



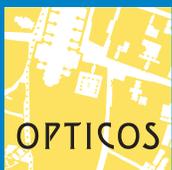
Memphis, TN

Final Plan

**October, 2022**

# Urban Design Guidelines

City of  
**MEMPHIS**



daily design **GROUP**

Prepared For:

**City of Memphis and  
Shelby County  
Division of Planning and  
Development**

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# Introduction

CHAPTER 1

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# 1.1 Background + Purpose

## Background

Currently, the City of Memphis and Shelby County regulate the design of new buildings differently depending on where they are located. The Zoning Code regulates all development; however, some areas of the city pay more attention to design features – such as overlay districts including the Medical Overlay District, Midtown District Overlay, and the University District Overlay – while other areas focus primarily on allowed uses and activities.

By establishing Design Guidelines, the City can set expectations for the type of design elements and approaches used for new new projects that are proposed within the City of Memphis, providing more predictability for developers and landowners and better buildings and pedestrian environments for all Memphians.

The Design Guidelines provide an additional level of detail beyond what is regulated in the City’s Zoning Code to encourage better design of new projects that are proposed across. This can include guidance for how building facades are arranged, how buildings transition to the street, and how building materials are used, among other topics. The guidelines focus on design elements that positively impact the streetscape and pedestrian experience and help to create a cohesive design environment.

These Guidelines promote high quality building design consistent with vision of Memphis 3.0 - making neighborhoods and communities active and turning streetscapes into vibrant spaces, while making walking to destinations a more pleasurable experience for all Memphians.

## Purpose, Intent + Objectives

The Design Guidelines provide certainty and predictability in the design review process through the establishment of uniform citywide decision-making criteria for new projects. These serve as the basis for design review approval findings by city staff and, when necessary, the review boards and governing bodies. The Guidelines give enough specificity to guide development, while being flexible to allow creative design solutions. These Design Guidelines encourage quality designs that are sensitive to context while providing opportunity for thoughtful and innovative design.

The Design Guidelines supplement the standards in the zoning code to promote high quality building design in anchor areas across the city, by setting expectations for mixed-use and multi-unit residential buildings. The goal is to create urban design guidelines that promote more consistently high-quality development in the City of Memphis and Shelby County. The Guidelines provide a catalog of best practices for the design of sites, buildings and their relationship with the sidewalk and street.

The Design Guidelines:

- Establish a framework that can provide consistent and predictable results.
- Reinforce design approaches that support an active, high-quality pedestrian realm.
- Clearly articulate expectations for design quality.
- Ensure infill buildings are harmonious with and retain, rather than diminish, existing character of places in Memphis.

# 1.2 Relation to Memphis 3.0

## Applicability

**Key**

- Anchors
- Anchor Neighborhoods
- Overlay Districts

This map shows Anchors and Anchor Neighborhoods in Memphis 3.0 which cover an area of more than 40 square miles — almost as large as the land area of San Francisco! The city's Urban Design

Guidelines are calibrated according to these environments and are most effective at encouraging pedestrian-oriented development in these places.

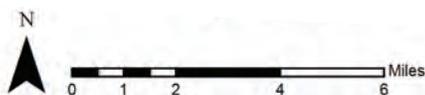
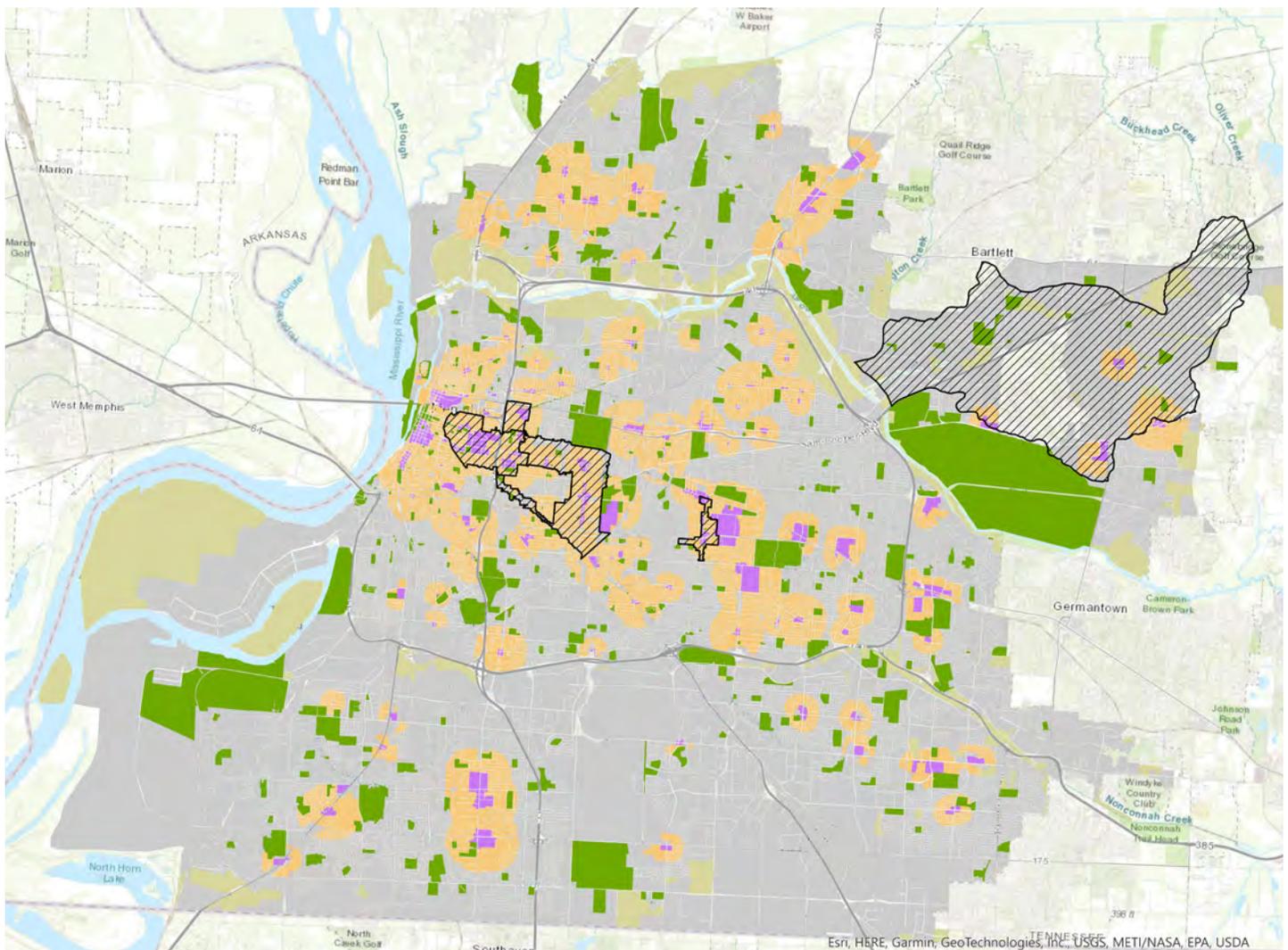


Table 1.2.A Relation to Memphis 3.0 Place Types and UDC Zones		
Context Types	Memphis 3.0 Place Types	UDC Zones
<b>Overlay Districts</b>		
	Medical/ Institutional Campus	UH, MU, CMU-2, CMP-1, CMP-2, CMU-3
<b>Anchors</b>		
	Urban Core/ Downtown	CBD, SE
	Urban Center	MU, CMU-3, CMU-2, MO District, CMP-1, SE
	Urban Main Street	MU, NC, CMU-2, MO District, SM
	Neighborhood Crossing	RW, CMU-1
	Neighborhood Main Street	MU, NC, CMU-1, CMU-2, MO District
<b>Anchor Neighborhoods</b>		
	Anchor Neighborhood Primarily Single-Unit	R-15, R-10, R-8, R-6, R-3, RU-1, MDR
	Anchor Neighborhoods Mix of Building Types	RU-2, RU-3, RU-4, R-SD, R-R, MDR, CMU-1
	Anchor Neighborhoods Urban	RU-4, RU-5, R-B, CBD
<b>Corridors</b>		
	Low Intensity Commercial & Services	CMU-1, OG, SDBP
	High Intensity Commercial & Services	CMU-2, CMU-3, C-G



Similarly, guidelines in this document provide a menu of different options that can be used to fulfill the intent of each guideline topic. Different guidelines or combinations of guidelines should be considered relative to the Degree of Change category applied to the project location, and those guidelines that best satisfy the degree of change vision should be utilized.

See the *Cultivating Change* section in *Part Two Our Framework for Change in the Memphis 3.0 Comprehensive Plan* for more information about degree of change.

**Nurture** areas rely primarily on public and philanthropic resources to stabilize the existing pattern of a place. As market activity alone has limited capacity to cover project costs, guidelines should be applied judiciously to further the underlying goals of the [Urban Design Principles \(§ 1.5\)](#) without imposing infeasible requirements or discouraging more incremental improvements. Priorities should include:

- Low-cost, high-impact initiatives to activate underused spaces.
- Human-scale signage and lighting.
- Improving pedestrian and cyclist safety by reconfiguring vehicular access and surface parking.
- Integration of existing community assets into improved public space networks.
- Improvements to existing frontages and facades, calibrated to available funding.

**Accelerate** areas rely on a mix of primarily private and philanthropic resources along with some public resources to intensify the existing pattern of a place. Because these are key locations for redevelopment and new construction, guidelines should be applied more comprehensively than in Nurture areas. Top priorities include:

- Generous, pedestrian-oriented frontages.
- Accessibility and connectivity for people walking and biking.
- Architectural design, including facade composition, rooflines, and materials.
- Maintaining human scale through lighting, signage, and other amenities, in addition to articulation of large building forms.

**Sustain** areas rely on limited public support and private resources to maintain the existing pattern of a place. These are appropriate areas to uphold high standards for design, architectural detail, and materials. Application of guidelines should prioritize:

- Compatibility with context through massing, setbacks, and facade composition.
- Integration of new construction or redevelopment with the public realm through accessible, occupiable frontages, including improvements to existing frontages.
- Preservation and adaptive reuse of historic buildings.
- Appropriate use of durable, high-quality materials.

**Nurture**



**Accelerate**

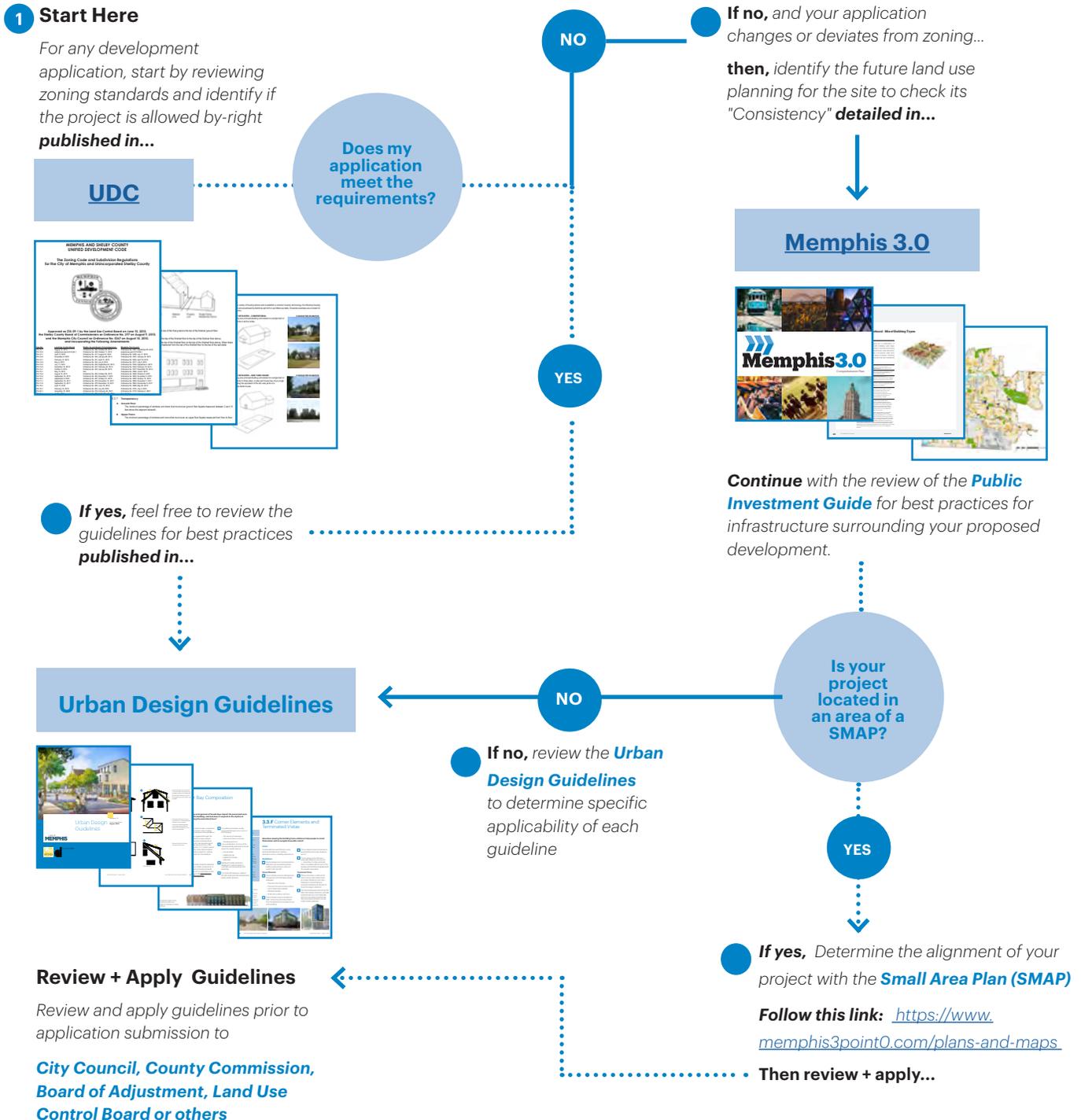


**Sustain**



# 1.4 When to Use These Guidelines

Reference this spread to see when to use these guidelines.



# 1.5 How to Use These Guidelines

Reference this spread to see how to use these guidelines and apply them to development projects.

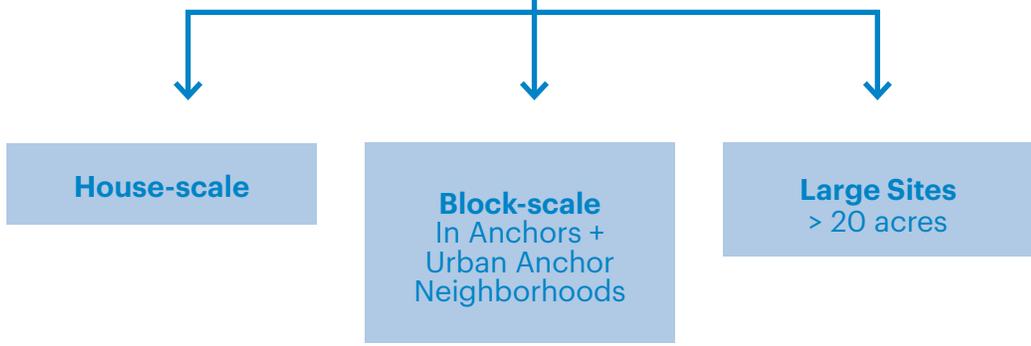
## 1 Start Here

To understand what the guidelines are trying to achieve.



## 2 Next, Determine Project Scale

Some projects may use guidelines applicable to multiple project scales.



## 3 Check Applicability

Refer to the Applicability Checklist on each page to see if the guidelines are relevant to your project.

## 4 Then Apply Guidelines

See the facing page for guidance on how to navigate the guidelines in this document.

# 1.6 How to Read These Guidelines

Reference this spread to see how to read these guidelines.

**Scale**

House-scale or Block-scale.

**Applicability**

Clarifies if guidelines on the page are relevant.

**Intent**

Describes what the guidelines are trying to achieve.

**Diagram**

Shows how to apply the guidelines.

**New Construction**

## 2.3.B Facade Composition

**How does the design of the building façade respond to the scale, rhythm, and materiality of nearby buildings? How do openings integrate into the overall composition of the façade?**

**Intent**

To provide for the orderly arrangement of façade elements in a manner that reinforces a consistent design intent and avoids a chaotic streetscape.

**Guidelines**

- Consider local or regional precedents as appropriate.
- Buildings should be composed of body and wings.
- Windows and building entrances should be organized according to facade bays.
- Some of the following building elements may be used to articulate the facade:
  - bay windows
  - building wings

Ground floor height should be greater than the height of upper floors. String course located above topmost ground floor top plate may be used to give the appearance of a taller ground floor when taller ground floor height is not feasible.

Buildings with ground floor residential uses located within 10' of the rear edge of the sidewalk should be elevated 18" above sidewalk level to provide privacy by elevating occupant's sightlines above those of nearby pedestrians.

**Facade Composition**

- A** Taller Windows on the Ground Floor
- B** Roof form
- C** Building Frontage
- D** Taller Ground Floor Height than the Height of Upper Floors
- E** Elevated Ground Floor



**Guideline Topic(s)**

What the guidelines on the page are about.

**Intent Question**

Describes the overall intent for the guidelines on each page.

**List of Guidelines**

Provide options for fulfilling the intent included in the intent question.

# 1.7 Applicability Checklist for Projects

**Project Name :**

**Project Location:**

**This checklist is provided as a tool to document guidelines applicable to a specific project. It can be provided as supporting information for project submissions. Review the  **APPLICABILITY** box on each page that contains guidelines to determine whether those guidelines are applicable to a project.**

Place a checkmark on each applicable guidelines.

**Table 1. Section 2: House-Scale Guidelines**

Name	Applicability
2.1 Specific to Additions + Modifications to Existing Buildings	<input type="checkbox"/>
2.2.A Transition to Context in Form + Scale	<input type="checkbox"/>
2.2.B Facade Composition	<input type="checkbox"/>
2.2.C Rooflines, Dormers + Parapets	<input type="checkbox"/>
2.2.D Openings + Transparency	<input type="checkbox"/>
2.2.E Frontage + Pedestrian Access	<input type="checkbox"/>
2.2.F Materials	<input type="checkbox"/>
2.2.G Parking	<input type="checkbox"/>
2.2.H Car Connections	<input type="checkbox"/>
2.2.I Landscaping	<input type="checkbox"/>
2.2.J Mechanical Equipment Screening	<input type="checkbox"/>
2.2.K Human-scale Lighting	<input type="checkbox"/>
2.2.L Signage	<input type="checkbox"/>
2.3.A Pocket Neighborhood	<input type="checkbox"/>
2.3.B Cottage Court	<input type="checkbox"/>

**Table Checklist** is a table of contents that oversees the applicability of each section in the Urban Design Guidelines.

## **APPLICABILITY**

Each project submission going before Board of Adjustment or Land Use Control Board, or any incentive-based project request should use this section to document applicable guidelines.

Table 2. Section 3: Block-Scale Guidelines	
Name	Applicability
3.1 <u>Additions + Modifications to Existing Buildings</u>	<input type="checkbox"/>
3.2 <u>Strategies to Improve Existing Frontages</u>	<input type="checkbox"/>
3.2.A <u>Buildings Oriented Perpendicular to Street</u>	<input type="checkbox"/>
3.2.B <u>Undefined Common Yard</u>	<input type="checkbox"/>
3.2.C <u>Non-residential Frontage in Residential Context</u>	<input type="checkbox"/>
3.2.D <u>Parking Strip</u>	<input type="checkbox"/>
3.3.A <u>Transition to Context in Form + Scale</u>	<input type="checkbox"/>
3.3.B <u>Articulation of Long Building Facades</u>	<input type="checkbox"/>
3.3.C <u>Tripartite Facade Articulation</u>	<input type="checkbox"/>
3.3.D <u>Bay Composition</u>	<input type="checkbox"/>
3.3.E <u>Rooflines, Dormers + Parapets</u>	<input type="checkbox"/>
3.3.F <u>Corner Elements + Terminated Vistas</u>	<input type="checkbox"/>
3.3.G <u>Openings + Transparency</u>	<input type="checkbox"/>
3.3.H <u>Materials</u>	<input type="checkbox"/>
3.3.I <u>Frontage + Pedestrian Access</u>	<input type="checkbox"/>
3.3.J <u>Parking</u>	<input type="checkbox"/>
3.3.K <u>Car Connections</u>	<input type="checkbox"/>
3.3.L <u>Mechanical Equipment Screening</u>	<input type="checkbox"/>
3.3.M <u>Landscaping</u>	<input type="checkbox"/>
3.3.N <u>Human-scale Lighting</u>	<input type="checkbox"/>
3.3.O <u>Signage</u>	<input type="checkbox"/>
3.3.P <u>Privately-Owned Public Space</u>	<input type="checkbox"/>
3.4 <u>Reuse of Existing Large Parcels</u>	<input type="checkbox"/>

**Table Checklist** is a table of contents that oversees the applicability of each section in the Urban Design Guidelines.

Table 3. Section 4: Large Sites Guidelines	
Name	Applicability
4.1 <u>Walkable Community Design</u>	<input type="checkbox"/>
4.2 <u>Bike + Pedestrian Connectivity</u>	<input type="checkbox"/>
4.3 <u>Transforming a Shopping Center into a Walkable Center</u>	<input type="checkbox"/>

Table 4. Section 5: Frontage Type Guidelines	
Name	Applicability
5.2 <u>Frontage Principles</u>	<input type="checkbox"/>
5.3 <u>Improving Existing Frontages</u>	<input type="checkbox"/>
5.4 <u>Porch</u>	<input type="checkbox"/>
5.5 <u>Dooryard</u>	<input type="checkbox"/>
5.6 <u>Stoop</u>	<input type="checkbox"/>
5.7 <u>Forecourt</u>	<input type="checkbox"/>
5.8 <u>Shopfront</u>	<input type="checkbox"/>
5.9 <u>Recessed Shopfront</u>	<input type="checkbox"/>
5.10 <u>Industrial/Maker Shopfront</u>	<input type="checkbox"/>
5.11 <u>Loft</u>	<input type="checkbox"/>
5.12 <u>Terrace</u>	<input type="checkbox"/>

**Table Checklist** is a table of contents that oversees the applicability of each section in the Urban Design Guidelines.

**Provide any relevant narrative below:**

# 1.8 Urban Design Principles

## What is Urban Design?

The practice of urban design exists between the higher-level policy objectives of urban planning and the detail-oriented design of architecture. These Design Guidelines intend to distill the place-based vision and policies in the Memphis 3.0 Comprehensive Plan into actionable, building-scale approaches for architectural design.

The following Design Principles explain key urban design strategies relevant to realizing the vision of Memphis 3.0. These principles have not only informed the design guidelines in this document, they also provide the basis of elements of building and site design covered by the guidelines - with emphasis on the association of the public realm and public-facing elements of the building.

The principles include:

- 1.8.A Private Improvements + Activation of the Public Realm
- 1.8.B Comfort Outside the Car
- 1.8.C Looking Beyond the Site
- 1.8.D Whole-city Approach
- 1.8.E Architectural Quality + Durability
- 1.8.F Holistic Sustainability

## Using These Principles

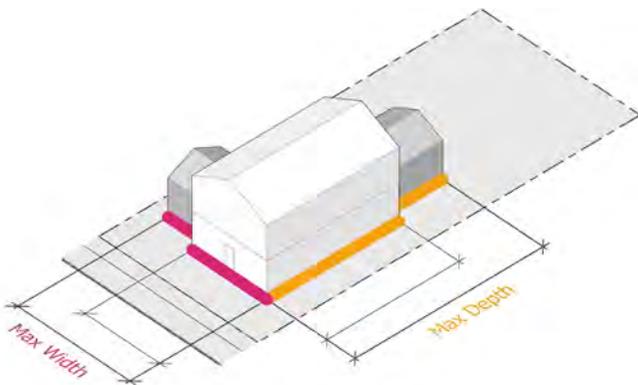
Care was taken to develop the guidelines in a manner as clear and comprehensive as possible, however, the variety of built environments and development projects in Memphis may require some interpretation to apply the design guidelines to a specific development project or design feature. In these cases, the Urban Design Principles are meant to clarify the overall intent of the guidelines in this document, and aid in interpretation of the guidelines as needed.

In some instances, design solutions not described in this document may be best suited a specific project. Referencing the Urban Design Principles, along with the Intent Questions associated with each guideline topic, can help to determine if a proposed design solution meets the intent of the Urban Design Guidelines and the vision of the Memphis 3.0 Comprehensive Plan.

## Building Scale

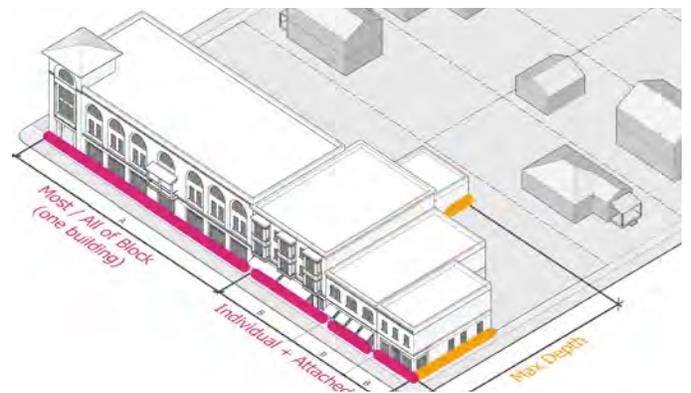
The Design Guidelines describe physical character in terms of "house-scale" and "block-scale" buildings. These terms are not direct references to the building's uses, but instead are a reflection of the building's form and its relationship with the adjacent street or civic space.

### House-scale Buildings



The size of a house, typically ranging in width from as small as 25' up to 75' overall, including wings. Although these buildings may be sizes similarly to a single-unit house, the number of units is not related to building scale – a house-scale building may include multiple units. In Memphis, house-scale buildings are most likely located in neighborhoods and lower-intensity anchor areas.

### Block-scale Buildings



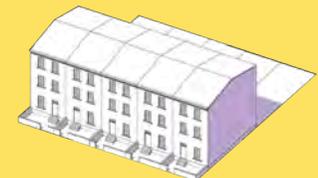
Buildings as large as most or all of a block or, when arranged together along a street, that appear as long as most or all of a block. In Memphis, block-scale buildings are most likely located in Downtown, urban neighborhoods, and more intense anchors.

### CLOSER LOOK

Townhouses can be house-scale (top) or block-scale (bottom) depending on the size of the building.

House-scale townhouses typically consist of a run of 2-4 units. This building type is appropriate in lower-intensity neighborhoods because it maintains the scale of a large single-unit house, even though it has multiple units and multiple front entrances.

Block-scale townhouses typically consist of a run of 4 or more units. This building type is appropriate in moderate to high-intensity neighborhoods where frontages are closer to the sidewalk edge and continuous "street walls" are needed to create a consistent public realm environment.



**Scale.** Townhouses at house-scale (top) and block-scale (bottom).

## Urban Design Principles

# 1.8.A Private Improvements + Activation of the Public Realm



Examples of residential and retail frontage types (Stoop above, Terrace below) that create a more active relationship between the private and public realm.

### Public + Private Space in Memphis

The public realm is impacted not only by improvements on public land, but also by those portions of private lots and buildings that adjoin public spaces and form their boundaries. Private development thus has an indispensable role to play in fostering a public realm that is comfortable, inviting, accessible, secure, and active. The interface between the two realms — which includes entrances, windows, and controlled access points as well as transitional spaces such as porches and forecourts — is particularly important. For more information on this topic, see [Frontage Principles](#).

### Strategies

#### Privately-Owned Public Space (POPS).

Private development may provide space for publicly accessible civic spaces helping to activate the public realm, particularly for large developments and when lots are consolidated. For more information, see [Privately-Owned Public Space](#).

#### Public Amenities in Private Setbacks.

Space between the right-of-way and the building façade offers opportunities to enhance the public realm in various ways, such as by extending sidewalks, adding bicycle facilities, and providing trees and green infrastructure.

**Supporting Community.** An active public realm, combined with frontages that provide a useful interface between it and the private realm, provides better

opportunities for residents to get to know their neighbors.

**Safer Streets.** A well-used public realm can also provide a greater sense of security, both through the community-supporting benefits mentioned above and through the crime-detering effect of having numerous people present.

### Enlivening "Leftover" Spaces in Memphis

Throughout Memphis, there are overlooked and underutilized spaces, but with a little care can be re-imagined as attractive components of the public realm. Examples include awkward corners, partially vacant lots, unused setback area, excess parking, and more. Alleys and service lanes can be improved to serve as pedestrian passages. String lighting, planters, and seating/tables (or any object that can serve as such) are relatively low-cost tools for creatively transforming spots people avoid into places where they choose to spend time.

## Urban Design Principles

# 1.8.B Comfort Outside the Car

### Creating a Pleasant, Navigable Pedestrian Environment

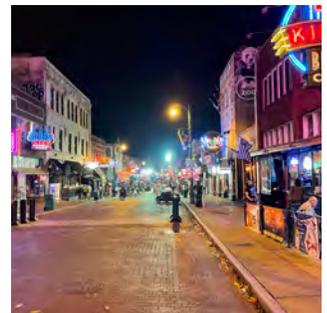
One of the most important goals to achieve through urban design is to improve the experience of people navigating the city outside of a vehicle. Even when people use cars or buses to cover longer distances, the quality of the destination greatly influences the value they get from making the trip. Elements of building design such as form, height, massing, rooflines, facade articulation, and frontages play a pivotal role in shaping the visual appeal of a place as well as the pedestrian experience of that place. Many factors go into generating a quality destination, and when they all work in harmony the result is a place where people are happy to spend their time.

**Human-scale Design.** When people are moving at slow speeds and experiencing things up close, they have a greater capacity to take in details than when zooming down the highway. Most elements, including signage, can be much smaller and more subtle than their driver-focused equivalents. This scale also presents an opportunity for greater customization and artistry in architectural elements, landscaping, décor, and public art, which contributes to a stronger sense of place.

**Functional Pedestrian Paths.** Walking routes should be no longer than necessary; often this results in buildings being placed close to each other and/or to the sidewalk, with access points linked by straight, direct paths. Wherever possible, these paths should serve as accessible routes for people using wheelchairs, strollers, dollies, etc. In plan, such patterns appear very different from those designed for vehicles, but the difference for users is unmistakable.

**Shade + Weather Protection.** The climate in Memphis calls for shelter from sun and rain as key components of a comfortable pedestrian environment—needs which are only projected to grow in the coming years. Trees, awnings, canopies, and pavilions all contribute to making a place more inviting.

**Lighting, Seating + Other Amenities.** Proper pedestrian-scaled lighting is essential to making routes navigable at night, in addition to providing a greater sense of safety. Any form of seating alongside the paths gives people an opportunity to rest, and their presence further enlivens the street.



## Urban Design Principles

# 1.8.C Looking Beyond the Site



### Individual Projects Working Together for Mutual Benefit

Cooperation among individual sites to support larger urban patterns enables the whole to become more than the sum of its parts. With all the considerations and constraints designers must navigate on any given project, it is easy for the question of how it supports its broader context to fall by the wayside. These Guidelines are intended to facilitate the process of supporting such patterns on a site-by-site basis.

#### **Walkability + Bicycle Connectivity.**

Infrastructure should support and enhance bicycle connectivity, pedestrian safety, and accessibility to create a safer, more comfortable environment for people to walk and bike. The true power of these transportation alternatives is unlocked when multiple destinations are not only linked by appropriate infrastructure, but also designed to cater to these modes. Walkable/ bikeable routes within or adjacent to individual sites serve as publicly accessible segments of a larger network and increase access to amenities, civic spaces, and green infrastructure. The more extensive this network becomes, the more useful and attractive it is for all.

**Taking Cues from Context.** New construction should be sensitive to the form and scale of historically and/or culturally significant buildings and places, while further enhancing Memphis' eclectic and varied built character. Consideration of adjacent sites is important to creating a harmonious neighborhood and streetscape. Important strategies include calibrating scale and massing to

neighboring properties and designing appropriate transitions, as well as aligning setbacks and datum lines with buildings along the same block face. A cohesive built-form environment on opposite sides of a street or civic space helps the space to be perceived as a cohesive “outdoor room.” Similar building forms, materials, and/or architectural approaches can help to promote design cohesion.

**Economizing on Parking.** A single parking space can serve multiple users. Particularly when nearby uses tend to be occupied at different times of the day/ week, or when they are clustered so people can park once and visit multiple destinations on foot, sharing parking is an excellent way to serve the needs of all while making better use of available land. On-street parking is one of the most efficient forms available and should always be considered when determining parking needs for any given use.

**House-scale + Block-scale.** These terms are not direct references to a building's uses, but instead are a reflection of the building's form and its relationship with the adjacent street or civic space. Memphis has a combination of both types, but the proportion of each in different parts of Memphis will help establish a hierarchy of built form and intensity of use. This granular approach also enables transitions in scale and form between along the sidewalk and along open green spaces.

## Urban Design Principles

# 1.8.D Whole-city Approach

### A City Built By All, For All

Memphis' identity and prominence reflect the combined contributions of many different people across generations. The city's role in establishing Blues and Soul music as cornerstones of American culture is emblematic of the value that can be realized when a city provides space for diverse expressions. In light of this observation, no one-size-fits-all solution will properly enable Memphis to achieve its full potential. Instead, the city needs an adaptable approach to urban design that nurtures, rather than stifles, the creative energy at work in each community.

**Recognizing Value of Community + Cultural Assets.** A balance sheet or pro forma does not always capture the significance of places and institutions that have played important roles in the lives of community members, especially in communities with more limited means. Similarly, their significance should not be measured by how well their physical form aligns with best practices in urban design. An important goal of these Guidelines is to identify such assets as worthy of investment and to assist in integrating them into thriving neighborhoods, rather than to set up additional barriers.

**Supporting Small-Scale + Community-driven Development.** These Guidelines are applicable to projects both large and small and are intended to aid the efforts of developers and builders with ties to the communities where their projects are located. Reinforcing a high standard with respect to the community-building aspects of these projects helps them to serve as sources of stability and creates value that can build local wealth and lead to expanded opportunities.

**Better Design at Any Budget.** While these Guidelines share common goals for improving urban design in Memphis, they are intended to offer flexibility to accommodate different economic situations. Some strategies may imply increased project cost, but others are cost-neutral, and still others (such as prioritizing pedestrian/bike access and reducing required parking) can actually lower the overall cost of a project. Targeting investments and application of guidelines according to different financial conditions is key to helping all areas of Memphis to thrive.



## Urban Design Principles

# 1.8.E Architectural Quality + Durability



*Materials on The Tennessee Brewery building have retained their integrity despite over a century of wear and weathering.*

### A City Built to Last

Memphis is a city rich with history, and has the potential to build a greater future. So what gets built today can continue to contribute far into the future, it is important for designs to consider not only present-day demand, trends, and available resources, but also how the built results will contribute to the cityscape decades ahead. A pleasant pedestrian environment is in part characterized by buildings and landscape features with a distinctive character, which are kept in good condition rather than subject to decay.

**How Will the Project be Doing in 75 Years?** Historic buildings in Memphis contribute to a strong sense of local character. The fact that many continue to be valued in the present day speaks to the timeless design principles driving their longevity. Contemporary buildings – those built now, regardless of style – can also serve Memphians well into the future, provided their design and construction supports this goal. This means both designing for durability and considering future maintenance needs to ensure what is required to keep the building in good condition is manageable over time.

**Building Form that Accounts for Weather + Wear.** Historically, many building features were incorporated specifically to deal with weather (particularly precipitation) and to enable the building to withstand the day-to-day impacts to which it was subjected. This is a major reason why buildings traditionally had an observable differentiation between their base, middle, and top (see [§3.3.C](#) for

more information and relevant guidelines), and why different materials tend to be used for different parts of a building.

**Rational Material Choices.** As the previous point illustrates, the goal of creating durable, usable, and legible buildings can inform how exterior materials are employed; these choices need not be determined solely by aesthetic preferences. While budget considerations will factor in, keeping this goal at the forefront is a valuable guide for what to prioritize and where in terms of material selection.

### Celebrating Memphis History through Preservation + Adaptive Reuse

The value of historic buildings is twofold: In a physical sense, these buildings often embody a degree of craftsmanship and material quality that is prohibitively expensive to replicate in the present, if it could be achieved at all. At the same time, many places are valued by the community because of the memories associated with them—even in cases where the building itself is unassuming. Preservation efforts that leverage this value through viable and compatible present-day uses can benefit the whole city.

## Urban Design Principles

# 1.8.F Holistic Sustainability

### Urban Design Supporting Environmental Principles

There are many ways in which improvements to urban conditions in the present dovetail with the goal of strengthening Memphis' prospects for the future. Strategies for sustainability encompass many recommendations supported by the other principles listed here, showing how healthy approaches to urban design can simultaneously make life better for citizens and the environment at large.

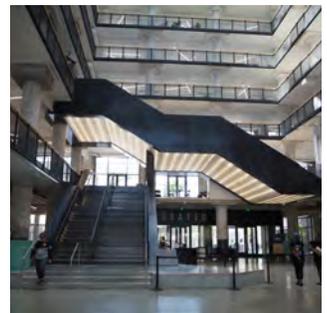
**Make Walking + Biking Attractive Options to Lower Emissions, Reduce Resource Consumption + Improve Health.** Improving pedestrian environments and bicycle connectivity, as described in [Private Improvements + Activation of the Public Realm](#) through [Looking Beyond the Site](#), not only improves the experience of people walking and biking, but also cuts the negative impacts of fossil fuel consumption. Moreover, by enabling people to integrate active forms of transportation into their lifestyles, these networks promote better health. As a result, the city experiences more life with less traffic, car dependence, and pollution.

**Multiple Benefits of Trees + Landscaping.** The trees and other landscape elements highlighted in [Comfort Outside the Car](#) likewise benefit both ordinary Memphians and the broader environment. Trees provide shade for pedestrians, as well as intercepting stormwater and counteracting the urban heat island effect—two concerns projected to grow more critical in years

to come. Native tree species and those well suited to the Memphis climate are recommended for their resilience, integration with the local ecosystem, and ease of maintenance.

**Social + Economic Sustainability.** [The Whole-city Approach](#) demonstrates how Memphis can support sustainability in social and economic terms. Targeted urban design improvements can generate widespread benefits without relying on high-dollar investments, producing sufficient returns to pay back the cost of the improvements themselves and to set the stage for further revitalization.

**Sustainable Buildings.** The durability and integrity of buildings described in [Architectural Quality + Durability](#) are important to sustainability, as they maximize the longevity of buildings to reduce material consumption and waste, reduce embedded carbon, and reduce emissions and waste related to construction and remodeling activities. Other “green building” strategies also extend their benefits beyond the individual site: reflective roofs, radiant barriers, shade structures, and green roofs all save energy and counteract the heat island effect, and along with on-site solar energy generation help to reduce stress on the electric grid.



*Images from Crosstown Concourse, a mixed-use project that adaptively re-used an existing building. Re-using existing buildings reduces demolition waste and embodied carbon, and helps to retain structures that contribute to Memphis' unique identity and built form.*



*This image illustrates how house-scale buildings are detached and typically share the same scale and footprint as a single-unit house.*



# House-scale Guidelines

CHAPTER

# 2

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## 2.1 Specific to Additions + Modifications to Existing Buildings

### HOUSE SCALE

### APPLICABILITY

Follow guidance on this page when:

- changes will be made to the building footprint or the size of enclosed area of an existing building.

**How does the modification or addition help to provide a stronger building frontage and better facilitate a transition between the public realm (street + sidewalk) and the private realm (building façade + interior)?**

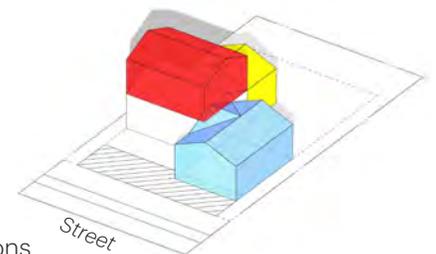
### Intent

To provide flexibility for additions and modifications to existing buildings while encouraging building frontages that contribute to the quality of the streetscape. Incremental reinvestment can help to improve buildings in situations where more intensive redevelopment is not desirable or financially feasible. Reinvestment in existing buildings or sites should bring the project as closely in line with the intent of the Design Principles and guidelines in this document as possible. At a minimum, additions and modifications should not weaken the ability of building frontages to facilitate a transition between the public realm and private realm.

### Guidelines

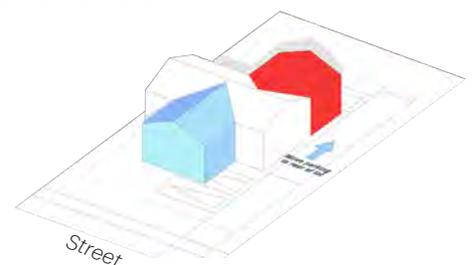
**Frontage Definition.** Existing building (white) does not adequately define the frontage or satisfy build-to line/setback requirements (illustrated by hatch) in zones including these standards. The following modification scenarios illustrate options:

- Best — more fully defines the building frontage along the public realm and more closely conforms with build-to line/setback requirements.
- Acceptable — does not impact the frontage condition.
- Poor — Increases nonconforming frontage conditions. Poor scenario, not acceptable unless utilized in tandem with blue scenario.



**Location of Parking.** Existing buildings are separated from the public realm by parking. The following modification scenarios illustrate options:

- Best — better aligns the building with the intent of the Design Guidelines by locating the addition so that it bring the building frontage closer to the public realm.
- Poor — prevents required on-site parking from being located behind the building. Poor scenario, unless no on-site parking is required.



# 2.2.A Transition to Context in Form + Scale

 HOUSE SCALE

 APPLICABILITY

Follow guidance on this page when a project is:

- adjacent to existing smaller house-scale building.

## How has the building been designed and sited to respond to the scale of adjacent buildings?

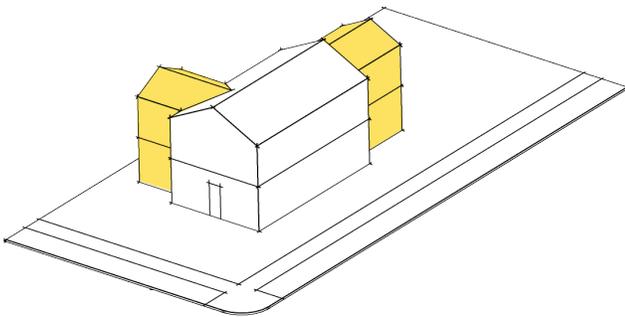
### Intent

To provide an adjacency condition responsive to the existing and/or envisioned scale of house-scale residential buildings in house-scale residential areas.

### Guidelines

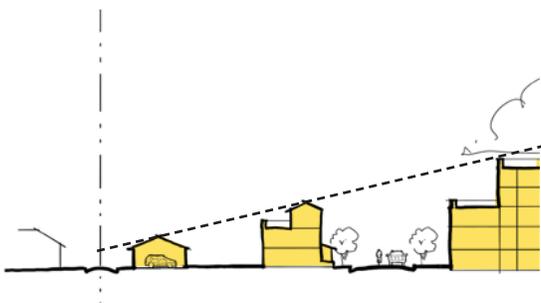
- Use building wings on the sides and rear to minimize the perceived size of the building by breaking up the overall building mass into smaller elements.
- In multi-story contexts, step down height at rear and sides to match existing adjacent buildings.
- Orient living areas to the front of the building to maintain privacy in adjacent rear and side yards.
- Locate the uppermost story in a sloping roof form and use dormers and gables to minimize the perceived height of the building.

### Use of Building Wings



*Example (left) of where wings may attach to a main body. This example illustrates possible locations of building wings. Additional attachments that fulfill the intent of the guidelines in this section are possible.*

### Transition Zone



*Example (left) of how to step down in height and reduce building footprint size to create a "transition zone" between new larger buildings and existing smaller-scale buildings.*

## 2.2.B Facade Composition

### HOUSE SCALE

### APPLICABILITY

Follow guidance on this page when the project:

- modifies or adds a building facade.*

### How does the design of the façade impact the perceived scale and form of the building, and how does it respond to the rhythm and material composition of nearby buildings?

#### Intent

To provide for the orderly arrangement of façade elements in a manner that reinforces a consistent design intent and contributes to a cohesive and intentional streetscape.

#### Guidelines

- Ground floor height should be greater than the height of upper floors. String course located above ground floor top plate may be used to give the appearance of a taller ground floor when taller ground floor height is not feasible.
- The following building elements provide options for composing the scale and rhythm of the facade:
  - bay windows,
  - building wings,
  - building frontages,
  - balconies.
- Buildings should be composed of wings attached to a main body.

#### Openings

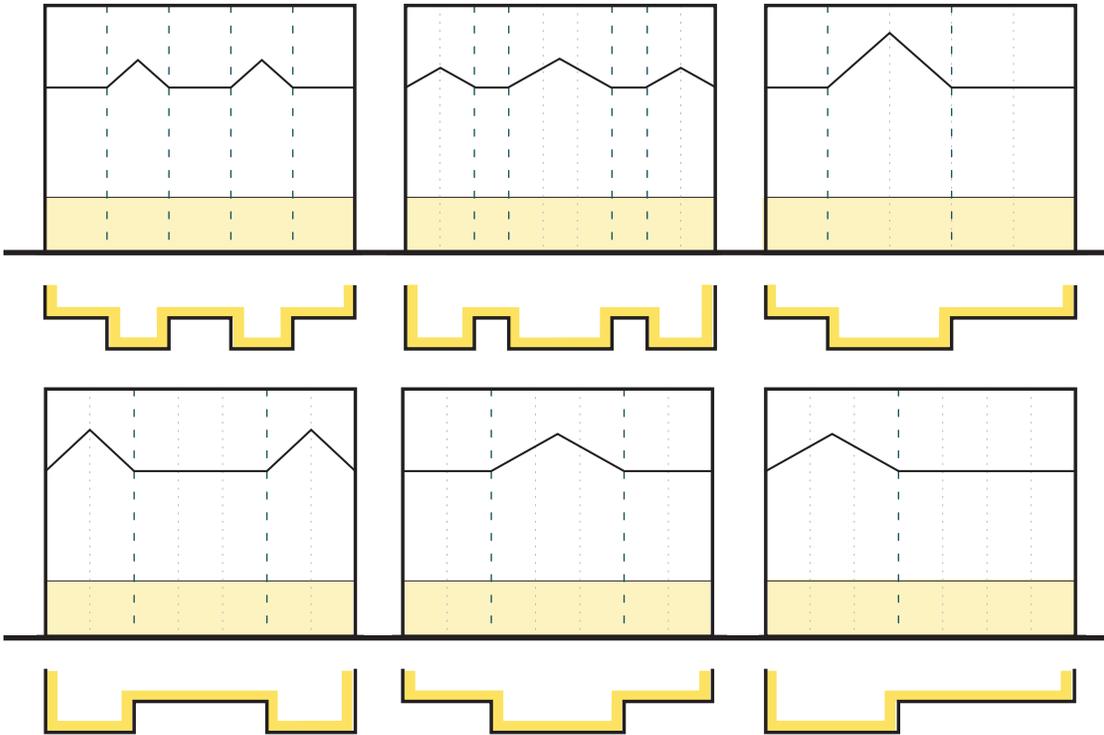
- Ground floor windows should be vertically proportioned.
- Windows on the ground floor should be taller than windows on upper floors.

- Windows and building entrances should be organized according to facade bays.
- Windows and opening should be placed so as to minimize blank walls exceeding 10' in length on facades facing a street or right-of-way.

#### Vent Placement

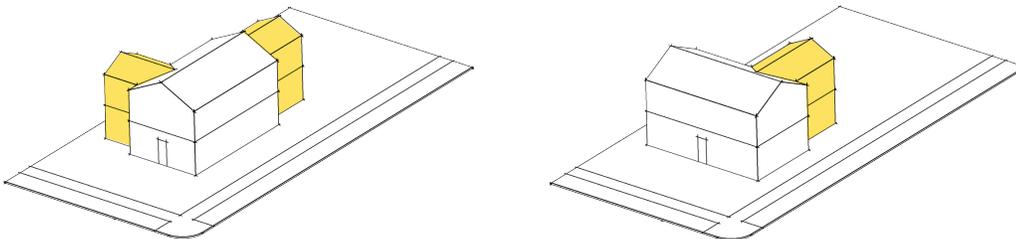
- Vent placement should be intentional and coordinated with the overall design of the facade using some of the following strategies:
  - Locate on a rear facing roof slope or behind a parapet wall.
  - Avoid street-facing facades; locate on a facade facing a courtyard or light well.
  - Locate on a secondary street-facing facade when avoiding street-facing facades is not possible.
  - Utilize vent covers with materials, color and/or dimensions that are consistent with other facade elements.
  - Group vents into a single vent cover, i.e. avoid separate vent openings for dryer, kitchen and bathroom vents.
  - Align top of vent/vent cover with window head.

**Examples of Facade Bay Compositions**



Examples (left) of facade bay compositions. These examples illustrate some possible combinations of facade bays, but additional combinations that fulfill the intent of the guidelines in this section are possible.

**Massing.** House-scale buildings composed of main body and wings (shown in yellow).



Examples (left) of where wings may attach to a main body. These examples illustrate some possible locations of building wings, but additional attachments that fulfill the intent of the guidelines in this section are possible.

**Facade Composition**



**Facade Composition**

- A** Taller windows on the ground floor
- B** Building frontage
- C** Ground floor height greater than the height of upper floors
- D** Elevated ground floor

This diagram (left) demonstrates the relationship between several of the guidelines described in this section.

# 2.2.C Rooflines, Dormers + Parapets

## HOUSE SCALE

**APPLICABILITY**

Follow guidance on this page when the project:

- modifies or add a roof or section of a roof.*

**UNIFIED DEVELOPMENT CODE**

**Height:** *As allowed by UDC; these guidelines do not change height standards in the UDC.*

**How does the roof design impact the perceived height and scale of the building? How do the rooflines, dormers, and parapets relate to the surrounding context? Are roof forms consistent (i.e. gables or hipped or flat)?**

### Intent

To provide for the orderly arrangement of rooflines and roof massing in a manner that reinforces a consistent design intent and contributes to a cohesive and intentional streetscape roof slopes that are related to architectural style expression of Memphis.

### Guidelines

#### Specific to Pitched Roofs

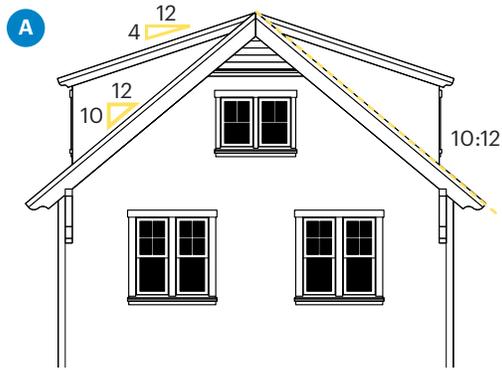
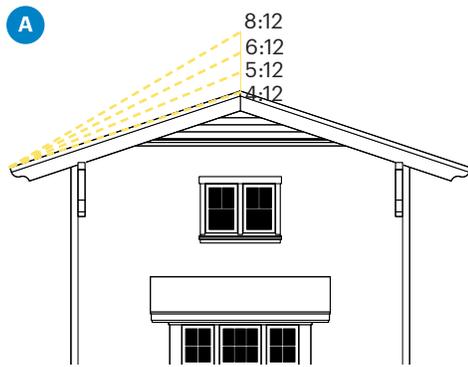
- For pitched roofs, use slopes less than or greater than 45 degrees to provide a more interesting slope ratio and reflect locally-prevalent roof slope ratios. Recommended slopes include: **A**
  - a range between 4:12 to 8:12 for full story elements,
  - and 10:12 for half-story elements, as it offers the possibility for an occupied half-story.
- Consider suitability for solar panels when designing roof pitch and slope orientation.
- Roof slope on wings should generally be equal to or lesser than the slope of roof over main body. **B**
- For hipped roof configurations, use same slope throughout roof volume and lower ridge height as necessary. **C**

- Roof vents should be located on rear-facing roof slopes.
- Roofs should not shed water towards building entries.
- Roof forms (gables, hips, etc.) should correspond to the building volumes (e.g. main body and wings).
- Use roofing materials with high solar reflectance (albedo) and high thermal emittance for flat roofs, and consider use of these materials for sloped roofs as appropriate.
- Utilize green roofs as appropriate to minimize solar heat gain and treat stormwater.

#### Specific to Dormers

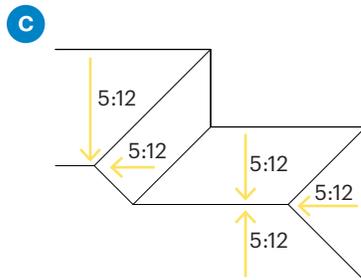
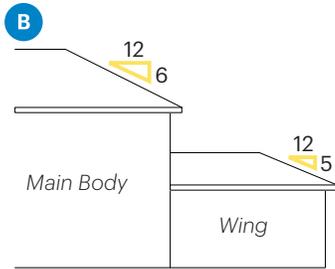
- Distance between dormers should be wider than dormers. **D**
- Width of dormer windows should not exceed the width of windows on lower floors. **D**
- Front of shed dormer(s) should be set back at least 1' from building facade.
- Roof slope or shed dormers should be at least 4:12. **E**

**Pitched Roofs**



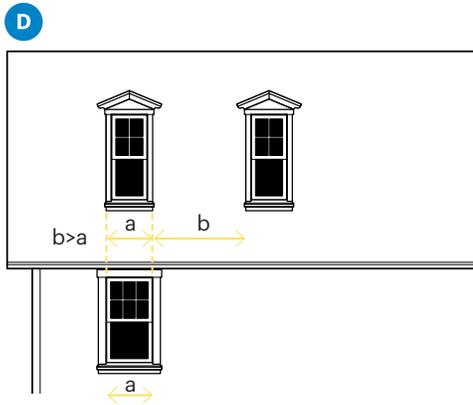
Examples (left) of roof pitches. These examples illustrate some possible pitches, but additional pitches that fulfill the intent of the guidelines in this section are possible.

**Roof Slope**

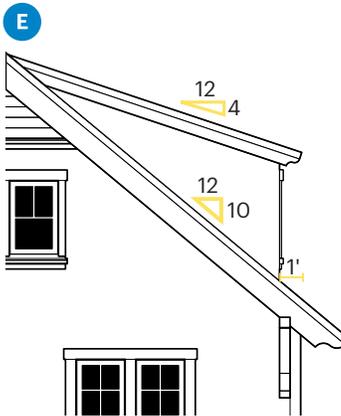


Examples (left) of roof slope combinations. These examples illustrate some possible slopes, but additional slope combinations that fulfill the intent of the guidelines in this section are possible.

**Dormers**



Dormer proportions



Shed dormer

Illustration (left) of dormer spacing and pitches.

## 2.2.D Openings + Transparency

### HOUSE SCALE

#### APPLICABILITY

Follow guidance on this page when the project:

- includes new openings or changes to existing openings that are not part of a *Shopfront* frontage assembly.



In these images (above), brick and stone span window openings. The window header is wide enough to distribute the load around the opening, and substantial enough to transfer the load across the top of the opening.

### How are openings integrated into the overall façade composition? How does transparency at the street level contribute to an active streetscape environment?

#### Intent

To reinforce cohesive building façade design and to create a street-level environment that provides for privacy as needed while activating the streetscape.

#### Guidelines

- Windows should be vertically proportioned (height  $\geq$  width).
- Windows on the ground floor should be taller than windows on upper floors.
- Facades should be more transparent on ground floors than on upper floors.
- Windows and opening should be placed to minimize blank walls exceeding 10' in length on facades facing a street or right-of-way.
- All windows should be recessed min. 2".
- Scale and proportion of divided lights should be consistent across the façade.
- Ganged windows should be separated by mullions.
- On brick facades, window openings should have a lintel, masonry arch, or soldier course above opening. This element should extend beyond the opening on either side.
- Bottom of opening should include a sill.
- Shutters (even when non-operable) should be sized to cover the window opening.
- If bay window does not extend to foundation, it should be supported on element(s) which return to the wall below, such as brackets.
- When pitched, bay window roofs should range from 2:12 to 5:12.

# 2.2.E Frontage + Pedestrian Access

 HOUSE SCALE

 APPLICABILITY

Follow guidance on this page when the project:

- modifies or adds a building entrance.

**How does the building frontage improve the experience of people walking by on the sidewalk, and what is the experience of pedestrians entering the building?**

**Intent**

To support a high quality public realm by providing a transition between the public realm (sidewalk) and private realm (interior of building) and locating the building entrance(s) to activate the public realm as people enter and exit the building(s).

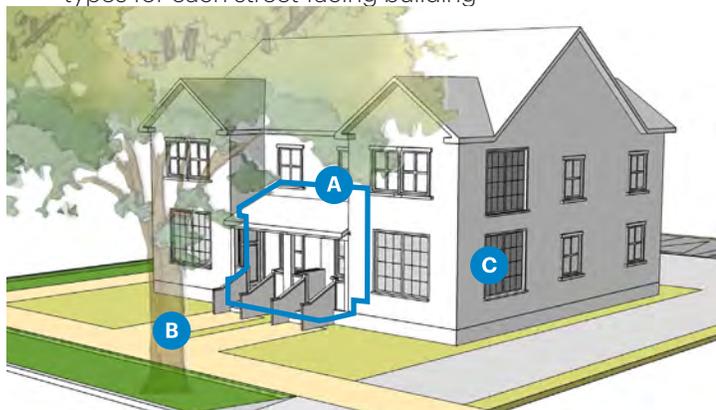
**Guidelines**

- Building entries should have a direct connection to sidewalks and should be oriented towards adjacent street, sidewalk, civic space, or public right-of-way.
- Building frontages facing a sidewalk and/ or public right-of-way should match as closely as possible to the predominant setback along the block face. If there is a range of setbacks, the building frontages should accommodate a transition.
- Use one of the following frontage types for each street-facing building

entrance using one of the Frontage Types from Chapter 5:

- Porch,
- Dooryard,
- Stoop,
- Forecourt,
- Loft.

- Buildings should have min. 30' deep (measured from front facade) habitable ground floor space fronting onto streets and civic/ open spaces.
- Buildings with ground floor residential uses located within 10' of the rear edge of the sidewalk should be elevated 18" above sidewalk level to provide privacy by elevating occupant's sightlines above those of nearby pedestrians.



**Frontage + Pedestrian Access**

- A** Frontage
- B** Pedestrian access oriented towards the street
- C** Habitable ground floor space

*This diagram (left) demonstrates the relationship between several of the guidelines described in this section.*

# 2.2.F Materials

**HOUSE SCALE**

**APPLICABILITY**  
All projects should follow guidance on this page.



Photos (above) show how material changes should correspond to building volumes, and how secondary volumes can be finished in less-expensive materials in order to economize.

**Are materials being used in a way that takes advantage of their unique properties and durability? How will materials age over time? How do the materials relate to those in the surrounding context?**

### Intent

To promote the use of materials in a manner consistent with their inherent physical properties, taking surrounding context into considerations, and to promote the selection of materials whose longevity will facilitate the graceful aging of buildings.

### Guidelines

Material Examples are indicated in [Table 2.2.F Materials](#).

- Facade Composition should be used to inform composition of materials on a facade.
- Principles of load-bearing construction should inform design and installation of brick and other masonry around facade openings.

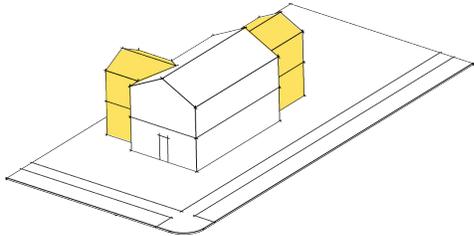


Images (left) showing how brick and stone should be used when spanning window openings. The window header is wide enough to distribute the load around the opening, and substantial enough to transfer the load across the top of the opening.

**Horizontal Material Changes** (above) work best when the change occurs at the boundary of different facade zones, such as between the middle and base.

### Change of Materials on a Facade

- Material changes should take place at junctures between volumes.
- Material changes should not take place between different faces of a single volume, such as at outside corners.
- Material changes may take place at the boundary between two differentiated facades (such as on two attached buildings, or on portions of a facade designed to look like different buildings).

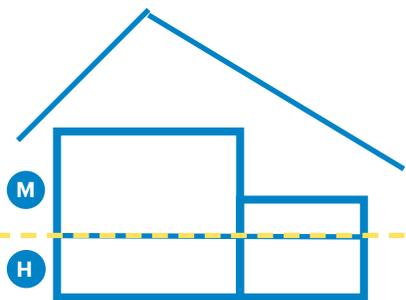


**Vertical Material Changes** (above) work best when the change occurs at the junction of two or more volumes, such as where a building wing meets the main body.

Table 2.2.F Materials		
Exterior Material Examples	Durability	Notes
Board Form Cladding	H	
Brick	H	Painted brick not recommended
Cast Concrete for Special Applications and Complex Shapes	H	
Cementitious Siding (lap, board + batten, shingle)	M	
Cementitious Siding (panels)	M	
Concrete	H	Tilt-up walls not recommended
Concrete Masonry Units (CMU)	M	Not recommended on facades facing a ROW, open space, other public way, or residential zone; "breeze block" excepted
Cor-ten Steel	H	
Glass Fiber Reinforced Concrete (GFRC)/Fiberglass	M	
Glass (Storefront)	M	
Metal (ribbed, standing seam, panels)	H	
Stone	H	Synthetic stone should be installed in a manner appearing tectonically consistent with natural stone installation
Stucco	M	Synthetic stucco and EIFS not recommended
Tile (glazed)	H	
Wood (siding)	M	

**Material Durability** refers to the degree to which a material can withstand impacts due to weather, general wear-and-tear, vandalism, and other external impacts. In general, materials used at the ground level should have the highest degree of hardness as materials at the ground are subject to the greatest number of external impacts.

**H:** refers to High Durability; **M:** refers to Medium Durability; Low durability materials not recommended  
Materials list is not exhaustive and are shown for reference only.



**M Building Top/ Middle** – material durability: medium

- Waterproofing is critical.
- Provide good drainage.
- Keep water out of walls and off of facade.
- More flexibility in material choice.

**H Building Base** – material durability: high

- Densest, heaviest materials used on the building (ex: stone, masonry, concrete).
- Materials that can handle damage from bumps and scrapes.
- Materials easily cleaned of dirt and graffiti.
- Materials resilient to water and dampness (ex: stone and brick).

# 2.2.G Parking

## HOUSE SCALE

**APPLICABILITY**

Follow guidance on this page when the project:

- includes off-street parking.



Example (above) of how a site is designed to provide rear-loaded parking when there is not an existing alley from which loading can take place.

### How does the design and location of parking impact the building façade and the quality of the public realm? How does it minimize urban heat island effect and untreated stormwater runoff?

#### Intent

To minimize light, sound, and air quality/temperature impacts from parking facilities while maximizing safety and comfort for people walking, rolling, riding bikes, and taking transit.

#### Guidelines

##### Location

- Surface parking should be located behind buildings to minimize impact on the public realm.
- Parking should be set back:
  - less than 5' or at least 20' behind sidewalk to minimize obstruction of pedestrian path of travel by cars parked in driveway.
- Single-stall enclosed parking and garage doors should be located at least 5' behind the building facade; double-stall enclosed parking and garage doors should be located at least 20' behind the building facade.
- When parking spaces are oriented towards a building, landscaping or a low wall should be used to shield headlights and minimize light intrusion into habitable spaces.

##### Access

- Lots should load via adjacent alleys, when present.

- Corner lots should load via the side street, when no alleys are present, except where the existing prevailing pattern is otherwise.
- Driveways should be shared for multiple buildings on a lot or between lots to minimize impacts on sidewalks when driveways intersect with sidewalks.
- Driveways should not exceed 12' in width. When wider driveways are needed they should be split into multiple narrower driveways.

##### Parking Entrance Design

- Parking for townhouses should be rear-loaded via a shared driveway and/ or easement running parallel to the street along the rear of the lot.
- Single-stall garage doors should not exceed 9' in width; double-stall garage doors should not exceed 16' in width.
- Width of garage doors, on attached garages, and carports should not exceed 60% of the building facade total width.

##### Surface Parking Lot Design

- To mitigate heat island effect, provide shade for hardscaped/ paved areas.
- Utilize materials lighter in color and/ or permeable for areas that are hardscaped and/or paved for parking to reduce heat gain.

# 2.2.H Car Connections

 HOUSE SCALE

 APPLICABILITY

Follow guidance on this page when the project:

- includes off-street parking.

## How does the integration of vehicular access affect people's experience of the site after they get out of the vehicle?

### Intent

To provide vehicular access that supports and complements pedestrian access, respects the pedestrian-oriented public realm, and provides comfortable, logical pedestrian paths to main entrances.

### Guidelines

#### Integrated Multi-modal Access

- Pedestrian paths to main entrance from parking space(s) and sidewalk should pass through the same frontage type.
- A carport may be integrated with the porch frontage type to provide a covered path, but should not act as a replacement for a pedestrian-oriented frontage.

#### Pedestrian-friendly Driveways

- If driveway doubles as a pedestrian connection between the sidewalk and main entrance, parking should be set back so that parked vehicles will leave a continuous, unobstructed pathway from sidewalk to entrance, 3' min. in width.
- Pavement in driveways should be no wider than necessary. Hardscape and impermeable cover within the front setback should be minimized—such as by using turf blocks or a "ribbon driveway" with parallel 2'-3'-wide tracks of pavement for vehicle tires.

#### Parking Court Design

- If residences have their main entrances accessed from a space used for maneuvering vehicles, this "parking court" should be designed according to the frontage principles in Chapter 5. See Section 5.7 (Forecourt).
- Buildings should activate the parking court with habitable space around its edges (50% min. of adjacent ground floor space).
- The parking court should provide usable outdoor space for people. Finish materials such as brick, pavers, stamped concrete, turf blocks, etc. are preferred to flat concrete/asphalt.
- The parking court, including space required for vehicles turning or backing up, should be set back behind the front facade and connected to the street by a pedestrian-friendly driveway.
- The transition between the frontage area/driveway and parking court should be clearly marked by architectural and/or landscape features (e.g. hedge, low wall with gateway, arbor, etc.).



*The photos above show how buildings and site features can provide people with a comfortable arrival, regardless of whether they are arriving by foot or by car.*

# 2.2.1 Landscaping

## HOUSE SCALE

**APPLICABILITY**

Follow guidance on this page when the project:

- requires a landscape plan as part of the building application submission.

### How will the landscape shape the frontage and contribute to the public realm? How does it minimize urban heat island effect and untreated stormwater runoff?

#### Intent

To shape the frontage condition in a manner that supports a walkable environment in situations where building facades are set back from the sidewalk, and to utilize green areas to provide outdoor space for people and for stormwater management to reduce the need for large detention/retention facilities.

#### Guidelines

- Mature trees should be incorporated into the site and landscape plan.
- To shade sidewalks, provide trees in planting strip or within 6' of sidewalk, if no plating strip exists.
- Select tree varieties which at maturity will provide canopy cover that shades at least 50 percent of all paved surfaces and open spaces meant for occupation.
- Utilize materials lighter in color and/or permeable for areas that are hardscaped and/or paved.
- Use native plant species or improved native cultivars well suited to site conditions to minimize needs for water and maintenance.
- Tree wells should be at least four feet larger than the mature tree trunk diameter.

- Planting areas should utilize soil cells or structural soil for more root space for street trees.
- Use landscaping to define circulation and highlight focal points such as building entrances and open spaces.
- Protect plants in high-traffic areas with raised curbs, seat walls, tree guards, railings or other physical separations.
- Utilize low impact development systems for stormwater infrastructure such as rain gardens, bio-retention cells, permeable pavers, and other landscape strategies to slow, treat, retain and infiltrate stormwater.
- Stormwater management facilities should be designed to provide an aesthetic amenity or habitable open space when not in use for water detention or retention.
- Landscape features should help to minimize stormwater runoff by providing opportunities for water to infiltrate into the ground.
- Fencing for stormwater management facilities, when needed for safety, should be of a material and style consistent with nearby buildings.

## 2.2.J Mechanical Equipment Screening

 HOUSE SCALE

 APPLICABILITY

Follow guidance on this page when the project:

- includes exterior mechanical equipment, utility access points and/or outdoor storage.*

**How are service areas and mechanical equipment located and screened to minimize negative impacts to the public realm and to open spaces on the site?**

### Intent

To minimize light, sound, and air quality/temperature impacts on the public realm and open spaces through the strategic location and screening of service areas and mechanical equipment.

### Guidelines

- Utility vaults/ boxes and water backflow preventers should be located behind the front building facade and integrated with the architectural expression of the building.
- Storage of all refuse and recycling containers should be screened from view of the sidewalk.
- Air conditioner compressors should not be located between a facade and a sidewalk, street, or public open space.

# 2.2.K Human-scale Lighting

## HOUSE SCALE

**APPLICABILITY**

Follow guidance on this page when the project:

- includes exterior lighting.

### How does the scale, location, intensity and design of lighting contribute to the public realm as experienced by people walking or rolling on the sidewalk?

#### Intent

To facilitate wayfinding and safety while minimizing impacts on adjacent lots.

#### Guidelines

##### Lighting Characteristics

- Outdoor lighting should have a color temperature of no more than 3000 K, except for seasonal outdoor decorative lighting.
- Light fixtures fitted with lamps over 60 watts/800 lumens should be fully shielded to limit glare, light pollution and light trespass.
- Cutoff or full cutoff luminaires should be used for illuminating outdoor spaces. Outdoor luminaires should meet or exceed (lower values are better) the following Backlight/Uplight/Glare (BUG) values\*:
  - Anchors: B3/U0/G2
  - Anchor Neighborhoods: B0/U1/G1

##### Lighting for Pedestrian Paths

- Luminaires should be mounted 12' to 14' above the sidewalk.
- Light fixture spacing should provide consistent levels of illumination (ex. one fixture every 40'-50'), with allowances to avoid interfering with other site features.

#### Building Lighting

- Lighting should be sufficient to illuminate the full occupiable area of the frontage type.
- Lighting at main entrances should have a higher lumen output than typical light fixtures on the building.
- Lighting for architecture or landscaping should focus direct illumination exclusively on the intended architectural features or landscaping and should not direct light toward adjoining properties or rights of way.
- Illuminated signage should be downlit to minimize light pollution and light trespass. Direct illumination should be focused exclusively on the sign itself. Backlit signage is acceptable, provided that only indirect/reflected light is directed into the adjoining space.

*\* Based on International Dark-Sky Association and Illuminating Engineering Society of North America (IESNA) Model Lighting Ordinance.*

## 2.2.L Signage

**How does the scale, location, intensity and design of signage and contribute to the public realm as experienced by people walking or rolling on the sidewalk?**

### Intent

To minimize impacts to adjacent lots while facilitating wayfinding and safety.

### Signage

- Casements and supports for permanent signage should use materials and colors consistent with those used on building.
- Materials and lighting should minimize glare.
- Signage should be positioned so as not to obstruct line-of-site from driveways.
- Signs should be oriented to and scaled for pedestrians.

### Signage in Neighborhoods + Residential Areas

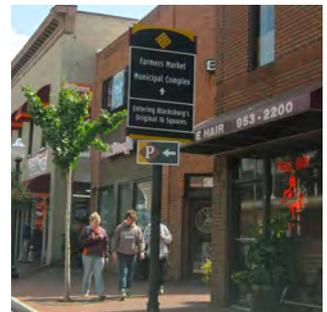
- Signage should not be illuminated internally.
- When necessary, illuminated signage should be downlit to minimize light pollution and light trespass.

 HOUSE SCALE

 APPLICABILITY

Follow guidance on this page when the project:

- includes exterior signage.



Examples (above) of pedestrian-scaled signage. Image courtesy: [www.frazierassociates.com](http://www.frazierassociates.com)

Large Sites

# 2.3.A Pocket Neighborhoods

 HOUSE SCALE

 APPLICABILITY

Follow guidance on this page when the project:

- meets the definition of a Pocket Neighborhood, and
- is max. 3 acres, and
- has direct street access.



Malone Commons in Memphis is an example of a Pocket Neighborhood because it features a variety of building types organized around a shared common space.

Note: The open spaces in Pocket Neighborhoods are not considered POPS because they are meant for use by residents.

## How do the placement and design of buildings impact the quality of the shared open space and public realm?

### Definition

A Pocket Neighborhood is a collection of detached and attached house-scale buildings arranged around a shared open space or multiple courts. Typically, a pocket neighborhood consists of cottages or smaller multi-unit buildings gathered around a common space within a larger surrounding neighborhood. Shared parking takes the place of a private rear setback. The type is scaled to fit within low-to-moderate intensity neighborhoods.

### Intent

To provide greater housing choice through infill in a form and scale compatible with predominantly house-scale neighborhoods.

### Guidelines

#### Buildings + Building Placement

A Pocket Neighborhood should:

- include a mix of unit sizes and building types within a single pocket neighborhood, such as two/three-unit buildings, cottages and carriage units.
- include at least three and up to 10 buildings.

Buildings should:

- contain one to four units (each).
- be no larger than 60' by 40', so as not to overwhelm the shared open space.

- have an average unit size of 1,500 sf for a cottage, 800 sf for a carriage house, 1000 sf for a two or three-unit home.
- be between 1 and 2.5 stories.
- utilize a Porch frontage type, if they are designed as cottages.

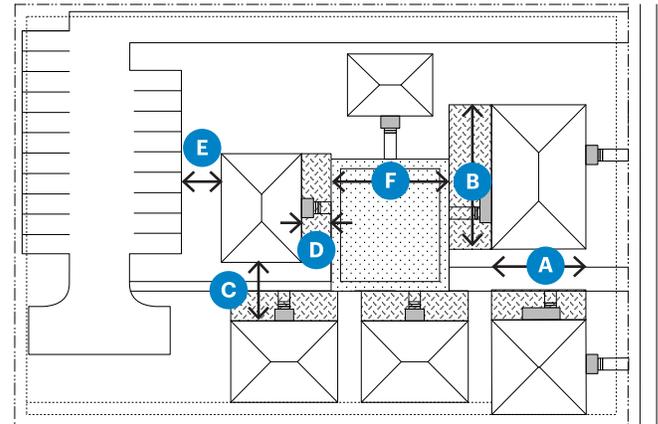
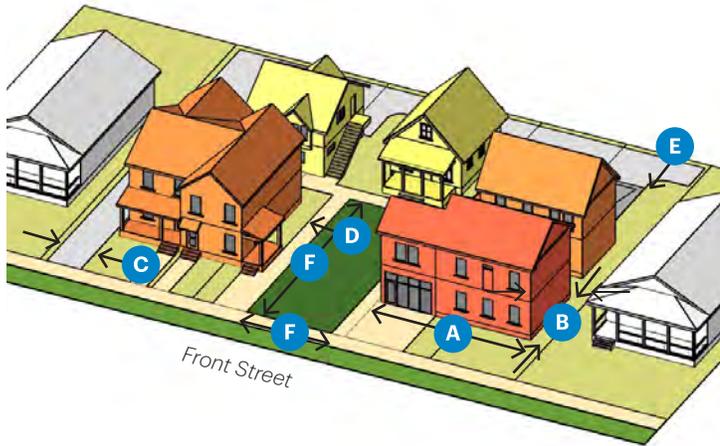
The site design should:

- allow at least 10' min. of separation between buildings, if buildings are 1 or 1.5-stories or 15' if taller than 1.5 stories.
- allow buildings to be setback from the shared open space at least 8'.
- allow buildings to be set back from the parking at least 5' min.

#### Frontage

Buildings adjacent to shared open space should:

- provide primary entrance and frontage onto shared open space.
- provide entrance and frontage onto the shared open space and/or side street or public open space if possible.



**Key**

- One Unit
- Multi Unit
- Shared Open Space
- Pedestrian Paths
- Live/ Work
- Parking/ Driveway

**Dimensions for a Pocket Neighborhood Development**

- A** Building depth = 60' max.
- B** Building width = 40' max.
- C** Building separation (depending on the building height) = 10'to 15' average
- D** Distance of buildings from shared open space = 8' min.
- E** Distance of buildings from parking = 5' min.
- F** Dimension of shared open space = 20' min.

**Shared Open Space**

The shared open space should:

- be in one continuous and usable piece with a min. dimension of 20' on all sides, but may be divided into no more than two separate areas per cluster of dwelling units.
- be framed by buildings on at least 3 sides.
- be located in a centrally located area and be easily accessible to all dwellings within the development.

The shared open space may:

- include a community building, or pavilion structure, anchoring the shared open space.

**Site Circulation**

- A pedestrian path should be provided to give access between the shared open space and sidewalk.
- Multiple shared open space areas should be connected via pedestrian paths, when included.

**Parking + Screening**

- Parking should be accessed by a side driveway or an alley.
- Parking should be screened from shared or private open space.
- For shared detached garages, the design of the structure should be similar and compatible to that of the dwelling units within the development.
- Refuse bin storage, utility boxes and water backflow preventers should be screened from the shared open space.

**CLOSER LOOK**

**A pocket neighborhood** can make infill development more attractive in neighborhoods with limited market activity and provides an efficient development approach for large or deep lots. In neighborhoods with a high number of vacant lots, multiple adjacent lots could be combined or further subdivided to create a pocket neighborhood. A well-designed pocket neighborhood will use a variety of building types, create an attractive outdoor area that beautifies the street and nurtures community.

Large Sites

# 2.3.B Cottage Court

 HOUSE SCALE

 APPLICABILITY

Follow guidance on this page when the project:

- meets the definition of a Cottage Court, and
- is max. 1.5 acres, and
- has direct street access.



An example (above) of a Cottage Court where all buildings have frontages onto a shared common space.

Note: The open spaces in Cottage Courts are not considered POPS because they are meant for use by residents.

## How do the placement and design of cottages impact the quality of the shared open space and public realm?

### Definition

One lot with a group of 3 to about 12 detached buildings, each with one single-story dwelling. Each cottage fronts the shared court and has a dooryard, stoop, or porch providing entry to the unit. Cottages share side yards and usually do not have a rear yard. Each cottage has open or covered parking in an attached or detached garage accessed by a side drive or an alley. This type is scaled to fit within low-to-moderate-intensity neighborhoods and in non-residential contexts. This development type is defined by the combination of small cottages within a large lot facing a shared court, thus the name the name ‘Cottage Court’.

### Intent

To provide greater housing choice through infill in a form and scale compatible with predominantly house-scale neighborhoods.

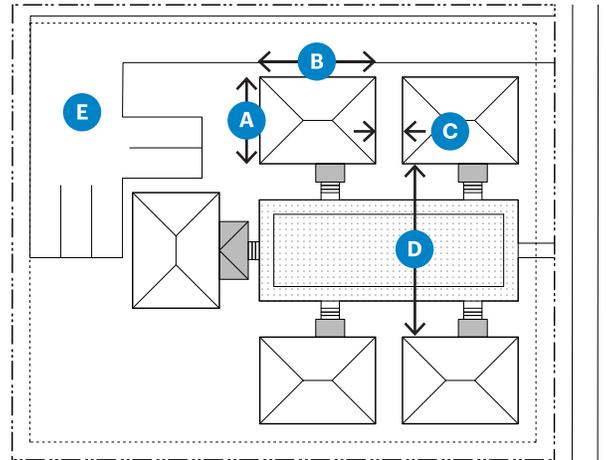
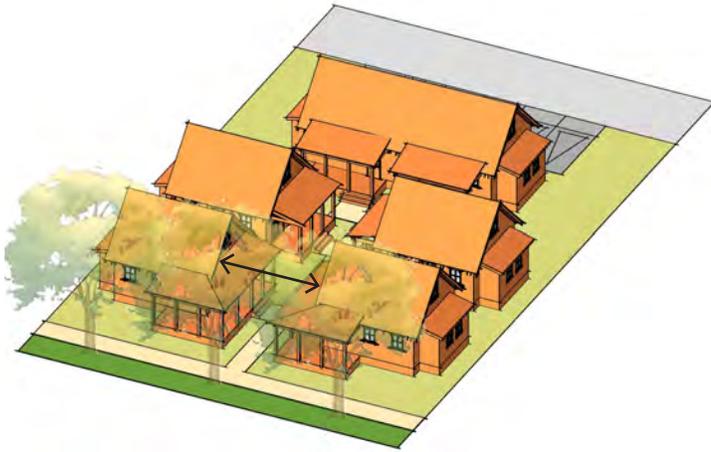
### Guidelines

#### Site

- The design should define semi-private, private and shared spaces, especially on the design of the shared open space.

#### Buildings + Building Placement

- The footprint of each cottage should be small, about 30 feet by 40 feet. In addition, the height should be under two stories (i.e. 1.5 stories). If a second story is necessary, it should be set back enough to keep the 1.5-story scale as viewed from within the shared court. **A B**
- Each facade facing the shared court should have a dooryard or porch for enjoying the shared court.
- Side separation between cottages should be about 10 feet to emphasize their individual footprints. Consider not including fences/walls between cottages so that visual separation between cottages is more obvious. **C**
- When the rear lot line is adjacent to an alley or with a medium to large rear setback, consider allowing the rear-most cottage to be two stories to give visual emphasis to the shared court and to provide variety.



### Shared Open Space

- The shared court min. width should be measured building face to building face.
- The court is usually a garden and typically about 20-feet clear in any direction to give the garden an open feeling. **D**
- A Dooryard, Stoop, or a Porch is effective when it is up to the edge of the shared court to provide identity and private space for each cottage, while keeping the shared court feeling visually open and inviting.
- Shared court(s) may be used for stormwater management if designed as integral site elements (rain garden or bioswale) and do not visually detract from the frontage of each cottage facing the court.

### Site Circulation

- Pedestrian connections should link all buildings to the public ROW, shared court, and parking areas.

### Parking + Screening

- A setback between the rear of each cottage and the side or rear property line of the large lot is helpful for utilities and trash location. It is recommended to not require a rear yard for any of the cottages.
- The driveway from the street can be narrow and does not need to be two-way for this low intensity, especially when the driveway loops around the back and sides of the lot.
- Attached garages should be integrated into the design of each cottage to maintain the small scale and appearance. Parking at the rear, when possible. **E**
- Spaces may be individually accessible by the units and/or a common parking area located to the rear of the design site. The access should be provided via an alley, when present.

### Dimensions for a Cottage Court Development

- A** Building depth = 30' max.
- B** Building width = 40' max.
- C** Distance between buildings = 10' min.
- D** Shared open space width = 20' min.
- E** Parking at the rear, when possible



*Block-scale buildings are individually as large as most or all of a block or, when arranged together along a street (as pictured above) appear as long as most or all of a block.*



# Block-scale Guidelines

CHAPTER

# 3

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# 3.1 Additions + Modifications to Existing Buildings

**BLOCK SCALE**

**APPLICABILITY**

Follow guidance on this page when:

- changes will be made to the building footprint or the size of enclosed area of an existing building.*

**How does the modification or addition help to provide a stronger building frontage and better facilitate a transition between the public realm (street + sidewalk) and the private realm (building façade + interior)?**

**Intent**

To provide flexibility for additions and modifications to existing buildings while encouraging building frontages that contribute to the quality of the streetscape. Incremental reinvestment can help to improve buildings in situations where more intensive redevelopment is not desirable or financially feasible. Reinvestment in existing buildings or sites should bring the project as closely in line with the intent of the Design Principles and guidelines in this document as possible. At a minimum, additions and modifications should not weaken the ability of building frontages to facilitate a transition between the public realm and private realm.

**Guidelines**

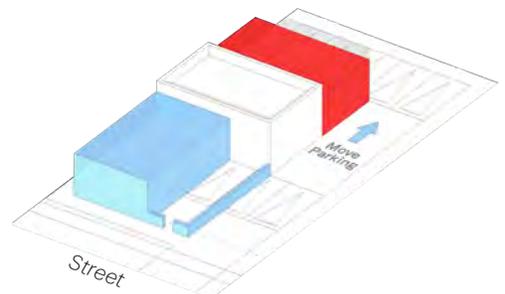
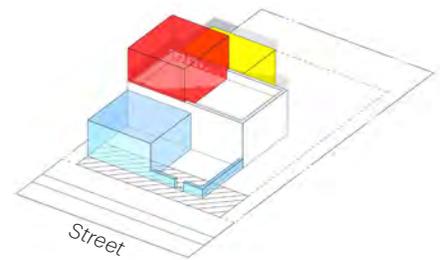
**Frontage Definition.** Existing building (white) does not adequately define the frontage or satisfy build-to line/setback requirements (illustrated by hatch) in zones that include these standards. The following modification scenarios illustrate options:

- **Better** — more fully defines the building frontage along the public realm and more closely conforms with build-to line/setback requirements. Best scenario.
- **Acceptable** — does not impact the frontage condition. Acceptable scenario.
- **Poor** — Increases nonconforming frontage conditions. Poor scenario, not acceptable unless utilized in tandem with blue scenario.

**Location of Parking.** Existing buildings are separated from the public realm by parking. The following modification scenarios illustrate options:

- **Better** — better aligns the building with the intent of the Design Guidelines by locating the addition in the front and brings the building frontage closer to the public realm. Best scenario.
- **Poor** — prevents required on-site parking from being located behind the building. Poor scenario, unless no on-site parking is required.

Where there is more than one ROW frontage, parking should be oriented to the higher traffic street. Patios/ outdoor occupiable space should be located toward the most pedestrian oriented frontage.



## 3.2 Strategies to Improve Existing Frontages

### BLOCK SCALE

#### APPLICABILITY

Review the following pages for specific applicability when:

- there are existing buildings on the project site that will not be demolished and will continue to be actively used and/or inhabited.*

### How does the space between the building and the sidewalk contribute to the quality of the public realm?

#### Intent

To provide incremental means to improve the public realm through activation of setback areas.

#### Overview

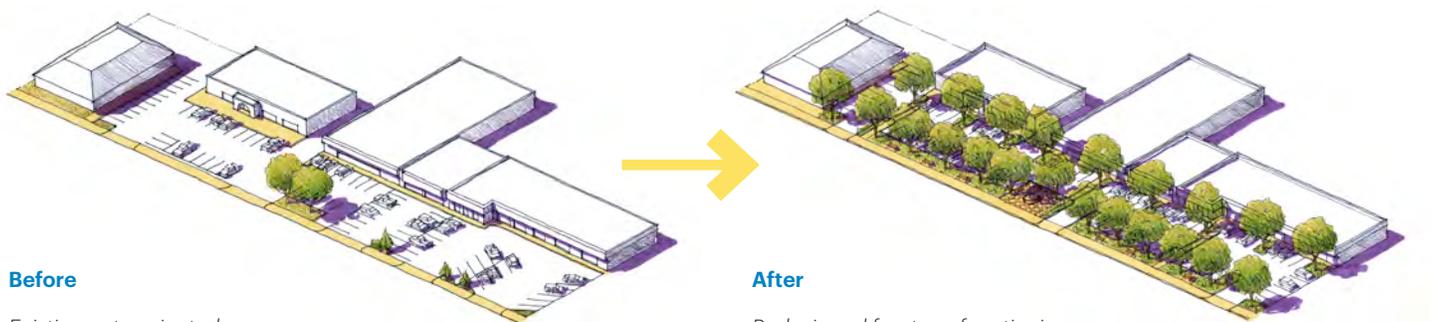
The following pages present collections of strategies to provide incremental means to improve the public realm through activation of setback areas. Small, incremental changes can be just as important in the long run as big, transformative change.

The images below show how improvements to the space between the building and the sidewalk can create a more pleasant and welcoming frontage environment without requiring significant changes to existing buildings.

#### Conditions that Can Benefit from Frontage Modifications

The following conditions are found throughout Memphis. Reference the condition that most closely corresponds to project site and follow guidelines detailed for each condition.

- Buildings Oriented Perpendicular to Street.
- Undefined Common Yard.
- Industrial Frontage in Residential Context.
- Full-Bay Parking Strip.



#### Before

*Existing auto-oriented frontage with minimal connection or activation of the public realm.*

#### After

*Redesigned frontage functioning as a connective tissue, integrating the existing buildings and fosters a public realm that is comfortable, inviting, and accessible.*

## 3.2.A Buildings Oriented Perpendicular to Street

### BLOCK SCALE

#### APPLICABILITY

Follow guidance on this page when the building:

- lacks entrances facing the sidewalk.

### How does the building frontage address the street?

#### Intent

To activate the streetscape and support walkability by providing building access oriented to the sidewalk. Some of the following strategies should be used.

#### Guidelines

- Wrap the side of the building with a Porch, Terrace or Dooryard frontage type to connect side-facing building entrances to the street.
- Provide a Frontage Type in Chapter 5 for common entry/ lobby that is appropriately scaled relative to smaller frontages for individual units.
- Relocate building entrances to face the street as possible.

- Use landscaping to screen utility boxes and connections, meters, and air conditioning compressors that may be located between the existing building and the sidewalk.
- Where security fences exist, provide access between buildings and the sidewalk, as feasible.



A transitional space such as a wrapping porch can connect a side-facing entrance with the street by providing a place for building occupants to sit within view of the sidewalk.

#### What is it?



Building frontage and entrances are perpendicular to the street, resulting in a blank wall facing the street.



# 3.2.B Undefined Common Yard

**BLOCK SCALE**

**APPLICABILITY**

Follow guidance on this page when the project site includes:

- undefined common yards exceeding 50' in length along the sidewalk.*

**How does the frontage facilitate a transition between the public realm (street and sidewalk) and the private realm (building façade and interior)? How does it impact the perceived length of the block face?**

**Intent**

To provide definition of the public and private realms and to create distinct outdoor spaces that perceive to minimize the perceived block length for pedestrians by providing visual interest. Some of the following strategies should be used.

**Guidelines**

**Building Frontage**

- Define ground floor units by adding individual entries with frontage types facing the ROW.
- Provide a frontage type for common entries/lobbies appropriately scaled relative to smaller frontages for individual units.

**Landscape**

- Provide street trees within the planting strip or within 6' of the sidewalk.
- Provide landscaping that emphasizes location of building entries and adds definition at the sidewalk edge.
- Provide seating near common entries if space is not available within frontage types.
- Provide pocket plazas or landscaped areas with shade and seating.
- Provide definition at the sidewalk edge through a low (20"-48") hedge, fence, or wall.

**What is it?**



Widely spaced building entrances result in unprogrammed, unactivated space between the facade and sidewalk.



# 3.2.C Non-residential Frontage in Residential Context

**BLOCK SCALE**

**APPLICABILITY**

Follow guidance on this page when the project:

- includes non-residential uses opposite a residential uses in house-scale buildings.

## How do the building frontage and landscaping contribute to the public realm?

### Intent

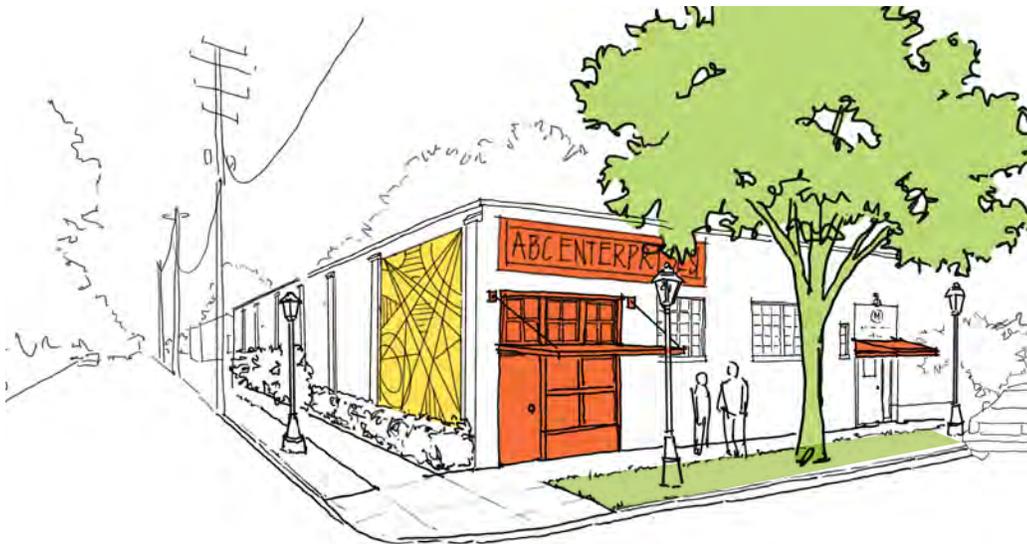
To help non-residential buildings to contribute to the public realm in primarily-residential neighborhoods as a means of supporting walkable places where employment opportunities and/or services are located. Some of the following strategies should be used.

### Guidelines

- Activate blank facades with murals and/or wall signs.
- Utilize one of the Frontage Types found in Chapter 5 Frontage Type Guidelines.
- Locate active uses such as sales and office areas along the building frontage.
- Screen storage and service yard areas.
- Provide street trees in planting strip or within 6' of sidewalk.
- Use pedestrian-scale signage.



Murals can activate blank facades and celebrate the neighborhood's culture.



### What is it?



An industrial building in a residential neighborhood context, with a frontage condition that does not reinforce the pedestrian scale of the neighborhood.

## 3.2.D Parking Strip

### BLOCK SCALE

#### APPLICABILITY

Follow guidance on this page when the project:

- includes parking between the facade of an existing building(s) and the right of way.

**How does the area between the building and the sidewalk help to transition between the public realm (street and sidewalk) and private realm (building façade and interior), activate the public realm and define outdoor space?**

#### Intent

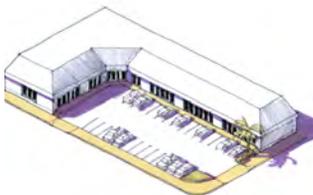
In instances where existing buildings are separated from the right of way by parking, to replace parking areas with spaces for people in order to provide definition of the public and private realms and to activate the streetscape. Some of the following strategies should be used.

#### Guidelines

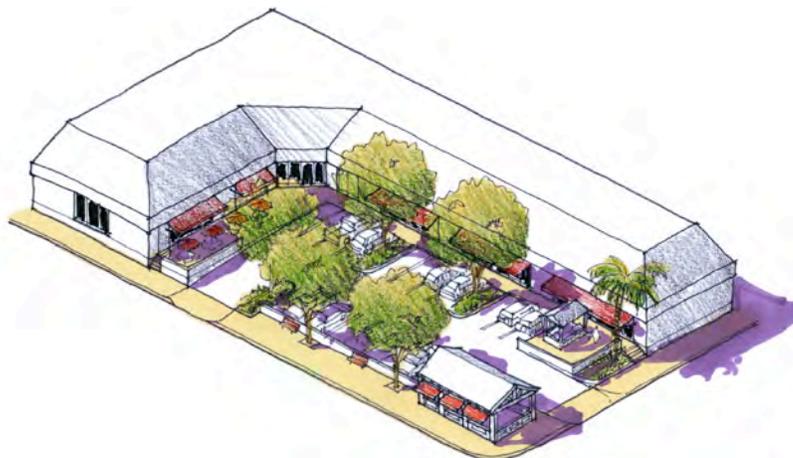
- Extend all or a portion of the building frontage to sidewalk edge.
- Provide definition at the sidewalk edge through a low (20"-48") hedge, fence, or wall.
- Provide pocket plazas oriented to the street that can accommodate outdoor dining, events and popups for tenants.

- Provide space for kiosks, food trucks, or popups to activate the sidewalk.
- Provide seating, especially near transit stops.
- Provide direct pedestrian pathways between street/ sidewalk and building. When lot abuts a crosswalk or street intersection the pathways should align with the crosswalk location.
- Provide landscaping within parking lot and along sidewalk edge. When no street trees are present, provide street trees in the planting strip, in tree wells within the sidewalk, or within 6' of the sidewalk edge.
- Incorporate public art into the overall design of the building.

#### What is it?



A building separated from the street and the sidewalk by a full bay of parking.



Before



After



## 3.3.A Transition to Context in Form + Scale

### BLOCK SCALE

#### APPLICABILITY

Follow guidance on this page when the project is:

- adjacent to historic districts, or
- adjacent to buildings of smaller scale, such as single-family houses.

### How has the building been designed and sited to respond to the scale of adjacent buildings?

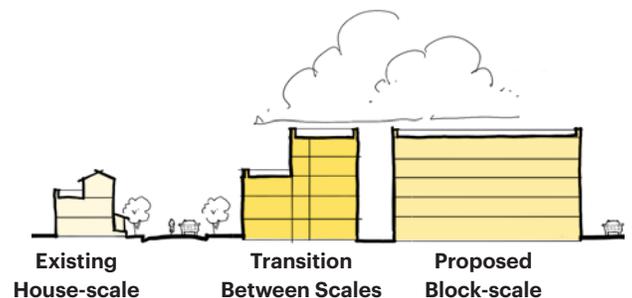
#### Intent

To provide an adjacency condition that is responsive to the existing and/or envisioned scale of house-scale residential buildings where block-scale development abuts house-scale residential areas.

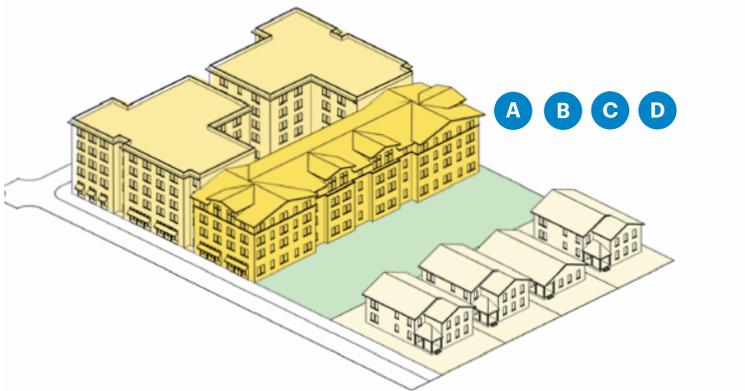
#### Block-scale

Design tools to facilitate transitions of form and scale in block-scale buildings include the following.

- A** Stepdown in form and scale:
  - stepback at upper floors,
  - locate smaller-footprint buildings along the abutting edge.
- B** Larger setbacks along abutting lot edge for use as amenitized open space for passive activity (ex: community garden, putting green, picnic area etc).
- C** Articulation of facade to reduce apparent facade length.
- D** Use of sloping roof form with dormers to contain upper story or half-story.
- E** Orient windows for living spaces towards courts and lightwells to minimize visual intrusion into adjacent rear yards.

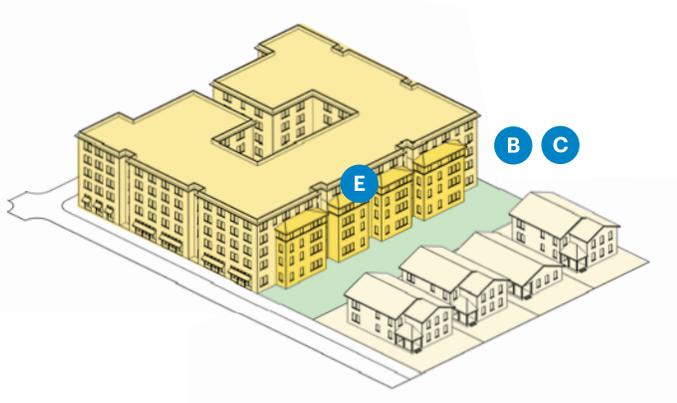


**Use of Dormers for Half-Story Upper Floor**

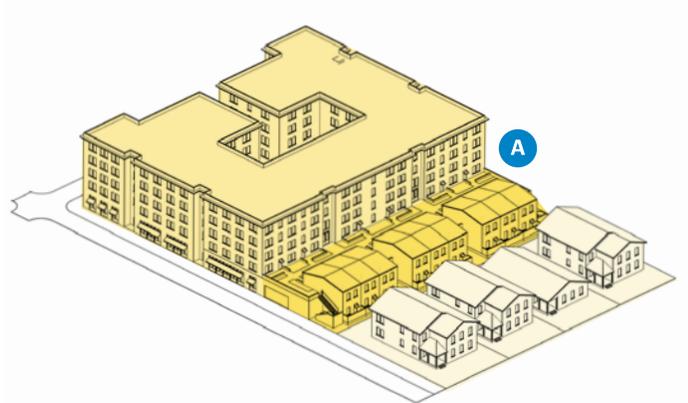


Examples (left) of approaches for providing a transition in the scale and form between larger and smaller-footprint buildings. These examples illustrate some possible approaches, but additional pitches that fulfill the intent of the guidelines in this section are possible.

**Stepping Down in Form + Scale at the Rear**



**Use of Smaller Footprint Buildings along the Abutting Edge**



**Transitions to Context**

- Proposed Block-Scale
- Transitions Between Scales
- Existing House-Scale
- Open Space

# 3.3.B Articulation of Long Building Facades

## BLOCK SCALE

### APPLICABILITY

Follow guidance on this page when the project:

- is at least 2 stories, and
- exceeds 100' in length along a right-of-way or civic space.

Apply guidance to:

- any facade visible from the public realm (street, sidewalk, and/or open space).

**How does the design of the façade impact the perceived scale and form of the building, and how does it respond to the rhythm and material composition of nearby buildings?**

### Intent

To modulate the apparent size and scale of the building to support walkability by providing visual interest and minimizing the perceived distance of a block face.

A continuously varied streetscape contributes to a more pleasant pedestrian experience, providing interest for people navigating the neighborhood on foot and helping them to orient themselves. Even in environments where the street wall is more or less continuous, differentiating building facades through changes in various architectural elements can help to realize these benefits. Thus, a series of buildings rather than a long, undifferentiated facade, helps people to perceive the progress they're making as they move down the street, and to understand visually where they are in relation to their surroundings.

### Guidelines

- Articulate facades exceeding 100' into a series of facades no more than 75' in length each separated by an inset at least 10' wide, using a combination of some of the following:
  - use of different materials and colors,
  - use of different opening sizes and window types,
  - different frontage types,
  - balconies and bay windows,
  - different roof forms.
- Limit vertical articulation of the facade plane in long building facades to avoid busy facades.

#### Undifferentiated Facade



#### Differentiated Facades



An illustration (left) that shows how a building facade that does not align with the intent of the guidelines in this section can be modified to satisfy the intent of the guidelines. This example illustrates one possible approach, but additional approaches that fulfill the intent of the guidelines in this section are possible.

# 3.3.C Tripartite Facade Articulation



## APPLICABILITY

Follow guidance on this page when the project:

- is at least 3 stories, and
- exceeds 75' in length along a right-of-way or civic space, or
- creates newer facades adjacent to a street, civic space or residential neighborhood.

### How does the vertical composition of façade elements impact the perceived scale, form and height of the building?

#### Intent

To promote a human-scaled public realm and reduce the perceived bulk and scale of buildings. New facades and renovations along a street or civic space should be designed with tripartite architecture to visually express a base, middle and top.

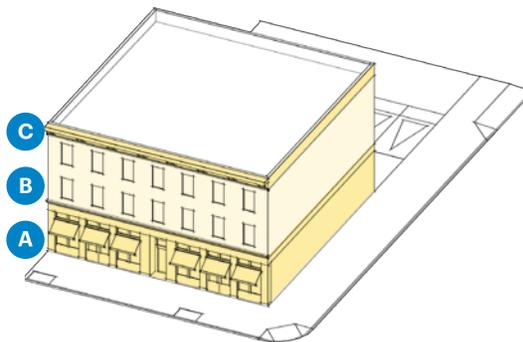
In terms of vertical organization, there are three main components needed in order for a building to feel complete: a base (signifying its connection to the ground), a middle (the main body of the building), and a top (defining its relationship to the sky). The top typically incorporates roof elements such as an eave, cornice/entablature, or parapet. In multi-story buildings, the base frequently comprises the lowest story or stories and its form is influenced by its relationship to the sidewalk (e.g., shopfronts in mixed-use buildings).

The form of the top is influenced by its role in weather protection — projecting eave or cornice, durable parapet cap — and the base is influenced by its role in resisting damage from splashing water, flying rocks, bumps and scrapes, etc. — hence the tendency for it to incorporate more durable materials.

#### Guidelines

Building designs should demonstrate:

- Distinct base, through any of the following **A**:
  - distinct and "heavier" material,
  - water table,
  - distinct expression line.
- Distinguish the middle through consistent color and/or material palette and consistent facade plane.
- Distinct top\*, such as **C**:
  - cornice or entablature + parapet wall, **B**
  - half-story with dormers,
  - stepback and material/color change on top floor.



An illustration (above) of a building with a distinct top, middle, and base. This example illustrates one possible approach, but additional approaches that fulfill the intent of the guidelines in this section are possible.



This image (above) illustrates how a brick water table provides a "heavier" base on this building.

\*Note that upper stories that are stepped back should not count as part of the "top". To articulate the top, count only stories that are not stepped back from the "base" and "middle" of the building facade.

## 3.3.D Bay Composition

### BLOCK SCALE

#### APPLICABILITY

Follow guidance on this page when the project:

- exceeding 75' in length along a right-of-way or civic space, or
- creates facades adjacent to a street, civic space or single family neighborhood.

### How does the arrangement of façade bays impact the perceived scale and form of the building, and how does it respond to the rhythm of buildings along the same block face?

#### Intent

To promote an orderly facade composition that reinforces a human scale of design and minimizes monotonous facade planes.

Facades organized through the alternation of solids (corresponding to building structure) and voids (windows, doors, recesses etc.) can provide logical visual interest along a block face. Odd numbers of bays (e.g. 3, 5, 7) grant special importance to the center bay and direct the viewer's attention toward it—making this an ideal location for the building's main entrance.

#### Guidelines

- Building facades should be designed to include an orderly composition of window bays and openings based on patterns of 5 or more bays at odd number. See 3.3.B [Articulation of Long Building Facades](#).
- The pattern should be visually expressed through one or more of the following:
  - the spacing of openings,
  - physical recesses in facade,
  - facade projections.
- Use a combination of some of the following building elements to break down the overall massing:
  - bay windows,
  - building wings,
  - building frontages,
  - balconies.
- Buildings facades should be designed to include square or vertically-oriented windows and openings.
- For horizontal openings, mullions should create vertically-proportioned panes and/or divisions.

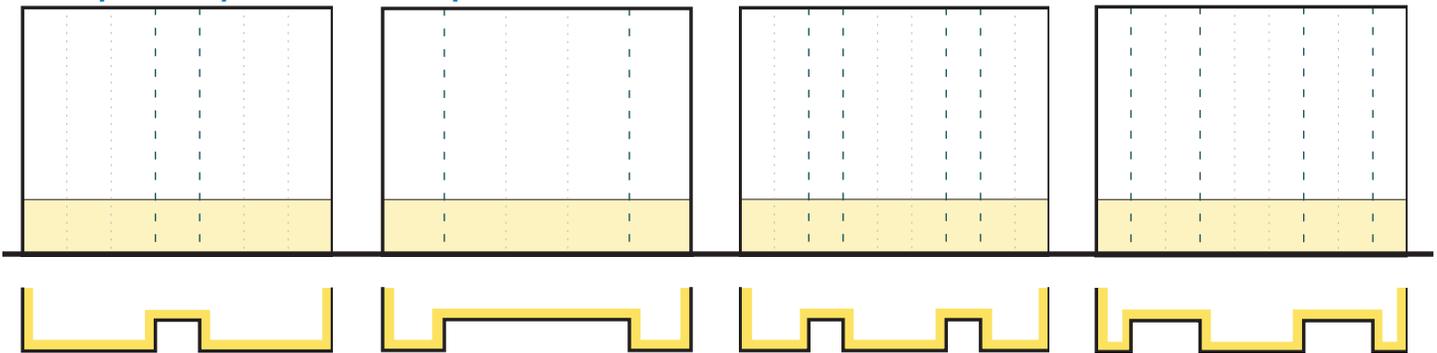
An illustration (right) of how a building facade can be designed to appear as multiple buildings.



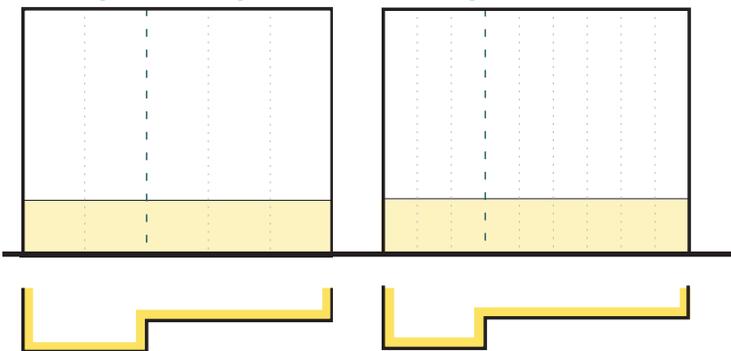
□ Vent placement should be intentional and coordinated with the overall design of the facade using some of the following strategies:

- Locate on a rear facing roof slope or behind a parapet wall.
- Avoid street-facing facades; locate on a facade facing a courtyard or light well.
- Locate on a secondary street-facing facade when avoiding street-facing facades is not possible.
- Utilize vent covers with materials, color and/or dimensions that are consistent with other facade elements.
- Group vents into a single vent cover, i.e. avoid separate vent openings for dryer, kitchen and bathroom vents.
- Align top of vent/vent cover with window head.

### Examples of Symmetrical Compositions



### Examples of Asymmetrical Compositions



*Examples (left and above) of facade bay compositions. These examples illustrate some possible combinations of facade bays, but additional combinations that fulfill the intent of the guidelines in this section are possible.*

## 3.3.E Rooflines, Dormers + Parapets

### BLOCK SCALE

### APPLICABILITY

Follow guidance on this page when the project:

- modifies an existing roofline or adds a roof or section of a roof.*

**How does the roof design impact the perceived height and scale of the building? How do the rooflines, dormers, and parapets relate to the surrounding context? Are roof forms consistent (i.e. gables or hipped or flat)?**

### Intent

To provide for the orderly arrangement of rooflines and roof massing in a manner reinforcing a consistent design intent and contributes to a cohesive and intentional streetscape roof slopes related to architectural style expression of Memphis.

### Guidelines

- Building parapets or other architectural elements may screen roof-mounted equipment so long as screening elements are consistent with the overall scale of the building's architectural style.
- Parapets and cornices should be of a style and scale consistent with the rest of the facade. Cornices should not be exaggerated out of scale with other architectural elements.
- Roofs should not shed water towards entrances.
- Roofing materials should maximize solar reflectance (albedo) and thermal emittance.
- Utilize green roofs as appropriate to minimize solar heat gain and treat stormwater.
- Use roofing materials with high solar reflectance (albedo) and high thermal emittance for flat roofs, and consider use of these materials for sloped roofs as appropriate.

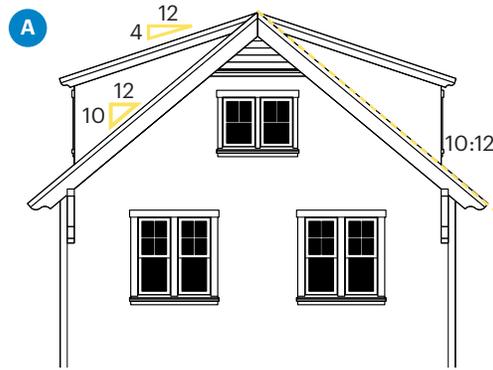
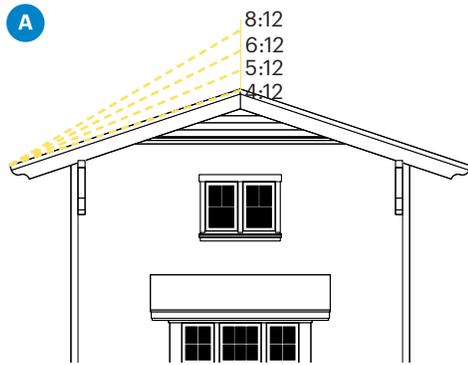
### Specific to Pitched Roofs

- For pitched roofs and configurations, use slopes less than or greater than 45 degrees to provide a more interesting slope ratio and reflect locally-prevalent roof slope ratios. Recommended slopes include: **A**
  - a range between 4:12 to 8:12 for full story elements,
  - and 10:12 for half-story elements, as it offers the possibility for an occupied half-story.
- Roof slope on wings should generally be lower than slope of roof over main body. **B**
- For hipped roof and configurations, use same slope throughout roof volume and lower ridge height as necessary. **C**
- Group vents, exhausts and other roof penetrations so they do not create visual clutter, and locate on rear-facing slopes as possible.

### Specific to Dormers

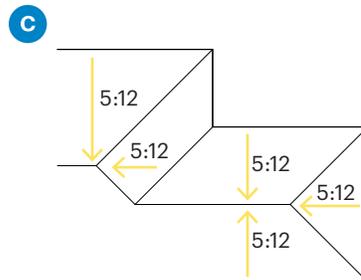
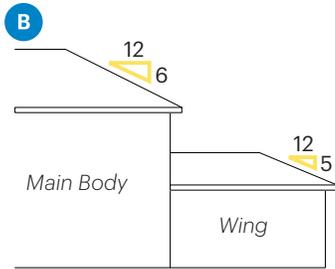
- Distance between dormers should be wider than dormers. **D**
- Width of dormers (windows + cheeks) should not exceed the width of windows on lower floors. **D**
- Front of shed dormer(s) should be set back at least 1' from building facade.
- Roof slope or shed dormers should be at least 4:12. **E**

**Pitched Roofs**



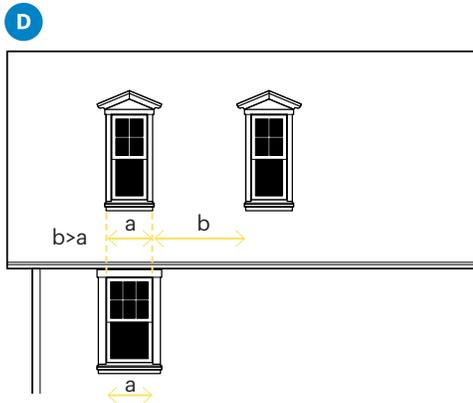
Examples (left) of roof pitches. These examples illustrate some possible pitches, but additional pitches that fulfill the intent of the guidelines in this section are possible.

**Roof Slope**

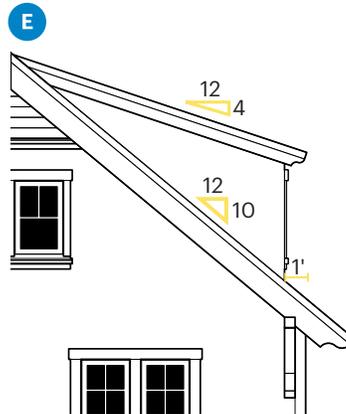


Examples (left) of roof slope combinations. These examples illustrate some possible slopes, but additional slope combinations that fulfill the intent of the guidelines in this section are possible.

**Dormers**



Dormer proportions



Shed dormer

Illustration (left) of dormer spacing and pitches.

## 3.3.F Corner Elements + Terminated Vistas

### BLOCK SCALE

#### APPLICABILITY

Follow guidance on this page when the project:

- is visible from a distance of at least 300' along a public ROW or civic space, and
- is at least 35' in height, and
- has over 75' of frontage along a public ROW or civic space.

The Memphis Pyramid (below, left) offers a large-scale example of a terminated vista. Distinctive building elements (pictured below, center and right) can serve as a focal point for a terminated vista, or as an element to add architectural character at the intersection of two streets.



### How does viewing the building from a distance help people to orient themselves and to navigate the public realm?

#### Intent

To aid pedestrian wayfinding by using architectural features to mark key destination points, including intersections.

#### Guidelines

- Corner designs and vista-terminating elements may exceed the primary roofline where doing so does not conflict with the UDC.

#### Corner Elements

- Corner designs may be distinguished through any of the following design strategies:
  - Projection from facade,
  - Projection beyond primary roofline,
  - Use of distinctive materials,
  - Marquee signage,
  - Distinctive roofline/ roof form.
- Corner designs may incorporate at least 1 entire story and may extend from the ground floor through the top of the building.

- Corner designs may be recessed or projected from the main facade by up to 5'.
- Corner design and roof forms — especially parapets and cornices — should be of a style and scale consistent with the rest of the facade and should be integrated with the overall composition.

#### Terminated Vistas

- When a structure is visible at the end of a long, open space (such as a street framed by multi-story buildings), it should feature a prominent architectural element to focus the viewer's attention.
- Vista-terminating elements should be taller than nearby structures, vertically proportioned, and more elaborate than the surrounding architecture. Recommended elements include towers and/or gateways.

# 3.3.G Openings + Transparency

**BLOCK SCALE**

**APPLICABILITY**

Follow guidance on this page when the project:

- includes new openings or changes to existing openings that are not part of a Shopfront frontage assembly.

**How are openings integrated into the overall façade composition? How does transparency at the street level contribute to an active streetscape environment?**

**Intent**

To reinforce cohesive building façade design and to create a street-level environment that provides for privacy as needed while activating the streetscape.

**Guidelines**

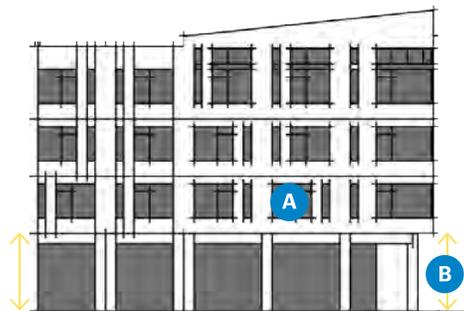
**Window Placement + Scale**

- Windows should be vertically proportioned (height ≥ width). Mullions and pane/panel dividers/lights can be used to reinforce vertical proportions. **A**
- Windows on the ground floor should be taller than windows on upper floors. **B**
- Facades should be more transparent on ground floors than on upper floors.
- Windows and opening should be placed so as to minimize blank walls exceeding 10' in length on facades facing a street or right-of-way.

**Window Design**

- All windows should be recessed min. 2".
- Scale and proportion of divided lights should be consistent across the façade.
- Ganged windows should be separated by mullions.

- On brick facades, window openings should have a lintel, masonry arch, or soldier course above. This element should extend beyond the opening on either side.
- Bottom of opening should include a sill.
- Shutters (even when non-operable) should be sized to cover the window opening.
- If bay window does not extend to foundation, it should be supported on element(s) which return to the wall below, such as brackets.
- When pitched, bay window roofs should range from 2:12 to 5:12.
- Shutters, brise soleil, awnings and solar fins (vertical) and blades (horizontal) may be used to shade openings from sun to reduce heat gain.



# 3.3.H Materials

**BLOCK SCALE**

**APPLICABILITY**

All projects should follow guidance on this page.



Photos (above) show how material changes should correspond to building volumes, and how secondary volumes can be finished in less-expensive materials in order to economize.

**Are materials being used in a way that takes advantage of their unique properties and durability? How will materials age over time? How do the materials relate to those in the surrounding context?**

**Intent**

To promote the use of materials in a manner consistent with their inherent physical properties, taking surrounding context into considerations, and to promote the selection of materials whose longevity will facilitate the graceful aging of buildings.

**Guidelines**

- Materials should be used in the manner indicated in [Table 3.3.H Materials](#).
- Bay Composition should be used to inform composition of materials on a facade.
- Principles of load-bearing construction should inform design



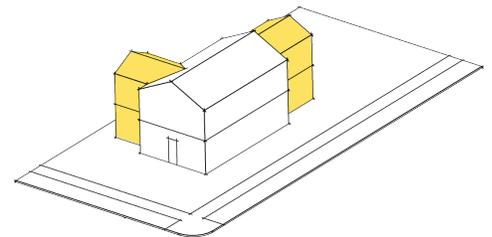
Images (left) showing how brick and stone should be used when spanning window openings. The window header is wide enough to distribute the load around the opening, and substantial enough to transfer the load across the top of the opening.

**Vertical Material Changes** (above) work best when the change occurs at the junction of two or more volumes, such as where a building wing meets the main body.

and installation of brick and other masonry around facade openings.

**Change of Materials on a Facade**

- Material changes should take place at junctures between volumes.
- Material changes should not take place between different faces of a single volume, such as at outside corners.
- Material changes may take place at the boundary between two differentiated facades (such as on two attached buildings, or on portions of a facade designed to look like different buildings).



**Horizontal Material Changes** (above) work best when the change occurs at the boundary of different facade zones, such as between the middle and base.

Table 3.3.H Materials		
Exterior Material Examples	Durability	Notes
Board Form Cladding	H	
Brick	H	Painted brick not recommended
Cast Concrete for Special Applications and Complex Shapes	H	
Cementitious Siding (lap, board + batten, shingle)	M	
Cementitious Siding (panels)	M	
Concrete	H	Tilt-up walls not recommended
Concrete Masonry Units (CMU)	M	Not recommended on facades facing a ROW, open space, other public way, or residential zone; "breeze block" excepted
Cor-ten Steel	H	
Glass Fiber Reinforced Concrete (GFRC)/Fiberglass	M	
Glass (rainscreen)	M	
Metal (ribbed, standing seam, panels)	H	
Stone	H	Synthetic stone should be installation in a manner that appears tectonically consistent with natural stone installation
Stucco	M	Synthetic stucco and EIFS not recommended
Terra Cotta (architectural)	H	
Tile (glazed)	H	
Wood (siding)	M	

**Material Durability** refers to the degree to which a material can withstand impacts due to weather, general wear-and-tear, vandalism, and other external impacts. In general, materials used at the ground level should have the highest degree of hardness as materials at the ground are subject to the greatest number of external impacts.

**H:** refers to High Durability; **M:** refers to Medium Durability; Low durability materials not recommended. Materials list is not exhaustive and are shown for reference only.

**A Building Top** – material durability: medium

- Waterproofing is critical.
- Provide good drainage.
- Keep water out of walls and off of facade.

**B Building Middle** – material durability: medium

- More flexibility in material choice.
- Prevent moisture buildup; detailing to inform assembly and installation are key.

**C Building Base** – material durability: high

- Densest, heaviest materials used on the building (ex: stone, masonry, concrete).
- Materials that can handle damage from bumps and scrapes.
- Materials easily cleaned of dirt and graffiti.
- Materials resilient to water and damp (ex: stone and brick).



## 3.3.1 Frontage + Pedestrian Access

### BLOCK SCALE

#### APPLICABILITY

Follow guidance on this page when the project:

- includes any frontage along a street, civic space or public way.

#### CLOSER LOOK

##### Active Ground Floor Uses

Active uses are those uses that are compatible with a high degree of building transparency at the ground level and which help to activate the public realm by allowing passerby on the sidewalk to observe activities taking place in the ground floor of the adjacent building. Examples of active uses include retail and restaurants, gyms, amenity areas, galleries and workshops, live/work and even office uses.

**How does the building frontage improve the experience of people walking by on the sidewalk, and what is the experience of pedestrians entering the building?**

#### Intent

To support a high quality public realm by providing a transition between the public realm (sidewalk) and private realm (interior of building) and locating the building entrance(s) to activate the public realm as people enter and exit the building(s).

#### Guidelines

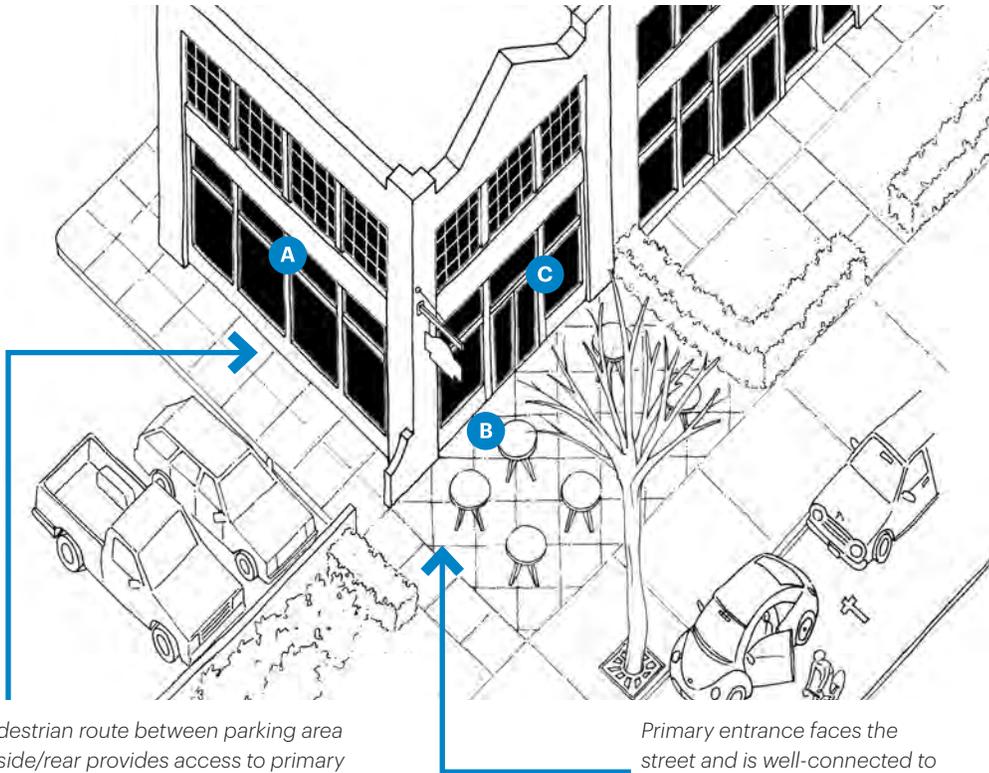
##### Pedestrian Access

- Buildings should have a clearly defined primary entrance close to the sidewalk. Definition may be achieved by prominent architectural features, signage, use of materials, and other strategies as appropriate.
- Buildings facing a street, sidewalk or public space should:
  - include building entrances at a frequency of every 50' or greater (entrances may provide access to lobbies, individual residential uses and/or other ground floor uses),
  - include active uses on the ground floor when located in Memphis 3.0 Anchor areas.
- For townhouses, each unit should have an individual entry from the sidewalk.

- Where ground floor units facing a street, sidewalk or public open space include outdoor space, this space should provide access to the unit via a connection to the sidewalk utilizing a [Frontage Type](#).

#### Frontage

- Use one of the following frontage types for each street-facing building entrance using one of the [Frontage Types](#) from Chapter 5:
  - [Dooryard](#),
  - [Forecourt](#),
  - [Terrace](#),
  - [Shopfront](#),
  - [Recessed Shopfront](#),
  - [Industrial/Maker Shopfront](#),
  - [Loft](#).
- Where site grade changes along a frontage, the [Terrace](#) frontage type may be used to provide level grade access for multiple building entrances.
- Habitable space at least 20' deep should be provided at the ground level where a building fronts a street, sidewalk or public space, in order to activate the public realm and avoid blank walls or parking areas opening onto the sidewalk.



Pedestrian route between parking area to side/rear provides access to primary building entrance at sidewalk.

Primary entrance faces the street and is well-connected to pedestrian and cyclist access points.

Building entrances and pathways to them should comfortably accommodate people arriving from the sidewalk, as well as from any dedicated off-street parking and bicycle facilities.

□ In areas designated as Community Anchors in Memphis 3.0, or in areas where existing land uses include mixed or non-residential uses, ground floor spaces facing streets, sidewalks and/or open spaces should be designed to accommodate "active uses" to activate the public realm.

**Frontage + Pedestrian Access**

- A** Frontage
- B** Pedestrian access oriented towards the street
- C** Activated ground floor space



In environments with small setbacks, as pictured above, the building entry may be set at sidewalk level, with an interior ramp to reach the ground floor finish level.

## 3.3.J Parking

### BLOCK SCALE

#### APPLICABILITY

Follow guidance on this page when the project:

- includes off-street parking.

#### UNIFIED DEVELOPMENT CODE

**Perimeter Screening:**  
As defined by UDC Section 4.5.5.D Perimeter Screening.

#### Parking

- A** Parking to be located behind buildings
- B** Parking should be accessed by side street as possible

**How does the design and location of parking impact the building façade and the quality of the public realm? How does it minimize urban heat island effect and untreated stormwater runoff?**

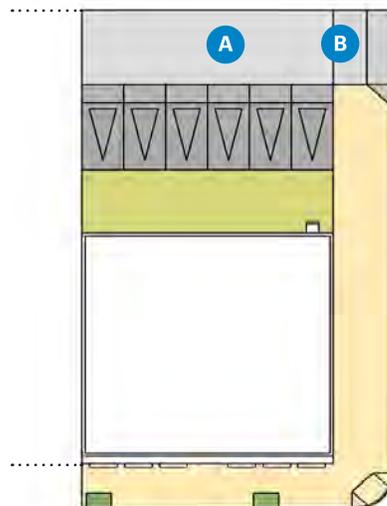
#### Intent

To minimize light, sound, and air quality/temperature impacts from parking facilities while maximizing safety and comfort for people walking, rolling, riding bikes, and taking transit.

#### Guidelines

##### Location

- At the ground level, parking should be located behind habitable interior building space.
- Parking should be set back at least 5' or 20' behind sidewalk (but not any dimension between) to minimize obstruction of pedestrian path of travel by cars parked in driveway.
- Parking areas should be screened from view from the sidewalk.



- If building is located across parking lots, a path of travel between the building and the parking lot should be provided.
- If parking is located within 15' of the sidewalk edge, one or a combination of the following strategies should be used to screen parking from the sidewalk and create definition at the sidewalk edge and encourage visibility:
  - hedge, **C**
  - planter/bench, **D**
  - trellis/pergola, **E**
  - liner building(s),
  - wall (20"-48").

#### Surface Parking Design

- To mitigate heat island effect, provide shade for hardscaped/ paved areas.
- Utilize materials lighter in color and/or permeable for areas hardscaped and/or paved for parking to reduce heat gain.
- Surface parking should be located behind buildings to minimize impact on the public realm.

### Access

- Driveway lane width should not exceed 22' for two-way driveways.
- Corner lots should load via the side street, when no alleys are present.
- Driveways should be shared for multiple buildings on a lot and between lots as possible.
- Single-stall garage doors should be max. 9' wide; double-stall garage doors should be max. 16' wide.
- Lots should load via adjacent alleys, when present.
- Townhouses should load from rear via driveway or alleys, when present.
- Width of garage doors and carports should not be more than 60% of building facade total width.

### Parking Structure Design

- Parking structures should be lined at ground level by habitable ground floor space of min. 30' deep to allow for active or residential uses.
- The design of parking structures visible from the right-of-way should use consistent materials, style and massing when attached to a building or integrated as a podium.
- Sloping floors and ramps should not be visibly expressed on exterior facades.



Examples (left) of parking adjacent to the sidewalk which has been screened to reduce the impact to the public realm. In these examples, pergolas, landscaped hedges, and small buildings at a corner provide definition along the edge of the public realm (sidewalk).

## 3.3.K Car Connections

### BLOCK SCALE

#### APPLICABILITY

Follow guidance on this page when the project:

- includes off-street parking.



The photos (above) show how buildings and site features can provide people with a comfortable arrival, regardless of whether they are arriving by foot or by car.

### How does the integration of vehicular access affect people's experience of the site after they get out of the vehicle?

#### Intent

To provide vehicular access that supports and complements pedestrian access, respects the pedestrian-oriented public realm, and provides comfortable, logical pedestrian paths to main entrances.

#### Guidelines

##### Integrated Multi-modal Access

- Pedestrian paths to main entrance from parking space(s) and sidewalk should pass through the same frontage type.
- A carport may be integrated with the porch frontage type to provide a covered path, but should not act as a replacement for a pedestrian-oriented frontage.

##### Pedestrian-friendly Driveways

- If driveway doubles as a pedestrian connection between the sidewalk and main entrance, parking should be set back so that parked vehicles will leave a continuous, unobstructed pathway from sidewalk to entrance, 3' min. in width.
- Pavement in driveways should be no wider than necessary. Hardscape and impermeable cover within the front setback should be minimized—such as by using turf blocks or a "ribbon driveway" with parallel 2'-3'-wide tracks of pavement for vehicle tires.

##### Parking Court Design

- If residences have their main entrances accessed from a space used for maneuvering vehicles, this "parking court" should be designed according to the frontage principles in [Chapter 5](#). See [Section 5.7 \(Forecourt\)](#).
- Buildings should activate the parking court with habitable space around its edges (50% min. of adjacent ground floor space).
- The parking court should provide usable outdoor space for people. Finish materials such as brick, pavers, stamped concrete, turf blocks, etc. are preferred to flat concrete/asphalt.
- The parking court, including space required for vehicles turning or backing up, should be set back behind the front facade and connected to the street by a pedestrian-friendly driveway.
- The transition between the frontage area/driveway and parking court should be clearly marked by architectural and/or landscape features (e.g. hedge, low wall with gateway, arbor, etc.).

# 3.3.L Mechanical Equipment Screening

**BLOCK SCALE**

**APPLICABILITY**

Follow guidance on this page when the project:

- includes exterior mechanical equipment, utility access points and/or outdoor storage.

**How are service areas and mechanical equipment located and screened to minimize negative impacts to the public realm and to open spaces on the site?**

**Intent**

To minimize light, sound, and air quality/temperature impacts on the public realm and open spaces through the strategic location and screening of service areas and mechanical equipment.

**Guidelines**

- All mechanical equipment should be screened.
- Equipment should not be located between the face of the building and the street.

**Wall- or ground-mounted**

- Refuse bin storage/ enclosure should be located behind the front building facade, and be screened from view of the sidewalk.
- Utility vault/ box and water backflow preventers should be located behind the front building facade and should be integrated with the architectural expression of the building.

**Roof-mounted**

- Air conditioner compressors should not be located between a facade and a sidewalk, street, or public open space.
- Material and color of screening should be consistent with those used on the building.
- Massing of screening should be considered with overall massing of building.
- Habitable rooftop areas should be screened from mechanical equipment by sound-insulating materials such as masonry.

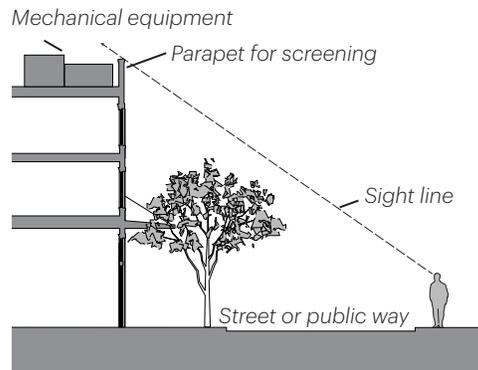


Diagram (above) showing how mechanical equipment should be screened from view of pedestrians at the street level.

Examples (above) of screening mechanical equipment in a way that harmonizes with the overall design of building and landscape to make for a more enjoyable pedestrian experience.

## 3.3.M Landscaping

### BLOCK SCALE

#### APPLICABILITY

Follow guidance on this page when the project:

- requires a landscape plan as part of the building application submission.

### How will the landscape shape the frontage and contribute to the public realm? How does it minimize urban heat island effect and untreated stormwater runoff?

#### Intent

To shape the frontage condition in a manner that supports a walkable environment in situations where building facades are set back from the sidewalk, and to utilize green areas to provide outdoor space for people and for stormwater management to reduce need for large detention/retention facilities.

#### Guidelines

- Building frontages facing a sidewalk or public right-of-way should be located as close to the sidewalk as allowed by zoning standards.
- Mature trees should be incorporated into the site and landscape plan.
- Landscaping should clarify public spaces from private spaces.
- To shade sidewalks, provide trees in planting strip or within 6' of sidewalk, if no plating strip exists.
- Tree wells should be at least four feet larger than the mature tree trunk diameter.
- Planting areas should utilize soil cells or structural soil for more root space for street trees.
- Select tree varieties which at maturity will provide canopy cover shading at least 50 percent of all paved surfaces and open spaces meant for occupation.
- Trees or shade structures (such as awnings and/or pergolas) should be provided to shade the sidewalk and other pedestrian pathways.
- Incorporate seating into landscape areas.
- Dry-type stormwater management facilities should be designed to provide an aesthetic amenity or habitable open space when not in use for water detention or retention.
- Wet-type stormwater management facilities should be designed to provide an aesthetic amenity through inclusion of fountains and or aquatic vegetation.
- Permeable pavement should be used to allow for on-site stormwater infiltration.
- Utilize materials lighter in color and/or permeable for areas hardscaped and/or paved.

- Use landscaping to define circulation and highlight focal points such as building entrances and open spaces.
- Protect plants in high-traffic areas with raised curbs, seat walls, tree guards, railings or other physical separations.
- Use native plants or plants well suited to site conditions to minimize needs for water and maintenance.
- Utilize low impact development systems for stormwater infrastructure such as rain gardens, bioretention cells, permeable pavers, and other landscape strategies to slow, treat, retain and infiltrate stormwater.
- Stormwater management facilities should be designed to provide an aesthetic amenity or habitable open space when not in use for water detention or retention.
- Landscape features should help to minimize stormwater runoff by providing opportunities for water to infiltrate into the ground.
- Setbacks between building frontages and sidewalk (where they exist) should be used for one or more of the following:
  - extend sidewalk,
  - outdoor dining/vending,
  - public art,
  - Dooryard, Loft or Terrace.

## 3.3.N Human-scale Lighting

### BLOCK SCALE

#### APPLICABILITY

Follow guidance on this page when the project:

- includes exterior lighting.

### How does the scale, location, intensity and design of lighting contribute to the public realm as experience by people walking or rolling on the sidewalk?

#### Intent

To facilitate wayfinding and safety while minimizing impacts on adjacent lots.

#### Guidelines

##### Lighting Characteristics

- Outdoor lighting should have a color temperature of no more than 3000 K, except for seasonal outdoor decorative lighting.
- Light fixtures fitted with lamps over 60 watts/800 lumens should be fully shielded to limit glare, light pollution and light trespass.
- Cutoff or full cutoff luminaires should be used for illuminating outdoor spaces. Outdoor luminaires should meet or exceed (lower values are better) the following Backlight/Uplight/Glare (BUG) values\*:
  - Anchors: B3/U0/G2
  - Anchor Neighborhoods: B0/U1/G1

##### Lighting for Pedestrian Paths

- Luminaires should be mounted 12' to 14' above the sidewalk.
- Light fixture spacing should provide consistent levels of illumination (ex. one fixture every 40'-50'), with allowances to avoid interfering with other site features.

#### Building Lighting

- Lighting should be sufficient to illuminate the full occupiable area of the frontage type.
- Lighting at main entrances should have a higher lumen output than typical light fixtures on the building.
- Lighting for architecture or landscaping should focus direct illumination exclusively on the intended architectural features or landscaping and should not direct light toward adjoining properties or rights of way.
- Illuminated signage should be downlit to minimize light pollution and light trespass. Direct illumination should be focused exclusively on the sign itself. Backlit signage is acceptable, provided that only indirect/reflected light is directed into the adjoining space.

\* Based on International Dark-Sky Association and Illuminating Engineering Society of North America (IESNA) Model Lighting Ordinance.

## 3.3.0 Signage

**How does the scale, location, intensity and design of signage and contribute to the public realm as experienced by people walking or rolling on the sidewalk?**

### Intent

To minimize impacts to adjacent lots while facilitating wayfinding and safety.

### Signage

- Casements and supports for permanent signage should use materials and colors consistent with those used on building.
- Materials and lighting should minimize glare.
- Signage should be positioned so as not to obstruct line-of-site from driveways.
- Signs should be oriented to and scaled for pedestrians.

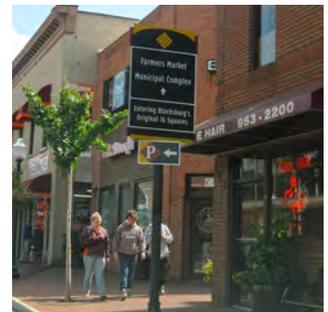
### Signage in Neighborhoods + Residential Areas

- Signage should not be illuminated internally.
- When necessary, illuminated signage should be downlit to minimize light pollution and light trespass.



Follow guidance on this page when the project:

- includes exterior signage.



Examples (above) of pedestrian-scaled signage. Image courtesy: [www.frazierassociates.com](http://www.frazierassociates.com).

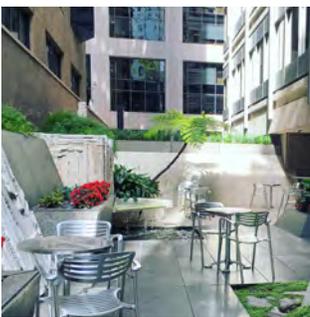
## 3.3.P Privately-owned Public Space

### BLOCK SCALE

#### APPLICABILITY

Follow guidance on this page when the project:

- includes a open space that will be accessible to the public.



Examples (above) showing how outdoor furnishings can be integrated into the designs of a POPS.

Note: The open space in Cottage Court and Pocket Neighborhood developments are not considered POPS because they are meant for use by residents.

### How does the open space help to expand and activate the public realm? How will the open space accommodate active uses and programming?

#### Definition

To provide the community with access to high-quality open space as a public benefit in instances where urban projects are granted a significant variance(s) and/or where publicly-accessible open space is part of a negotiated project permitting process.

#### Intent

To provide access to outdoor open space as a public benefit.

#### Guidelines

POPS should be designed to be consistent with the following characteristics:

- inviting, accessible, and providing amenities for residents and visitors,
- oriented towards and enhancing the public realm (etc. sidewalk, entrances),
- easily seen from the public right-of-way,
- provide opportunities for public art,
- provide seating with shade and lighting,
- include trees, planters, and stormwater features, if necessary,
- include street furniture and other elements for a pleasant pedestrian experience.

#### Location

POPS may:

- be located at ground level, on top of a parking podium, or on a roof terrace.

POPS should:

- when not at ground level, provide an accessible pathway to accommodate public access during open hours
- highlight historic buildings and/or murals as possible,
- take into account solar exposure and avoid locations completely exposed or completely shaded.

#### Design + Use

POPS should:

- provide facilities for at least one of the following uses:
  - civic activities,
  - passive recreation, such as outdoor seating,
  - placemaking uses, such as food-trucks or small commercial kiosks.
- include at least 2,000 sf habitable space, as usable plaza or lawn space.
- create the sense of an outdoor room by including building facades on at least 50% of the perimeter.
- have at least one side of the space open to a public right-of-way.



Example (left) of a Privately-owned Public Space (POPS) with a combination of hardscaped and softscaped areas to create a comfortable environment for people that can accommodate various activities.

Diagrams (below) demonstrate how a POPS can be located at street level or can be elevated on a parking podium and/or roof terrace.

### Circulation

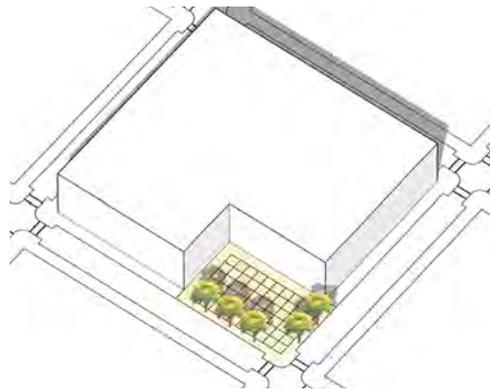
Primary pedestrian paths in POPS should:

- be at least 10' wide,
- establish a "sidewalk zone" for the first 15' of the POPS, of which 50% is free of obstructions. The remaining 50% of the sidewalk zone may contain fixed and movable seating, plantings and trees, lights, public space signage, trash receptacles, and other appropriate sidewalk furnishings.

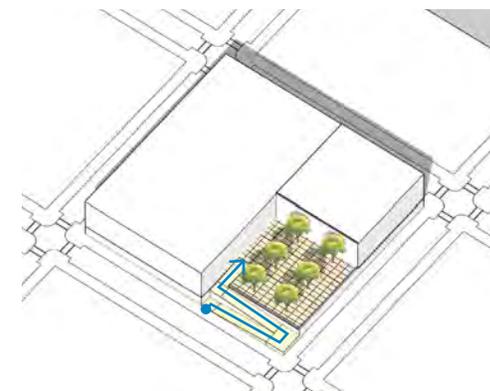
### Amenities

POPS should:

- incorporate at least one art installation or water feature,
- provide seating that is easily accessible and located thoughtfully throughout the plaza,
- include trees or shade structures for habitable areas,
- be accessible after dark to promote safety and comfort of users,
- provide bicycle parking in close proximity,



### POPS at Ground Level



### POPS at Terrace Level

When POPS are located above the grade of the sidewalk, such as on top of a parking podium or on a roof terrace, an accessible path of travel should be provided between the sidewalk and the POPS.

- provide legible signage to identify hours of access and those responsible for the upkeep and maintenance of the space,
- be accessible for all users regardless of ability.

## 3.4 Reuse of Existing Large Parcels

### BLOCK SCALE

#### APPLICABILITY

Follow guidance on this page when the project:

- site is 1-3 acres or larger, and*
- is a re-use or redevelopment of an existing structure(s).*

### How do the layout of streets, blocks and open spaces, and the orientation of buildings to streets and open spaces support a walkable environment?

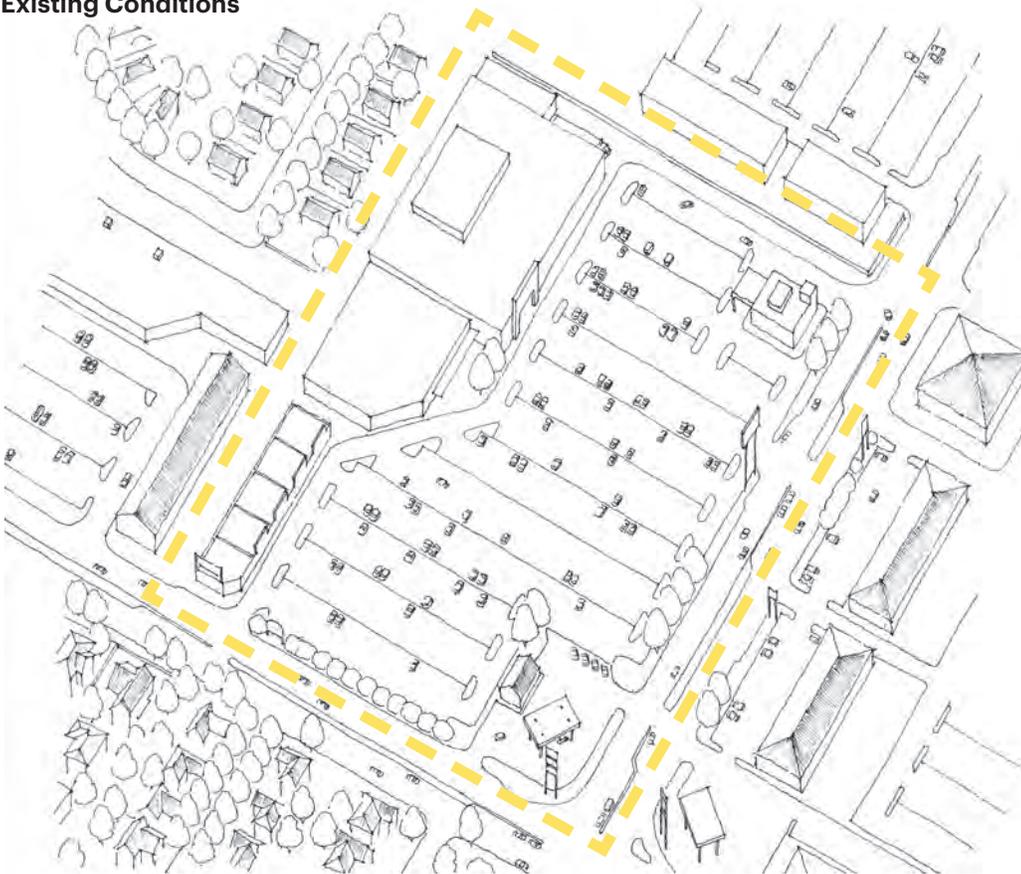
#### Intent

To promote development that supports community and provides safe, comfortable, and convenient connections and facilities for people walking, rolling, riding bikes, and taking transit. The redevelopment of one property can spur the redevelopment of adjacent underutilized sites, creating the long-term potential for the creation of a vibrant, mixed-use, pedestrian-friendly quarter.

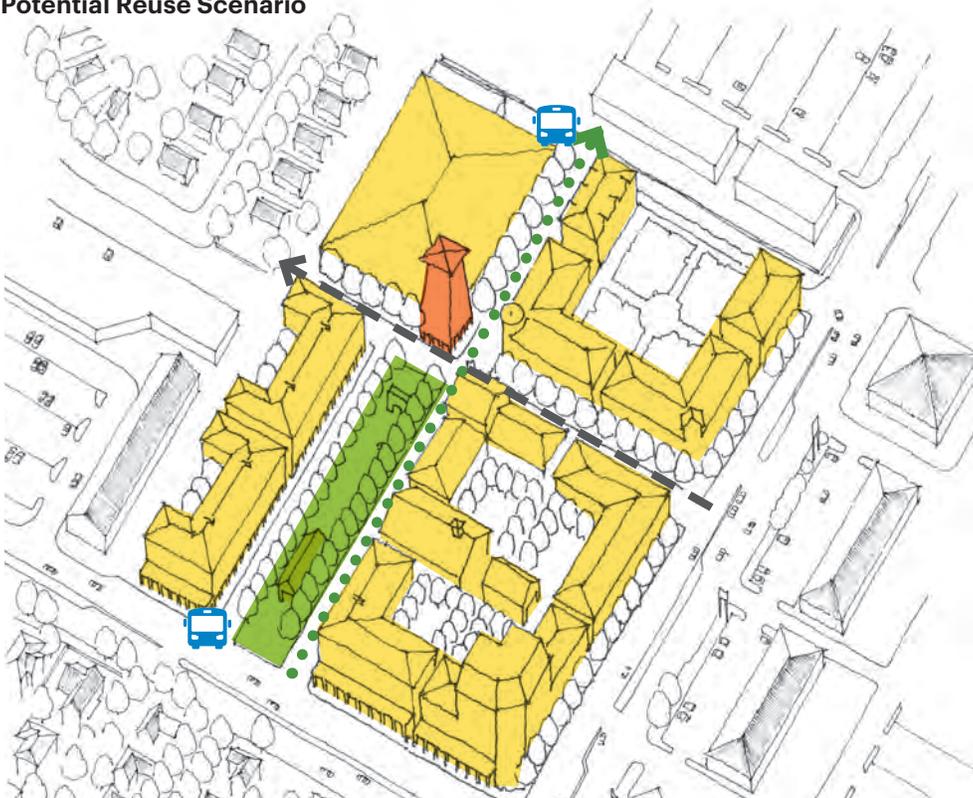
#### Guidelines

- The placement of the development should allow for accessible pedestrian connections between the new buildings, new and existing transit stops, and surrounding community amenities such as parks, trails, and schools.
- The site design should provide for adequate open space that enhances the public realm. The open space should be placed around existing mature trees, and other natural features such as creeks, and open spaces. The design should integrate them into the site planning and use them as design features or organizing elements.
- The site and building design should provide provision for pedestrian and bicycle facilities and include site elements such as pedestrian walkways, paseos and privately-owned public spaces (POPS).
- Open spaces and/or POPS should be placed in locations that provide an opportunity to rest between connecting points. They should provide covered seating and landscaping to enhance pedestrian public realm.
- The site design may include a terminated vista to capture the visual attention of users and visitors and contribute to wayfinding. A vista could add aesthetic appeal to a city, and to emphasize a key intersection. Refer to [Corner Design](#) for more design guidance.
- The site and building design should reflect context and cultural sensitivity. Cultural and contextual sensitivity refers to tailoring design solutions to the local conditions so the solutions are more appropriate for the community in which they are being deployed. It can be achieved by respecting existing natural and urban features, the selection of the appropriate building materials, the consideration of the existing open space, the existing cultural and commercial uses.

**Existing Conditions**



**Potential Reuse Scenario**



**Principles for Redevelopment**

- New Block-scale buildings
- Service/ Parking access via alleys
- Pedestrian/ Bike access
- Bus stops
- Open space
- Terminated vistas

*Illustrations (left) demonstrating how an existing large parcel could be developed to provide improved connections for people walking, riding bikes and taking transit, a mix of uses, building types and housing types, and community open space. This diagram illustrates some possible approaches, but additional pitches that fulfill the intent of the guidelines in this section are possible.*



## Intent of this Chapter, for developments 20 acres or larger:

- Improve the built environment and human habitat.
- Promote development patterns that support safe, effective, and multi-modal transportation options, including auto, pedestrian, bicycle, and transit.
- Generate or reinforce neighborhoods with a variety of housing types to serve the needs of a diverse population.
- Promote the health benefits of walkable environments.
- Generate pedestrian-oriented and scaled neighborhoods where the automobile is accommodated but does not dominate the streetscapes.
- Reinforce the unique identity of Memphis and build upon the local context, climate, and history.
- Realize development based on the patterns of existing walkable neighborhoods.
- Design suiting specific topographical, environmental, design site layout, and design constraints unique to the design site.



# Large Sites Guidelines

CHAPTER

# 4

## In this chapter

- |  |    |
|--|----|
| <b>4.1</b> Walkable Community Design                             | 86 |
| <b>4.2</b> Bike + Pedestrian Connectivity                        | 88 |
| <b>4.3</b> Transforming a Shopping Center into a Walkable Center | 90 |

# 4.1 Walkable Community Design

## APPLICABILITY

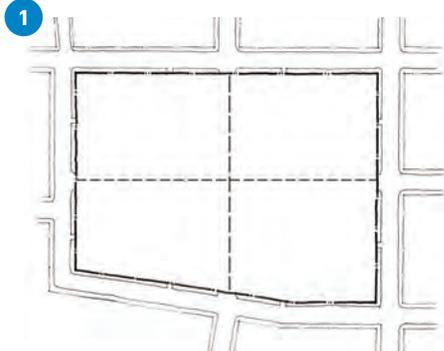
This page proposes a strategic approach to site planning for sites 20+ acres in area, but does not include guidelines.

### How does the layout of streets, blocks, and open spaces support walkable development?

The intent of this guidance is to promote patterns of development that provide route options and minimize travel distances for people walking, rolling, riding bikes and taking transit.

The idea is to create a sense of community and encourage active lifestyles by providing walkable streets and blocks, and a mix of housing types and/or uses, including open space.

#### At Block Level



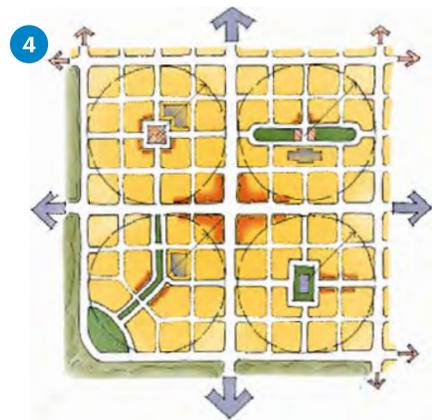
1 Divide development area to create smaller blocks and a network of interconnected streets.



2 Introduce new streets.



3 Provide guidance for how building form and design can shape and improve the public realm.

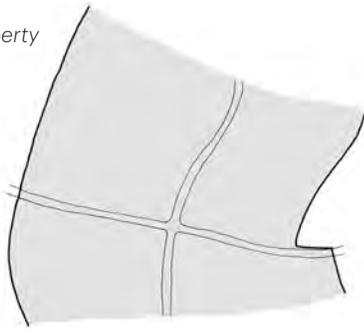


4 The figure demonstrates how multiple walkable neighborhoods form a walkable district around the intersection of two major roadways.

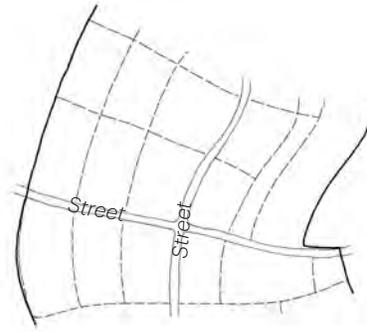
## At Neighborhood Level

### Existing Site

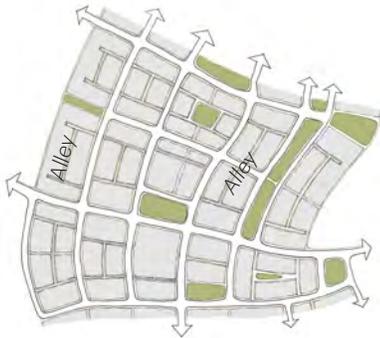
Property Area



### Blocks



### Streets/ Civic Space/ Alleys



### Zones



### Lots



### Buildings



## Example of Steps for Development Area

### Blocks

Divide development area to create smaller blocks and a network of interconnected streets.

### Streets/ Civic Space

Introduce new streets organized in a hierarchy and which connect open spaces, parks and civic spaces to the residential blocks.

### Alleys

Introduce alleys to provide access to lots from the rear and maintain a continuous streetscape without the interruption of driveways.

### Zones

Introduce new zones to implement the intended physical character.

### Uses/ Places

- Mixed-use center
- Neighborhood general
- Neighborhood edge

### Lots

Divide each block into lots that varying in size to allow a diverse palette of building types.

### Buildings

Place the new buildings close to the street and in relation to the ROW to create a vibrant public realm and continuous street frontage.

## 4.2 Bike + Pedestrian Connectivity

### APPLICABILITY

Follow guidance on this page when the project:

- is 20+ acres in area, and
- includes a block face greater than 350 feet in length.

**How does the site plan promote connectivity for pedestrians and people riding bikes within and through the site? Which types of mobility does the site plan accommodate?**

### Intent

To promote development that supports multi-modal mobility options by providing safe, comfortable, and convenient connections and facilities for people walking, rolling, riding bikes, and taking transit.

### Guidelines

- New or existing blocks should enhance walkability and bikeability, by incorporating all of the following strategies:
  - use small blocks,
  - use alleys to provide access to service areas and parking,
  - interconnected, low-speed, pedestrian friendly streets.
- Access to adjacent transit stops, as they exist, should be provided through the site.
- Access to adjacent parks and other civic uses, as they exist, should be provided through the site.
- Block dimensions should accommodate a variety of building types within a block.



**Principles of Bike + Pedestrian Connectivity**

- ● Sidewalks
- ▬ Service/ Parking access via alleys
- ▬ Bus routes
- ▬▬ Crosswalks
- 🚌 Bus stops
- Open space
- ▭ Buildings front onto new + existing streets

*Illustration (above) demonstrating how development of large parcels can incorporate new streets, sidewalks, alleys, and open spaces to provide improved connectivity for people walking, rolling, and riding bikes. This diagram illustrates some possible approaches, but additional pitches that fulfill the intent of the guidelines in this section are possible.*

## 4.3 Transforming a Shopping Center into a Walkable Center

### APPLICABILITY

Follow guidance on this page when the project:

- will redevelop or replace an existing shopping center or shopping mall.

### How do the layout of streets, blocks and open spaces, and the orientation of buildings to streets and open spaces support a walkable environment?

#### Intent

To promote development that supports community and provides safe, comfortable, and convenient connections and facilities for people walking, rolling, riding bikes, and taking transit.

#### Creating a New Walkable Center

Redevelopment of large-footprint buildings, centers and campuses provides opportunity to introduce a smaller scale of development to better support walkability and a high-quality public realm. Orienting new and existing buildings towards streets and introducing a network of internal streets with smaller block faces makes sites currently oriented to the automobile friendlier to a broader array of transportation options. Incorporating a mix of uses and including publicly-accessible open spaces will help to activate the site before and after business hours and drive patronage of new and existing businesses. Using a variety of building scales – from house-scale multi-unit residential buildings

to block-scale mixed-use buildings – makes it possible to respond to the scale of existing adjacent development to facilitate a transition of scale to neighboring parcels.

#### Guidelines

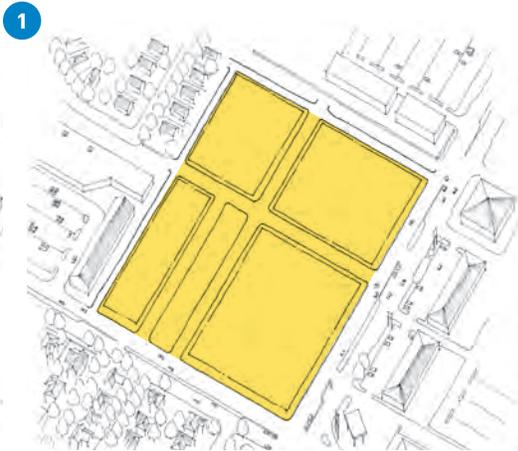
- The site should be divided into an interconnected network of streets and blocks with no block face exceeding 360' - 500'.
- Fronts of buildings should face other building fronts and side or rear service areas should front onto secondary streets.
- Parking should be located at the center of blocks and screened from sidewalks. See [Parking](#), for block-scale buildings.
- Parking lots that cannot be located behind buildings should be designed in such a way as to facilitate future pedestrian-oriented development and/or future subdivision into walkable blocks.

An example (left) showing how new streets, buildings, and open spaces can be integrated into an existing shopping center. This plan was developed as part of the Whitehaven Small Area Plan in 2019.



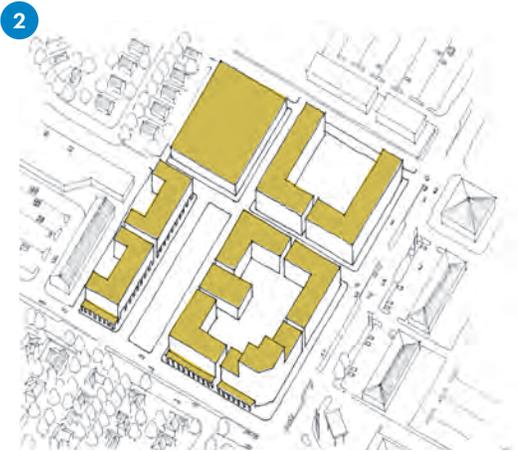


Existing conditions within suburban context.



**Step 1.** Subdivide the property into an interconnected network of intimately-scaled streets and blocks.

Illustrations (left) demonstrating how an existing shopping center could be developed to provide improved connections for people walking, riding bikes and taking transit, a mix of uses, building types and housing types, and community open space. This diagram illustrates some possible approaches, but additional pitches that fulfill the intent of the guidelines in this section are possible.



**Step 2.** New buildings should be oriented towards streets, while parking should be located in lots and garages oriented behind buildings.



**Step 3.** A comprehensive network of parks and open space should provide the community with a series of public places.



**Step 4.** Phased development preserves sight lines from existing streets and surface parking in the interior of each block.



**Step 5.** The remainder of the property is redeveloped with the addition of street-facing buildings, as the arterial streets gradually evolve into avenues and boulevards that are pedestrian-friendly.





# Frontage Type Guidelines

CHAPTER  
**5**

**In this chapter**

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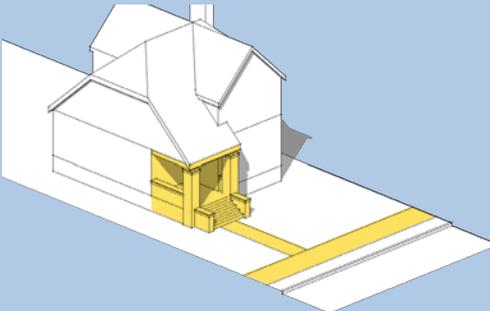
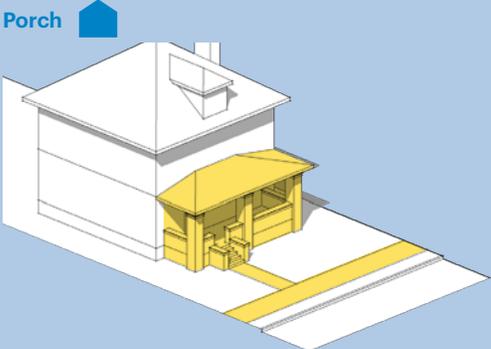
# 5.1 Overview of Frontage Types

## Overview

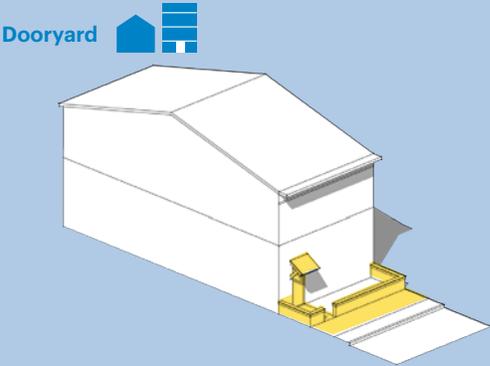
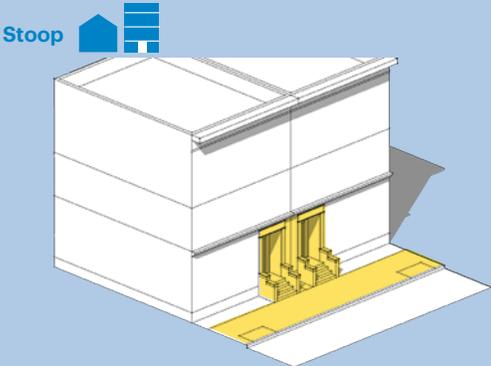
The following pages set forth characteristics for typical frontages, explaining their components and how they provide the transition from the building to the street, and the interface between the public realm (street and sidewalk) and the private realm (yard or building).

## Definition

A **Frontage Type** is the component of a building that provides an important transition and interface between the public realm (street and sidewalk) and the private realm (building facade).



The main facade of the building is set back from the front lot line with a covered structure encroaching into the front setback or projecting from the facade. The Porch may be one or two stories tall.

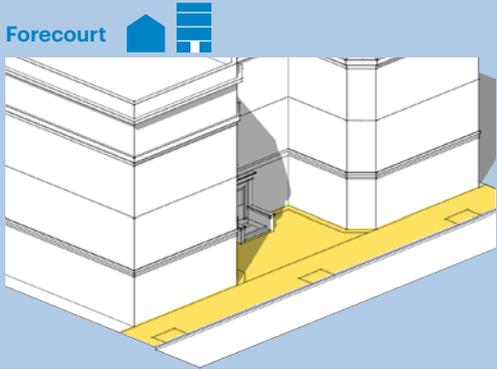


The main facade of the building is near the front lot line with steps to an elevated entry.

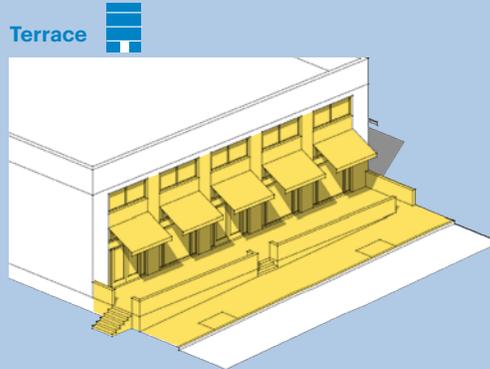
The main facade of the building is set back from the front lot line, which is defined by a low wall, or other allowed screening, creating a small private area.

These icons indicate frontage types for different building scales:

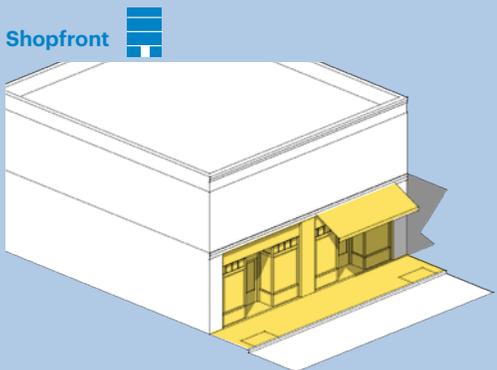
-  House-scale
-  Block-scale



The main facade of the building is at or near the front lot line and a portion is set back, extending the public realm into the lot to create an entry court or shared garden space.



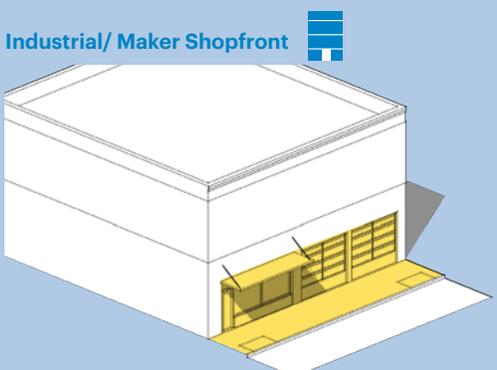
The main facade is at or near the front lot line with steps leading to an elevated area providing pedestrian circulation along the facade to connect multiple entrances.



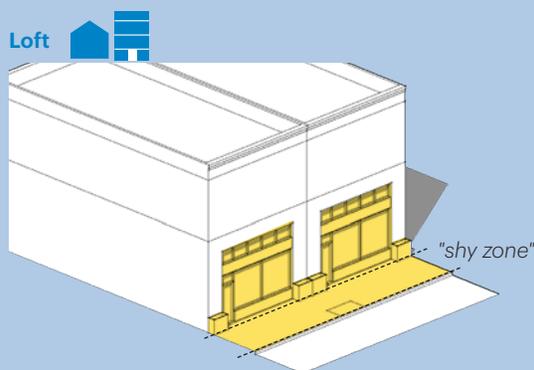
The main facade of the building is at or near the front lot line with at-grade entrance from the sidewalk. The type is intended for service, retail, or restaurant use.



The main facade of the building is recessed back from an existing facade that has been renovated providing occupiable space for outdoor dining or other active uses.



The main facade of the building is at or near the front lot line with an at-grade or elevated entrance from the sidewalk. This type is intended for industrial artisan businesses to show their activity to people passing by on the sidewalk, as well as for retail sales of products made on-site.



The main facade of the building is at or near the front lot line with an at-grade or elevated entrance from the sidewalk. This type is typically two-stories tall and it is intended for mezzanine-style spaces. It can be used for as live/ work space and artisan businesses.

## 5.2 Frontage Principles

### Intent

To ensure development reinforces and enhances the existing character and scale of Memphis' neighborhoods, and to promote walkable, sustainable mixed-use environments.

### Definition

A *Frontage Type* is the component of a building that provides an important transition and interface between the public realm (street and sidewalk) and the private realm (building facade).

The ultimate intent of regulating frontages is to ensure, after a building is located appropriately, it interfaces with the public realm and the transition between the two are detailed appropriately.

### Why Frontages Are Important for a Successful Public Realm

Frontages help buildings to transition between the public realm to the private realm, while providing a sense of security and safety. Frontages can reinforce sense of place and provide an indoor-outdoor space that facilitates interaction with neighbors. The provision of this space enhances the social life of the area, while buildings with entries that are not visible from the street can appear anonymous. Clear, distinct entryways with room for socializing create a more convivial and welcoming streetscape.

The interface between a building and the public realm it faces is key, owing to the frontage's dual role as a boundary between the public and private realms as well as a seam connecting them.

The frontage types listed in this section have served as distinct and reliable means of achieving these goals, tailored to the nature of different building types and functions. They are not an exhaustive list of possibilities, however, and a frontage that meets the fundamental criteria discussed here will be effective, regardless of its typological characteristics. Important aspects include:

- **A place of transition.** The process of passing through the frontage provides a moment for a person entering or exiting to make the mental shift between the different modes of behavior appropriate to the street vs. the interior. By making this process smoother and less abrupt, it provides a sense of greater ease and comfort.

### Sources

<sup>1</sup>*Form Based Codes: A Guide for Planners, Urban Designers, Municipalities, and Developers*, Dan. Parolek AIA, Karen Parolek, Paul C. Crawford FAICP, Island Press

### Core Principles of Frontage Design

■ **A place to pause/rest.** Building occupants can relax within the frontage while conversing, watching the street, greeting passersby, etc. Visitors can wait here for their hosts to open the door. People departing can wait here for a ride. Restaurants/cafes can set up outdoor tables. This space also serves as a place to take necessary transition steps, such as opening/closing umbrellas. Even shopfronts, traditionally built directly at the sidewalk, commonly feature projecting awnings, inset doorways, etc.; frequently the sidewalk on main streets is wider than on residential blocks to accommodate people “window-shopping.”

■ **A visual link between public and private.** Designed for building occupants to see out, and/or for people on the street to see in. The way these visual links are handled is a key way to regulate privacy. Raised frontages such as stoops and porches privilege the view outward toward the street and hence provide privacy for the interior; by contrast, the high transparency and low sills of shopfronts encourage people on the sidewalk to look in.

These observations demonstrate the benefits of a space which is not completely private, but not completely public; one that is open to the street, but also sheltered, and separate from the main paths of travel; one that provides occupants with a range of options regarding how close of a connection with the outside world they are seeking at any given time.

## Accessibility + Frontage Design

Accessibility refers to the ability to reach a desired location. Frontages should be designed to enable people of all abilities to access buildings safely and comfortably.

Considerations for frontage accessibility include:

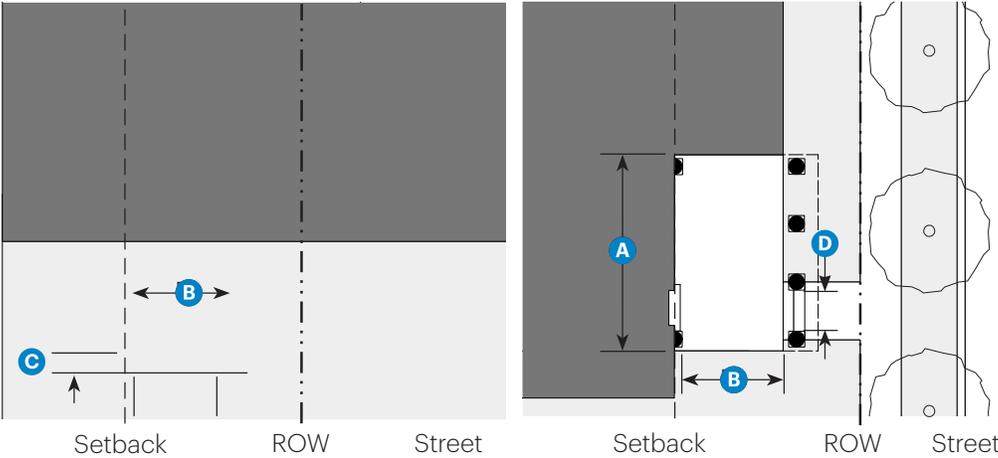
- Configure landings so that maneuvering at ramps and doors does not occur near stair openings and drop-offs.
- Provide surface and lighting around the building and on the paths that the residents use to get to the building.
- Ramps should be integrated along the side of the building frontage.
- Provide publicly accessible courtyards, when using the Forecourt frontage type.
- Provide a series of publicly accessible courts and passages in block-scale buildings and when integrating a Privately-Owned Public Space.
- Ramps should meet the minimum width requirements described in each frontage types.
- Landings are necessary at changes in direction as it can be difficult to change the direction of a wheelchair or wheeled mobility device on a slope. Intermediate landings, which serve as resting points could be useful as well.
- Curved ramps should be avoided unless the radius is extremely large. It can be difficult to negotiate a turn while ascending or descending a ramp using a wheelchair.



*Examples of frontage conditions that incorporate ramps to ensure accessibility.*

**Features to Regulate**

- A** Min. depth
- B** Width
- C** Finish level above sidewalk (if applicable)
- D** Pedestrian access

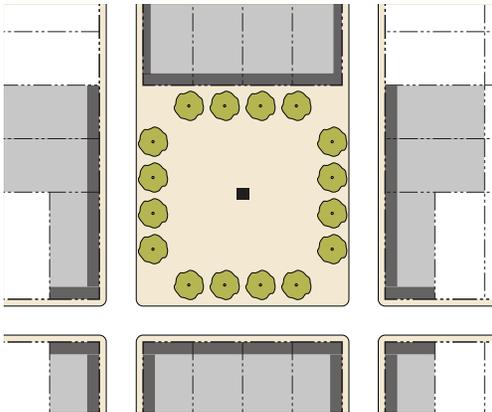


**Important Dimensions**

Dimensions for frontage types can be informed by local precedents that provide a comfortable transitions between the public realm and private realm. For instance, depths for stoops and porches will determine whether the frontage provides enough space for outdoor seating as a place to sit outside and greet neighbors and passerby. Frontage depth also determined effectiveness at protecting building entries from weather conditions. Floor height relative to the sidewalk will determine whether the frontage feels more public or more private.

**Frontages, Civic Spaces + POPS (Privately-Owned Public Spaces)**

Each civic space and/or POPS should be bounded on all sides by frontages or public right-of-way such as a street or pedestrian path.



**Building Frontage Adjacent to a Civic Space**

- Building frontage
- Building adjacent to civic space
- Civic space

## 5.3 Improving Existing Frontages

### Intent

To provide an economical strategy for adapting existing frontages to strengthen sense of place, preserve unique building elements, and improve the quality of the public realm.

### Guidelines

- Provide a zone of transition along the path from the sidewalk to the entrance, marked by a change in the form of the immediate surroundings, such as:
  - a change of level,
  - enclosure,
  - view,
  - landscaping.
- Provide a space where people can sit or stand, outside of the adjoining paths of travel, while maintaining a visual connection with the street. If the space is intended to accommodate seating for multiple people, such as a porch or outdoor dining area, it should be at least 6' deep.
- Provide shelter from the elements (shading, weather protection, etc.).
- Provide lighting sufficient to illuminate the occupiable area of the frontage, especially at the entrance.
- Determine dimensions of openings and level of transparency according to the desired level of privacy or visibility. In general, commercial frontages are more open, while residential frontages are less so — most urban frontages should find a balance between the two conditions.



### APPLICABILITY

Follow guidance on this page when the project:

- is reusing or redeveloping an existing building with an existing frontage.*



*Example of an existing frontage in Downtown Memphis that has been re-imagined to create more usable space.*

# 5.4 Porch



## BUILDINGS



## APPLICABILITY

Follow guidance on this page when the project:

- includes a Porch.

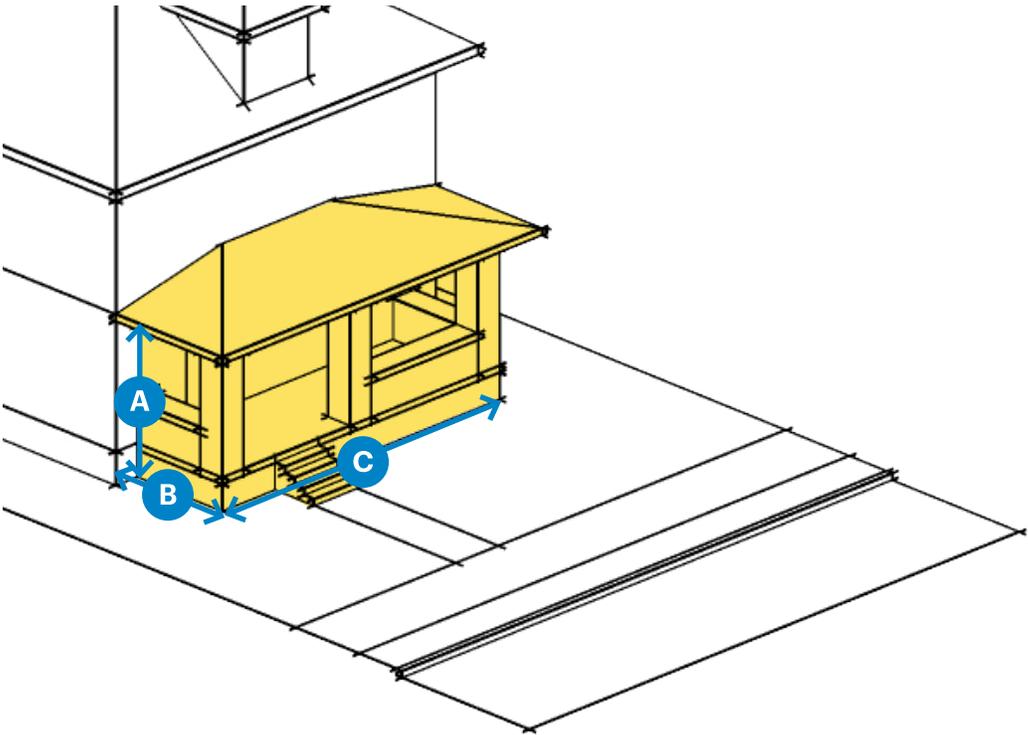
### Description

The main facade of the building is set back from the front lot line with a covered structure encroaching into the front setback or projecting from the facade. The Porch may be one or two stories tall.

### Guidelines

- If Porch is projecting beyond the building facade, it should be open on three sides and have a roof.
- The resulting setback area should be defined by a fence or hedge to spatially define the edge of the street.

<input type="checkbox"/> Height	8' min.	<b>A</b>
<input type="checkbox"/> Depth	6' min.	<b>B</b>
<input type="checkbox"/> Width	15' min.	<b>C</b>
<input type="checkbox"/> Floor Height Above Sidewalk	5' max.	



Examples of Porches

# 5.5 Dooryard

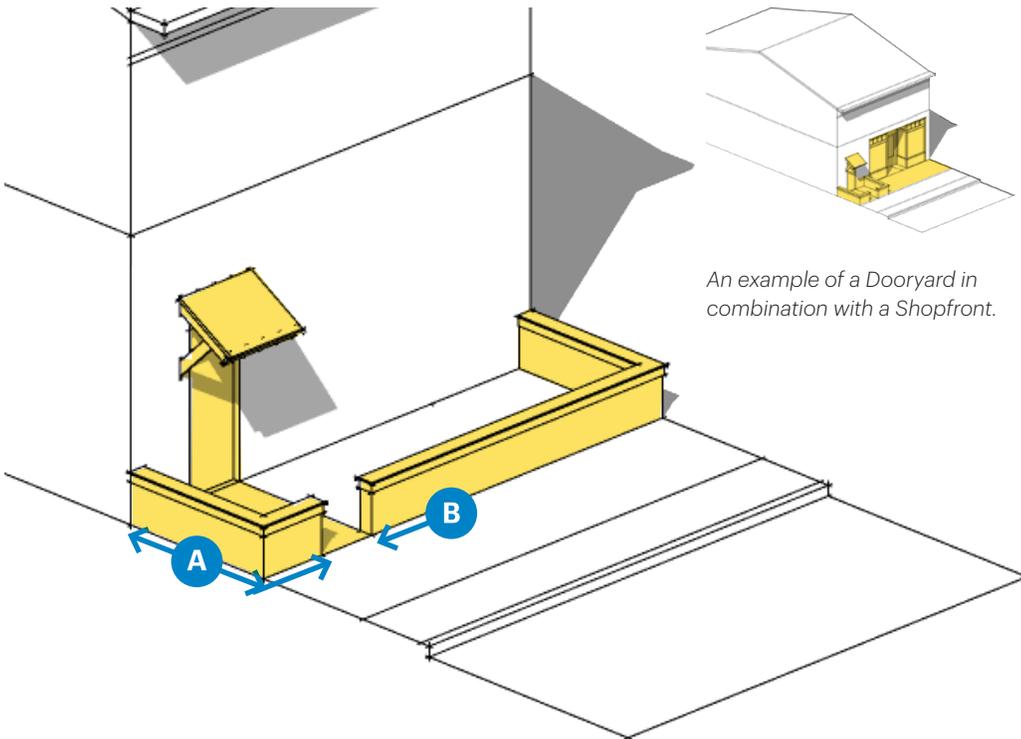
## Description

The main facade of the building is set back from the front lot line, which is defined by a low wall, hedge, or other allowed screening, creating a small private area between the sidewalk and the facade.

<input type="checkbox"/> Depth	10' min.	<b>A</b>
<input type="checkbox"/> Pedestrian Access Width	3' min.	<b>B</b>
<input type="checkbox"/> Floor Height Above Sidewalk	3' max.	

## Guidelines

- Each Dooryard should provide access to only one ground floor entry; each Dooryard is separated from adjacent Dooryards.
- The Dooryard may be raised or at grade.
- For live/work, retail, service, and restaurant uses, the [Shopfront](#) or [Industrial/Maker Shopfront](#) Frontage Type should be used in conjunction with the Dooryard type.
- When using Dooryards, each Dooryard should provide access to only one ground floor entry.



**BUILDINGS**

**APPLICABILITY**

Follow guidance on this page when the project:

- includes a Dooryard.



Examples of Dooryards.

# 5.6 Stoop



**APPLICABILITY**

Follow guidance on this page when the project:

includes a Stoop.



Examples of Stoops.

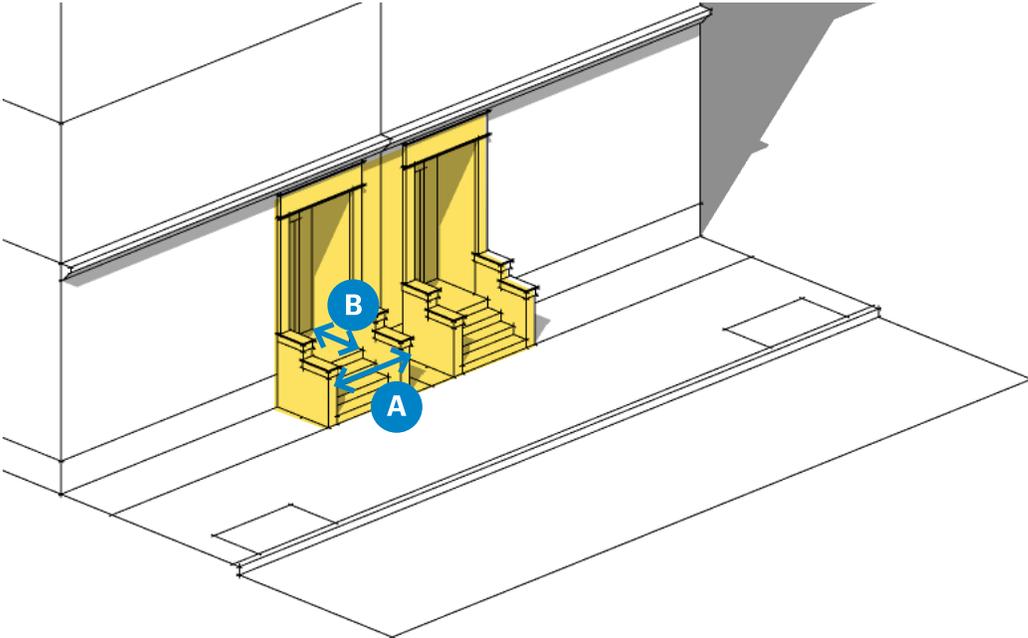
### Description

The main facade of the building is near the front lot line with steps to an elevated entry.

Table 5.6.A Stoop		
<input type="checkbox"/> Width of Landing	4' min.	A
<input type="checkbox"/> Depth of Landing	4' min.	B
<input type="checkbox"/> Height at Building Entry	1' min., 5' max.	

### Guidelines

- Entry doors should be covered or recessed to provide shelter from the elements.
- The Stoop is elevated above the sidewalk to provide privacy along the sidewalk-facing rooms and gates are not preferred.
- When ground floor, is not habitable each Stoop should serve only one unit, and the stairs should face the sidewalk.
- When there is a habitable ground floor below the story accessed by the Stoop, it should have its own defined entrance.
- Stairs or ramps from the Stoop may lead directly to the sidewalk or may be parallel to the sidewalk.



# 5.7 Forecourt

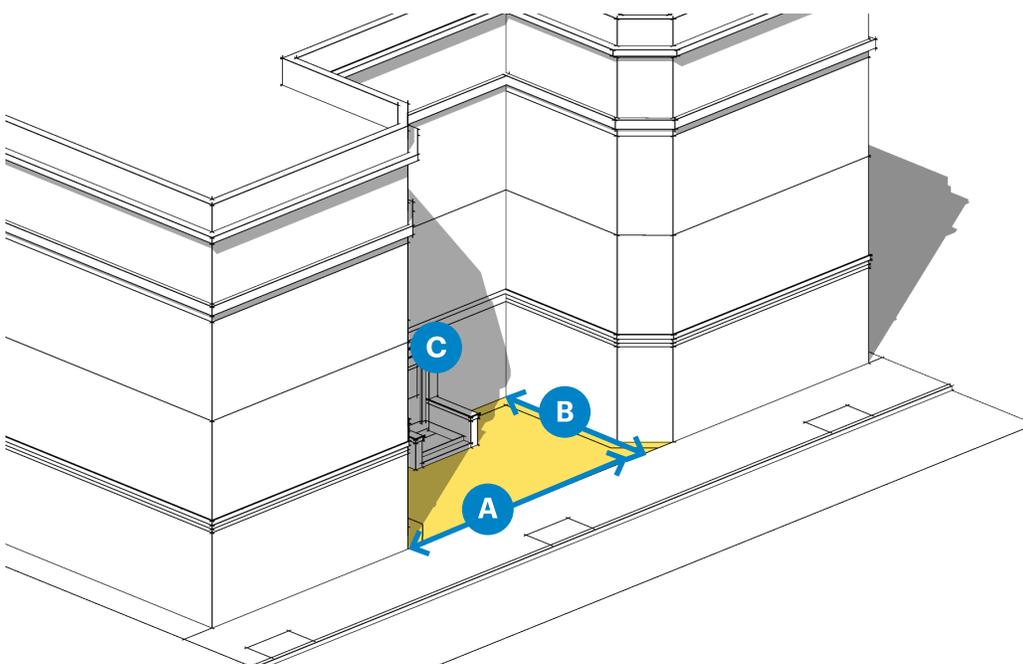
## Description

The main facade of the building is at or near the front lot line and a portion is set back, extending the public realm into the lot to create an entry court or shared garden space for housing, or an additional shopping or restaurant seating area within retail and service areas.

<input type="checkbox"/> Width	15' min.	<b>A</b>
<input type="checkbox"/> Depth	10' min.	<b>B</b>
<input type="checkbox"/> Other frontages, awnings, and balconies may encroach into all sides of the Forecourt.	Max. 1/2 width of Forecourt	<b>C</b>
<input type="checkbox"/> Floor Height Above Sidewalk	2' max.	

## Guidelines

- Forecourts may be utilized to group several entries at a common elevation.
- The proportions and orientation of a Forecourt should allow optimal solar exposure and user comfort.
- May allow for a low wall to define the edge of the forecourt.
- Forecourts space may be utilized for outdoor dining and vending so long as path-of-travel to building entrances are not obstructed and as per standards in underlying zone.



## APPLICABILITY

Follow guidance on this page when the project:

- includes a Forecourt.



Examples of Forecourts.

# 5.8 Shopfront

## BUILDINGS

**APPLICABILITY**

Follow guidance on this page when the project:

- includes a Shopfront.



An example of a Shopfront.

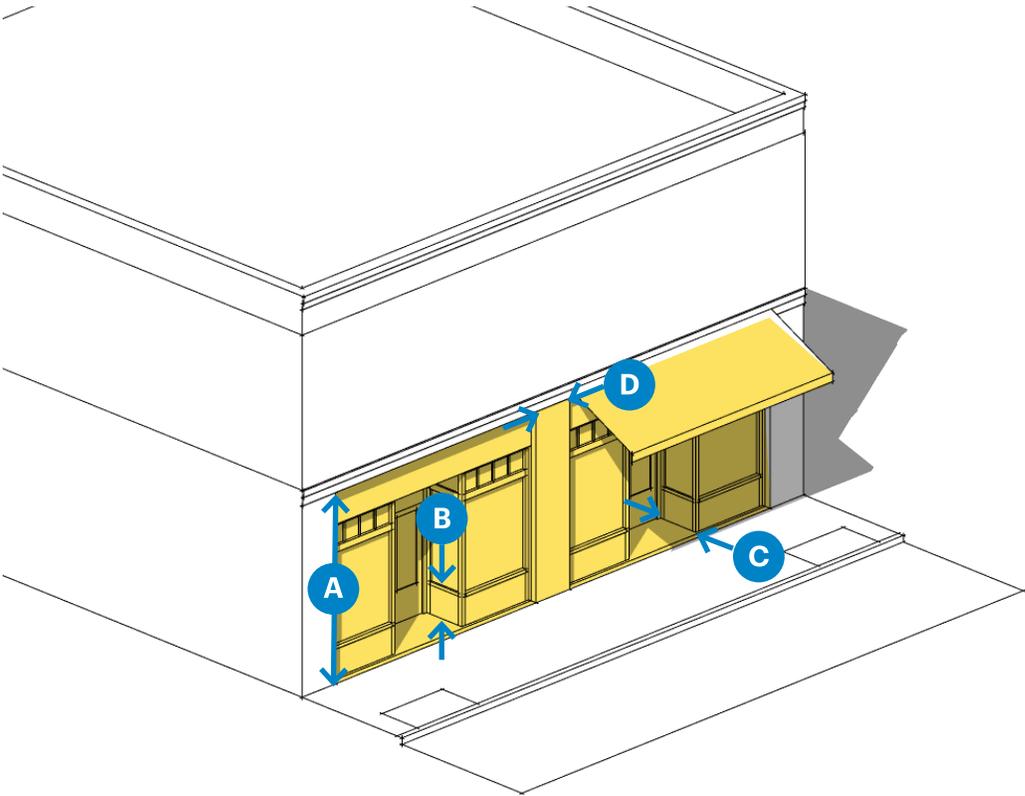
### Description

The main facade of the building is at or near the front lot line with at-grade entrance from the sidewalk. The type is intended for service, retail, or restaurant use.

<input type="checkbox"/> Height	10' min.	<b>A</b>
<input type="checkbox"/> Shopfront Base	6" min.; 24" max.	<b>B</b>
<input type="checkbox"/> Depth of Recessed Entries	5' max.	<b>C</b>
<input type="checkbox"/> Distance between Glazing	2' max.	<b>D</b>

### Guidelines

- The Shopfront should include substantial glazing between the Shopfront base and the ground floor ceiling.
- The Shopfront may include an awning that overlaps the sidewalk. Awnings materials should be durable and provide shade.



# 5.9 Recessed Shopfront

**BUILDINGS**

**APPLICABILITY**

Follow guidance on this page when the project:

- includes a Recessed Shopfront.



Example of a Recessed Shopfront.

### Description

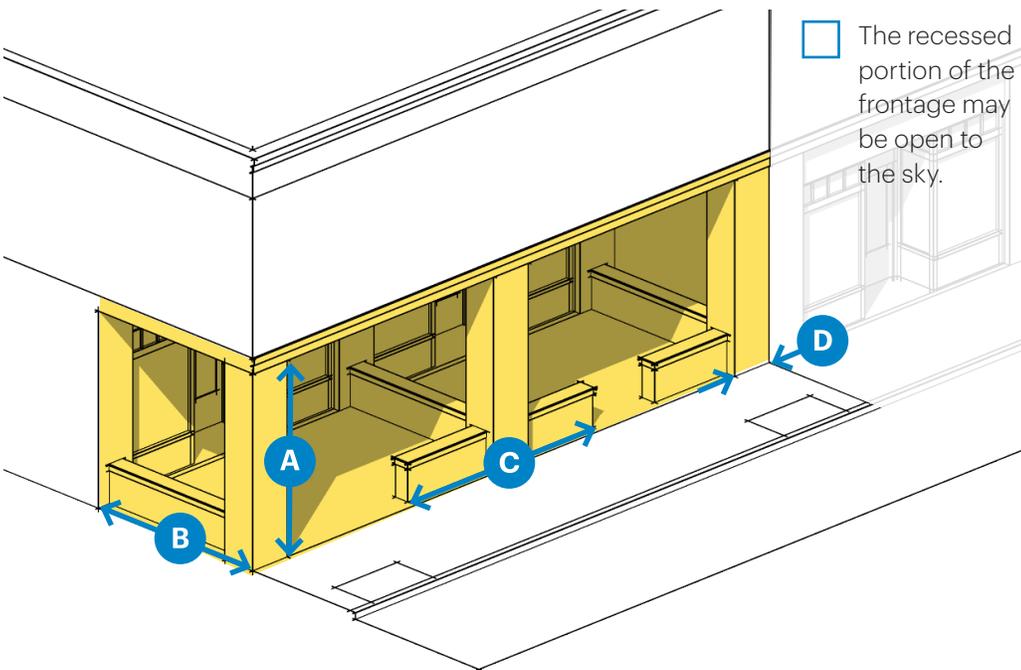
The main facade of the building is at or near the front lot line with an at-grade or elevated entrance set back from the sidewalk behind the primary facade. Vertical elements at the front lot line define an occupiable space between the main building facade and the recessed building entry. This space should be actively used.

**Table 5.9.A Recessed Shopfront**

<input type="checkbox"/> Height	8' min.; 15' max.	<b>A</b>
<input type="checkbox"/> Depth of Recess	8' min.; 15' max.	<b>B</b>
<input type="checkbox"/> Distance between Clear Entries	25' max.	<b>C</b>
<input type="checkbox"/> Width of Columns	5' max.	<b>D</b>

### Guidelines

- The recessed portion of the frontage should include seating (permanent or temporary), public art, and/or landscaping to make it inviting.
- The recessed portion of the frontage should be designed as an indoor/outdoor extension of the interior spaces behind to the frontage.
- For live/work, retail, service, and restaurant uses, the [Shopfront](#) or [Industrial/Maker Shopfront](#) Frontage Type should be used in conjunction with the Recessed Shopfront type.
- Access to the recessed portion of the frontage may be controlled for safety, but should be generally accessible during the operating hours of the interior spaces behind the frontage when occupied by commercial uses.



- The recessed portion of the frontage may be open to the sky.

# 5.10 Industrial/Maker Shopfront

## BUILDINGS

**APPLICABILITY**

Follow guidance on this page when the project:

- includes an Industrial/ Maker Shopfront.



Examples of Industrial/ Maker Shopfronts

### Description

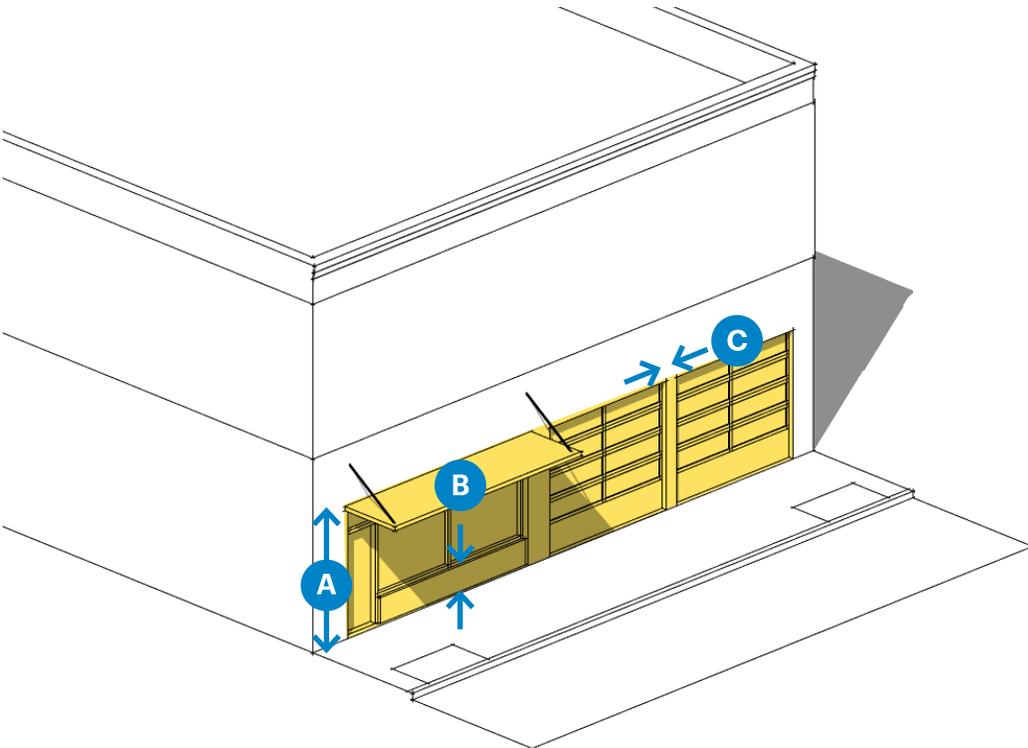
The main facade of the building is at or near the front lot line with an at-grade or elevated entrance from the sidewalk. This type is intended for industrial artisan businesses to show their activity to people passing by on the sidewalk, as well as for retail sales of products made on-site.

**Table 5.10.A Industrial/Maker Shopfront**

<input type="checkbox"/> Height	8' min.	<b>A</b>
<input type="checkbox"/> Shopfront Base	6" min.; 24" max.	<b>B</b>
<input type="checkbox"/> Distance between Glazing	10' max.	<b>C</b>

### Guidelines

- The Industrial/ Maker Shopfront should include min. 20% of glazing between the base and the ground floor ceiling.
- The Industrial/ Maker Shopfront may include a roll-down or sliding door, including glazing and an awning that overlaps the sidewalk.



# 5.11 Loft

## Description

The main facade of the building is at or near the front lot line with an at-grade or elevated entrance from the sidewalk. This type is typically two-stories tall and it is intended for mezzanine-style spaces. It can be used as live/work space and artisan businesses.

**Table 5.11.A Loft**

<input type="checkbox"/> Height (Total)	18' min.	<b>A</b>
<input type="checkbox"/> Base	6" min.; 36" max.	<b>B</b>
<input type="checkbox"/> Distance between Bottom Window and Clerestory Window	24" max.	<b>C</b>
<input type="checkbox"/> Bottom Window Head Height	10' min.	<b>D</b>

## Guidelines

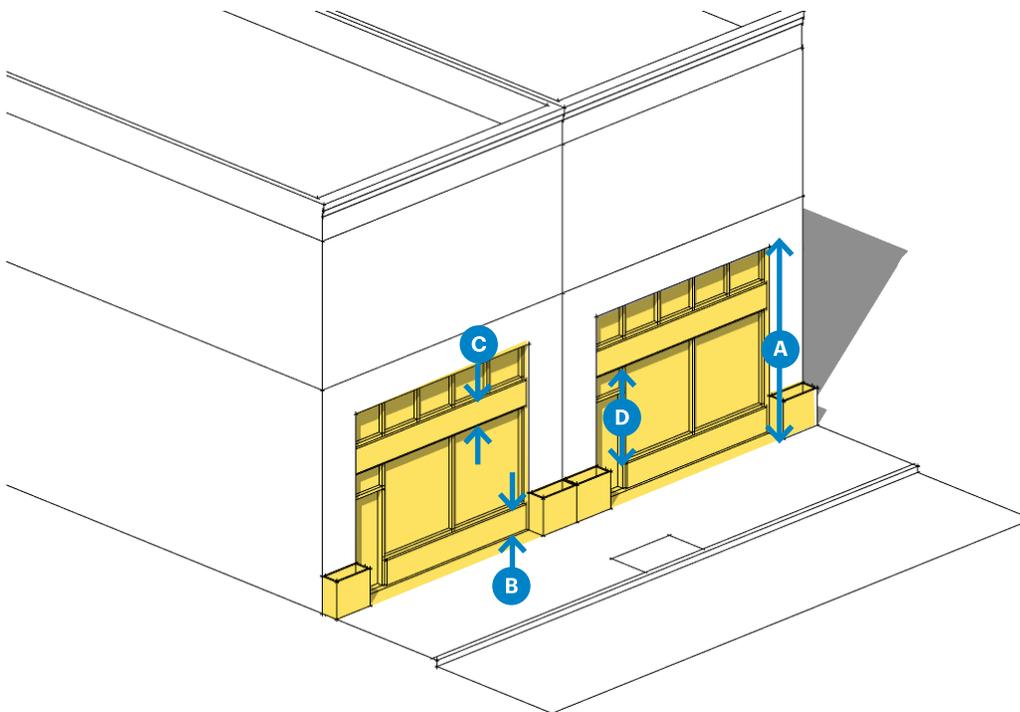
- May include an awning subject to encroachment standards in zoning.
- Intended for double-height interior spaces and/or interior spaces with a mezzanine.
- May be combined with Dooryard frontage.



## APPLICABILITY

Follow guidance on this page when the project:

- includes a Loft.



Examples of Lofts

# 5.12 Terrace

## BUILDINGS

**APPLICABILITY**

Follow guidance on this page when the project:

- includes a Terrace.

### Description

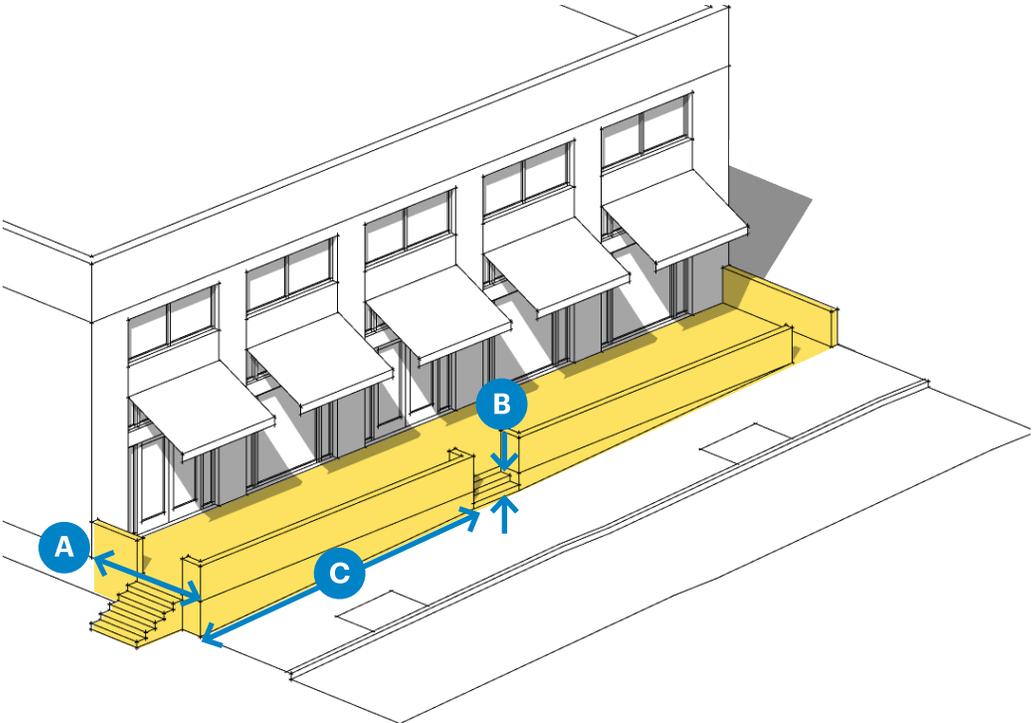
The main facade is at or near the front lot line with steps leading to an elevated area providing pedestrian circulation along the facade to connect multiple entrances. The type is used for retail, service, office uses, or housing to provide outdoor areas along the sidewalk.

### Guidelines

- Ramps should be integrated along the side of the building to connect with the Terrace.
- Terrace frontage should be used to provide consistent level entries for multiple building entrances where natural topography is variable.
- For live/work, retail, service, and restaurant uses, the [Shopfront](#) or [Industrial/Maker Shopfront](#) Frontage Type should be used in conjunction with the Terrace type.

**Table 5.12.A Terrace**

<input type="checkbox"/> Depth of Terrace	8' min. residential, 12' min. non-residential	<b>A</b>
<input type="checkbox"/> Finish Level above Sidewalk	4' max.	<b>B</b>
<input type="checkbox"/> Distance between Stairs	25' max	<b>C</b>



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# Definitions

CHAPTER

# 6

## In this chapter

### 6.1 Definitions

112

# 6.1 Definitions

## A. Definitions

**Abutting.** See Article 12 Definitions in The Memphis and Shelby County Unified Development Code.

**Access or Service Drive.** A public or private way of paving or right-of-way of not more than 30' affording means of access to property.

**Active Mobility.** Human-powered forms of travel such as walking – with or without a mobility assistance device – biking, skating, and other human-propelled modes of movement. Considerations to support and promote active mobility often also facilitate movement by mobility scooter.

**Addition.** The enlargement of an improvement accomplished by appending a new improvement.

**Adjacent.** Sharing a common lot line, or having lot lines separated only by an alley.

**Adjacent Buildings.** Two or more buildings located upon adjacent lots.

**Alley.** A public or private way to be used primarily for vehicular access to the back or side of a lot of real property that otherwise abuts a street.

**Architectural Feature.** Exterior building element intended to provide ornamentation to the building massing including, but not limited to eaves, cornices, bay windows, window and door surrounds, light fixtures, canopies, and balconies.

**Attached Building or Structure.** See Article 12 Definitions in The Memphis and Shelby County Unified Development Code.

**Awning.** See Article 12 Definitions in The Memphis and Shelby County Unified Development Code.

## B. Definitions

**Bay.** Any division of a building between vertical lines or planes, especially the entire space included between two adjacent supports.

**Bay Window.** An architectural projection from the building cantilevered from the facade, consisting of one or more stories in height, containing at least 60% glass area.

**Block.** See Article 12 Definitions in The Memphis and Shelby County Unified Development Code.

**Block Face.** See Article 12 Definitions in The Memphis and Shelby County Unified Development Code.

**Block Length.** The horizontal distance from the right-of-way on one end of the block to the right-of-way on the other end along the same street.

**Block Perimeter.** See Article 12 Definitions in The Memphis and Shelby County Unified Development Code.

**Block-scale, Building.** A building that is individually as large as a block or individual buildings collectively arranged along a street to form a continuous facade as long as most or all of a block.

**Building.** See Article 12 Definitions in The Memphis and Shelby County Unified Development Code.

**Buildable Area.** The horizontal area in which a building is allowed to be constructed.

**Building Elevation.** See Article 12 Definitions in The Memphis and Shelby County Unified Development Code.

**Building Entrance.** A point of pedestrian ingress and egress to the front of a

building along the sidewalk of the street immediately adjacent to the building.

**Building, Existing.** A pre-existing structure on a lot.

**Building Facade.** The exterior wall of a building adjacent to a street, the front or side along a private street, or civic space.

**Building Facade, Front.** The exterior wall of a building adjacent to a street or civic space.

**Building Facade, Side Street.** The exterior wall of a building adjacent to a side street.

**Building Facade, Interior Side.** The exterior wall of a building adjacent to the interior lot line(s).

**Building Facade, Rear.** The exterior wall of a building opposite the front.

**Building Form.** The overall shape and dimensions of a building.

**Building Frontage.** See Article 12 Definitions in The Memphis and Shelby County Unified Development Code.

**Building Frontage, Principal.** The facade along the front of the lot, typically the narrower of sides and identified by an address.

**Building Type.** A structure defined by its combination of configuration, disposition, and function.

## C. Definitions

**Ceiling Height, Ground Floor.** The height from finished floor to finished ceiling of primary rooms on the ground floor, not including secondary rooms which include, but are not limited to bathrooms, closets, utility rooms, and storage spaces.

**Ceiling Height, Upper Floor(s).** The height from finished floor to finished ceiling of primary rooms on the floor(s) above the ground floor, not including secondary rooms which include, but are

not limited to bathrooms, closets, utility rooms, and storage spaces.

**Civic Space.** An outdoor area dedicated for public gathering and civic activities.

**Common Courtyard.** An entry court, forecourt, or courtyard shared by multiple residential units or commercial spaces.

**Common Space (syn. Common Area).** A portion of a development held in common and/or single ownership, is not reserved for the exclusive use or benefit of an individual tenant or owner, and is available for use by all persons who reside or work in the building or on the lot.

**Corner Design.** A physical distinction in a building at the corner of two streets or a street and public space.

**Corner Entry.** An entrance located on the corner of a building.

**Cornice.** The crown molding of a building or element.

**Cottage Court.** A group of detached cottage buildings, each with one single-story or one-and-a-half story dwelling.

**Courtyard (syn. Court).** An unroofed area that is completely or partially enclosed by walls or buildings on at least two sides and often shared by multiple residential units or non-residential units, not including off-street parking.

## D. Definitions

**Driveway.** A vehicular lane within a lot, or shared between two lots, usually leading to a garage, other parking, or loading area.

## E. Definitions

**Eave.** The edge of the roof that overhangs the face of the adjoining wall. The bottom of the eave can range from exposed rafters (“open eave”) to a finished horizontal surface (“closed eave”).

**Entablature (syn. Expression Line).** A horizontal, continuous lintel on a classical building supported by columns or a wall, comprising the architrave, frieze, and cornice.

**Entry.** An opening, including, but not limited to, a door, passage, or gate, that allows access to a building.

## F. Definitions

**Facade.** See Article 12 Definitions in The Memphis and Shelby County Unified Development Code.

**Fence.** A structure, made of wood, metal, masonry, or other material, typically used to screen, enclose, or divide open space for a setback or along a lot line.

**Finish Level, Ground Floor.** Height difference between the finished floor on the ground floor and the adjacent sidewalk. In the case of a terrace frontage that serves as the public right-of-way, the floor finish level is the height of the walk above the adjacent street. Standards for ground floor finish level for ground floor residential uses do not apply to ground floor lobbies and common areas in multi-unit buildings.

**Footprint, Building.** The outline of the area of ground covered by the foundations of a building or structure.

**Forecourt.** See [Forecourt](#).

**Front.** See "Lot Line, Front."

**Front Loaded (syn. Front Access).** Lots that provide vehicular access from the front of the lot.

**Frontage Line.** The lot line(s) of a lot fronting a street (public or private) or a civic space.

**Frontage Type.** A physical element configured to connect the building facade to the back of the sidewalk abutting a street or public open space depending

on the intended physical character of the zone.

## G. Definitions

**Gable.** A vertical wall in the shape of a triangle formed between the cornice or eave and the ridge of the roof.

**Ganged.** Refers to windows designed/ found in an array of two or more.

**Ground Floor.** The floor of a building located nearest to the level of the ground around the building.

## H. Definitions

**Habitable.** A space that is suitable for human occupancy.

**House-scale Building.** A building that is the size of a small-to-large house and detached from other buildings, typically ranging from 24' to as large as 80' overall, including wings.

## I. Definitions

**Infill.** See Article 12 Definitions in The Memphis and Shelby County Unified Development Code.

## J. Definitions

No definitions.

## K. Definitions

No definitions.

## L. Definitions

**Landscaping.** See Article 12 Definitions in The Memphis and Shelby County Unified Development Code.

**Live/ Work.** An integrated dwelling and working space, occupied and utilized by a single household in a structure that accommodates joint residential occupancy and work activity.

**Loading Dock(s).** A platform where cargo from vehicles can be loaded or unloaded.

**Lot Line, Front.** The perimeter boundary of a lot along a street or other public way. The front is typically narrower than the side and provides the physical location for the address of the lot. Some lots have front lot lines that exceed the length of the side lot lines.

## M. Definitions

**Main Body.** The primary massing of a primary building.

**Main Facade.** The front facade of a building.

**Massing.** The overall shape or arrangement of the bulk or volume of a building and structures.

**Multiplex.** A medium-sized structure that consists of 3 to 6 side-by-side and/or stacked dwellings, typically with one shared entry or individual entries along the front. This Type has the appearance of a medium-sized single-family home and is appropriately scaled to fit as a small portion of low- to moderate-intensity neighborhoods. Private open space is not required.

**Multi-Unit Building.** A residential, non-residential, or mixed-use building in which there exists three or more separate units with direct exterior access and in which there are appurtenant shared facilities. Distinguishing characteristics of a multi-tenant building or use may, but need not, include common ownership of the real property upon which the building or use is located, common wall construction, and multiple occupant use of a single structure.

## N. Definitions

**New Construction.** Structures for which the "start of construction" commenced on or after the effective date of these Guidelines.

**Non-Street Frontage.** Building facades that do not face a street or civic space.

## O. Definitions

**Off-Street Parking.** The area(s) located on a lot available for temporary storage of passenger vehicles, including a public or private parking lot where parking is the principal use of the property.

**Open Space.** See Article 12 Definitions in The Memphis and Shelby County Unified Development Code.

**Oriel Window (syn. Upper Story Bay Window).** A window that projects from the building facade or elevation, located on upper floors and may extend for multiple stories.

**Overhead Doors.** Doors constructed in horizontally hinged sections that are equipped with hardware that rolls the sections into an overhead position, clear of the opening.

## P. Definitions

**Parapet.** A low wall along the edge of a roof or the portion of a wall that extends above the roof line.

**Parking Driveway Width.** The horizontal measurement of an access driveway to a parking area, measured perpendicular to the direction of travel.

**Parking Court.** The parking space used by residences that have their main entrances accessed from there.

**Path of Travel.** A continuous, unobstructed way of pedestrian passage.

**Pedestrian.** All people who move along sidewalks at a walking or running pace, including those in wheelchairs, mobility scooters and strollers.

**Pedestrian Orientation.** A physical structure or place with design qualities and elements that contribute to an active, inviting, and pleasant place for pedestrians that typically includes most of the following elements:

1. Building facades that are highly articulated at the street level, with interesting uses of material, color, and architectural detailing, located directly behind the sidewalk,
2. Visibility into buildings at the street level,
3. A continuous sidewalk, with a minimum of intrusions into pedestrian right-of-way,
4. Continuity of building facades along the street with few interruptions in the progression of buildings and stores,
5. Signs oriented and scaled to the pedestrian rather than the motorist, and/or
6. Pedestrian orientation may also include design amenities related to the street level including, but not limited to, awnings, paseos, and arcades landscaping and street furniture.

**Podium.** A continuous projecting base or pedestal under a building often occupied by parking.

**Podium, Top.** A flat, elevated and open area above a podium that can be used as common area.

**POPS.** Privately-owned public spaces (POPS) are publicly accessible spaces in forms of plazas, terraces, and small parks which are provided and maintained by private developers for the enjoyment of the public.

**Porch.** A covered shelter projecting in front of the entrance of a building.

**Public Realm.** Any publicly-accessible streets, pathways, right of ways, parks, and open spaces.

## R. Definitions

**Rear.** Opposite of front.

**Rear-loaded (syn. Rear Access).** Vehicular access from the rear of the lot.

**Recessed Entry.** An entrance to a building that is set back from the facade of the building.

## Renovation.

1. A structural change to the foundation, roof, floor, or exterior of load-bearing walls of a facility, or the extension of an existing facility to increase its floor area.
2. Alteration of an existing facility including, but not limited to, significantly changing its function, even if such renovation does not include any structural change to the facility.
3. Remodeling of the building interior or exterior.

**Residential.** Premises used primarily for human habitation.

**Right-of-Way (ROW).** See Article 12 Definitions in The Memphis and Shelby County Unified Development Code.

**Roofline.** See Article 12 Definitions in The Memphis and Shelby County Unified Development Code.

## S. Definitions

**Setback.** See Article 12 Definitions in The Memphis and Shelby County Unified Development Code.

**Shared Open Space.** An entry court, forecourt, courtyard, or other on-site open space shared by multiple residential units or non-residential units.

**Shopfront.** See Section [Shopfront](#).

**Site.** See Article 12 Definitions in The Memphis and Shelby County Unified Development Code.

**Street, Front.** Street located along the front lot line of a parcel.

**Street, Side.** Street located along a lot line of a parcel that is not along the front lot line.

**Streetscape.** The natural and built fabric of a street defined by the design quality of the street and its visual effect including proportion of width relative to the height

of adjacent buildings, landscape elements such as street trees, design of pedestrian facilities and provision of street furniture, wayfinding elements, and public art.

**Stoop.** See Section [Stoop](#).

**Story.** The portion of a building included between the surface of any floor and the surface of the next floor above it, or if there is no floor above, the space between the floor and the ceiling above. If the finished floor level directly above a basement or cellar is more than 6' above grade for more than 50% of the total perimeter, such basement or cellar should be considered a story.

1. **Story, First.** The lowest story or the ground story of any building, the floor of which is not more than 12" below the average contact ground level at the exterior walls of the building.
2. **Story, Half (syn. Attic Story).** A conditioned space that rests primarily underneath the slope of the roof, usually having dormer windows. The half story is identified by the ".5" in the description of maximum height (e.g., 2.5). A half-story is considered a story when its top wall plates, on at least two opposite exterior walls, are 4' or more above the floor of such story.

**Street.** See Article 12 Definitions in The Memphis and Shelby County Unified Development Code.

**Street, Front.** See Article 12 Definitions in The Memphis and Shelby County Unified Development Code.

**Street, Side.** See Article 12 Definitions in The Memphis and Shelby County Unified Development Code.

**Street Frontage.** The lineal length of that portion of a lot abutting a street.

## T. Definitions

**Transit Stop.** A location where buses stop to load and unload passengers. A transit

stop may or may not include a shelter or a pullout.

## U. Definitions

**Upper Floor.** See Article 12 Definitions in The Memphis and Shelby County Unified Development Code.

## V. Definitions

**Visitability.** A basic level of accessibility that enables persons with disabilities to visit others in their dwellings by providing at least one accessible means of egress/ingress for each residential unit.

## W. Definitions

**Walkable/ Walkability.** The condition when an area is highly interconnected to other areas and promotes active mobility to work, transit, errands, shopping, or restaurants.

**Walkway.** A paved way located on one or more lots, used for pedestrian traffic, and used exclusively by the lot owner(s), their guests, and invitees.

**Wall Plane.** A vertical surface defined by the facades of buildings.

**Water Table, Architectural Feature.** A horizontal projecting string-course of masonry, molding, or a ledge placed so as to divert rainwater from a building.

**Wing.** A structure of at least 5' in depth physically attached to, and secondary to, the main body of a primary building.

## X. Definitions

No definitions.

## Y. Definitions

No definitions.

## Z. Definitions

No definitions.

