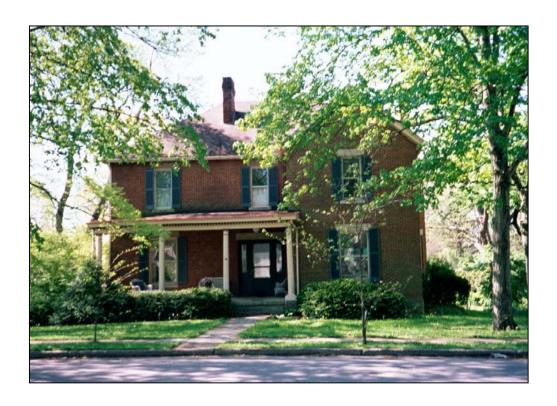
CHAPTER V ARCHITECTURAL STANDARDS



In a true town, the architecture of individual buildings balances personal expression with basic characteristics that contribute to the overall aspect or composition of the neighborhood. Many people prefer the look of architecture from a particular period of history, such as Victorian or Colonial, and some people choose a more modernistic design. This set of Standards will allow buildings in a variety of such "styles."

A. INTRODUCTION

The goal of this Code is to establish the characteristics that will be common to all buildings, and that the basic characteristics of a house (massing, roof pitch, porches, yards, materials, etc.), as well as its details (columns, window trim, rails, etc.), are durable and consistent with the principles of good Town and Neighborhood building. This will help ensure that the individual house and the neighborhood retain their architectural appeal and real estate value for generations to come.

B. GENERAL PRINCIPLES

1. Tradition

- Tradition is an attitude about construction that uses time-tested techniques to address a given design problem. The idea is not to mimic the past, but rather to use discipline when designing new buildings.
- Buildings designed to weather the basic elements (gravity, sun, weather, and time) and which incorporate time-tested rules of proportion retain their appeal, while "style" comes and goes. This is the idea behind the Code's requirements on items such as column spacing, window proportion, roof pitches and overhangs.
- The arrangement of different building materials shall appropriately express the specific properties of the materials. For example, heavier more permanent materials (i.e. masonry) support lighter materials (i.e. wood).

2. SIMPLICITY

- The building mass should be a simple composition of basic building forms following a clear hierarchy: principle structure, porches, SIDEWINGS, sheds.
- Rooflines must be simple: gables, hips, and sheds, or combinations of these three basic roof
 forms. Roofs should correspond to the major massing of the house; complicated rooflines
 are to be avoided.
- Details such as doors, windows, eaves, columns, railings, etc. should be carefully designed and constructed. This will sustain a house's visual interest and value for a long time.

3. Equivalent or Better

While certain techniques and product types are prescribed here, *Equivalent or Better* practices and products are encouraged. Such variations must be submitted to the TOWN PLANNER for approval.

4. Where Clearly Visible from the Street

Many requirements of this Code, especially the ARCHITECTURAL STANDARDS, apply *only* where the subject is "clearly visible from the STREET." Note that the definition of STREET includes Parks, CIVIC GREENS, SQUARES, and all public areas except ALLEYS. The intent here is to restrict control to the public realm where it has significance and limit public interference in the private realm

C. BUILDING WALLS (EXTERIOR)

C1. INTENT AND GUIDING ILLUSTRATIONS



Building Walls should reflect the traditional materials and techniques of Woodford County and the Bluegrass Region.

C. Building Walls (exterior)

C2. CODE PRESCRIPTIONS: (Where Clearly Visible from the Street)

MATERIALS: BUILDING WALLS:

- Brick
- Wood Siding
- Stucco (cementitious finish)
- Native Kentucky Field Stone

MATERIALS: PIERS, FOUNDATION WALLS, CHIMNEYS:

- Brick
- Stucco (cementitious finish)
- Split-faced Block
- Native Kentucky Stone and similar stone

CONFIGURATIONS AND TECHNIQUES

- Wall openings
 - Wall openings shall be "no more squat than square" (i.e. must be taller than wide).
 Openings may be ganged horizontally and/or vertically if separated by a mullion or structural member that is at least 5" wide.
 - Wall material shall be consistent horizontally (i.e. joints between different materials must be horizontal and continue around corners) except for chimneys and piers.
- Brick, Block and Stone
 - Must be properly detailed and in appropriate *load bearing* proportions.
- Wood Siding and Wood Simulation materials
 - Lap siding configuration
 - o Smooth finish (no rough-sawn or faux wood grain)
 - Must be painted
 - o Pressed wood fiber (i.e MasoniteTM) and textured plywood siding are not allowed.
- Stucco (cementitious finish)
 - o Smooth, sand, or hand-troweled finish only
 - O Stucco is used to cover or mimic masonry construction or as *in-fill* in wood construction. It shall be detailed appropriately to the type of construction it is implying (i.e. no stucco "beams").

D. ROOFS AND GUTTERS

D1. INTENT AND GUIDING ILLUSTRATIONS









Roofs in Woodford County have traditionally had steep pitches and generous overhangs that provide visual coherence to the cities, SMALL COMMUNITIES and farm buildings of Woodford County and show a common-sense recognition of the climate. No other architectural element so directly expresses a building's relationship with the forces of nature and time.

D. ROOFS AND GUTTERS

D 2. CODE PRESCRIPTIONS: (Where Clearly Visible from the Street)

MATERIALS

- Asphalt Shingles
 - o "Dimensional" shingles
 - o Diamond pattern
- Metal "Galvalume," its equivalent or better
 - o 5-V crimp
 - o Standing seam
- Cedar Shingle, equivalent or better
- Slate, equivalent synthetic or better

CONFIGURATIONS AND TECHNIQUES

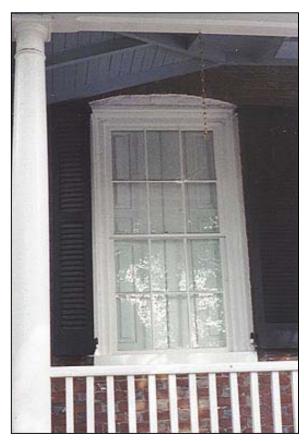
- Pitch
 - o Simple Hip and Gable roofs shall be symmetrically pitched between 7:12 and 12:12.
 - Shed roofs, for additions and ancillary structures only, pitched between 3:12 and
 5:12 (must be attached to main building wall).

Overhang

- o Eaves must overhang between 12" and 24" on the *primary structure*.
- o Rakes (gable end) must overhang between 8" and 24".
- Eaves and rakes on Outbuildings, dormers, and other smaller structures must overhang at least 6."
- Open eaves (exposed rafter tails) and simple classical soffits and fascia are allowed.
- o Fascia boards for closed soffits shall be a minimum of 6" high.
- o Soffits shall be perpendicular to the building wall, not sloping in plane with the roof (except for gable end rakes).
- o Cornices and soffits may be a combination of vinyl, wood and/or metal materials.

E. WINDOWS AND DOORS

E1. INTENT AND GUIDING ILLUSTRATIONS





Windows and Doors should be kept simple. Windows should be divided by muntins into multiple panes to provide detail and hold the surface of the façade—rather than the "hole" effect that a large single sheet of glass produces. Specialty windows (oval, octagonal, Palladian, etc.) are encouraged to be one type per building (unit). Windows should be set so that the surface of the panes is recessed at least 2" behind the exterior wall surface (or window surround or shutter).

E. WINDOWS AND DOORS

E2. CODE PRESCRIPTIONS (Where Clearly Visible from the Street)

MATERIALS

- Windows of anodized aluminum, wood, clad wood, or steel.
- Window glass must be clear, with at least 90% light transmission.
- Specialty windows may utilize stained or opalescent glass.
- Window screens black or gray.
- Screen frames to match window frame material or dark anodized.
- Doors of wood, clad wood, or steel.

CONFIGURATIONS AND TECHNIQUES

- Openings for windows, windowpanes, and doors shall not be "more squat than square" (i.e. must be taller than wide).
- Windows may be ganged horizontally if subdivided by a mullion that is at least 5" wide.
- Double-Hung, Single-Hung, and Casement Windows are recommended.
- Minimum 2-over-1 Double-Hung, Single-Hung sash configurations.
- Panes of glass no larger than 30" vertical by 20" horizontal (except as above).
- Windows shall be no closer than 36" to building corners.
- Openings in wood-clad walls must be cased (minimum 4" width).
- Exterior shutters shall be sized and mounted appropriately for the window (1/2 the width), even if inoperable.
- Egress windows
- In cases where emergency egress windows are required along the PRIVACY SIDE, some method of blocking the view to the neighboring Yard must be employed. (i.e. top-hinged shutters, PRIVACY FENCE, etc.)
- Double-height entryways are not allowed.
- Windows along the PRIVACY SIDE of a house must have sills at least 6' above the finished floor level