



BIXBY DOWNTOWN DESIGN OVERLAY STANDARDS

BIXBY, OKLAHOMA





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1.0 GENERAL PROVISIONS

1.1 Title

This document is the “Downtown Design Overlay Standards,” and is referred to or cited throughout this document as “Code, Standards, or the “Downtown Design Overlay Standards.”

1.2 Location

A. These Standards provide the means to guide implementation of the citizen-endorsed Downtown Master Plan and to support the goals of the Bixby 2030 Comprehensive Plan, particularly for areas designated as mixed-use and medium density residential. These standards were created for property within the Downtown as defined by the Boundary Map.

1.3 Purpose

A. These Standards were developed for the purpose of promoting the redevelopment and expansion of existing businesses in the downtown shopping district, to encourage and attract a variety of new retail, service, and higher density residential uses, and to create an area to provide residential, commercial, and public attractions of educational, scientific, and cultural significance.

B. These Standards help to foster predictable results and a high-quality public realm by prescribing the physical form of buildings and other elements and addressing the relationship between building facades and the public realm, the form and mass of buildings in relation to one another and the scale and types of streets and blocks.

1.4 Intent

A. These Standards are intended to balance conservation and development by:

1. Providing standards for compatible transitions of use, building scale and height between existing and new development.

2. Guiding reinvestment in established neighborhoods that builds upon and reinforces their unique characteristics.

3. Promoting preservation and protection of historic resources.

B. These Standards are intended to achieve design excellence in the built environment by:

1. Facilitating residential and mixed-use development that is visually interesting, pedestrian friendly, and of a quality that benefits the Downtown experience and its design character.

2. Providing building and site design standards that address the public aspects of private development and how building form, placement, and uses contribute to the quality of the public realm.

3. Providing parking and access standards that appropriately balance pedestrian and vehicular needs and result in safe pedestrian environments of the highest quality.

4. Promoting innovative landscape and building design that advance the function and beauty of Bixby.

C. These Standards are intended to guide Bixby's prosperous and sustainable future by:

1. Providing clear regulations and processes that result in predictable, efficient, and coordinated review processes.

2. Promoting sustainable building and site design practices.

3. Promoting diverse housing options.

4. Providing standards for interconnected streets and development patterns that support all modes of travel (walking, bicycling, public transit, driving).

1.0 GENERAL PROVISIONS

1.5 Applicability

A. Territorial Application

1. These Standards apply to all property as shown in Section 2.1 Districts Established and the City of Bixby's Official Zoning Map.
2. For properties within the downtown that fall outside the District Boundaries of this document should refer to the City's Downtown Development Guidelines manual.

B. Conflicting Provisions

1. Where the Zoning Ordinance conflicts with standards set out in the Bixby Downtown Standards, the Bixby Downtown Standards controls.
2. Illustrations, photographs and graphics are included in these standards to illustrate the intent and requirement of the text. In the case of a conflict between the text of these standards and any Illustrations, photographs and graphics, the text governs.

1.6 Transitional Provisions

A. New Development

1. Except as provided in Sec 1.6.C below, upon effective date of the Downtown Design Overlay Standards or any subsequent amendment, any new building, additions, or other structure or any use of land must be constructed or developed in accordance with all applicable provisions of the Downtown Design Overlay Standards.

B. Facade Rehabilitation

1. Any facade alteration which involves a change in location or dimension of windows or doors, or the replacement of any facade material. Facade rehabilitation does not include routine repairs or maintenance, or replacement-in-kind of less than 25% of any existing facade material in any given year. Phased construction to avoid compliance with this standard or breaking up construction such that the 25% threshold is avoided shall be prohibited.

C. Existing Development

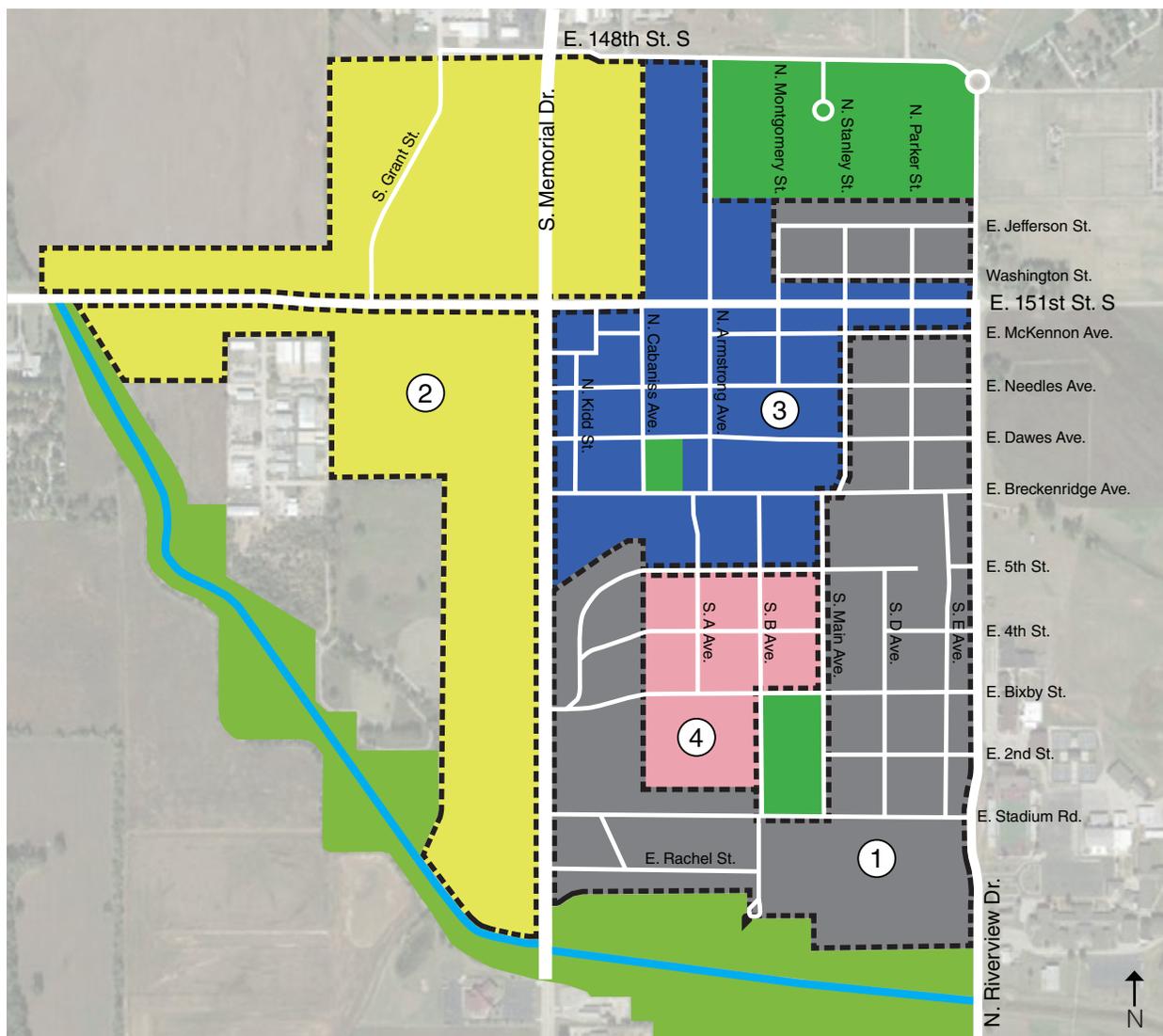
1. Any existing use, lot, building or other structure legally established prior to the effective date of the Downtown District Design Overlay Standards that does not comply with any provisions of these specific regulations is a legal non-conformity.

D. Previously Issued Permits & Pending Applications

1. Previously issued permits and pending applications will be processed in accordance with and decided pursuant to the law existing on the date the application was filed.

2.0 DISTRICTS

2.1 Districts Established

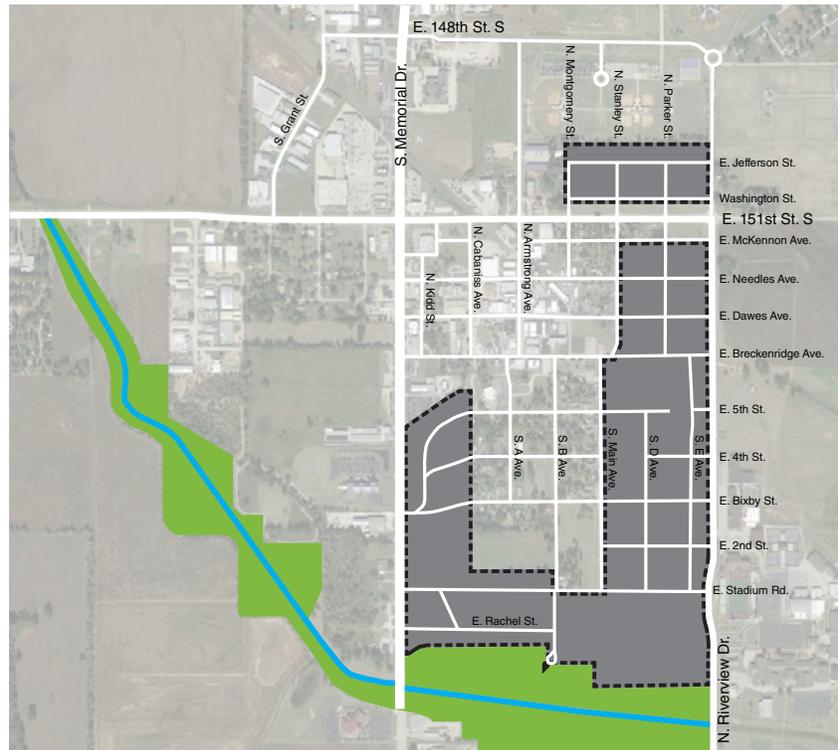


The Bixby Downtown Design Overlay Standards are divided into four (4) distinct districts, each of which has unique objectives for new development and substantial renovations to existing properties. The area boundaries are based on several factors, including:

- Existing building forms and scale
- Existing architectural characteristics
- Comprehensive Plan objectives
- Downtown Plan objectives
- Consistency with the Downtown Development Guidelines

2.0 DISTRICTS

2.2 District Descriptions



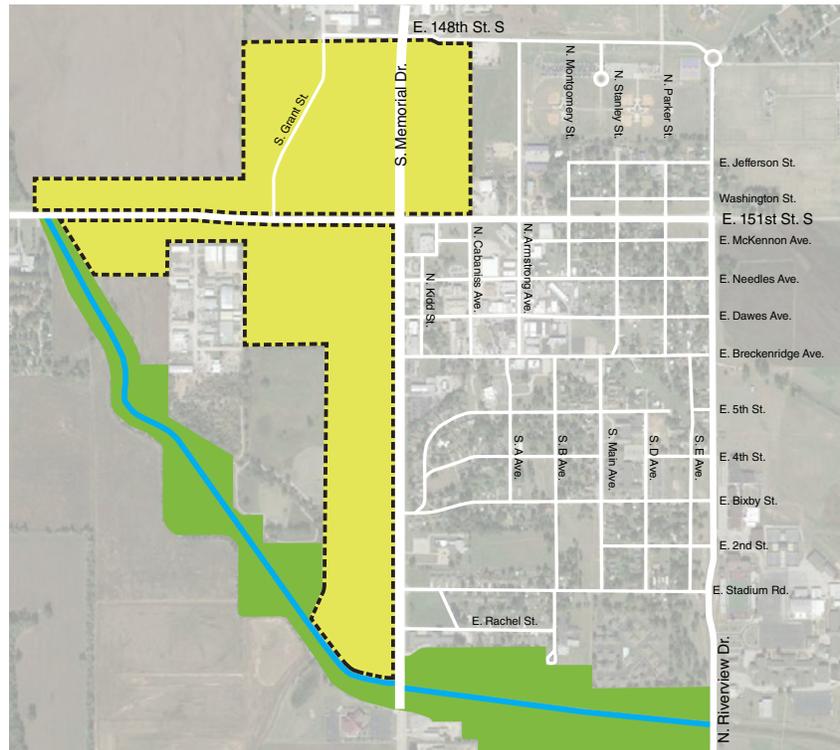
District 1

District 1 is intended to provide a transition in residential scale and character as development moves from the Central Business District east toward Bixby Public School property. Much of the district is currently zoned residential and has developed as traditional single-family neighborhoods that exhibit a variety of building forms, including single family homes, two-family properties, and small scale multi-family buildings. The district includes two areas that are separated by E. 151st St. The north area is generally bound by Bently Park on the north, N. Riverview Dr. on the east, Washington St. on the south and N. Montgomery St. on the west. The south area of the district surrounds District 4 and is generally bound by E. McKennon Ave. on the north, N. Riverview Dr. on the east, City of Bixby's drainage canal and open space on the south, and S. Memorial Dr. to the west.

District 1 should accommodate variety in architecture and building form, but maintain a medium to low density residential character. Best practices in urban design should be utilized and should support walkable neighborhoods with safety, visibility, and connectivity for students walking to and from school being of prime importance. Over time, the district should become more urban in nature, exhibiting a pattern of street facing entries, shallow front setbacks, and small front building widths. New development should contribute to an engaging streetscape that promotes walkability by building new sidewalks with street trees, orienting buildings toward the street, minimizing the visibility of garage doors, and minimizing vehicular and pedestrian conflicts. New development should incorporate re-use of old alleyways where available.

2.0 DISTRICTS

2.2 District Descriptions



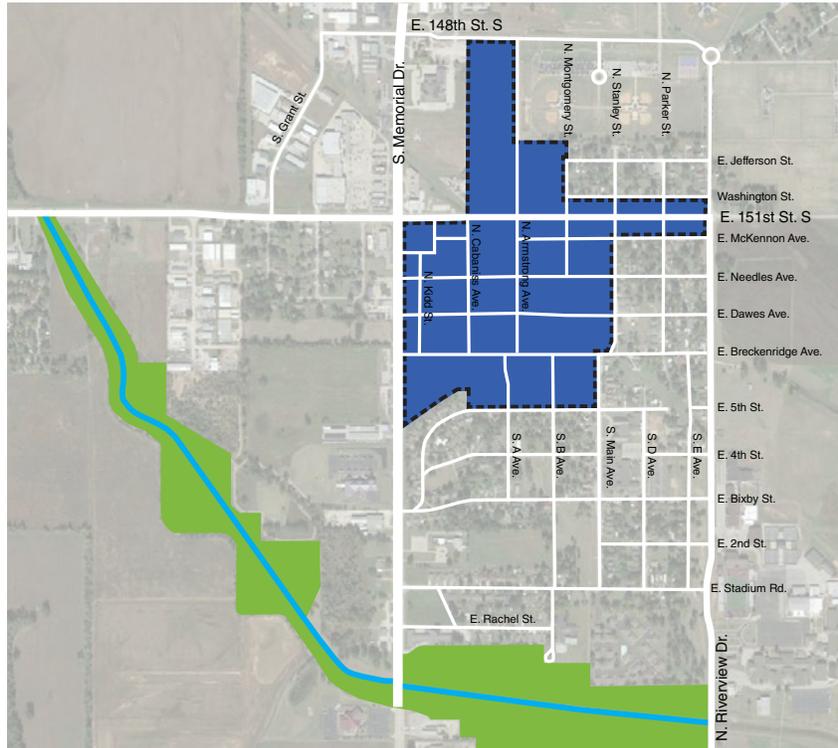
District 2

District 2 occupies the western edge of downtown and is the gateway corridor into the downtown core. Much of the district is currently zoned for general commercial use and has developed as suburban style strip centers, fast food establishments, convenience and gas stations, and big box retail. The district currently serves as the front door to downtown with the majority of vehicular traffic coming from the north and the west into the downtown area, therefore, the character of the district should begin to introduce the downtown aesthetic and density to visitors. District 2 is generally bound by E. 148th St. to the north, the City of Bixby drainage canal to the south and flanks the frontage properties on either side of S. Memorial Dr. (US HWY 64) and E. 151st St (State HWY 67).

District 2 is currently automobile oriented with continued heavy vehicular traffic expected. With this type of development, comes a large demand for convenient and abundant parking that serve the auto oriented businesses in the area. As the district redevelops, new development should take on a more mixed-use urban form. Parking lots should be placed behind street frontage buildings where possible. If front loaded parking lots are utilized they should be limited in depth and size and designed as walkable streetscape that utilize on-street parking configurations. In order to create pedestrian friendly and attractive redevelopment, intensive landscaping and tree planting should be utilized in order to minimize the visual impact and reduce the heat island effect of large surface parking lots. Buildings that front S. Memorial Dr. and E151st Street should be built closer to the street, provide a higher degree of fenestration, glazing, transparent glass, and provide pedestrian oriented sidewalks with amenity space for outdoor dining, patios, or attractive landscaping. Big box retail should be located behind or distanced from the major corridors frontages.

2.0 DISTRICTS

2.2 District Descriptions



District 3

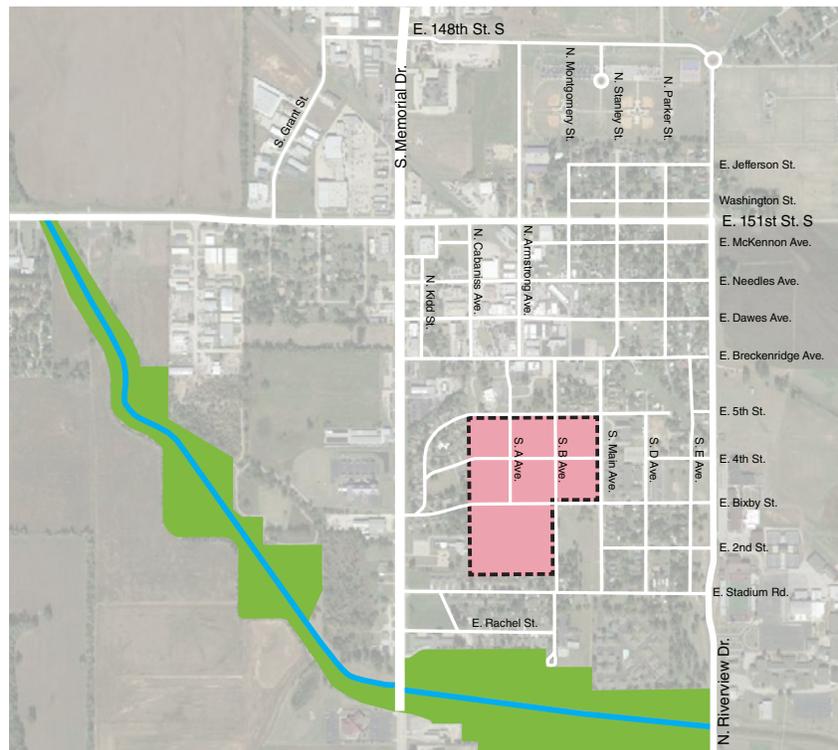
District 3 is truly the core of downtown Bixby. It is generally bound by E. 148th St. on the north, N. Riverview Dr. on the east, 5th st. on the south, and S. Memorial Dr. on the west. The heart of the downtown district is centered around Charley Young Event Park located on the southeast corner of the W. Dawes Ave. and N. Cabaniss Ave. intersection. The park serves as the living room for the community and hosts a wide variety of weekly and annual community events. The downtown area exhibits a wide variety of building forms, architectural characteristics, and land uses. The historic core was developed in the traditional American downtown appeal with small blocks, on-street parking, and buildings that orient toward the street and provide shop fronts along the sidewalk. This approach to redevelopment and new buildings should continue in the future.

As redevelopment occurs, the District should accommodate a variety of densities, intensities, and a vibrant mix of land uses. New construction should establish active pedestrian street edges by incorporating uses along the ground floor and by providing high degrees of transparent storefronts. Architectural detailing and the use of awnings and street trees at the ground floor will enhance the pedestrian experience. Buildings forms within District 3 should include residential flats and townhouses, office, restaurant, entertainment, and commercial/retail space. A mix of these forms at multiple stories and utilized in either a vertical or horizontal configuration is appropriate and encouraged.

Parking is a vital component to any community and needs to be addressed carefully as the community begins to grow. District 3 is the most urban of all the districts and puts a greater importance on the pedestrian realm first and the automobile second. On-street parking will be provided and surface parking will be located behind buildings or internal to the block, and should make use of existing alleyway networks within the downtown. If parking garages are developed, they should be located internal to the block or utilized a combination of exterior architectural treatments and heavy landscaping to minimize their prominence along the street edge.

2.0 DISTRICTS

2.2 District Descriptions



District 4

District 4 is a mix of residential and multi-family zoning and has developed with a mix of single-family housing, a small amount of neighborhood serving businesses, and a great deal of vacant parcels. The City of Bixby owns several lots within the district that have been utilized for flooding and drainage improvements within the area. The district is generally bound by E. 5th St. on the north, S. Main Street on the east, E. Stadium Drive on the south, and mid-block on W. 4th Street to the west.

District 4 and District 1 are very similar in the way future planned development and redevelopment should occur with the major distinction being that District 4 already has existing neighborhood businesses, multi-family zoning, and several vacant parcels thus allowing it to accommodate all the same types of low to medium density residential development but with the opportunity to add additional small scale mixed-use neighborhood serving commercial and retail services in the future.

3.0 BUILDING FORMS

3.1 Allowable Building Forms by District

The nine (9) building forms permitted on properties in the Downtown Design Overlay Standards appear in the column headers in Table 3.0 below. The building forms are intended to accommodate a variety of residential, office, entertainment, and commercial uses at varying intensities that fit appropriately within the four areas of the Overlay District, which appear as the rows in Table 3.1 below.

Table 3.1: Allowable Building Forms

	Single-Family	*Accessory Dwelling Unit (ADU)	Two-Family	4-Plex/Mansion House	Cottage Court	Rowhouse/Townhouse	Flats	Mixed-Use A	Mixed-Use B
District 1	P	P	P	--	P	P	--	--	--
District 2	--	--	--	--	--	--	P	--	P
District 3	--	--	--	P	--	P	P	--	P
District 4	P	P	P	P	P	P	--	P	--

Key: P = Building form permitted -- = Building form not permitted

* Accessory Dwelling Units do not have specialized design standards unless otherwise noted. They are subject to the design standards in the areas in which they are permitted.

4.0 STANDARDS FOR ALL DISTRICTS

4.1 Lot Standards

4.1 Lot

A. Definition

1. A parcel of land either vacant or occupied intended as a unit for the purpose, whether immediate, for the future, of transfer of ownership, or possession, or for development.

B. Intent

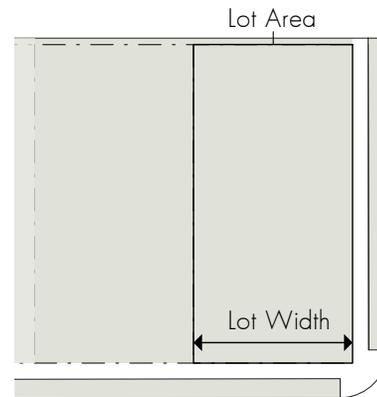
1. Standards in the "Lot Parameters" category are intended to ensure that a site is adequately sized and dimensioned to accommodate a particular building form that is consistent with the intent of the Downtown Design Overlay Standards in which is located. Lot dimensions help ensure that a project with multiple units or buildings on one lot don't look overly dense in relation to established residential properties nearby.

C. Lot Area

1. Lot Area is the area included within the rear, side, and front lot lines. Lot area does not include existing or proposed right-of-way, whether dedicated or not dedicated to public use.

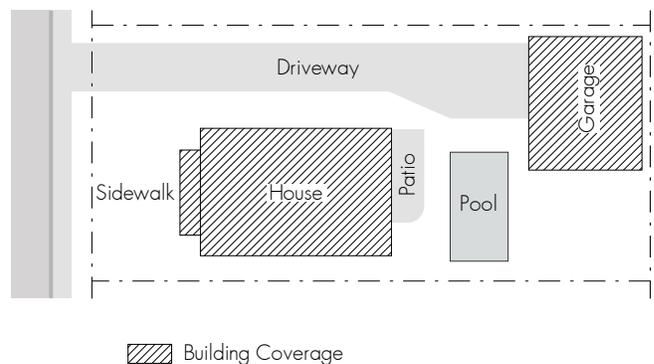
D. Lot Width

1. Lot width establishes the minimum width between the two side lot lines measured parallel to the primary street property line along a straight line or along the chord of the property line on a curvilinear lot.



E. Building Coverage

1. The maximum area of the lot that is permitted to be covered by buildings, including both principal structures, structured parking and roofed accessory structures, including gazebos. Lot coverage ensures that a minimum amount of undeveloped or open space is retained on a parcel to encourage retaining yard area proportions consistent with other properties in the district, particularly those of a residential character.
2. For covered porches and patios, the entire area under the roof is calculated as building coverage.
3. Building coverage does not include paved areas such as driveways, uncovered porches or patios, decks, swimming pools, porte cochete, or roof overhangs of two feet or less. Surface parking is not considered part of building coverage.



4.0 STANDARDS FOR ALL DISTRICTS

4.2 Site Design Standards

4.2 Site Design

A. Intent

1. Standards in the "Site Design" category are intended to ensure that building arrangement, access, and relationship between various elements on a site have a positive impact on the property itself, as well as the surrounding development. Site Design standards identify where buildings, parking, parking access, and accessory structures should be located in order to establish a consistent rhythm of building street frontage, minimize the visual impacts of parking and garages, and ensure sufficient light, air, privacy and emergency access are preserved between adjoining properties. Site Design standards promote safe and efficient pedestrian and vehicular circulation and minimize pedestrian/vehicle conflicts.

B. Primary Streets

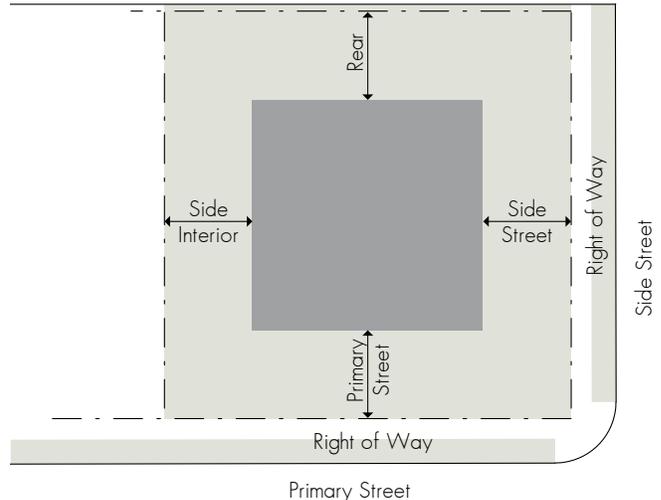
1. Where only one street abuts a lot, that street is considered a primary street.
2. A multiple street frontage lot must designate at least one primary street. The Design Overlay Administrator will determine which streets are primary streets based on the following:
 - a. The pedestrian orientation of the street, existing or proposed.
 - b. The established orientation of the block;
 - c. The street or streets abutting the longest face of the block.
 - d. The street or streets parallel to an alley within the block;
 - e. The street that the lot takes its address from; and

- f. The street with the highest classification or highest traffic counts.

3. A lot can have more than one primary street.

C. Building Setbacks

1. There are generally 4 types of setbacks: primary street, side street, side Interior, and rear. Building setbacks apply to both principal and accessory buildings and structures except where explicitly stated otherwise.



2. Building Setback Measurements

- g. All setbacks are measured at a right angle from the street right-of-way line, easement line, or adjacent property lines.
- h. All buildings and structures must be located at or within the required setbacks except as listed below. No building or structure can extend into a required easement.
 - Building eaves, roof overhangs, gutters, downspouts, light shelves, bay windows, and oriels less than 10 feet wide, cornices,

4.0 STANDARDS FOR ALL DISTRICTS

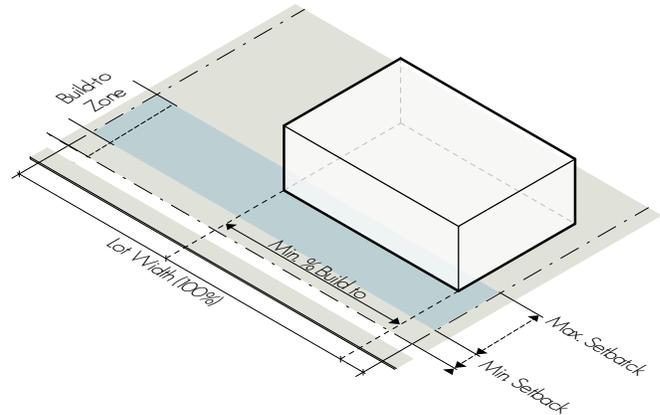
4.2 Site Design Standards

belt courses, sills, buttresses or other similar architectural features may encroach up to 3 feet into a required setback, provided that such extension is at least 2 feet from the vertical plane of any lot line.

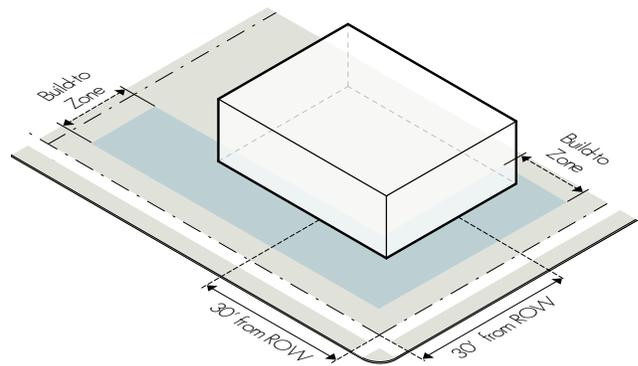
- Chimneys or flues may encroach up to 4 feet, provided that such extension is at least 2 feet from the vertical plane of any lot line.
- Unenclosed patios, decks, balconies, stoops, porches, terraces, or fire escapes may encroach into a side interior or rear setback, provided that such extension is at least 5 feet from the vertical plane of any lot line.
- Handicap ramps may encroach to the extent necessary to perform their proper function.
- Structures below and covered by the ground may encroach into a required setback.

D. Build-to Zone

1. The build-to zone (BTZ) required in the Mixed Use A and B Districts is the area on the lot where a certain percentage of the front building facade must be located.
2. The required build-to percentage specifies the amount of the front building facade that must be located in the build-to zone, measured based on the width of the building divided by the width of the lot.



3. On a corner lot, a building facade must be placed within the build-to zone for the first 30 feet along the street extending from the block corner, measured from the intersection of the two right-of-way lines.



4. With the exception of parking spaces and outdoor storage, all structures and uses (including outdoor dining) allowed on the lot are allowed in the build-to zone. Vehicle drive-thru lanes or facilities are not permitted within the build-to zone.

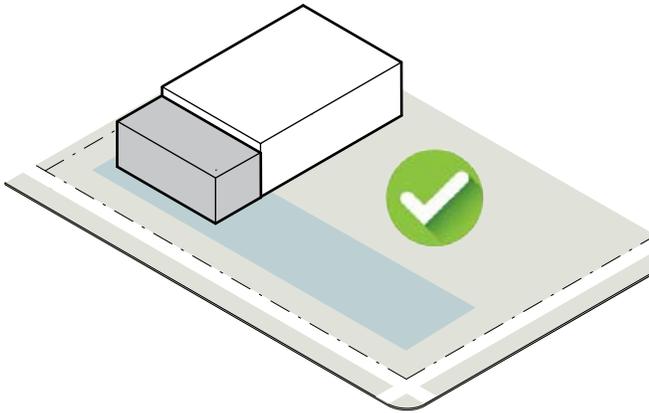
4.0 STANDARDS FOR ALL DISTRICTS

4.2 Site Design Standards

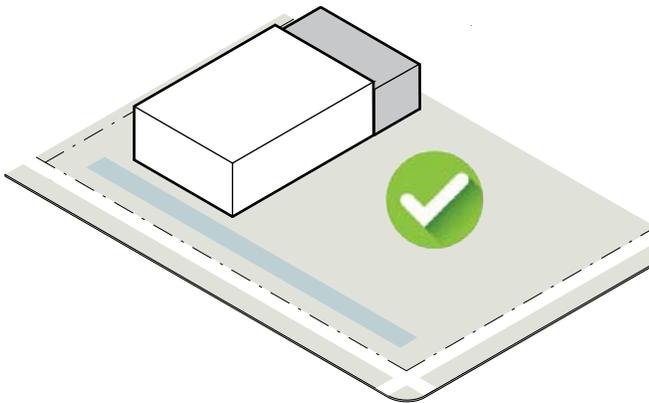
E. Non-Conforming Build-to Zone

1. Expansion of an existing building which is unable to meet the build-to requirement must comply with the following nonconforming provisions:

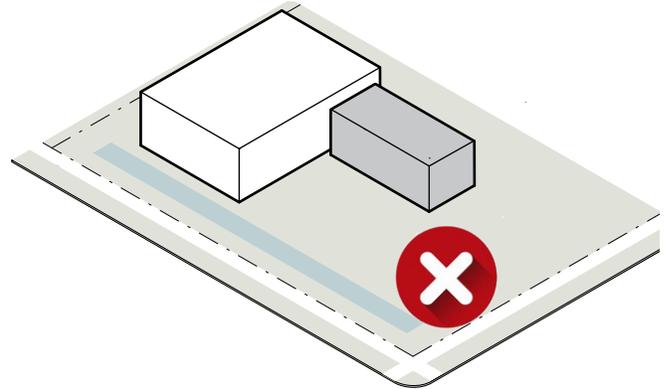
- a. Front Addition: Any addition to the front must be placed in the build-to zone; however the addition does not have to meet the build-to percentage for the lot.



- b. Rear Addition: Rear additions are allowed because the extension does not increase the degree of nonconformity.



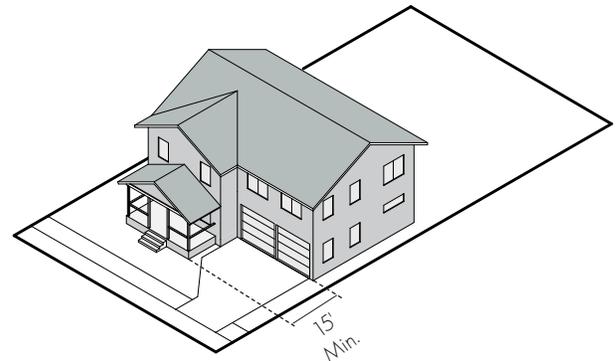
- c. Side Addition: Side additions are not allowed because the extension increases the width of the building not located in the build-to zone.



F. Garage & Carport Location

1. This standard is intended to minimize the visibility and prominence of garages and carports that face and are viewed from the street. Buildings should seek to locate garages behind primary buildings along alleys where feasible so that the primary building is highlighted. Where locating the garage behind the primary building is not feasible, design should minimize the visibility of garage doors.

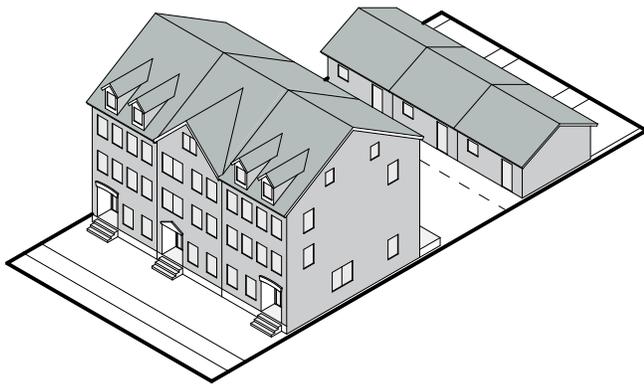
- a. All parking for one-family detached shall be located behind the front building line. Garage doors that face the street must be located a minimum of 15 feet behind the front wall plane of the building.



4.0 STANDARDS FOR ALL DISTRICTS

4.2 Site Design Standards

- b. All parking for one-family attached (Rowhouse/Townhouse) shall be placed entirely to the rear of the primary structure and accessed via a rear driveway or alley. Garage doors must face the rear driveway or alley.

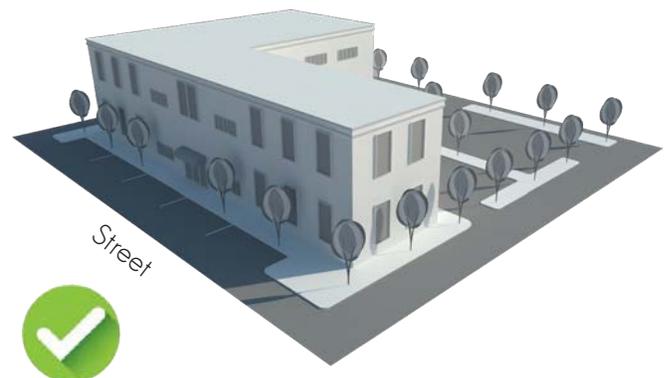
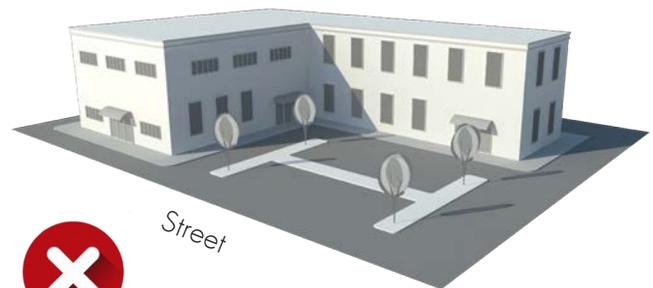


G. Access/Paved Driveway

- 1. This standard is intended to minimize conflict between vehicular and pedestrian traffic by concentrating parking and parking access along alleys and away from streets. It is also intended to limit overly wide pavement areas that are inconsistent with the rhythm of yards and buildings along a block.
 - a. Properties with alleys shall place the garage in a location that does not conflict with sidewalks.
 - b. Where alley access is not possible, driveways that cross a public sidewalk shall be minimized in width in order to decrease conflicts between pedestrians and vehicles.

H. Parking

- 1. This design standard is intended to minimize the visibility of off-street surface parking from the street in order to promote an engaging and attractive streetscape.
 - a. For Mixed-Use A, Mixed-Use B and Flats projects, surface parking shall not be permitted between a building front and the street. Surface parking lots shall be located behind the building. District 2 exceptions are outlined in Section 5.6 & 5.8
 - b. If accommodating all parking behind the building is infeasible, at the discretion of the zoning administrator, the parking may be located to the side of the building and shall meet the parking screening requirements outlined in this code.



4.0 STANDARDS FOR ALL DISTRICTS

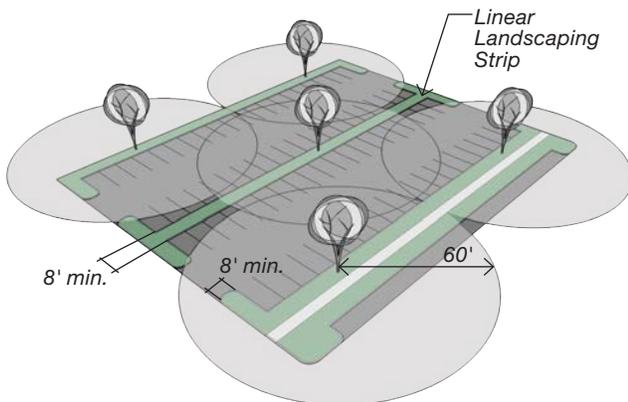
4.2 Site Design Standards

I. Parking Screening

1. Parking lots and driveways that are located adjacent and parallel to a public street shall be screened from the public right-of-way with landscaping, berms, and/or walls up to 3 feet in height.
2. Landscape islands, linear landscaping strips, bio-swales, or rain gardens shall be required in parking lots with 12 or more spaces. All landscape islands and strips shall have at least one tree.



3. Every parking space is required to be not more than 60 feet from a large canopy tree, planted within a median, strip or island, measured from the trunk at planting.



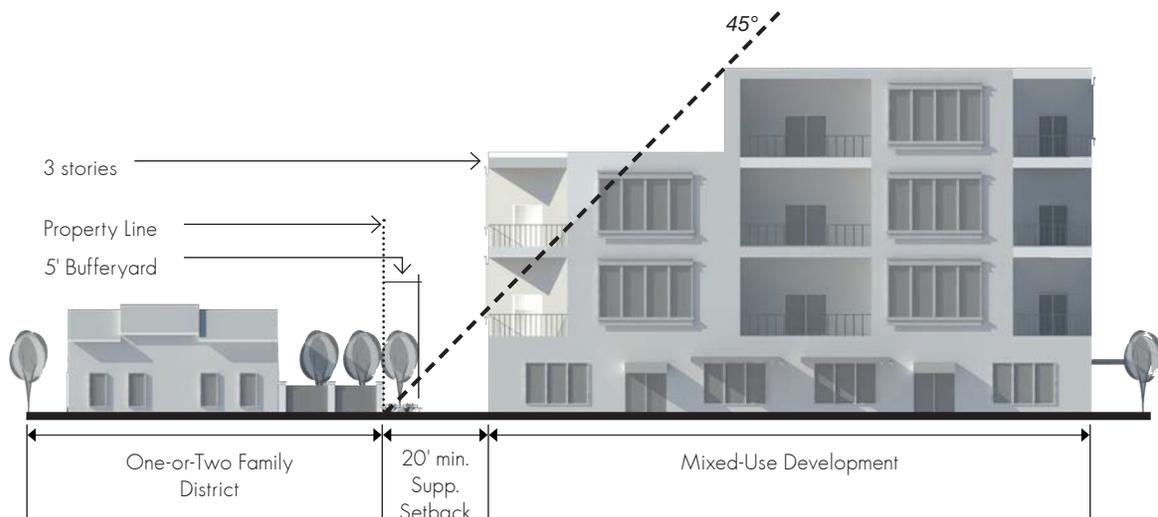
4. Required size of landscape islands and linear landscaping strips containing trees:
 - a. Within parking lots with impervious surfaces such as asphalt or concrete: 130 square feet; 8 feet minimum width.
 - b. Planted in Structural Soil: 64 square feet; 8 feet minimum width. The use of approved structural soil shall be limited to landscape islands and adjacent walkways and parking area necessary for proper tree growth.
 - c. Within parking lots with approved pervious surfaces such as decomposed granite or pavers and for parking areas excluding fire lanes: 16 square feet. Tree trunks should be protected by wheel stops or other physical barriers excluding curbs.
 - d. Linear landscaping strips are encouraged in lieu of landscaping islands where possible.

4.0 STANDARDS FOR ALL DISTRICTS

4.2 Site Design Standards

J. Transitional Height Plane Setback

1. This standard is intended to establish an appropriate transition in height between established residential dwellings and new buildings that are greater than three (3) stories.
 - a. A transitional height plane setback is required when Downtown Design Overlay property is abutting an established one-or two-family zoned property.
 - b. A transitional height plane of 45 degrees shall apply to portions of a building above 3 stories starting from the property line of the one-or-two-family district. Any portion of the building above 3 stories shall be set back so that the building does not encroach the transitional height plane.
 - c. The transitional height plane setback shall not apply to buildings adjacent to one-or-two-family zoned property that serves as public open space, such as parks and drainage ways.



4.0 STANDARDS FOR ALL DISTRICTS

4.3 Building Form Standards

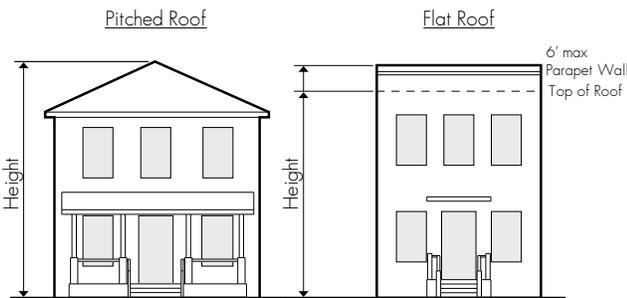
4.3 Building Form

A. Intent

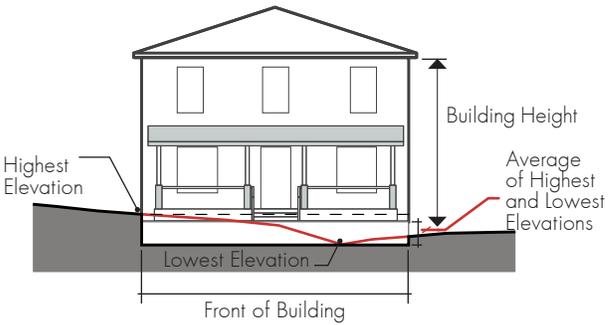
- Standards in the "Building Form" category are intended to ensure that the buildings 3-dimensional volumes fit within the intent of the Downtown Design Overlay districts. Building form standards ensure that a buildings overall mass, height, shape, and proportions are consistent and compatible with neighboring properties.

B. Building Height

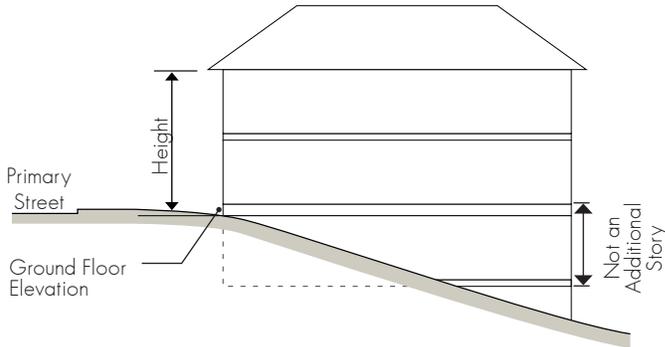
- Building height is regulated in feet and is measured from the average grade to the mean height level between the eaves and ridge of a gable, hip, mansard, or gambrel roof or to the highest point of roof surface of a flat roof, not including a maximum 6-foot high parapet wall.



- Average grade is determined by calculating the average of the highest and lowest elevation along natural or improved grade (whichever is more restrictive) along the front of the building parallel to the primary street setback line.

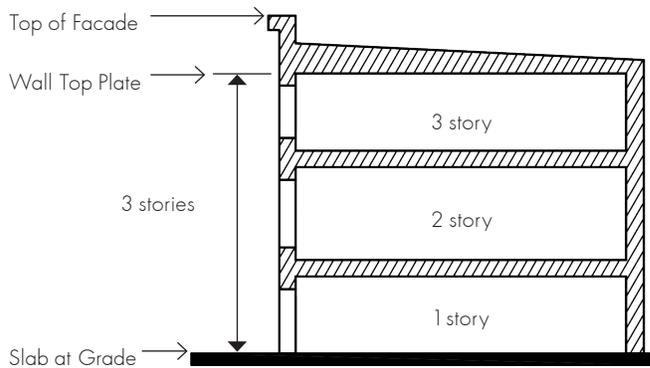


- Where a lot slopes downward from the front property line, one story that is additional to the specified maximum number of stories may be built on the lower, rear portion of the lot.
- A basement with 50% or more of its perimeter wall area surrounded by natural grade is not considered a story.



C. Story Height

- Story height is measured from the top of the finished floor to the ceiling above.

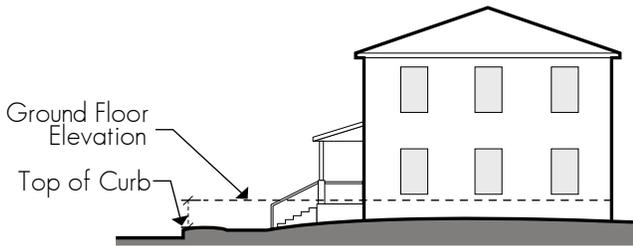


4.0 STANDARDS FOR ALL DISTRICTS

4.3 Building Form Standards

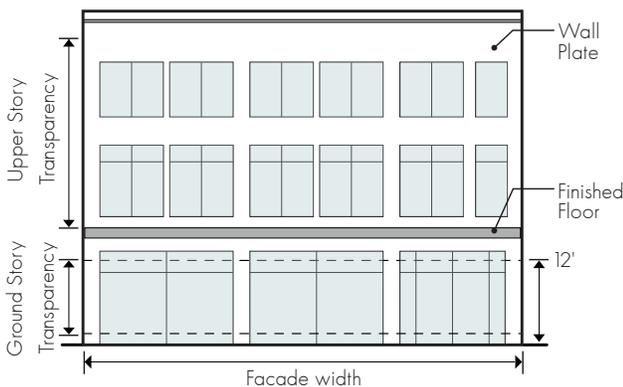
D. Finished Floor Elevation

1. The finished floor elevation standard seeks to establish a separation between the public realm and the private buildings. Ground floor elevation is measured from top of the adjacent curb to the top of the finished ground floor.



E. Transparency

1. The minimum percentage of windows and doors that must cover a ground story facade. The transparency percentage is derived by dividing the transparent area of ground story window and doors between 0 and 12 feet above the adjacent sidewalk by the total area of the ground story facade along the primary or side street.

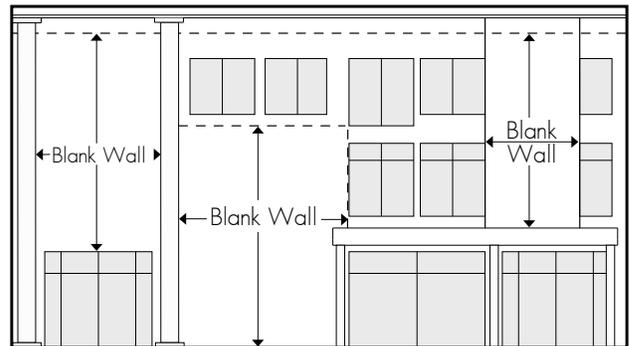


2. The minimum transparency percentage of windows and doors that must cover an upper story facade is measured from top of the finished floor to the top of the finished floor above.

3. Transparency applies to primary and side street-facing facades only.
4. Glass is considered transparent where it has a transparency higher than 80% and external reflectance of less than 15%.
5. An opening to parking garage is not considered transparency. Any clear glass in a garage door for a restaurant or entertainment use (and not for loading purposes) is considered transparent.

F. Blank Wall Area

1. Blank wall area means a portion of the exterior facade of the building that does not include: windows or doors; columns, pilasters or other articulation greater than 12 inches in depth or a substantial material change (paint color is not considered a substantial change). The same material used in a different pattern does not constitute a substantial material change.
2. Blank wall area applies in both a vertical and horizontal direction and to ground and upper story primary and side street-facing facades.



4.0 STANDARDS FOR ALL DISTRICTS

4.3 Building Form Standards

G. Entry Location

1. In order to create a pedestrian-oriented environment in which buildings are oriented toward publicly accessible streets and sidewalks, a principle building must have its main entrance from a public sidewalk or plaza, or from a private sidewalk or plaza that is publicly accessible through a public use easement.
2. Primary entrances shall not be from a parking lot. Additional entrances off another street, pedestrian area, or internal parking area are permitted.
3. An angled entrance may be provided at either corner of a building along the street to meet the street-facing entrance requirements.



4. Flats style buildings shall provide primary entrances at intervals specified in Section 5.6 requirements. Entrance spacing is measured from the edge of door to the edge of the next door.
5. Townhouses shall have individual street-oriented entries for each unit.
6. Building entrances shall incorporate arcades, roofs, porches, alcoves, or awnings that accent the main entry and provide protection from the weather elements.

H. Building Materials

1. Traditional materials such as brick, terra-cotta, natural stone, cast stone or prefabricated brick panels, metal, glass, concrete, cement plaster stucco, and cement board siding are required for new construction and renovations.

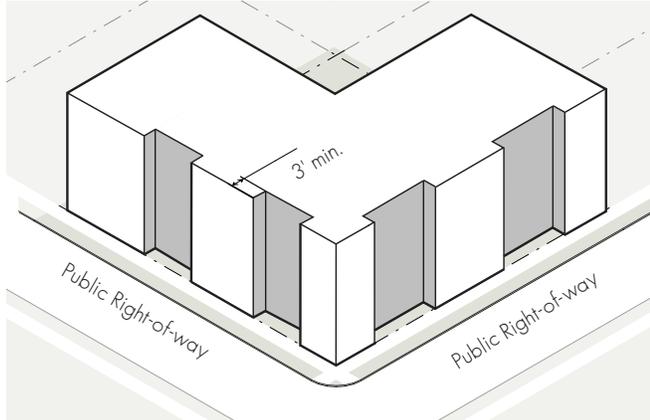
I. Facade Variation

1. Each new building shall provide building articulation as outlined in their specific building form standards in Section 5. Options for articulation are as follows:
 - a. Expression of building structural elements such as:
 - Floors (banding, belt courses, etc.)
 - Columns (pilasters, piers, quoins, etc.)
 - Foundation (water tables, rustication)
 - b. Changes in material, material pattern, or noticeable change in color or shade. Each change of material shall involve a minimum one inch variation in wall plane or noticeable change in color.

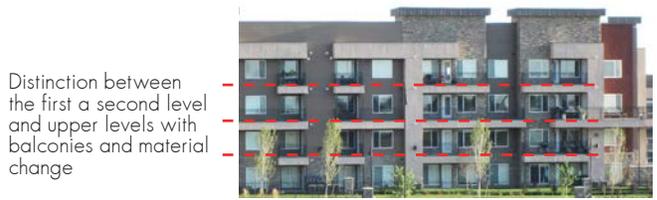
4.0 STANDARDS FOR ALL DISTRICTS

4.3 Building Form Standards

- c. A minimum of two variations in wall plane not less than 3 feet in depth or projection and not less than two stories in height for multi-story buildings. Such elements could include patterns of door and window openings by utilizing sills, mullions, and other scale providing window elements, and/or more pronounced architectural features such as porches, alcoves, and roof dormers.



- 2. In addition to the required articulation, each new building facades oriented to a publicly accessible street or open space shall include differentiation between the first and second level and the upper levels with a cornice, canopy, balcony, porch, arcade, or other architectural features.



4.0 STANDARDS FOR ALL DISTRICTS

4.3 Building Form Standards

J. Parking Structure Facades

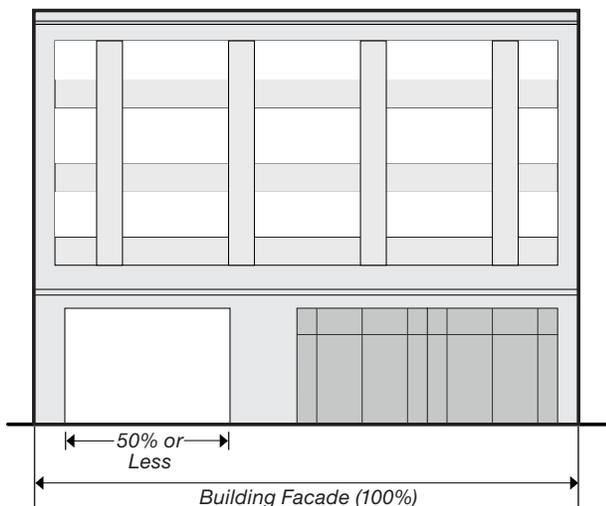
1. All pedestrian level parking structure facades that face a public space shall be designed to incorporate architectural elements and materials that complement the adjacent building or buildings in the area.
2. Landscaping (trees, shrubs, and green screens) may be utilized for screening purposes but must screen all pedestrian level parking garage facades immediately upon instillation.
3. The property owner is responsible for maintaining all required landscaping in good health and condition and the removal of any litter that has accumulated in landscaped areas. Any dead, unhealthy, damaged or missing landscaping and screening must be replaced with landscaping and screening within 90 days (or within 180 days where weather concerns would jeopardize the health of plant materials).
4. Parking structure openings shall not exceed 50 percent (%) of the total ground floor facade.



Precedent Images: Parking garage with architectural screening elements and complimentary building materials



Precedent Images: Landscaping as parking garage screening



Precedent Image: Parking garage screening with green screens

4.0 STANDARDS FOR ALL DISTRICTS

4.3 Building Form Standards

K. Awning Standards

1. This section defines a family of awning shapes and standards that are approved for District 3 established in this document. These standards shall be used for both new construction and remodeling of store/building fronts.
2. Awnings shall be well-built and well maintained and must be approved by a licensed engineer in the state of Oklahoma.
3. All awnings must be a minimum of ten (10') clear height above the sidewalk and must have a maximum depth of four feet (4').
4. An Awnings pitch/slop shall not extend all the way to the top facade of a building so that it appears as porch or as an extension of the roof.



4.0 STANDARDS FOR ALL DISTRICTS

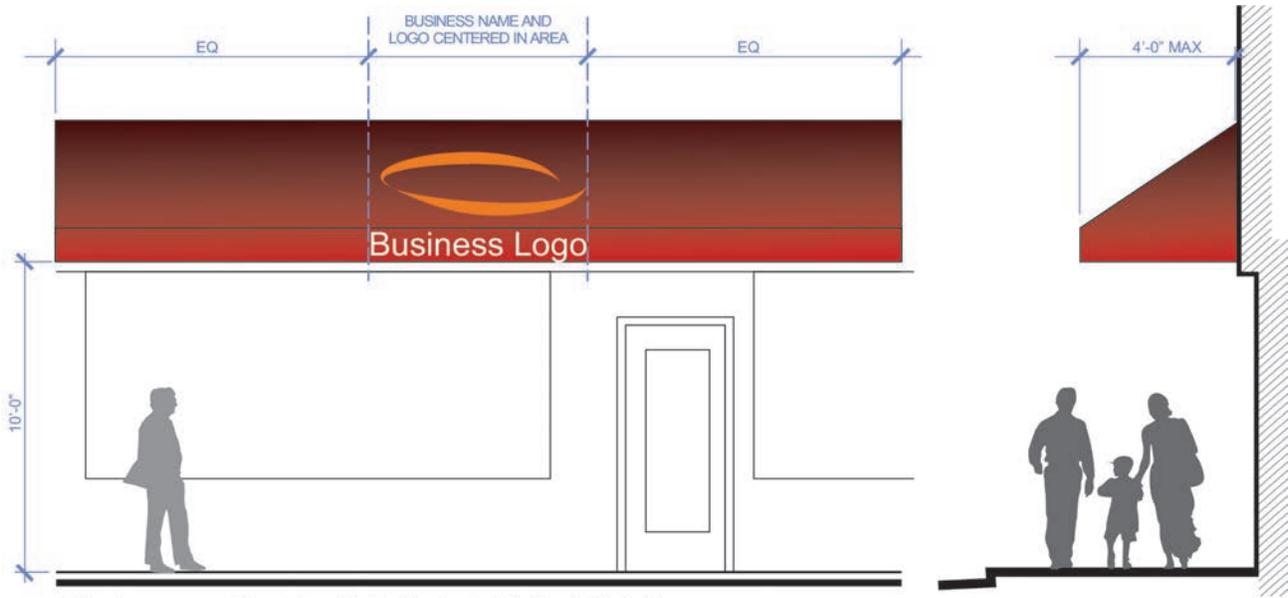
4.3 Building Form Standards

5. Acceptable Styles

a. Shed or Hip Ended Shed



- Approved Materials include: Metal, Acrylic, Canvas, Shade Fabric
- Store fronts may need to be replaced to match existing materials if not present after removal of existing canopies.



Standing seam metal awning; Product basis: Architectural Fabrications



Shed



Hip Ended Shed

4.0 STANDARDS FOR ALL DISTRICTS

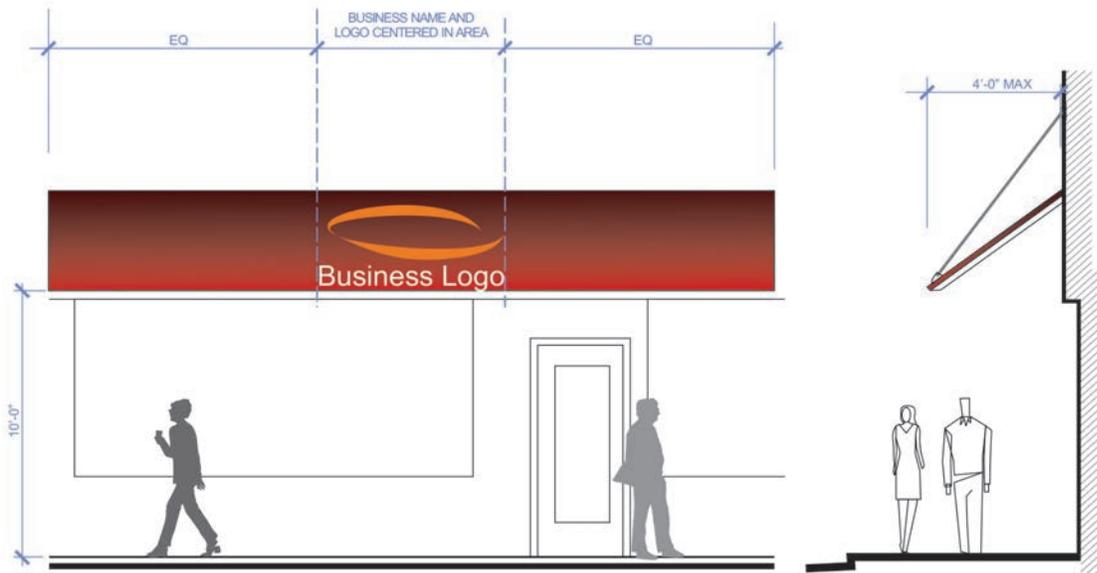
4.3 Building Form Standards

b. Flat Panel

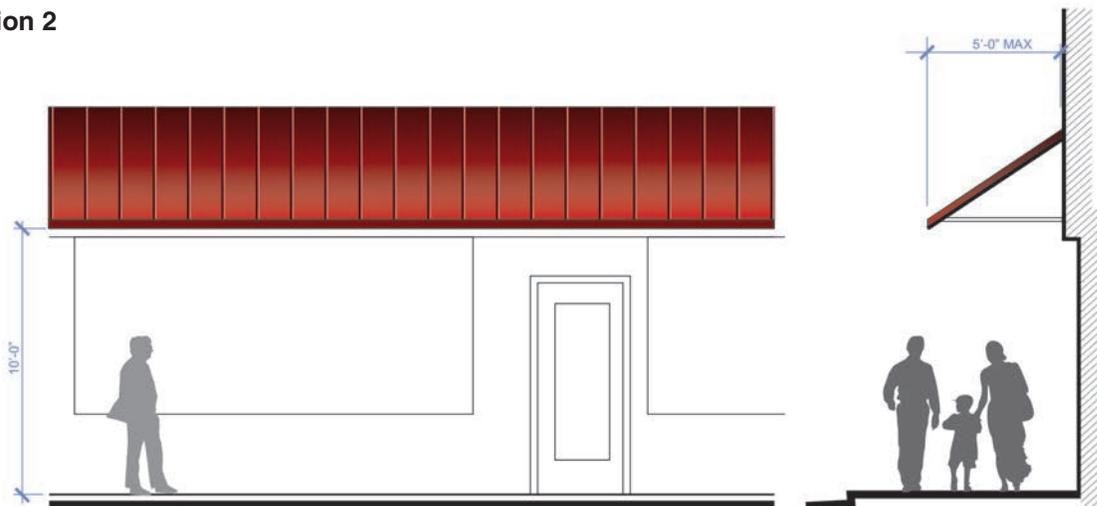


- Approved Materials include: Metal, Acrylic, Canvas, Shade Fabric
- Store fronts may need to be replaced to match existing materials if not present after removal of existing canopies.

Option 1



Option 2

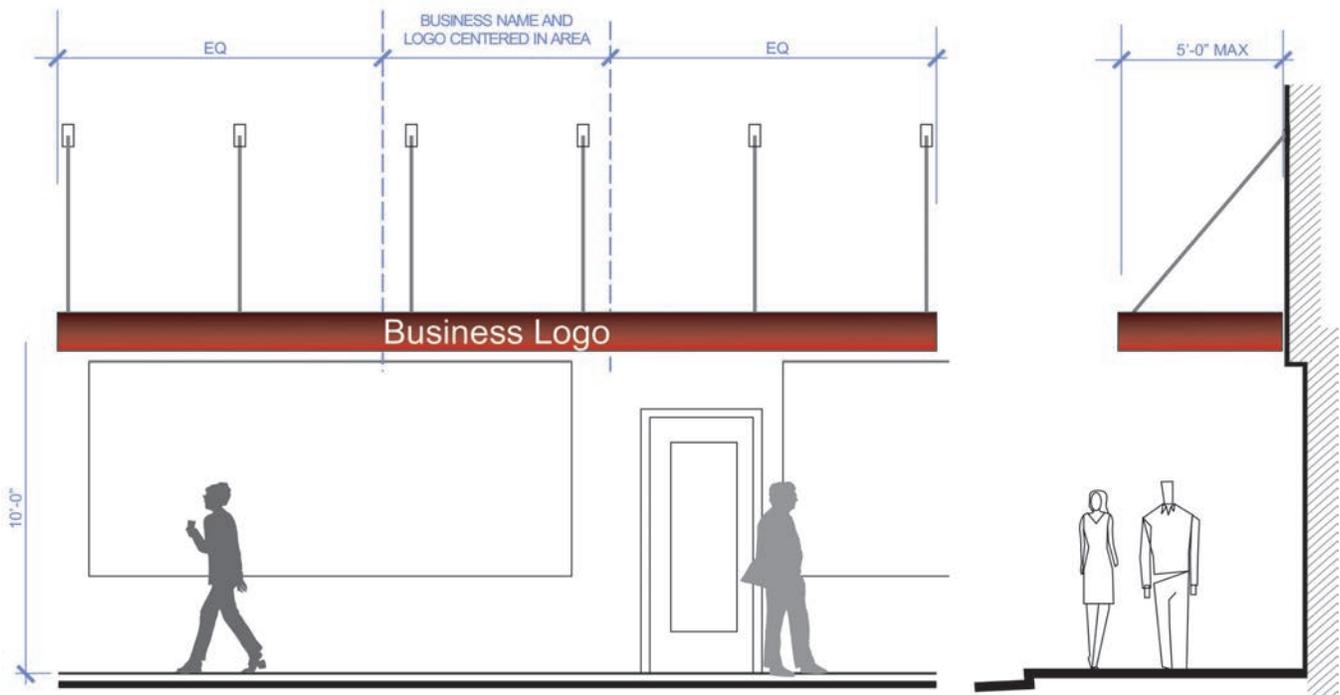


4.0 STANDARDS FOR ALL DISTRICTS

4.3 Building Form Standards

c. Flat Metal Panel

- Approved Materials include: Metal
- This option gives the building a more modern appearance.
- The option to sacrifice weather protection for looks by replacing the solid panels with lines of rods can give the awning a pergola feel and also provides the ability to grow vines across them for a greener look.
- Store fronts may need to be replaced to match existing materials if not present after removal of existing canopies.



4.0 STANDARDS FOR ALL DISTRICTS

4.3 Building Form Standards

d. Waterfall / Barrel



- Approved Materials include: Metal, Acrylic, Canvas, Shade Fabric
- Store fronts may need to be replaced to match existing materials if not present after removal of existing canopies.



4.0 STANDARDS FOR ALL DISTRICTS

4.3 Building Form Standards

e. Concave



- Approved Materials include: Metal, Acrylic, Canvas, Shade Fabric
- Store fronts may need to be replaced to match existing materials if not present after removal of existing canopies.



4.0 STANDARDS FOR ALL DISTRICTS

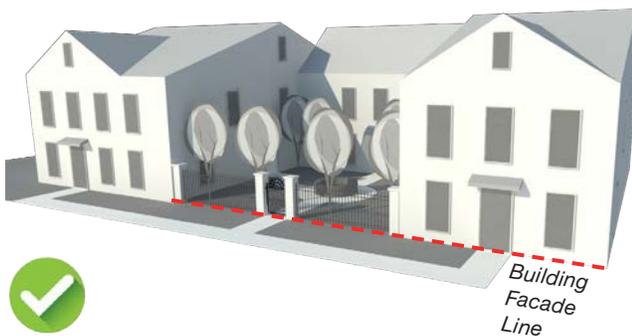
4.3 Building Form Standards

L. Fencing

1. Conventional gated complexes with perimeter security fencing along public streets are prohibited. Fences shall not be located in the area between building facades and the property line.



2. Exterior security fences and gates that are located along public streets, along private streets or walkways that are publicly accessible through a public use easement, or along publicly accessible open space shall not extend beyond building facades.



3. All fences and walls taller than 4 feet located along a public street edge must be open style. Single-family and two-family developments located on corner lots with side or rear yards may use an opaque fence to provide backyard privacy.

4. All fences and railings shall be architecturally compatible with the character of the building and be constructed of high quality materials including: wrought iron, composite fencing, treated wood, aluminum, or metal. Chain link, barbed wire, and concertina wire material is prohibited.
5. All walls shall be architecturally compatible with the character of the building and constructed of high quality materials including stone, decorative blocks, brick, cast stone, or stucco over standard concrete masonry blocks.



4.0 STANDARDS FOR ALL DISTRICTS

4.3 Building Form Standards

6. For private residential patios, yards, or outdoor dining patios, a front yard fence, railing, or low walls may extend beyond the building facade if the following requirements are met:
 - d. Fences, railings, and walls shall not exceed 3 feet (36") in total height as measured from the ground to the top of the fence, railing and/or the wall however;
 - e. For elevated residential stoops the total fence, railing and/or wall height shall not exceed 5 feet (60") total.



Precedent Images: Residential patio/stoop



Precedent Images: Outdoor dining fenced patios

4.0 STANDARDS FOR ALL DISTRICTS

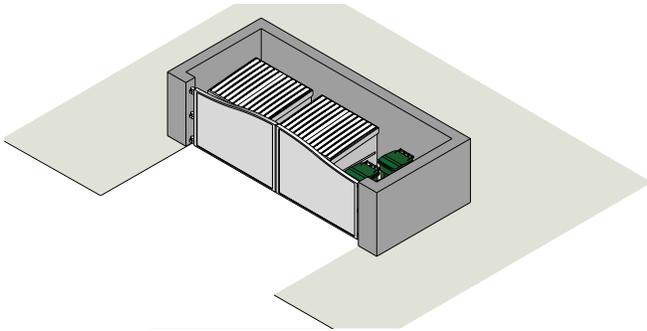
4.3 Building Form Standards

M. Screening

Single-family residential is exempt from the Section M. screening regulations.

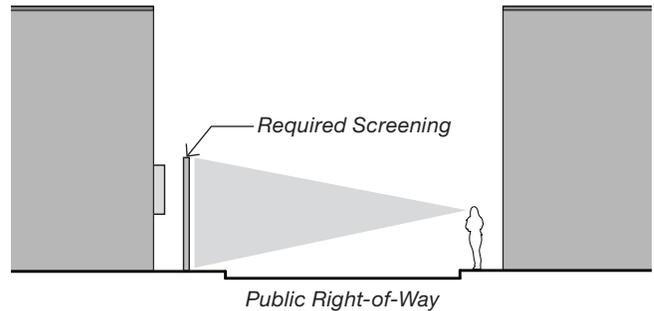
1. Service Areas

- a. Trash and recycling collection, and other similar service areas, must be located to the side or rear of buildings and behind the primary structures on street frontages.
- b. All refuse and recycling collection containers shall be located on a concrete pad and shall be screened on 3 sides by a fence or wall.
- c. The design, colors, and materials of screening elements shall be architecturally compatible with the character of the building.



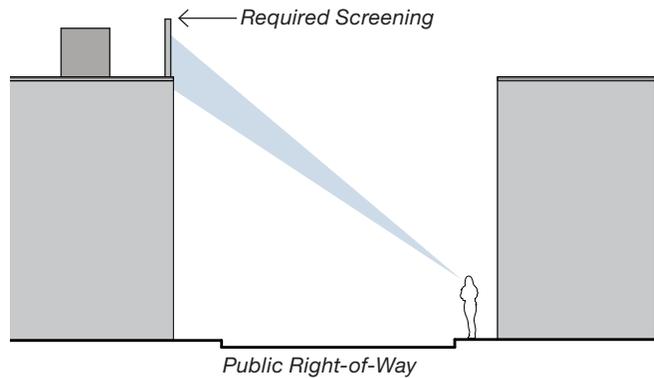
2. Wall-Mounted Equipment

- d. Wall-mounted equipment located on any surface that is visible from a public street (not including an alley) must be fully screened by landscaping or an opaque wall or fence that is compatible with the principle building in terms of texture, quality, material and color.



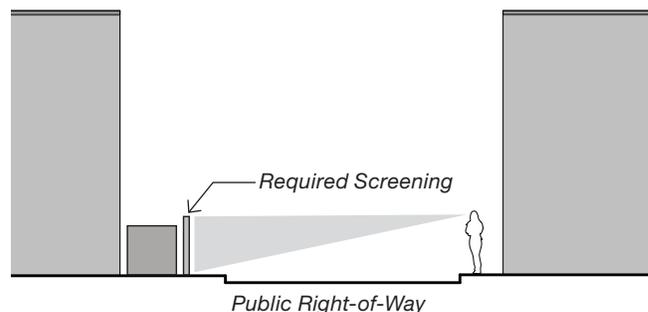
3. Roof-Mounted Equipment

- e. Architectural screening elements of sufficient height shall conceal roof top mechanical equipment from ground level view from abutting property or abutting public street (not including an alley).



4. Ground-Mounted Equipment

- f. Ground mounted mechanical equipment that is visible from a public street (not including an alley) must be fully screened by landscaping or an opaque wall or fence that is compatible with the principle building in terms of texture, quality, material and color.



4.0 STANDARDS FOR ALL DISTRICTS

4.4 Signs

4.4 Signs

A. Intent

1. To encourage signage that is clear and of an appropriate scale for both pedestrian and vehicular orientation.
2. To provide a comprehensive sign program that creates a consistent design criteria for the Overlay districts.
3. To enhance the visual qualities of signage through the use of complimentary sizes, shapes, colors, and methods of illumination.

B. Applicability

1. Any new sign erected after the effective date of this Overlay shall apply for a sign permit and shall meet the requirements in this section.
2. Existing signs or sign permit applications submitted prior to the effective date of this Overlay shall be allowed to remain in place and shall not be able to alter the sign outside of general maintenance/upkeep of the existing sign . A substantial change in an existing signs appearance will require application of a new sign permit and will be subject to the requirements of this Overlay.

C. General Standards

1. Signage must be of high quality of design and complement a building's architectural character, color and elements.
2. Signs may be fabricated if mixed media, including metal reverse illuminated letters, suspended neon letters, illuminated individual letters, sign etched or cutout of solid materials such as metal, wood, or brass and

illuminated from behind. Acceptable materials include, but are not limited to: Stone, Stainless steel, Steel, Channel letters.

3. Cinemas may have digital/electronic changeable letter signage.
4. Sign on the back side of buildings are not permitted other than the address/suite number and tenant name located on or near the back door. This information shall not occupy more than 2 square feet.
5. Direct and indirect lighting on a solid wall or projecting sign is encouraged. Light spillage on adjacent properties or tenant spaces is not allowed.

D. Prohibited Signs

1. The following signs are prohibited:
 - Pole-Mounted signs
 - Signs employing exposed electrical conduits, ballast boxes, or other equipment.
 - Signs with luminous plastic letters
 - Audible signs
 - Cardboard Signs
 - Internally lit or "box" signs are not permitted unless an application includes a document identifying a national trademark.
 - No off-premise signs, except public directional and site identification signs are permitted.

E. Temporary Signage

1. Temporary type signage, such as banners, posters, special purpose flags, portable signs, vehicle/trailer mounted signs, and/or residential

4.0 STANDARDS FOR ALL DISTRICTS

4.4 Signs

property real estate signs are permitted in all districts but are subject to the Overlay Administrators approval of both the design and duration of the display.

2. Signs must be sufficiently anchored or supported to guard against the effects of wind.

F. Number of Signs Allowed

1. For Wall Signs, Awnings Signs, and Canopy Signs (any combination is allowed per tenant space): A maximum of two signs per primary street. One additional allowed for a side street.
2. For Projecting Signs: A maximum of one (1) per tenant space is allowed.

3. For Window Signs: The number of window signs is unlimited, provided that the maximum percentage of all temporary (see section 4.4 E) and permanent signs (see Section 4.4N) covering ground story windows and doors is not exceeded.

4. For Post Signs and Monument Signs: Where allowed, only one sign is allowed per street frontage and shall conform to their specific standards. Where a post sign is installed, only one (1) wall, awning, or canopy sign is allowed per tenant.

G. Sign Types Allowed by District

Signs are allowed by district as established in Table 4.4 below.

Table 4.4: Allowable Signs by District

Specific requirements for each sign type are shown on the following pages.

	District 1	District 2	District 3	District 4
Awning Sign	--	P	P	P
Canopy Sign	--	P	P	P
Monument Sign	P	P	P	P
Post Sign	P	P	P	P
Projecting Sign	--	P	P	P
Shingle Sign	--	P	P	P
Wall Sign	--	P	P	P
Window Sign	--	P	P	P

Key: P = Sign type permitted -- = Sign type not permitted

4.0 STANDARDS FOR ALL DISTRICTS

4.4 Signs

H. Awning Sign



Description

A sign integrally attached or imprinted to an awning valance material and is a part of the awning itself.

General Provisions

1. An awning sign shall not extend outside the awning structure.
2. Awning signs are only allowed over ground story doors and/or windows
3. Awning signs cannot be directly illuminated.

Dimensions

Area (Max.):	
• District 2 & 3	20 sf.
• District 4	15 sf.
Height (max)	2 ft.
• District 2 & 3	2 ft.
• District 4	1 ft.

4.0 STANDARDS FOR ALL DISTRICTS

4.4 Signs

I. Canopy Sign



Description

A sign composed of individual letters or numbers that are mounted to a canopy on/or in a track system.

General Provisions

1. A canopy sign shall not extend outside the overall length or width of the canopy but may extend above or below the canopy.
2. One sign max. allowed per canopy
3. Raceways are permitted for signs extending above or below the canopy but otherwise are not permitted.
4. A canopy sign can be externally or internally lit.

Dimensions

Area (Max.):	
• District 2 & 3	20 sf
• District 4	15 sf
Height (max)	2'
Depth (max.)	1 ft.
Raceway (max % of letters)	50%
Clear height above sidewalk (min.)	9 ft.

4.0 STANDARDS FOR ALL DISTRICTS

4.4 Signs

J. Monument Sign



Description

A low-profile freestanding sign supported by a structural base or other solid structural features other than support poles and may contain signage on more than one side.

General Provisions

1. A monument sign shall be set back a minimum of 5 ft. from the primary or side street lot line and 10 ft. from a side interior lot line.
2. a monument sign can be externally or internally lit.
3. Monument signs are not allowed in District 3 except for City Gateway Signage and wayfinding that marks identified entries or public services into and throughout the District 3.
4. Monument signs located in District 1 and 4 are only allowed when used to identify entry into specific neighborhoods.
5. Digital Monument Sign screens are only allowed in District 2.

Dimensions

Area (max. per sign)	
• District 2	65 sf.
• District 1 and 4	25 sf.
Height (max.)	
• District 2	12 ft.
• District 1 and 4	6 ft.
Depth (max.) for all districts	2 ft.
Sign base height (min./max.)	2 ft. / 4 ft.

4.0 STANDARDS FOR ALL DISTRICTS

4.4 Signs

K. Post Sign



Description

A permanently affixed sign that is wholly independent of a building for support and where the primary support is supplied by two posts positioned on the outer edge of the sign face.

General Provisions

1. A post sign shall be set back a minimum of 5 ft. from a primary or side street lot line and 10 ft. from a side interior lot line.
2. A post sign can be externally or internally lit.
3. Post signs are not allowed in District 3 except for City Gateway Signage and wayfinding that marks identified entries or public services into and throughout the district.
4. Post signs located in District 1 and 4 are only allowed when used to identify entry into specific neighborhoods.

Dimensions

Area (Max.)	25 sf
Height (max)	6'
Depth (max.)	1 ft.

4.0 STANDARDS FOR ALL DISTRICTS

4.4 Signs

L. Projecting Sign



Description

A sign which is attached to and projects from a structure or wall in such a manner that its leading edge extends more than 16 inches beyond the surface of such structure or wall.

General Provisions

1. A projecting sign may be placed on a building corner when the building corner adjoins the intersection of two streets.
2. The top of a projecting sign can be no higher than the top of the building.
3. Projecting Signs located in District 4 shall not exceed 5 ft. in height.
4. A projecting sign can be externally or internally lit.

Dimensions

Height (max.)	
1 story building	10 ft.
2 story building	14 ft.
3 or more story building	18 ft.
Depth (max.)	1 ft.
Projection width (max.)	6 ft.
Clear height above sidewalk (min.)	10 ft.

4.0 STANDARDS FOR ALL DISTRICTS

4.4 Signs

M. Shingle Sign



Description

A small projecting sign that hangs from a bracket or support and is located over or close to a building entrance.

General Provisions

1. A shingle sign must be located within 5 feet of a building entrance
2. The hanging bracket must be an integral part of the sign design.
3. On multi-story buildings, a Shingle Sign must be located below the window sills of the second story.
4. A shingle sign cannot be illuminated.

Dimensions

Area (Max.)	9 sf
Height (max)	3'
Depth (max.)	6 in.
Spacing from building facade (min.)	6 in.
Projection width (max.)	4 ft.
Clear height above sidewalk (min.)	10 ft.

4.0 STANDARDS FOR ALL DISTRICTS

4.4 Signs

N. Wall Sign



Description

A sign that is applied or attached to the wall of a building or structure with a display surface that doesn't project more than 10 inches from the building.

General Provisions

1. A wall sign must be placed no higher than 18 feet above the sidewalk.
2. A wall sign cannot cover windows or architectural details.
3. No portion of a wall sign may extend above the roofline or above a parapet wall.

Dimensions

Area (Max.)	1 sf / lineal feet of building facade
Projection (max.)	1 ft.
Raceway (max. % of letter height)	50%

4.0 STANDARDS FOR ALL DISTRICTS

4.4 Signs

O. Window Sign



Description

A sign that is painted on, attached to, or suspended directly behind or in front of a window or the glass portion of a door.

General Provisions

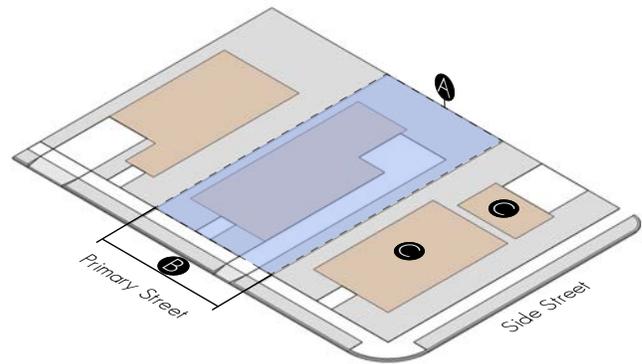
1. Window signs are only allowed on ground story windows and doors.
2. A window sign cannot be illuminated.

Dimensions

Maximum area of all ground story windows and doors covered by signs. The max. coverage applies to both temporary and permanent signs.	30%
---	-----

5.1 Single-Family: Lot Standards

Lot	A Area	B Width
	5,000 SF min.	25' min.
Building Coverage	Required	
	C 60% max.	



5.1 Single-Family: Site Standards

Building Setbacks

A	Primary street: principal structure	10' min./20' max.
B	Primary street: garage	15' min. from primary building ¹ facade
C	Side street	10' min.
D	Side: common lot line or side alley	5' min.
E	Rear: common lot line	10' min. ²

Garage/Parking Location

F	35' min. setback from front property line. ¹
---	---

Access & Driveway Width

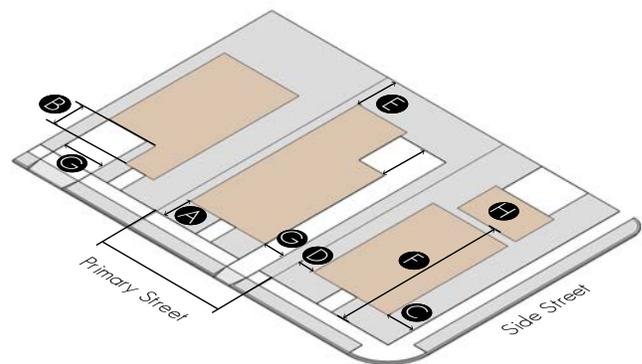
G	25' max.; If providing access to rear ADU/detached garage drive to only be 18' wide max. until driveway is within 20' of garage entry.
---	--

Accessory Dwelling Unit (ADU) Location

H	Front of ADU must be placed behind rear wall of primary structure
---	---

Additional Information

1. Front facing garages see Section 4.2F Garage & Carport Location
2. If alley is present rear setback is 5' min.



5.1 Single-Family: Building Form Standards

Building and ADU Height

Ⓐ 15' min./35' max.

Finished Floor Elevation

Ⓑ 1' min./4' max.

Garage Width

Ⓒ 25' or 40% width of primary structure

Garage (If Visible)

Ⓓ If garage door is oriented toward the street, the garage roofline must match roof of primary structure and must be equal to or less than the height of primary structure.

ADU Roof Form

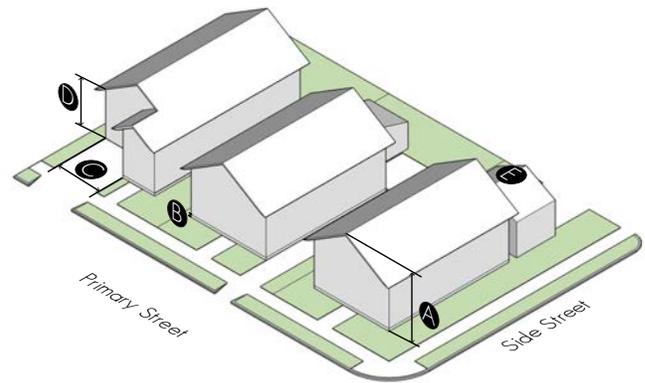
Ⓔ Must match primary structure

Entry Location

Ⓕ Entry must face the primary street. Entry must open onto either a projecting porch or a recessed porch.

Entry Path

Ⓖ Must connect to the street via a physical, demarcated path.



5.0 BUILDING TYPE STANDARDS

5.2 Two-Family: Overview



Description

A "Two-Family" building is a principal residential building occupied by two (2) dwelling units, both which are located on a single lot that is not occupied by other principal residential buildings. The two-family building form has a similar shape and architectural features to the "Single-Family" building form, but allows for a slightly higher density. The Two-Family building form can be designed in a number of configurations:

- Two side-by-side single family units
- Split form with one unit facing the primary street and the other facing a secondary street, backyard, or side yard
- A front to back configuration with one unit located directly behind the other unit
- A split level unit with one unit on the ground-level and the other on the upper level.

Parking is provided for each of the units and can take the form of a shared, attached garage; a shared, detached garage; individual, attached garages; or individual detached garages.

Applicable Districts

District 1 and 4



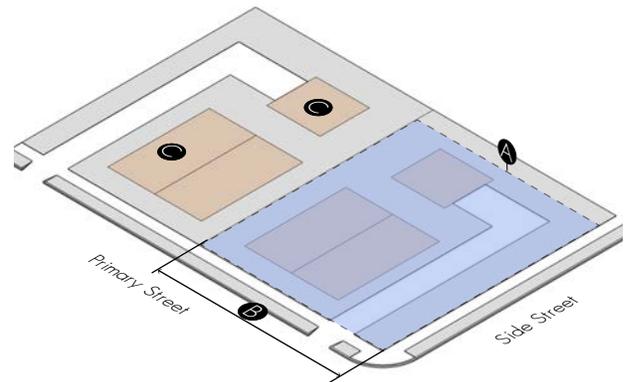
District Map

See Section 2.0 Districts



5.2 Two-Family: Lot Standards

Lot	A Area	B Width
	7,500 SF min.	55' min.
Building Coverage	Required	
	C 60% max.	



5.2 Two-Family: Site Standards

Building Setbacks

A Primary street: principal structure	10' min./20' max.
B Side street	10' min.
C Side: common lot line or side alley	5' min.
D Rear: common lot line	10' min. ¹

Garage/Parking Location

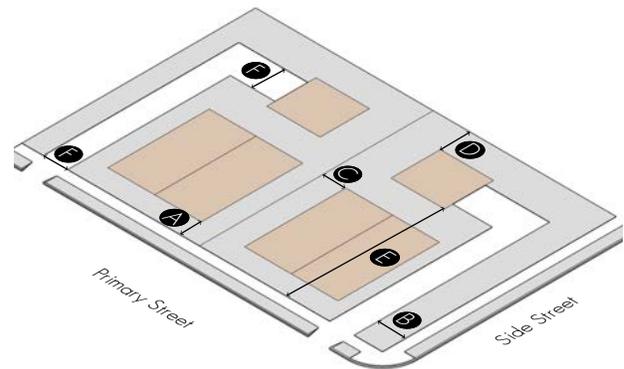
E 35' min. setback from front property line.
--

Access & Driveway Width

F 25' max.; Only 18' wide until driveway is within 20' of garage entry.

Additional Information

1. If alley is present, rear setback is 5' min.



5.2 Two-Family: Building Form Standards

Building Height

- Ⓐ 15' min./35' max.

Finished Floor Elevation

- Ⓑ 1' min./4' max.

Garage

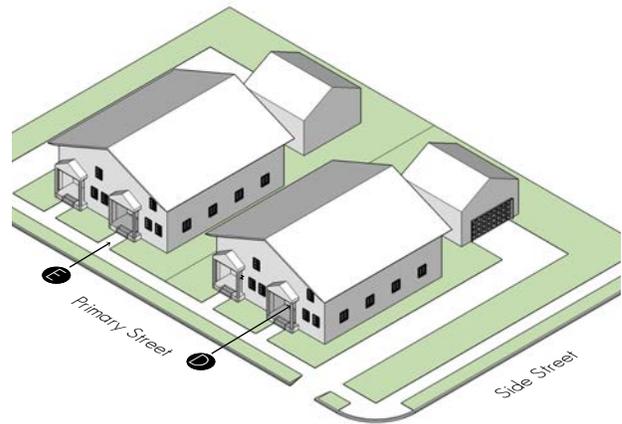
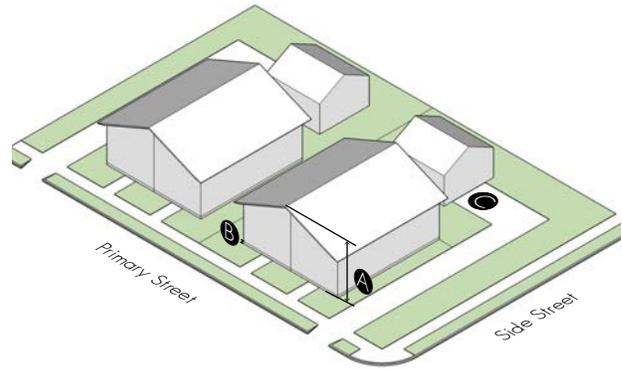
- Ⓒ Street facing garage doors are prohibited. Garages shall be located to the side or rear of the primary structure.

Entry Location

- Ⓓ Min. of 1 entry shall face the primary street. Entry shall open onto either a projecting porch or a recessed porch.

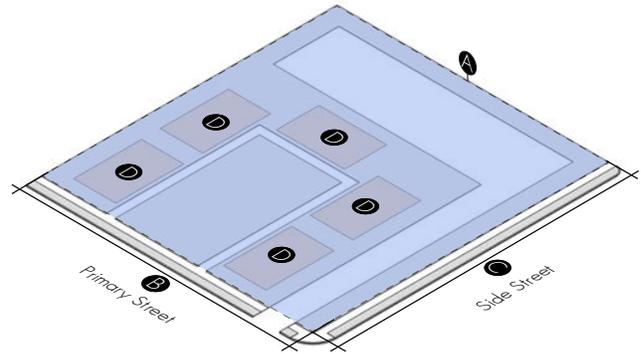
Entry Path

- Ⓔ Must connect to the street via a physical, demarcated path.



5.3 Cottage Court: Lot Standards

Lot	A Area	B Width	C Depth
	10,000 SF min.	100' min.	100' min.
Building Coverage			Required
			D 60% max.



5.3 Cottage Court Site Standards

Building Setbacks

A	Primary street: principal structure	10' min.
B	Side street	10' min.
C	Side: common lot line or side alley	5' min.
D	Rear: common lot line	10' min. ¹
E	Total Space between buildings	10' min.

Common Green Space Dimensions

F	30' x 40' min.
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Garage/Parking Location

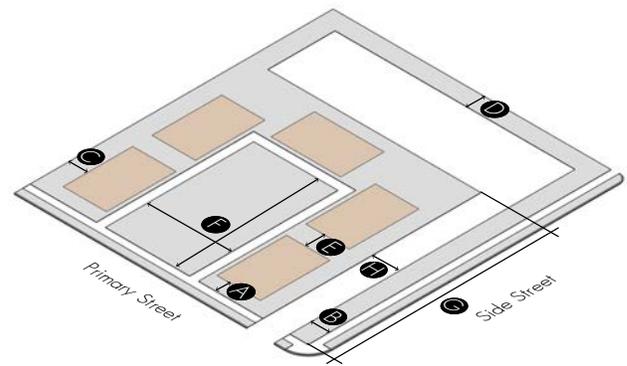
G	10' min. setback from front property line. ^{2 & 3}
---	---

Access & Driveway Width

H	20' max
---	---------

Additional Information

1. If alley is present, rear setback is 5' min.
2. No parking is allowed between street facing wall and the street.
3. Garage doors shall not face the primary street.



5.3 Cottage Court: Building Form Standards

Building Height

- Ⓐ 15' min./35' max.

Finished Floor Elevation

- Ⓑ 1' min./4' max.

Garage/Parking

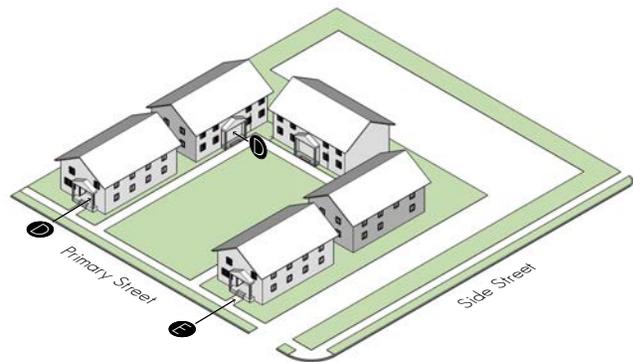
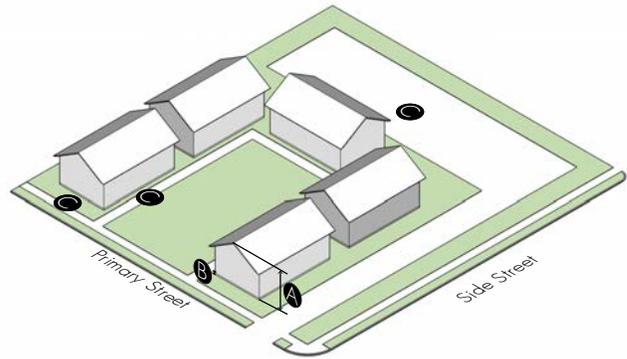
- Ⓒ No parking is allowed between the front of the building and the street or between the front of the building and the common green space. Garage doors shall not face the primary street.

Entry Location

- Ⓓ Street-adjacent buildings may visually connect to the street instead of the common green space. Back units entry may face either the street or the common green. Entry must open onto either a projecting porch or a recessed porch.

Entry Path

- Ⓔ Must connect to the street via a physical, demarcated path.



5.0 BUILDING TYPE STANDARDS

5.4 Four-Plex/Mansion House: Overview



Description

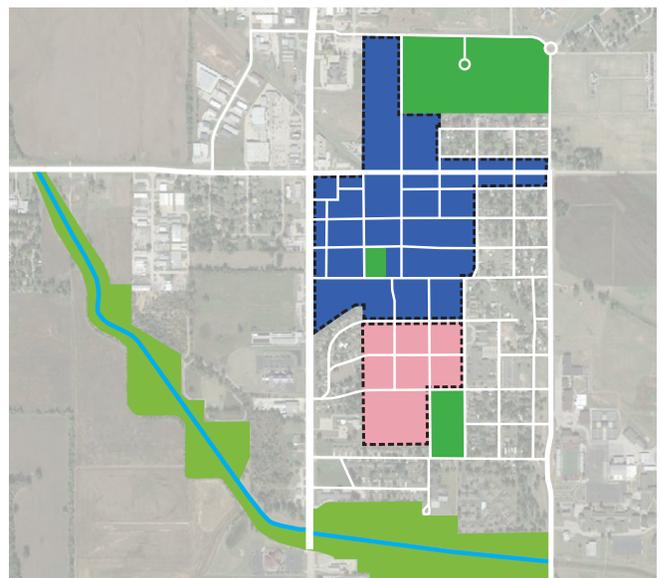
A 4-plex/Mansion House building form provides an opportunity for increased density in a single-family context. The building generally provides 3-4 dwelling units that share common walls, while the exterior form appears to be a similar shape and size to that of a large single-family house. The building typically utilizes a single roof, shared entry or entries and shared outdoor space. While this building form may be larger than a single-family building, its setbacks, parking location, and wall articulation features allows for increased density that still compliments the single-family neighborhood context.

Applicable Districts

District 3 and 4

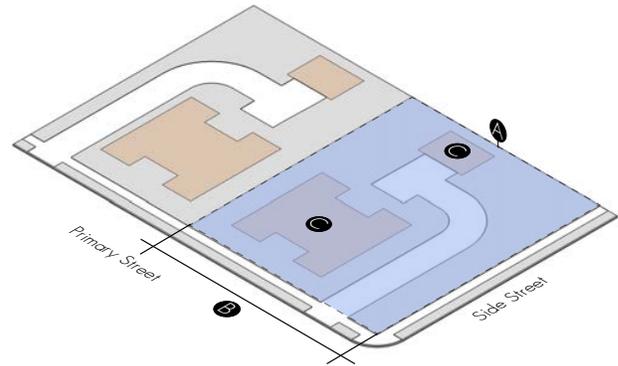
District Map

See Section 2.0 Districts



5.4 Four-Plex/Mansion House: Lot Standards

Lot	A Area	B Width
	6,500 SF min.	45' min./120' max.
Building Coverage		Required
		C 60% max.



5.4 Four-Plex/Mansion House: Site Standards

Building Setbacks

A	Primary street: principal structure	10' min./20' max.
B	Side street	10' min.
C	Side: common lot line or side alley	5' min.
D	Rear: common lot line	10' min. ¹

Building Alignment

- E All buildings are required to build parallel to the street. Entry, corner and other accent elements do not have to be parallel to the street.

Garage/Parking Location

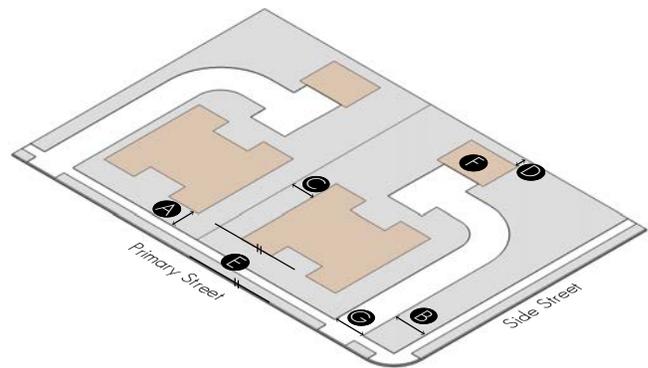
- F Must be located behind rear wall of primary structure

Access & Driveway Width

- G 20' max.

Additional Information

1. If alley is present, rear setback is 5' min.



5.4 Four-Plex/Mansion House: Building Form Standards

Building Height

- A 15' min./35' max.

Finished Floor Elevation

- B 1' min./4' max.

Garage

- C Street facing garage doors are prohibited. Garages shall be located to the rear of the primary structure.

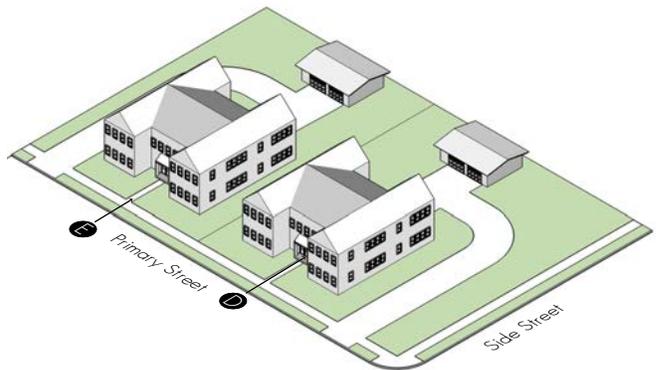
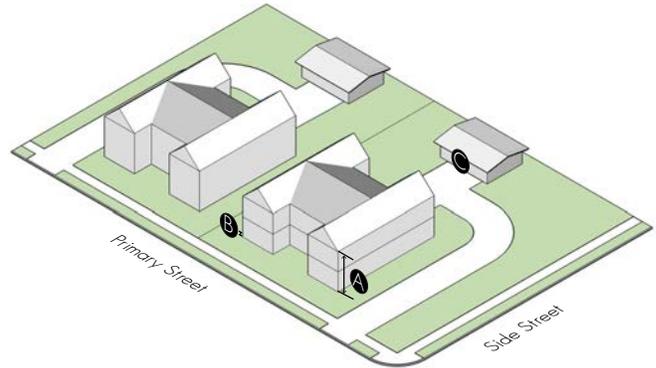
Entry Location

- D Entry must face the primary street. Entry may open onto porch or stoop that faces the street.

Buildings located on corner lots may have an additional unit entry that faces the side street.

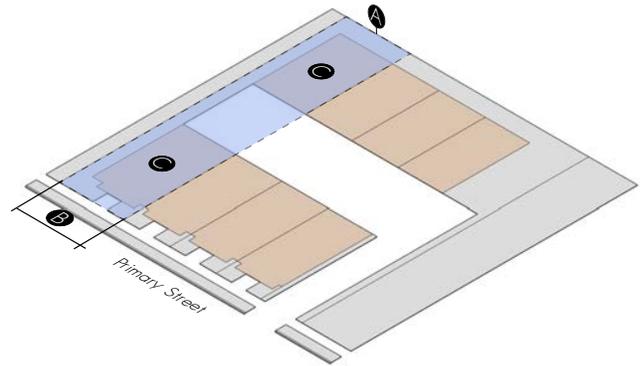
Entry Path

- E Must connect to the street via a physical, demarcated path.



5.5 Rowhouse/Townhouse: Lot Standards

Lot	A Area	B Width
	1,600 SF min.	20' min.
Building Coverage	Required	
	C 70% max.	



5.5 Rowhouse/Townhouse: Site Standards

Building Setbacks

A	Primary street: principal structure	5' min./15' max.
B	Side: end unit	5' min.
C	Side: common lot line	0' min.
D	Rear: rear alley	5' min.

Garage/Parking Location

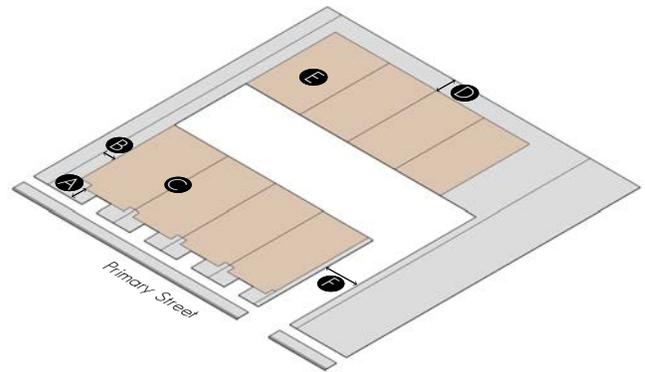
E	Must be located behind rear wall of primary structure	1, 2, & 3
---	---	-----------

Access & Driveway Width

F	20' max.
---	----------

Additional Information

1. No parking is allowed between street-facing wall and street.
2. No garage door can be visible from the street.
3. If an alley is present, access to a garage, carport or open parking must be from the alley.



5.5 Rowhouse/Townhouse: Building Form Standards

Building Height

- Ⓐ Two stories 25' min./Three Stories 40' max.

Finished Floor Elevation

- Ⓑ 1' min./4' max.

Garage/Parking

- Ⓒ No parking is allowed between the front of the building and the street. Garages doors shall not be visible from the street.

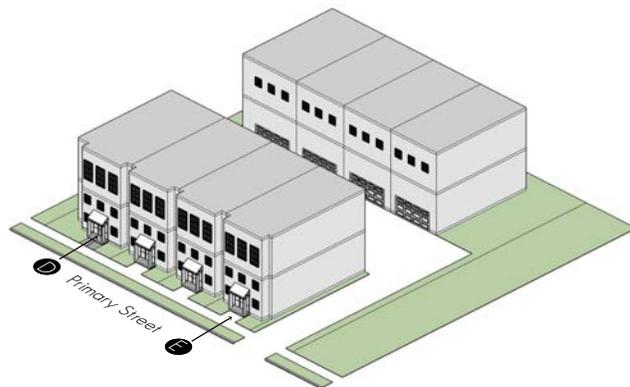
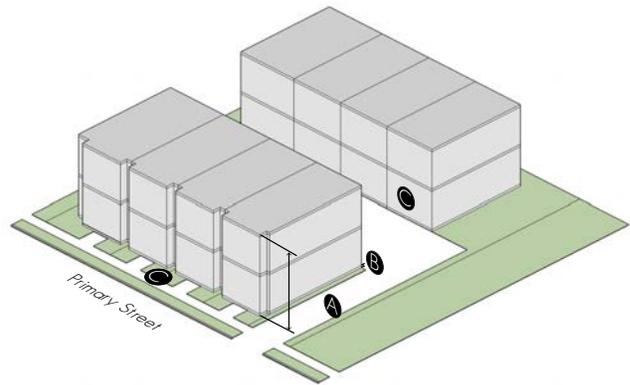
Entry Location

Each unit must include one of the following elements on the front facade that faces the street:

- Ⓓ - Projecting Porch
- Recessed Porch
- Projecting Stoop/Patio

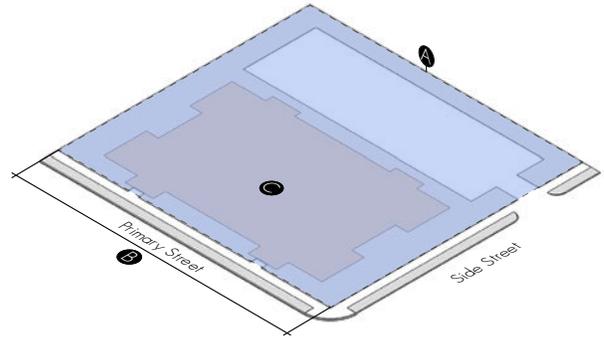
Entry Path

- Ⓔ Must connect to the street via a physical, demarcated path.



5.6 Flats: Lot Standards

Lot	A Area	B Width
	9,000 SF min.	65' min.
Building Coverage		Required
District 2		C 70%
District 3		N/A



5.6 Flats: Site Standards

A Front Setback/Build to Zone (BTZ)

District 2	10' min./70' max./65% in BTZ
District 3	0' min./15' max./80% in BTZ ¹

B Side Setback

District 2	10' min, Transitional Setback ² Required
District 3	0' min, 10' max., Transitional ² Setback Required

C Rear Setback

District 2 & 3	10' min, Transitional Setback ² Required
----------------	---

D Building Alignment

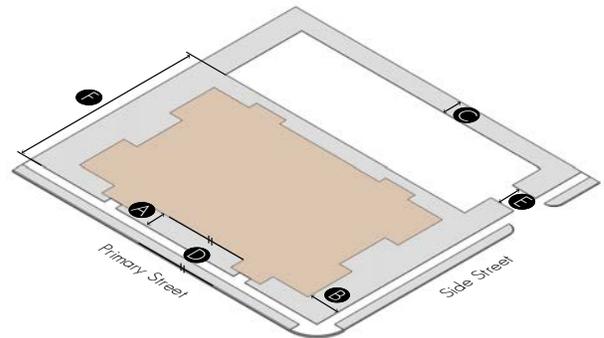
All buildings are required to build parallel to the street. Entry, corner, and other accent elements do not have to be parallel to the street.

E Access & Driveway Width

District 2	24' min./30' max.
District 3	22' min./30' max.

F Ground-Floor Parking Setback

District 2	None ^{4 & 5}
District 3	25' min. ^{3 & 5}



Additional Information

- Maximum building setback may be increased up to 30' if a plaza, outdoor seating, or other publicly-accessible amenity is provided within the setback.
- Any component of a building greater 35' shall follow the Transitional Height Plane Setback outlined in Section 4.2]. This only applies if the neighboring property is in District 1 or 4. A transitional Height Plane Setback is not required if the neighboring property is in District 2 or 3.
- No parking is permitted between the building front and the street.
- Maximum of one double-row of parking is allowed between the building front and the street.
- See Section 4.2] Parking Screening for requirements and options.

5.6 Flats: Building Form Standards

A Wall Length

District 2 240' max.

District 3 180' max.

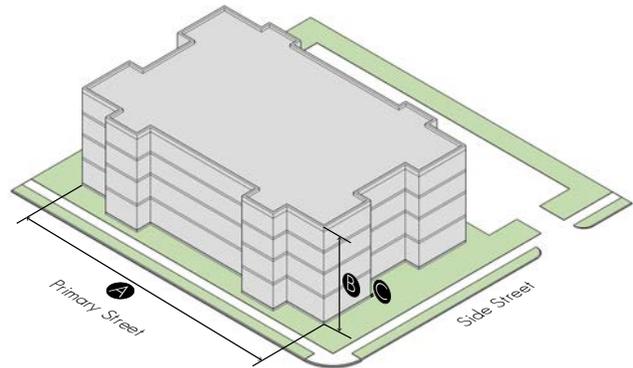
B Building Height

District 2 3 stories/35' max.

District 3 2 stories/20' min.;
4 stories/50' max.

C Finished Floor Height

District 2 & 3 1' min./4' max.



5.6 Flats: Building Activation Standards

A Entry Number (on street-facing wall)

District 2 & 3 1 min.

B Distance Between Entries

District 2 125' max.

District 3 60' max.

C Entry Location

District 2 & 3 Facing Street Required

D Blank Street-Facing Wall

District 2 25' max.

District 3 15' max.

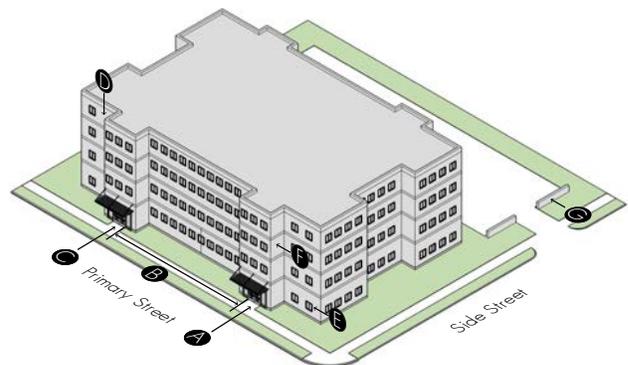
E Ground Floor Transparency

District 2 30% of facade between 0'-12'

District 3 55% of facade between 0'-12'

F Articulation Options

District 2 1 Articulation option (AO) required; 3 AOs required if wall is over 80' wide¹



District 3 1 AO required; 3 AOs required if wall is over 60' wide¹

G Parking Screening

District 2 & 3 Required if visible from the² street

Additional Information

1. See Section 4.3I: Facade Variation Requirements for articulation options.
2. See Section 4.2I Parking Screening and 4.3J Parking Structure Facades for screening requirements and options.

5.0 BUILDING TYPE STANDARDS

5.7 Mixed-Use A: Overview



Description

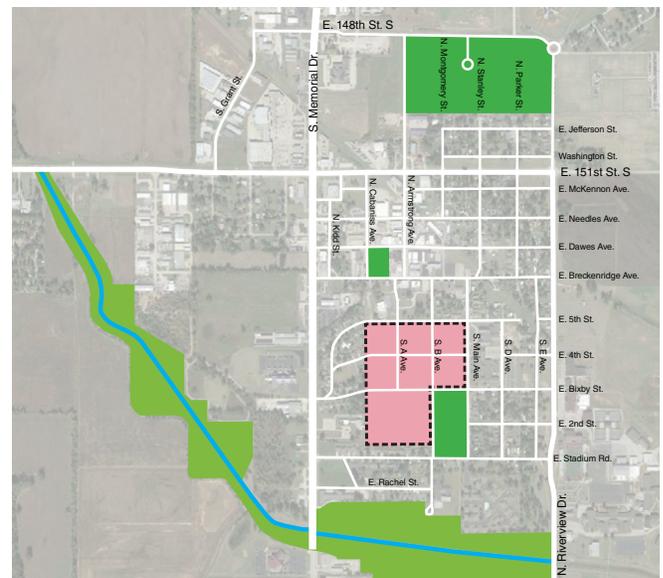
Mixed-Use A building form facilitates office, commercial, and/or residential uses. Uses can be mixed vertically or horizontally, with a limited amount of neighborhood serving retail. This building type is limited in scale and intensity in order to facilitate a neighborhood-compatible mixed-use building that transitions to areas of strictly single-family residential character. An example could be an office unit below with a residential unit located above or a small corner shop with Rowhouses or flats that continue down the street. Any ground-floor active neighborhood serving retail space should be limited in square footage and provide minimum transparency requirements. Parking for this building form is typically provided in rear or adjacent surface parking lots or parking garages. Buildings that are predominately residential in use may utilize individual garages within the design of the primary structure. This building form relies on nearby on-street parking for short-term retail, office, and/or residential patrons and guests.

Applicable Districts

District 4

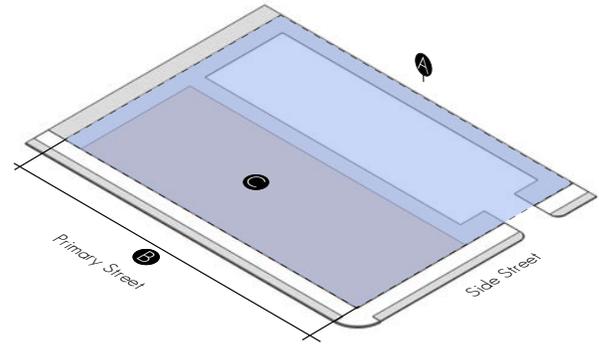
District Map

See Section 2.0 Districts



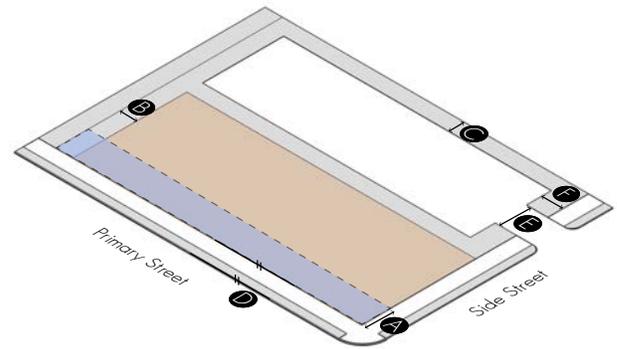
5.7 Mixed-Use A: Lot Standards

Lot	A Area	B Width
	9,000 SF min.	65' min.
Building Coverage	C Required	
	70% max.	



5.7 Mixed-Use A: Site Standards

A Front Setback/Build to Zone (BTZ)	
District 4	5' min./20' max./75% in BTZ and within 10' of required setback
B Side Setback	
District 4	5' min, Transitional Setback Required ¹
C Rear Setback	
District 4	10' min., Transitional Setback Required ¹
D Building Alignment	
District 4	Required ^{2&3}
E Access & Driveway Width	
District 4	22' min./30' max.
F Parking Location	
District 4	30' min. setback from property line ⁴



1. Interior Lot: Front wall of primary structure shall be parallel to street
Corner Lot: Both street-facing walls of primary structure shall be parallel to each street
2. Exception for corner accent or entry features.
3. No parking between street-facing wall and street.

Additional Information

1. Any component of a building greater 35' shall follow the Transitional Height Plane Setback outlined in Section 4.2]. This only applies if the neighboring property is in District 1. A transitional Height Plane Setback is not required if the neighboring property is in District 3.

5.7 Mixed-Use A: Building Form Standards

A Wall Length

District 4 160' max.

B Building Height

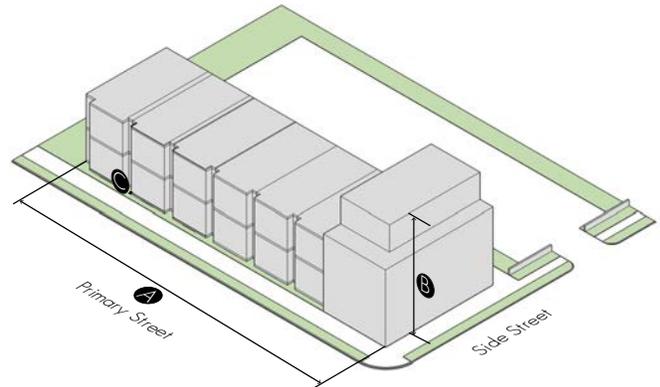
District 4 2 stories/25' min.;
4 stories/50' max.

C Finished Floor Height

District 4 1' min./4' max.¹

Additional Information

- No raised foundation is required for a commercial ground floor.



5.7 Mixed-Use A: Building Activation

A First Story Element

District 4 Required^{1&2}

B Entry Number (On Street-Facing Wall)

District 4 1 min.

C Distance Between Entries

District 4 25' max.

D Entry Presence - Facing Street

District 4 Required³

E Entry Path

District 4 Visually connect entrance to street through one of the following:
- Entry faces street
- Entry opens on porch that faces street

F Blank Street-Facing Wall

District 4 30' max.

G Ground-Floor Transparency

District 4 55% min.

H Upper Story Transparency

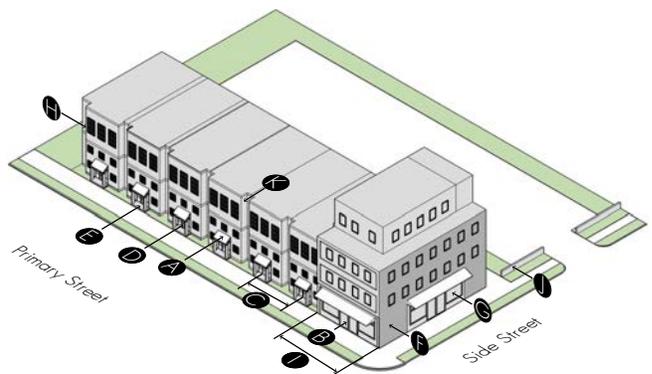
District 4 20% min.

I Active Retail Storefront

District 4 25% max. of total linear street frontage

J Parking Screening

District 4 Required if visible from street⁴



5.7 Mixed-Use A: Lot Standards

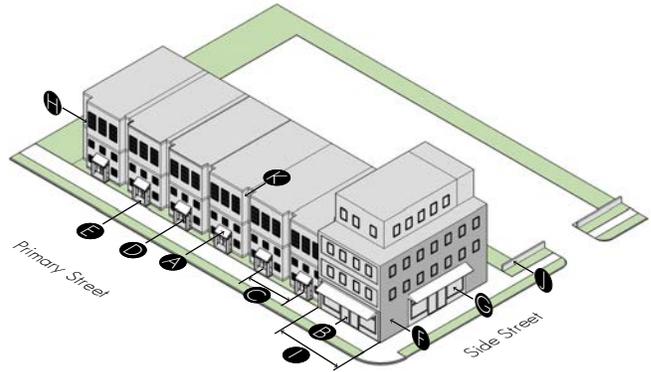
Ⓚ Articulation Options

1 Articulation option (AO) required; 3 AO's required if wall is over 80' wide⁵

Additional Information

If a Rowhouse component is used as part of the mixed use building form, must include one of the following elements on the front-most facade of each unit:

1. Projecting Porch
- Recessed Porch
- Projecting Stoop
2. Height of first story element must be equivalent to height of first story of structure.
3. Visually connect entrance to street through either street facing entry or entry opens on porch that faces street.
4. Parking Screening options see Section 4.2I & 4.3J
5. See Section 4.3I: Facade Variation Requirements for articulation options.



5.0 BUILDING TYPE STANDARDS

5.8 Mixed-Use B: Overview



Description

Mixed-Use B building form accommodates the mixing of commercial, entertainment, and/or office uses within one structure. Buildings may accommodate residential units provided that the residential units are not provided at the ground floor level. Mixed-Use B buildings have larger ground floor heights, should provide active ground floor uses such as shops, dining, and offices, and have clearly demarcated entries for individual components of the building. Mixed-Use B buildings are the most intense in their scale and generally make use of elevators when multiple stories exist. Parking for this building type is typically in rear or adjacent surface parking lots or parking garages. The building form accommodates a high number of visitors and shoppers with high turnover volumes making the use of on-street parking critical.

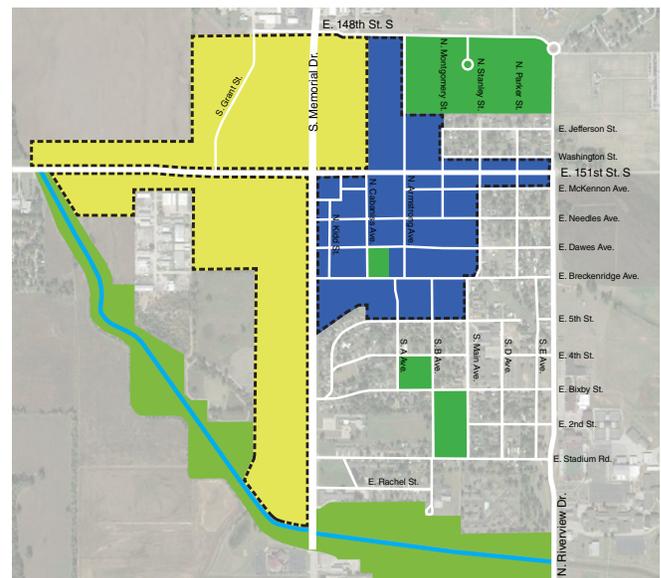
Applicable Districts

District 2 and 3



District Map

See Section 2.0 District



5.8 Mixed-Use B: Lot Standards

Lot

No lot standards are provided for Mixed Use B. It is assumed that buildings in this form may utilize the full lot.

5.8 Mixed-Use B: Site Standards

A Front Setback/Build to Zone (BTZ)

District 2 10' min./75' max./65% in BTZ

District 3 0' min./10' max./80% in BTZ¹

B Side Setback

District 2 10' min, Transitional Setback² Required

District 3 0' min, 5' max., Transitional² Setback Required

C Rear Setback

District 2 & 3 10' min., Transitional Setback² Required

D Building Alignment

All buildings are required to build parallel to the street. Entry, corner, and other accent elements do not have to be parallel to the street.

E Parking Location

District 2 1 double row max. between front of building and street

District 3 30' setback from property line³

F Parking Access

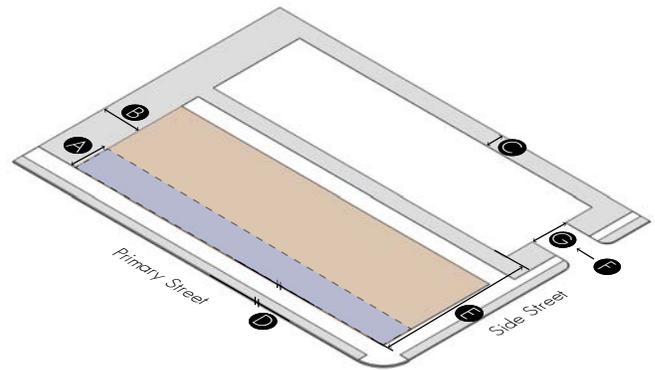
District 2 Limit access from perimeter corridors⁴

District 3 Max. 1 access point per block from Primary Street³

G Access Drive Width

District 2 24' max.

District 3 22' max.



Additional Information

1. Except for plaza, outdoor seating, etc.
2. Any component of a building greater 35' shall follow the Transitional Height Plane Setback outlined in Section 4.2]. This only applies if the neighboring property is in District 1 or 4. A transitional Height Plane Setback is not required if the neighboring property is in District 2 or 3.
3. No parking is allowed between the building front and the street. Parking must access from alley or side street.
4. Where feasible, access parking from side street

5.8 Mixed-Use B: Building Form Standards

A Wall Length

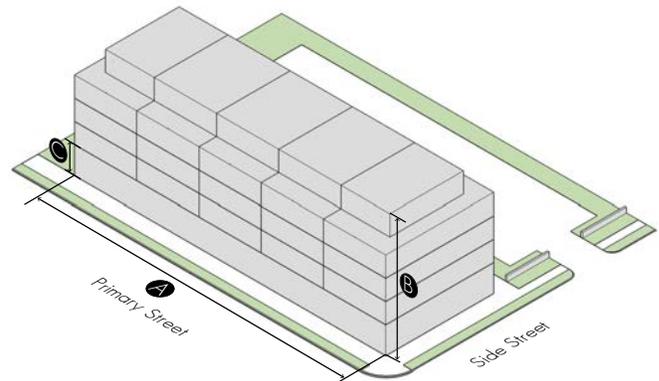
District 2	160' max.
District 3	300' max.

B Building Height

District 2 & 3	2 stories/25' min.; 4 stories/50' max.
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C Ground Floor Height

District 2	12' min.
District 3	14' min.



5.8 Mixed-Use B: Building Activation Standards

A Blank Street-Facing Wall

District 2	25' max.
District 3	10' max.

B Ground-Floor Transparency

District 2	60% min.
District 3	70% min.

C Upper Story Transparency

District 2	20% min.
District 3	30% min.

D Entry Number (On Street-Facing Wall)

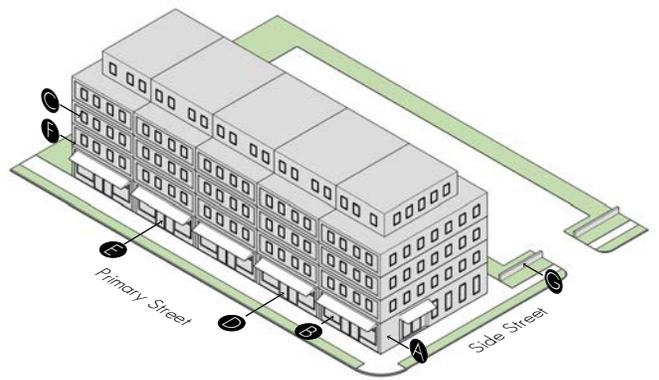
District 2 & 3	1 min.
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E Entry Presence - Facing Street

District 2 & 3	Required
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F Articulation Options

District 2	1 AO Required; 3 AO's required if wall is over 80' wide ¹
District 3	1 AO Required; 3 AO's required if wall is over 60' wide ¹



G Parking Screening

District 2 & 3	1 min. required if visible from the street ²
----------------	---

Additional Information

1. See Section 4.3I: Facade Variation Requirements for articulation options
2. See Section 4.2I & 4.3J for requirements and options

6.0 ADMINISTRATION

6.1 Overlay Administration

A. Authority

1. The administration of the Downtown Design Overlay Standards will be overseen by the City of Bixby's Planning Department. A designated staff member will be known as the Overlay Administrator and is responsible for the day-to-day administration of this document and the standards provided within.

B. Delegation of Authority

1. The Overlay Administrator may designate any staff member to represent them in any function assigned by this Overlay. The Overlay Administrator remains responsible for any final action.

6.2 Approval Process

A. Applicability

1. All private construction projects, with the exception of interior construction or exterior in-kind replacement work, is subject to review by the Overlay Administrator. All buildings, streets, and public spaces by public entities are also subject to review.

B. Administrative vs. Council Review

1. Projects that conform to all standards of this Overlay may be approved administratively by the Overlay Administrator without review by the City Council. The City Council will review applications that require modifications.

C. Certificates of Appropriateness

1. The Overlay Administrator or City Council will issue a Certificate of Appropriateness for approved projects.

D. Review Process

1. Step 1: Project Consultation
 - a. Before submitting an application for review, an applicant must schedule a meeting with the Overlay Administrator to discuss the review procedures and applicable standards for approval. This meeting is not intended for approval but to provide the applicant with an overview of the application requirements and to identify issues or opportunities relating to compliance with the requirements of this Overlay.
2. Step 2: Application Submittal
 - a. Applications must be submitted to the Overlay Administrator in a manner required by the Planning and Development Department.
 - b. All applications must be sufficient for processing before the Overlay Administrator is required to review the application. The Overlay Administrator will notify the applicant whether or not the application is complete or whether additional information is required.
 - c. An application is sufficient for processing when it contains all of the information necessary to determine whether or not the development as proposed will comply with the Overlay standards.
3. Step 3: Application Review
 - a. Upon determination of a complete application, the Overlay Administrator will distribute the application for review to applicable City departments and external agencies.

6.0 ADMINISTRATION

- b. The Overlay Administrator will determine whether the application conforms to all applicable requirements of the Overlay.
 - c. Final action on an application will be based solely on compliance with all applicable provisions of this Overlay and other applicable technical requirements.
 - d. If an application is denied, the reasons for denial must be stated in writing, specifying the provisions of the Overlay or other applicable technical requirements that are not in compliance. A revised application may be submitted for further consideration.
- 2. Maintains or creates a safe, walkable, and attractive environment along the street edge.
 - 3. Provides a diversity of housing options
 - 4. Maximizes opportunities for redevelopment and investment.
 - 5. Protects established single-family residential areas from incompatible development.
 - 6. Protects the integrity of established or culturally/historically significant landmarks within the community.

C. Modifications

- 1. The Bixby City Council is responsible for reviewing requested modifications.
- 2. When reviewing requests for modifications, the City Council must consider the guiding principles stated in Section 6.3B.
- 3. The City Councils decision to approve or deny a request for modification shall be based on the following considerations:
 - a. The hardship or need for modification has not been caused by the applicant. Projects that utilizes a pull off the shelf or one size fits all design or engineering approach that do not meet these standards is not considered a legitimate reason for a request for modification.
 - b. The physical conditions of the property such as existing steep slopes, floodplain, drainage, lot shape, physical barriers, or easements that make compliance with a specific standard impossible and that the hardship is not created by the applicant.
 - c. The modification will not significantly impact adjacent property owners,

6.3 Overlay Modifications

A. Purpose

- 1. This section establishes the procedure for considering requests for modifications to the Overlay standards.
- 2. It is the applicants responsibility to meet the burden of demonstrating reason for the requested overlay modifications and to illustrate how the requested modifications it related to a legitimate site constraint and/or how the modification would equal or exceed the established standards.

B. Guiding Principles

Legitimacy for modifications to the standards shall be weighed against the following guiding principles.

- 1. Supports the City's Comprehensive Plan and policy recommendations for the city's long-term development vision.

6.0 ADMINISTRATION

the overall character of the area, public infrastructure, stormwater management, and others matters affecting the general public's health, safety, and welfare.

- d. The modifications will not result in a substantial departure from the basic urban design principle that new development should add value to and enhance the walkability and attractiveness of the street edge.

7.0 GLOSSARY OF TERMS

7.1 Abbreviations

NA:	Not applicable
Min:	Minimum
Max:	Maximum
SF:	Square footage
ROW:	Right-of-way
AO:	Articulation option

7.2 Defined Terms

For the purpose of this Design Overlay, the following terms have the following meanings:

Accessory Dwelling Unit. A smaller, independent residential dwelling unit located on the same lot as a stand alone (ie: detached) single-family home.

Administrator. The person responsible for the day-to-day administration of this Overlay, or their designee.

Alcove. A recess in facade, which may enclose a bench, fountain, or sculpture.

Alley. A secondary vehicular way or thoroughfare that provides rear access to properties on both sides of a block. An alley is narrower than a street and can be paved or unpaved.

Alteration. As applied to a building or structure, a change or rearrangement in the structural parts of such building or structure, or any enlargement thereof, whether by extension on any side or by any increase in height, or the moving of such building or structure from one location to another.

Approval. Approval by the Design Overlay administrator of the City of Bixby under the regulations of this Overlay, or approved by an authority designated by this Overlay.

Awning. A light roof-like structure, supported by the exterior wall of a building, consisting of a fixed or movable frame covered with approved material extending over doors and/or windows.

Balcony. A platform projecting from the wall of an upper-story of a building with a railing along its outer edge, often with access from a door or window.

7.0 GLOSSARY OF TERMS

Banners, posters, etc. A type of temporary sign of canvas, plastic sheeting, paper, cardboard or cloth without its own supporting frame, but attached to posts, poles, or other stationary structures by cords, ropes, elastic bands (shock cords, bungee cords, etc.) or other fasteners; or affixed to a flat surface such as an exterior wall or window.

Building Coverage. See Section 4.1E Building Coverage.

Building Facade. The face of a building that delineates the edge of conditioned floor space.

Build-to-Zone. See Section 4.2D Build-to-Zone

Canopy. A light roof-like structure, supported by the exterior wall of a building and columns, consisting of a fixed or movable frame covered with approved material extending over doorway entrances only.

Cornice. A projection aligned horizontally along and crowning a building wall, door, window, or other opening in the building wall.

District. A geographical area within which this Overlay governs building form and land use. Districts are designated on the District Map in Section 2.0.

Driveway. A vehicular lane within a lot, or shared between two or more lots, typically providing access to a garage or other parking area.

Eave. The junction of a building wall and an overhanging roof.

Expression Line. A design element aligned horizontally along a building wall, typically a continuous row or layer of stones, tiles, bricks, shingles, or similar materials. Also called a belt course, string course, or band course.

Facade. The exterior wall of a building.

Facade Articulation. The elements in the massing of a building that establish character and visual interest.

Fence. Any artificially constructed barrier of any material or combination of materials erected to enclose or screen areas of land.

Fenestration. The openings in a structure, including windows and doors, but not including loading berths and entries for parking. Fenestration includes frames, mullions, muntins, vents, and other elements integral to a window or door unit.

Fiber Cement. A composite material made of sand, cement, and cellulose fibers. Also known as cementitious board siding.

Forecourt. An open area at grade, or within 30 inches of grade, that serves as an open space, plaza, or outdoor dining area.

Gallery. A covered passage extending along the outside wall of a building supported by arches or columns that is open on three sides.

Glazing. A component of a window or wall made of glass.

Grade. The elevation at which the finished surface of the surrounding lot intersects the walls or supports of a building or other structure.

Ground Floor Elevation. Refer to Section 4.3D Finished Floor Elevations.

Ground Story. The story of a building closest to the sidewalk level.

Landscape. Open areas of the private or public realms, which are composed primarily of living vegetation.

Landscape Buffer. That portion of a site with landscape plantings, fences, and/or other components used to mitigate conflicts between incompatible uses.

Marquee. A permanent roofed structure attached to and supported entirely by a building, including any object or decoration attached to or part of said marquee.

7.0 GLOSSARY OF TERMS

Mullion. A vertical element that forms a division between units of a window or door.

Parapet. A low wall or protective barrier that extends vertically above the roof surface of a building or other structure.

Parking Row. A group of contiguous parking stalls in a parking lot or parking structure, organized as either a single row or double row.

Parking Space. A location that is designated for motor vehicle parking. A parking space can be in a parking structure, in a parking lot, or on a thoroughfare, and is usually delineated by road surface markings.

Pervious. Being permeable; having the quality of allowing the infiltration of surface water into the soil.

Porch. A raised structure attached to a building, forming a covered entrance to a doorway.

Primary Street. See Section 4.2B Primary Street

Principal Building. A building in which is conducted the main or principal use of the lot on which the building is situated.

Public Realm. The space between and within buildings that is publicly accessible, including streets, squares, forecourts, plazas, parks and open spaces.

Right-of-Way. Any land reserved or dedicated as a thoroughfare, alley, pedestrian or bicycle way, railway, or waterway.

Right-of-Way Line. The line dividing a lot from a right-of-way.

Roof Ridge. The horizontal top area where two sloped roof areas meet.

Setback. The distance between a building facade and an adjacent lot line.

Side Street. On corner lots, the street that is not designated as the primary street.

Stoop. A small raised platform that serves as an entrance to a building.

Story. Refer to Section 4.3 C1 Story Height

Structure. Anything constructed or erected, the use of which requires more or less permanent location on the ground, or attached to something having permanent location on the ground.

Transom. A window above a door or window that is hinged to a horizontal crosspiece over the door or window.

Temporary Sign. Any display, informational sign, or other advertising device in any district that is intended to convey information about a specific, timed event rather than an ongoing occurrence.

Transparency. The area of a facade composed of fenestration, typically measured as a percentage. See Section 4.3E Transparency.

Vertical Plane. Any plane that contains the vertical line at the point.