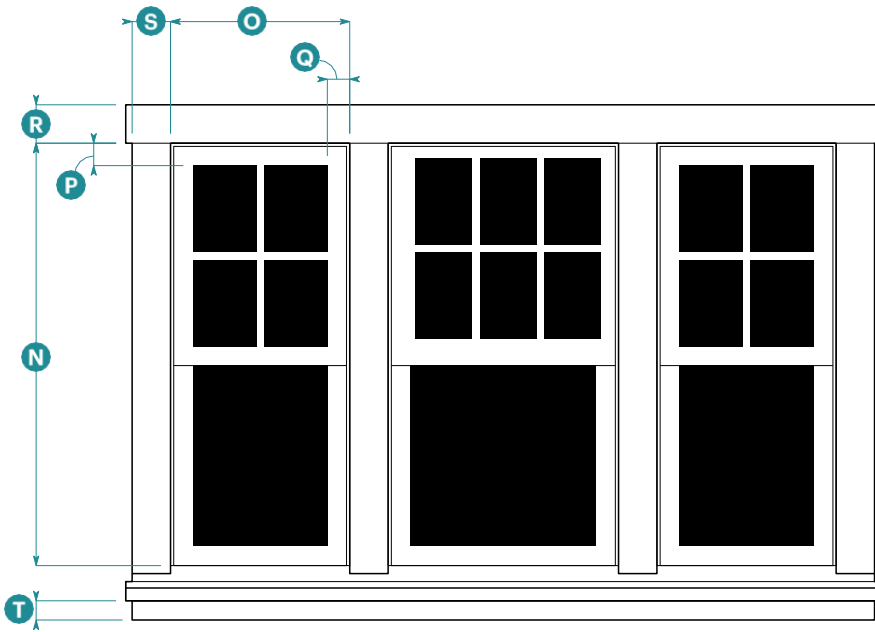
⁵ Plus or minus 1/4" allowed.



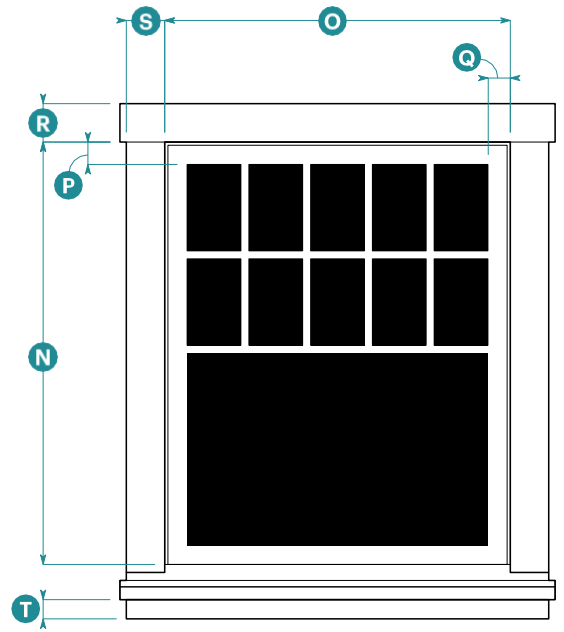
Upper Floor Typical Window Elevation
6 over 1



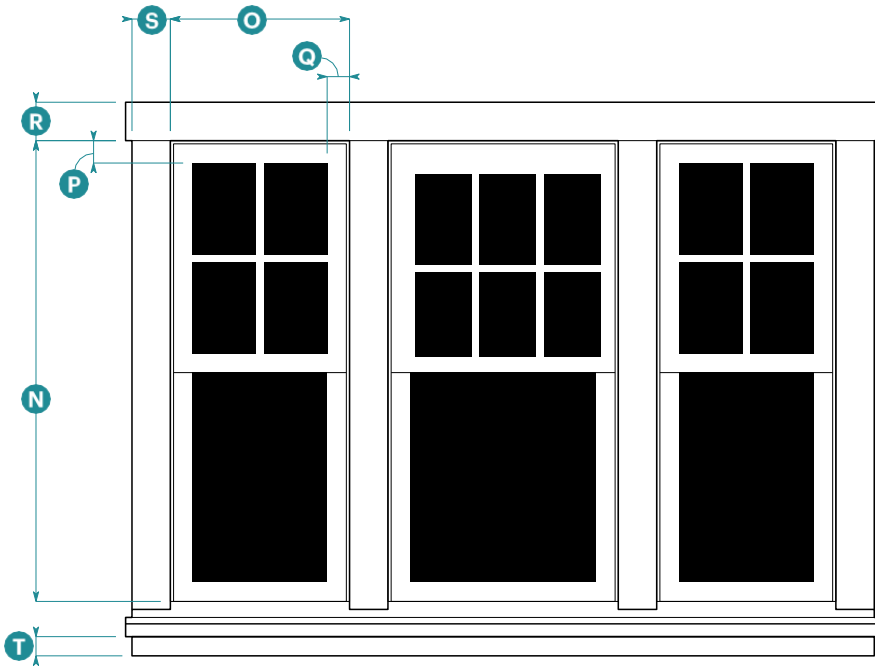
Ground Floor Typical Window Elevation
6 over 1



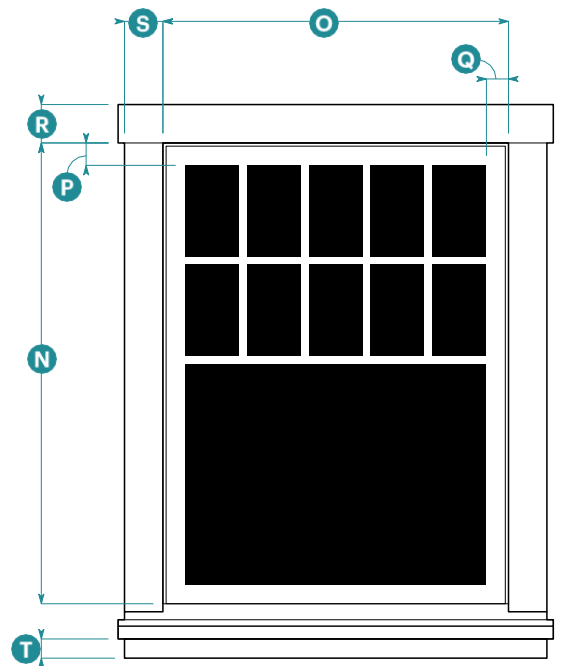
*Upper Floor Ganged Window Elevation
4 over 1 and 6 over 1*



*Upper Floor Picture Window Elevation
10 over 1*



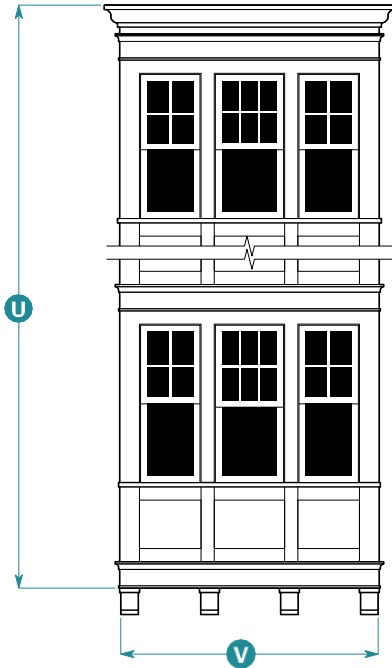
*Ground Floor Ganged Window Elevation
4 over 1 and 6 over 1*



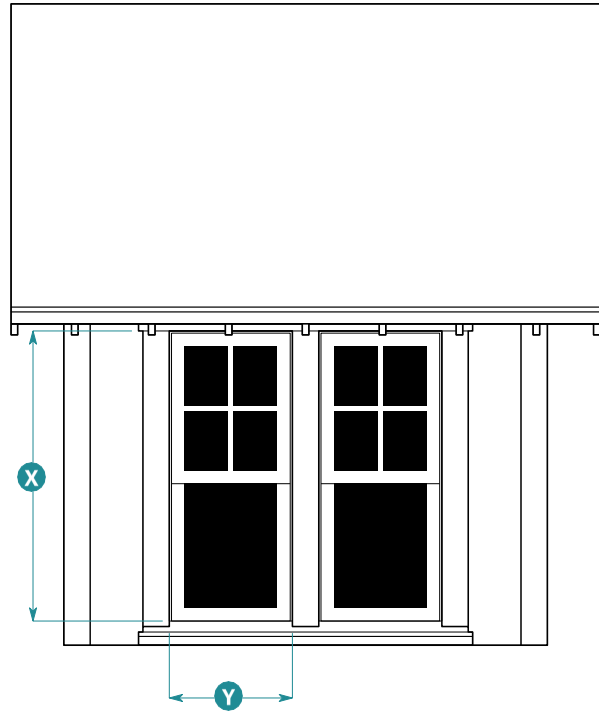
*Ground Floor Picture Window Elevation
10 over 1*



Bay Window Plan



Bay Window Elevation



Dormer Elevation

10. Bay Windows

Form

Type Square⁶

Size

Height U

On buildings with heights up to 3 stories 2 stories max.

On buildings with heights above 3 stories 2 stories plus 1 additional story for each building story over 3 max.

Width 6'0" min.; 12'0" max. V

Depth 1'0" min.; 3'0" max. W

Cornice Types

Building parapet wraps bay.

Bay stops below building eave (bay has own cornice).

Bay returns into building eave (bay never projects above the building eave).

⁶ Corner bay may be turned on side to be rotated 45 degrees from building corner.

10. Bay Windows (Continued)

Additional Standards

Bay depth not allowed to project beyond eave depth.

Bay form shall be continuous.

Continuous horizontal articulation on building shall wrap bay form.

11. Dormers

Roof Form

Type Shed or Gable

Pitch 2:12 min.; 5:12 max.

Horizontal Projection

Eave 8" min.

Rake 8" min.

Window

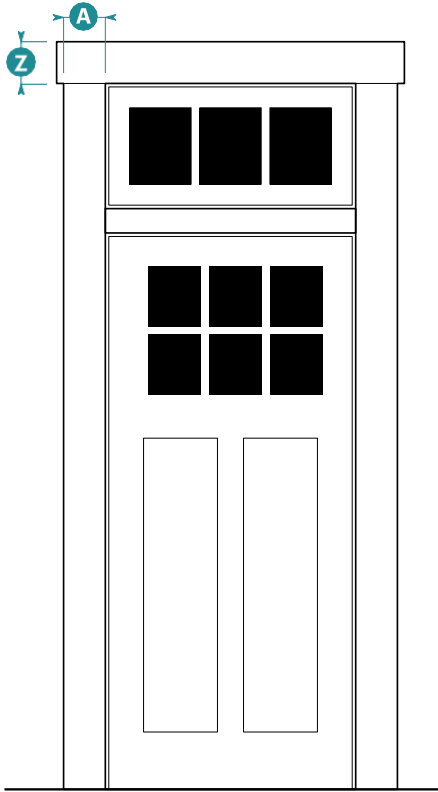
Proportion, Height 1.75 min.

X to Width Y

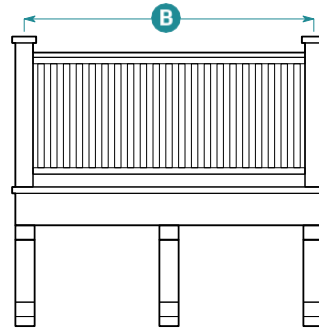
Dormers allowed only for buildings with half stories.

Pediment not allowed.

See Subsections 6 (Rake), 7 (Eave), and 9 (Windows) for additional standards.



Entry Door Elevation



Balcony Front Elevation

12. Entry Doors

Door

Number of Panels 2 min.

Surround

Head Width 6" min. Z

Jamb Width 4" min. A

Additional Elements

Transom Allowed

Pediment Not Allowed

13. Balconies

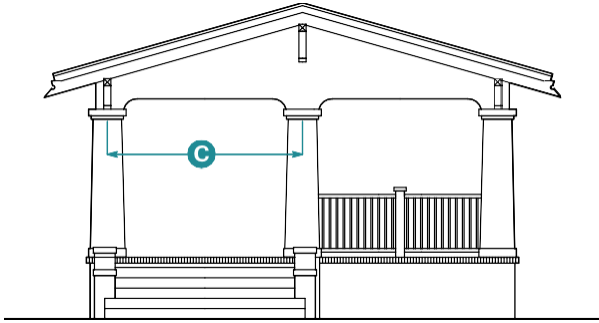
Allowed Materials

Post, Baluster, Handrail, and Fascia Metal, composite wood, wood

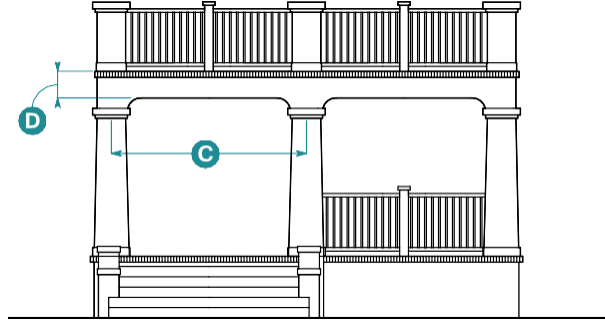
Size

Overall Balcony Width 10'0" max.

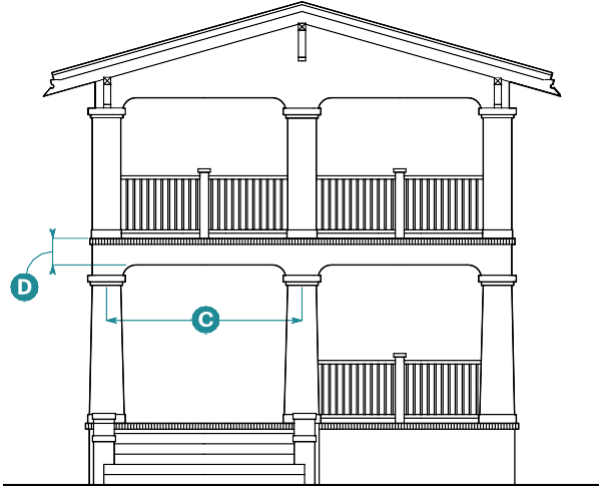
Width Between Posts 3' min. B



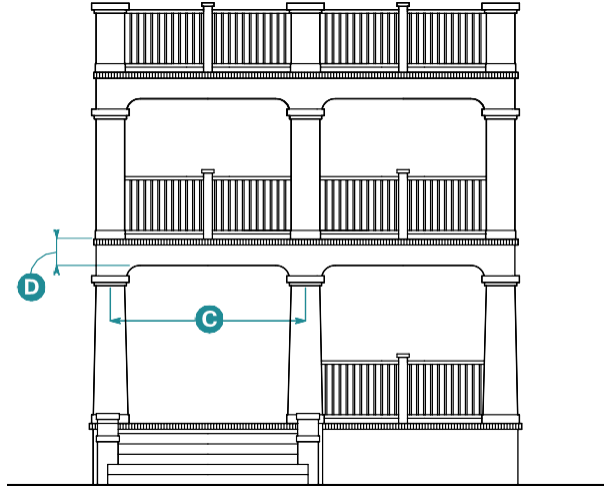
One-Story Porch



One-Story Porch with Deck Above



Two-Story Porch



Two-Story Porch with Deck Above

14. Porches

Columns

Shape	Square-tapered
Base Width	1'10" min.
Spacing	9'6" min.; 12' max. on center

C

Entablature

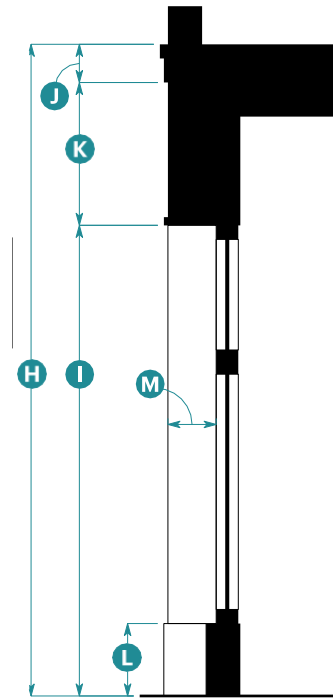
Height of Entablature Supporting Deck

Overall	10" min.
---------	----------

D



Storefront Elevation



Storefront Section

15. Storefronts

Width

Storefront Module	10'0" min.; 15'0" max.	E
Display Window	3'0" min.; 4'0" max.	F
Distance Between Storefront Modules	1'0" min.; 2'0" max.	G

Height

Overall	13'0" min.	H
Head Height	10'0" min.	I
Cornice	10" min.	J
Signage Band	1'6" min.	K
Base	1'0" min.; 2'0" max.	L

Horizontal Recess

Depth	1'0" min.; 2'0" max.	M
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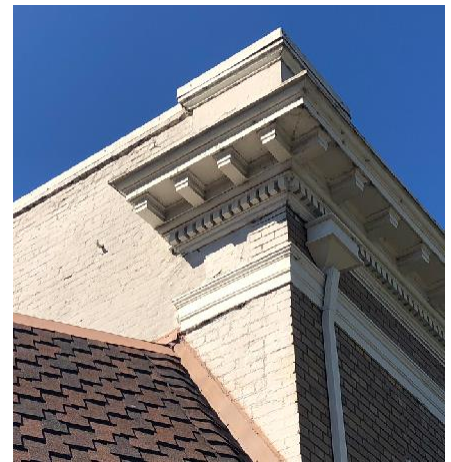
Base shall be continuous, unless divided by pilaster, and align with base height of building (if any).

Cornice shall be continuous.

16. Materials

Element	Allowed Materials
Wall	
Wall Cladding	Shingle, lap, horizontal/vertical tongue and groove, and board and batten siding; composite wood, wood, fiber cement; and stucco
Base	
Base or Foundation	Brick, stone, cast stone, painted concrete
Roof and Roof Elements	
Roofing	Asphalt shingles, wood shingles, standing seam metal
Rake and Eave	Composite wood, wood
Cornice	Composite wood, wood
Brackets	Composite wood, wood, fiberglass
Gutter	Metal half-round
Windows, Bay Windows, and Entry Doors	
Trim or Surround	Composite wood, wood, fiber cement
Entry Door	Wood, aluminum, fiberglass, composite
Window Frames	Wood, aluminum-clad wood, aluminum, fiberglass
Glazing	Clear glass; shall not be tinted, mirrored, or colored
Balconies	
See Subsection 13 (Balconies) for allowed materials.	
Porches	
Columns	Composite wood, wood, metal
Railing	Composite wood, wood, metal
Storefronts	
Columns	Composite wood, wood, fiberglass, metal
Storefront Base	Wood panels, brick, stone tile, fiber cement

19.27.080 Main Street Classical



General note: The images above and the descriptions in Subsections 1 and 2 below are intended to provide a brief overview of the architectural style and are descriptive, not regulatory.

1. Description of Style

Main Street Classical style buildings combine influences from late 19th century Classical Revival and pre-war American main street architecture. With brick as a primary facade material, facades have a tripartite composition and often introduce ornament in a prominent cornice.

2. Typical Characteristics

Symmetrical facade composition with proportions that imply load-bearing masonry structure

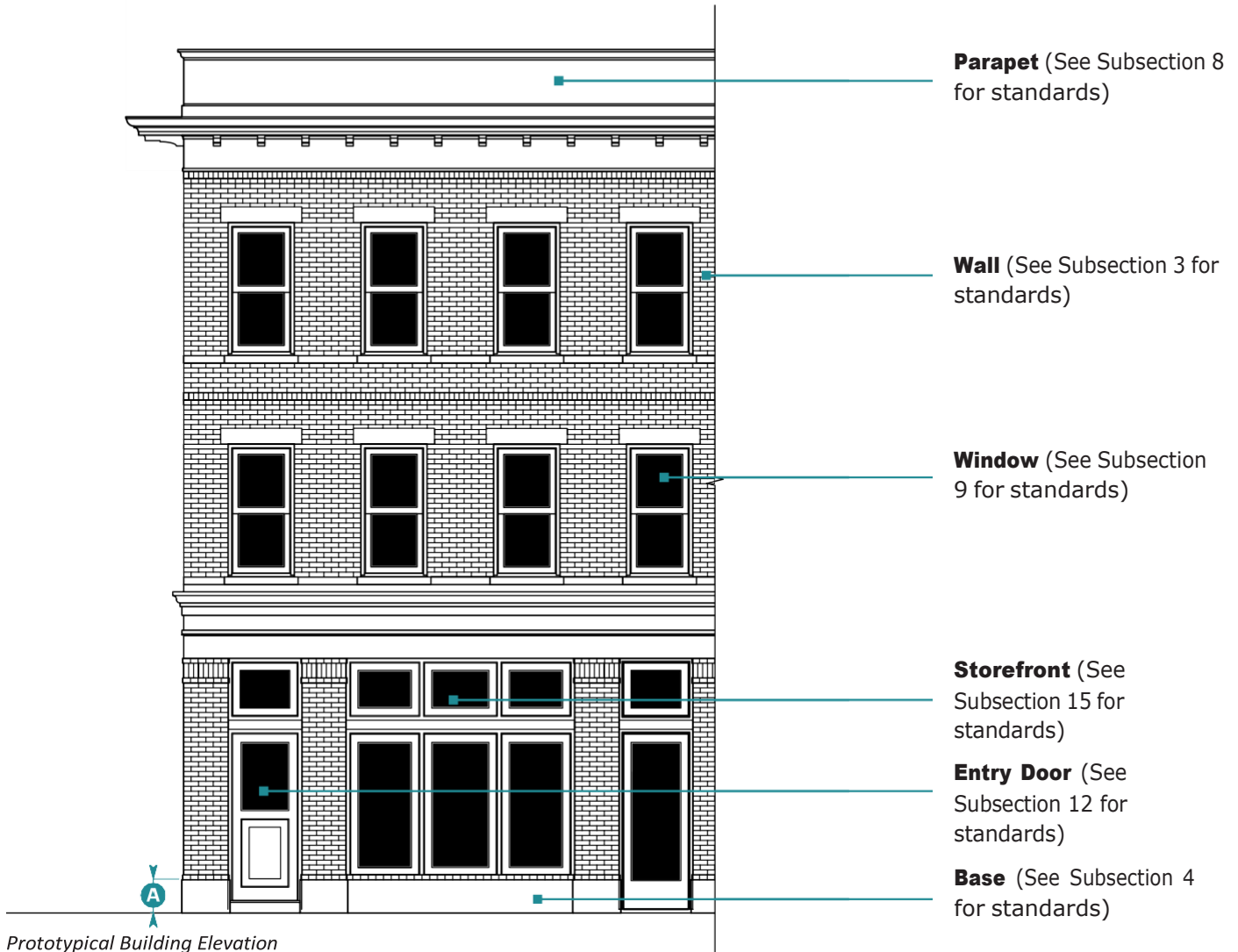
Prominent cornice with classical detailing and parapet or pedimented roof forms

Regular pattern of vertically proportioned openings

Brick and stucco as primary facade materials

Elements of Main Street Classical Style – Mixed-Use Buildings

Note: The image below is intended to provide a reference for architectural elements and is illustrative, not regulatory. It is not an exhaustive list of applicable standards.



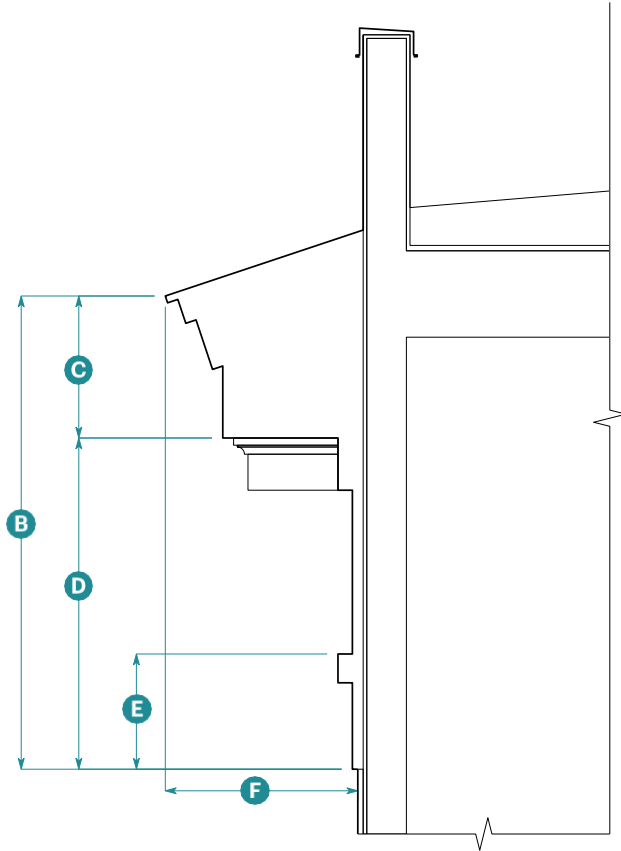
3. Wall

No wall standards apply to this style. See Subsection 16 (Materials) for materials standards.

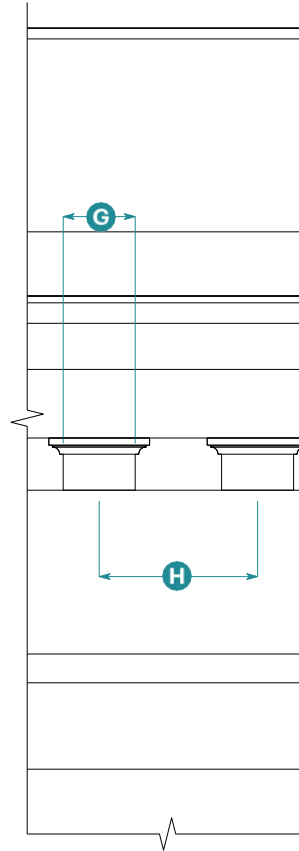
4. Base

Height 1'0" min.; 2'0" max.

A



Parapet Section



Parapet Elevation

5. Building Roof

Form

Roof Type Flat

6. Rake

Because this style does not allow sloped roofs, rake is not regulated. For wall-roof junction standards, see Subsection 8 (Parapet).

7. Eave

Because this style does not allow sloped roofs, eave is not regulated. For wall-roof junction standards, see Subsection 8 (Parapet).

8. Parapet

Height

Overall	5'6" min.	B
Cornice	1'8" min.	C
Fascia		
Overall	3'6" min.	D
Lower Band	1'2" min.	E

Horizontal Projection ¹

Overall	2'6" min.	F
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Continuous cornice required on all street facing facades.

Required Ornament

Type	Dentils	
Width	10" min.	G
Spacing	2'0" max. on center	H
Placement	Below cornice at top of fascia	

¹ Horizontal projection includes gutter.

9. Windows

Opening

Proportion, Height **I** to Width **J**²

Ground Floor	2.0 min.
Upper Floor	1.75 min.

Typical Sizes, Width **J** x Height **I**

Ground Floor, Typical	3'0" x 6'6"
Ground Floor, Picture	2'0" x 4'0"
Upper Floor, Typical	3'0" x 5'6"
Upper Floor, Picture	2'0" x 4'0"
Privacy	2'0" x 4'0"

Shape Square punched

Operation Single Hung, Double Hung, Casement

Window

Glazing Divisions 6 over 9;
6 over 6

Sash Widths

Rail	3" min. ³	K
Stile	3" min. ³	L

Molding Widths

Head	2" min.	M
Jamb	2" min.	N

Sill

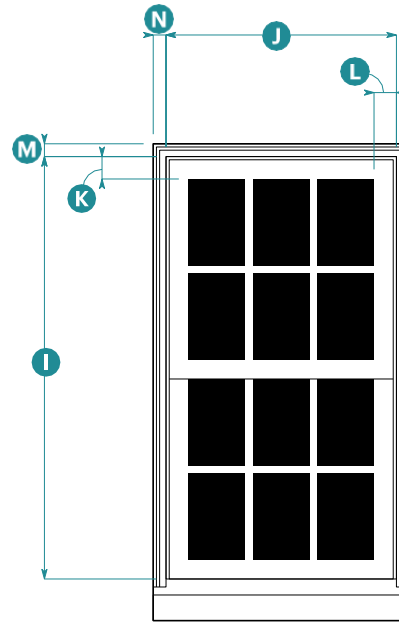
Depth 3" min.

Pediment

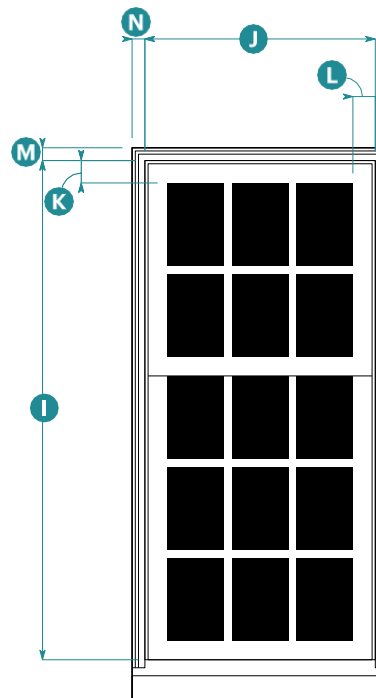
Allowed Yes

² Picture windows shall be wider than typical windows and equal in height to windows on the same floor.

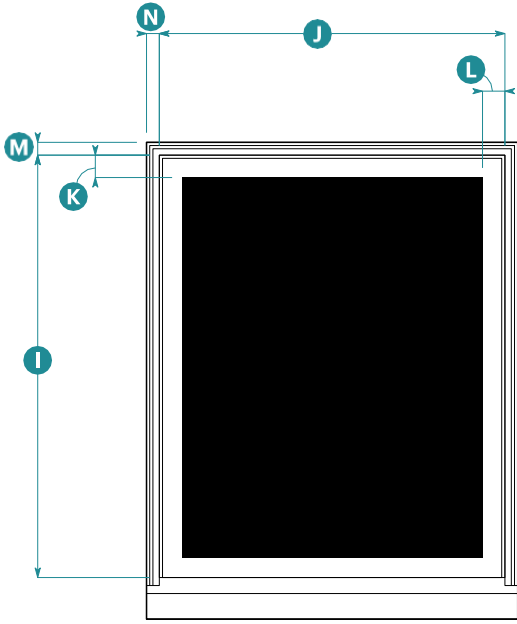
³ Plus or minus 1/4" allowed.



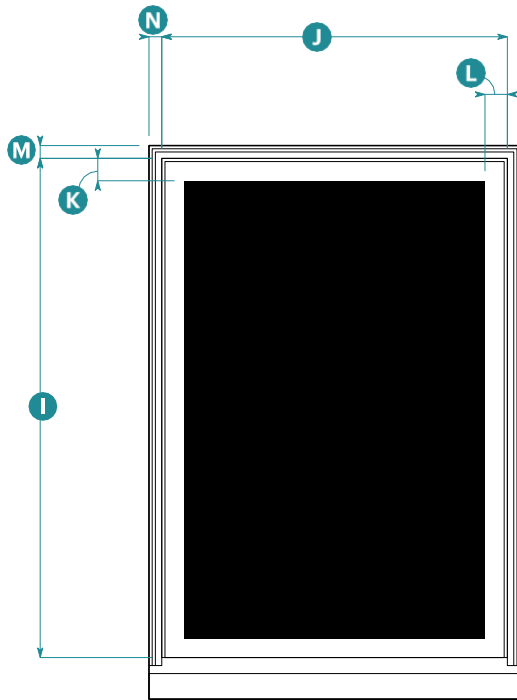
Upper Floor Typical Window Elevation
6 over 6



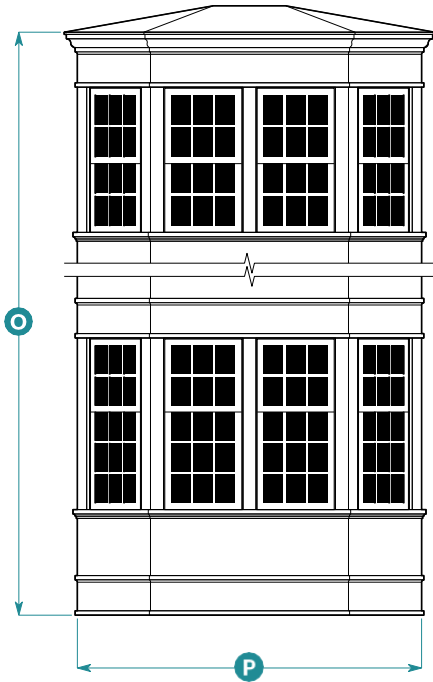
Ground Floor Typical Window Elevation
6 over 9



Upper Floor Picture Window Elevation



Ground Floor Picture Window Elevation



10. Bay Windows

Form

Type	Chamfered
Interior Angle	30 degrees min.; 55 degrees max.
Number of Faces	3 or 5

Size

Height		O
On buildings with heights up to 3 stories	2 stories max.	
On buildings with heights above 3 stories	2 stories plus 1 additional story for each building story over 3 max.	
Width	6'0" min.; 12'0" max.	P
Depth	1'0" min.; 3'0" max.	Q

Cornice Types

Cornice wraps bay.
Bay stops below building cornice (bay has own cornice).

10. Bay Windows (Continued)

Bay returns into building cornice (bay never projects above the building cornice).

Additional Standards

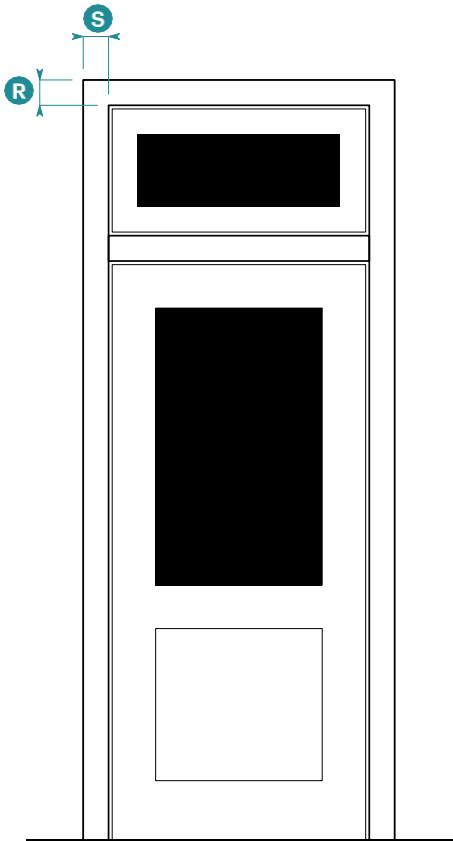
Bay depth not allowed to project beyond cornice depth.

Bay form shall be continuous.

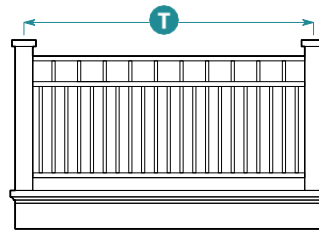
Continuous horizontal articulation on building shall wrap bay form.

11. Dormers

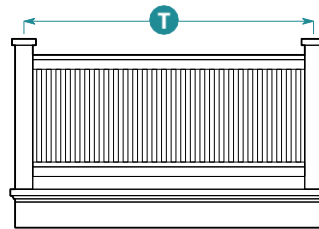
Because this style does not allow sloped roofs, dormers shall not be used.



Entry Door Elevation



Type 1
Square Guardrail



Type 2
Decorative Metal Guardrail

Balcony Front Elevation

12. Entry Doors

Door

Number of Panels 2 min.

Surround

Head Width 4" min. R

Jamb Width 4" min. S

Additional Elements

Transom Allowed

Pediment Allowed

13. Balconies

Allowed Materials

Type 1 - Square Guardrail

Post, Baluster, Handrail, Metal, composite wood, wood
Fascia, and Brackets

Type 2 - Decorative Metal Guardrail

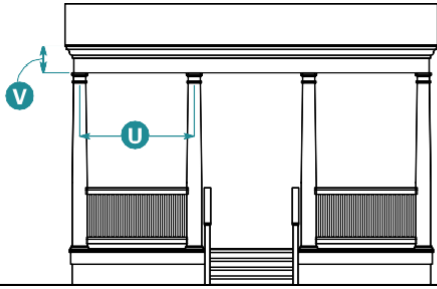
Post, Handrail, Fascia, Metal, composite wood, wood
and Brackets

Baluster Metal

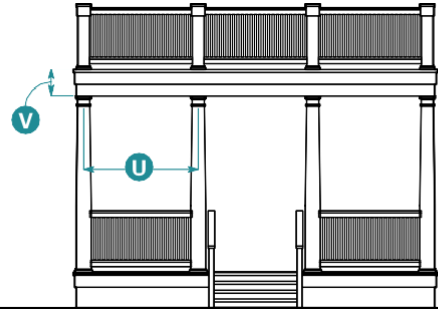
Size

Overall Balcony Width 10'0" max.

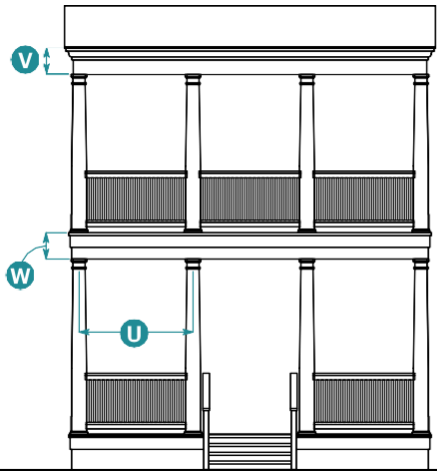
Width Between Posts 3' min. T



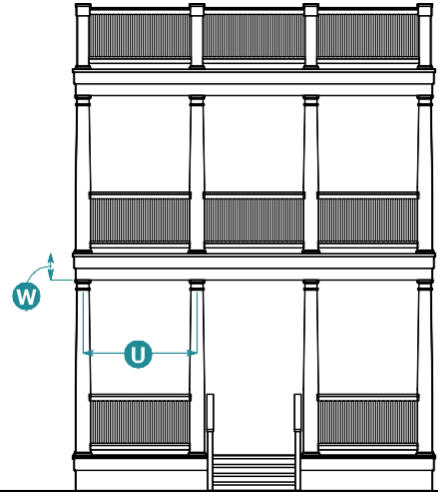
One-Story Porch



One-Story Porch with Deck Above



Two-Story Porch



Two-Story Porch with Deck Above

14. Porches

Columns

Shape Clearly defined capital, base, and shaft; shaft either turned with entasis or square stock with optional detailing

Diameter 8" min.

Spacing 6'6" max. on center **U**

Entablature

Height of Topmost Entablature

Overall 1'6" min. **V**

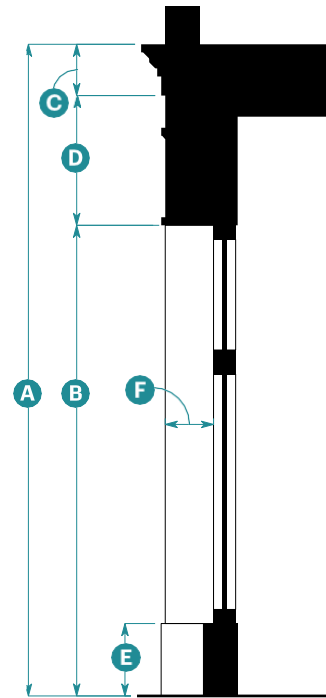
Fascia 10" min.

Height of Floor-to-Floor Entablature

Overall 10" min. **W**



Storefront Elevation



Storefront Section

15. Storefronts

Width

Storefront Module	10'0" min.; 15'0" max.	X
Display Window	3'0" min.; 4'0" max.	Y
Distance Between Storefront Modules	1'6" min.; 2'6" max.	Z

Height

Overall	13'0" min.	A
Head Height	10'0" min.	B
Cornice	10" min.	C
Signage Band	1'8" min.	D
Base	1'0" min.; 2'0" max.	E

Horizontal Recess

Depth	6" min.; 2'0" max.	F
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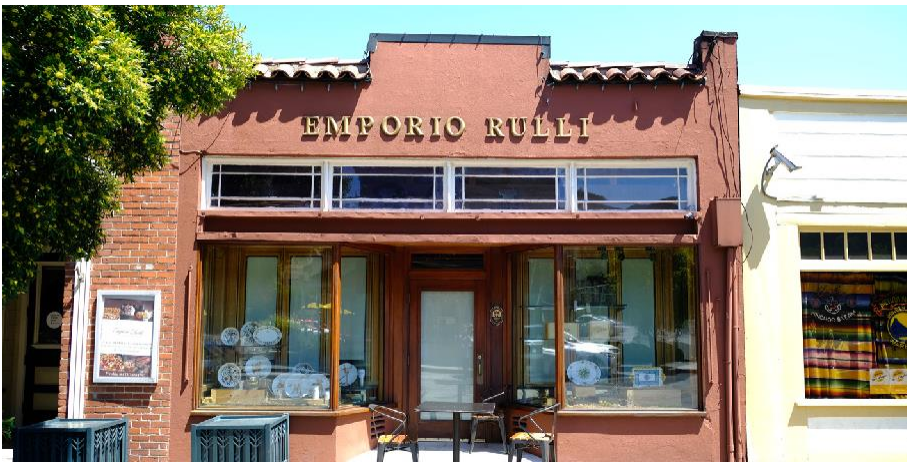
Base shall be continuous, unless divided by pilaster, and align with base height of building (if any).

Cornice shall be continuous.

16. Materials

Element	Allowed Materials
Wall	
Wall Cladding	Brick, stucco
Base	
Base or Foundation	Brick, stone
Windows, Bay Windows, and Entry Doors	
Lintel	Stone, concrete
Entry Door	Wood, aluminum-clad wood, aluminum
Window Frames	Wood, aluminum clad wood, aluminum, fiberglass
Glazing	Clear glass; shall not be tinted, mirrored, or colored
Balconies	
See Subsection 13 (Balconies) for allowed materials.	
Porches	
Columns	Composite wood, wood, cast stone, metal
Railing	Composite wood, wood, metal
Storefronts	
Storefront	Composite wood, wood, metal
Storefront Base	Wood panels, brick, stone tile, fiber cement

19.27.090 Mediterranean



General note: The images above and the descriptions in Subsections 1 and 2 below are intended to provide a brief overview of the architectural style and are descriptive, not regulatory.

1. Description of Style

Mediterranean style buildings in Marin County draw from Spanish Colonial, Pueblo, and Spanish Revival influences. These buildings combine austere wall planes with punched, recessed openings for windows.

2. Typical Characteristics

Low-pitched gabled or hipped roofs clad in red tile with open eaves

Flat, rectilinear wall plane with vertically proportioned punched openings without trim

Stucco as primary facade material with stucco or wood attached elements

Elements of Mediterranean Style

Single-Family & Multifamily Buildings

Note: The image below is intended to provide a reference for architectural elements and is illustrative, not regulatory. It is not an exhaustive list of applicable standards.



Prototypical Building Elevation

3. Wall

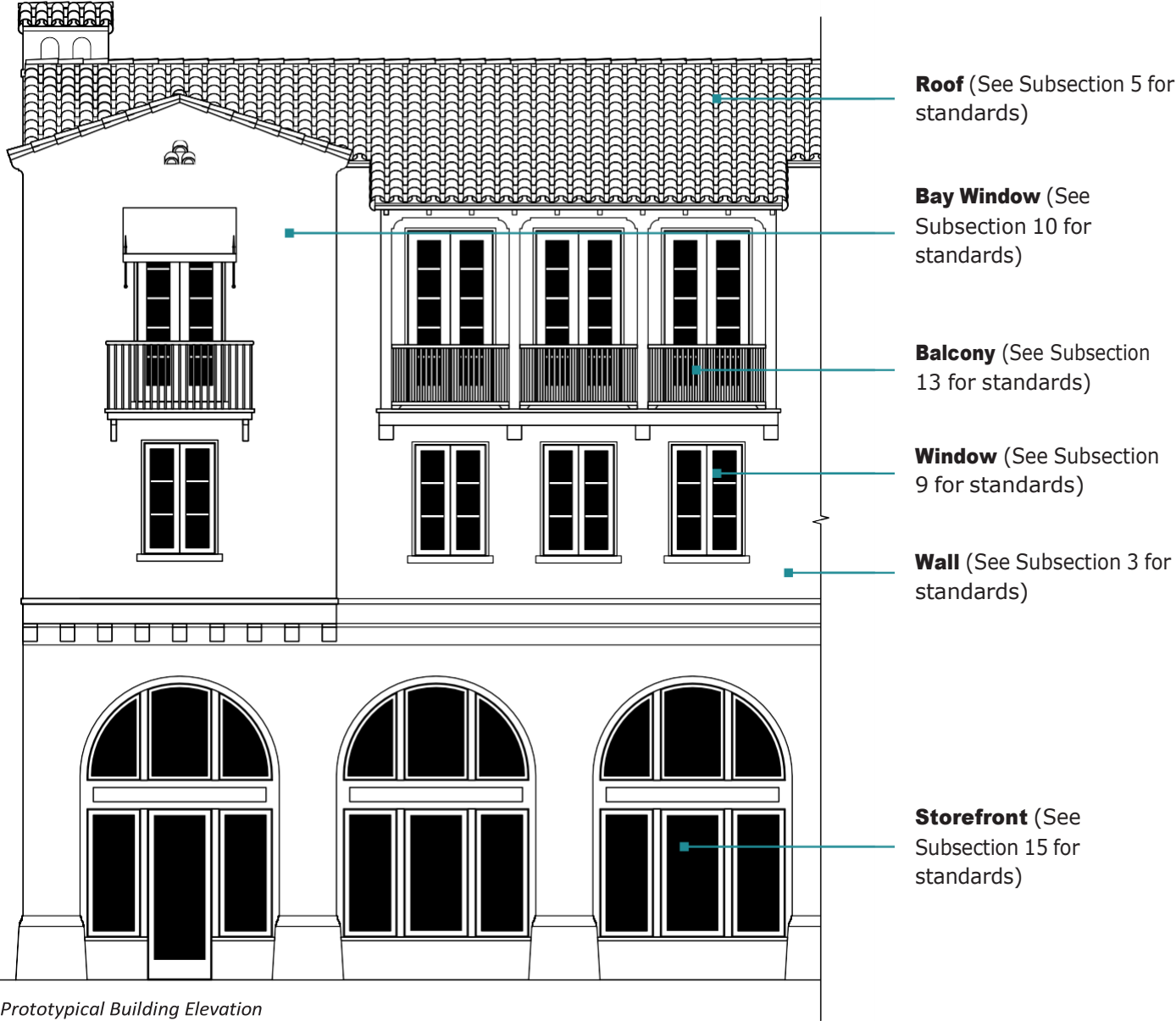
No wall standards apply to this style. See Subsection 16 (Materials) for materials standards.

4. Base

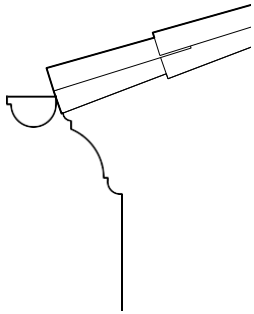
None required

Elements of Mediterranean Style – Mixed-Use Building

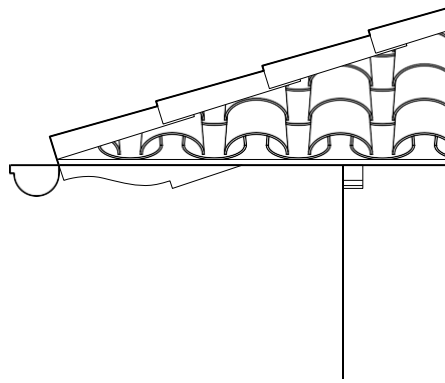
Note: The image below is intended to provide a reference for architectural elements and is illustrative, not regulatory. It is not an exhaustive list of applicable standards.



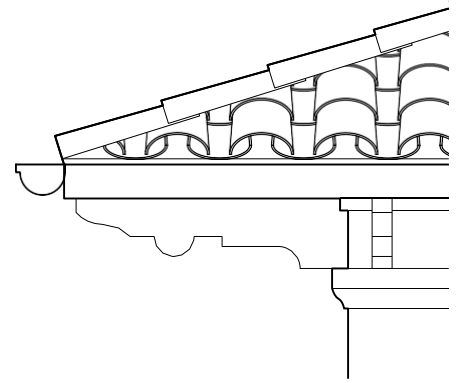
Prototypical Building Elevation



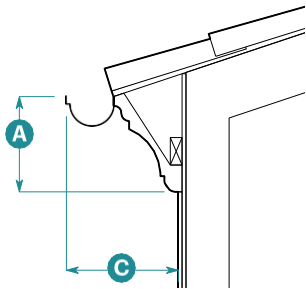
Closed Eave Elevation



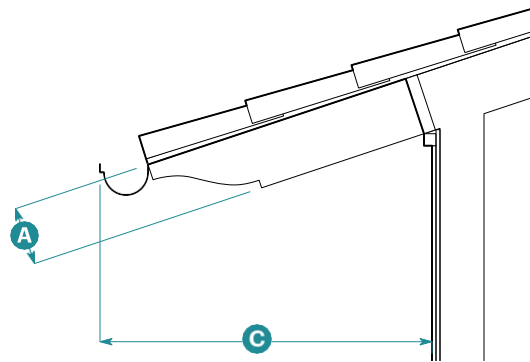
Open Eave Elevation



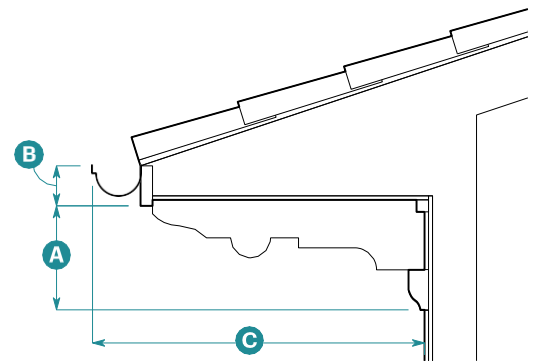
Returned Eave Elevation



Closed Eave Section



Open Eave Section



Returned Eave Section

5. Building Roof

Building Roof Standards	Sloped Roof	Flat Roof
Applicable Subsections		
Subsection 6 (Rake)	A	N/A
Subsection 7 (Eave)	A	N/A
Subsection 8 (Parapet)	N/A	A
Form		
Pitch	4:12 min.; 6:12 max.	N/A

6. Rake

No specialized rake profile

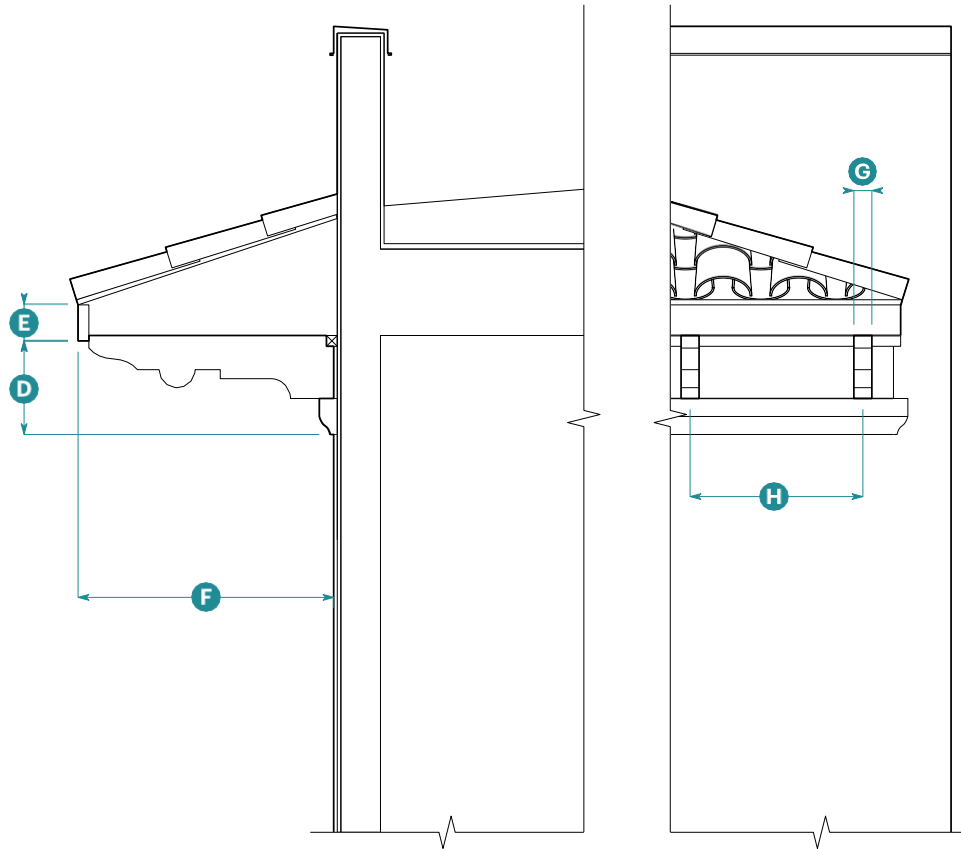
7. Eave

Standards	Closed	Open	Returned
Height			
Supporting Element	1'0" min.	8" min.	1'0" min.
Fascia	None	None	6" min.
Horizontal Projection ¹			
Overall	1'0" min.	3'0" min.	2'6" min.

¹ Horizontal projection includes gutter.

Key

A = Applicable N/A = Not Applicable



Parapet Section

Parapet Elevation

8. Parapet

Height

Supporting Element	1'8" min.	D
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Fascia	6" min.	E
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Horizontal Projection ²

Overall	2'0" min.	F
---------	-----------	---

Continuous cornice required on all street facing facades.

Required Ornament

Type	Brackets	
------	----------	--

Width	3" min.	G
-------	---------	---

Spacing	24" max. on center	H
---------	--------------------	---

Placement	Below fascia	
-----------	--------------	--

² Horizontal projection includes gutter.

9. Windows

Opening

Proportion, Height **I** to Width **J**³

Ground Floor	2.0 min.
Upper Floor	1.75 min.
Dormer	See Subsection 11 (Dormers) for standards.

Typical Sizes, Width **J** x Height **I**

Ground Floor, Typical	3'0" x 6'0"
Ground Floor, Ganged	2'4" x 6'0"
Ground Floor, Picture	2'4" x 3'6"
Upper Floor, Typical	3'0" x 5'6"
Upper Floor, Ganged	2'4" x 5'6"
Upper Floor, Picture	2'4" x 3'6"
Privacy	2'0" x 4'0"

Shape Square punched, arched

Operation Casement

Window

Glazing Divisions 6 parts or 8 parts

Sash Widths

Rail	3" min. ⁴	K
Stile	3" min. ⁴	L

Molding Widths

Head	2" min.	M
Jamb	2" min.	N
Apron	None required	

Sill

Depth 2" min.

Pediment

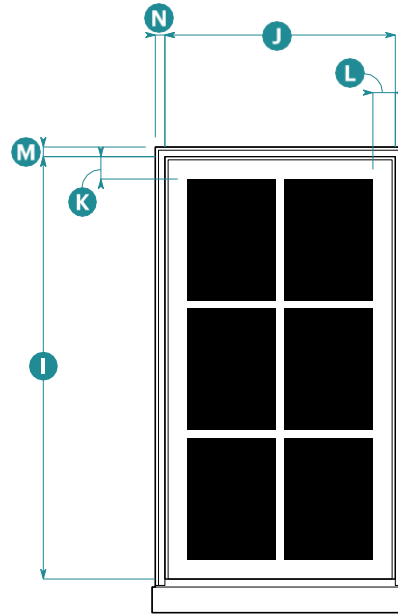
Allowed No

Mullions

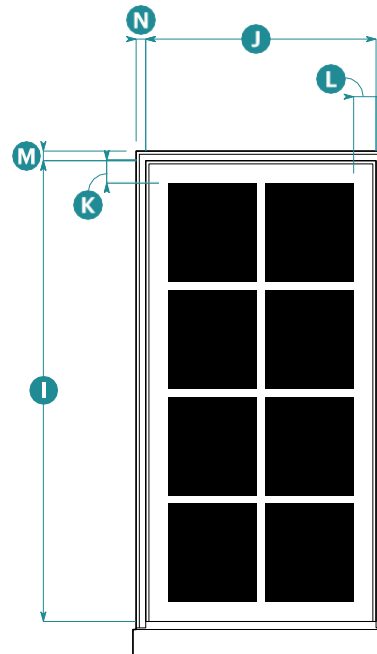
Mullions required between ganged windows.

³ Picture windows shall be wider than typical windows and equal in height to windows on the same floor.

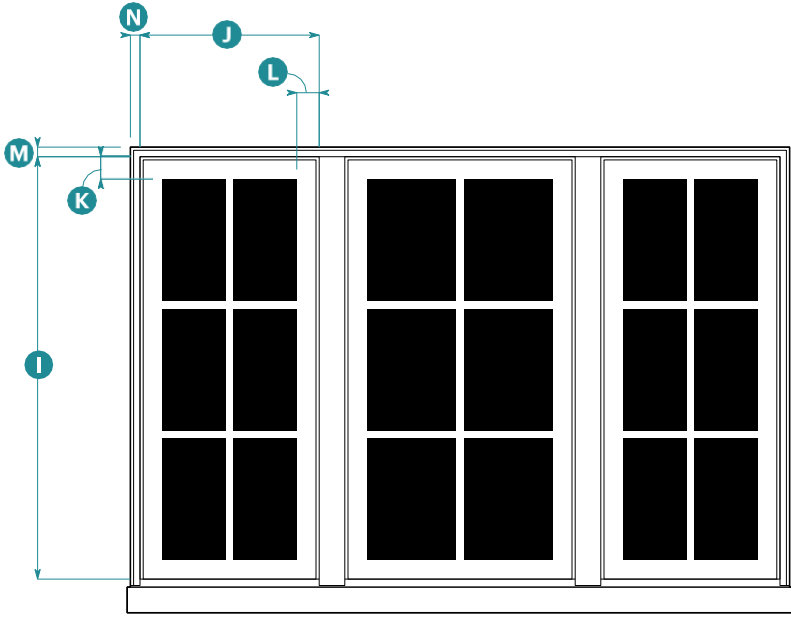
⁴ Plus or minus 1/4" allowed.



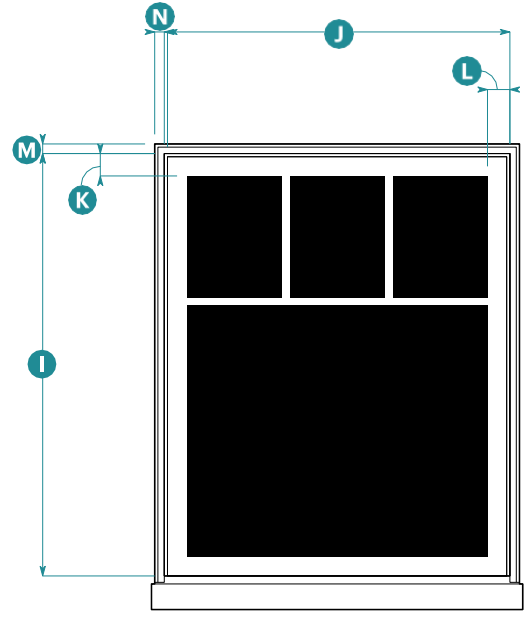
Upper Floor Typical Window Elevation
6 parts



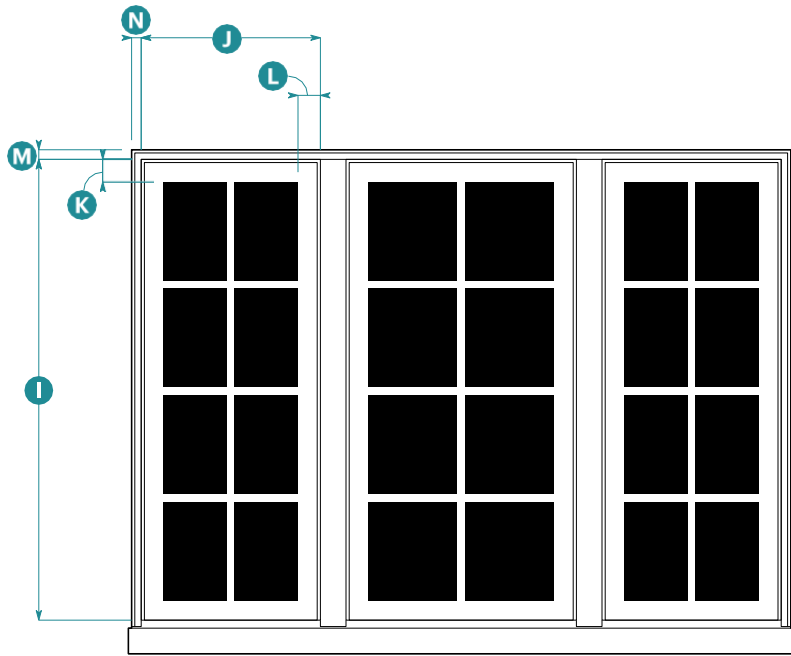
Ground Floor Typical Window Elevation
8 parts



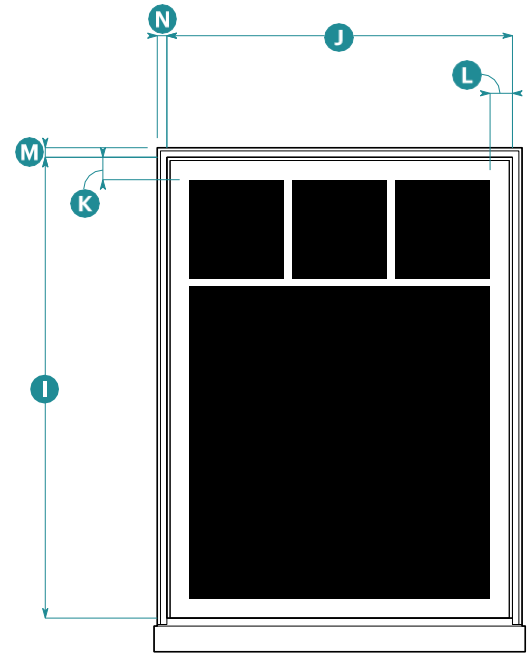
Upper Floor Ganged Window Elevation
6 parts



Upper Floor Picture Window Elevation



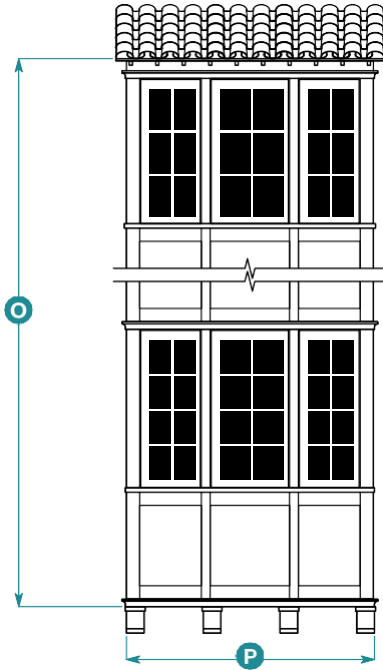
Ground Floor Ganged Window Elevation
8 parts



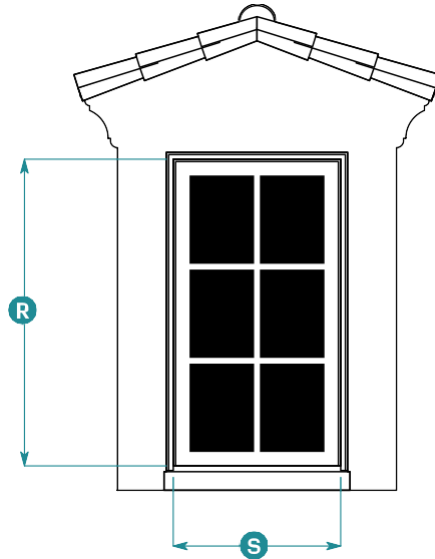
Ground Floor Picture Window Elevation



Bay Window Plan



Bay Window Elevation



Dormer Elevation

10. Bay Windows

Form

Type Square ⁵

Size

Height O

On buildings with heights up to 3 stories 2 stories max.

On buildings with heights above 3 stories 2 stories plus 1 additional story for each building story over 3 max.

Width 6'0" min.; 12'0" max. P

Depth 1'0" min.; 3'0" max. Q

Cornice Types

Building eave wraps bay.

Bay stops below building eave (bay has own cornice).

Bay returns into building eave (bay never projects above the building eave).

⁵ Corner bay may be turned on side to be rotated 45 degrees from building corner.

10. Bay Windows (Continued)

Additional Standards

Bay depth not allowed to project beyond eave depth.

Bay form shall be continuous.

Continuous horizontal articulation on building shall wrap bay form.

11. Dormers

Roof Form

Type Gable
Pitch 4:12 min.; 8:12 max.

Window

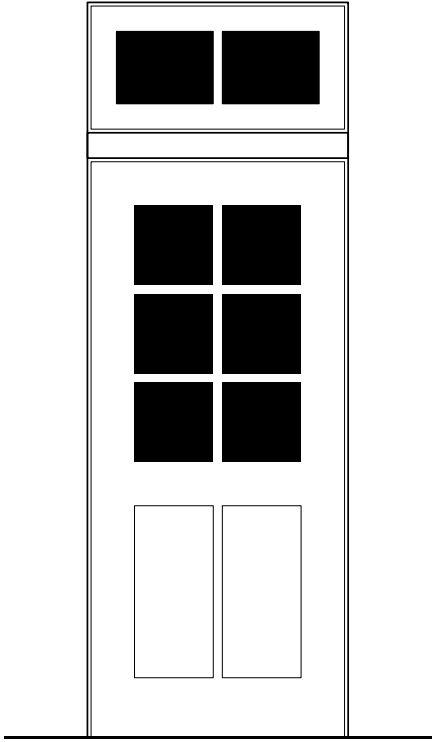
Proportion, Height 1.75 min.
R to Width S

Pediment

Allowed No

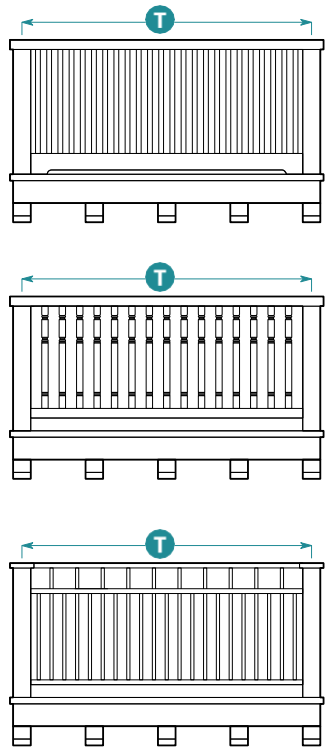
Dormers allowed for buildings with half stories.

See Subsections 6 (Rake), 7 (Eave), and 9 (Windows) for additional standards.



Entry Door Elevation

12. Entry Doors	
Door	
Number of Panels	2 min.
Surround	
None required	
Additional Elements	
Transom	Allowed
Pediment	Not Allowed



Type 1
Square Guardrail

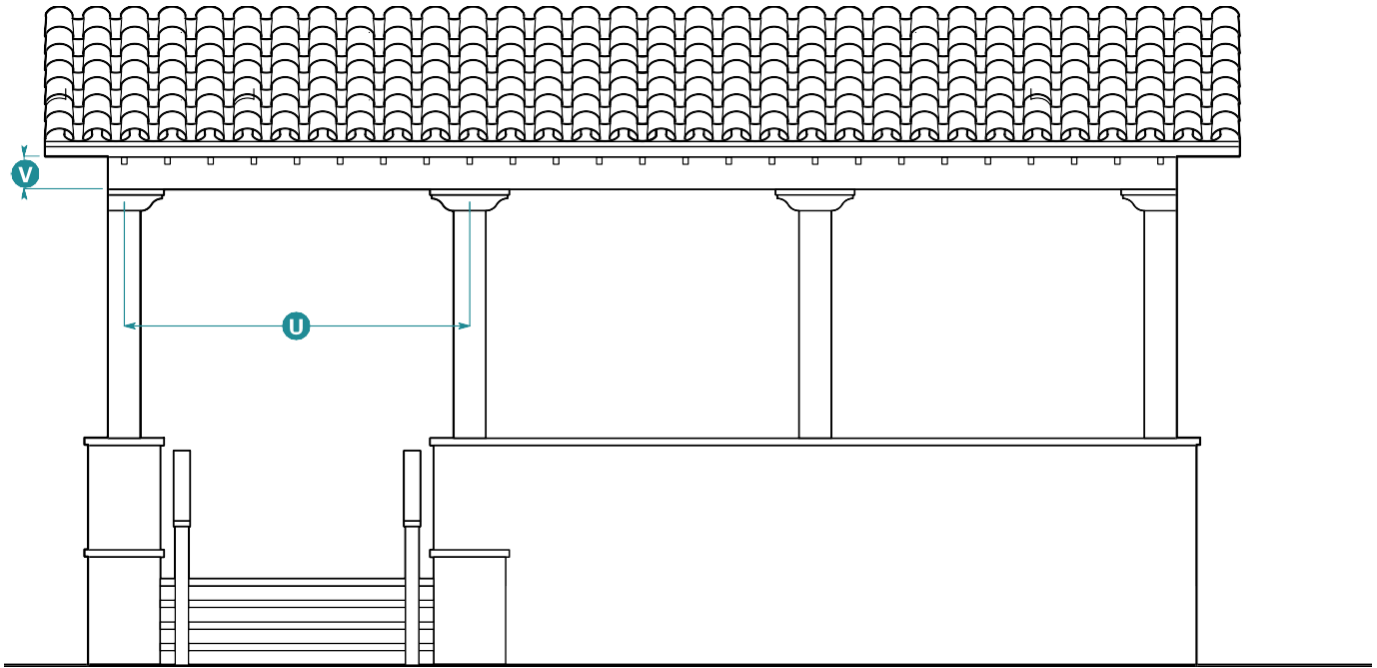
Type 2
Turned Guardrail

Type 3
Decorative Metal Guardrail

Balcony Front Elevation

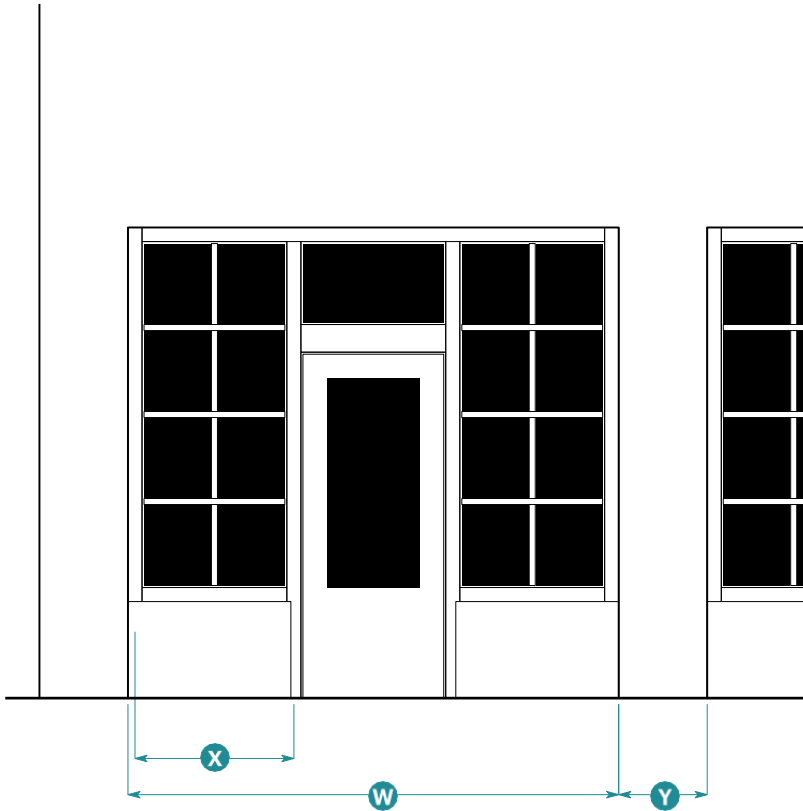
13. Balconies	
Allowed Materials	
Type 1 - Square Guardrail	
Post, Baluster, Handrail, Fascia, and Brackets	Metal, composite wood, wood
Type 2 - Turned Guardrail	
Post, Baluster, Handrail, Fascia, and Brackets	Metal, composite wood, wood
Type 3 - Decorative Metal Guardrail	
Post, Handrail, Fascia, and Brackets	Metal, composite wood, wood
Baluster	Metal
Size	
Overall Balcony Width	10'0" max.
Width Between Posts	3' min.



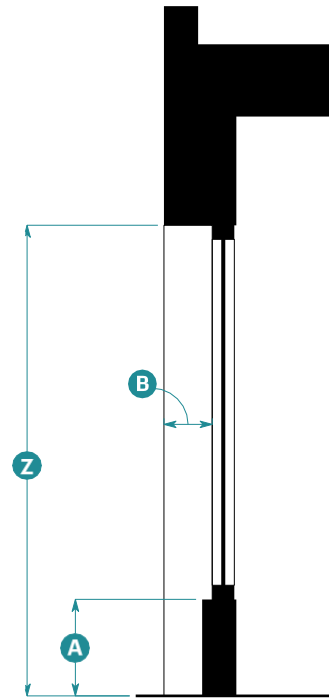


Porch Elevation

14. Porches	
Columns	
Shape	Square or round, with capitals or brackets
Diameter	8" min.
Spacing	9'0" max. on center U
Entablature	
Overall	10" min. V



Storefront Elevation



Storefront Section

15. Storefronts

Width

Storefront Module	10'0" min.; 15'0" max.	W
Display Window	3'0" min.; 4'0" max.	X
Distance Between Storefront Modules	1'6" min.; 2'6" max.	Y

Height

Head Height	11'0" min.	Z
Cornice	None	
Signage Band	None	
Base	1'0" min.; 2'0" max.	A

Horizontal Recess

Depth	6" min.; 9" max.	B
-------	------------------	---

Base shall be continuous, unless divided by pilaster, and align with base height of building (if any).

16. Materials

Element	Allowed Materials
---------	-------------------

Wall

Wall Cladding	Stucco
---------------	--------

Roof and Roof Elements

Roofing	Concrete or clay barrel tiles Concrete or clay S-tiles
---------	---

Rake and Eave	Wood, composite wood, stucco
---------------	------------------------------

Cornice	Wood, composite wood, stucco
---------	------------------------------

Brackets	Composite wood, wood, or fiberglass
----------	--

Gutter	Metal half-round
--------	------------------

Windows, Bay Windows, and Entry Doors

Entry Door	Wood, aluminum, fiberglass, composite
------------	--

Window Frames	Wood, aluminum-clad wood, aluminum, fiberglass
---------------	---

Sill	Stucco, cast stone
------	--------------------

Glazing	Clear glass; shall not be tinted, mirrored, or colored
---------	---

Balconies

See Subsection 13 (Balconies) for allowed materials.

Porches

Columns	Composite wood, wood, fiberglass, metal
---------	--

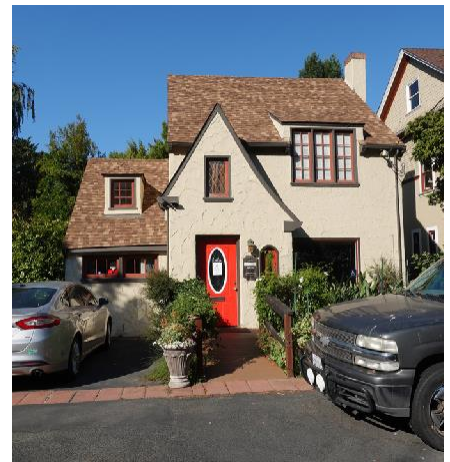
Railing	Wood, wrought iron
---------	--------------------

Storefronts

Storefront	Composite wood, wood, metal
------------	-----------------------------

Storefront Base	Stucco, tile
-----------------	--------------

19.27.100 Tudor



General note: The images above and the descriptions in Subsections 1 and 2 below are intended to provide a brief overview of the architectural style and are descriptive, not regulatory.

1. Description of Style

Tudor style buildings are inspired by the Storybook and Tudor Revival styles that emerged in America in the late 19th century. Its origins are in late Medieval English construction, reflected in faux half-timbering often expressed in upper stories. Initially used in formal civic buildings, the style became popular in Marin communities for main street building types.

2. Typical Characteristics

Prominent gabled roof forms with steep pitch and open eaves

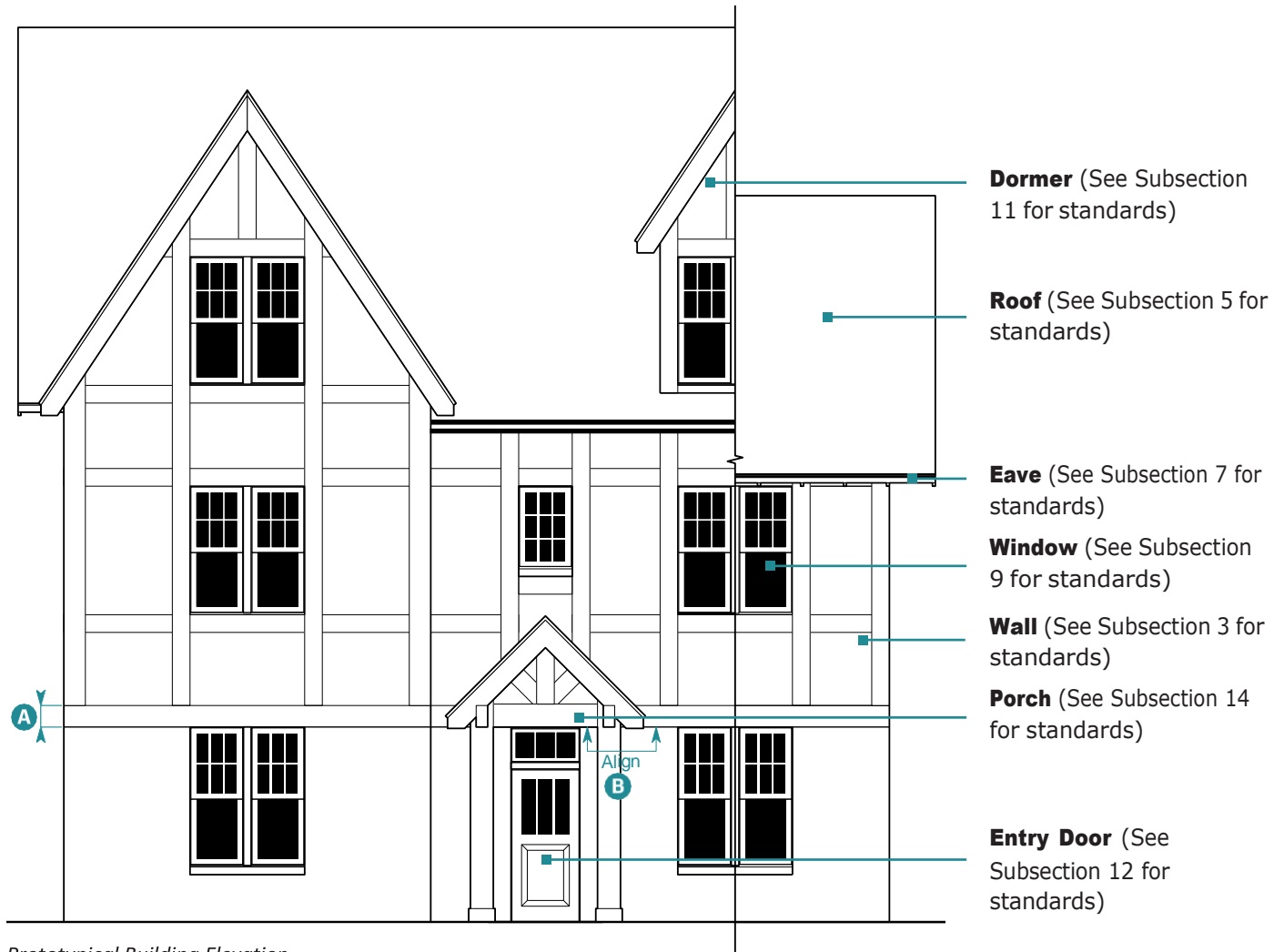
Vertically proportioned openings with surround

Brick and stucco as primary facade materials, often with half-timbering at upper floors

Open eaves

Elements of Tudor Style – Single-Family & Multifamily Buildings

Note: The image below is intended to provide a reference for architectural elements and is illustrative, not regulatory. It is not an exhaustive list of applicable standards.



Prototypical Building Elevation

3. Wall		4. Base
Half-Timbering Trim		None required
Width	10" min.	
Align bottom of half-timbering with bottom of porch entablature, where occurs.		

Elements of Tudor Style – Mixed-Use Buildings

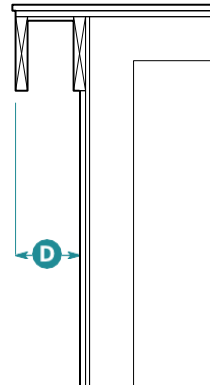
Note: The image below is intended to provide a reference for architectural elements and is illustrative, not regulatory. It is not an exhaustive list of applicable standards.



Prototypical Building Elevation



Gable End Elevation



Rake Section

5. Building Roof

Building Roof Form

Pitch 10:12 min.

Gable End Form

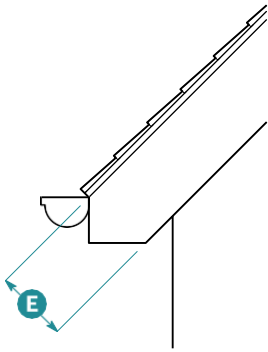
Pitch 12:12 min. C

6. Rake

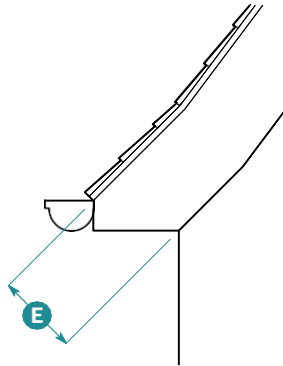
Horizontal Projection to 8" min. D

Fascia

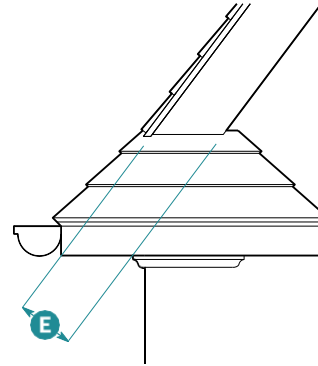
See Subsection 7 (Eave) for height standards.



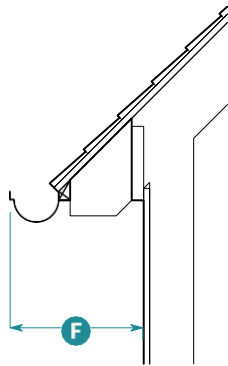
Open Eave Elevation



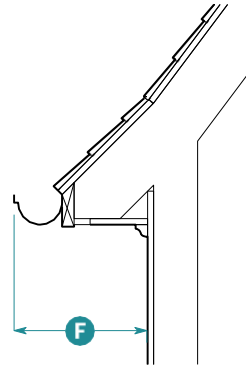
Returned Eave Elevation



Returned Eave
Alternate Elevation



Open Eave Section



Returned Eave Section

7. Eave

Standards	Open Eave	Returned Eave	
Height			
Overall	8" min.	10" min.	E
Horizontal Projection ¹			
Overall	1'0" min.	1'0" min.	F

¹ Horizontal projection includes gutter.

8. Parapet

No flat roofs are allowed in this style and parapet standards are not applicable. See Subsection 5 (Roof), Subsection 6 (Rake) and Subsection 7 (Eave) for standards applicable to sloped roofs.

9. Windows

Opening

Proportion, Height **G** to Width **H**²

Ground Floor	2.0 min.
Upper Floor	1.75 min.
Dormer	See Subsection 11 (Dormers) for standards.

Typical Sizes, Width **H** x Height **G**

Ground Floor, Typical	3'0" x 6'0"
Ground Floor, Ganged	2'4" x 6'0"
Ground Floor, Picture	2'4" x 3'6"
Upper Floor, Typical	3'0" x 5'6"
Upper Floor, Ganged	2'4" x 5'6"
Upper Floor, Picture	2'4" x 3'6"
Privacy	2'0" x 4'0"
Shape	Square punched
Operation	Single Hung, Double Hung, Casement

Window

Glazing Divisions	6 parts min.; 24 parts max.	
Sash Widths		
Rail	3" min. ³	I
Stile	3" min. ³	J
Trim Widths		
Head	None required	
Jamb	None required	
Apron	None required	

Sill

Depth	3" min.
-------	---------

Pediment

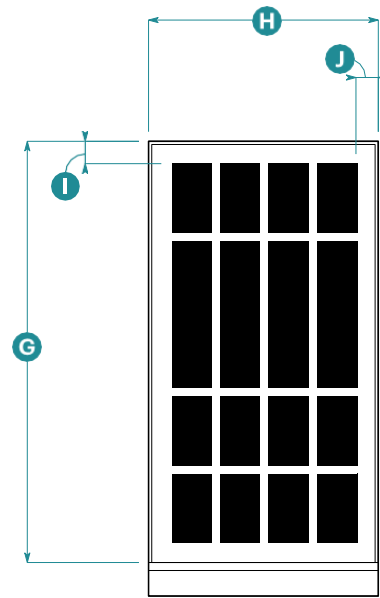
Allowed	No
---------	----

Mullions

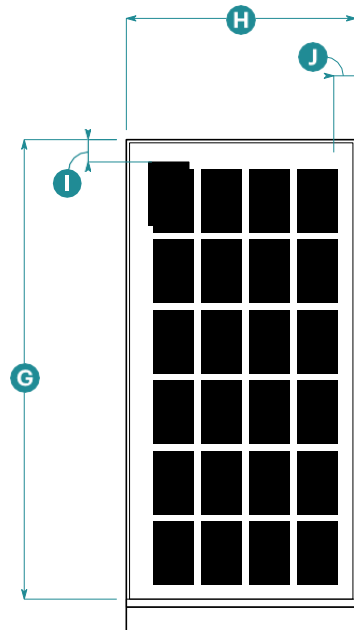
Mullions required between ganged windows.

² Picture windows shall be wider than typical windows and equal in height to windows on the same floor.

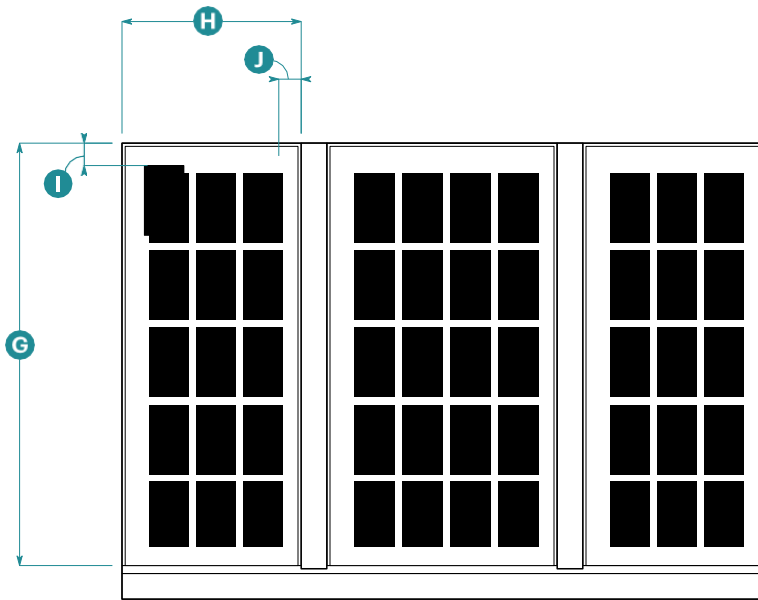
³ Plus or minus 1/4" allowed.



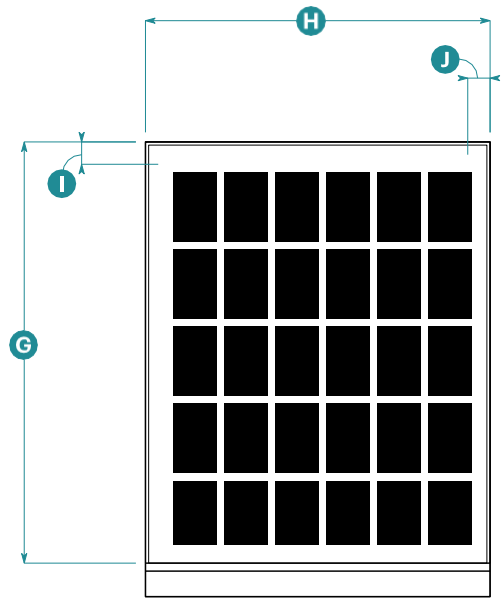
Upper Floor Typical Window Elevation
20 parts



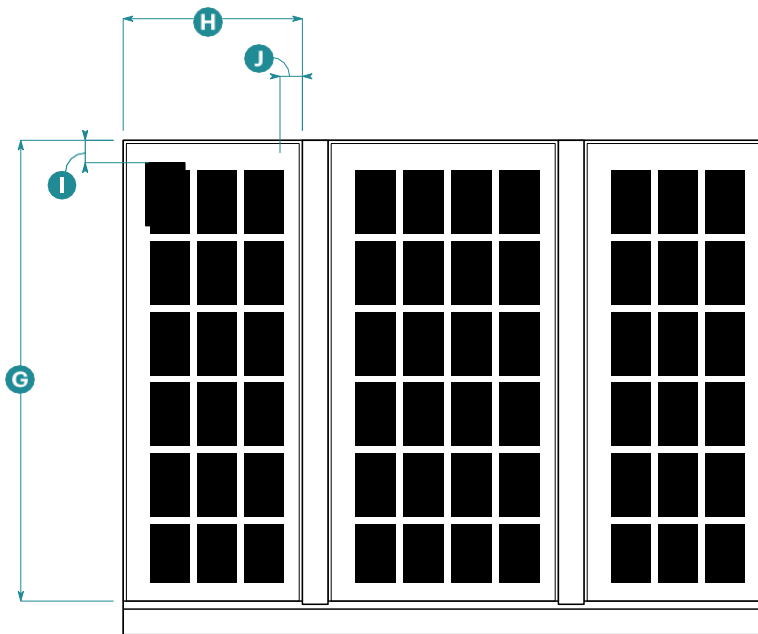
Ground Floor Typical Window Elevation
24 parts



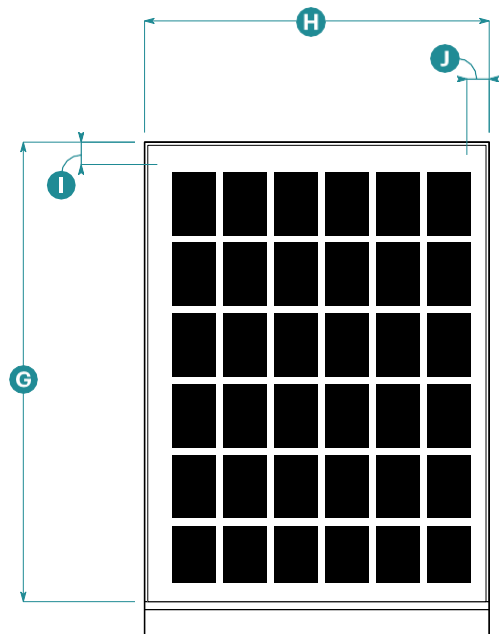
*Upper Floor Ganged Window Elevation
15 parts and 20 parts*



Upper Floor Picture Window Elevation



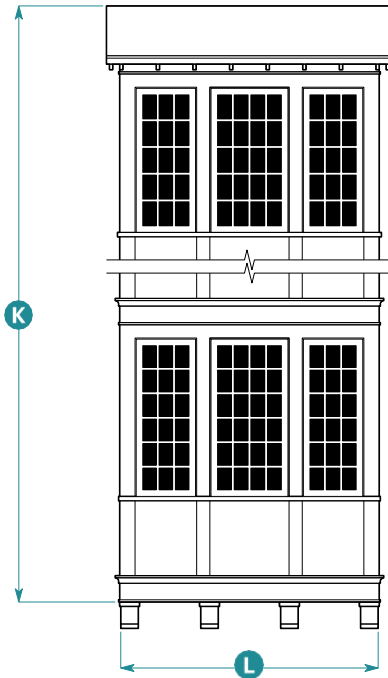
*Ground Floor Ganged Window Elevation
18 parts and 24 parts*



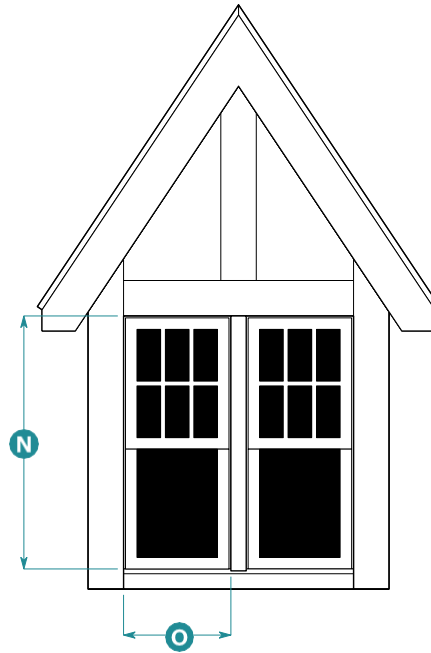
Ground Floor Picture Window Elevation



Bay Window Plan



Bay Window Elevation



Dormer Elevation

10. Bay Windows

Form

Type Square ⁴

Size

Height K

On buildings with heights up to 3 stories 2 stories max.

On buildings with heights above 3 stories 2 stories plus 1 additional story for each building story over 3 max.

Width 6'0" min.; 12'0" max. L

Depth 1'0" min.; 3'0" max. M

Cornice Types

Building eave wraps bay.

Bay stops below building eave (bay has own cornice).

Bay returns into building eave (bay never projects above the building eave).

⁴ Corner bay may be turned on side to be rotated 45 degrees from building corner.

10. Bay Windows (Continued)

Additional Standards

Bay depth not allowed to project beyond eave depth.

Bay form shall be continuous.

Continuous horizontal articulation on building shall wrap bay form.

11. Dormers

Roof Form

Type Gable
Pitch 12:12 min.

Window

Proportion, Height N to 1.75 min.

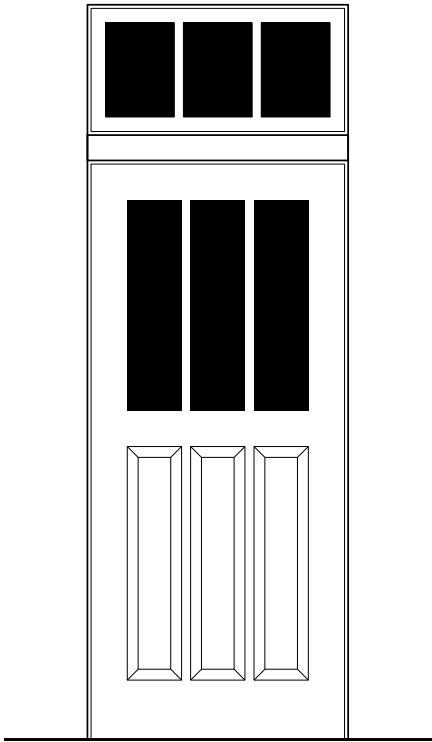
Width O

Pediment

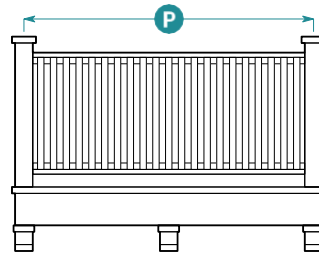
Allowed No

Dormers allowed only for buildings with half stories.

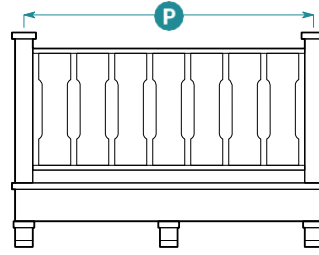
See Subsections 6 (Rake), 7 (Eave), and 9 (Windows) for additional standards.



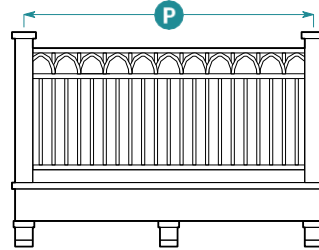
Entry Door Elevation



Type 1
Square Guardrail



Type 2
Flat Sawn Guardrail



Type 3
Decorative Metal Guardrail

Balcony Front Elevation

12. Entry Doors

Door

Number of Panels 2 min.

Surround

None required

Additional Elements

Transom Allowed

Pediment Not Allowed

13. Balconies

Allowed Materials

Type 1 - Square Guardrail

Post, Baluster, Handrail, Metal, composite wood, wood
Fascia, and Brackets

Type 2 - Flat Sawn Guardrail

Post, Baluster, Handrail, Metal, composite wood, wood
Fascia, and Brackets

Type 3 - Decorative Metal Guardrail

Post, Handrail, Fascia, Metal, composite wood, wood
and Brackets

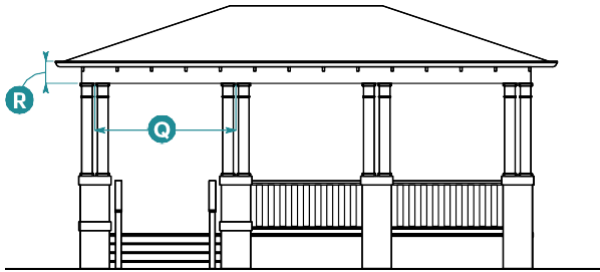
Baluster Metal

Size

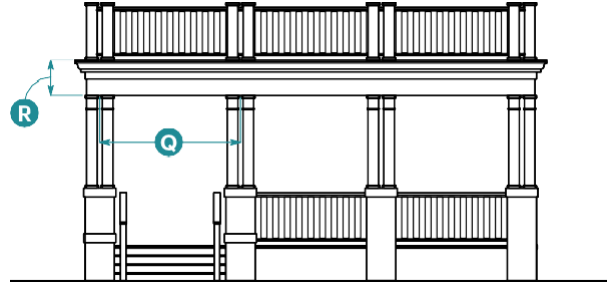
Overall Balcony Width 10'0" max.

Width Between Posts 3' min.





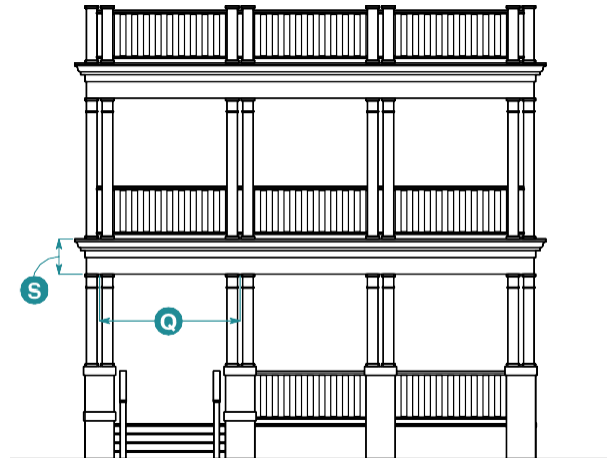
One-Story Porch



One-Story Porch with Deck Above



Two-Story Porch



Two-Story Porch with Deck Above

14. Porches

Columns

Shape	Square stock (paired)	
Width	6" min. each	
Spacing	8' max. on center	Q

Entablature

Height of Topmost Entablature

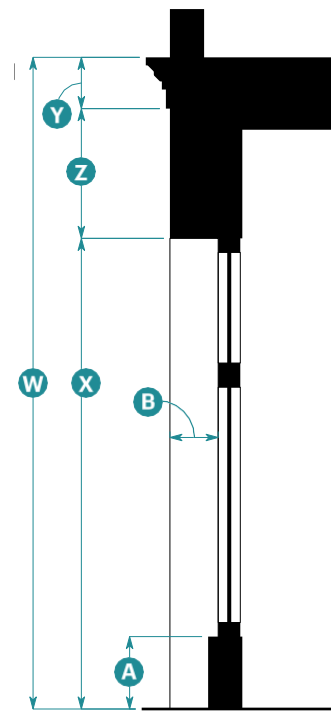
Overall	1'6" min.	R
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Height of Floor-to-Floor Entablature

Overall	10" min.	S
---------	----------	---



Storefront Elevation



Storefront Section

15. Storefronts

Width

Storefront Module	10'0" min.; 15'0" max.	T
Display Window	3'0" min.; 4'0" max.	U
Distance Between Storefront Modules	1'0" min.; 2'0" max.	V

Height

Overall	13'0" min.	W
Head Height	10'0" min.	X
Cornice	10" min.	Y
Signage Band	1'6" min.	Z
Base	1'0" min.; 2'0" max.	A

Horizontal Recess

Depth	6" min.; 1'0" max.	B
-------	--------------------	---

Base shall be continuous, unless divided by pilaster, and align with base height of building (if any).

Cornice shall be continuous.

16. Materials

Element	Allowed Materials
---------	-------------------

Wall

Wall Cladding	Stone, stucco, brick, composite wood, wood, fiber cement
---------------	--

Base

Base or Foundation	Brick, stone, cast stone, painted concrete, stucco
--------------------	--

Roof and Roof Elements

Roofing	Asphalt shingles, slate
Rake and Eave	Composite wood, wood
Cornice	Composite wood, wood
Brackets	Composite wood, wood, fiberglass
Gutter	Metal half-round

Windows, Bay Windows, and Entry Doors

Trim or Surround	Composite wood, wood, fiber cement
Entry Door	Wood, aluminum, fiberglass, composite
Window Frames	Wood, aluminum-clad wood, aluminum, fiberglass
Glazing	Clear glass; shall not be tinted, mirrored, or colored

Balconies

See Subsection 13 (Balconies) for allowed materials.

Porches

Columns	Composite wood, wood, fiberglass, metal
Railing	Composite wood, wood, wrought iron

Storefronts

Storefront	Stone, stucco, brick, composite wood, wood, fiber cement
Storefront Base	Brick, stone, cast stone, painted concrete, stucco

19.27.110 Victorian



General note: The images above and the descriptions in Subsections 1 and 2 below are intended to provide a brief overview of the architectural style and are descriptive, not regulatory.

1. Description of Style

Victorian style buildings combine elements of 19th century rural farmhouse vernacular with more formal "high Victorian" examples found in Marin communities.

2. Typical Characteristics

Simple, rectilinear forms articulated with a regular pattern of openings

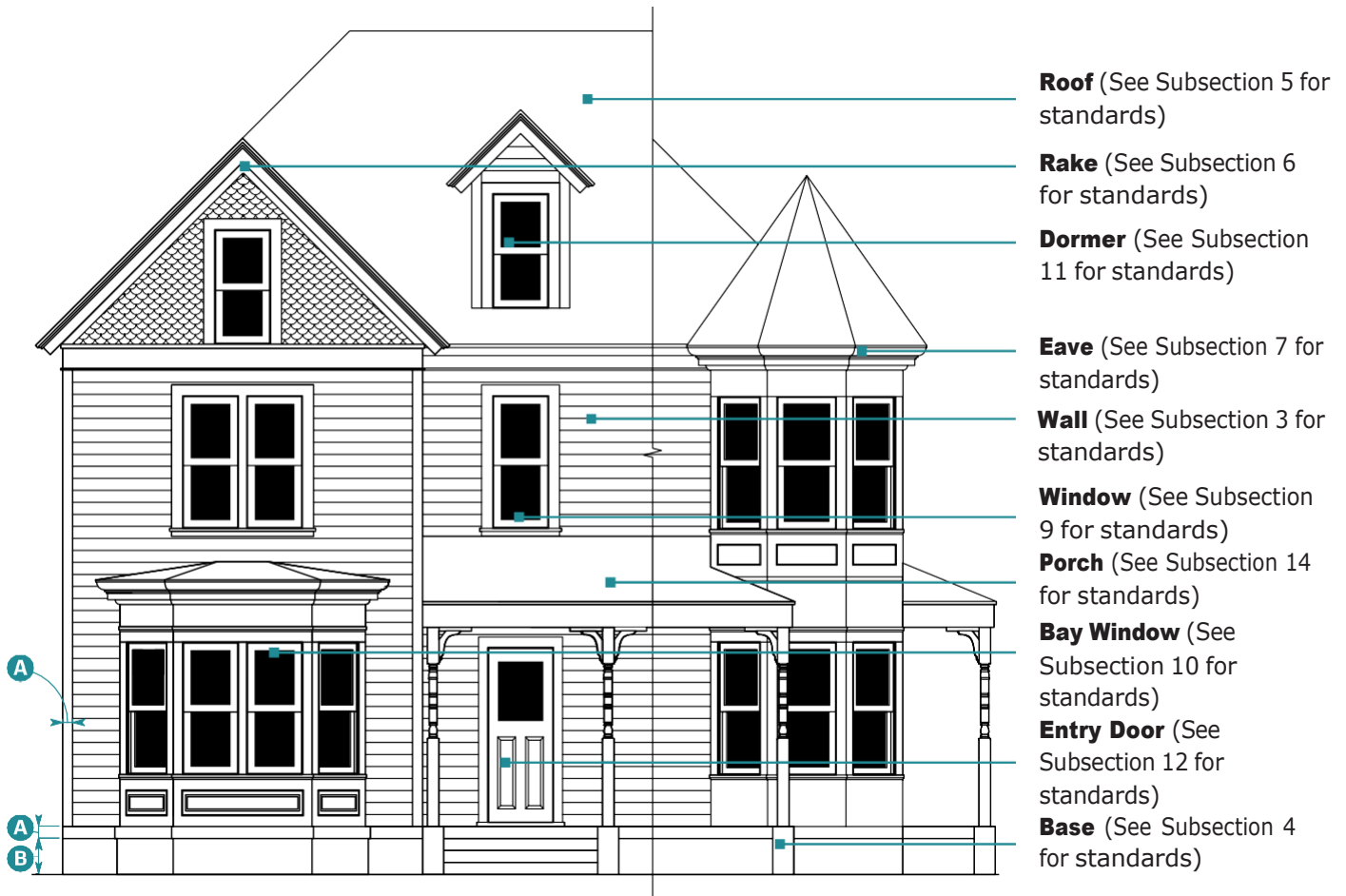
Vertically proportioned elements, including steeply pitched roofs, projecting gable ends, and tall cornices and parapets

Vertically proportioned windows, angled or boxed bays, and picture windows

Siding or stucco with shingled elements

Elements of Victorian Style – Single-Family & Multifamily Buildings

Note: The image below is intended to provide a reference for architectural elements and is illustrative, not regulatory. It is not an exhaustive list of applicable standards.



Prototypical Building Elevation

3. Wall

Trim ¹

Width 4" min. A

¹ Corner trim required only on buildings with wood, composite wood, or cementitious siding wall material.

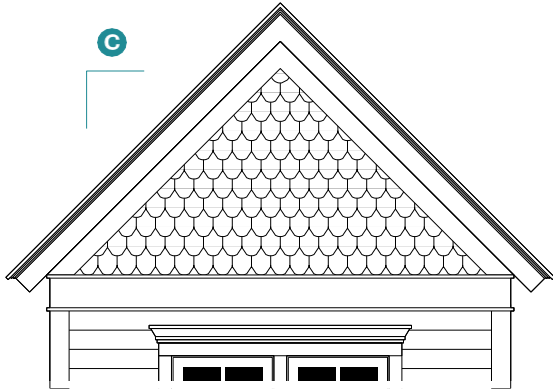
4. Base

Height 1'0" min.; 2'0" max. B

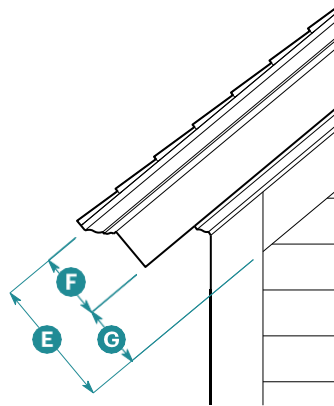
Elements of Victorian Style – Mixed-Use Buildings

Note: The image below is intended to provide a reference for architectural elements and is illustrative, not regulatory. It is not an exhaustive list of applicable standards.

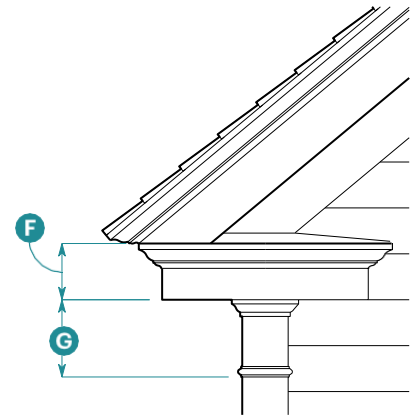




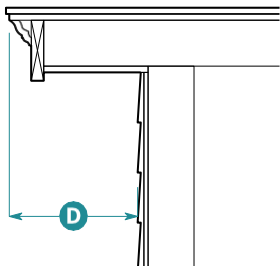
Gable End Elevation



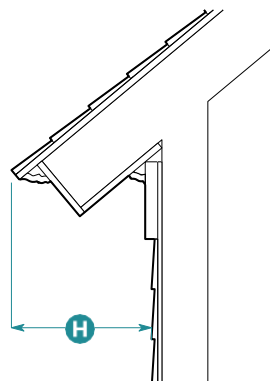
Open Eave Elevation



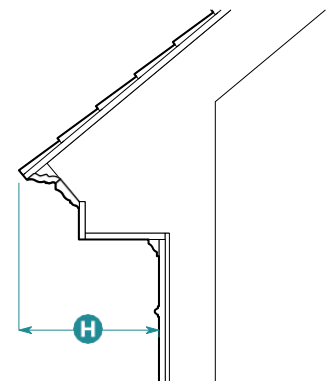
Returned Eave Elevation



Rake Section



Open Eave Section



Returned Eave Section

5. Building Roof

Building Roof Standards	Buildings with Half-Story Heights	Buildings with Full-Story Heights
Roof Form		
Type	Sloped	Flat
Pitch	10:12	N/A
Applicable Subsections		
6. Rake	A	N/A
7. Eave	A	N/A
8. Parapet	N/A	A
Gable End Roof Form Standards		
Pitch	12:12 min.	C

6. Rake

Horizontal Projection	1'0" min.	D
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See Subsection 7 (Eave) for height standards.

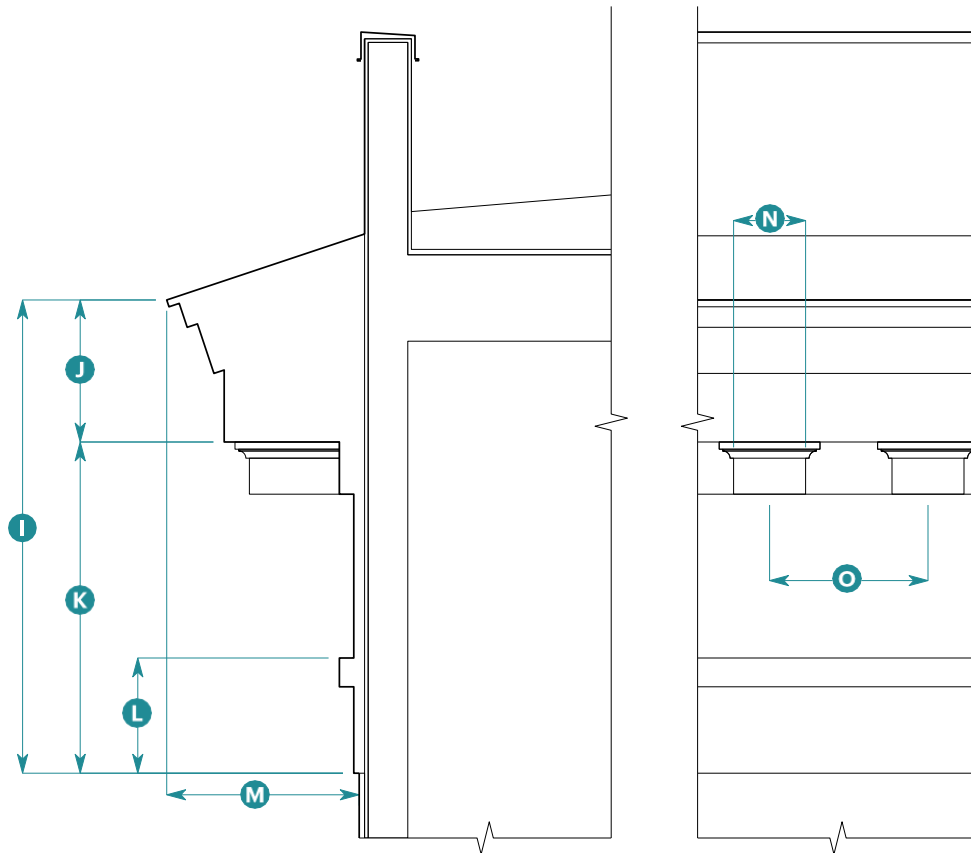
7. Eave

Allowed Types		
Eave Types	Open, Returned	
Height		
Overall	1'6" min.	E
Crown Mold and Fascia	8" min.	F
Trim Band	10" min.	G
Horizontal Projection ²		
Overall	1'4" min.	H

² Horizontal projection includes gutter.

Key

A = Applicable N/A = Not Applicable



Parapet Section

Parapet Elevation

8. Parapet

Height

Overall	5'6" min.	I
Cornice	1'8" min.	J
Fascia		
Overall	3'6" min.	K
Lower Band	1'2" min.	L

Horizontal Projection ³

Overall	2'6" min.	M
---------	-----------	---

Continuous cornice required on all street facing facades.

Required Ornament

Type	Dentils	
Width	10" min.	N
Spacing	24" max. on center	O
Placement	Below cornice at top of fascia	

³ Horizontal projection includes gutter.

9. Windows

Opening

Proportion, Height **P** to Width **Q**⁴

Ground Floor	2.25 min.
Upper Floor	2.125 min.
Dormer	See Subsection 11 (Dormers) for standards.

Typical Sizes, Width **Q** x Height **P**

Ground Floor, Typical	2'8" x 6'6"
Ground Floor, Ganged	2'8" x 6'6"
Ground Floor, Picture	1'8" x 3'8"
Upper Floor, Typical	2'8" x 5'8"
Upper Floor, Ganged	2'8" x 5'8"
Upper Floor, Picture	1'8" x 3'8"
Privacy	2'0" x 4'6"

Shape	Square punched
Operation	Single Hung, Double Hung, Casement

Window

Glazing Divisions	2 over 2
Sash Widths	
Rail	3" min. ⁵ R
Stile	3" min. ⁵ S
Trim Widths	
Head	4" min. T
Jamb	4" min. U
Apron	3" min. V

Sill

Depth	3" min.
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Pediment

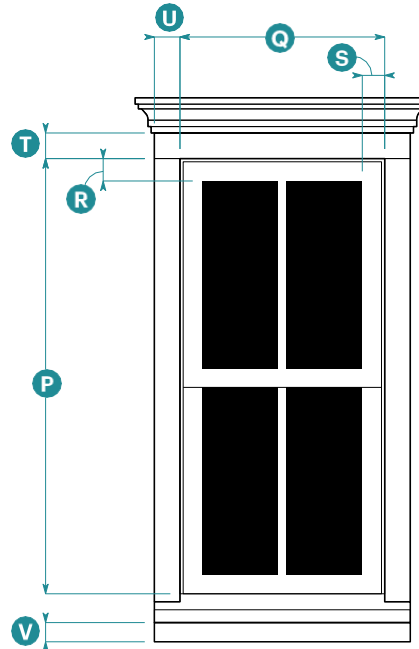
Allowed	Yes
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Mullions

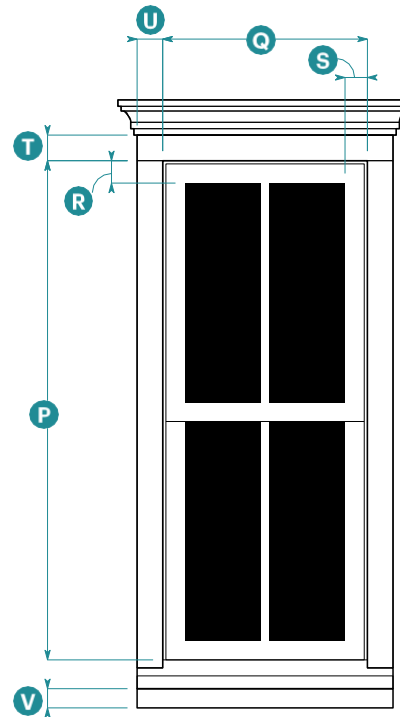
Mullions required between ganged windows.

⁴Picture windows shall be wider than typical windows and equal in height to windows on the same floor.

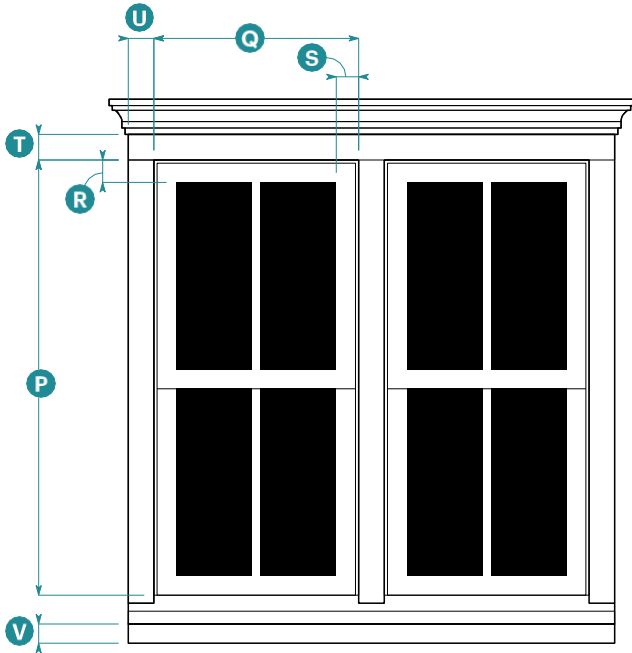
⁵Plus or minus 1/4" allowed.



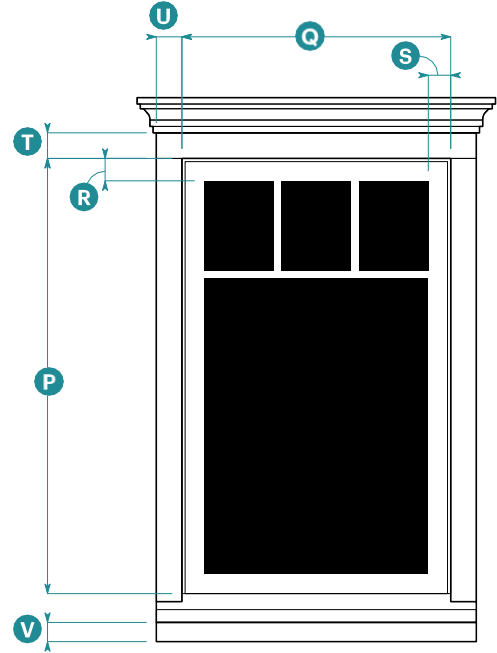
Upper Floor Typical Window Elevation
2 over 2



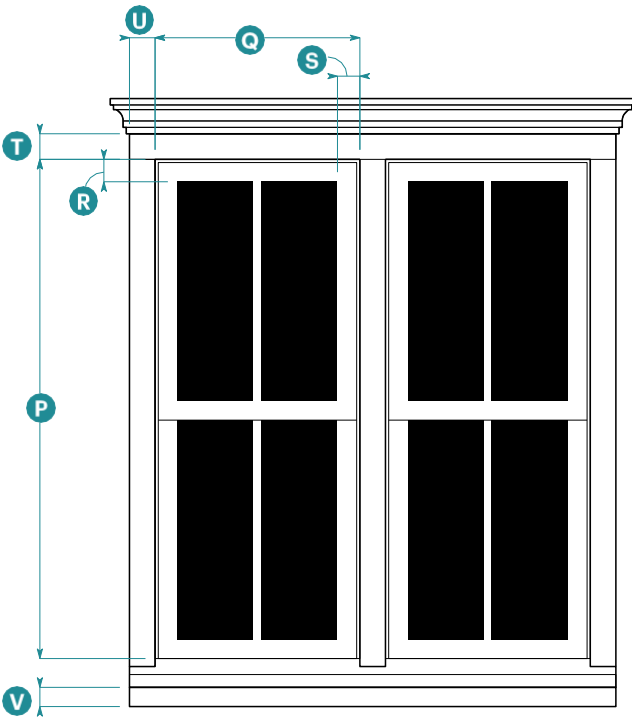
Ground Floor Typical Window Elevation
2 over 2



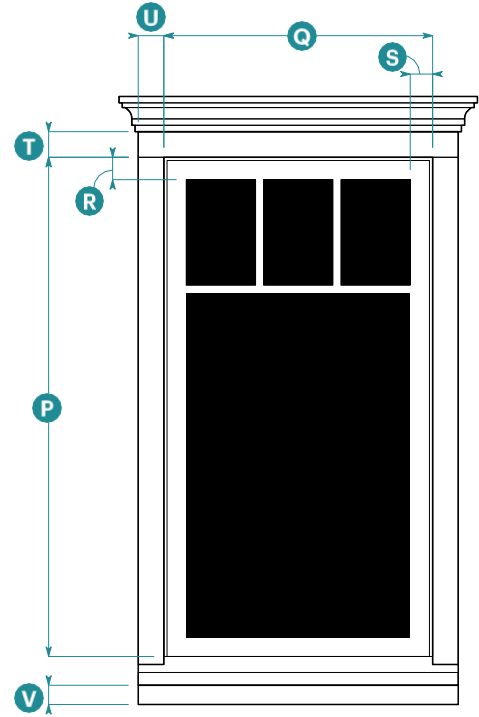
*Upper Floor Ganged Window Elevation
2 over 2*



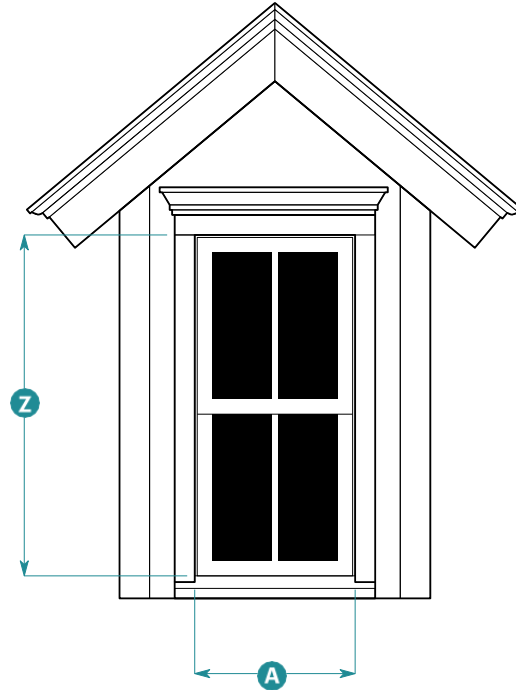
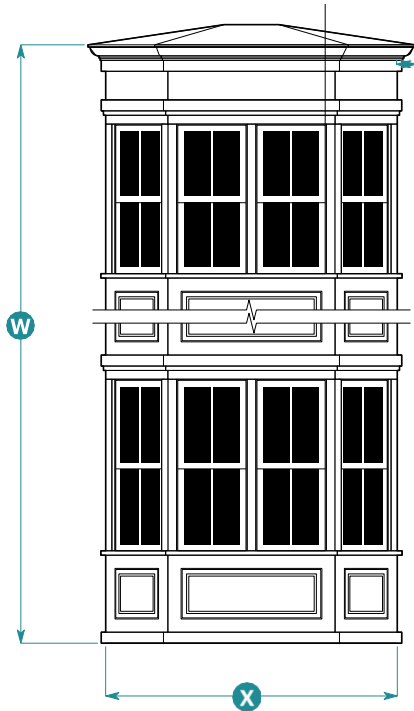
Upper Floor Picture Window Elevation



*Ground Floor Ganged Window Elevation
2 over 2*



Ground Floor Picture Window Elevation



10. Bay Windows

Form

Type	Chamfered
Interior Angle	30 degrees min.; 55 degrees max.
Number of Faces	3 or 5

Size

Height		W
On buildings with heights up to 3 stories	2 stories max.	
On buildings with heights above 3 stories	2 stories plus 1 additional story for each building story over 3 max.	
Width	6'0" min.; 12'0" max.	X
Depth	1'0" min.; 3'0" max.	Y

Cornice Types

- Cornice wraps bay.
- Bay stops below building cornice (bay has own cornice).
- Bay returns into building cornice (bay never projects above the building cornice).

10. Bay Windows (Continued)

Additional Standards

- Bay depth not allowed to project beyond cornice depth.
- Bay form shall be continuous.
- Continuous horizontal articulation on building shall wrap bay form.

11. Dormers

Roof Form

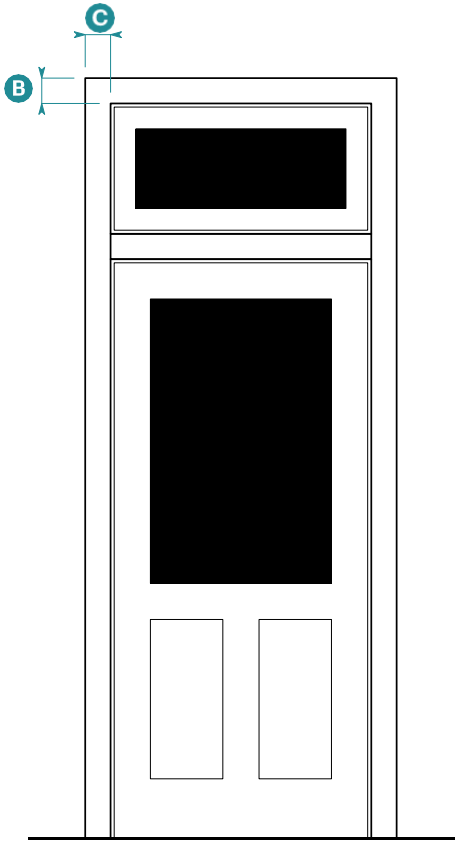
Type	Gable
Pitch	10:12

Window

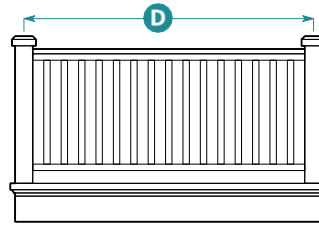
Proportion, Height	2.125 min.
Z to Width A	
Width	2'8" min.

Pediment

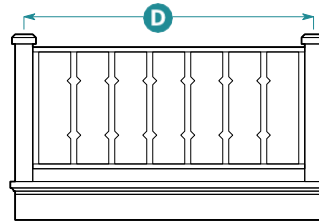
- Allowed Yes
- See Returned Eave Elevation in Subsection 7 (Eave) for additional standards.
- Dormers allowed only for buildings with half stories.
- See Subsections 6 (Rake), 7 (Eave), and 9 (Windows) for additional standards.



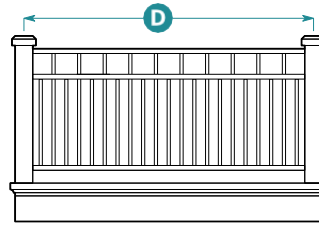
Entry Door Elevation



Type 1
Square Guardrail



Type 2
Flat Sawn Guardrail



Type 3
Decorative Metal Guardrail

Balcony Front Elevation

12. Entry Doors

Door

Number of Panels 2 min.

Surround

Head Width 4" min. B

Jamb Width 4" min. C

Additional Elements

Transom Allowed

Pediment Allowed

13. Balconies

Allowed Materials

Type 1 - Square Guardrail

Post, Baluster, Handrail, Fascia, and Brackets Metal, composite wood, wood

Type 2 - Flat Sawn Guardrail

Post, Baluster, Handrail, Fascia, and Brackets Metal, composite wood, wood

Type 3 - Decorative Metal Guardrail

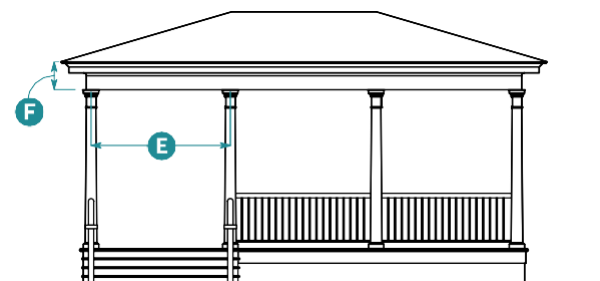
Post, Handrail, Fascia, and Brackets Metal, composite wood, wood

Baluster Metal

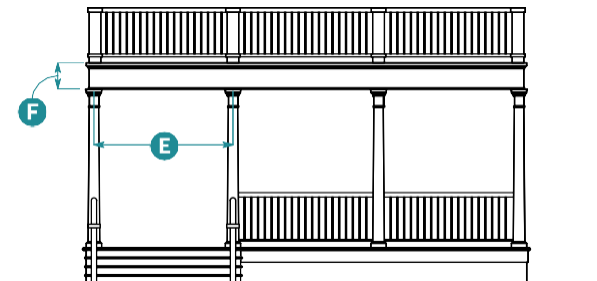
Size

Overall Balcony Width 10'0" max.

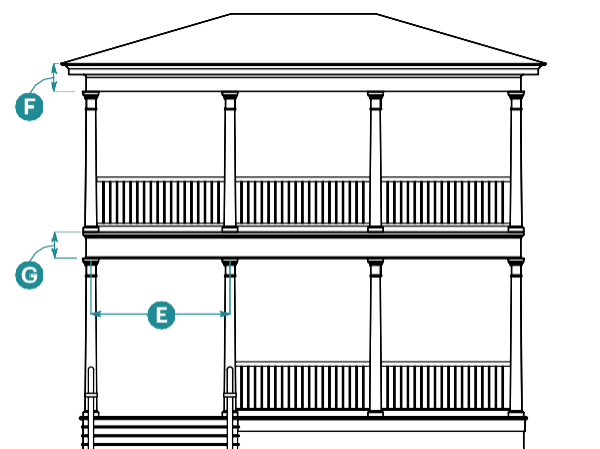
Width Between Posts 3' min. D



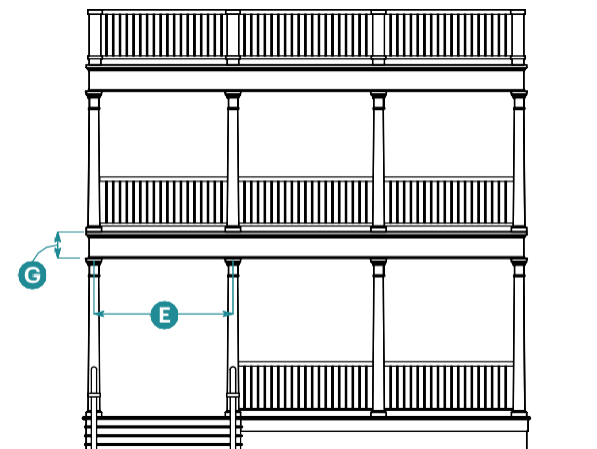
One-Story Porch



One-Story Porch with Deck Above



Two-Story Porch



Two-Story Porch with Deck Above

14. Porches

Columns

Shape Square-stock, square-tapered, or turned with brackets

Diameter 6" min.

Spacing 8'0" max. on center

E

Entablature

Height of Topmost Entablature

Overall 1'6" min.

F

Fascia 10" min.

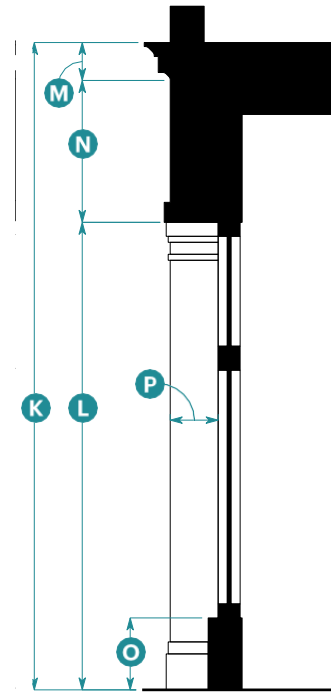
Height of Floor-to-Floor Entablature

Overall 10" min.

G



Storefront Elevation



Storefront Section

15. Storefronts

Width

Storefront Module	10'0" min.; 15'0" max.	H
Display Window	3'0" min.; 4'0" max.	I
Distance Between Storefront Modules	1'0" min.; 2'0" max.	J

Height

Overall	13'0" min.	K
Head Height	10'0" min.	L
Cornice	9" min.	M
Signage Band	1'8" min.	N
Base	1'0" min.; 2'0" max.	O

Horizontal Recess

Depth	6" min.; 1'0" max.	P
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Base shall be continuous, unless divided by pilaster, and align with base height of building (if any).

Cornice shall be continuous.

16. Materials

Element	Allowed Materials
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Wall

Wall Cladding

Sloped Roof Building	Shingle and lap siding: composite wood, wood, fiber cement
Flat Roof Building	Shingle and lap siding: composite wood, wood, fiber cement; and stucco

Base

Base or Foundation	Brick, concrete, stone, stucco, composite wood, wood, fiber cement
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Roof and Roof Elements

Roofing	Asphalt shingles, wood shingles, standing seam metal
Rake and Eave	Composite wood, wood
Cornice	Composite wood, wood
Brackets	Composite wood, wood, fiberglass
Gutter	Metal ogee or half-round

Windows, Bay Windows, and Entry Doors

Trim or Surround	Composite wood, wood, fiber cement
Entry Door	Wood, aluminum, fiberglass, composite
Window Frames	Wood, aluminum clad wood, aluminum, fiberglass
Glazing	Clear glass; shall not be tinted, mirrored, or colored

Balconies

See Subsection 13 (Balconies) for allowed materials.

Porches

Columns	Composite wood, wood, fiberglass, metal
Railing	Composite wood, wood, metal

Storefronts

Storefront	Shingle and lap siding: composite wood, wood, fiber cement; and stucco
Storefront Base	Brick, concrete, stone, stucco, composite wood, wood, fiber cement