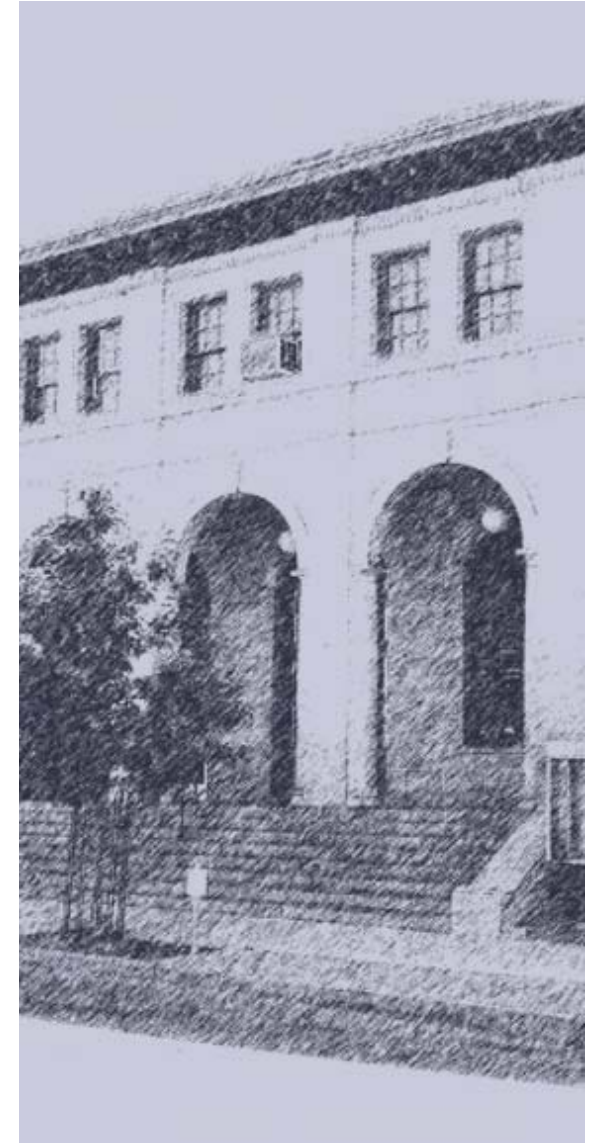


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## chapter 5: Community Facility Project Types



## Purpose

This chapter provides guidance for design of public facilities associated with educational, cultural, recreational, and governmental purposes. As they are vested with particular social importance, the design of these facilities carries a heightened responsibility to express the City's character by relying on the values of "sense of place" recommended in Chapter 1, Community Design.

In addition, this chapter provides design guidance for public utility facilities such as electrical substations, wireless telecommunication facilities, and water pumping facilities. These facilities serve critical infrastructure needs and their location may not always be flexible. As a result, contextual compatibility is key, and in some cases, screening from public views is important.

## Applicability and Use Types

The provisions of this chapter apply to facilities designed for local and community-wide scales. Local-scale projects are generally smaller and involve uses that serve the neighborhood surrounding the site. These facilities should reflect a positive design character of the immediate context, and in some cases serve as a landmark for way-finding. Community-scale projects are generally larger and serve the greater community, City, or region. These facilities should express a design theme that runs throughout of the City or region. The Community Design Chapter should serve as a reference in designing all scales of Community Facility projects. Additional details of local and community scale projects are discussed below.

- ❖ Neighborhood Community Facility
- ❖ Duplex and Triplex



### Neighborhood Community Facility

Community Facilities with a local focus generally serve residents within a one-mile radius, or within walking distance to homes. Examples include day care centers, small fire stations, neighborhood parks with associated buildings, elementary or middle schools, branch libraries, neighborhood-scale churches, and small community centers. While some of these facilities may serve a larger area, they generally enrich a residential community. An example of a design theme for a local community facility in Chico's Southwest Neighborhood may include elements that reference the historic Diamond Match property. An example for a newer neighborhood, such as the Northwest Chico Specific Plan Area may reference DeGarmo Park.



### City or Regional Community Facility

Community Facilities with a regional focus will generally serve the patrons within a service radius of several miles. Uses in this category include transit centers, high schools, colleges, central libraries, City or County government buildings and campuses, museums, hospitals, large churches, regional park facilities, and cemeteries with associated buildings. An example of a design theme for a City or regional community facility near the Chico Municipal Airport may incorporate elements that reflect aviation, or for a facility close to the City's west side may incorporate elements that reflect agriculture.

## 1 Site Design

### **Design Intent**

Promote an inviting and functional environment for the visiting public that is comfortable and safe in all seasons. Reinforce the sense of place of the surrounding neighborhood, environment, or the greater Chico community.

The Site Design section includes the following subsections:

- 5.1.1** Building Placement and Orientation
- 5.1.2** Circulation and Vehicle Parking
- 5.1.3** Public Spaces and Pedestrian Amenities
- 5.1.4** Landscaping
- 5.1.5** Public Utilities

**Design Guidelines (DG)**

**DG 5.1.11-** Incorporate and locate building entries as dominant elements which are obvious from the street, and provide a clear and unobstructed pedestrian path.

**DG 5.1.12 -** Foster a sense of security by incorporating visual lines of sight for surveillance from the street and neighboring structures.

Cross Reference: General Plan policy CD-G-44.

**5.1.1 BUILDING PLACEMENT AND ORIENTATION**

**🔑 Design Objective**

*Make a positive contribution to the streetscape with consideration of building scale in relation to adjacent streets and neighborhoods.*



DG 5.1.11



DG 5.1.11 & DG 5.1.12



Building and main entrance placed close to the street

Elevated floor provides visibility and security

DG 5.1.11 & 5.1.12 Building placement and orientation create presence

**Design Guidelines (DG)**

**DG 5.1.21-** Emphasize safe pedestrian and bicycle routes with physical separation or visible changes in surface texture and/or color from routes for automobiles.

**DG 5.1.22 -** Widen sidewalks at building entries and incorporate them with entry plazas.

**DG 5.1.23 -** Cover bicycle parking with architecturally compatible design features, and locate them close to main entrances.

**DG 5.1.24 -** Emphasize convenience of transit users with particular attention to ADA requirements and use of attractive transit shelters.

Cross Reference: Chico Municipal Code section 19.70.080.

## 5.1.2 CIRCULATION AND VEHICLE PARKING

### 👉 Design Objective

*Emphasize safe accommodations for all forms of transportation including pedestrian, bicycle, transit, and vehicular modes.*



DG 5.1.22



DG 5.1.21



DG 5.1.24

**Design Guidelines (DG)**

**DG 5.1.31-** Include architectural or site design features to enhance safety and surveillance.

**DG 5.1.32 -** Define pedestrian gathering areas with architectural elements such as special surface textures, seating, landscaping, art, water features, or lighting.

### 5.1.3 PUBLIC SPACES AND PEDESTRIAN AMENITIES

#### 🔑 Design Objective

*Appropriately scaled and visually appealing areas for public gathering, shelter, or rest.*



DG 5.1.31 & 5.1.32



DG 5.1.31 & 5.1.32

**Design Guidelines (DG)**

**DG 5.1.41-** Incorporate existing distinctive and/or mature trees and vegetation in landscape design.

**DG 5.1.42 -** Enhance existing trees and vegetation with new landscaping, giving priority to shade trees in parking lots.

**DG 5.1.43 -** Select landscape plantings that grow well in Chico's climate without extensive irrigation.

**DG 5.1.44 -** Select a landscape design to achieve an end result by either enhancing, buffering, or screening.

**5.1.4 LANDSCAPING**

**🔑 Design Objective**

*Landscaping which enhances the character of community facilities.*



DG 5.1.41- Priority was given to the existing tree during the design phase



DG 5.1.43- Planting suited to Chico's climate



Design landscapes with a variety of heights, contrasting colors and textures



Design landscapes to compliment building theme architecture

DG 5.1.42, 5.1.43 & 5.1.44



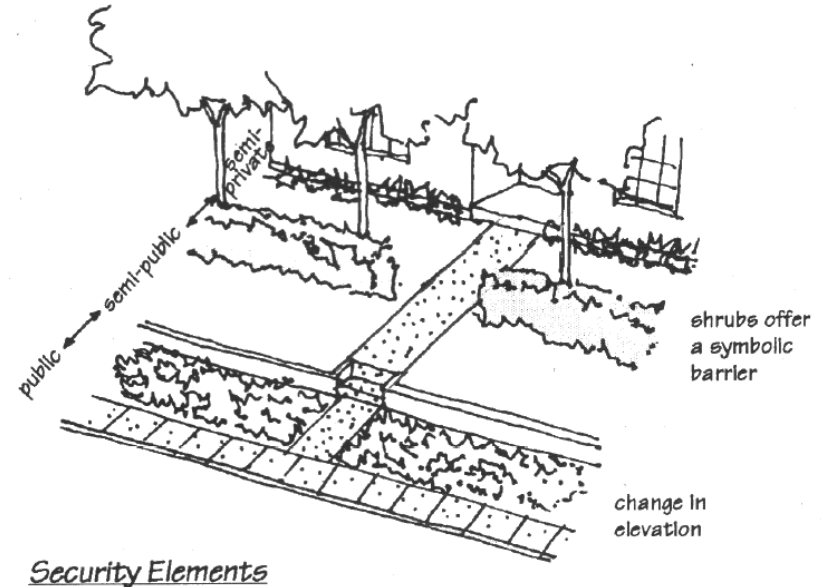
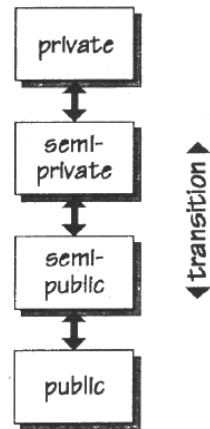
**Design Guidelines (DG)**

**DG 5.1.45-** Maintain opportunities for safety and surveillance with appropriate landscape design.

**DG 5.1.46 -** Utilize creeping vines or tall shrubs placed close to screen walls to soften views and dissuade graffiti vandalism.



DG 5.1.46 Thick growth of climbing vines dissuades graffiti.



**Design Guidelines (DG)**

**DG 5.1.51-** Collaborate early in the design phase with utility companies and the City to locate utility equipment in unobtrusive locations.

**DG 5.1.52 -** Locate utility equipment that cannot be placed underground within a building of the development, or in an unobtrusive location on the project site. Group multiple utility equipment together and screen from view by architecturally compatible structures or fencing, and combine with landscaping when appropriate.

Cross Reference: Chico Municipal Code Sections 19.60.060 and .120.

**5.1.5 PUBLIC UTILITIES**

**Design Objective**

*Public utility facilities which are integrated with the design of their surroundings.*



DG 5.1.51 & 5.1.52

Utilities are screened with an attractive structure



DG 5.1.52

**Design Guidelines (DG)**

**DG 5.1.53** - If visible from public views, place ground-mounted public utility equipment underground whenever determined to be feasible based on consideration of soil types, groundwater levels, maintenance access, and existing underground utilities or infrastructure.

**DG 5.1.54** - When not possible to underground or architecturally incorporate, screen and buffer utility equipment from public views. Screening involves a structure that blocks views, while buffering involves softening the visual impact by use of landscaping and/or greater setbacks.

Cross Reference: Chico Municipal Code sections 19.60.060 and -120.



Utilities placed underground

DG 5.1.53



Utilities not screened

Utilities screened

DG 5.1.54

**Design Guidelines (DG)**

**DG 5.1.55** - Minimize the visual impact of cellular and other tower facilities by one or more of the following techniques:

- ◆ Integrate antenna equipment into existing architectural elements (e.g. church steeples, water tank towers, chimneys, etc.);
- ◆ Camouflage (“stealth”) antenna equipment with techniques to look like flagpoles, trees, etc.;
- ◆ Camouflage antenna equipment with paint color;
- ◆ Screen base equipment with landscaping and/or disguise as buildings that are architecturally compatible with surrounding development.

Cross Reference: Chico Municipal Code section 19.78.120.



Unconcealed or unscreened  
 —————  
**Not recommended**



Camouflages or screened  
 —————  
 Recommended



## 2 Architecture

### **Design Intent**

Create built environments that serve all members of the visiting public with timeless qualities of architectural design. Reinforce the sense of place of the surrounding neighborhood, environment, or the greater Chico community.

The Architecture section includes the following subsections:

**5.2.1** Style and Design Details

**5.2.2** Lighting

**Design Guidelines (DG)**

**DG 5.2.11** - Design and locate building entries to create a sense of focus so people may easily find the entrance.

Massing, relief, roof overhangs, and wall recesses are features which help define a sense of entry for a building.

**DG 5.2.12** - Incorporate recognizable design elements that relate to the immediate neighborhood or community, including uninterrupted vistas of the natural environment.

**DG 5.2.13** - Articulate a clear design concept in a written narrative statement to provide an understanding of the fundamental design considerations of a project.

Cross Reference: General Plan policy CD-G-37.

**5.1.1 STYLE AND DESIGN DETAILS**

**🔑 Design Objective**

*Emphasize design elements that create a welcoming environment and a recognizable sense of place.*



DG 5.2.11 & 5.2.12



DG 5.2.11 & 5.2.12

**Design Guidelines (DG)**

**DG 5.2.21** - Clearly light entrances and eaves of porticos for ease of access, safety, and security.

**DG 5.2.22** - Incorporate the minimum intensity necessary for safety and security to minimize glare impacts and energy consumption.

**DG 5.2.23** - Utilize lighting as a design element that enhances building architecture and not as “attention getting” promotion. Limit illumination of buildings to a downwash or to not spill above the roof line.

**5.2.2 LIGHTING**

**🔑 Design Objective**

*Fixture design and levels of illumination that are compatible with the architectural style.*



DG 5.2.21 & 5.2.22



DG 5.2.21 & 5.2.22



DG 5.2.21 & 5.2.23

**Design Guidelines (DG)**

**DG 5.2.24** - Prioritize downwash techniques, rather than uplighting, to avoid light pollution into night skies.

**DG 5.2.25** - Utilize energy-efficient lighting systems with full cut-off fixtures that direct light rays downward onto the site and preclude light spillage onto adjacent property.

Cross Reference: Chico Municipal Code policy 19.60.050.

