



Sherwood Old Town Design Guidelines

Sherwood, Oregon



City of Sherwood
Planning Department
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Introduction

Sherwood Old Town Design Guidelines

Intent & Purpose

The Old Town Design Guidelines are a framework within which to review new projects, aiding design professionals and developers in understanding the City's urban design expectations. The guidelines ensure a high degree of order, harmony, and quality within the built environment; they allow the development of new buildings and projects that are attractive individually yet contribute to a downtown that is unified and distinctive as a whole.

The Old Town Design Guidelines complement the Urban Renewal Plan and Sherwood Zoning & Community Development Code (SZCDC).

The goal of the Old Town Guidelines is to augment the Old Town design standards contained in Chapter 9 of the Sherwood Zoning and Community Development Code (SZCDC). The design standards are in place to ensure that new buildings and exterior renovations are in keeping with the unique small town character found in Sherwood. In addition, the guidelines encourage compatible uses, context sensitive urban design, and mixed-use buildings through acceptable architecture and urban form. This will help revitalize Old Town and enhance the existing historic core.

The Old Town Design Guidelines provide examples of desirable and undesirable elements of buildings. Innovative designs that improve the character of Old Town are not necessarily historical recreations, but accentuate and enhance the vernacular or indigenous architecture of Sherwood and the Pacific Northwest. While these guidelines are not intended as a regulatory tool, they do provide a clear direction for future development and serve as a necessary ingredient to spur revitalization, sustainable economic development, and to communicate a vision in Old Town through a visual vocabulary.



Introduction

Old Town and Sherwood Zoning Code

Old Town Overlay Districts

The Old Town Overlay Districts are a zoning tool that consists of two land use districts: Smockville Area and Old Cannery Area. The Smockville and Cannery Area offer two distinct districts for private development. The entire Old Town district is located in the urban renewal district, which encourages private investment through financing of public improvements.

The Smockville Area contains the historic core and the original central business district of the city while the Cannery Area is a former warehouse area ripe for new development.

Zoning Ordinance

Section 9.202 of the SZCDC provides the primary regulatory framework for implementing the overlay districts, while Section 9.500 contains the standards for alterations of designated landmarks. The applicable sections in 9.202 are referenced in the guidelines.

In addition to the building materials and urban form, Old Town has three zones to encourage a variety of uses from small businesses to mixed residential.

- Retail Commercial (RC)
- Medium Density Residential (MDRL)
- High Density Residential (HDR)

Each zone allows a range of residential and commercial uses and encourages vertical mixed-use. The Sherwood Civic Center is an example that includes two stories with offices above a small retail space and new library in one building



Sherwood Civic Building

Architecture Guidelines

Sherwood Old Town Design Guidelines

Corner Doors

Guideline

Locate entry doors on corners of commercial and retail buildings wherever possible.

Description

Corner entries reinforce intersections as important places for pedestrian interaction and activity. Transparent doors and windows are strongly encouraged. Entries at 45 degree angles, free of visual obstructions, are also encouraged.

Recommended

- Doors with large glass areas.
- Primary building entrance should be at corners.
- Combined doors with roof or facade architectural elements such as bays or towers.
- Building wall lighting emphasizing entrance.

Not Recommended

- Blank walls at corners of public streets.
- Visual and physical obstructions such as large columns.
- Primary entry doors made of unpainted aluminum, wood or metal, or in a residential vernacular.
- Primary entry doors that are solid and windowless.
- Utility boxes, meters, or mechanical units near the entrance door.
- Glass areas with simulated divisions (internal or applied synthetic materials).
- Reflective, opaque or tinted glazing in the door.

Code Requirement:

- *Section 9.202.06(B) - Setbacks*
- *Section 9.202.08(B) - Reinforced Corners*
- *Section 9.202.08(D) - Main Entrance*



Recommended: Corner entry (Boulder, CO)



Recommended: Corner entry (Orenco Station)



Not Recommended: Unwelcoming blank walls at building corner (Salem)

Architecture Guidelines

Sherwood Old Town Design Guidelines

Retail and Commercial Doors

Guideline

Doors should create an open and inviting atmosphere.

Description

Primary business entry doors for retail and commercial establishments should be transparent so that a passersby may see the activity within the building - allowing the building to add life and vitality to the street. Doors with extra-large openings blending the activity of the street and the interior are appropriate for restaurants and cafes.



Recommended: Public access doors should be inviting (SW Ankeny and 4th and SW 5th and Alder, Portland)

Recommended

- Large cafe or restaurant doors that open street to interior by pivoting, sliding, or rolling up overhead.
- Doors comprised of a minimum 50% window area.
- Building lighting emphasizing entrances.
- Transom, side lites or other window combinations.
- Doors combined with special architectural detailing.
- Double or multiple door entries.
- Well-detailed or ornate door hardware.



Recommended: Public access doors should be inviting (NW Hoyt and 12th and SW Broadway and Taylor, Portland)

Not Recommended

- Solid metal or wood doors with small or no windows.
- Primary entry doors raised more than three feet above sidewalk level.
- Doors flush with building facade.
- Clear anodized aluminum frames.
- Glazing with simulated divisions.
- Reflective, opaque or tinted glazing.



Not Recommended: Unpainted aluminum door frame (SW 3rd and Stark, Portland)

Code Requirement:

- *Section 9.202.08(D) - Main Entrance*

Architecture Guidelines

Sherwood Old Town Design Guidelines

Residential Doors

Guideline

Residential front doors should define a friendly transition between the public and private realm.

Description

Doors should be substantial enough to suggest privacy yet still express a welcoming sense of friendly contact for those who approach and enter. The design of a door should respond to its context - to the amount of street activity that surrounds it, for example. Where a door faces a very active street, it is appropriate to separate the door from the street by a comfortable change of grade, perhaps two or three feet above street level. For less active areas, transition areas may include porches.

Recommended

- Multi-panel painted doors.
- Doors combined with transom windows or side lites.
- Durable, high quality metal door hardware.
- Wood solid core doors.
- Doors accessed from porches, terraces, stoops or canopy-covered entries.

Not Recommended

- Sliding glass doors.
- Unarticulated, flush doors.
- Doors raised more than three feet above sidewalk level for townhome/rowhouse type housing.
- Doors not directly accessed from the street or courtyard.
- Doors accessed directly from parking lots.
- Door glazing with simulated divided lites.

Code Requirement:

- *Section 9.202.08(D) - Main Entrance*



Recommended: Recessed entry and high quality door and trim materials, set comfortably above the sidewalk (NW 11th and Hoyt and NW Lovejoy and 20th, Portland)



Not Recommended: Colorless and unarticulated entry doors do not convey a welcoming appearance (NW Northrup and 23rd, Portland)



Not Recommended: Entry doors too high above street level (East Burnside and 104th, Portland)

Architecture Guidelines

Sherwood Old Town Design Guidelines

Wall Materials

Guideline

Use materials that create a sense of permanence.

Description

Quality wall materials can provide a sense of permanence in a building, and bring life and warmth to Old Town. Articulation of wall materials should be bold, with materials used in a way that shows their depth. It should be apparent that the materials have substance and mass, and are not artificial, thin “stage sets” applied only to the building surface.

Recommended

- Boldly articulated window and storefront trim.
- Natural or subdued building colors.
- Limited use of bright accent trim colors.
- Varied yet compatible cladding materials.
- Belt courses and medallions.

Not Recommended

- Bright or primary wall colors for the entire wall surface.
- Flagstone, simulated river rock or other similar veneer cladding.
- Painted brick.

Code Requirement:

- *Section 9.202.08(F)*



Recommended: Boldly articulated facades benefit from the inclusion of medallions, belt courses, varied cladding materials or other surface articulation (SW Yamhill and 4th, NW Hoyt and 12th, Oakland, CA, Boston, MA)



Not Recommended: Walls appear “thin,” lack sense of permanence or have a stage set appearance due to awkward proportions, lack of articulation, use of non-durable materials and bright wall colors (SW Alder and 15th, NW 18th and Lovejoy, NE Skidmore and MLK Blvd., and NW Pettygrove and 23rd, Portland)

Architecture Guidelines

Sherwood Old Town Design Guidelines

Wall Structure

Guideline

Use scale-defining devices to break up the longitudinal dimensions of buildings, creating a comfortable sense of enclosure by establishing an uninterrupted street edge.

Description

Building walls should have a sense of continuity and enclosure to the street, creating a “street wall.” They should also include vertical and horizontal divisions to provide a human scale to the space of the street. Such vertical and horizontal architectural elements create a coherent pattern and visual interest, and will tend to make large buildings appear inviting.

Recommended

- Tripartite facade division - base, middle, top for buildings over three stories.
- Vertical articulation of windows, columns and bays.

Not Recommended

- Smooth, undifferentiated facade.
- Suburban-styled horizontal orientation of building elements - walls, doors and windows.

Code Requirement:

- *Section 9.202.08(F) - Exterior Finish Materials*



Recommended: This building creates a comfortable sense of enclosure by providing an uninterrupted street wall (Orenco Station)



Recommended: Tripartite facade - clearly marked base, middle and top (NW 13th and Johnson, Portland)



Not Recommended: Horizontal wall character exaggerated by the lack of wall definition and the oddly sized and shaped windows (N Lombard and N Denver, Portland)

Architecture Guidelines

Sherwood Old Town Design Guidelines

Retail Windows

Guideline

Use windows that create an open and inviting atmosphere.

Description

Retail and commercial uses should provide windows that add activity and variety at the street level, inviting pedestrians in and providing views both in and out.

Transparency beckons people inside - whether it be into a shop, gallery, restaurant or office. Restaurants and cafes can benefit from having windows that actually open to let passersby see, hear, and smell the activity of the place. Views into stores should not be blocked.

Recommended

- Windows that open by pivoting, sliding, or shuttering.
- Painted wood panels or tile clad panels below windows.

Not Recommended

- Residential-styled window bays, multi-paned divided lites, half-round or other similar forms.
- Clear anodized aluminum windows.

Code Requirement:

- *Section 9.20208(H) - Ground Floor Windows*



Recommended: Cafe windows that open, blending the activity of the interior with that of the street (NW 23rd and Kearney, Portland)



Recommended: Active display windows (SW Yamhill and 5th, Portland)



Not Recommended: Storefront windows without panels below (Teufel Village, Wilsonville)

Architecture Guidelines

Sherwood Old Town Design Guidelines

Residential Bay Windows

Guideline

Provide bays to add variety and visual interest to facade and interesting views and outdoor spaces from the interiors.

Description

Bays provide variation and relief to a facade; their sculptural form can add interest to building walls. Contrasting color and materials are encouraged. Exuberant visual ornamentation may be added as further accent to window lintels or panels.

Recommended

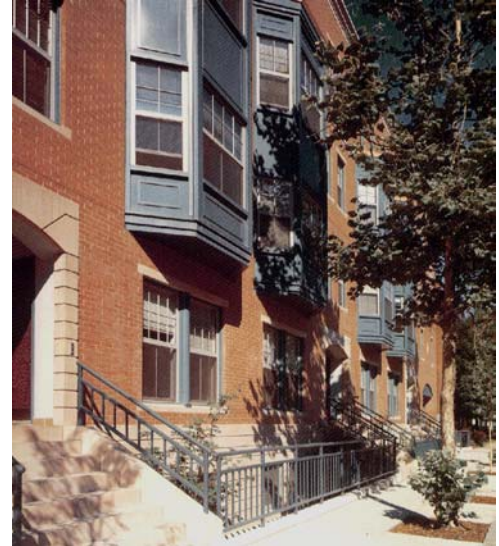
- Bays on second story or higher floor levels.
- Contrasting but compatible wall cladding materials and colors.

Not Recommended

- Cladding materials such as corrugated metal panels or spandrel glass.
- Poorly detailed panels or those without detailing.
- Projecting wall-mounted mechanical units.

Code Requirement:

- *Articulated windows are encouraged, especially for multi-story buildings, but bay windows are not required.*



Recommended: Bays on upper stories provide relief (Boston, MA)



Not Recommended: Bays that are poorly detailed, clad with corrugated metal, or include projecting mechanical units (Salem Transit Center, Union Station Housing, NE Weidler and 15th, Union Station Housing)

Architecture Guidelines

Sherwood Old Town Design Guidelines

Silhouette and Roofline

Guideline

Create interest and detail in silhouette and roofline.

Description

Building rooflines should enliven the pedestrian experience and be of visual interest, with detail that will create a skyline composed of interesting forms and shadows. Building silhouette should be compatible with those of other buildings along the existing streetscape.

In some cases, it may be appropriate to mark an entryway with a distinct form - a tower for example - to emphasize the significance of the building entry.

For residential buildings, roof massing should be simple yet not dull or unarticulated. For example, flat roofs may be appropriate if they have a cornice, designed with depth and detail expressing the top of the building wall. Dormers set into sloped roofs may be appropriate. These forms provide visual interest, and bring additional living space, light and ventilation to upper floor and attic spaces.

Recommended

- Dormer windows.
- Towers or similar vertical architectural expressions of important building functions such as entries.
- Varied roofline heights.
- If cornices are used they should be well-detailed. They should have significant proportions (height and depth) that create visual interest and shadow lines.

Not Recommended

- Unarticulated rooflines.
- Poorly detailed decorative roof forms.
- Mansard and metal roofs

Code Requirement:

- *Section 9.202.08(G) - Roof Mounted Equipment*
- *Section 9.202.08(J) - Roofline*



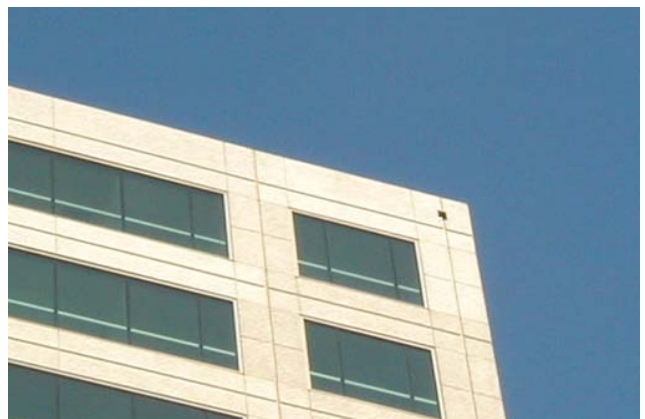
Recommended: Simple tower elements at corners
(Boston, MA)



Recommended: Well articulated, deep cornices on flat-roofed buildings
(SW Yamhill and 3rd, Portland)



Recommended: Complex roofline that breaks down the scale of the residential development and provides visual interest
(Riverplace, Portland)



Not Recommended: Unarticulated roofline
(SW 3rd and Alder, Portland)

Architecture Guidelines

Sherwood Old Town Design Guidelines

Rooftops

Guideline

Integrate rooftop elements into building design.

Description

Roof shape, surface materials, colors, mechanical equipment and other penthouse functions should all be integrated into the overall building design.

Roof mounted mechanical equipment should be hidden from view by parapets. If the building parapets do not provide adequate screening, screening walls or enclosures installed as an integral part of the architectural design should be used. Roof terraces and gardens are encouraged to soften the building and add visual interest and vitality to the street.

Recommended

- Screened mechanical units.
- Rooftop penthouse occupied residential or office spaces.
- Rooftop gardens.
- “Green” roofs that reduce stormwater runoff.

Not Recommended

- Exposed rooftop mechanical or electrical units.
- Exposed telecommunications equipment including satellite dishes, cell-phone towers or antennae.

Code Requirement:

- *Section 9.202.08(G) - Roof Mounted Equipment*



Recommended: Roof parapet that screens penthouse office beyond (SW Morrison and 10th, Portland)



Not Recommended: Rooftop equipment visible and not integrated into building design (SW 2nd and Stark, Portland)

Architecture Guidelines

Sherwood Old Town Design Guidelines

Green Architecture

Guideline

New construction or building renovation should include sustainable materials and design.

Description

Buildings in Old Town should use materials that are safe for the environment, not only during their use in the building, but also during their manufacture or disposal. Buildings should be designed to increase energy efficiency through advanced design of the building envelope and mechanical systems.

Recommended

- Use salvaged materials or reuse existing products wherever possible.
- Use products made from recycled materials when appropriate.
- Maximize natural light.
- Include measures to maximize indoor air quality.
- Include landscaping strategies to minimize polluted stormwater runoff from building roofs and parking lots.

Not Recommended

- Use of building products from non-renewable resources that may emit pollutants or the use of imported and domestic forest products that are not certified as being produced using sustainable forestry methods.
- Construction techniques that do not minimize construction waste.

Code Requirement:

The City of Sherwood does not have green building codes. However, the City of Portland's Office of Sustainable Development has resources for green building techniques for residential and commercial construction.

Visit: <http://www.sustainableportland.org/>



Recommended: Use of salvaged and recycled materials (NW 10th and Irving, Portland)



Recommended: Roof that includes landscaping to filter rainwater (SW 12th and Clay, Portland)



Recommended: Polluted water runoff from parking lot is mitigated by a landscaped swale (NW 10th and Irving, Portland)

Architecture Guidelines

Sherwood Old Town Design Guidelines

Building Security

Guideline

Buildings and site planning should consider and employ techniques that create a safe environment.

Description

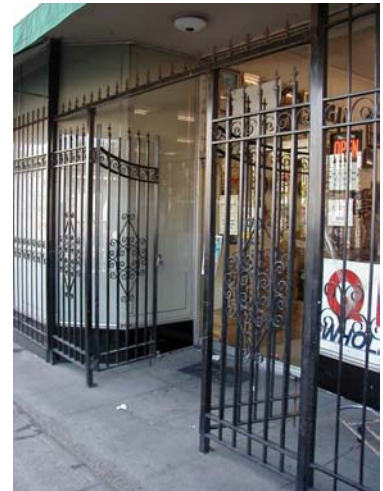
Old Town should be a place in which people of all ages should feel safe day or night and during all seasons. However, downtown should not become a “secured fortress” in which all public and private areas are segregated. Instead, new development should create “eyes on the street” - active uses in which residents, employees, and visitors can deter criminal activity, providing self-policing through observation. Where buildings employ security measures such as gates, screens or fencing, these measures should be designed as integral components of the building or site.



Recommended: Interior, roll-up security gates (SW Yamhill and 5th, Portland)

Recommended

- Interior or exterior roll-up or sliding security gates that are not visible from the public right-of-way.
- Secured loading bays or service areas.
- Gated private courtyards or plazas.
- Security cameras or surveillance devices screened from view or integrated into building design.



Not Recommended

- Fixed exterior security gates on building edges that are visible from the public right-of-way.
- Fixed exterior security screened windows along public streets or gathering areas.
- Gated residential development.

The City of Sherwood Police Department can assist you in crime prevention and proper security measures for your buildings.

The Police Department can be reached at 503-625-5523.



Not Recommended: Fixed security bars on windows and storefronts and security gates in front of the entrances (N Denver and Kilpatrick and NW Couch and 4th, Portland)

Architecture Guidelines

Sherwood Old Town Design Guidelines

Examples of historic residential buildings located in the "Old Town Overlay District" in Sherwood.



Carr Residence - 1895



Charles T. Hall Residence - 1918



John Owen Residence - 1892

Examples of historic commercial buildings located in "Old Town Overlay District" in Sherwood.



Sherwood Hotel - 1915



Dr. D.H. Rickard's Medical Office - 1903



Roellich Building - 1914