

## IV PUBLIC IMPROVEMENTS, UTILITIES

### *Improvements in the public right of way*

### *Utilities and related equipment*

ASPECT	PRINCIPLE — GOOD EXAMPLE	NOT ALLOWED
<b>STYLE</b>	<p>Construction to complement the nature of the historic district, but flexibility is necessary to allow a system wide approach, parts standardization and use of available materials.</p> <p>New utility work to be minimized in appearance.</p> <p>Support pedestrian use and scale.</p> 	<p>Visible 'high tech' installations</p> <p>Insertion of stylistic elements and systems that do not complement the district</p> <p>The Guideline appreciate that there is necessary public safety and engineering work that may be difficult to alter; Installations should follow the guidelines as possible, often simple measures can reduce an adverse impact; Review with City design staff and HRB</p>
<b>DESIGN</b>	<p>For visible features, use design that was typical or similar to that of the historic period; where unable, screen or cover the installation in an historically appropriate manner.</p> <p>Construction to not significantly alter the district's built pattern.</p> <p>Locate equipment away from primary views to maximum extent practicable.</p> <p>Utilize landscape or fabricated screening to minimize disruptive appearance.</p> <p>Minimize street signage as allowable by codes.</p>	<p>Construction out of scale with the district</p> <p>Street, sidewalk, stairs, walls that significantly alter the historic pattern and dimension of the district.</p> <p>Modern details and construction in visible locations unless screened or appearance mitigated.</p> <p>Excessive regrading or removal of vegetation that adversely affects the historic context of the district and surrounding area without mitigation</p>
<b>MATERIALS</b>	<p>Materials and Products For Visible Features: Use those that were typical of the historic period or those that offer a similar appearance. Use of stone, concrete, wood and metal in finishes and textures similar to that of the historic period is most appropriate.</p> 	<p>Obvious synthetic materials, non historic finishes or colors.</p> <p>Historic materials used in ways not found in the district</p> <p>Bright stainless, galvanized, aluminum, exposed aggregate concrete, other non historic finishes</p> 