

VANCOUVER DOWNTOWN

DESIGN GUIDELINES



CITY OF
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WASHINGTON

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PART I: INTRODUCTION

Purpose

Background

Design Review Process

PURPOSE

The Vancouver Downtown Design Guidelines Manual (VDDG) is the primary tool used by staff to review the design of potential projects within the Downtown Plan Area. (Figure 1) These design guidelines are a major update to the 1995 document and will serve to inform citizens and developers as to the character of future development. The guidelines in this manual are intended to be used in conjunction with the Zoning Ordinance, Comprehensive Plan, and required design review procedures.

The goals of the VDDG are to:

- Provide a set of guidelines that are easy to understand and administer;
- Ensure the compatibility of new development with the existing historic character of the downtown;
- Maintain quality design and materials;
- Ensure ground floors include interest-creating features that contribute to an active downtown environment; and
- Ensure building designs complement each other and contribute to a cohesive sense of place.

BACKGROUND

Downtown Vancouver is a dynamic and rich mix of residential, cultural, civic, retail and entertainment places that creates a “messy vitality” and attracts residential and office growth, small business, jobs and round-the-clock activity. Downtown is composed of a 200-foot by 200-foot grid with some larger blocks that span across the grid combining two to four blocks together. The 2007 Vancouver City Center Vision (VCCV) plan recognized 5 sub-areas within the VDDG area:

- **Uptown Village (area north of 15th Street)**
- **Mill Plain Couplet (area surrounding the 15th Street and Mill Plain Blvd one-way couplet)**
- **West-side Government (area centered around the government buildings located around the intersection of 12th Street and Franklin Street and the areas to the west)**
- **Esther Short (area surrounding Esther Short Park)**
- **Central Downtown (area south of the Mill Plain Couplet and surrounding the "Main Street" Heritage Overlay District #2.**

While development in the area has gone through several different architectural style eras, the character defining features of both new and old buildings include human-scaled details, facade depth and articulation, and pedestrian focused and active ground floors. The following are key design elements that were identified to either replicate or avoid in order to strengthen the identity and sense of place in Downtown.

Design Elements that Enhance a Sense of Place for Downtown (more of this)

- Active ground floor design that creates interesting and pedestrian focused streetscape.
- Ground floor building articulation and craftsmanship that provides human-scale details.
- Fenestration is offset from the primary facade to provide visual interest and shadow lines.
- A vertical rhythm and pattern to the fenestration and facade articulation.
- Use of brick and masonry as the primary facade material, particularly at the ground level.

Design Elements that Need Improvement (less of this)

- Ground floor facades dominated by parking, utilities, and blank walls.
- Overly flat facades with limited to no articulation, modulation, or depth of fenestration to provide shadow lines and visual interest.
- High-rise buildings stepped back from the building line and located above parking structures.
- Large flat facades dominated by horizontal glazing with little to no human-scaled details.

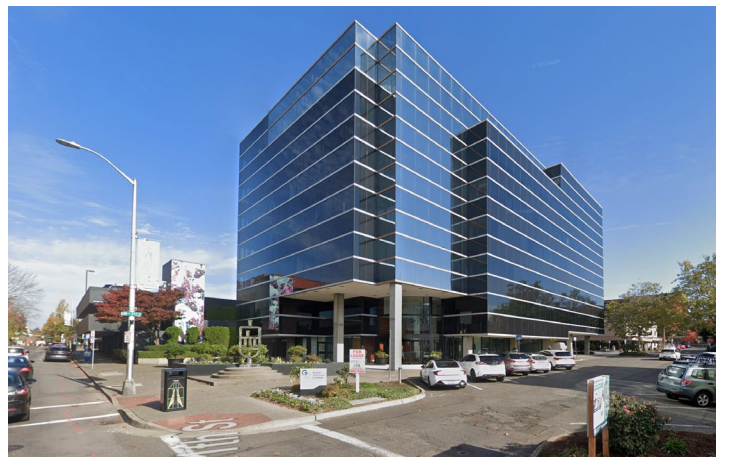
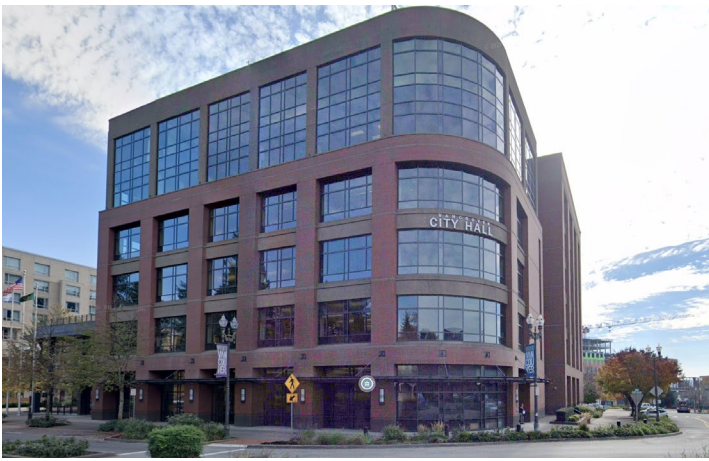



Figure 1—Downtown Design Guidelines Plan Area



-  Downtown Design Guidelines Plan Area
-  Heritage Overlay District #1 and #2
-  Esther Short Park

DESIGN REVIEW PROCESS

All projects will be reviewed for compliance with the design guidelines, zoning code, and other municipal documents that govern development.

The VDDG Manual is organized around key design topics. Each design topic includes an **Intent Statement** that outlines the design goals for each topic. A series of **Guidelines** follow for each topic outlining design guidance on how to meet the design intent for each topic. **Addressing guidelines are a requirement of design approval.** If a guideline is not fully complied with, the applicant shall provide an alternative that achieves the intent of the guideline and show how the alternative furthers the “do” examples and not the “do not” examples in the guidelines. To further explain intent and the design guidelines, diagrams and images are provided for reference. Precedents are shown to illustrate recommended and not recommended design details.

A **VDDG Checklist** is provided in Appendix A that summarizes the design requirements and is required to be completed and submitted along with project application for review. Applicants shall fill out the checklist and provide a narrative description and supporting drawings that document compliance with the design guidelines.

Projects that include historic resources are subject to additional design review and standards. These projects shall follow the Secretary of the Interior Standards. Where these projects include new construction or additions, the project may be subject to design review in relation to applicable design guidelines in the VDDG.

PART II: DESIGN GUIDELINES

[1. Building + Design](#)

[2. Active Ground Floor Design](#)

[3. Lighting](#)

[4. Signage](#)

[5. Mechanical Equipment, Utilities, and Service Areas](#)

[6. Vehicle Access and Parking Design](#)

[7. "Main Street" Heritage Overlay District #2](#)

1. BUILDING + DESIGN

[1.1. Massing & Articulation](#)

[1.3. Fenestration](#)

[1.5. Materials](#)

[1.2. High-rise Massing](#)

[1.4. Roofscapes + Green Roofs](#)

1.1. Massing & Articulation

1.1.1. Block Scale

INTENT

To break down the massing of super-block sites, and provide new pedestrian connections and new publicly accessible open spaces.

A. Block Size.

1. Where existing properties span multiple combined blocks, new development should recreate an approximate 200-foot by 200-foot grid by extending the sight lines of the existing street network through the creation of new publicly accessible pathways, open spaces, or streets.

1.1.2. Facade Design

INTENT

To break down the massing of block-scaled buildings and create pedestrian-scaled facades with a vertical rhythm and pattern that reflects the building's use.

A. Modulations.

1. Continuous building facades greater than 150 feet in length should have a minimum of one modulation. (Modulations should meet the modulation guidelines below).
2. Continuous residential building facades greater than 100 feet in length should have one or more modulations. (Modulations should meet the modulation guidelines below).

Definition:

Modulation. A modulation is a change in the massing of a facade plane. A modulation may be projections, recessions, or a change in facade plane that creates distinct facade sections. Size and depth of a modulation may vary but generally modulations are a change in a facade plane that exceed 18 inches in depth.

B. Modulation Design

1. Facade modulations may be a combination of recesses and projections.
2. Modulation and articulation of the ground floor should complement and align with the modulation and articulation of upper floors.



Example with two modulations that break the facade into three distinct massing elements. The breaks are emphasized with a change in color and material. Modulation and articulation of the ground floor complement and align with upper floors.



Example with combination of balcony projections and recessed modulations.

3. The facade modulation, at a minimum, should extend from the second floor through the roof plane.



Example of facade modulation extending through the roof plane creates distinct upper floor massing elements.



Example of modulation design of top floors that complement the ground floor design.

4. If more than one modulation is provided, balconies may occur within the facade modulation. To ensure the facade modulation is visible, balconies should be projected or recessed from the primary facade plane, approximately 8 inches or more.



Example of building with multiple modulation recesses with balcony projections. Modulations begin at the second floor.



Example of building with multiple modulations that extend from the ground floor through the roof plane.



DON'T: Create buildings with long flat facades. Design buildings to have modulations that reflect a residential rhythm and pattern.

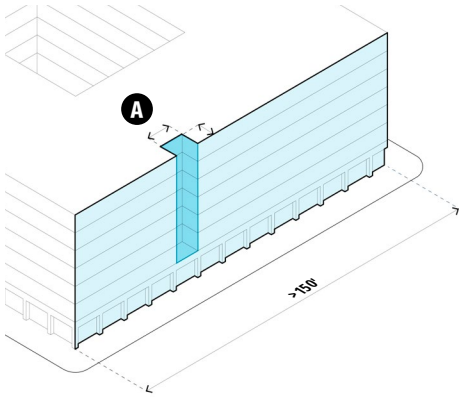


DON'T: Create flat facades with only balcony projections and no facade modulation that result in an overly flat facade appearance.

C. Modulation Size

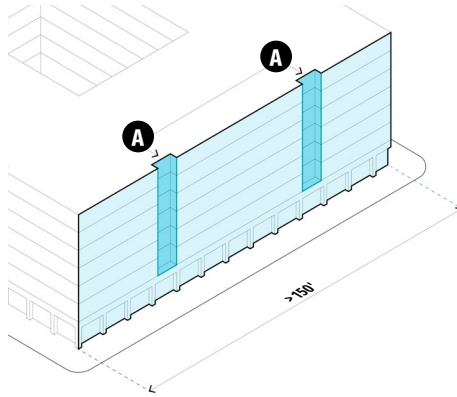
1. Modulいたions in the facade plane should be sized depending on overall length of the facade and the number of modulいたions per facade:
 - a. If only one modulation is provided, the modulation should have a minimum width of approximately 8 to 12 feet and a minimum depth of approximately 8 to 10 feet. (Figure 2)
 - b. If two modulいたions are provided, the modulation should have a minimum width of approximately 6 to 8 feet and a minimum depth of approximately 4 to 6 feet. (Figure 3)
 - c. If three or more modulいたions are provided, the modulいたions should have a minimum width of 6 feet and a minimum depth of 3 feet. (Figure 4)
2. The facade modulation may be of less depth if combined with a change/contrast in material/ color and/or a variation in the fenestration pattern.

Figure 2—One modulation



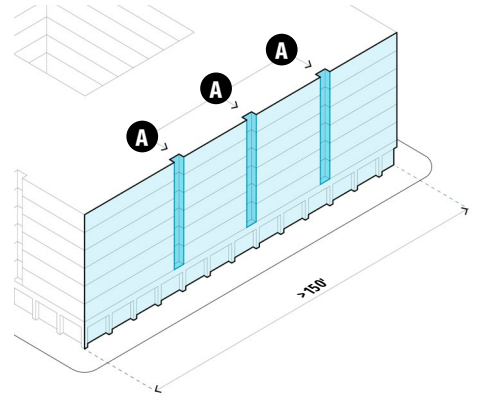
A The modulation should have a minimum width of 8 to 12 ft. and a minimum depth of 8 to 10 ft.

Figure 3—Two modulいたions



A The modulいたions should have a minimum width of 6 to 8 ft. and a minimum depth of 4 to 6 ft.

Figure 4—Three or more modulいたions



A The modulいたions should have a minimum width of 6 ft. and a minimum depth of 3 ft.



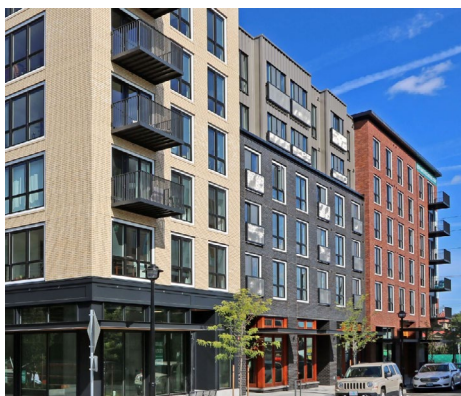
Example of facade with single major break.



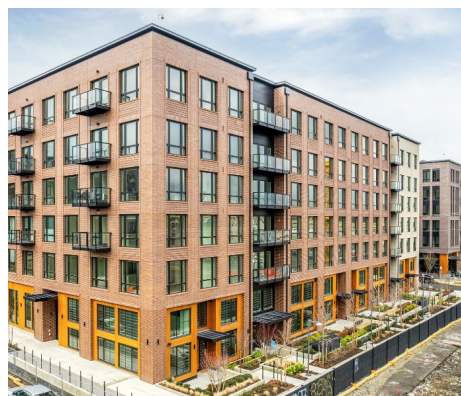
Example of facade with 2 modulいたions.



Example of facade with multiple modulいたions with an approximate depth of 3 feet.



Example of facade with minimum modulいたions but a change in material and color that breaks up the building into three distinct massing elements.



Example of facade with 2 modulいたions.

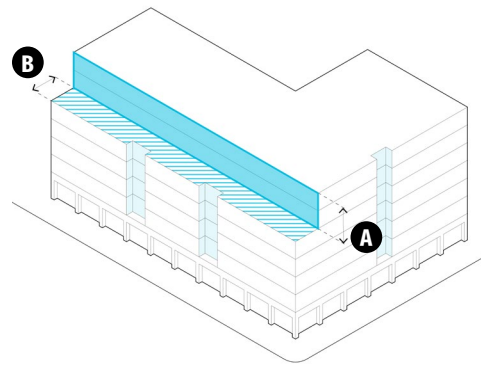


DON'T: Create buildings with long flat facades without any modulいたions.

D. Modulation Exemption.

1. If the top one or two stories of a facade plane are stepped back a minimum 6 feet from the building line and facade plane below, the stepped back facade plane is exempt from the modulation guidelines noted in C above. (Figure 5)

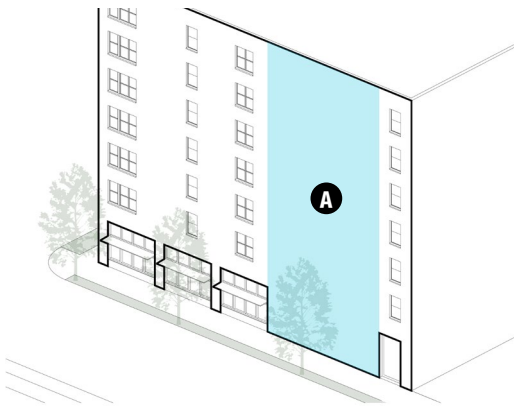
Figure 5—Top Stories Modulation Exemption



- A** Top 1 or 2 stories are exempt from the modulation guidelines if minimum step back provided.
- B** Minimum step back of 6 feet required for exemption from modulation guidelines.

E. Blank Walls.

1. Large, blank walls should be avoided on facades that face public streets or other publicly accessible spaces. Any wall sections should not exceed 30 linear feet in length without windows and facade articulation.



- A** Example of large blank wall areas between fenestration elements.



DON'T: Create blank walls longer than 30 linear feet along sidewalks or other publicly accessible spaces.

1.2. High-rise Massing

1.2.1. Meeting the Public Realm

INTENT

To provide unique moments and place making opportunities throughout downtown where high-rise projects are located.

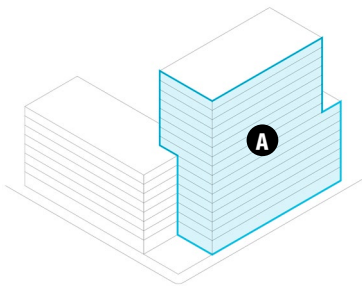
To integrate high-rise towers into the ground-level public realm.

A. Anchor the tower buildings to the public realm by extending a portion of any high-rise portion of the building to the ground plane. (Figure 6)

B. Primary building entrances should be located within or directly adjacent to the tower portion of the building. Primary building entries should be clearly identifiable and prominent elements of the building facade. (Figure 7)

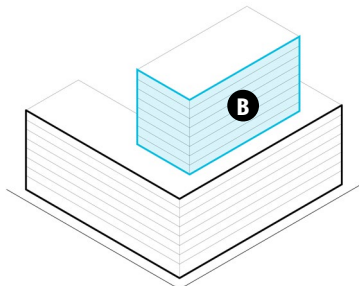
C. Corner mini park. High-rise buildings greater than 85 feet in height are encouraged to provide a corner mini-park or plaza. The mini-park or plaza should have a minimum dimension of 25 feet and a minimum area of 1,000 sf. The mini-park or plaza should be publicly accessible and may have a private area for outdoor dining that does not exceed half the size of the open space. (Figure 8)

Figure 6—Anchored tower buildings



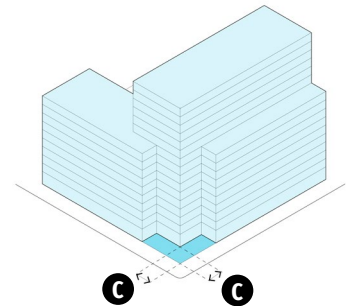
A DO anchor tower buildings to the ground plane.

Figure 7—Unanchored tower buildings



B DO NOT have tower buildings disconnected from the ground plane.

Figure 8—Corner mini park



C DO provide corner mini-parks or plazas for high-rise buildings.



DO Anchor the tower portion of the building to the ground plane.



DO NOT Disconnect the tower portion of the building from the ground plane.



DO Provide corner mini-park or plaza.

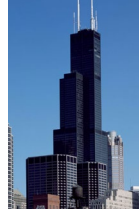
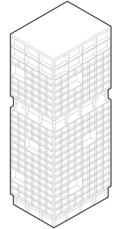
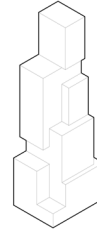
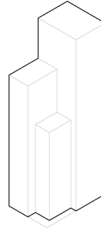
1.2.2. Skyline Massing and Design

INTENT

To create an iconic and beautiful skyline that becomes a symbol and landmark of Downtown Vancouver.
To create visually interesting buildings and avoid monolithic boxes without shape or articulation.

A. Skyline. To create a visually appealing and interesting skyline, high-rise towers greater than 120 feet in height should do one of the following:

1. **Stepped Massing:** Reduce upper floor massing through one or more upper floor step backs.
2. **Tapered Massing:** Reduce the massing of upper floors through reducing the size of the floor plates as the building rises in height.
3. **Sculpted Massing:** Combine vertical and horizontal massing modulations to create interesting facade changes throughout the high-rise tower.
4. **Facade Articulation:** Use deep punched openings, changes in window patterns, and/or artistic architectural details like fins, shading devices, or cornices to create ornamental facade articulation.



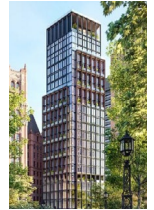
Stepped Massing



Tapered Massing



Sculpted Massing



Facade Articulation

1.3. Fenestration

1.3.1. Window Design

INTENT

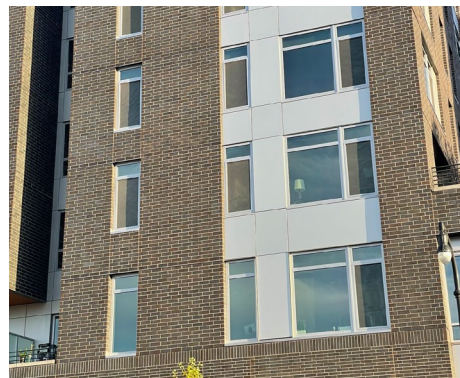
To avoid flat facades and provide human-scaled architecture elements that create visual interest and shadow lines.

A. Fenestration on facades facing a public street, right-of-way or publicly accessible open space should follow the guidelines listed below (portions of a building with glass curtain wall systems are exempt):

1. Window panes should be recessed 2 to 6 inches from facade plane.
2. Windows that are flat or "flush" with the facade are prohibited unless:
 - a. Applied to a portion of a building that is part of a facade recess/inset with a minimum 4 inches in depth. The portion of the building that is recessed should have a maximum width of 20 feet.
 - b. Framed or include a lintel and mantel with a minimum projection of 2 to 6 inches from the facade.



DO Recess windows from the facade plane to create facade depth and shadows.



DO Have windows that may be flat or "flush" with facade, if applied to a portion of a building that is part of a facade recess/inset.



DON'T Have flat or "flush" windows compose large sections of a building facade.

1.3.2. Glass Curtain Walls

INTENT

To maintain the materiality and character of downtown.

- A. Buildings with 100% glass curtain wall facades are discouraged. Glass curtain walls may be used as a building accent.
- B. Glass curtain walls should not exceed 50% of any single facade facing east, south, and west.



Example of a building with glass curtain wall accent.



Example of a building with glass curtain walls that do not exceed 50% of any single facade.



DON'T Create buildings with 100% glass curtain wall.

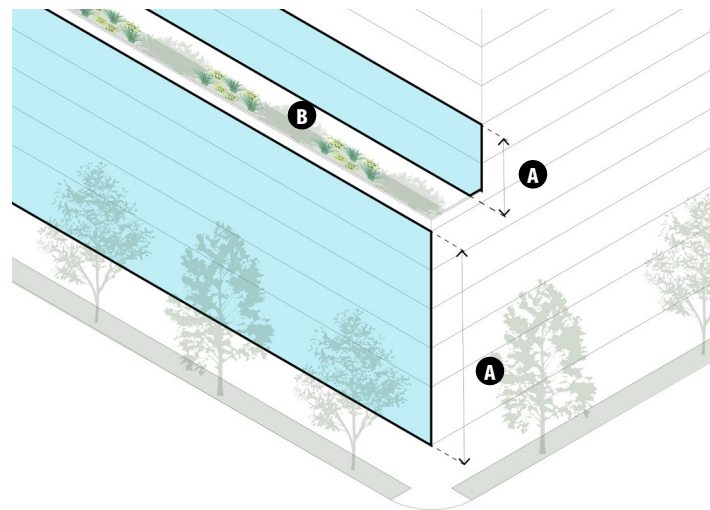
1.3.3. Bird Safe Design

INTENT

To limit the number of bird collisions by reducing the facade area of reflective materials that mimic bird habitat areas such as trees and vegetation.

- A. For new buildings, facade area between the ground and 60 feet or within 15 feet above a green roof and a glazing percentage greater than 30% should be designed with bird-friendly glazing treatments. (Figure 9) The glazing percentage guideline applies per facade.
- B. Bird-friendly glazing treatments include the use of opaque glass, the covering of clear glass surface with patterns, the use of paned glass with fenestration patterns, and the use of external screens and/or netting over non reflective glass.
- C. Visual traps such as areas of glass through which trees, landscape areas, water features or the sky are visible from the exterior, should be avoided unless a bird safety treatment is used.

Figure 9—Bird Safe Facade Design



- A Facade area between the ground and 60 feet should be designed with bird-friendly glazing treatments.
- B Green Roof

1.4. Roofscapes + Green Roofs

1.4.1. Roofscapes

INTENT

To design roofscapes as a fifth facade when visible from above, integrate roof penthouses into building design, and reduce impact of roofscapes in the creation of an urban heat island effect.

- A.** Roof areas adjacent to or below occupied upper floors should be designed to provide a visually appealing roofscape. Green roofs are encouraged.
- B.** Stair, elevator, and mechanical penthouses should be designed to minimize visibility from the street or integrated within the facade design of the building.
- C.** Roofscapes are encouraged to be designed as cool roofs with materials that reduce the amount of heat transfer into the building and surrounding area.

1.4.2. Green Roofs

INTENT

To ensure adequate planting conditions for green roofs that will contribute to the urban ecology of downtown.

- A. Topography.** Varied topography, soil materials, and soil textures are critical in supporting more diverse plantings, pollinators, and a greater range of ecological functions. Engineered soil should be placed at varying depths to mimic the natural undulation of native habitat. This will help to represent the structural contrast that plant species with varying root depths and ground-nesting pollinators rely on.
- B. Vegetation.**
 1. Vegetation should be low maintenance, drought-tolerant, hardy, and perennial or self-sowing.
 2. Over 50% of vegetation should be evergreen species.
 3. Vegetation should achieve 90% coverage within 2 years of planting.
- C. Soils.** Green roof soil depth should satisfy the following requirements to support healthy native plants.
 1. Minimum soil depth of 4-12 inches for ground cover, 20 inches for shrubs, and 36 inches for trees.
 2. Soil depth should be strategically varied across the green roof to accommodate the needs of various plant communities.
- D. Photovoltaic (PV) panels** may be co-located with green roofs on flat roofs where feasible. PV panels should be clustered together to allow for sunlight penetration to the green roof beneath.

1.5. Materials

INTENT

To improve the overall appearance of buildings and to have building character express longevity and permanence through high quality materials that will maintain quality of appearance over time. To create a consistent character and identity for downtown.

- A.** Building materials should be of a high-quality and chosen for the product's longevity and sustainability. Sustainability considerations should include the sourcing of materials, distance and material travels, carbon impact, and maintenance requirements.
- B.** Within the design review area, provide brick, brick veneer, terracotta, ceramic tiles, masonry or other durable materials with human-scaled textures and/or patterns that provide visual interest as the primary facade material on the ground floor of the structure.
- C.** Mass timber buildings may be exempt from this standard to express the structural facade elements. High-quality low carbon concrete may be used if detailed with human-scaled elements.

2. ACTIVE GROUND FLOOR DESIGN

INTENT

To ensure ground floor frontages focus on interest-creating facades lined with active uses or designed to show regular habitation and activity. Active ground floor uses include retail, restaurants, or other service-oriented spaces but may also include residential units, residential accessory spaces, or office space if designed to interact with and contribute to the pedestrian realm and sidewalk character while ensuring an appropriate level of privacy for the ground floor occupants.

2.1. Building Entrances

2.2. Retail/Commercial Ground Floors

2.3. Office/Professional Services

2.4. Live/Work

2.5. Residential

2.6. Rain/Weather Protection

2.1. Building Entrances

INTENT

To support wayfinding and create easily identifiable entrances that are proportional in size to the scale of the building and number of people served.

A. Primary Building Entrances.

1. Primary entrances should be prominent and easily identifiable through accentuated architectural details such as awnings, projections or recesses.
2. The primary entrances to upper floor uses should orient to public streets and open spaces.

B. Entry/Lobby Design

1. A stairway should be co-located with building lobbies and elevator access points.
2. The stairway is encouraged to be designed to be inviting and include fenestration for natural lighting.



Example of a primary entrance oriented towards a public street.



Example of a prominent and easily identifiable primary entrance.

Definition:

Primary Building Entry. The main public entrance to the upper floors of a building.

2.2. Retail/Commercial Ground Floors

INTENT

To provide retail spaces that are inviting, provide transparency into interior spaces, and are flexibly designed for a range of tenants.

A. Retail-ready Ground Floors.

1. Retail-ready ground floors, where required, should have a minimum depth of 25 feet. Greater depth in high-retail areas is encouraged to serve the needs of a variety of retail tenants or provide more storefronts per linear frontage.
2. Retail-ready ground floors should be designed to include or be retrofitted with at least one entrance for each 30 feet on linear frontage.
3. Retail-ready ground floors should be designed to incorporate venting for potential restaurant tenants, even if venting is not installed during initial construction.

B. Minimum floor-to-floor height. Retail and retail-ready ground floors should have a minimum floor-to-floor height of 18 feet. Retail in areas where retail-ready is not required may have a minimum 14 feet floor-to-floor height.

C. Storefront Facade.

1. Storefront/retail facades should maximize transparent glazing between 2 and 7 feet in height from the sidewalk grade, approximately 60% or more of the facade area.
2. Transom windows are encouraged to bring natural light into commercial spaces.
3. Bulkheads and solid walls, if provided, should measure approximately 12 to 24 inches from finished grade.

Figure 10—Retail/Commercial Ground Floors



Example of a transparent and inviting retail/commercial frontage on the ground floor.

- A** Minimum floor-to-floor height.
- B** Maximize transparent glazing between 2 and 7 feet in height.
- C** Transom windows are encouraged to bring natural light into commercial spaces.
- D** Bulkheads and solid walls, if provided, should measure approximately 12 to 24 inches from finished grade.

2.3. Office/Professional Services

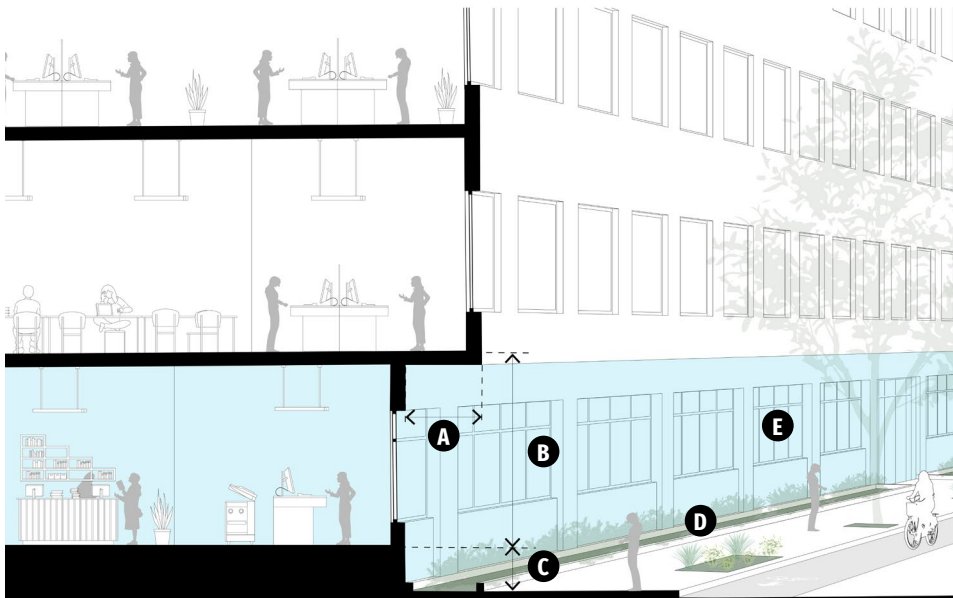
INTENT

To ensure ground floor space for office and professional services activate the public realm through adding visual depth and transparency into a building's interior.

To maintain a level of privacy through building setbacks and landscaping so temporary window coverings are not permanently closed.

- A. Floor-to-floor height.** Ground floor office space should have a minimum floor-to-floor height of 15 feet or a minimum floor-to-ceiling height of 12 feet.
- B. Non-communal spaces** should be 2-3 feet above sidewalk grade to provide privacy to office work spaces. Professional services or other spaces that have direct access to the sidewalk may be at sidewalk grade.
- C. Setback.** Ground floor office work spaces should be setback a minimum of 3 feet to provide space for a landscape buffer.
- D. Landscaping.** Setback area should maximize landscaping, generally 60% or more of the setback area.
- E. Fenestration.** Ground floor office should maximize transparent glazing between 3 and 8 feet in height from the finished floor of the office space.

Figure 11—Office/Professional Services Ground Floor



- A** Minimum of 3 feet setback to provide space for a landscape buffer.
- B** Ground floor office space should have a minimum floor-to-floor height of 15 feet or a minimum floor-to-ceiling height greater than 12 feet.
- C** Non-communal spaces should be 2-3 feet above sidewalk grade to provide privacy to office uses.
- D** Setback area should maximize landscaping, generally 60% or more of the setback area.
- E** Maximize transparent glazing between 3 and 8 feet in height from the finished floor of the office space.



Example of a ground floor office and professional services space activating the public realm through adding visual depth and transparency.

2.4. Live/Work

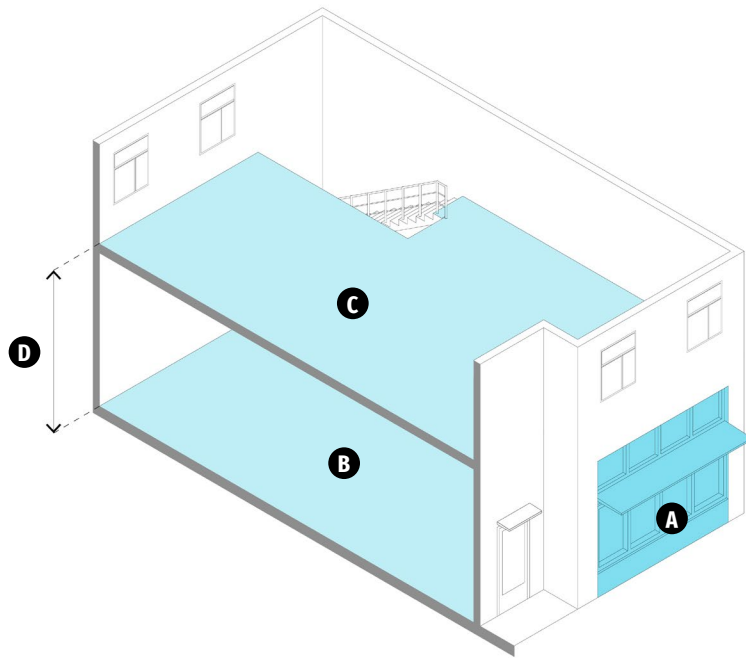
INTENT

To ensure that live/work units contribute to creating an active storefront character and provide active ground floor frontages.

A. Floor-to-floor height. Floor-to-floor height. Live/work units should have a minimum floor-to-floor height of 15 feet on the ground floor, or a minimum floor-to-floor height of 18 feet for live/work units with a mezzanine.

B. Fenestration. Live/work units should have a minimum 50% of their facade area designed with a storefront character; and live/work unit's storefront areas should maximize transparent glazing between 2 and 7 feet in height from the sidewalk grade.

Figure 12—Live/Work Typology



- A** Minimum 50% of facade area should be designed with a storefront character.
- B** Work component.
- C** Residential component.
- D** Live/work units should have a minimum floor-to-floor height of 15 feet on the ground floor.



Example of live/work unit with storefront character.

2.5. Residential

2.5.1. Residential Units

INTENT

To ensure ground floor residential units create activity and enhance the public realm through direct interaction with the sidewalk through stoop unit entries, balconies or porches.

To maintain privacy through raising units above sidewalk grade and setting ground floor units back from the building line to provide space for landscaping.

To create a more residential feel with increased setbacks for buildings north of 15th Street while allowing for more urban ground floors with limited setbacks south of 15th Street.

- A.** Ground floor residential units should be raised a minimum of 2 feet and not more than 6 feet above sidewalk grade, on average per facade.
- B.** The ground floor unit should have a minimum floor-to-floor height of 10 feet.
- C.** Ground floor units are encouraged to have stoop entries.
- D. North of 15th Street.**
 1. Ground floor residential units north of 15th Street should be setback a minimum of 3-5 feet from the building line.
 2. Entrances to ground floor units should be setback a minimum of 5 feet from the building line to provide an entrance area and room for stoops.

Figure 13—Residential Ground Floor (North of 15th Street)



- A** Ground floor residential units should be setback a minimum of 3-5 feet from the building line.
- B** The ground floor unit should have a minimum floor-to-floor height of 10 feet.
- C** Ground floor residential units should be raised a minimum of 2 feet and not more than 6 feet above sidewalk grade.
- D** Ground floor units are encouraged to have stoop entries.

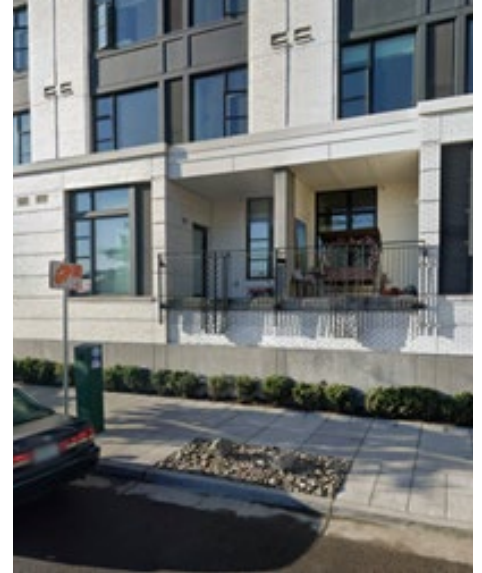
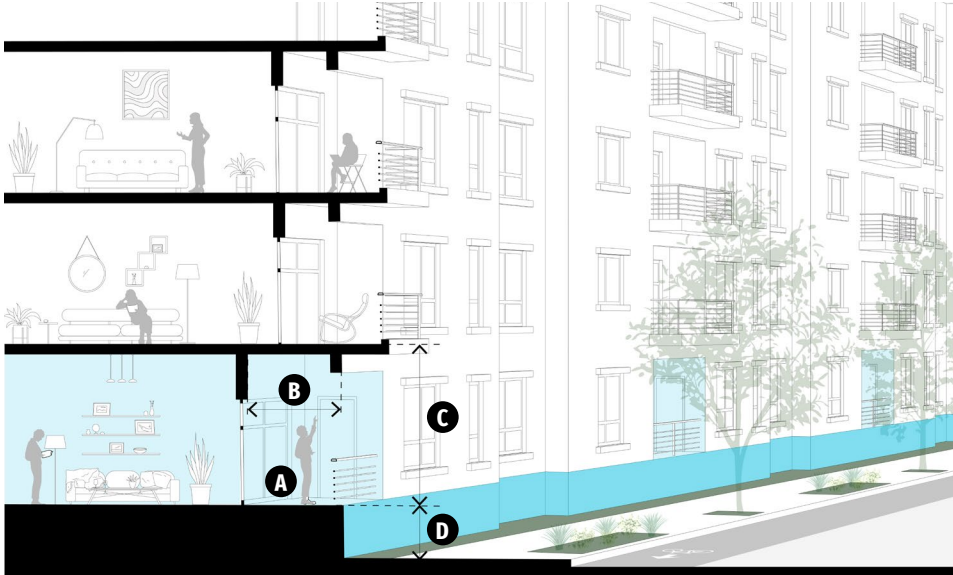


Example of a ground floor residential unit activating the public realm through stoops and patios in the setback area.

E. South of 15th Street

1. Ground floor residential units with a setback of 3-5 feet from the building line should be raised a minimum of 2 feet and not more than 6 feet above sidewalk grade.
2. Ground floor residential units without a setback of 3-5 feet from the building line should be raised a minimum of 3 feet and not more than 6 feet above sidewalk grade.
3. Ground floor units should include ground floor balcony spaces if stoops are not provided. Balconies should have a minimum depth of 6 feet.

Figure 14—Residential Ground Floor (South of 15th Street)



- A** Ground floor units south of 15th Street should include ground floor balcony spaces if stoops are not provided.
- B** Ground floor unit balcony spaces should have a minimum depth of 6 feet.
- C** The ground floor unit should have a minimum floor-to-floor height of 10 feet.
- D** Ground floor residential units should be raised a minimum of 3 feet and not more than 6 feet above sidewalk grade for units that are not setback from the building line.

Example of a ground floor residential activating the public realm through balcony and providing privacy through ground floor height raised above sidewalk grade.

2.5.2. Residential Accessory Spaces

INTENT

To design and locate residential accessory spaces to activate and provide visual interest to the public realm.

- A.** Ground floor accessory spaces fronting a street should be designed to activate the street through views into a building's active common spaces. Common spaces that activate the ground floor may include shared lounges, event spaces and leasing offices, or other similar spaces.
- B.** Ground floor residential accessory spaces should have a minimum floor-to-ceiling height greater than 10 feet.
- C.** Bike parking and/or bike rooms, utility rooms, storage rooms, mechanical rooms or other similar spaces should not be located at the corner of a building.

2.6. Rain/Weather Protection

INTENT

To provide weather protection and comfort for pedestrians that enhances the design of ground floor facades.

2.6.1. Locations

- A.** Rain/weather protection may be an awning, overhang, marquee, free-standing shelter, arcade or other architectural features.
- B.** Rain/weather protection should be provided at the following locations:
 1. All primary building entrances.
 2. All areas with retail-ready ground floors or where retail-ready ground floors are required.
 3. Entrances to ground floor residential uses and office spaces.

2.6.2. Primary Building Entrances

- A.** At primary building entrances, rain/weather protection should be
 1. A minimum 10 feet in width at primary building entrances.
 2. Distinguished in design from other ground floor rain/weather protection.
 3. A minimum 2 feet higher than adjacent rain/weather protection.
- B.** At primary building entrances, rain/weather protection should be located between 10 and 20 feet in height above sidewalk grade. (Figure 15)

2.6.3. Retail Frontages

- A.** At retail and retail-ready ground floor locations, rain/weather protection should
 1. Extend the length of retail-ready ground floor.
 2. Include clerestory windows above rain/weather protection overhang to increase natural light into the building spaces.
 3. Not extend across building columns or create segments greater than 35 feet in length unless part of an arcade structure.
 4. Integrate signage into rain/weather protection structure.

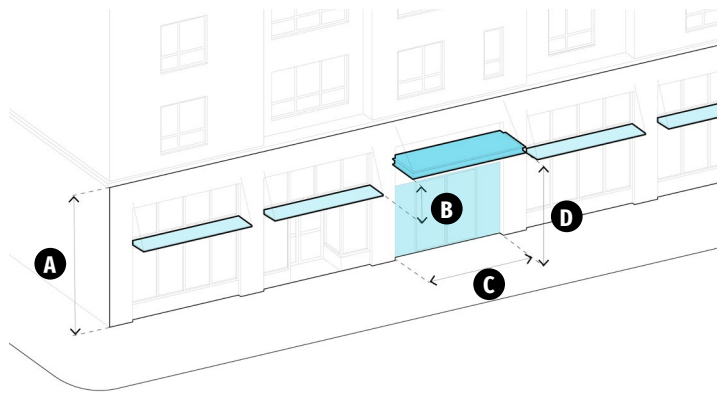
2.6.4. Ground Floor Residential and Office Entrances

- A.** At ground floor unit and office space entrances, rain/weather protection should be a minimum 6 feet wide.

2.6.5. Materials

- A.** Cloth and fabric awnings are prohibited unless part of a retractable awning over an outdoor dining area.

Figure 15—Primary Building Entrances



- A** Minimum floor-to-floor height of 18 feet or a minimum floor-to-ceiling height greater than 15 feet.
- B** Rain/weather protection at primary building entrances should be a minimum 2 feet higher than adjacent rain/weather protection.
- C** Minimum 10 feet in width at primary building entrances.
- D** Rain/weather protection should be located between 10 and 20 feet in height above sidewalk grade.



Example of a primary building entrance awning that is higher than the adjacent awning.



Example of an active retail frontage with weather protection with clerestory windows above.

3. LIGHTING

INTENT

To provide clear wayfinding and pedestrian lighting that enhances the architectural character. To limit the impact of lighting on the environment and adjacent properties.

3.1. Building + Site Lighting

3.2. Dark Sky

3.3. Skyline and Beacon Lighting

3.1. Building + Site Lighting

- A. Pedestrian-Oriented Lighting.** Pedestrian-scaled lighting should be provided along active frontages and should highlight building entrances. Pedestrian-oriented lighting should be placed along pedestrian pathways, multi-use pathways and other walkways at minimum intervals of every 25-50 feet to improve pedestrian comfort, security, and safety.
- B. Architectural Compatibility.** Exterior lighting fixtures should be architecturally integrated with the building style, materials, and colors.
- C. Attachment.** Fixtures on buildings should be attached only to walls, eaves, or weather protection, and the top of the fixture should not exceed the height of the parapet, roof, or eave of the roof.
- D. Rooftop.** Rooftop open space lighting should be minimized and should be turned off outside of normal usage hours.

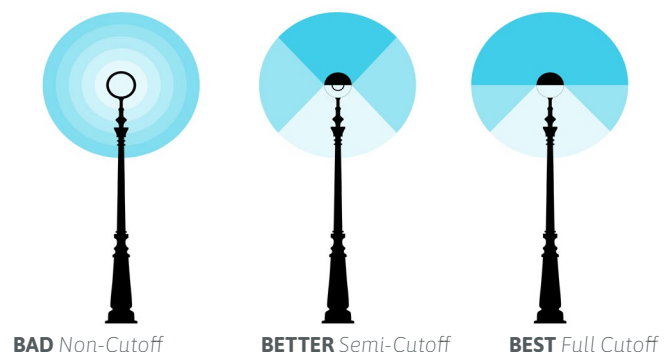
3.2. Dark Sky

- A. Lighting Plan.** An outdoor lighting plan must be submitted along with a compliance statement that the development will comply with all guidelines. The lighting plan shall be prepared by a certified lighting professional or licensed professional engineer using lighting design software.
- B. Light Trespass.**
 1. Light Trespass leaving a property onto adjacent public right-of-way should be no greater than 3 Lux when measured 20 feet past the property line.
 2. All lights should be directed, oriented, and shielded to prevent light trespass or glare onto adjacent properties. All luminaries should meet the most recently adopted criteria of the Illuminating Engineering Society of North America (IESNA) for “Cut Off” or “Full Cut Off” luminaries. (Figure 16).
- C. Lighting Intensity.** Lighting should use the lowest level of light necessary. Unless otherwise specified in this ordinance, lighting installed for an outdoor use shall not exceed 25% more than the Light Level recommended by the applicable ANSI/IES Lighting Standard, or a state approved alternate. No lights should be installed on the property capable of exceeding a total output greater than 3,000 Lumens.
- D. Time.** Lighting should be limited to essential time periods for lighting. Controls such as timer or motion detectors should be used to ensure that light is available when it is needed, dimmed when possible, and turned off when not needed.
- E. Color/Temperature.** General site and parking lot lighting should have a nominal correlated color temperature (CCT) of no greater than 3000 Kelvin. Cooler/whiter lighting above 3000 Kelvin in CCT should be limited to areas where a more accurate color rendition is important, including building entrances and exits (for security reasons), and lighting of signs.

3.3. Skyline and Beacon Lighting

- A.** Buildings should not have special, “beacon” lighting that highlights a building’s top floor, roof structure, or parapet.
- B.** Dynamic “art lighting” with moving lights or graphics are prohibited above the ground floor.

Figure 16—Street Lighting Guidelines



4. SIGNAGE

INTENT

To create an integrated and cohesive signage strategy that complements a building's architectural character.

To ease wayfinding and provide visual interest and identity.

[4.1. General](#)

[4.2. Retail Signage](#) [Retail Signage](#)

4.1. General

- A.** The number and size of signs are regulated by the City's sign ordinance (VMC 20.82). In some instances, the maximum amount of signage permitted may allow multiple signs. Wherever possible, the allowable sign area should be consolidated into the minimum number of signs consistent with the design of the project and needs of the occupant.
- B.** Materials. Paper, cloth, vinyl and other such materials that create an impermanent appearance when used as signs are strongly discouraged.
- C.** Signs should be designed and placed so they complement the overall facade composition.
- D.** Signs should be located so that building details will not be covered or otherwise obscured.
- E.** Free-standing pole signs and monument-type signs for individual commercial establishments are strongly discouraged.
- F.** Signage should be oriented to pedestrians.
- G.** Each building should have only one primary sign on any one building face.
- H.** Building signage above 45 feet in height is discouraged.
- I.** Signage for building tenants is prohibited above the 2nd story except for hotel and hospitality uses.
- J.** Large scale signage visible from the freeway or other areas of the city is prohibited.

4.2. Retail Signage

- A.** Retail signage should be integrated into the building and weather protection design.
- B.** Blade, fin and pendant signs perpendicular to the sidewalk are encouraged to provide more visible signage for pedestrians.



DO Design and place signs to complement the overall facade composition.



DO Integrate freestanding signs into the landscape design.



DON'T Design over dominating building signage that does not complement facade composition and materiality.



DO Orient tenant signage to the pedestrian.



DO Integrate retail signage into the building and weather protection design.



DON'T Create large scale signage visible from distance.



DO Design and place signs to complement the overall facade composition.



DO Design and place blade signs that are perpendicular to the sidewalk.



DON'T Use materials for signage that create an impermanent appearance.

5. MECHANICAL EQUIPMENT, UTILITIES, AND SERVICE AREAS

INTENT

To limit the visual impact of utilities and mechanical equipment.

To ensure that mechanical, utilities, and services are designed to complement the building design.

5.1. Ground Floor Facades

5.2. Wall Vents and Facade Mounted Equipment

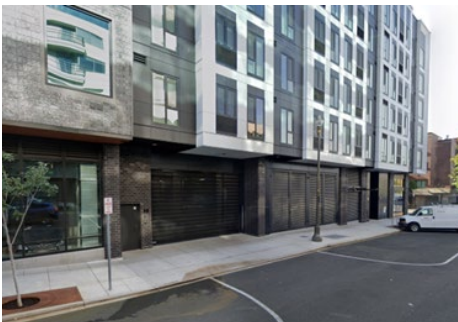
5.3. Mechanical Equipment Screening

5.1. Ground Floor Facades

A. Service, utility, mechanical and loading areas should be provided at the rear of buildings or incorporated into parking areas, if possible. If fronting a public right-of-way or publicly accessible area, they should be located on the secondary street, typically the east/west streets.

B. Service, utility, mechanical and loading areas should be designed to minimize impact to the pedestrian experience and integrate into the overall architectural character.

1. Design interior spaces to minimize overall street frontage length of service areas.
2. Integrate service and loading areas into building architecture through using matching or complementing rhythm and pattern of upper floors.
3. Use same material palette and quality of materials as active building frontages.
4. Use a variety of materials and/or changes in facade plane to break up large service areas.
5. Recess swinging doors and vehicle entrances. (Doors used solely during emergencies are not required to be recessed).



DO Use a variety of materials and changes in the facade plane to break up large service area facades.



DO Integrate service and loading areas into building architecture through using matching or complementing rhythm and pattern of upper floors.



DON'T Misalign ground floor to upper floor modulation.

5.2. Wall Vents and Facade Mounted Equipment

- A.** All vents, flashing, electrical conduits and other facade mounted equipment should match the facade color, or if paired with fenestration elements should match the fenestration color and material.
- B.** All vents, flashing, electrical conduits and other facade mounted equipment should follow a regular placement rhythm and pattern that complements overall facade design.



DO All vents, flashing, electrical conduits and other facade mounted equipment should match the facade color.



DO Organize vents in a facade to complement other design elements like fenestration and downspouts.



DON'T Detract from the building architecture by using contrasting materials or placing vents in a disorganized manner.

5.3. Mechanical Equipment Screening

- A.** All mechanical equipment, not including solar equipment, should be screened by an enclosure equal to or greater than the height of the equipment. Screening material should complement the building design.
- B.** Rooftop elements on multi-family and mixed-use buildings, including roof access, mechanical equipment, and other features needed for the function of the building, should be located to minimize its visual impact by meeting the following requirements.
 1. Mechanical equipment less than two feet in height, solar panels, wind generators, or green roof features are exempt from these requirements.
 2. Mechanical equipment should be set back a minimum of 10 feet from the roof edge or screened through the use of parapet walls, towers, or other architectural features such that it is not visible from any point at or below the roof level of the subject building.



DO Setback mechanical equipments on rooftop from the roof edge or screened through the use of parapet walls, towers, or other architectural features.



DO Mechanical equipment screening material should complement the building design.



DON'T Mechanical equipment screening should not include visual gaps.

6. VEHICLE ACCESS AND PARKING DESIGN

6.1. Vehicle Access

6.2. Surface Parking

6.3. Structured Parking

6.1. Vehicle Access

INTENT

To increase pedestrian safety and reduce conflicts between vehicles and pedestrians.

- A. Drive-thru and drive-in facilities are prohibited downtown.
- B. Entrances to parking and loading areas and surface parking should be located on the secondary street with the least active pedestrian frontage. Parking, loading, and utility access should be avoided on the following streets: Esther Street, Columbia Street, Washington Street, Main Street, Broadway Street, 9th Street, 12th Street, and 13th Street.

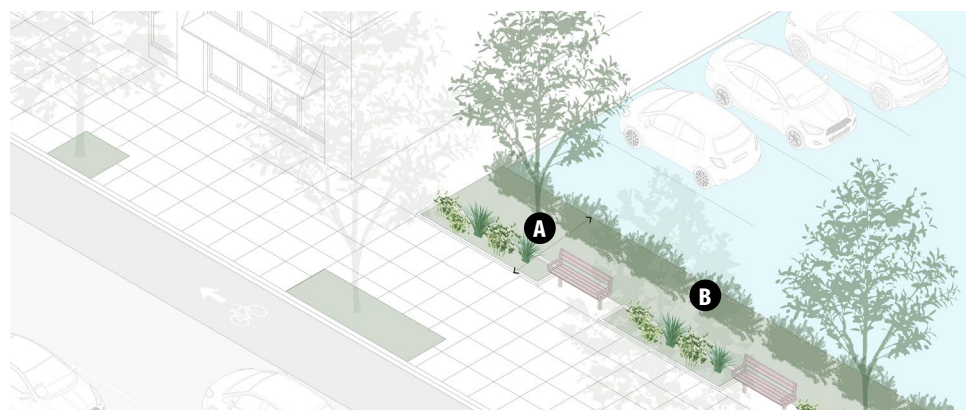
6.2. Surface Parking

INTENT

To minimize visual impact of parking areas on the public realm and not detract from the overall character of downtown or create inhospitable pedestrian environments.

- A. Surface parking should be screened by a landscaped area that includes vertical elements with a minimum height of 3 feet to screen parked cars. The vertical element may be hedges, low walls, trellis, or other plantings.
- B. Surface parking should be setback from the property line a minimum 8 feet to provide adequate space for planting.
- C. Trees are encouraged in the setback landscape area to increase canopy cover over the sidewalk and parking area. (Figure 17)

Figure 17—Surface Parking Guidelines



- A. Surface parking should be setback from the property line a minimum 8 feet to provide adequate space for planting.
- B. Surface parking should be screened by a landscaped area that includes vertical elements with a minimum height of 3 feet.

6.3. Structured Parking

INTENT

To ensure structured parking does not detract from designing ground floors with active uses that engage with the streetscape.

A. Partially sub-grade parking structures:

1. Should not include direct visual access to parking areas. All fenestration into parking areas should be screened with decorative grates, louvers or landscaping.
2. Structured parking should not exceed 6 feet above sidewalk grade for residential buildings and should not exceed approximately 3 feet above sidewalk grade for office buildings. Partially sub-grade parking structures are not appropriate on facades where retail-ready ground floors are required.
3. If structured parking projects 4 feet above sidewalk grade, stoop entries accessing ground floor residential units should be included to partially screen the parking level and provide visual interest and activation of the streetscape.

B. Above-grade parking structures:

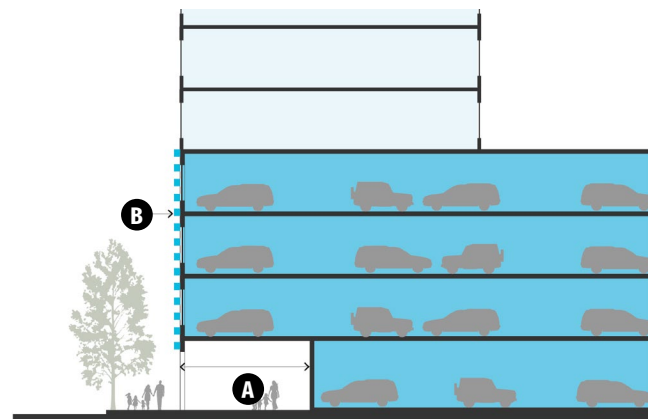
1. Parking areas should be setback a minimum of 25 feet from the building line to provide functional interior space and active frontages. (Figure 18)
2. Structured parking facades should be designed with interest-creating features and active uses.
3. For high-rise structures greater than 120 feet in height, structured parking may come to the facade edge on upper levels. Facades should be designed to look like a non-parking use building or should be designed with artistic design and articulation features to create a unique and interest-creating facade. Upper garage floors should read horizontally on the facade. (Figure 19)
4. Structured parking facades should fully screen all interior and vehicle light trespass.

Figure 18—Above-grade parking structures



- A** Parking areas should be setback a minimum of 25 feet from the building line to provide space for active uses.

Figure 19—Above-grade parking structures



- A** Parking areas on the ground floor should be setback a minimum of 25 feet from the building line to provide spaces for active uses.
- B** Facades should be designed to look like a non-parking use building or should be designed with artistic design and articulation features.



DO Screen and integrate partially below grade parking structure into the building design.



DO Line at-grade parking structure with active uses.



DON'T Design structured parking to be visible from public streets.

7. "MAIN STREET" HERITAGE OVERLAY DISTRICT #2

INTENT

To ensure the preservation of important street frontages representative of downtown Vancouver at an earlier time, to encourage the restoration of the facades of older buildings to their original character, to enhance and expand the economic, cultural, and architectural attraction of the Main Street area through the development of new buildings that build on the historic character of the area.

7.1. Historic Rhythm and Pattern

7.2. Identifiable Base/Middle/Top

7.3. Materials

7.4. Main Street Building Massing and Facade Design

7.1. Historic Rhythm and Pattern

INTENT

To create buildings that complement the historic rhythm and pattern of buildings within the "Main Street" Heritage Overlay District #2.

- A. Buildings should have a distinguishable 25-30 feet column pattern.
- B. Columns should be expressed from cornice to the street level.
- C. Columns should be a minimum 2 feet in width. Taller facades, greater than 4 stories, should have wider columns up to 4 feet in width.
- D. Window panes should be recessed a minimum 4-8 inches from the facade plane.
- E. Windows should be grouped or articulated with columns or ornamentation that emphasizes a vertical orientation.
- F. Windows should be narrow and vertical in emphasis and symmetrically spaced.
- G. Windows and door openings should generally occupy less than half of the total wall area of the building frontage.

7.2. Identifiable Base/Middle/Top

INTENT

To ensure new buildings, of any scale, use or style use the base/middle/top design organization to build on the Heritage District's design history and create human-scaled buildings.

The existing older buildings in the "Main Street" Heritage Overlay District #2 are designed to have a defined base, middle, and top.

- A. **Building facades** should be designed to have a base, middle, and top.
 - 1. **Building Base:** Should be designed with a distinct building base that is differentiated from the building middle and top.
 - a. May include a ground floor distinguished by one or more of the following: change in material, cornice line, or change in design pattern or fenestration type; or
 - b. May include a bulkhead that grounds the building and/or columns of a building and is distinguished from the middle of the building through a change in material.
 - 2. **Building Top:** Should be designed with a distinct building top that is differentiated from the building middle and base.
 - a. Should include a defined cornice line or roof overhang; and
 - b. May include upper floor change in design pattern or fenestration type.
- B. **Building alignment:** Floor plates and facade features are encouraged to line up with at least one of the adjacent building's base datum line and/or top cornice line.

7.3. Materials

INTENT

To create a consistent character and identity for the "Main Street" Heritage Overlay District #2.

- A.** Within the area designated as Historic Overlay District #2, brick, brick veneer, terracotta, ceramic tiles, masonry or other durable materials with human-scaled textures or patterns that provide visual interest are encouraged to be the primary façade material for a minimum of the first 2 to 4 floors of the structure.
- B.** Buildings and accessories should not imitate styles inappropriate to the period exemplified by the key buildings (such as Spanish, Colonial, Federal, Georgian, etc.), which are not characteristic of or compatible with examples of architecture common in Vancouver in the early 1900's.
- C.** Dark glass or opaque window panes should be avoided in favor of clear or textured glass



Example of a building that complements the historic rhythm and pattern of buildings within the Main Street Heritage District.



Example of a building with well articulated ornamentation, artistic fenestration pattern and cornice.



DO Use materiality and fenestration pattern that are consistent with the character and identity of the Heritage District.



DON'T Stucco should be limited. Materials in the Heritage District should complement existing buildings and reinforce the character of the area.

7.4. Main Street Building Massing and Facade Design

INTENT

To maintain and emphasize the historic character and scale of buildings.

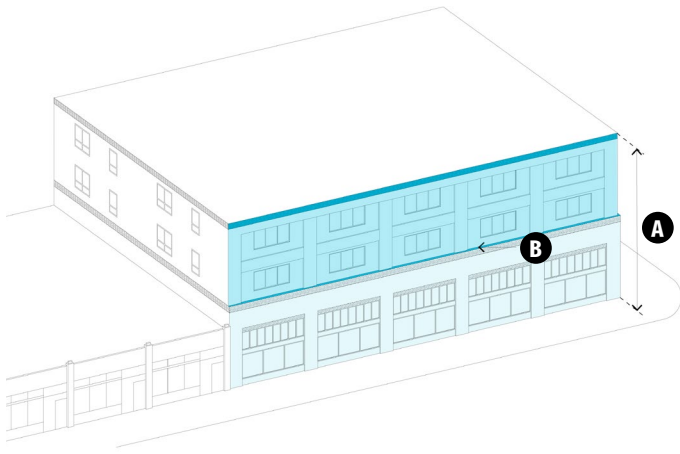
To ensure new buildings do not overwhelm Main Street historic structures.

A. Building Massing on Main Street. Buildings facing or within 100 feet of Main Street should step back upper floor facades above 35 feet in height. The upper floor step back should be greater than 10 feet. (Figure 21)

B. Alterations and Additions.

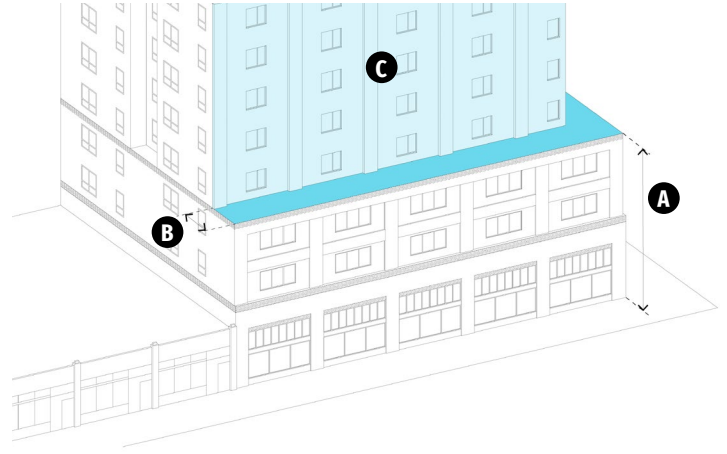
1. Projects that maintain the original facades of existing buildings but do not exceed 35 feet in height should step back new facades a minimum of six inches from the face of the original facade. (Figure 20)
2. If possible, the original distinguishing qualities and character of a building, especially of its street facade, should be retained. Whenever possible, care should be taken to avoid altering or removing any historic material or significant architectural features such as cornices, display windows, recessed entries, original siding materials, or other features.
3. Contemporary designs for new alterations or additions to the existing buildings should not destroy the significant architectural and historical material present on those buildings. Such designs must be compatible with the size, color, material and character of the building and the conservation district as a whole.
4. Whenever possible, new additions or alterations to a building should be designed in such a way that if they are removed in the future, the essential form and integrity of the original building would remain unimpaired.
5. Stylistic features or examples of skilled craftsmanship that characterize the building should be treated with great sensitivity.
6. Architectural features that have deteriorated should be repaired rather than replaced whenever possible. Repair or replacement of missing architectural features on historic buildings should be based on physical or pictorial evidence rather than on conjectural designs or the availability of different architectural elements from other buildings.

Figure 20—Alterations and Additions to Heritage structures



- A** Second story or 35 feet in height.
- B** Projects that maintain the original facades of existing buildings should step back new facades a minimum of six inches from the face of the original facade.

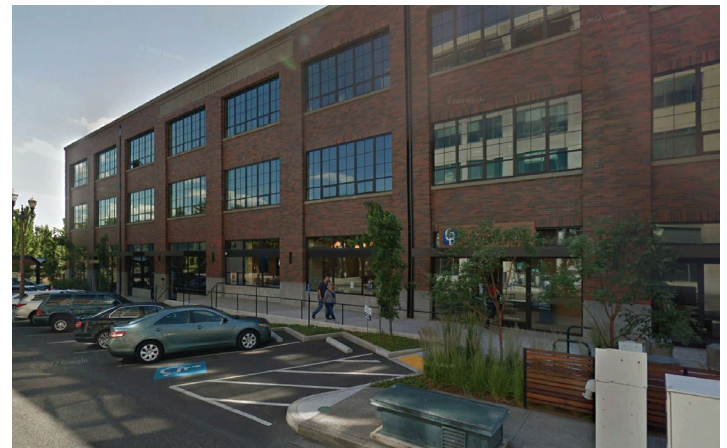
Figure 21—Building Massing on Main Street



- A** Building base, up to 35 feet in height.
- B** The upper floor step back should be greater than 10 feet.
- C** Upper stories, above 35 feet in height.



Example of the use of cornice lines at the base and top of the building to define the three portions of the facade.



Example of defining the building base with different materials and fenestration details than used on the upper stories.

PART III: **APPENDIX**

VDDG Checklist

VANCOUVER DOWNTOWN DESIGN GUIDELINES CHECKLIST

Applicant Information			Project Name : Project Number : Date:
Meets Guidelines			Applicant Response
YES	NO	N/A	

1. Building + Design

1.1. Massing & Articulation

1.1.1. Block Scale

Y	N	N/A	
---	---	-----	--

1.1.2. Facade Design

1.1.2.A. Modulations.

Y	N	N/A	
---	---	-----	--

1.1.2.B. Modulation Design

Y	N	N/A	
---	---	-----	--

1.1.2.C. Modulation Size

Y	N	N/A	
---	---	-----	--

1.1.2.D. Modulation Exemption.

Y	N	N/A	
---	---	-----	--

1.1.2.E. Blank Walls.

Y	N	N/A	
---	---	-----	--

VANCOUVER DOWNTOWN DESIGN GUIDELINES CHECKLIST

Applicant Information	Project Name :		
	Project Number :		
			Date:

Meets Guidelines			Applicant Response
YES	NO	N/A	

1.2. High-rise Massing

1.2.1. Meeting the Public Realm

Y	N	N/A	
----------	----------	------------	--

1.2.2. Skyline Massing and Design

Y	N	N/A	
----------	----------	------------	--

1.3. Fenestration

1.3.1. Window Design

Y	N	N/A	
----------	----------	------------	--

1.3.2. Glass Curtain Walls

Y	N	N/A	
----------	----------	------------	--

1.3.3. Bird Safe Design

Y	N	N/A	
----------	----------	------------	--

1.4. Roofscapes + Green Roofs

1.4.1. Roofscapes

Y	N	N/A	
----------	----------	------------	--

VANCOUVER DOWNTOWN DESIGN GUIDELINES CHECKLIST

Applicant Information			Project Name : Project Number : Date:
------------------------------	--	--	--

Meets Guidelines			Applicant Response
YES	NO	N/A	

1.4.2. Green Roofs			
Y	N	N/A	

1.5. Materials

1.5. Materials (A-C)			
Y	N	N/A	

2. Active Ground Floor Design

2.1. Building Entrances

A. Primary Building Entrances.			
Y	N	N/A	

B. Entry/Lobby Design			
Y	N	N/A	

2.2. Retail/Commercial Ground Floors

2.2.A. Retail-ready Ground Floors.			
Y	N	N/A	

2.2.B. Minimum floor-to-floor height.			
Y	N	N/A	

VANCOUVER DOWNTOWN DESIGN GUIDELINES CHECKLIST

Applicant Information			Project Name : Project Number : Date:
Meets Guidelines			Applicant Response
YES	NO	N/A	

2.2.C. Storefront Facade.

Y	N	N/A	
----------	----------	------------	--

2.3. Office/Professional Services

2.3.A. Floor-to-floor height.

Y	N	N/A	
----------	----------	------------	--

2.3.B. Non-communal spaces

Y	N	N/A	
----------	----------	------------	--

2.3.C. Setback.

Y	N	N/A	
----------	----------	------------	--

2.3.D. Landscaping.

Y	N	N/A	
----------	----------	------------	--

2.3.E. Fenestration.

Y	N	N/A	
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VANCOUVER DOWNTOWN DESIGN GUIDELINES CHECKLIST

Applicant Information	Project Name : Project Number : Date:		
	Meets Guidelines		
	YES	NO	N/A

Applicant Response

2.4. Live/Work

2.4.A. Floor-to-floor height.

Y	N	N/A	
---	---	-----	--

2.4.B. Fenestration.

Y	N	N/A	
---	---	-----	--

2.5. Residential

2.5.1. Residential Units

2.5.1.A. Minimum raised ground floor height

Y	N	N/A	
---	---	-----	--

2.5.1.B. Minimum floor to floor height

Y	N	N/A	
---	---	-----	--

2.5.1.C. Stoop entries

Y	N	N/A	
---	---	-----	--

2.5.1.D. North of 15th Street

2.5.1.D.1. Minimum Setback

Y	N	N/A	
---	---	-----	--

VANCOUVER DOWNTOWN DESIGN GUIDELINES CHECKLIST

Applicant Information			Project Name : Project Number : Date:
Meets Guidelines			Applicant Response
YES	NO	N/A	
2.5.1.D.2. Ground floor entrance setback			
Y	N	N/A	
2.5.1.E. South of 15th Street			
2.5.1.E.1. Ground floor unit raised height (with setback)			
Y	N	N/A	
2.5.1.E.2. Ground floor unit raised height (without setback)			
Y	N	N/A	
2.5.1.E.3. Balcony spaces			
Y	N	N/A	
2.5.2. Residential Accessory Spaces			
Y	N	N/A	

VANCOUVER DOWNTOWN DESIGN GUIDELINES CHECKLIST

Applicant Information			Project Name : Project Number : Date:
Meets Guidelines			Applicant Response
YES	NO	N/A	

2.6. Rain/Weather Protection

2.6.1. Locations

Y	N	N/A	
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2.6.2. Primary Building Entrances

Y	N	N/A	
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2.6.3. Retail Frontages

Y	N	N/A	
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2.6.4. Ground Floor Residential and Office Entrances

Y	N	N/A	
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2.6.5. Materials

Y	N	N/A	
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3. Lighting

3.1. Building + Site Lighting

3.1.A. Pedestrian-Oriented Lighting

Y	N	N/A	
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VANCOUVER DOWNTOWN DESIGN GUIDELINES CHECKLIST

Applicant Information			Project Name : Project Number : Date:
Meets Guidelines			Applicant Response
YES	NO	N/A	
3.1.B. Architectural Compatibility			
Y	N	N/A	
3.1.C. Attachment			
Y	N	N/A	
3.1.D. Rooftop			
Y	N	N/A	
3.2. Dark Sky			
3.2.A. Lighting Plan			
Y	N	N/A	
3.2.B. Light Trespass			
Y	N	N/A	
3.2.C. Lighting Intensity			
Y	N	N/A	
3.2.D. Time			
Y	N	N/A	

VANCOUVER DOWNTOWN DESIGN GUIDELINES CHECKLIST

Applicant Information	Project Name : Project Number : Date:		
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Meets Guidelines			Applicant Response
YES	NO	N/A	

3.2.E. Color/Temperature			
Y	N	N/A	

3.3. Skyline and Beacon Lighting			
Y	N	N/A	

4. Signage

4.1. General			
Y	N	N/A	

4.2. Retail Signage			
Y	N	N/A	

5. Mechanical Equipment, Utilities, and Service Areas

5.1. Ground Floor Facades			
Y	N	N/A	

5.2. Wall Vents and Facade Mounted Equipment			
Y	N	N/A	

VANCOUVER DOWNTOWN DESIGN GUIDELINES CHECKLIST

Applicant Information			Project Name : Project Number : Date:
Meets Guidelines			Applicant Response
YES	NO	N/A	

5.3. Mechanical Equipment Screening

Y	N	N/A
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6. Vehicle Access and Parking Design

6.1. Vehicle Access

Y	N	N/A
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6.2. Surface Parking

6.2.A. Landscape Screening

Y	N	N/A
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6.2.B. Minimum Setback

Y	N	N/A
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6.3. Structured Parking

6.3.A. Partially sub-grade parking structures

6.3.A.1. Parking Structure Fenestration

Y	N	N/A
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6.3.A.2. Structured parking height above sidewalk grade

Y	N	N/A
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VANCOUVER DOWNTOWN DESIGN GUIDELINES CHECKLIST

Applicant Information	Project Name : Project Number : Date:		
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Meets Guidelines			Applicant Response
YES	NO	N/A	

6.3.A.3. Stoop Entries			
Y	N	N/A	

6.3.B. Above-grade parking structures

6.3.B.1. Minimum Setback

Y	N	N/A	
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6.3.B.2. Interest-creating features and active uses

Y	N	N/A	
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6.3.B.3. High-rise structured parking

Y	N	N/A	
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6.3.B.4. Structured parking façade

Y	N	N/A	
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7. "Main Street" Heritage Overlay District #2

7.1. Historic Rhythm and Pattern

Y	N	N/A	
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VANCOUVER DOWNTOWN DESIGN GUIDELINES CHECKLIST

Applicant Information			Project Name : Project Number : Date:
Meets Guidelines			Applicant Response
YES	NO	N/A	
7.2. Identifiable Base/Middle/Top			
Y	N	N/A	
7.2.A. Building Facades			
Y	N	N/A	
7.2.A.1. Building Base			
Y	N	N/A	
7.2.A.2. Building Top			
Y	N	N/A	
7.2.B. Building Alignment			
Y	N	N/A	
7.3. Materials			
Y	N	N/A	

VANCOUVER DOWNTOWN DESIGN GUIDELINES CHECKLIST

Applicant Information			Project Name : Project Number : Date:
Meets Guidelines			Applicant Response
YES	NO	N/A	
7.4. Main Street Building Massing and Facade Design			
Y	N	N/A	
7.4.A. Building Massing on Main Street			
Y	N	N/A	
7.4.B. Alterations and Additions			
Y	N	N/A	