



Building Design Standards

Introduction

The City of Guthrie Building Design Standards is a policy document and an implementation tool developed to provide design guidance for private and public projects undertaken in the City. The ultimate goal for this document is to promote the improved aesthetic and functional quality of the community as a whole. The document applies to all areas of the City and supports the implementation of community-wide goals which are outlined in the City of Guthrie's Comprehensive Plan.

The purpose of these standards is to ensure that the function, quality, and appearance of proposed structures are compatible when considered in the context of the surrounding area, and the total architectural theme of the City of Guthrie. How the architecture relates to other site design considerations and elements will be considered as part of design review. Building character is extremely important in areas developed with a distinct architectural character, or for areas of established or redeveloping uses.

Commercial Building Appearance Standards

1. Buildings shall be designed in an attractive and interesting manner to define the image of the community.
2. Consistent architectural design, including building materials and colors, shall be carried throughout the development area. Designs must provide visual interest and variety, yet be consistent with the architectural character of the city.
3. Buildings must relate in scale and proportion to other buildings in the area. However, buildings of different size can be made architecturally compatible through skillful design and careful orientation.
4. All sides of the building must be equally attractive. Architectural details such as texture, pattern, color, and building form used on the front

façade shall be incorporated on all visible building facades. However, such requirements shall not apply to any façade(s) facing service courts or other areas generally not visible to the public.

5. Building massing shall be varied to create a logical hierarchy of building forms; to break up long expanses of façade; to create shade and shadow; and to create "human scale."
6. Human scale must be created by building massing form, as well as the use of architectural elements such as colonnades, canopies, walkways, street-level display windows, lighting, and a variety of building materials. Human scale shall be further reinforced by site design features around the building exterior.
7. Building materials must be similar to the materials of structures in the City of Guthrie, i.e., stone, brick, wood (or wood-simulated) siding. However, dissimilar materials (such as stucco or EFIS) may be permitted when incorporating other traditional materials or characteristics such as scale, form, architectural detailing and color to make the building compatible with the area. Metal exterior materials cannot exceed 60% and the design must be balanced and aesthetically pleasing. All metal exterior buildings are allowed only in Industrial Zones.
8. Individual "corporate image" architectural design elements, colors and signs shall be incorporated only as secondary elements to the development and not as the dominant element. Such elements must be consistent and blend with the larger development area.
9. Foundation planters and trees shall be incorporated around the building exterior to soften the building appearance and to create a place of relief from the summer sun.
10. Service areas, mechanical areas and trash containers shall be designed as an architectural feature of the building and entirely screened from view.
11. All commercial structures must have a minimum 48" sidewalk, plus curbs and gutters; intersections and driveway approaches must be ADA compliant.
12. Additional guidelines shall be established through corridor plans and plan reviews.

Residential Neighborhood Appearance Standards

1. Residential structures shall be designed in an attractive manner to compliment the surrounding neighborhood, in size and character.
2. All new residential structures must have a minimum 48" sidewalk for both interior and exterior lots, plus curbs and gutters. All intersections and driveway approaches must be ADA compliant. Curbs, gutters and sidewalks must be installed in infill housing parcels if neighboring parcels have curbs and gutters. Exceptions could include lots of one acre or more and small patio-style developments.
3. Garages: All residences shall have fully enclosed garage space for two vehicles. The garage doors must be recessed from the front plane of primary façade, and if possible, not be visible from the street. (If site constraints or overall building design cannot accommodate garage space for two vehicles, an appeal must be made through the Planning Commission.)
4. Roofs: no shake or corrugated metal roofs are permitted. All gutters, downspouts, and roof-top vents shall be treated with a color similar to the exterior materials. Gutters shall be visually unobtrusive.
5. Exterior walls: building materials must be similar to the materials of structures in the City, i.e., stone, brick, wood (or wood-simulated) siding. (Materials such as aluminum siding, as well as synthetic stucco {EIFS products} are not historic cladding materials and shall not be used. However cement board materials such as Hardiboard may be substituted for wood siding.)
6. Landscape: Each residence should have a minimum of one tree, of two-inch caliper, in the front yard, (except for patio-style homes where front yard dimensions will not accommodate trees), and appropriate lawn, ground cover and shrubs.
7. Fence: No wire, chain link, or solid metal fence shall be allowed in the residential zoning areas. Typical fencing material could include masonry, vinyl (PVC), brick or wood.
8. Color: The use of colors that are compatible with the surrounding area is highly encouraged. Color determination shall be based on historic

schemes appropriate for the style of the building. Reference materials are available from the Guthrie Planning Department.

9. Home Additions: New work must be compatible in massing, size, scale, and architectural features to protect the historic integrity of the property. The new design shall not use the same wall plane, roof line or cornice line of the existing structure.
10. Decks, Skylights & Screening:
 - a. Elevated wooden decks located at the rear of the structure shall be screened from street view with fencing and/or plants and shrubs when visible. Traditional wide front porches are encouraged.
 - b. Skylights shall not be visible from the street.
 - c. HVAC units, solar panels, satellite dishes and other similar appurtenances shall be located where they are not readily visible from the street. Electrical and gas meters and other mechanical equipment must be located on the side or rear façade. If visible, they must be screened with shrubbery or fencing.
11. Outbuildings: accessory buildings must be of similar color to the main residence, and the material must complement the main residence. Placement of all outbuildings, regardless of size, must be to the rear of the front façade of the residence.
12. Additional guidelines shall be established through corridor plans and plan reviews.