

ATTACHMENT A

LIST OF DESIGN PRINCIPLES & DESIGN GUIDELINES City of Pasadena July 2006

CITY-WIDE POLICIES AND GENERAL PRINCIPLES FOR DESIGN REVIEW

Municipal Code

Purposes of Design Review (*Ch. 17.61 & Ch. 2.80*)

General Plan

Urban Design Goals and Policies

City-wide Design Principles: Land-use Element of the General Plan

- Design Principles
- Guiding Principles
- Fundamental Design Qualities
- Pasadena Design Qualities
- *City-wide Design Criteria*

DESIGN GUIDELINES

HISTORIC PRESERVATION

- **Secretary of the Interior's Standards for Rehabilitation**
- **Design Guidelines for Residential Historic Districts** (*based on the Secretary's Standards and adopted by the Council for use in all landmark and historic districts*)

PARKS (with plans)

- Central Park
- Lower Arroyo Seco
- Memorial Park
- Arroyo Seco
- Washington Park

SIGNS

- **Design Guidelines for Signs and Awnings** (city-wide)

MULTI-UNIT RESIDENTIAL PROJECTS

- **RM Development Standards** (City of Gardens projects). *The zoning code has architectural and landscaping standards for multi-unit residential projects.*

STREETSCAPE DESIGN PLANS

- **E. Washington Boulevard**
- **Lincoln Avenue**
- **Streetscapes and Alley Walkways Plan for Old Pasadena**
- **Streetscapes, Walkways, and Alleyways Plan for Pasadena Playhouse District**

REDEVELOPMENT PROJECT AREAS

- Downtown
- Old Pasadena
- Fair Oaks
- Lincoln Avenue
- Lake/Washington/Villa-Parke
- Orange Grove
- San Gabriel

MASTER DEVELOPMENT PLANS (with design guidelines)

- Caltech

SPECIFIC PLANS

Central District

- *Private Realm*
- *Public Realm*
- *Site Planning*
- *Community Character*
- *Building Design*
- *Street Environment*
- *Urban Residential*
- *Old Pasadena*
- *Playhouse*
- *Lake Avenue*
- *Civic Center*

East Colorado

- *Community Character*
- *Street Environment*
- *Site Planning and Design*
- *Building Design*

East Pasadena

- Public
- *Urban Design Framework*
- *Streetscape Improvements*
- *Public/Private Parks, Plazas, Parking*
- Transit Station
- *The Stuart*
- Private
- *Building Architecture, Massing, Height*
- *Pedestrian Interest*
- *Site Planning & Design*
- *Access & Circulation*

- *Fences & Walls*
- *Parking*
- *Landscaping*
- *Signs*
- *Color Palette*
- *Rehabilitation*

Fair Oaks/Orange Grove

- Urban Design Principles
- Public
 - Street Trees
 - Street Lighting
 - Street Furniture
 - Crosswalks
 - Gateways
 - Public Art
 - Graphics
- Private
 - Architectural Character
 - Pedestrian Interest
 - Exterior Lighting
 - Walls & Fences
 - Signage
 - Windows & Awnings
 - Landscaping
 - Security Grills

a. North Lake

- Building Design
- Site Planning
- Entrance Design
- Parking
- Walls
- Windows
- Pedestrian Interest
- Building Materials
- Signage
- Yard Requirements
- Height
- Lighting
- Color
- Landscaping

West Gateway

- *Urban Design*
- *Site Design*
- *Building Design*
- *Accessory Structures, Signs, Lighting*

South Fair Oaks

- Driveways & Access
- Site Layout
- Private Nodes
- Parking & Loading
- Walls
- Architectural Organization & Features
- Primary Building Entry
- Exterior Building Systems

Other Guidelines:

WINDOWS

- Guidelines for Windows in Multi-unit Residential Projects.

UNREINFORCED MASONRY BUILDINGS

- Guidelines for the Retrofit of Unreinforced Masonry Buildings (seldom used because of the City's URM abatement program)

WIRELESS & ROOFTOP EQUIPMENT

- Design Guidelines for Wireless Telecommunications Antenna Facilities (design review in the current zoning code is conducted with the use permit)

SIDEWALK DINING

- Design Standards for Sidewalk Dining

SERVICE STATION / AUTO WASHING

- Service Station & Auto Washing Facility Design Guidelines

NEW CONSTRUCTION PROJECTS WITHOUT SPECIFIC DESIGN GUIDELINES

New non-residential construction in areas outside specific plans (only applicable guidelines are the City-wide Design Principles).

New multi-unit residential construction (only limited design standards in zoning code; otherwise use the City-wide Design Principles).