El Dorado County

El Dorado/Diamond Springs Community Design Standards & Guidelines

Administrative Draft | December 2025

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Section 1 Introduction

Section 1.1 Community History

Diamond Springs was settled in 1848 as a prominent station along the old Carson Emigrant Trail and Pony Express and was named for the clear springs present in the community. The community experienced and economic boom in the 1850s centered around gold mining, lumber and limestone production, and agriculture. Notably, it was in Diamond Springs that a 25-pound nugget was found, one of the largest ever found in El Dorado County. Through the 1850s, Diamond Springs grew rapidly as a result of the Gold Rush. In the 20th century, the main industry of Diamond Springs' economy shifted to limestone processing with the Diamond Springs Limestone Company being established in 1927. The plant ultimately closed in the 1970s resulting in significant job and population loss. Today, Diamond Springs is a primarily a rural residential community that maintains the history of the Gold Rush era with the presence of historic buildings and sites.

El Dorado (meaning "The Gilded" or "Golden One" in English) was also settled in the 1850s as a prominent station along the old Carson Emigrant Trail and Pony Express due to the presence of a trading post and nearby gold mines. Similar to Diamond Springs, throughout the 1850s, the town of El Dorado grew rapidly due to the presence of gold with several local mines and mills serving as economic drivers and sources of employment. In the 1880s a train station was established in El Dorado near the schoolhouse as part of the Placerville Branch of the Southern Pacific Railroad that hauled fruit, lumber, and other products to Sacramento until the line was discontinued in the late 1980s. Today, the rail station still operates as a historic attraction providing railroad excursions to visitors and rail enthusiasts. The community was first known as "Mud Springs" due to a nearby boggy waterway, the community's name was officially changed to El Dorado in 1955.[1]

Section 1.2 Purpose and Intent

Establishing design guidelines and objective design standards for commercial, mixed use, and multi-unit residential development in El Dorado/Diamond Springs helps to ensure any future development within the community is distinct, cohesive, and consistent with the community's rural historic character.

This document is intended to :

A. Replace the El Dorado County Interim Design Standards and Guidelines (IDSG) and the Interim Objective Design Standards for State Streamlining (IODS) for the El Dorado & Diamond Springs Community Region.

B. Implement the goals and policies of the County's General Plan to preserve the rural lifestyle of the County and its communities for current and future residents.

This document establishes permanent design standards tailored specifically to El Dorado/Diamond Springs to align with the community's vision to maintain the rural character and incorporating architectural elements that highlight the community's history as a gold rush and railroad town.

Section 1.3 Community Involvement

The design standards and guidelines established in this document incorporate public input to ensure they reflect the community's vision. In October 2025, the County initiated the first of several community engagement events with a community tour of El Dorado and Diamond Springs with a Stakeholder

Advisory Team to receive input on community design preferences and key issues or concerns in the community. Workshops, community meetings, and other engagement efforts associated with the drafting of the El Dorado/Diamond Springs Community Design Standards and Guidelines will be ongoing through early 2026.

Section 2 Applicability

Section 2.1 General Applicability

C. **General.** The standards and guidelines established in this document apply to all new multi-unit residential, mixed use, and commercial development proposed within the El Dorado & Diamond Springs Community Region as shown in Figure 1, as well as to significant remodels or additions as described in Section 2.3. The standards and guidelines in this document do not apply to new or existing single-unit residential development.

D. **Specific Plans and Planned Development Combining Zones.** Projects within any existing or future Specific Plans or Planned Development (-PD) Combining Zones are subject to the El Dorado & Diamond Springs Community Design Standards and Guidelines (El Dorado & Diamond Springs DSG) in addition to the requirements of the Specific Plan or PD. Where conflicts between standards occur, the Specific Plan or PD shall prevail, except in instances where these plans are silent on a matter, in which case the El Dorado & Diamond Springs DSG shall be applied. These standards do not apply to Projects in Process as defined in El Dorado County Zoning Ordinance Section 130.10.040.C (Effect of Zoning Ordinance Changes to Projects in Process).

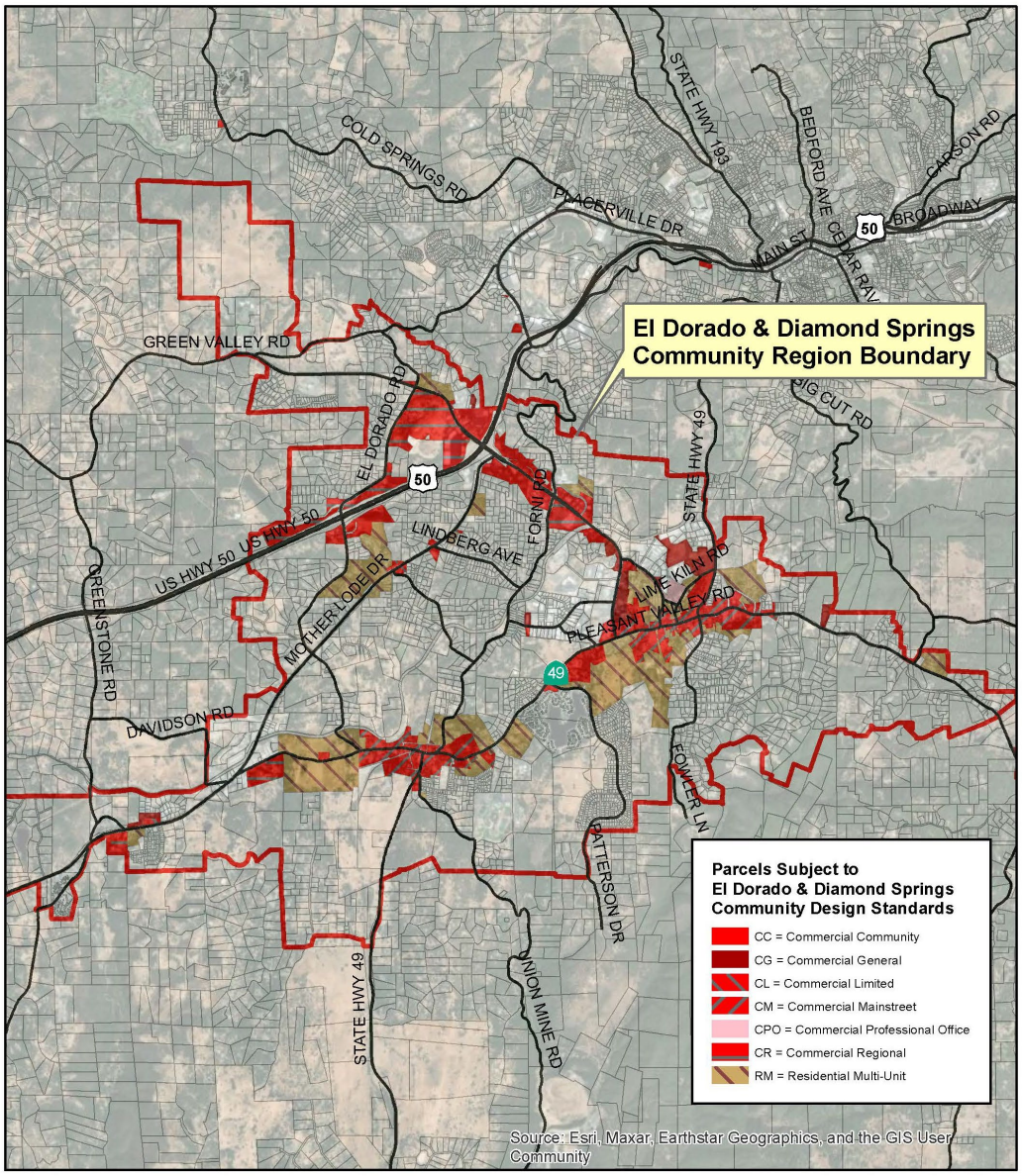
E. **Historic Structures.** Alterations to structures defined as “historic” in the Zoning Ordinance Chapter 130.80 (Glossary) shall use colors, finishes, and materials to match the historic structure or adhere to State regulations if applicable.

F. **State Law Compliance**. In the event of conflicts between these standards and those required by State law, the requirements of State law shall prevail.

Section 2.2 Applicable Zones

The standards and guidelines of this document apply only to mixed use, commercial, or multi-unit residential development. Typical zone districts where these uses are allowed include the commercial and multi-unit residential zones shown in Figure 1. In addition, the Historic Design Combining Zone (-DH) (shown in Figure 2) identifies lands within the historic townsites of El Dorado and Diamond Springs and provides for additional regulations for these areas to protect and enhance the historic design of these communities.

Figure 1 El Dorado & Diamond Springs Community Region



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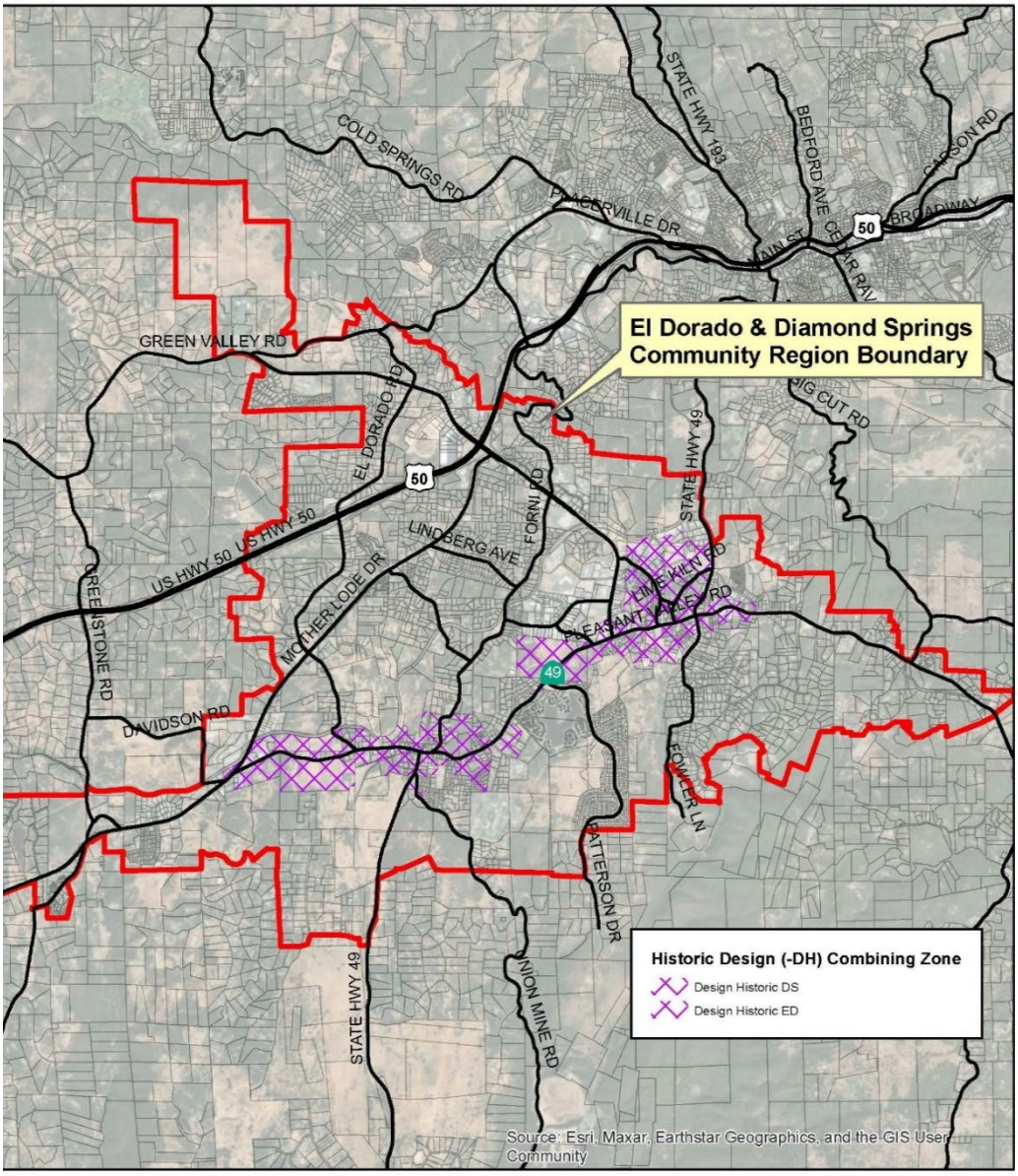
Note: Map not to scale.

Figure 2 El Dorado/Diamond Springs Historic Design (-DH) Combining Zone



Section 2.3 Applicability to Existing Structures

The El Dorado & Diamond Springs DSG shall apply to alterations, remodels, and additions to existing structures only when the addition or alteration does not match the existing building roof style(s), material, and color(s) of the existing building. Applicants shall provide plans that show the existing and proposed colors and materials with the planning entitlement, if applicable, and the building permit application prior to building permit issuance.

Section 2.4 Design Review Permit Requirement

A. **No Design Review Permit Required.** Projects designed in compliance with the El Dorado & Diamond Springs DSG are considered ministerial and do not require a discretionary Design Review Permit pursuant to Zoning Ordinance Section 130.52.030 (Design Review Permit). Planning Division staff will determine DSG consistency during standard building and/or grading permit review. All ministerial projects must comply with all applicable objective County development standards, including but not limited to the Zoning Ordinance, Building Code, Fire Code and other site or building design requirements.

B. **Design Review Permit Required.** Projects that do not comply with the El Dorado & Diamond Springs DSG are subject to a Design Review Permit (DRP) in compliance with Section 130.52.030 (Design Review Permit) of the El Dorado County Zoning Code and any subsequent public hearings and/or environmental review in compliance with the California Environmental Quality Act (CEQA). After DRP approval, projects must also demonstrate compliance with all other applicable objective County development standards, including but not limited to the Zoning Ordinance, Building Code, Fire Code and other site or building design requirements.

Section 2.5 Severability

If any Section, Subsection, sentence, clause, or phrase of this Chapter is for any reason held by a court of competent jurisdiction to be invalid, unconstitutional, or unenforceable, such decision shall not affect the validity of the remaining portions of the Chapter. The Board of Supervisors hereby declares this Chapter and each Section, subsection, sentence, clause, and phrase thereof, is adopted without regard to the fact that any one or more portions may be declared invalid, unconstitutional, or unenforceable.

Section 3 How to Use this Document

The El Dorado & Diamond Springs DSG should be consulted in the early stages of the site/building design process prior to the creation of project plans for review by the County. The County recommends contacting and/or meeting with applicable Planning and Building Department staff for preliminary feedback prior to formal permit or planning project submittal.

Section 3.1 Project Types

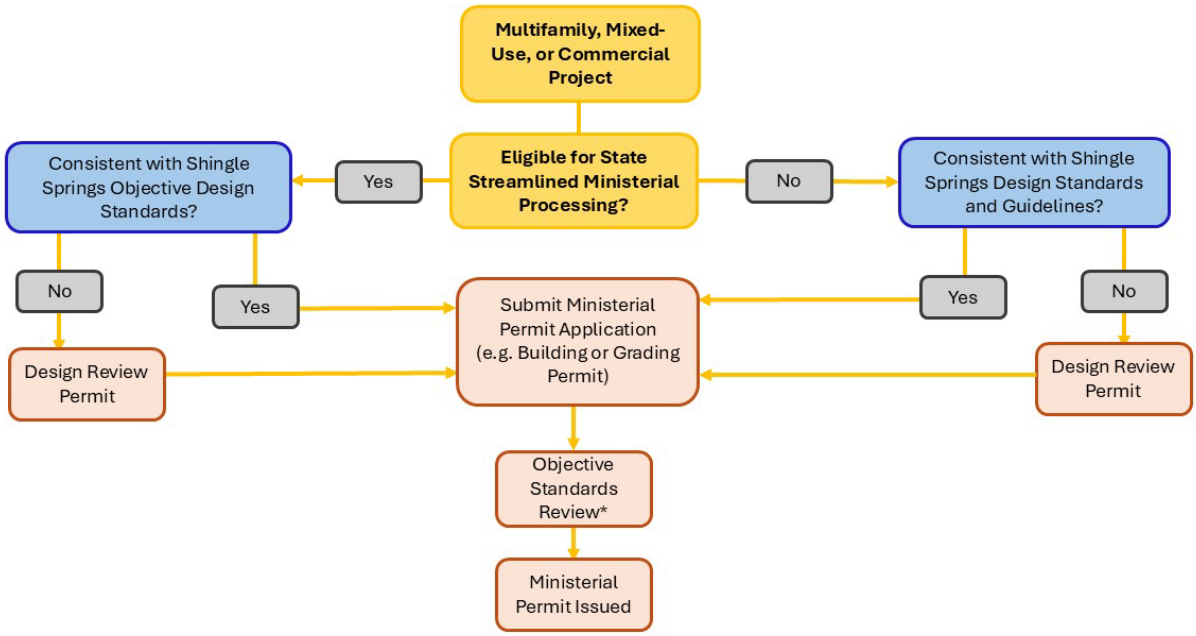
Use of this document is determined by a project's eligibility for streamlined processing under State law. In terms of design, projects that qualify for streamlined processing under State law are only subject to the standards listed under "Design Standards" (denoted with a **blue** outline) in Sections 4 through 7 of this document. All other projects must comply with both the "Design Standards" (denoted with a **blue** outline) and "Design Guidelines" (denoted with a **tan** outline) in Sections 4 through 7 of this document. See Figure 3 for more information.

What are state streamlined ministerial projects?

In recent years, the State of California has passed several laws to expedite development throughout the state by requiring certain qualifying projects, such as affordable housing projects, not be subject to discretionary permit review processes at the local level. Qualifying projects need to meet a specific list of eligibility requirements codified in the California Government Code.

For example, California Government Code Section 65913.4 establishes the "Streamlined Ministerial Approval Process", which requires cities and counties to offer a ministerial (i.e., non-discretionary, no public hearings, no CEQA review) approval process for qualifying multi-unit or mixed use affordable housing projects. To qualify for this ministerial approval process, projects must include at least two residential units, be on an infill site (at least 75 percent of the site perimeter is adjoined by parcels that are developed with urban uses) and have at least 50 percent of residential units dedicated as affordable to low-income residents. Additionally, all qualifying projects must comply with all locally adopted objective zoning and design requirements.

Figure 3 Determining Level of Design Review Required



*Ministerial development projects must be consistent with all objective (measurable and uniformly applied) development standards including but not limited to those in the Zoning Ordinance, Building Code, Fire Code and other applicable regulations.

Section 3.2 Selecting an Architectural Style

Every development project shall comply with the following workflow for the El Dorado/Diamond Springs Design Standards and Guidelines.

A. Selection of one of the established architectural styles (Gold Rush or Mountain/Lodge), as described in Section 4, varies based on the parcel's location:

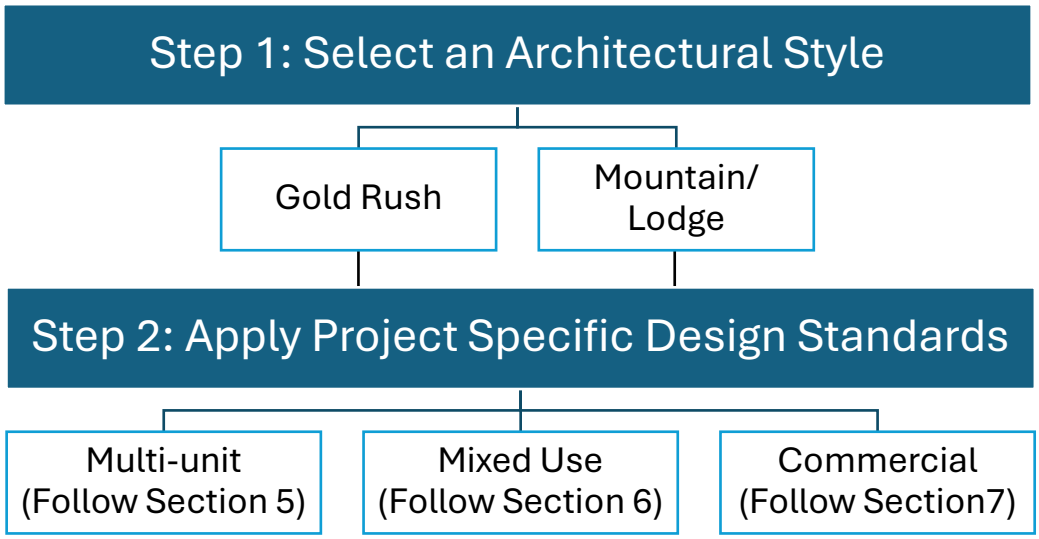
1. **Projects located within the Historic Combining Zone (-DH)** shall comply with the Gold Rush architectural style. Projects that use a different or alternative architectural style may be allowed in compliance with the requirements established in Section 4.4.

2. **Projects located outside of the Historic Combining Zone (-DH)** may choose to select either the Gold Rush or Mountain/Lodge architectural styles. Projects that use a different or alternative architectural style may be allowed in compliance with the requirements established in Section 4.4.

B. Once an architectural style is selected, the applicant must then comply with the design standards and guidelines that correspond to their project type—whether multi-unit residential (Section 5 mixed use (Section 6), or commercial (Section 7). This ensures that all new developments maintain a consistent architectural character while also addressing the functional and contextual needs of each project type. Figure 4 presents the process graphically.

C. If the standards or guidelines of the selected architectural style conflicts with the standards or guidelines of the specific project type, the architectural style shall prevail.

Figure 4 Design Standards and Guidelines Workflow



Section 3.3 Interpretations and Definitions

A. **Diagrams and Pictures.** Descriptive diagrams and pictures are provided to help visualize the standards and guidelines. In the event of a conflict or inconsistency between the text of this document and any figure or picture, the text shall take precedence.

B. Regulatory Language

1. Mandatory and Discretionary Terms

   a. The words “shall”, “will”, and “must” are mandatory, establishing a duty or obligation to comply with the specific Standard.

   b. The words “shall not”, “will not”, and “not permitted” are mandatory and represent the prohibition of an action.

   c. The words “may” and “should” are encouraged but not mandatory.

2. Unless otherwise specifically indicated, lists of items or examples that use terms such as “for example”, “including”, and “such as”, or similar language are intended to provide examples and are not an exhaustive list of all possibilities.

3. Unless context clearly suggests otherwise, conjunctions must be interpreted as follows:

   a. “And” indicates that all of the connected terms, items, conditions, provisions, or events apply.

   b. “Or” indicated that one or more of the connected terms, items, conditions, provisions, or events apply.

C. **Definitions**. For the purposes of this document the following definitions shall apply:

1. "Multi-unit residential projects" are defined as detached or attached multi-unit residential dwellings that have a minimum of two units and comply with the minimum density of units/acre as specified in Zoning Ordinance Chapter 130.24 (Residential Zones). Townhouses, rowhouses, condos, and single unit homes with accessory dwelling units are not considered as multi-unit development.

2. "Mixed use development projects" are defined as projects that incorporate and integrate multi-unit residential and commercial uses proposed as part of the same development project.

3. "Commercial development projects" are defined as projects proposing buildings or structures for commercial uses.

Section 3.4 Other Applicable Regulations

A. The standards and guidelines established in this document shall apply in addition to current local and State regulations and the applicable requirements of the El Dorado County General Plan and County Code, including but not limited to the Zoning Ordinance, Building Code, and Fire Code. In addition, new development projects must be consistent with all other applicable development and design standards as referenced in County Code, including but not limited to, Outdoor Lighting Standards, Parking and Loading Standards, Landscaping and Irrigation Standards and the County's Design and Improvements Standards Manual (DISM). For example, mixed use projects shall be required to comply with the Zoning Ordinance Section 130.40.180 (Mixed Use Development). In the event of conflicting provisions between these standards and applicable County Code regulations, the strictest standard shall prevail.

B. In the event that the standards of this document conflict with State law, State law shall prevail.

Section 4 Architectural Styles

The following architectural styles were developed with the goal of conveying a sense of place within the communities of El Dorado and Diamond Springs. Two architectural styles (Gold Rush and Mountain/Lodge) were identified as aligning with both El Dorado and Diamond Springs' history as a rural gold rush community, embracing architectural features reminiscent of historic styles found in the area from the mid-19th and 20th centuries, as well as aligning with architectural styles found on more modern developments outside of historic districts.

Section 4.1 Gold Rush Architectural Style

Architecture of the Gold Rush era reflects the speed of the movement. The wooden structures are simple and practical in construction. Parapet (false fronted) roofs are popular in this style and buildings typically have a two-story massing with balconies or similar detailing at the second floor.

Figure 5 Gold Rush Storefront

Typical Building Elements

- Geometrically simple forms and vertically-oriented building massing
- Typical Gold Rush storefronts consist of two-story structures with rectangular, plain wooden front facades
- Windows are typically narrow and rectangular with divided lights
- Utilize structural elements such as columns, braces, etc. that are similar in design to and complement the decorative elements
- Rectangular building facades
- Traditional building widths not exceeding 25 feet to 30 feet
- Roofs hidden behind prominent facades with street-facing, detailed parapet
- Parapets detailed with precast treatments; continuous banding; or projecting cornices, lentils, caps, corner details, or variety in pitch

Typical Building Materials

- Flash-fired brick
- Vertical rough sawn board and batten siding
- Horizontal rough sawn lap siding and shingles
- Fiber cement siding (six-inch, eight-inch, or 12-inch horizontal siding)

Figure 6 Typical Design Features of the Gold Rush Style

(A) Decorative cornice with brackets
(B) Decorative brackets or braces
(C) Window ratio: .5 : 1
(D) Decorative picket railing
(E) Facade colors: maximum two body colors and one trim color.
(F) Canopy slope: Min. 2:12, Max. 4:12
(G) Siding as railing prohibited
(H) Column spacing: Min. 8 ft., Max. 12 ft.
(I) Square or turned columns
(J) Facade materials: brick, v-groove or board & batt siding, corrugated metal panels.

Design Standards and Guidelines for the Gold Rush Architectural Style

A. Roofing Elements

1. Design Standards

a. Roof Type. Primary roof type shall be gable roof or flat roof.

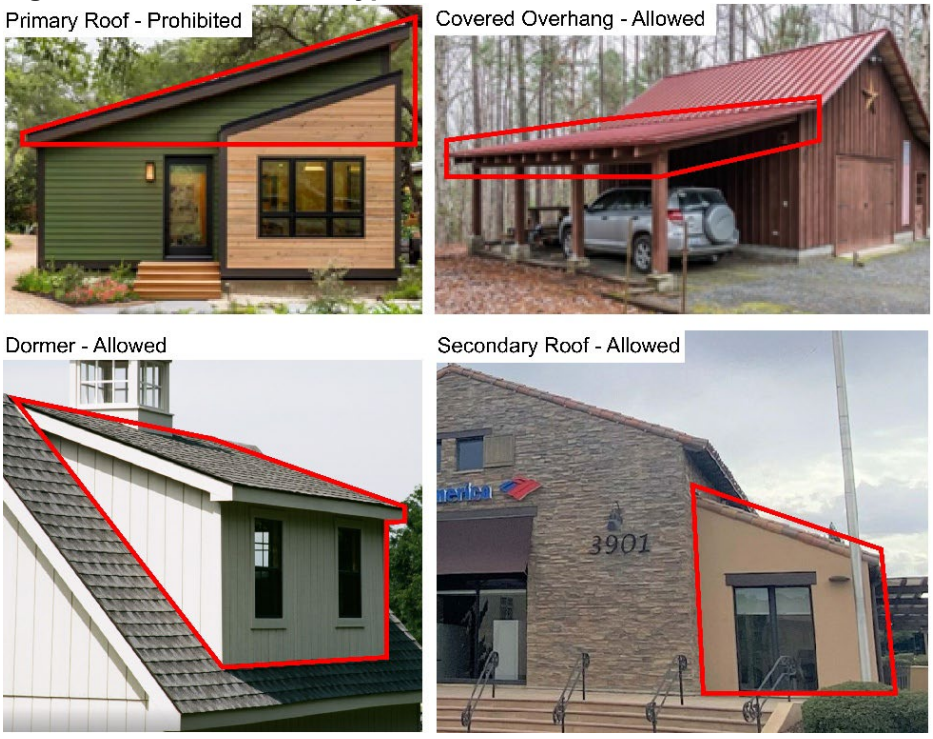
b. Roof Pitch. All primary roof pitches (if visible from ground-level view) shall be between 4:12 and 6:12 slope. Secondary façade-attached roof covers shall have slopes between 1:12 and 3:12.

c. Materials and Colors. Roofing materials visible from ground-level view shall be in the gray or brown color range and shall be one of the following types: Metal panels- painted, rusted finish, mill finish zinc, corrugated, standing seam or similar panels or T-24 compliant fire-rated composition fiberglass shingles.

d. Beams. No roof beams, rafters or structural steel shall be exposed except under an open cover area.

e. Shed Roofs. Shed roofs, where there is no ridge or hip covering the main portion of the structure, as the primary roof type of a structure are prohibited. Shed roofs are only allowed as a covered overhang, dormer, or secondary roof, as shown in Figure 7.

Figure 7 Shed Roof Types



B. Exterior Wall Elements

1. Design Standards

a. Exterior Building Materials. Structures shall be designed with at least one of the following building materials on the primary façade:

(1) Wood or wood-effect (having the appearance of wood, such as wood-grain fiber cement) vertical application pattern shiplap siding, board on board effect, board and batten effect, clay brick, metal panel (to match roof).

(2) Where a secondary building façade is located within 25 feet from a two-lane street, the primary and secondary façades shall be of the same materials.

(3) Secondary and rear façades may use any material allowed for the primary façade and may also be painted smooth cement plaster, metal panels, wood, fiber cement, or smooth formed concrete.

b. Building Colors. Main building colors shall be light to moderate earth tones. There shall be a minimum of two building colors.

c. Parapets (false fronted roof). The following details are required if a parapet roof is used.

(1) Parapets shall consist of a single large wall that extends the entire width of the front of the building and is a minimum of three feet above the ridge of an exposed two-sloped roof visible from a secondary façade view.

(2) The decorative top of the parapet may be one level across the entire façade or may have one or two stepped segments that shall be a minimum of 12 inches and a maximum of 36 inches. Parapet tops shall be level, and sloped tops are prohibited.

(3) The parapet shall terminate with a capped parapet top edge trim unit. The trim unit shall be wood, fiber cement, brick, cast-stone, or sheet metal veneer. Architectural trim shall extend a minimum of three and a half inches horizontally from the façade face below with a minimum vertical height of 11 inches.

d. Decorative Trim. Trim, cap, or cornice material shall be applied as a decorative “lintel” to the top edge of all windows and doors in the upper section of the façade. Two cornice types are encouraged:

(1) Attached informal trim or molding. Informal cornices are made from metal, stone, or a combination of these materials.

(2) Formal corbelled brick. Corbelled cornices are made from brick or stone. The formal cornice follows the basic compositional and proportional rules of the classical orders and sometimes has formal details such as brackets and dentils.

2. Design Guidelines

a. Parapets (false fronted roof). The following details are encouraged if a false fronted roof is used.

(1) Where the primary façade extends above a second floor with windows and doors located in the façade, the lowest step or level of the parapet is encouraged to be a minimum of 60 inches from the top edge of the window or door. The wall veneer is encouraged to be continuous from the ground level to the top edge of the parapet.

(2) Where the parapet wall may have stepped segments, symmetrical placement of steps shall be required. The center section of the parapet is encouraged to be at least 50 percent of the dimension of the total primary façade width.

C. Window and Door Elements.

1. Design Standards

a. Window Details.

(1) Window Sash and Frames. Window sash frames shall consist of painted metal-clad, wood, vinyl, or fiberglass.

(2) Area of Glass in Window. Maximum glazing area within a window is encouraged to be 36 inches wide x 36 inches tall without mullions or muntins configured within each window area. The minimum area of glazing for large store front windows using muntins shall not be less than 18 inches wide x 24 inches tall.

(3) Window Frame Color. One color for all window frames shall be used throughout a building.

(4) Glass Type. Glass in the primary building façade ground floor area shall not be tinted or mirrored for commercial buildings except where required to prevent excess solar gain.

b. Door Design. Coiling doors shall be limited in location to specified loading areas and shall not be on the primary or secondary façade faces.

c. Architectural Window/Door Trim. Windows and doors shall be trimmed with wood or wood-effect materials (e.g., fiber cement). Trim color shall match color of the window sash or door stile.

2. Design Guidelines

a. Window Details.

(1) Window Shape. Aspect ratio of all window dimensions is encouraged to be a minimum 1:1.5. All windows shall be rectangular.

b. Door Design. Garage or large storage access type doors are encouraged to be wood or wood-effect "barn-door styled" paneled with minimal patterning. Entry or passage type doors (excluding primary façade store front doors) are encouraged to be wood or wood-effect traditional four paneled doors.

D. Building Feature Elements

1. Design Standards

a. Exposed Beams. Any exposed exterior structural trusses or beams shall be wood or wood-effect.

b. Exterior Building Features. Structures of two or more stories shall be designed with one of the following building features on the primary façade:

(1) Balcony. The balcony shall be accessible by the second story and supported by posts spaced a minimum of eight feet apart and a maximum of 12 feet apart on the balcony edge. Where a second-floor balcony is used to serve as an exterior cover over ground floor patio, deck, or walkway area, all posts on second floors shall continue to the ground floor. Balconies shall have solid covers above their walking surface.

i. Balcony Posts. Balcony posts shall be of smooth wood or wood-effect. Posts shall be square shaped or traditionally "turned". All balcony posts shall be painted.

ii. Railings and Guardrails. Railings on balconies, porches, exterior stairways shall be located between posts supporting a balcony, covered porch or similar.

(2) Awning. The awning shall be located along the structure ground-floor frontage, facing a street, parking area, and/or sidewalk, and shall cover a minimum of 80 percent of the length of the façade. Awnings shall maintain a minimum clearance of eight feet from the bottom of the awning to the finished grade of the sidewalk below and shall not extend more than six feet from the exterior wall. Awnings shall not be internally illuminated.

(3) Patio. The Patio shall include a permanent covering supported by posts spaced a minimum of eight feet apart and a maximum of 12 feet apart on the cover edge. Patio covers shall cover a minimum of 80 percent of the length of the façade.

i. Patio Support Posts. The support posts of the patio covering posts shall be made of smooth wood or wood-effect materials. All posts shall be painted using one of the colors or accent colors used on the primary building façade.

c. Exterior Lighting Fixtures. Exterior fixtures shall be lantern-style with a fixed top cover to shield uplight, finished in matte or weathered tones. Exterior lighting fixtures shall be consistent with the County's adopted Outdoor Lighting Standards (Outdoor Lighting Standards).

2. Design Guidelines

a. Commercial Balconies/Decks. If commercial balconies are used, commercial balconies are encouraged to be located across the entire width of the primary façade.

b. Railings and Guardrails. Intermediate banister railing material is strongly encouraged. If railings are used, recommended materials include wood or wood-effect pickets that are square shaped or traditionally "turned". Mesh, glass panels, cables or infill panels of any material are discouraged. All wood or wood-effect railings, posts, and pickets should be painted.

c. Exterior Lighting Fixtures. Fixtures are encouraged to be a simplistic square four-sided form and of minimal ornament with a 30 percent metal to glass ratio and a minimum size of 10 inches wide x 10 inches tall. Fixture finish and/or inherent finishes including aged brown patina bronze or blackened steel are encouraged. Lamps are encouraged to use the old-fashioned type "Edison" LED equivalent decorative A-socket or similar. Encouraged lamp color temperature rating range is from 2700 to 3100 K. Flood or spot-lighted directional or high-intensity fixtures shall not be attached to a building.

Section 4.2 Mountain/Lodge Architectural Style

Heavy timbered structures are typical of the Mountain/Lodge architectural style. Buildings in this style utilize locally available building materials, including uncut logs, sawn timbers, and local native stone. High-pitched roofs are designed to help relieve snow loads. This style uses smaller windows and doors to emphasize the natural rustic exteriors.

Figure 8 Example Mountain/Lodge Storefront

Typical Building Elements

- Broad, high-pitched roofs
- Overhanging upper floors and balconies
- Exposed timber trusses or lintel beams with decorative knee bracing
- Exposed rafter tails
- Natural stone building elements
- Textural and rough detailing
- Gable end roofs with wide overhanging eaves
- Gable and shed dormers
-

Typical Building Materials

-
- Vertical rough sawn board and batten siding
- Horizontal rough sawn lap siding
- Native stone or river rock veneer
- Cement fiber siding (6-inch, 8-inch, or 12-inch horizontal siding)

Typical Roofing Materials

- Rough texture shingles
- Stone slate
- Painted metal
- Standing seam metal

Figure 9 Typical Design Features of the Mountain/Lodge Style

Design Standards and Guidelines for the Mountain/Lodge Architectural Style

E. Roofing Elements

1. Design Standards

a. Roof Type. Primary roof shall be a gable style roof. Secondary shed roofs are allowed. Hipped, butterfly,inverted, curved or flat roofs are prohibited.

b. Roof Materials and Color. Roof materials shall consist of stone slate, painted nonreflective metal, flat concrete tile, or heavy texture composition shingles.

c. Roof Elements. Roofs shall include at least one of the following design elements:

(1) Roof Overhangs. Eaves shall be a minimum of 24-inch in horizontal length from the building façade to the edge.

(2) Roof Beams. Exposed beams, purlins, trusses, or ornamental end cuts on gable and eaves shall be required unless another ordinance, statute, or regulation prohibits it. Rafters shall not be exposed and shall be enclosed within the roof and eave cavity.

(3) Dormers. Dormers shall have a shed roof slope or gable roof.

2. Design Guidelines

a. Roof Materials and Color. Installation pattern is encouraged to be fish scale or square butt. Roof colors shall be earthtone greens, browns, or grays.

b. Roof Features. The gable roof for the dormer is encouraged to match the slope of the primary roof pitch.

F. Exterior Wall Elements

1. Design Standards

a. Building Materials and Finishes.

(1) Building materials and finishes shall include a minimum of one of the following primary architectural treatments: Natural wood or wood-effect logs or beams, or natural or imitation stone.

(2) Natural stone, if used, shall be natural unquarried patterns with filled and tooled grout joints.

(3) Building shall incorporate a minimum of two different building materials and two colors present along all facades.

b. Building Color. A neutral or an earthtone color palette is required. Exterior colors shall be limited to browns, whites, grays, blacks, greens, and beiges.

c. Balconies. Cantilevered balconies, when used, shall include exposed floor beams. Balcony railings shall be constructed of natural wood, wood-effect, or stone.

d. Cantilevers. Conditioned building areas that cantilever over a ground floor or balconies are limited to one building façade only

2. Design Guidelines

a. Building Materials and Finishes.

(1) Encouraged finishes include applied and/or natural finishes including paint, blackened steel, exposed aggregate.

(2) The following siding materials/treatments are strongly recommended: wood, fiber cement or composite V groove siding, ½ log (curved face) wood siding. All wall finishes shall match. An exception may be made for the ground floor.

(3) Recommended minimum size stone is 6 inches and can include large scale field stone. Manufactured stone that meets the criteria for pattern, finish, color, and scale of a stone that is either quarried or as field stone is acceptable.

G. Window and Door Elements.

1. Design Standards

a. Window Frame. A single color and material of window frames shall be used throughout the building.

b. Window and Glass Door Shutters. If provided, shutters shall be colored to match window trims.

c. Door Design. The color of door materials shall match color of siding or trims.

2. Design Guidelines

a. Window Trim. Use of window trim is encouraged.

b. Window and Glass Door Shutters. Shutters are encouraged to be plank style and may have designed perforations cut out of the face as a decorative detail.

c. Window Shape. Windows are encouraged to have minimum width to height aspect ratio configuration of 1:1.5.

d. Door Design. All exterior doors are encouraged to be wood or wood-effect with minimal patterning that may be vertical, horizontal, or Chevron. Entry doors are encouraged to be wood or wood-effect.

e. Window area. Glazing areas within a window are encouraged to be a maximum of 24”x24” without mullions or have mullions configured within the entire window area.

H. Building Feature Elements

1. Design Standards

a. Decorative Balcony Railings. Railing design shall have between 25 percent and 50 percent open area.

b. Brackets, Braces, and Exposed Beams. All beam or brace materials shall be wood or wood-effect. Beams or braces may be painted, provided the color is consistent with the other colors used on the primary building façade.

c. Exterior Lighting Fixtures. Light fixtures shall be wall mounted lanterns or sconces in simplistic form with minimal decorative ornamentation such as scrolling, trimming and edgings.

2. Design Guidelines

a. Decorative Balcony Railings. All balconies are encouraged to have wood or wood-effect railing and infill pickets or panels that are common to chalet style.

b. Exterior Lighting Fixtures. An aged brown patina bronze or blackened steel finish is encouraged.

Section 4.3 Alternative Architectural Styles or Project Designs

The alternative architectural styles option provides an “off-ramp” for architects and developers to create unique designs and architectural styles that are compatible with the rural, historic character of El Dorado/Diamond Springs but do not align with the architectural style in Sections 4.1.

Projects that want to utilize an alternative architectural style shall comply with all requirements and procedures in this Section.

A. A Design Review Permit shall be required for projects in El Dorado/Diamond Springs that utilize an architectural style other than those listed in Section 4.1.

1. Requirements for alternative architectural styles.

a. A written report from a California licensed architect or civil engineer shall be provided that includes the following information to ensure that the proposed development has an

internally consistent architectural style and is compatible with the adjacent and nearby developments. Plans, including a site plan and color elevations, are required and cannot replace the report. The report shall reference the details on the plans. A color and materials board and/or three-dimensional architectural rendering may be requested.

(1) Architectural Style. Describe typical building elements, building materials and colors, and roofing materials and colors characteristic of the style. List examples of this style and provide corresponding pictures. Provide specific reasons for how the proposed architectural style considers and would complement the historical or existing development in El Dorado/Diamond Springs.

(2) Roof Elements. Specify roof type, pitch, overhang, color, materials, features, edge and gutters, beams, and mass for the roof as well as for accessory canopies and roofs. Describe how these elements are integral to the style and would contribute to and be compatible with the surrounding area. Provide a roof plan.

(3) Exterior Wall Elements. Specify materials, colors, and textures for the building, including those used for trim, cornices, and bases. Specify materials and colors for architectural features used, such as balconies. Describe how these elements are integral to the style and would contribute to and be compatible with the surrounding area.

(4) Window and Door Elements. Specify design, shape, materials and colors for windows and doors and accessory elements, such as trims, frames and shutters (when used) and describe how these elements are integral to the style and would contribute to and be compatible with the surrounding area.

(5) Building Feature Elements. Specify design, color and materials for wall-mounted lighting fixtures and other features used on the building, and describe how these elements are integral to the style and would contribute to and be compatible with the surrounding area.

B. Deviation from use-specific or architectural style standards.

1. This section shall apply to projects that are unable to meet certain use-specific or architectural style standards as established in this Chapter and request consideration for deviation from specific standards in this Chapter that does not reference or rely on another County standard. Deviation from other County standards referenced in this document (e.g. Chapter 130.35 [Parking and Loading Standards], Design Improvement Standards Manual) shall be processed according to those respective requirements. A Design Review Permit shall be required for any deviation from the use-specific or architectural style standards.

2. Requirements for deviation.

   a. A written report from a California licensed architect or civil engineer shall be provided that includes the following information. Plans, such as a site plan or color elevations, cannot replace the report. The report shall reference the details on the plans. A color and materials board and/or three-dimensional architectural rendering may be requested.

(1) List the standards that are not met and provide reasons for being unable to meet these standards.

(2) If alternative(s) are provided, describe how the alternative(s) would be consistent with the design standards as a whole, contribute to an internally consistent architectural style and site design, and be compatible with the adjacent and nearby developments.

(3) If deviations from specific features of an architectural style are requested, provide specific reasons for how the proposed architectural feature contributes to an internally consistent architectural style and considers and complements the historical or existing neighborhood or area.

Section 5 Multi-unit Design Standards and Guidelines

Section 5.1 Site Planning

A. Site Design

1. Design Standards

a. Buildings shall comply with the setbacks established in the Zoning Ordinance, applicable specific plan, applicable combining zone, and/or other applicable State or local regulations (e.g., Fire Safe regulations).

b. Projects shall comply with Zoning Ordinance Chapter 130.33 (Landscaping Standards) and the adopted Landscaping and Irrigation Standards and Chapter 130.34 (Outdoor Lighting) and the adopted Outdoor Lighting Standards.

c. When fencing is used to separate the project from open space, projects shall provide fencing of a material that meets or exceeds a visibility percentage of fifty percent (50%) (e.g., wrought iron, slat fencing, etc.) adjacent to open space. Finials or sharp spikes on top of ornamental metal fencing are prohibited. Barbed wire, chain link and wire fencing is prohibited.

d. Projects abutting single-unit residential zoned properties shall provide a fence not more than six feet in height installed at the property line, except at pedestrian access points.

2. Design Guidelines

a. Projects should incorporate site design that reduces heating and cooling needs by orienting structures (both common facilities and dwelling units) on the parcel to reduce heat loss and gain from sun exposure, depending on the time of day and season of the year.

b. Projects are encouraged to incorporate drought-tolerant and native plants, mulch, and other water-saving landscaping techniques into the site design. The use of turf should be limited.

A. Building Orientation.

1. Design Standards

a. Projects located adjacent to or across the street from other street-facing residential developments shall orient the buildings to the street with individual entries, patio areas, and landscaping facing the street unless another ordinance, statute, or regulation prohibits it.

b. For projects adjacent to open space, parks, or other common gathering spaces, each residential unit along the building side adjacent to the public space shall have at minimum one window in a living, dining, or bedroom area facing the public space unless another ordinance, statute, or regulation prohibits it.

c. When a project includes multiple buildings, building walls that face another building wall separated by a distance of 20 feet or less shall not position windows and entrances of personal residences directly across from windows and entrances of personal residences in another building to improve indoor privacy.

2. Design Guidelines

a. When multiple residential buildings are proposed as part of a multi-unit development, the buildings should be oriented towards the street and common outdoor areas.

B. Topography and grading.

1. Design Standards

a. Grading and use of retaining walls shall comply with Chapter 110.14 (Grading, Erosion, and Sediment Control) and Section 130.30.070 (Fences, Walls, and Retaining Walls) in the County Code.

b. Oak resources conservation shall comply with Zoning Ordinance Chapter 130.39 (Oak Resources Conservation) and the Oak Resources Management Plan.

2. Design Guidelines

a. Natural topography should be integrated into site design to the extent feasible.

b. Retaining walls should be compatible with overall identity or character of the development.

c. Finished slopes should taper or terrace to match the existing grades and the grades on adjacent streets.

d. Grade changes and berming should be used in conjunction with landscaping to screen blank walls or other undesirable views.

e. Surface water and pollutant runoff should be reduced by maximizing the use of permeable surfaces and vegetative ground cover. Use of permeable paving and/or natural topographic features or bioswales for filtration of site drainage is encouraged.

C. Access and Circulation.

1. Design Standards

a. When not already existing, frontage improvements (e.g., sidewalks, curb, gutter, street improvements, etc.) shall be installed along the project frontages in accordance with County Code.

b. Driveways shall be installed per County Code.

c. Site circulation shall allow for and facilitate emergency access to the site and all buildings and shall comply with County Code and other applicable local regulations and State laws.

d. All pedestrian circulation walks shall be designed to provide access to the disabled in compliance with the Americans with Disabilities Act (ADA), California Building Standards Code Title 24 and the County's Improvement Standards.

e. All structures, amenities, parking areas, building entries, and common spaces shall be connected by pedestrian pathways with a minimum width of four feet. On-site pedestrian pathways shall connect to the public sidewalk.

f. All pedestrian pathways shall include lighting for safety and security. All pedestrian pathway lighting shall comply with the following standards:

(1) Be shielded downward and not spill onto adjacent properties.

(2) Ground mounted light fixtures to illuminate driveways, landscaped areas, or pedestrian pathways shall be not more than three feet in height.

(3) Use light emitting diodes (LEDs) with a maximum temperature of 3000 kelvins.

g. Bicycle racks or lockers, if proposed, shall be designed consistently with the County's Parking and Loading Standards.

2. Design Guidelines

a. Projects are encouraged to implement bikeway improvements, including, but not limited to, connections to bike trails and on-street bike lanes.

b. Projects located within walking distance of public transportation and bike and pedestrian trails are encouraged to provide access to these amenities.

c. Projects should include a combination of pedestrian scale lighting, landscaping, accent lighting, and signage to improve pedestrian connection and safety.

d. Projects should include pedestrian connections from parking areas, public sidewalks, and between all buildings on the site.

e. Projects are encouraged to incorporate shade in the form of shade structures (including shade sails, pergolas, and other similar structures), shade trees, and other appropriate shade sources along pedestrian connections and between buildings on the site

D. Parking.

1. Design Standards

a. On-site parking shall adhere to Zoning Ordinance Chapter 130.35 (Parking and Loading) and the adopted Parking and Loading Standards.

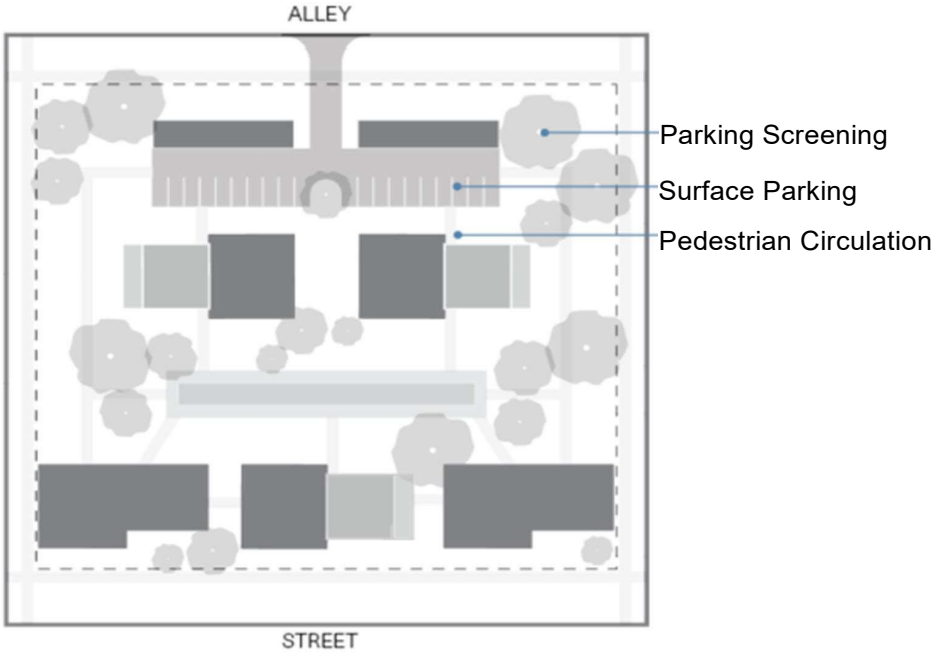
b. Parking areas shall be screened from the street and property lines and shall be positioned exclusively at the rear or side of the building, unless the parking spaces are accessible parking spaces required by Building Code or other applicable ADA regulations as enforced by the County. Parking areas connecting to an alley are exempt from screening requirements along the alley. Refer to Figure 10.

c. Parking area features, such as curbs and parking blocks, shall include materials, colors, and/or details that are the same as or similar to those found on the primary residential building(s).

d. All parking lot landscaping shall be landscaped consistent with Subsection 5.1 A 1 (b).

e. Tandem parking is prohibited.

Figure 10 Parking Areas



2. Design Guidelines

a. Parking areas should not be located on street facing facades or corners.

b. Shared parking between adjacent uses is encouraged.

c. Parking areas should not be located along residential neighborhood street frontages.

E. Parking Carports.

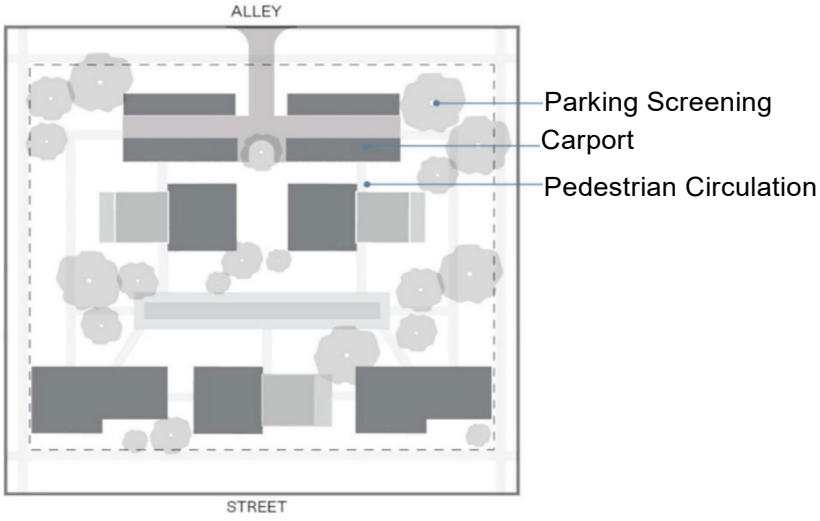
1. Design Standards

a. Carports shall be used for parking only. The use of carports for storage is prohibited.

b. Each carport structure shall be separated from additional parking spaces and/or other carports by a landscaping area as defined in the County's Landscaping and Irrigation Standards.

c. The ends of each cluster of carports shall be concealed with landscaping at least six feet in height.

Figure 11 Parking Carport Location



2. Design Guidelines

a. Carports should be detached from the residential buildings or structures.

b. Carports should be oriented to consider solar access for solar panels. Solar panels on carports are encouraged.

c. Carports should be designed to avoid snowshed on streets, sidewalks, and internal pedestrian paths.

d. Storage areas may be incorporated either above, behind, or beside the carport.

F. Outdoor Areas.

1. Design Standards

a. Outdoor area requirements. All multi-unit and mixed use developments with five or more dwelling units shall incorporate the following standards.

(1) The project shall be designed to provide the equivalent of a total minimum of 100 square feet of outdoor area for each dwelling unit. Required outdoor areas shall consist of both common outdoor areas and private outdoor areas. Each private outdoor area shall be accessible to only one dwelling unit.

(2) Private outdoor area. A minimum of 50 percent of the total dwelling units shall have a private outdoor area (e.g., private balcony, patio, or deck) that is a minimum of 40 square feet.

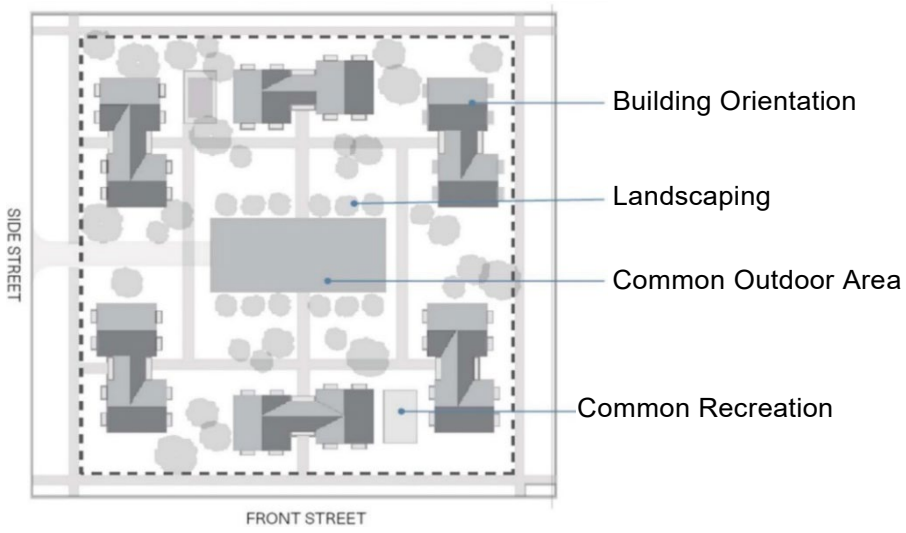
(3) Each common outdoor area shall maintain a minimum depth and width of 20 linear feet and shall not include rights-of-way, vehicle access, parking areas, or landscaping associated with a parking area.

(4) Rear setbacks that meet the definition of common outdoor area are credited as usable common outdoor areas up to a maximum of 50 percent when they are at least 10 feet in depth and the area includes improvements such as groundcover, vegetation, seating areas, or other similar improvements.

(5) Common recreational amenities, as required in Subsection 5.1 G below, shall be provided within the common outdoor areas.

(6) Up to 25 percent of any required common outdoor area may be paved or consist of hard surfaces if the surfaces are to be used for recreational purposes (e.g., basketball court, swimming pool, walking paths).

Figure 12 Common Outdoor Area and Recreation Amenities



2. Design Guidelines

a. Common outdoor areas should be conveniently located and accessible to all of the residents.

b. Outdoor seating should be provided. Seats and benches should be constructed of stainless steel, wood or a recycled material of comparable quality and durability. Seats shall be either a single chair or stool. If provided, benches shall accommodate at least two seated adults.

G. Common Recreational Amenities.

1. Design Standards

a. Common recreational amenities shall be accessible to all residents of the development and provided within the common outdoor areas or in a common building.

b. Multi-unit residential developments shall provide a minimum of one indoor or outdoor common recreational amenity, at a rate of one amenity for every 25 units.

c. The following recreational amenities may be used to fulfill this common recreational amenity requirement:

(1) Barbecue area with a concrete pad, picnic tables, and roof. Barbecue area shall be no smaller than 200 square feet with a minimum of three picnic tables;

(2) Indoor recreational facilities (e.g., community room with a kitchen, fitness center, private event space, conference rooms, home office space) with each facility measuring at least 500 square feet;

(3) Outdoor recreational facilities (e.g. sports courts, outdoor fitness facilities) measuring at least 500 square feet;

(4) Fenced permeable dog play area that is a minimum of 600 square feet in size and has regularly maintained waste stations. Fencing shall be a maximum of four feet in height, shall consist of metal or wood and be 50 percent transparent. Chain link or barbed wire are prohibited. No lighting shall be permitted in this area, and the hours of operation shall be sunrise to sunset. The dog play area shall be cleaned and maintained on a regular basis. The fenced dog play area shall be located outside of any Zoning Ordinance setbacks;

(5) Maintained outdoor recreation areas for specific activities (e.g., pool, bocce courts, basketball courts, volleyball courts, outdoor fitness areas);

(6) Children's outdoor play area with play equipment. Individual play areas shall have a minimum area of 600 square feet and minimum depth and width of 15 feet with a pour-in-place recycled rubber surface or similar surface with a minimum projected lifespan of at least 10 years. Children's play areas shall contain a minimum of two structured play modules, such as a play structure and swing area. This area shall be protected from any adjacent streets or parking lots with a fence or other barrier at least four feet in height, shall consist of be metal or wood and be 50 percent transparent;

(7) Outdoor communal spaces, such as a communal garden, courtyard/patio area, and picnic areas with a minimum area of 600 square feet and minimum depth and width of 15 feet.

d. For projects with at least 25 two-bedroom or larger units and that are not age-restricted, at least one children’s outdoor play area is required, as defined above.

e. Each project shall provide a minimum of one of the following shading/shelter features in or within 20 feet of common outdoor recreational amenity areas:

(1) Shade sail, shade canopy, or other similar shade structure. Any provided shade structure shall be installed in a designated seating area, including a minimum of one bench.

(2) Pergola. Any provided pergola shall have minimum dimensions of 10 feet on any side, with a minimum height of eight (8) feet. Any provided pergolas shall be installed in a

designated seating area, including a minimum of one bench. Pergolas shall be constructed of wood or wood-effect materials.

(3) Arbor. Any provided arbor(s) may be placed over a walkway or in a designated seating area, including a minimum of one bench. Arbors shall be constructed of wood or wood-effect materials.

(4) Shade tree. Allowed shade trees include any tree that can achieve an expected 10-year tree canopy diameter of 15 feet or more. This may include any established on-site trees, as long as the tree conforms to all other requirements of this section.

f. If the applicant chooses to provide a recreational amenity not listed above to fulfill the common recreational amenity requirement, approval through the discretionary review process is required.

Figure 13 Shared Community Courtyard, Winters, California

Photo Credit: Shingle Springs Community Alliance (SSCA)

2. Design Guidelines

a. Common recreational amenities should meet the needs of the resident population.

b. If children's play areas are provided, they should be centrally located in areas with high visibility.

H. Utilities, Service Areas, and Storage.

1. Design Standards

a. Air conditioning units, electrical meter boxes, and other private utilities shall be fully screened from the street and adjacent properties through features, including, but not

limited to, landscaping, trees, enclosures, walls not exceeding one foot above the utility equipment height, and roof parapets.

b. Utility boxes located in front of the building or along a street-facing façade shall be fully screened or enclosed and painted with either public artwork/mural or painted to blend in with the landscaping.

c. All service areas shall be accessible from an alley or side street when one exists.

d. All service areas shall be located so that their use does not interfere with on-site parking or circulating areas and adjacent uses.

e. All refuse containers shall be placed within screened storage areas or enclosures. Trash enclosure location, dimensions, and design shall comply with County standards.

f. A minimum three foot landscape buffer shall be provided on all non-accessible sides of trash enclosures.

g. Trash enclosure materials and colors shall be the same or similar to the exterior materials, colors, and finishes found on the primary building.

2. Design Guidelines

a. All service areas (e.g., trash enclosure), and storage should be conveniently located throughout the project, yet sufficiently buffered from project entries, main building entries, and main pedestrian paths.

Section 5.2 Building Design

A. Wall Form and Massing.

1. Design Standards

a. No building façade visible from the street shall be greater than 120 feet in length.

b. Buildings shall have massing breaks (i.e., articulation) at least every 30 feet along the street frontage, through the use of varying setbacks, building entries and recesses, and/or or structural bays. Refer to Figure 14 below.

c. For structures of three or more stories, upper and lower stories shall be distinguished by incorporating two or more of the following features:

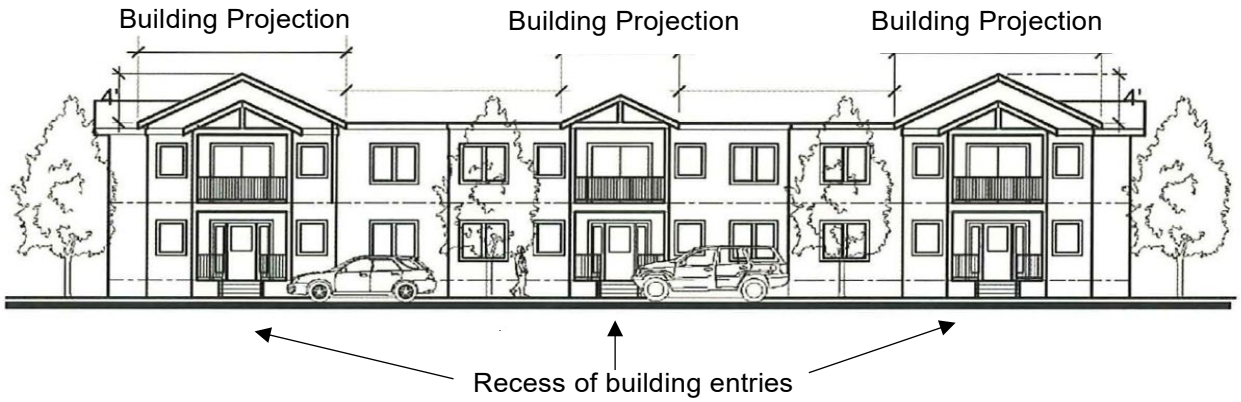
(1) Change in wall material or color between the ground floor and upper floors.

(2) Setback the upper floors of the structure a minimum of five feet from the remainder of the building façade.

(3) Incorporate a horizontal feature between floors such as a bellyband or belt course.

(4) Provide balconies for all units on a minimum of one story above the ground-level floor. If provided, balconies and small decks shall be a minimum of 24 square feet in area and may project from the façade or be inset into the building. Any provided balconies shall conform to all applicable requirements in Section 5.2 D (Balconies, Porches, Decks, and Patios).

Figure 14 Building Articulation



2. Design Guidelines

a. Architectural elements such as varied roof forms, step backs, articulation of the facade, breaks in the roof, walls with texture materials and ornamental details, and landscaping should be incorporated to add visual interest and to distinguish between lower and upper floors.

b. Balconies and small decks with landscaping should be incorporated into two story or higher buildings to reduce the visual impact of tall structures.

c. Balconies are encouraged to be inset into the building or covered by a roof to provide some relief from weather elements.

d. Large areas of flat, blank wall and lack of treatment are strongly discouraged.

e. Semi-private areas such as covered front porches and/or courtyards are highly encouraged.

f. Proportional relationship between adjacent buildings and between the building and the street should be maintained.

g. Unit/building layout should ensure the gradual transition of building height and mass.

h. Pedestrian scaled entry should be a prominent feature of the front building façade.

i. Architectural detail such as windows, awnings, trellises, articulation, balconies, patios, landscape planters, and material changes at the street level should be used to soften the edge of the building and enhance pedestrian scale.

B. Building Colors and Materials.

1. Design Standards

a. Architectural treatment(s) shall be applied to all façades of a building. At a minimum, all windows, doors, and other wall openings shall be trimmed consistent with the architectural style.

b. Colors.

(1) All structures shall include at least one main color and a maximum of three trim and/or accent colors, excluding the color of the roofing material. This requirement may be superseded by the color requirements of the selected architectural styles in Section 4 (Architectural Styles).

(2) Neon or fluorescent colors are prohibited in all instances.

(3) Main and trim colors used on the front façade shall be extended to all façades.

c. Building materials. Materials shall be compliant with State and local building and fire regulations (e.g., Chapter 7A of California Building Code).

(1) When a façade is 50 feet or longer and has a primary shared entryway for building occupants, the building shall include an entryway accent color or material that differs from the primary building material.

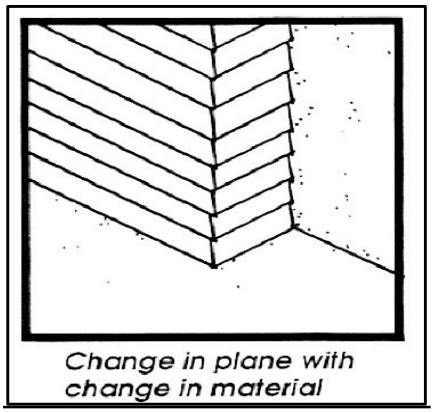
(2) The following materials are allowed only when the following requirements are met:

i. Use of stucco shall not exceed 50 percent of façades that face the street.

ii. Vinyl, when applied to windows.

(3) When exterior wainscoting is used, exterior wainscoting shall begin and end at wall plane breaks and shall not occur on the same plane. Exterior wainscoting shall be at least three feet in height, measured from the grade of the building. Refer to Figure 15.

Figure 15 Building Materials at Wall Edges



d. Affordable units and market rate units in the same development shall be constructed of the same or similar exterior materials and details such that the units are indistinguishable.

2. Design Guidelines

a. Variation in color and materials should be considered to create visually engaging designs. High quality, natural, and durable materials, such as wood, stone, and brick, are encouraged. Creative and appropriate use of color is encouraged. Use of color should be consistent with the overall architectural style or theme of the project. Variation in exterior treatment of adjacent buildings is encouraged.

b. Architectural features that enhance the façade or building form are encouraged. Architectural features such as decorative moldings, windows, shutters, balconies and railings, and landscaped elements such as lattices that add detail to a façade, are encouraged.

c. Adjacent buildings are encouraged to not use the same main color.

C. Windows and Doors.

1. Design Standards

a. Windows and doors shall be trimmed with the same or similar exterior materials as those found on the primary building.

2. Design Guidelines

a. Windows should have decorative details consistent with the selected architectural style, especially for street-facing facades.

b. Use of windows for natural light indoors as much as possible is encouraged. Windows should be placed for cross-ventilation and airflow to promote natural cooling.

c. Natural climate control features such as deciduous trees over south-facing windows are encouraged to reduce energy demand.

D. Balconies, Porches, Decks, and Patios.

1. Design Standards

a. Residential roof-top decks are prohibited.

b. Private exterior space shall be reserved for and immediately accessible to the dwelling it is designed to serve.

c. Balconies shall be unenclosed, except for required railings.

d. Fences and railings for balconies, porches, and decks shall use metal, wood, cable, or materials that is same as or similar to those found on the structure of the building.

e. If a private, at grade-level patio is provided, it shall be enclosed through fencing or railing, or other solid material.

Figure 16 Private Balconies & Porches

E. Building Entries and Staircases.

1. Design Standards

a. Exterior staircases shall be designed with a full roof cover. Staircases shall consist of same, similar, or complimentary material(s) and color(s) to the primary buildings.

b. Exterior staircases shall be screened from the street and property lines through a combination of building design and/or layout, masonry walls, grade separations and/or trees.

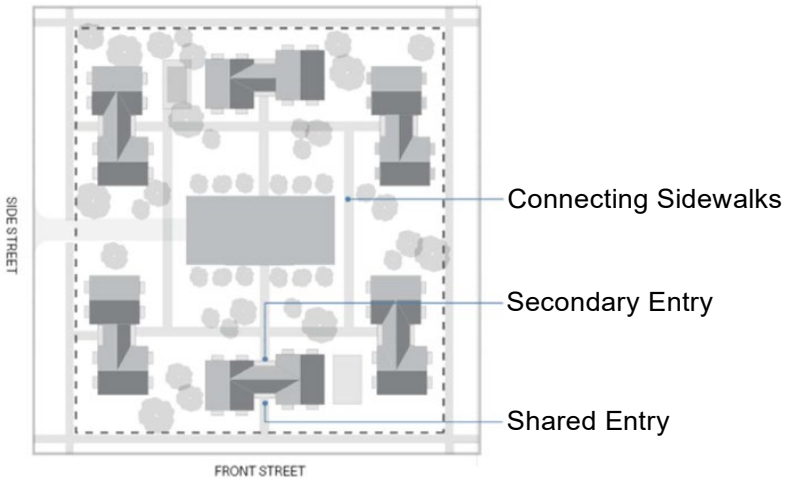
c. All ground-floor building entries for residential units not otherwise covered shall contain a roof overhang or canopy.

d. For buildings with shared entries, building entries are required along all street-facing building facades. Secondary shared entries may be provided on other façades. Secondary shared entries shall be oriented to common areas such as courtyards, landscaped areas, whenever feasible. Refer to Figure 17 below.

e. Residential projects on corner lots shall engage both streets by providing entries on both street- facing façades.

f. Buildings shall orient private entries to streets, common outdoor areas, or parking areas.

Figure 17 Shared Entries and Secondary Entries



2. Design Guidelines

a. Stair and other entry access requirements such as wheelchair ramps and elevators should be integrated into the overall project design.

b. Building entry zones should be clearly defined through the use, or combined use, of elements such as accent paving, accent planting, and/or decorative bollards.

F. Roofs.

1. Design Standards

a. Rooflines shall be integrated with the overall design of the building and vertically articulated at least every 50 feet along the street frontage, through the use of varying roof height and/or form.

b. Up to two roof types are allowed per building. Multiple pitches of the same roof type are permitted. For instance, a building could include a 4:12 shed roof, as well as a 4:12 gable roof and 7:12 gable roof.

c. The following roofing materials are prohibited:

(1) Untreated, unpainted aluminum or metal;

(2) Brightly colored materials, including as turquoises, yellows, pinks, purples, neons, whites, and the like;

(3) Untreated smooth or corrugated metal;

(4) Shiny or reflective materials that are visible from the street, sidewalks, or property lines.

d. Roof elements shall conceal roof-top mechanical equipment from view of adjacent streets and highways.

e. When an existing building is undergoing a reroof beyond like-for-like replacement, maintenance, or repair, the colors and materials shall comply with this section.

2. Design Guidelines

a. Roof height, pitch, ridgelines, and roof materials should be varied to create visual interest and avoid repetition. The roof plane should be consistent with the architectural style.

G. Accessory Buildings.

1. Design Standards

a. Materials, colors and architectural finishes of accessory buildings, including but not limited to, laundry facilities, recreation buildings, sales/lease offices, and other similar buildings shall consist of the same or similar materials, colors and architectural finishes of the primary building(s) on site.

2. Design Guidelines

a. Accessory buildings accessible to all residents should be centrally and conveniently located for all residents.

Section 6 Mixed Use Design Standards and Guidelines

Section 6.1 General

1. Design Standards

a. Mixed use projects shall comply with the multi-unit design standards and guidelines in Section 5 (Multi-unit Residential Development) above in this document.

b. Projects shall comply with applicable County Code, including but not limited to, Zoning Ordinance Table 130.22.020 (Allowed Uses and Permit Requirements for the Commercial Zones) and Table 130.24.020 (Residential Zone Use Matrix) and Section 130.40.180 (Mixed Use Development).

c. Residential density shall be measured as an average over the gross land area of only the residential portion of the planned site or assembly of parcels. When residential uses in a mixed use project are all contained in vertical mixed use buildings, density for the project shall be calculated as part of the maximum allowed Floor Area Ratio (FAR), complying with Zoning Ordinance Chapter 130.22.030 (Commercial Zones Development Standards) and Section 130.40.180 (Mixed Use Development).

d. Driveways and bicycle rack requirements shall be installed per County standards.

2. Design Guidelines

a. Active and inviting ground floor commercial spaces that support a pedestrian-friendly environment are encouraged.

b. Projects are encouraged to provide well-designed housing that is affordable to residents of a variety of income levels and is located within walking distance to stores, services, jobs, and community amenities.

c. Public safety should be enhanced through increased natural surveillance and “eyes on the street.”

d. Projects should create well-designed public and semi-public gathering spaces that support social interaction and community cohesion.

e. Projects should accommodate parking and circulation on-site to maximize connections between different land uses.

f. Number of curb cuts should be limited to minimize pedestrian and vehicle conflicts.

g. Different commercial, residential, and open space areas should be linked with internal pathways.

h. Surface parking from public streets and residential neighborhoods should be screened to reduce the visual impact of large parking areas.

Section 6.2 Site Planning

A. Vertical and Horizontal Mixed Use.

1. Design Standards

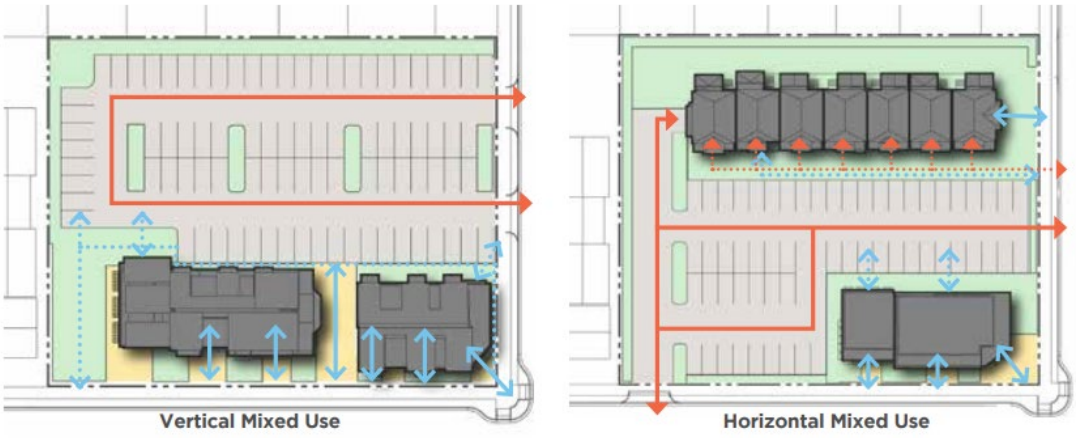
a. Buildings shall be oriented towards public streets with the primary entrances to the site or to commercial uses directly accessible from the sidewalk.

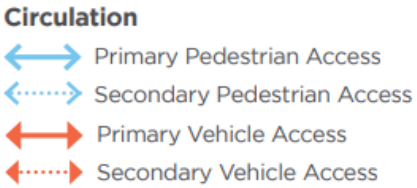
b. Parking shall be screened from the street through the use of buildings, landscaping, and trees, and shall be positioned exclusively at the rear or side of the building, unless the parking spaces are accessible parking spaces required by Building Code or other applicable ADA regulations as enforced by the County. Parking areas connecting to an alley are exempt from screening requirements along the alley.

c. If a project is proposed in phases, each phase shall be designed to function independently, without reliance on improvements included in subsequent phases.

d. When subsequent phases are under construction, they shall be fenced sufficiently to avoid conflicts between residents and guests of the occupied phases and construction traffic, and to protect the public safety.

Figure 18 Access, Circulation and Parking for Vertical and Horizontal Mixed Use





2. Design Guidelines

a. The relationship and orientation of buildings to arterial and other prominent roadways should be considered to enhance street frontage.

b. Projects on the corners of prominent intersections should be treated as community gateways and should be of the highest design quality.

c. Pedestrian, bicycle, and vehicle linkages to adjacent developments and uses should be provided.

d. Buildings should be placed near or along the edge of the public sidewalk to activate the pedestrian realm. Refer to Figure 18 above.

e. Enhanced internal pedestrian crossings should be created and delineated with materials or colors to prioritize pedestrians within developments.

f. Ground-floor uses should primarily be occupied by retail, restaurant, and personal service uses that generate pedestrian activity and engage the sidewalk to create an active and enjoyable pedestrian environment.

g. Whenever commercial and residential uses have differing hours of use, shared parking should be encouraged.

Figure 19 Vertical Mixed Use Frontage Example

Photo Credit: Shingle Springs Community Alliance (SSCA)

B. Additional Standards and Guidelines for Horizontal Mixed Use.

1. Design Standards

a. Service entries, loading areas, and trash areas associated with commercial uses shall be designed to not block vehicular or pedestrian traffic and be fully screened from view from all residential units.

2. Design Guidelines

a. Parking for on-site commercial uses should be located at the center of the site, allowing the parking to provide a buffer from on-site residential uses and maximize shared parking opportunities between residential and commercial uses. Dedicated private residential parking areas should be located in a private area away from public commercial parking.

b. Residential uses should be located along the rear of the site to provide visual privacy and complement existing residential uses.

Section 6.3 Building Design

A. Vertical and Horizontal Mixed Use.

1. Design Standards

a. Ground floor building transparency.

(1) For ground-floor commercial uses, exterior walls facing a street shall include windows, doors, or other openings for at least sixty percent (60%) of the building wall area located between two feet and eight feet above the level of the sidewalk. Windows shall be transparent to the extent feasible.

(2) No ground-floor wall facing the street shall run in a continuous plane for more than 10 feet without an opening.

b. Pedestrian entries to commercial uses shall be either recessed in a vestibule a minimum of four feet in depth or covered by an awning, portico, or other architectural projection that provides weather protection.

c. Architectural features of any commercial buildings or portions of buildings proposed as part of a single mixed use development project shall be designed utilizing the same architectural styles, colors, materials, architectural elements as the residential components of the same project.

d. Mixed use buildings with nonresidential ground floor uses shall design the ground floor with a minimum 14 foot ceiling height, measured from the finished floor, to accommodate a variety of uses. Refer to Figure 20.

e. Residential dwelling units shall be located behind the commercial uses if residential dwelling units are located on the ground floor.

Figure 20 Mixed Use Ground Floor Height

2. Design Guidelines

a. Adaptive reuse of historically significant buildings is encouraged. Development of buildings next to historically or culturally significant buildings should respect the architectural character of existing historical buildings.

b. New mixed use buildings are encouraged to develop a grease duct to anticipate potential restaurant uses.

c. Windows should not contain tinted or reflective glass.

Section 7 Commercial Design Standards and Guidelines

Section 7.1 Site Planning

A. Site design.

1. Design Standards

a. Buildings shall comply with the setbacks established in the Zoning Ordinance, Building Code, applicable specific plan, applicable planned development combining zone, and/or other applicable State or local regulations (e.g., Fire Safe regulations).

b. Projects shall comply with Zoning Ordinance Chapter 130.33 (Landscaping Standards), the adopted Landscaping and Irrigation Standards, Chapter 130.34 (Outdoor Lighting), and the adopted Outdoor Lighting Standards.

c. If a project is proposed in phases, each phase shall be designed to function independently, without reliance on improvements included in subsequent phases.

d. When subsequent phases are under construction, they shall be fenced sufficiently to avoid conflicts between residents and guests of the occupied phases and construction traffic, and to protect the public safety.

e. Fencing between commercial uses and open space is discouraged. When required by the County Zoning Code, fencing between commercial uses and open space shall be constructed with a material that meets or exceeds a visibility percentage of fifty percent (50%) (e.g., ornamental metal, slat fencing, etc.) adjacent to open space. Finials or sharp spikes on top of ornamental metal fencing are prohibited. Barbed wire fencing is prohibited.

2. Design Guidelines

a. Buildings should be arranged to define, connect, and activate pedestrian edges and public spaces.

b. The relationship and orientation of buildings to arterial and other prominent roadways should be considered to enhance street frontage.

c. Projects on the corners of prominent intersections should be treated as community gateways and should be of the highest design quality.

d. Pedestrian, bicycle, and vehicle linkages to adjacent developments and uses should be provided.

e. Chain link and wire fences are discouraged.

f. Projects are encouraged to incorporate drought-tolerant and native plants, mulch, and other water-saving landscaping techniques into the site design. Turf should be limited.

B. Topography and Grading.

1. Design Standards

a. Grading and use of retaining walls shall comply with Chapter 110.14 (Grading, Erosion, and Sediment Control) and Section 130.30.070 (Fences, Walls, and Retaining Walls) in the County Code.

b. Oak resources conservation shall comply with Zoning Ordinance Chapter 130.39 (Oak Resources Conservation) and the Oak Resources Management Plan.

2. Design Guidelines

a. Natural topography should be integrated into site design to the extent feasible.

b. Retaining walls should be compatible with overall identity or character of the development.

c. Finished slopes should taper or terrace to match the existing grades and the grades on adjacent streets.

d. Grade changes and berming should be used in conjunction with landscaping to screen blank walls or other undesirable views.

e. Surface water and pollutant runoff should be reduced by maximizing the use of permeable surfaces and vegetative ground cover. Use of permeable paving is encouraged. Use of natural topographic features or built swales for filtration of site drainage is encouraged.

f. Roof drains and parking lot run-off should be routed through turf or other landscaping.

C. Access and Circulation.

1. Design Standards

a. Frontage (i.e., sidewalks, curb, gutter, street improvements, etc.) and driveway improvements shall be installed in accordance with the County DISM and the County Frontage Improvement Ordinance (Chapter 12.09 of the County Ordinance Code), as applicable.

b. Sidewalk improvements shall utilize decorative treatments such as stamped patterns, coloring, pavers, bricks, and exposed aggregate, as shown in Figure 21. The use of standard poured concrete is prohibited.

Figure 21 Sidewalk Improvement Examples

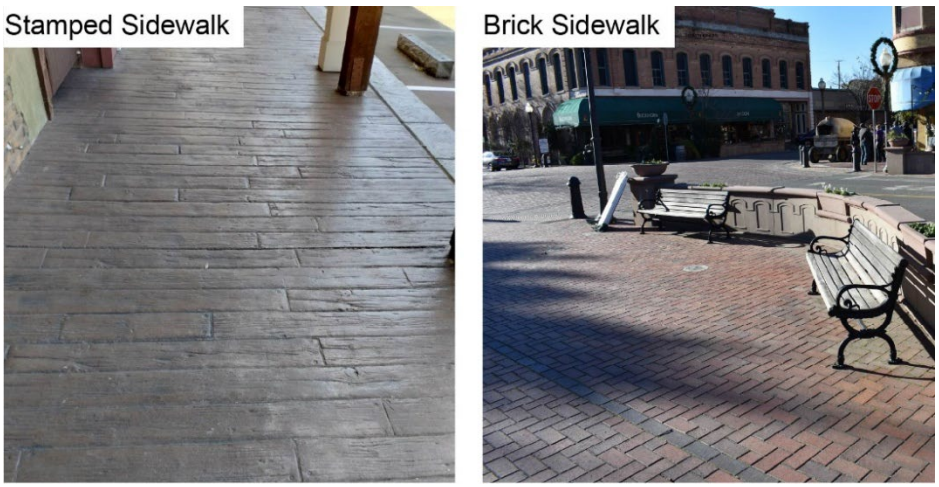


Photo Credit: Shingle Springs Community Alliance (SSCA)

c. Driveways and bicycle rack requirements shall be installed per County standards.

d. Emergency access shall comply with County standards and applicable State law.

e. All pedestrian circulation walkways shall be designed to provide access to the disabled in compliance with the Americans with Disabilities Act (ADA), California Building Standards Code Title 24 and the County's Improvement Standards.

2. Design Guidelines

a. Shared access drives between adjacent parcels are encouraged to minimize the number of curb cuts.

b. Projects should consider bikeway improvements, including, but not limited to, connections to bike trails and on-street bike lanes.

c. Bus stops installed for shopping centers are encouraged to be located within the shopping center for ease of access.

d. Projects located within walking distance of public transportation and bike and pedestrian trails are encouraged to provide access to these amenities.

e. Speed bumps are strongly discouraged as they impede emergency response. Long, straight drives are discouraged to prevent speeding, which conflicts with pedestrian safety.

D. Parking.

1. Design Standards

a. On-site parking shall adhere to Zoning Ordinance Chapter 130.35 (Parking and Loading) and the adopted Parking and Loading Standards.

b. All on-site landscaping, including parking lot landscaping, shall be landscaped pursuant to Chapter 130.33 (Landscaping Standards), the County's adopted Landscape and Irrigation Standards, the County's Design and Improvement Standards Manual (DISM) and the 2015 California Model Water Efficient Landscape Ordinance (MWELO) California Code of Regulations, Title 23, §490 et seq.).

c. Parking area, features, such as curbs and parking blocks, shall include materials, colors, and/or details that are the same as or similar to those found on the primary commercial building(s).

d. Parking areas shall be screened from the street and property lines and shall be positioned exclusively at the rear or side of the building, unless the parking spaces are accessible parking spaces required by Building Code or other applicable ADA regulations as enforced by the County. Parking areas connecting to an alley are exempt from screening requirements along the alley.

e. If provided, pre-engineered metal carports shall include materials and/or colors that are the same as or similar to those on the primary buildings.

f. If provided, each carport structure shall be separated from additional parking spaces and/or other carports by a landscaping area as defined in the County's Landscaping and Irrigation Standards.

2. Design Guidelines

a. Shared parking and curb cuts between adjacent uses should be encouraged.

b. Sidewalk corridors in parking lots should have a minimum of five feet of landscaping on at least one side of the walkway or alternating from one side to the other to provide a comfortable walking environment, including shade for pedestrians.

c. Parking areas should not be located along residential neighborhood street frontages or common property lines adjacent to other residential neighborhoods.

E. Plazas & Outdoor Spaces.

1. Design Guidelines

a. Active use of outdoor spaces is encouraged. Commercial uses are encouraged to provide outdoor seating in the form of benches, outdoor dining, and other similar public uses adjacent to sidewalks and pedestrian plazas.

b. Plazas or other outdoor activity spaces used for sitting, eating, strolling, and gathering should be designed into the project.

c. Where multiple buildings are proposed, buildings should be clustered to create centralized pedestrian plazas and gathering spaces.

d. Plaza design should emphasize the active nature of these spaces and incorporate a combination of accent materials, site furniture, shade structures, accent lighting, interesting colors, textures and forms, and/or art, graphics or other focal elements.

e. Plaza design should provide amenities for varying light and climate conditions, protection from sun and wind, moveable furniture, climate control elements, children's play areas, and performance areas.

f. Outdoor furniture should be selected not only for its functional and aesthetic qualities but also focus on the quality of materials and finishes that provide long term durability and resistance to vandalism. Incorporation of wood materials into outdoor furniture is encouraged.

g. Works of art are encouraged in the development of outdoor spaces. The use of fountains, sculptures, and other elements of visual interest may be incorporated where appropriate.

h. The relationship between indoor and outdoor spaces and uses should be considered in plaza and outdoor space designs.

Figure 22 Example of Historic Downtown Plaza, Winters, California

Photo Credit: Shingle Springs Community Alliance (SSCA)

F. Utilities, Service Areas, Storage.

1. Design Standards

a. Loading docks and service areas shall be screened from public view and adjacent uses by a combination of building design and/or layout, masonry walls, grade separations and/or landscaping.

b. Public utility infrastructure and other utility components shall be oriented away from public view and screened with evergreen shrubs to the extent allowed by the utilities.

c. Ground or wall mounted equipment shall be located out of public view, screened, placed in an enclosure, or painted with public artwork/mural to the extent allowed by the utility companies.

d. Screening for equipment shall be integrated into the site, building, and roof design and use the same materials, colors, and forms. Wood lattice or fencing is not appropriate for screening and is prohibited.

e. Roof mounted equipment, including, but not limited to, mechanical equipment and telecommunications structures, shall be set back from the roof edge, placed behind a parapet or in a well, and/or screened, so that they are not visible to motorists or pedestrians on the adjacent streets.

f. All service areas shall be accessed from an alley or side street when one exists.

g. All service areas shall be located so that their use does not interfere with on-site parking or circulating areas and adjacent uses.

h. All refuse containers shall be placed within screened storage areas or enclosures. Trash enclosure location, dimensions, and design shall comply with County standards.

i. A minimum three foot landscape buffer shall be provided on all non-accessible sides of trash enclosures. Please refer to Figure 23 below.

Figure 23 Trash Enclosure

Photo Credit: Google Earth. Accessed 10/1/24.

2. Design Guidelines

a. All service areas (e.g., trash enclosure) should be conveniently located throughout the project, yet sufficiently buffered from project entries, main building entries, and main pedestrian paths.

b. Trash enclosure materials and colors should be consistent with, and complimentary to, building materials and finishes.

c. Utilities should be screened by utility boxes that blend in with the landscaping or with the building.

Section 7.2 Building Design

A. Wall Form and Massing

1. Design Standards

a. No building façade visible from the street shall be greater than 120 feet in length.

b. Buildings shall have massing breaks (i.e., articulation) at least every 30 feet along the street frontage, through the use of varying setbacks, building entries and recesses, or structural bays.

Figure 24 Diamond Springs Retail Center

2. Design Guidelines

a. Overall character of the development should be defined through the use of a consistent design concept.

b. Projects that consider and compliment the context of adjacent and surrounding projects, but are original in design and avoid duplication (“copycat” effect) are highly encouraged.

c. Architectural elements, such as varied roof forms, articulation of the facade, breaks in the roof, walls with texture materials and ornamental details, fenestrations, recessed planes, and landscaping, should be incorporated to add visual interest.

d. Large areas of flat, blank wall and lack of treatment are strongly discouraged.

e. Proportional relationship between adjacent buildings and between the building and the street should be maintained.

f. Main building entries should be emphasized through building articulation and form to allow easy identification from the street and parking lot, and convenient access for pedestrians.

B. Building Colors and Materials.

1. Design Standards

a. Architectural treatment shall be applied to all façades of a building. All windows, doors, and other wall openings shall be trimmed consistent with the selected architectural style. Main and trim colors used on the front façade shall be extended to all façades.

b. Colors.

(1) The following colors are prohibited as the main colors on building exteriors: pinks; purples; yellows; white.

(2) Neon or fluorescent colors are prohibited in all instances.

(3) Changes in color are prohibited on the same plane or on outside corners.

c. Materials shall be compliant with State and local building and fire regulations (e.g., Chapter 7A of California Building Code).

(1) Façade designs shall incorporate high quality and durable building materials.

(2) When exterior wainscoting is used, exterior wainscoting shall begin and end at wall plane breaks and shall not occur on the same plane. Refer to Figure 15

Figure 25 El Dorado Savings Bank

2. Design Guidelines

a. Variation in color and materials should be considered to create visually engaging designs. High quality, durable, and natural materials, such as wood, stone, and brick, are encouraged. Creative and appropriate use of color is encouraged. Use of color should be consistent with the overall architectural style or theme of the project. Variation in exterior treatment of adjacent buildings is encouraged.

b. Building accents should be expressed through different high-quality and durable materials and/or architectural detailing and not merely through applied finishes such as paint.

c. Adjacent buildings should not use the same main color.

C. Windows and Doors.

1. Design Standards

a. Windows and doors shall be trimmed with the same or similar exterior materials as those found on the structure of the building.

2. Design Guidelines

a. Use of windows for natural light indoors as much as possible is encouraged. Windows should be placed for cross-ventilation and airflow to promote natural cooling.

b. Natural climate control features such as deciduous trees over south-facing windows are encouraged to reduce energy demand.

Figure 26 Commercial Windows and Doors

Photo Credit: Shingle Springs Community Alliance (SSCA)

D. Roofs

1. Design Standards

a. Rooflines shall be vertically articulated at least every one hundred (100) feet along the street frontage, through the use of varying roof height and/or form.

b. Up to two roof types are allowed per building. Multiple pitches of the same roof type are permitted. For instance, a building could include a 4:12 shed roof, as well as a 4:12 gable roof and 7:12 gable roof.

c. The following roofing materials are prohibited:

(1) Untreated, unpainted aluminum or metal;

(2) Brightly colored materials, including as turquoises, yellows, pinks, purples, neons, whites, and the like;

(3) Untreated smooth or corrugated metal;

(4) Shiny or reflective materials that are visible from the public street, sidewalks or property lines.

2. Design Guidelines

a. Roof height, pitch, ridgelines, and roof materials should be varied to create visual interest and avoid repetition. The roof plan should be consistent with architectural style.

Section 7.3 Specific Use: Fuel Stations

1. Design Standards

a. All activities, except those to be performed at the fuel or air pumps, shall be performed within a completely enclosed building.

b. Outdoor storage is prohibited.

c. The minimum setback of fuel canopies is 15 feet from property lines and the street and 50 feet from property lines abutting residential zoned properties.

d. The fuel pump area, including drive lanes for vehicle fueling, shall not block or restrict on-site vehicular or pedestrian circulation or block access to on-site parking spaces.

e. Fuel Canopy Design.

(1) The canopy support columns shall be entirely encased with materials used for the primary building. Please refer to Figure 27.

(2) Canopies shall include materials, colors, and architectural features used for the other structures on the project parcel(s).

f. Freestanding signs shall include materials, colors, and design features used for the fuel station facility structure and shall comply with the requirements of the Zoning Ordinance Section 130.36.070.H.4 (Design Standards for Freestanding Signs).

Figure 27 Red Hawk Travel Center Fuel Canopy

Figure 28 Red Hawk Travel Center Fuel Pricing

2. Design Guidelines

a. Fuel station facilities should be designed to be architecturally compatible with buildings and structures in the surrounding area regarding building design, color, and materials used.

b. All sides of each building should have consistent architectural detail and character.

c. The use of highly reflective or glossy materials is strongly discouraged.

d. All elements of the pump island or canopy that are not operational should be architecturally integrated by use of color, material and architectural detailing.

Section 8 Glossary

For the purposes of these standards, the following definitions shall apply:

Architectural projection. A building feature that extends from the face of the wall of the primary building. Examples include uncovered balconies, bays, porches, canopies, variations in massing proportions, or similar protrusions of a building.

Photo Credit: Shingle Springs Community Alliance (SSCA)

Articulation. Division of a building's mass into smaller parts through the placement of architectural features such as windows, doors, molding, columns, or other three-dimensional façade enhancements that create a clear and distinct section of the building.

Photo Credit: Shingle Springs Community Alliance (SSCA)

Board and Batten. Wall construction that gives the appearance of wide vertical strips with recesses or projections, using wide boards alternating with narrow and thin boards.

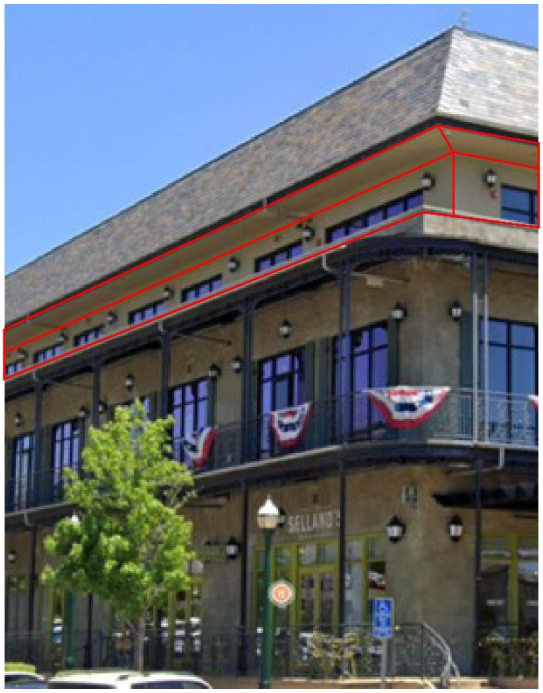
Building Façade. The exterior face of a building on any side. A façade may include multiple wall planes that make up the overall face of the building. Architectural projections, such as a porch or balcony, are not considered a façade.

Massing. Overall form, shape, and volume of a building.

Recess. A building feature that is set back from the primary building façade. Examples include covered balconies, covered porches, open galleries, arcades, loggias, or similar building elements that create a stepping back effect.

Photo Credit: Shingle Springs Community Alliance (SSCA)

Step back. A steplike recession in an upper story of a multi-story building.



Wall projection. A building wall projection that creates a horizontal change outward in living area from the primary building façade and creates a visual difference of light and shadow.

Photo Credit: Shingle Springs Community Alliance (SSCA)

Common outdoor area. Usable outdoor space that is designed and/or programmed for residents' recreation and leisure within a multi-unit or mixed use development.

Common recreational amenities. Features or facilities associated with a multi-unit or mixed use development that are available and accessible to all residents.

Corbel. A bracket of stone, wood, or brick projecting from the face of a wall and generally used to support a cornice or arch.

Cornice. A projecting ornamental molding that finishes or crowns the top of a building, wall, or arch.

Dentils. Small, rectangular blocks resembling teeth and used as a decoration under the soffit of a cornice.

Dormer. A window that projects from a sloping roof and is covered with a small gable, shed, or other roof structures.

Photo Credit: Shingle Springs Community Alliance (SSCA)

Double Hung Window. A window with two sashes that opens by means of one or both sashes sliding vertically past each other.

Photo Credit: Shingle Springs Community Alliance (SSCA)

Exterior wainscoting. Decorative accent material that covers the bottom of the building wall.

Fenestration(s). The openings in a building's envelope, most notably the windows, doors, skylights.

Fiber cement siding. A type of fire-resistant siding that consists of Portland cement, sand, water, and cellulose fibers, along with other additives.

Integral color (masonry). Color pigment mixed with newly placed concrete to create fade-resistant color.

Lite. An architectural feature, including windows and glass doors, that can present illumination throughout the interior of the structure from one source of light or can allow the illusion of a more open environment.

Photo Credit: Shingle Springs Community Alliance (SSCA)

Mixed use development.

Horizontal mixed use development. A development that incorporates and integrates residential and commercial uses alongside one another, either in one mixed use building, or as two or more separate buildings on one parcel or project site.

Vertical mixed use development. A development that incorporates and integrates commercial and residential uses stacked in one multi-story mixed use building.

Photo Credit: Shingle Springs Community Alliance (SSCA)

Mullion. Vertical divider that separates glass panes in a window.

Muntin. Single vertical bar that separate sides of a single window.

Objective standards. Standards that involve no personal or subjective judgment by a public official and are uniformly verifiable by reference to an external and uniform benchmark or criterion available and knowable by both the development applicant or proponent and the public official prior to submittal

Purlin. Horizontal beam along the length of a roof, resting on a main rafter and supporting the common rafters or boards.

Gable roof. Roof with two sloping sides that meet at the highest point or ridgeline.

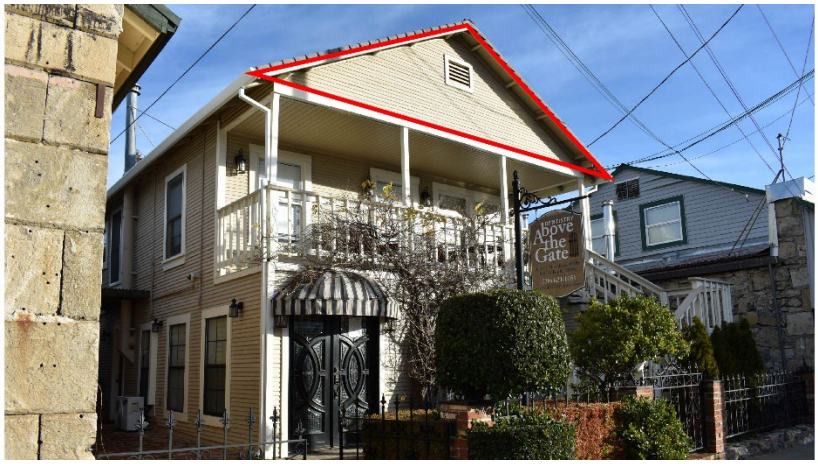


Photo Credit: Shingle Springs Community Alliance (SSCA)

Gambrel. A type of roof with two sides, each of which has a shallower slope above a steeper one.

Hip. A type of roof where all the sides of the roof slope downward from the highest point or ridgeline.

Photo Credit: Dolores Harvey, Adobe Stock Images

Mansard. A type of roof that consists of a gambrel roof on all sides of the building.

Parapet. A type of roof that incorporates a low wall or railing along the edge of the roof.

Photo Credit: Shingle Springs Community Alliance (SSCA)

Shed. A type of roof that slopes down in one direction.

Photo Credit: Shingle Springs Community Alliance (SSCA)

Shiplap Siding: Horizontal boards used as siding, with grooved (rabbeted) edges to make an overlapping joint.

Soffit. The underside of the edge of a roof, where it meets the side of the building.

Photo Credit: Shingle Springs Community Alliance (SSCA)

Street. Public rights-of-way or legal non-County maintained roadways. Does not include alleyways.

Structural bay. Space between architectural or structural elements, such as columns or walls.

Photo Credit: Shingle Springs Community Alliance (SSCA)