Home Town NRH is about the quality of modern life. It is about giving ourselves and our kids the opportunity to walk down safe and attractive streets, to live, work and play within the community.

The urban form of Home Town takes its cues from the small towns of America, but offers the amenities required in today’s world. There are inviting streets, appealing public spaces, stores, offices and homes along these streets to use and enjoy. There are also brightly lit streets, plenty of parking, and clear directional signs.

Large store windows invite you to window shop; restaurants have tables on the sidewalk making the downtown the community gathering room. Home Town combines the best of traditional towns and modern conveniences. Together, Home Town is the best of both worlds.
Introduction

The Design Guidelines are provided as a guide to assist city officials, developers, owners, architects, builders, and contractors in understanding the comprehensive level of planning, design, and implementation that is required for new buildings, building improvements, and building additions within North Richland Hills Home Town Commercial Center.

The vision for the development is to create a complete community of streetscapes, public spaces, buildings, and site amenities that are based on time tested design concepts and that employ traditional regional imagery appropriate for the location, context, and climate of Home Town. While each building and site will stand on its own design merit, it is also necessary that each individual building or improvement contribute to the neighborhood character so that the compatibility, long term quality, and appreciation in value of the overall community may be maximized for all involved. Each proposed new building, building addition, or improvement (including site improvements and landscaping) will be designed and reviewed for consistency and compatibility with the architectural character outlined in these guidelines.

The North Richland Hills - Home Town Commercial Center Guidelines visually and diagrammatically illustrate the design character and architectural elements that are at the core of the intentions for this project. The guidelines are not intended to be subjective value judgments which favor one type or style of building over another, but instead are intended to illustrate (before the design process begins) the primary design components which contribute to an attractive, pedestrian oriented urban center. Because the images and elements contained herein are not comprehensive, they will be used by the Town Architect as a guide to the minimum standards required in the review of proposed buildings, additions, open spaces, and other improvements in Home Town. The Town Architect will have the authority to define any term or interpret the applicability of any item contained in the Design Guidelines.

The Town Architect will have the power to approve, conditionally approve, or reject any proposed building or improvement. At his/her discretion, the Town Architect will also have the power to grant waivers of any provision of the Design Guidelines, provided the granting of such waiver does not adversely affect the surrounding streetscape and overall community and that such waiver is based on outstanding design merit or otherwise advancing the design goals of the community. A building improvement designed with a character not indicated in the Design Guidelines, but which, in the opinion of the Town Architect, is architecturally compatible with the intentions of these guidelines, may be permitted. It will be required that preliminary concept drawings including at a minimum, plans, elevations, and building sections be submitted to the Town Architect for review prior to preparation of detailed drawings and filing for a building permit. The documents should address all of the following issues that the Town Architect will have the authority and responsibility to review:

- Site Plan, including grading plan and building orientation; location and screening of all utility and service elements; landscape, hardscape, walls, fences and site amenities; streetscape character and relationship to adjacent property.
- Overall building image - all facades.
- Scale, massing, proportions, materials, colors, and details.
- Roof configuration, materials and massing elements.
- Facade composition.
- Window and door details, including storefronts.
- Lighting
- Canopies, awnings, arcades, etc.
- Signage

The use of the Design Guidelines, including information and imagery within, is solely at the risk of the user. The developer, the City of North Richland Hills, the architectural review board, and their employees and agents will have no liability to any party in connection with the Design Guidelines or their provisions, or from comments, suggestions, and/or redesign costs required by the actual design review process. Any person or entity using the Design Guide lines will be required to:

- Independently evaluate any design image, character, element, material, or detail contained or described herein, and ascertain its suitability for its intended use.
- Ensure that all designs prepared in connection with the use of the Design Guidelines meet all applicable regulations of the City of North Richland Hills, including, but not limited to all applicable construction codes, fire and other life-safety codes, accessibility codes, and all other requirements as determined by the jurisdiction having authority.

The Design Guidelines are available to all property purchasers through the offices of the Town Founder:

Arcadia Realty
1111 South Main Street
Grapevine, TX 76051
817-949-2100

The Design Guidelines may be amended from time to time without notice. The latest version will always be available at the offices of the Town Founder.
The Public Realm
The Public Realm encompasses all the space in Home Town that is publicly owned and occupied by the residents and citizens. Our policy and guiding design principles regard the Public Realm as the most important space and therefore place the greatest emphasis and control on property fronting on the Public Realm. This creates a common place for people to visit, to meet, and to live.

The Street and The Street Wall
Each building must face the street, its principal entrances accessible directly from the street. Orienting buildings to the street defines the public space, giving enclosure to the public space and therefore creating a complete and controlled environment.

Parking
Despite the emphasis on pedestrian comfort, the amount of parking provided at Home Town is based on the assumption that everyone will arrive by car. The on-street parking provides convenient stop-by parking near the stores and offices while larger lots behind the buildings provide plenty of long-term parking. The parking is managed by a Parking Improvement District, a private/public association which assures fair parking policies for all.

The parking policy encourages users to park once and walk to several destinations. On street parking improves pedestrian safety by protecting walkers from moving traffic and slows traffic in drive lanes.

Street Amenities
Trees
The role of landscape in the urban public environment is a critical one. Rows of street trees are essential in defining the shape of the street, while softening and enlivening it. Deciduous trees are especially valued for, heralding the change of seasons, providing shade, motion, noise and color. Planting one tree type the length of each thoroughfare gives each street a local identity. The Street Trees section of these guidelines indicates approved tree species, size, and planting requirements to be administered by the Town Architect.

Street Lights
Another important streetscape component is lighting. Two types of streets lights are used within the Commercial Center of Home Town. One is a lamppost type, which is less than 12 feet high and located between the street trees along the length of the street. The second type is a pole-mounted light fixture used to illuminate street intersections. This combination allows the intersections to be brightly lit for safety while allowing a subtle glow and few overly-lit areas along the length of the street. Storefront lighting contributes to and should be consistent with the character and ambiance of the public realm.
The Rules

Public Realm Requirements

A Building Owner’s construction responsibility shall include the building, sidewalk, street trees, and street lights to the back of curb. A Building Owner’s direct maintenance responsibility shall be the building and surrounding sidewalk only.

The public right-of-way shall be from the primary building line or property line to the primary building line or property line across the street. This area is owned by the city.

The Primary (Type A) Facade Requirements:
The primary facade must be built to the property line along 100% of the property at streets and alleys. The primary facade must also wrap all alleys at least one structural bay or 100% of the property at streets and alleys. The primary facade must be built to the property line along the primary facade. This area is owned by the city.

Smaller building elements such as storefront, pilasters, and awnings are regulated to unify the public space. Retail window displays are similarly regulated, as are areas for outdoor dining and seasonal displays.

Street Wall and Building Wall Requirements:
The streets and squares of the Home Town Commercial Center shall be defined by the buildings that front the public spaces. Clear definition of these outdoor spaces is dependent upon the continuity of the street wall which is made up of the individual building walls along the street. Furthermore, the scale and character of the public space is defined by the detail of the building walls.

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<table>
<thead>
<tr>
<th>Type A: Minimum architectural features:</th>
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<tbody>
<tr>
<td>First floor window trim</td>
<td>Required at head, jamb and sill</td>
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<tr>
<td>Second floor window trim</td>
<td>Required at head and sill only</td>
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<td>Pediment</td>
<td>Required</td>
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<tr>
<td>Cornice</td>
<td>Required</td>
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<td>Awning</td>
<td>Required at first floor</td>
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Type B: Minimum architectural features:

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<tbody>
<tr>
<td>First floor window trim</td>
<td>None required</td>
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<td>Second floor window trim</td>
<td>None required</td>
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Encroachments into Public Space:
Pilasters may encroach up to 16 inches into the Public Right of Way. Towers may encroach up to 48 inches into the Public Right of Way. Arcades may encroach to the curb.

Sidewalk Requirements:
Sidewalks must be built from building face to curb in accordance with the configuration indicated in the Master Plan. The surface of the sidewalks shall be concrete, broom finish, with control joints every 12 feet or less across the width of the sidewalk. Sidewalks must adhere to all code requirements, including ADA.

Dining Areas or Seasonal Display Areas:
Dining areas and seasonal display area in accordance with the diagram are allowed, so long as the accessible route is maintained. Barriers, up to 36 inches high are allowed to separate this zone from the accessible route in dining areas only.

Street Signs:
Street signs shall be shielded from residential windows.

Street Lights:
Street lights are required at locations indicated on the Master Plan. In alleys, building-mounted lights are required at 60 foot intervals, with a minimum of one. Street light specifications will be defined by the Town Architect. Street lights shall be shielded from residential windows.

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Type A Primary Facade

Type B Secondary Facade
Parking Requirements

In the Home Town Commercial Center, parking is to be provided in designated areas, on the streets, and in mid-block parking areas at the rear of the buildings. Accordingly, every street will have on-street parking conveniently located along the sidewalks. On-street parking will support local activities with stop-by parking near the stores and offices. Mid-block parking areas are intended to provide longer term parking. Accordingly, each building should have entries from both the street side of the building and from the rear. Mid-block areas will also provide building service and delivery areas, removing potential congestion from the streets.

The Parking Authority will own and maintain all of the parking within the commercial district, except for the following:

• On-street parking in dedicated rights-of-way will be maintained by the City of North Richland Hills.
• Parking purchased by a building owner and held in fee simple title will be excluded from the Parking Authority maintenance and responsibility.

The property owners within the commercial district will fund the operation and maintenance of the Parking Authority with contributions to the Property Owner’s Association. Fees will be set by the POA to cover costs as a fixed fraction of the ad valorem tax. The Parking Authority will evaluate the adequacy of the parking; will track usage and efficiency of parking; will execute repairs and cleaning; and will maintain parking areas, including lighting. The parking requirements are based on the North Richland Hills Zoning Code. The final count is modified by a 24-hour stacking study which adjusts the total requirement in accordance with overlapping usage estimates calculated by the designated parking engineer.

The parking area requirements are regulated by the Town Architect in accordance with the Town Center Zoning Standards.
• A masonry screening enclosure is required at all dumpsters.
• Landscape screening is required at transformers, cable boxes, or all other above-ground utility objects.
• All parking areas must be illuminated with pole lights not exceeding 36 feet.
• All parking area lights must meet the Home Town standard which will be determined by the Town Architect.
• All light sources must be screened from second floor window views.

The Rules

Parking Area

Dumpsters with masonry screen

1-2’ caliper tree for each 12 parking spaces

Transformers and other utility with landscape screen

Screen building utilities

Building rear facade masonry unless otherwise approved ‘B’ Quality facade

Building owner’s construction and maintenance responsibility, to property line

Alley

® Arcadia Realty
3 min. pedestrian entrances required per block. Primary entrance must face street, not parking lot.

Pilasters may encroach on R.O.W by 16”.

Arcade can encroach on sidewalk full width of sidewalk.

Type A facade must wrap corner by at least 20 feet.

Type A facade on Street Front

Towers may encroach on R.O.W. by 4 feet.

Accessible ramps, typical

Street trees located per the Master Plan.

Arcade may encroach on sidewalk full width of sidewalk.

Building must be built to R.O.W. line on at least 80% of frontage.

Street lights located per the Master Plan.

Courtyard facade bounds courtyard.

Building owner’s construction responsibility.

Building owner’s maintenance responsibility, Property Line.

Arcade can encroach on sidewalk full width of sidewalk.

Type A Facade on Street Front

Public Right of Way - R.O.W.
Street Section

Tower may project up to 4 feet
Pilaster may project up to 16 inches
Glass plane 3 inch min. recessed from wall
Primary wall plane on property line
Awnings projection up to 6 feet. No side panels on awnings

Display Zone
• Complies w/ signage regulations
• Warm light
• Open to view at all times, no blinds

Canopies may extend to curb

The Public Realm

Sidewalk
Street
Sidewalk
Center opening over openings and solids over solids

Provide cap on wall

Masonry treatment at head and sills

Transition trim between window frame and masonry

Center openings in panel, space openings so neither side is crowded or too empty

Proportions of openings and structure are predominately vertical

Where roof is not visible, white capsheet is required. Where roof is visible materials must be metal or masonry.

Street Elevation