

<b>FAIRHAVEN NEIGHBORHOOD AND URBAN VILLAGE PLAN</b> <b><i>Fairhaven Design Review Code: What Works and What Doesn't?</i></b> <b><i>5/25/11 Meeting #3 – Public Input Exercise</i></b>	
<b>What features, forms and materials do you think work best for new construction in the "Core" and National Historic District</b>	
#10 color yellow - not good	
#15, 20, 25, 27 - recent construction	
#1-7, 9, 13-17, 20, 22, 24, 27	
#19 could be or darker - more XXX color	
#9 - very different building materials add to charm	
3 stories max	
4 stories or less	
All of Ken Imus' and Ebenal Buildings	
All pictures are tolerable	
Arched window and door openings	
Arched windows with decorative facing above windows	
Arched windows, doorways, and corner entrances	
Articulation (building plan)	
Breaking up building bulk	
Brick	
Brick	
Brick	
Brick	
Brick	
Brick	
Brick	
Brick	
Brick - craftsman style ok	
Brick / wood	
Brick / wood	
Brick / wood	
Brick / wood	
Brick and masonry - Chuckanut sandstone foundation	
Brick and stucco materials	
Brick facades	
Brick features	
Brick is nice	
Brick/Wood combination	
Buildings fronting sidewalk	
Canopies over sidewalks	
Clapboard (like Village Inn)w molding to look historic	
Classic design	
Clear story glass on main door	
Cornices	
Cornices	
Cornices	

Crown molding	
Curved or framed windows	
Curved top - tall windows	
Defined entries (all covered)	
Definition of story separation via lines or window lines	
Detail - variety of canopy or rain protection	
Details that add charm	
Earth tones / brick	
Either materials that mimic existing ones or do not contrast badly	
Flexibility and common sense	
Height constraints	
Height limits under 50 feet	
Height should be 3 stories not 2	
Historical paint colors	
Human scale first floors and entries	
It needs more variety - it's becoming too "Disneyland" perfect	
Large first floor commercial windows with smaller residential / office above	
Mimic tall 1st story	
MUST be compatible with existing historic buildings	
Narrow windows	
No taller than existing historic buildings	
Old brick	
One story for Eclipse seemed like a missed opportunity	
Ornate twists	
Paint in brick tones & matching earth tones	
Parapets	
Proportions of storefront to 2nd story	
Proximity to sidewalk (zero set-backs)	
Punch windows on 2nd story	
Punched out windows	
Roof slopes similar to variety of existing buildings	
Rounded window tops are attractive	
Rounded windows	
Sandstone, brick and wood (variety)	
Sash 2nd story windows	
Short square blocks	
stone - other design elements (some grace)	
Store windows - non square and tall	
Storefront windows	
Street grid	
Strong cornices	
Strong cornices	
Stucco (secondary)	
Style / Feel should agree - appear historical (need to clarify what constitutes this)	
Tall arched windows	
Tall street level floor with canopy	

Tall windows	
Traditional Victorian features	
Use of transom lights /glass above sidewalk canopy	
Variety of historical forms	
Victorian and Arts & Crafts features and elements	
Village books is a nice building	
White accents on brick	
Window hoods	
Window XXX and rhythm	
Window XXX dimension vertically	
Windows - large at ground level	
Wood	
XXX	
XXX / cornices	
XXX rows	
Zero lot-line façade	
<b>What doesn't work?</b>	
#10-12	
#13a - Rounded top	
#14 - balcony railings	
#16 - corner turret looks "stuck" onto building	
#16 - Rounded turret	
#16 - rounded window on 2nd / 3rd floor is horrid	
#16 - top of bay	
#16 (Station 1: Core)	
#17 - bumpout & flat aspect from lack of detail	
#18 - New Orleans style	
#19 - from recent construction is weak	
#2, 8-9, 11	
#24 - windows / shapes	
#26 - too massive / XXX are not compatible	
#29 - is good source for corner design	
#3-5 (Station 3 Approach)	
#5 & 30 (Station 2: Influence) UGLY	
#8 - Bold sign colors	
#8 - signs	
Angle parking	
Big bulky buildings that cover too much area (Harris Square)	
Breaking up building bulk	
Building by Muljat into right of way is blocking view corridors	
Build-up - solid blocks eliminate off-street parking	
Bulk and parking should be the focus.	
Chuckanut Square	
Chuckanut Square	
Cinder block	

Cinder block - back of Garden Plaza	
Difficult to find tenants with no parking on Finnegan side	
Economics drives growth - either existing or new	
Fairhaven Gardens	
Fairhaven Gardens - apparent requirement that commercial space be at street level	
Harris Building	
Harris Square	
I'm not real fond of the buildings at 12th and Mill that houses the Asian restaurant (it seems squashed)	
Large garish signs	
Large glass / steel windows fields on upper levels	
Large name / sign on front (Eclipse Bookstore)	
Lighting that is direct and glaring on pedestrians (should be boxed / cutoff)	
Linear "boxie" / modern look	
Making everything look the same is a fatal mistake	
Massive building foot prints	
Materials and architectural features should be left to architect	
McKenzie Square - 10th/McKenzie Muljat Building (street scape fine, architecture of upper floors doesn't work	
One story square buildings	
Paint	
Paint rather than brick	
Parking district	
Pop-outs and turrets	
Renovation of Public Housing Authority tower (needs depth / texture to façade and roof line)	
Sealed 2nd story windows	
Stucco - blocking view corridors	
The Chuckanut Square Building	
The cold, dark court yard of Harris Square	
The façade of historic on new buildings	
The joinery isn't as well matched to historic buildings (though is industrial)	
The Key Bank is terrible - sits in a hole, no street presence, garish external lights	
The Planning Department	
Too big of a footprint / mass	
Vague language "harmony of scale' and lack of code	
WECU / Fairhaven Pizza Building	
Winn's Drive Inn	
<b>What features, forms, and materials do you think work best in the "Influence" area</b>	
#1, #3-5, #7	
#1, 3, 5, 7	
#1, 3, 7	
#1, 7 Fits	
#2 building doesn't look like it belongs	
#2-6, 8, 9, 11 too linear - modern; not a fit	

#30 - ok in looks, but blocked water views from visitor first coming into town	
#4 is okay, but a bit too plain not welcoming	
#6 - Great texture, cornices, roof and balcony	
#7 - single family looking buildings are nicer than large apt/condo buildings	
#8 - provides variety with articulation on east, but failed to do same on north side	
... If designed to meet the guidelines, permits should be issued without over reaching by staff	
1st story retail	
3-story maximum	
All from core	
Angled entrance	
Arched windows	
Brick	
Brick	
Brick	
Brick	
Brick #1, 7-8	
Brick & concrete materials - some wood	
Brick (#1)	
Brick is best	
Brick walls	
Brick, wood, stone	
Brick/Wood	
Buildings #1, 6-7	
Buildings consistent or close to core	
Buildings from sidewalk	
City to supply specific guidelines	
Decorative cornices	
Earth tone paints	
Future development or redevelopment should be compatible with existing structures	
Height is most important factor	
Historic Design	
Historic features with modern element like the Village Books building	
Horizontal lapsiding	
I like the variety and similar colors	
Integrity - but not a monoculture	
Interesting roof slopes	
Lots of windows - especially arched windows	
Pillars & Cornices	
Roof edges of some kind	
Roof line helps	
Same as core - need more of the Fairhaven core	
Should be compatible with core area	
Street grid	
Street level commercial space - big windows	
Taller windows (not square)	

The "12th Street Village" corner buildings	
This is not the issue, designers/builders need guidelines to build too. ...	
Window framing or curves (not just vinyl inserts)	
Window Proportions	
Wood	
Wood/Brick	
Wood/concrete okay	
<b>What has not worked?</b>	
#10 - boring	
#10 - squat	
#10-11	
#11	
#11 - Hideous, no windows - not welcoming	
#11 - Old Stanellos - It's the first thing a visitor sees, and it doesn't represent Fairhaven at all	
#11 - tomb like	
#2 - also square blocks - no grace	
#2 - Does not fit - too modern	
#2 - Too modern	
#3 - balconies	
#3, 5 - windows & finishes look cheap and dated - not historic	
#3, 5, 8 - 5 story buildings are too tall	
#3, 5, 8 - Big block, square buildings that block views and sense of city	
#4 - Parapets	
#4 - roof line too soft - needs greater depth or defines parapet	
#5 - Windows should have more vertical features or grids (3 over or 6x6) to add detail.	
#7 - Poor adaptation of craftsman	
#8 - Blank wall not great	
#8 - Bulk and Height	
#8 - Too many XXX materials	
#9 - could use some character - historical	
#9 - front can be re-designed	
#9 - large exposed parking lots	
#9-11 - looks like a mausoleum (Funeral House)	
5-story buildings (condos)	
A lot of the newer buildings are too plain - should have been more historic	
Banner Bank and Haggens do not work	
Blank walls	
Blocks spit between core & influence area regulating	
Buildings in excess of three stories	
Buildings that are not pedestrian scale	
Bulky buildings	
Cinder block	
City Planning Department - has not established guidelines to build by	
Concrete	

Design features are inferred and not in code	
Harris Square	
In some XXX ok - Haggens XXX... on a hill by itself	
Individual planners influence developers & the public as to their own opinions which is often absurd	
Large, outward-sticking cornices on Harris Square - should have been a decorative parapet	
Looks too close to historical buildings	
massive building footprints	
Modern design windows	
Need for height limits towards water	
No graceful lines	
Old buildings lose distinction	
One story - XXX 12th next to our tallest building	
Onsite frontal parking	
Pop-outs and turrets	
Railings on decks look too modern	
Small square windows	
Smaller square windows with fake muntins	
Stanello's could have used a few windows on the south side	
The Chuckanut Square Building	
Too modern	
Vague language	
Weird modern shapes	
XXX XXX Building	
<b>If the commercial core was extended down Harris Ave,</b>	
<b>what visual design cues should be drawn upon for new construction</b>	
A welcoming gate feature	
Add warehouse design mimicking piers and historic warehouses	
Be considerate of the view from the water and the boardwalk	
Brick and wood	
Brick buildings of varied bulk fronting the sidewalk	
Brick buildings of varied bulk fronting the sidewalk	
Bring in major palette of features from core	
Building right up to sidewalk	
Characteristics of core (materials, cornices, belt course, ect...)	
Current historical buildings in core area	
Essentially same as core	
Good sidewalk interface	
Height limits to preserve view	
Historic core area	
How far down Harris - If extended similar architecture should follow	
Keep the essence of a town that is on the water	
Keep to the land - topography going down the hill	
Maximum of 3 stories - reasonable bulk	

Nothing higher than the 5 stories of the condo at 10th/Harris	
Pedestrian-friendly	
Preserve water view corridors	
Provide a range of permitted choices and alternatives receiving discretionary review by DRB	
Reasonable height & bulk is 1st consideration	
Relation to the Bay and water	
Same as core	
Style of #1, 4, 7	
The old	
Thematic unity along Harris - since it is a significant extension of the historic district	
Under-ground power lines would help	
What does it look like from water	
Wide sidewalks with tree lined-forming canopy over Harris	
XXX textures - varied features - historic XXX	
Yes	
<b>Do you think the "Influence" area should be subject to Design Review</b>	
Yes - combine it with approach area	X
Yes - it should be the same as core, except for signs	
Yes	27
Yes - It's people's first impression when entering Fairhaven	
Influence should now be part of "Core" service - core has expanded	
Same criteria - need criteria that address location / heights adjusted to fit hills	
Yes - major features: entries, primary pedestrian locations, signage, roof lines, access points, and windows	
<b>Should it be a different type of review than the Core Historic District</b>	
Similar standards to Core - same process	
No - pretty much the same for parts nearest to the core	
No - same regulations, same process	11
Yes	8
Slightly - perhaps. Same process, Maybe less stringent, tempered	4
Yes - Few key components of permitted palette other less overall design control	
<b>If yes, how</b>	
#10 - former Laundromat from the '50's. Some structures from different eras like the 40's-50's could be retained to represent these times	
Divide Influence area between urban (near Core) and Influence/Working XXX and design and scale	
Expand the core and influence areas around the center	
Human scale, bike friendly, encouraging community	
If Fairhaven is to include mission - shouldn't it be better executed than #11	

Less stringent	
Less structured to historical brick	
Maintain waterfront view - don't allow too high	
Mid-century modern is also historic	
More flexible	
Paying attention to what surrounds the Core Historic District will provide a pleasant transition	
Perhaps less XXX	
Same regulations especially down Harris to water	
See station 3 answer	
Should allow some flexibility but be in keeping with design of core	
Still attractive, safe, accessible to pedestrians	
That XXX is closer to the water & Padden Creek. These XX and low height to avoid a XXX effect should be major consideration	
What could be done to make the Haggens' look better as a newly historic grocery	
Within a unified development ordinance for the entire UVP boundary	
<b>What features, forms, and materials do you think work best in the "Approach" area</b>	
#1 - Brick to correspond with core	
#1, 7 - do not like the "rustic" kind of marine feel	
#1, 7 (Bus-Amtrak and Ferry buildings	
#10 - Industrial roofs	
#1-2, 7-8	
#2 - Arches	
#7	
A large mix as shown on the pictures - metal, wood & some brick	
All areas should have same features, forms and materials	
All features of the core	
Brick	
Brick - historic look	
Brick & masonry on ferry terminal	
Create pathways for pedestrians to pads through to nature areas (ie... water)	
Cruise terminal	
Design Review	
Ferry terminal & transportation station good - Sign great!	
Ferry terminal is okay	
Ferry terminal works best	
Figuring out use of approach area - industrial / light manufacture	
Good public transport	
Historic compatible materials that work well with type of industry at Port	
Industrial buildings may appear as such	
Keep a working waterfront area	
Landscaped area	
Large open spaces	
Long warehouses on fish processing piers	
More timber/wood materials	

More trees / plantings - accommodation of day moorage guests	
Off-site parking with weekend shuttle to core	
Port Transportation center / Harris	
Seems like this is a "working" area. So industrial designs	
Shabby old buildings - VW Mechanic's shop	
The ferry terminal works with the land - it is well designed	
Train and bus terminals	
Transition to more "white collar" buildings	
Window proportions - 1st story retail	
<b>What has not worked</b>	
#11 - Metal warehouse	
#2 - window less decaying	
#3-6 - decaying - need to keep up	
#8 - needs landscaping	
#8 - Shed roof	
#8, 11 - Overly modern industrial buildings	
#9-11	
Arco is in flux - gives the economic times it is probably a good idea to keep "light industrial" options open	
Blocking Harris view corridor at end (west)	
Buildings that are taller than the 5 story apartment/condo on 10th/Harris	
Chainlink fence	
Chainlink fence	
Design Review could follow	
Encourage investment (south of McKenzie)	
Large bulk buildings and warehouses	
Most buildings in this area	
Need height limits towards waterfront	
No sense of character or well-kept marine area	
No trees / foliage	
Nothing really unifying here	
Past use buildings	
Planning Department	
Poor Maintenance - no paint	
Skateboard shop	
Squared brick of the train station	
Vacant lots with no aesthetic, wildlife, etc...	
Value - lack of continuing along Harris	
Wood frame industrial buildings are reaching end of useful life - recognize as primary location for redevelopment	
<b>Do you think the "Approach" area should be subject to design review</b>	
If design standards are established design review to these standards is ok	
No - unless standards are relaxed	
Perhaps to provide suggestions for compatibility	

Some, but not too strict -(for example: #8 - works fine)	
Sure	
XXX no so much overall, but encourage some articulation	
Yes	15
Yes - ALL need design review	
Yes - but only major elements - entries, pedestrian interface	
Yes - combined with Influence Area	
Yes - especially waterfront should have regulations of core	
Yes - keeping in mind that it is a "working" area	
Yes - will be increasingly necessary with infill	
<b>Should it be a different type of review than the Core and National Historic District or "Influence" areas</b>	
Absolutely	
No	3
No - the review criteria for the core should extend to the waterfront and include docks	
Probably not as stringent	
Yes	17
Yes - XXX control - provide list of permitted palette and advisory on all other components	
<b>If yes, how</b>	
Attractive landscaping	
Considerably looser, but no neon signs, chain shops, or tacky stuff	
Emphasis on pedestrian, bike, public transport friendly	
Encourage a view toward the historical settings - but don't require it	
Encouraging dock and pier type development of industrial areas	
Establish design guidelines & XXX	
Give approval if these standards are met	
It is a XXX of same - strongest in core, and then "echo" through influence and core	
Less historical influence permitted but still in character with Core & Influence areas	
Less stringent	
Mechanical & arch features should be for industrial/maritime style near waterfront	
Mobility should be a prime consideration	
Most historical uses were oriented towards the waterfront industry - this should be maintained through code guidelines governing buildings	
Mostly assure similarity of scale and use - not materials or looks	
Native American historical uses focused on water access to "core" should be preserved through beach access	
No City Planner opinions	
Proposed hotel or other significant development (currently in approach area) should be added to core or subject to historic review	
Relaxed	
Should be less restrictive than influence areas and reserve area for industry	
Should take note of industrial function	
Signage	

Underground power-lines would improve the approach	
View corridors down Harris should extend to water - metal building should be moved to extend Harris right of way to water	
Waterfront should include historical regulations related to water views and waterfront access	
Within a unified development ordinance for the entire UVP boundary	
<b>Comments</b>	
Influence and Approach should be combined and have the same code	
The zoning should be one for core, one for influence, then have multi-family and single-family	
All efforts possible should be made to preserve the historic buildings	
A local historic district, if possible, would be a good step	
Sign regulations are good - nothing lighted or flashy	
Need design review board - maybe same one that does downtown	
Possibly a point system to ean design requirements, like Santa Fe	
Building height minimums and maximums - also FAR	
Angled parking does not work	
All three areas should have historical area design code - code must be more clear and enforceable	
Need to complete the map exercise to draw the boundaries that correspond to design standards	
Historic buildings and design review are what has made Fairhaven a commercial success for tourists	
Do not allow intrusive signage - no electronic / moving signs	
Keep out "cheap" looking materials and franchise -based designs	
Do not let parking/auto centrism impinge on historic character	
Preserve current views and view corridors	
Work to achieve human-scale and avoid overcrowding (use setbacks) and monotony of street scape	
Downtown Fairhaven has become a successful business area because of the core historic buildings	
Maintain the atmosphere is key to continued prosperity of that area	
Strict design review of the Core	
Restrict unattractive (particularly electric) signage	
Maintain on street parking (perhaps adding adjacent parking outside the core areas)	
Building with brick and wood facades should be encouraged (concrete and stucco looks out of place)	
The historic core should have significant oversight so that the old buildings aren't lost among the new	
Reasonable height limits throughout all three areas would be beneficial - 5 or 6 stories should be the maximum	