

Urban Design Standards for Raiford Road Carrollton, Texas *May 2011*



Raiford Road Urban Design Standards

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Introduction

The City of Carrollton has engaged TBG Partners to help create Urban Design Standards that will help reshape the Raiford Road Overlay District into a new standard of traditional development within the City. Currently this area is filled with development that has occurred over the last 25-30 years and has not placed an emphasis on creating a destination or signature space for the City. These standards are based on proven traditional urban design patterns that place emphasis on the public realm and how public streets are viewed and used by both vehicles and pedestrians. The architectural style of these standards are intended to express a modern feel in relationship with the Trinity Mills Station while keeping traditionally scaled elements and a comfortable proportion to the street.



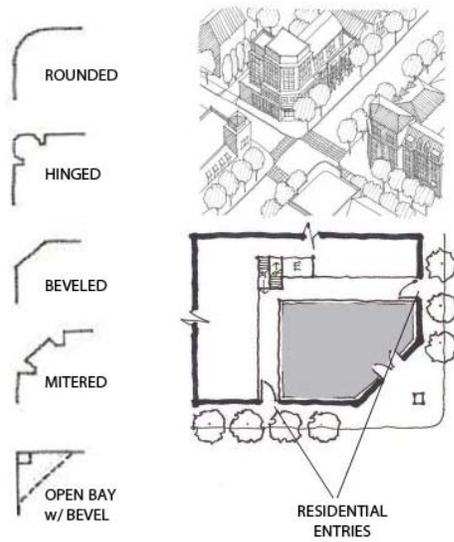
Part 1: Site Design

1.1 Building Layout & Orientation

To embrace and relate to the surrounding community while preserving the site value to the user and district as a whole.

DESIGN STANDARDS

- Building shall relate to the public realm or the most dominate street facade to engage the streetscape
- Encourage solar orientation to enhance building efficiency and daytime lighting
- Uses fronting major thoroughfares shall have the primary building facade setback between 10 and 20 feet from the R.O.W. Alternative design showing one bay of parking between curb and building can be approved by City Manager or his designee
- Corner lots should emphasize corner entries that embrace the intersection and provide sidewalk interaction as shown below



- Future site plans shall embrace axial relationships and terminate view corridors with architecturally significant design

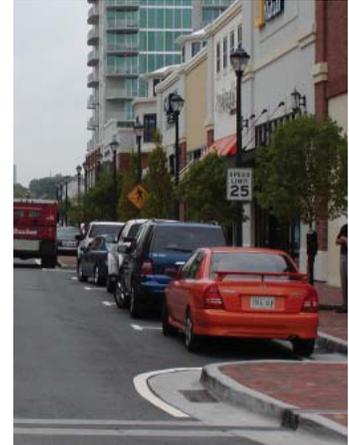


1.2a Street Parking

Parking is to be provided to enhance pedestrian orientation and reduce the need for large parking areas between the building and the street.

DESIGN STANDARDS

- Properties adjacent to a major thoroughfare and Raiford Road may locate a maximum of one bay of parking adjacent to the thoroughfare. Shade trees shall be planted along the street and within the parking area. All remaining parking shall be located behind the front facade of the building
- Properties which are located on Raiford Road, a collector, or smaller street which are intended to be pedestrian oriented shall construct on-street parallel parking
- Parking may be located in structured garages provided they are located generally in the center of a property surrounded or enveloped by the building

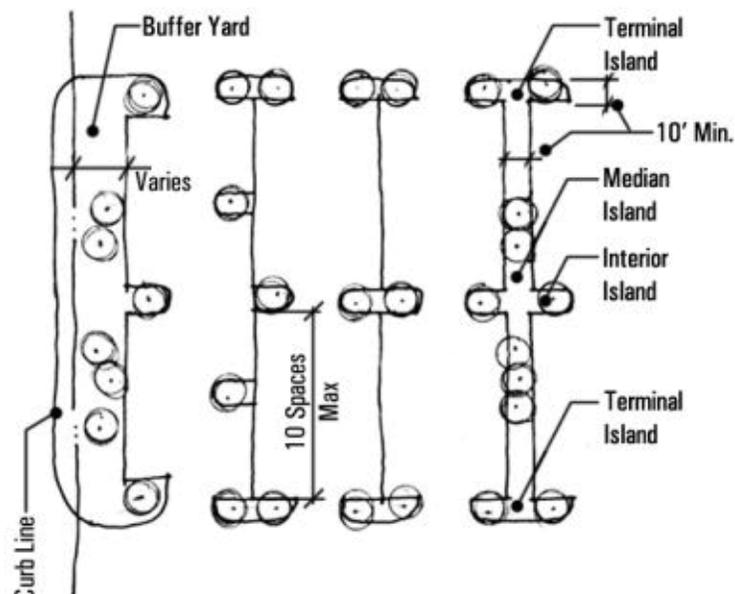


1.2b Parking Lots

For surface parking areas behind buildings that are greater than one bay in depth, the following shall apply:

DESIGN STANDARDS

- Interior Islands - A curbed landscape island shall be provided for every ten (10) parking spaces. Each island shall contain a minimum of 170 square feet with a minimum width of ten (10) feet back of curb to back of curb. A minimum three (3) inch caliper tree is required in each island. See illustration below.
- Terminal Islands - All parking rows shall terminate in a curbed landscape island. Each terminal island shall conform to the specifications described in the paragraph above, except it shall contain a minimum of 360 square feet and contain two (2) – three (3) inch trees. See illustration below.
- Median Islands - A curbed median island with a minimum width of ten (10) feet back of curb to back of curb shall be located after every third parking bay and along primary internal access drives. Each median island shall conform to the applicable specifications described in the paragraphs above and shall contain one (1) – three (3) inch caliper tree every thirty (30) feet on center. See illustration below.



1.3 Access

Site entry features and drives shall carry the streetscape theme into the site and minimize curb cuts wherever possible, helping to create a safe and logical interaction between pedestrian and vehicular traffic.

DESIGN STANDARDS

- **Site entries shall be shared with neighboring uses to minimize the amount of curb cuts along the street**
- **Elaborate and formal entry gates and walls are not permitted**
- **Streetscape landscaping shall be continued into driveways to provide continuity; service entries shall be secondary and obscured from views whenever possible**

1.4 Screening

All service areas and mechanical equipment, noise and odors shall be screened from off-site views using walls, berms, shrubs and trees

DESIGN STANDARDS

- **Any container such as recycling bins, clothes, and collection containers, storage in connexes, shipping containers, semi-trailers or any other portable building shall not be permitted.**
- **All garage and service bays, including but not limited to off-street loading bays and service bays used for vehicle repair and servicing, shall be located on the rear of the primary building or on the side of the building that is not visible to the traffic flow**
- **Any public utility stations, such as lift stations and electric sub-stations for example, shall be screened from public view with a masonry wall or landscaping**
- **Any mechanical or dumpster locations shall be screened from the street with a combination of a masonry wall and landscaping**
- **All exterior ground, roof or wall mounted mechanical or electrical equipment must be screened from view**
- **Roof-top mechanical elements must be screened using a parapet wall which must also be in scale with roof lines and building mass**
- **All screening shall be architecturally compatible to primary building utilizing the same materials, color, scale and mass**
- **Substantial structural masonry, brick or stone shall be used for ground and wall mounted screening**
- **Wood, vinyl and composite screening materials are not allowed unless otherwise approved by the City Manager or his designee**
- **Truck docks and trash bin areas must be screened with solid walls that have stone, brick, textured CMU, stucco covered CMU or painted concrete**
- **Screen walls must be buffered with trees, shrubs or vines**
- **Trash enclosures shall have solid metal doors or equivalent and be painted to match primary building color unless otherwise approved by the City Manager or his designee**



Part 2: Architectural Design

To establish a strong community image the architectural design criteria in the following sections must be incorporated into all buildings.

2.1 Key Elements of Design

Incorporating the following key elements of architectural design will create a timeless character by establishing continuity and avoiding specific design themes that develop as trends; longevity and consistency should be design priorities.

DESIGN STANDARDS

- **Varied Massing**
- **Simple geometry**
- **Textured surfaces**
- **Recessed entries and window detailing**
- **Natural, durable materials**
- **Colors shall be integral with materials when possible**
- **Clear and simple detailing**
- **Integration of landscape into building design**



2.2 Building Massing and Scale

Architectural design must incorporate variety in building massing and provide a comfortable human scale

DESIGN STANDARDS

- **Building massing may consist of office, retail, mixed-use, low-rise and mid-rise buildings depending on use and need**
- **Implementation of tripartite architecture; buildings shall be divided horizontally into three parts: base, body and top**
- **Large wall surfaces that face a public street shall be interrupted with doors, windows, porches, colonnades, recesses, structural elements and building details**
- **Provide a variety in building heights while integrating simple roof lines and planes**
- **Step buildings to address slope and view sheds**
- **Organize windows and doors to add interest and provide human scale**
- **Avoid large, single floor planes**
- **For mixed-use buildings that face a public street, the ground floor of the building façade should have a portion of its length contain covered walkways, open colonnades, trellis or similar shade devices, awnings, covered entrances, arcades or windows**



2.3 Building Articulation

Building facades, with their shapes, materials, colors, openings, textures and details, determine the architectural character of a building. Materials must be applied to the building façade in an ordered manner, and may only change on a given facade at a horizontal break.

DESIGN STANDARDS

- **Walls should show articulated base courses and cornices**
- **Buildings should have horizontal or vertical banding above the first story**
- **Elements such as pilasters, cornices, string courses, window sills, lintel and rustication should be encouraged**
- **Primary entries at grade should be set back from the main façade and changes in plane such as offsets, reveals and ribs**
- **All buildings shall be designed and constructed in tripartite architecture to express a base, body and top**
- **The base and tops of buildings must vary in material; the heavier material shall be used at ground level**
- **All facades should include articulated ground-floor levels, minimum overhangs at eaves, enhanced cornices, limited material changes and incorporated architectural elements**



2.4 Windows

The design of windows shall be compatible with the expression of building scale and articulation

DESIGN STANDARDS

- All windows shall be recessed to delineate opening, create a shadow line, and create the appearance of a thick wall
- Windows shall conform to architectural style and tripartite construction in size, shape and frequency
- Utilize low E glazing in neutral tints; no colored glass except 10% accents
- Glazing must be in compliance with approved City Energy Code
- No sunscreens or reflective films shall be permitted
- No accent colored mullions and no ferrous (iron, steel, other rustable metals) frames
- Utilize metal sunscreen awnings for heat and light control
- Between 60% and 80% of the ground floor facade shall be windows; this includes a watercourse of at least 18" if facing a public street with pedestrian traffic
- Windows shall be generally vertical in proportion



2.5 Materials & Colors

All new buildings must use exterior materials that incorporate or relate to the natural materials of traditional buildings. It is intention of this section to specify a palette of material and a finish range for all construction.

DESIGN STANDARDS

- **First floor of all buildings will be 75-100% Primary Material**
- **On levels above the first floor up to 25% of a Accent Material may be used; a Primary Material must be used on all building edges and window surrounds**
- **Manufactured stone or faux veneers are discouraged from the first floor but may be submitted as a design alternative above the first floor as approved by the City Manager or his designee**
- **Limit the number of architectural elements to create a uniform building envelope, create interest with fenestration and lines, rather than an excessive amount of material variety**
- **Color selections shall be compatible and within the same range of shades and tints**
- **Only durable materials such as brick, stone or cast stone shall be allowed on the first level and shall be referred to as Primary Materials**

Primary Materials

- Cast Stone
- Natural Stone
- Brick

Accent Materials

- Wood
- Glass Block
- Architectural Metal
- Textured or Patterned Concrete

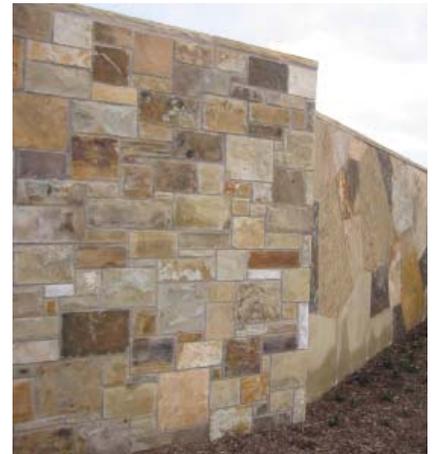
- Tile
- Granite
- Marble
- All Primary Materials (other than material used to achieve the min. 75%)

2.6 Site Walls & Retaining Walls

Site feature walls and retaining walls shall compliment adjacent architecture but shall have a continuous and similar look to help create a unified appearance throughout the district. Use of high quality, durable materials ensures the longevity and aesthetic of the features.

DESIGN STANDARDS

- **All walls will be Oklahoma Multi-color Flagstone, or as approved by the City Manager or his designee, with deep raked joints**
- **Mortar joints shall not exceed 1/2" and color should match stone**
- **All top cap stones shall have a 1 1/2" reveal to create shadow lines**



Part 3: Streetscape Design

Streets provide the structure which supports the community; they provide connectivity between people and destinations. The streetscape is the common unifying element for the entire district. These standards are time tested and proven with traditional elements to create a safe, active pedestrian experience.

3.1 Street Planting

Landscaping along streets plays a major role in creating a community image and environment. This includes establishing an identity at entry points, creating visual continuity along the parkways and medians of roadways and enhancing the image of individual development sites.

DESIGN STANDARDS

- **Provide a 21' street edge between the back of curb and the building facade**
- **Provide (1) 3" caliper shade tree every 35' of street frontage between the curb and the sidewalk**
- **Provide (1) 3" caliper shade tree and (3) 2" caliper ornamental trees for every 30' of internal drive**
- **Provide tree grates and tree wells where trees and walks are integrated, and such combinations are encouraged**
- **Street trees along Raiford Road shall be Urbanite Ash along the parkway and Shumard Oak in the median, installed per City Standard**
- **Refer to Raiford Road Typical Section on page 17 & 18**



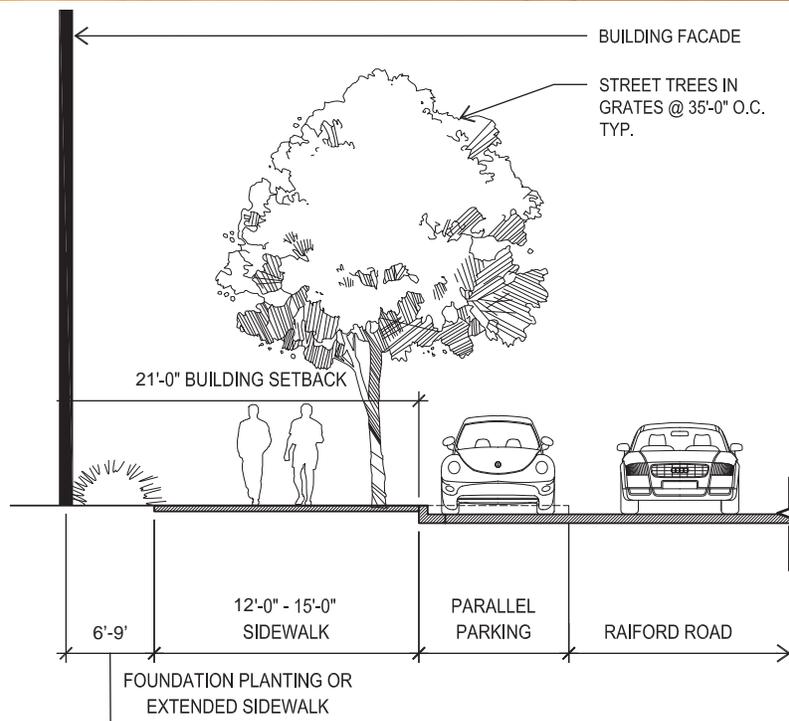
3.2 Sidewalks

Sidewalks allow pedestrian circulation along roadways; they enhance the streetscape by activating the street scene for the pedestrian while maintaining a safe separation from vehicular traffic.

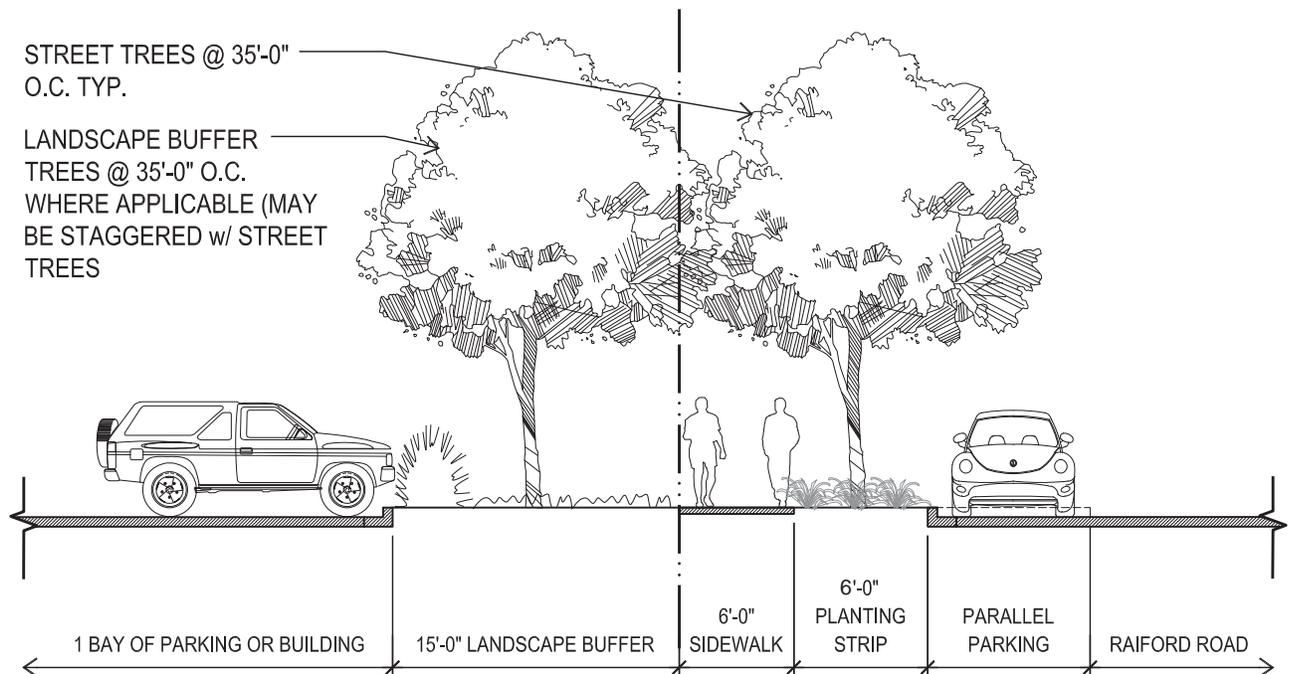
DESIGN STANDARDS

- Provide 9'-15' concrete sidewalk on both sides of street within mixed use, retail and commercial areas with significant pedestrian use
- Sidewalks shall be broom-finished concrete; alternate materials may be used upon approval
- Sidewalk jointing shall align with tree pits and adjacent pavement in simple, logical manner where applicable

OPTION 1



OPTION 2



3.3 Crosswalks

Crosswalks allow pedestrian traffic to intersect with vehicular traffic in a safe and efficient manner and shall be located at all intersections within the district.

DESIGN STANDARDS

- **Crosswalks shall be provided at every road intersection**
- **Crosswalks and ramps shall comply with Federal and local ADA requirements**
- **Crosswalks shall be constructed of brick, stone or concrete pavers and shall contrast with adjacent paving; brick type will standard size (3 5/8" x 2 1/4" x 7 5/8"), dark or earth toned, mortar to match, running bond or approved alternate pattern**
- **Crosswalks shall be clearly recognizable and easy to locate for both pedestrian and vehicular traffic**
- **Crosswalks shall be aligned to provide clear and direct routes perpendicular to streets as shown below**
- **Refer to Raiford Road Typical Street Section on page 17 & 18**



3.4 Streetscape Furnishings

Street furnishings provide pedestrian users with seating and trash receptacles and bring the street environment down to a human scale. It adds character to the scene while activating the environment.

DESIGN STANDARDS

- Refer to Raiford Road Streetscape Plan for typical layout
- Provide two benches and one trash receptacle for every 150' of street frontage
- Provide one bike rack for every 150' of street frontage; bike racks may shall be located in groups of 3 or 5
- Seating areas shall be adjacent to sidewalks and provide ADA access
- All furnishings shall be of the same style, form and color
- All furnishings shall be Landscape Forms and specified at follows:
 - Bike Rack - Bola, silver or titanium color, direct embed mount
 - Benches - Austin Family, silver or titanium color, with or without back
 - Trash/Recycling Receptacles - Austin Family, silver or titanium color, embed mount
 - Tree Grates - Square Ironsmith Camelia, black powder coat
- City Manager or his designee may approve alternate furniture selections

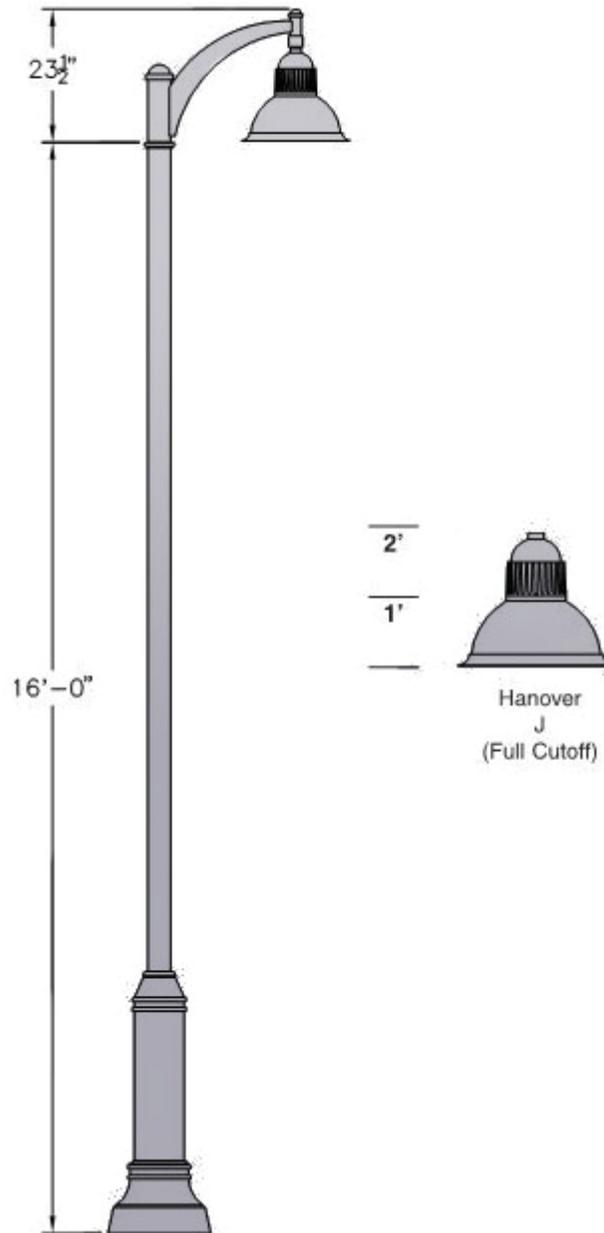


3.5 Streetscape Lighting

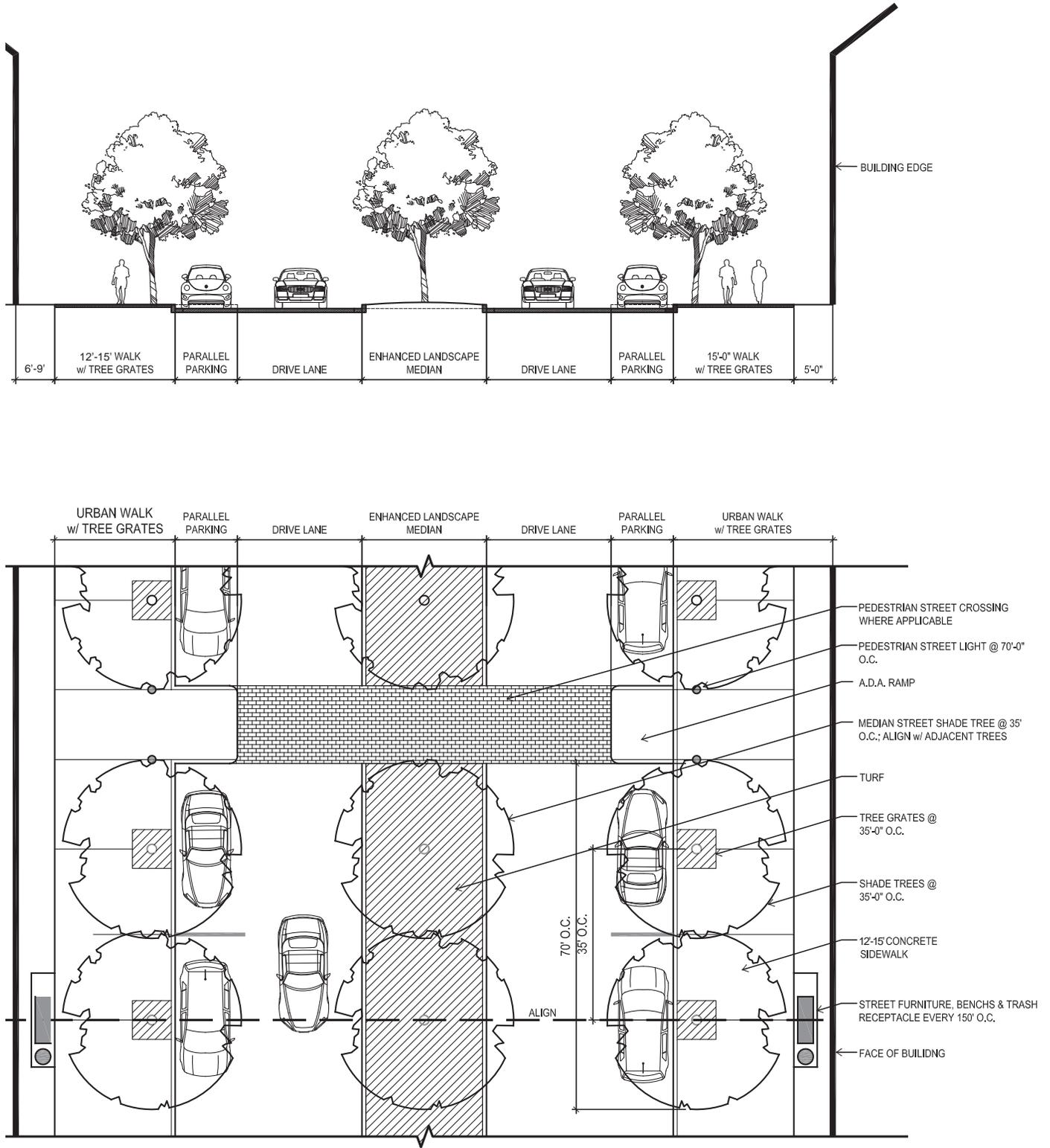
Street lighting provides safety and security along roadways. Additional pedestrian lighting brings the lights to a human scale and provides additional safety, security and character to the street scene.

DESIGN STANDARDS

- Provide 18' height pedestrian street lights at 60' o.c. staggered between street trees
- Lights shall be placed adjacent to sidewalks between curb and walk
- Lights shall be Oncor provided Hanover fixture with Philadelphia poles and silver or grey finish



3.6 Raiford Road Typical Street Section - Option 1



3.6 Raiford Road Typical Street Section - Option 2

