

## **GENERAL DEVELOPMENT STANDARDS**

PERIMETER WEST

NOVEMBER 11, 1999

### **General Development Standards**

1. It is the intent for this development to be a unified, high quality office park.
2. Mid-rise, signature type offices will be promoted along the SR 161/33 freeway with lower intensity, lower scale offices located on the northern portion of the site next to Post Road.
3. Detailed architectural standards will be set forth indeed restrictions providing for coordinated use of materials and architectural character throughout the development.
4. Signage shape, size, color, and style will be controlled by signage standards set forth for the entire development. All site planning will be done in a manner consistent with prudent planning principles and practice. In no event shall ground signs exceed a maximum height of 6 feet.
5. If these standards conflict in any way with the City of Dublin Codified Ordinances, then the Planner Commercial District shall prevail. Standards in the City of Dublin Zoning Code applicable to matters not covered in this document shall apply in all such matters not covered.
6. Emphasis shall be placed on high quality water features. Where practical, pedestrian access and seating areas shall be incorporated in proximity to ponds and water features.
7. Landscaping for each individual building site shall be consistent with other "Class A" office campus developments in Dublin.
8. Road Improvements to be developed with the initial Phase of Perimeter West shall include required improvements at Avery Road as identified in the Parson's Transportation Group report dated August 10, 1999 and as illustrated on attached Exhibit B, as well as the extension of Perimeter Drive through the site to its terminus at Post Road and the extension of Perimeter Loop Road to the southern boundary of the first building site. No more than 210,000 square feet of building area will be permitted to be occupied until such time as these improvements have been completed.
9. Hotels shall be generally of high quality, with architecture character and exterior building material similar to those on office buildings within the Perimeter West development. No through wall HVAC units, or exterior balcony or exterior walkway room entrances, shall be permitted. A maximum of two (2) hotels shall be permitted within Subarea 2. No hotels shall be permitted within Subarea 1 or Subarea 3.

10. The maximum lot coverage permitted shall be not greater than 60% in the aggregate for Perimeter West Office Park with no individual site having a lot coverage ration greater than 65%.
11. The maximum building area to be constructed shall not be greater than 9,000 square feet per gross acre for Perimeter West Office Park. Individual sites however may exceed this requirement provided however the overall density shall not exceed an average of 9,000 square feet in the aggregate.
12. When requested by Dublin City Staff, the Developer shall prepare and maintain a log illustrating density and lot coverage for the Perimeter West development.
13. Improvements constructed in conjunction with the development of Perimeter West shall be in compliance with the Dublin Thoroughfare Plan and Dublin Stormwater Regulations.
14. Landscape treatments, including street trees along all roads, shall be consistent with the property immediately east of Perimeter West.
15. In no event shall ground signs exceed a maximum height of 6 feet.

**SUBAREA 1 (22.52+/- ACRES) *net of road right-of-ways.***

**1.01 Description:**

Subarea 1 is located immediately north of Perimeter Drive, south of Post Road.

**1.02 Permitted Uses:**

The uses permitted in Subarea 1 include:

- Those uses listed in the Dublin Zoning Regulations in Section 153.026(A).
- General office uses including, without limitation, corporate headquarters and offices of major institutional users.
- Ancillary commercial services or restaurant uses within a structure primarily devoted to office or institutional uses.

**1.03 Permitted Height and Setback Requirements:**

1. Setbacks shall be determined as described below:

- Side and rear yards for buildings within the Subarea shall be a minimum of 30 feet.
- Side and rear yards for parking areas shall be 10 feet each for a total of 20 feet between areas unless a common parking lot is established within the Subarea.
- The maximum height shall be 2 stories above grade plus mechanicals and architectural features. Architectural features shall be limited to mechanical screens and skylights.
- All buildings shall be limited to 35 feet in height as measured to the midpoint of the gable roof.

2. Pavement setbacks shall be the following:

- 75 feet from Post Road right-of-way as defined on Preliminary Plat approved by City Council November 2, 1999.
- 30 feet from Perimeter Drive and Perimeter Loop rights-of-way.

3. Building setbacks shall be the following:

- 100 feet from the Post Road right-of-way for any building.
- 50 feet from Perimeter Loop and Perimeter Drive.

**1.04 Traffic, Circulation, Parking and Loading:**

1. Size, ratio, and loading facilities shall be regulated by City of Dublin Zoning Code Section 154.200 through 153.212. Parking in excess of that required by the Code may be 8' x 16' with 22-foot aisles.
2. Exceptions from strict application of code standards may be granted at the discretion of the Planning and Zoning Commission.

3. Loading areas shall be screed according to City of Dublin Code Sections 153.130 through 153.149.
4. Ingress and egress to and from the site shall be provided along Perimeter Drive.
5. Curb cuts for the Perimeter Drive right-of-way shall be approved in accordance with the City Engineer's direction.
6. Shared drives will be encouraged throughout the development to reduce the number of curb cuts needed. Subarea drives may be required for any lot of 250 feet of lot width or less.

**1.05 Waste and Refuse:**

1. All waste and refuse shall be containerized and fully screened, according to the Dublin zoning code, with walls constructed of materials that coordinate with the materials utilized in the associated structure (i.e. brick, etc).

**1.06 Storage and Equipment:**

1. No materials, supplies, equipment, or products shall be stored or permitted to remain on any portion of the parcel outside the permitted structure.
2. Mechanical equipment or other utility hardware on roof, ground, or buildings shall be set back from the property line or building edge so as not to be visible from the adjacent property, or shall be screened from public view with landscape materials or materials harmonious with the building.

**1.07 Landscaping, Lot Coverage, and Pedestrian Paths:**

1. All landscaping shall, at a minimum, be according to the City of Dublin Zoning Code Sections 153.130 through 153.149. Landscaping for each individual building site shall be consistent with other "Class A" office campus developments in Dublin.
2. The developer agrees to limit areas of construction activity and implement sedimentation and erosion control measures to minimize erosion during construction.

**1.08 Fences/Walls**

1. No chain link or wire fencing shall be permitted.

**1.09 Signage and Graphics:**

Except as otherwise herein stated:

1. All signage and graphics shall conform to the City of Dublin Zoning Code Sections 153.150 through 153.164. No signage shall be permitted to face Post Road unless required for emergency services.
2. All signage shall be subject to applicable signage setbacks of Sections 153.150 through 153.164.
3. No signs shall be applied to windows for the purpose of outdoor or exterior advertising.
4. No roof signs shall be permitted, nor should a sign extend higher than the building.
5. No flashing, traveling, animated, or intermittently illuminated signs may be used.
6. No billboards, or electrical or other advertising signs shall be allowed, other than a sign carrying the name of the business occupying the site.
7. Temporary development marketing signage shall be permitted.

#### **1.10 Lighting:**

Except as otherwise herein stated, all lighting must conform to the City of Dublin Lighting Guidelines.

1. External lighting within all subareas shall be cut-off type fixtures.
2. All types of parking, pedestrian, and other exterior lighting shall be on poles or wall mounted cut-off fixtures, and shall be of the same type and style.
3. All light poles and standards shall be dark in color and shall either be a dark brown, black or bronze metal.
4. Parking lot lighting shall be no higher than 28 feet.
5. Cut-off type lighting and building uplighting shall be permitted.
6. All lights shall be arranged to reflect light away from any street or adjacent property.
7. All building illumination shall be from concealed sources.
8. No colored lights shall be used to light the exterior of the buildings.
9. All lighting of the parking/driving areas and buildings will be designed and constructed so that it will be directed away from adjacent residential properties.

10. A lighting plan conforming to the City's Lighting Guidelines must be submitted to the City as part of the Development Plan.

**1.11 Architectural Standards:**

1. All buildings and associated structures shall be harmonious in character, and reflect an upscale, high quality, residential style, office park development. Final architectural drawings shall be presented for approval according to the process identified by the Final Development Plan.
2. All buildings shall have the same degree of exterior finish on all sides. Stone, brick, or decorative precast concrete panels shall be dominant exterior materials. Dryvit and other accent materials shall be limited to a maximum of 15% of the total exterior areas of the building.
3. Facade colors and materials on individual buildings shall be coordinated to complement each other. Facade colors of high chroma or intensity are not permitted.
4. Glass and curtain wall color should be coordinated to complement each other and color palette of the building. Highly reflective "mirror-like" glass shall not be permitted on building facades.
5. All building structures constructed shall be of residential style. Roofs shall be of 6:12 pitch and mansard roofs shall be prohibited.

**SUBAREA 2 (58.63+/- ACRES) net of road right-of ways.**

**2.01 Description:**

This Subarea is located immediately adjacent to SR 161 and US 33, extending north to Perimeter Drive, including the extension of Perimeter Loop Road.

**2.02 Permitted Uses:**

The uses permitted in this Subarea include:

- Those permitted uses listed in the Dublin Zoning Regulations in Section 153.026(A).
- General office uses including, without limitation, corporate headquarters and offices of major institutional users.
- Hotel/motel
- Ancillary commercial services or restaurant uses within a structure primarily devoted to office or hotel uses.

**2.03 Permitted Height and Setback Requirements:**

1. Setbacks shall be determined as described below:
  - Side and rear yards for buildings within the Subarea shall be a minimum of 30 feet.
  - Side and rear yards for parking areas shall be 10 feet on each side of the property line for a total of 20 feet between areas unless a common parking lot is established within the Subarea.
  - Hotels/Motels shall not exceed density of 30 units to the acre in Subarea 2.
  - The maximum height of office buildings shall be 5 stories above grade plus mechanical and architectural features. Architectural features shall be limited to mechanical screens and skylights. Maximum height of hotels/motels shall be 7 stories plus mechanicals and architectural features.
  - Buildings shall be limited to 80 feet in height including mechanicals and architectural treatments.
2. Pavement setbacks shall be the following:
  - 50 feet from SR161/33
  - 30 feet from Perimeter Drive
  - 30 feet from Perimeter Loop
3. Building setbacks shall be the following:
  - 100 feet from SR 161/33.
  - For buildings exceeding 60 feet in height (including mechanicals) the minimum setback line shall be 100 feet from Perimeter Loop Road.

- For buildings under 60 feet in height (including mechanicals) the minimum setback line shall be 50 feet from Perimeter Drive and Perimeter Loop Road.
- Buildings in excess of 60 feet in height (including mechanicals) shall be setback a minimum of 150 feet from Perimeter Drive.
- Buildings fronting on SR 161/33 shall be a minimum of two (2) stories.

**2.04 Traffic, Circulation, Parking and Loading:**

1. Size, ration, and loading facilities shall be regulated by City of Dublin Zoning Code Sections 153.200 through 153.212. Parking in excess of that required by the code may be 8' x 6' with 22-foot aisles.
2. Exceptions from strict application of code parking standards may be granted at the discretion of the Planning and Zoning Commission.
3. Loading areas shall be screened according to City of Dublin Code Section 153.134.
4. Ingress and egress to and from the site shall be provided along Perimeter Drive and Perimeter Loop Road.
5. Curb cuts for the Perimeter Drive right-of-way shall be approved in accordance with the City Engineer's direction.
6. Shared drives will be encouraged throughout the development to reduce the number of curb cuts needed. Shared drives may be required for any lot of 250 feet of lot width or less.

**2.05 Waste and Refuse:**

1. All waste and refuse shall be containerized and fully screened, according to the Dublin zoning code, with walls constructed of materials that coordinate with the materials utilized in the associated structure (i.e. brick, etc).

**2.06 Storage and Equipment:**

1. No materials, supplies, equipment, or products shall be stored or permitted to remain on any portion of the parcel outside the permitted structure.
2. Mechanical equipment or other utility hardware on rood, ground, or buildings shall be set back from the property line or building edge so as not to be visible from the adjacent property, or shall be screened from public view with landscape materials or materials harmonious with the building.

**2.07 Landscaping, Lot Coverage, and Pedestrian Paths:**

1. All landscaping shall, at a minimum, be according to the City of Dublin Zoning Code Section 153.134. Landscaping for each individual building site shall be consistent with other “Class A” office campus developments in Dublin.
2. The developer agrees to limit areas of construction activity and implement sedimentation and erosion control measures to minimize erosion during construction.

## **2.08 Fences/Walls**

1. No chain link or wire fencing shall be permitted.

## **2.09 Signage and Graphics:**

Except as otherwise herein stated:

1. All signage and graphics shall conform to the City of Dublin Zoning Code Sections 153.150 through 153.164.
2. All signage shall be subject to applicable signage setbacks of Sections 153.150 through 153.164, Signs.
3. No signs shall be applied to windows for the purpose of outdoor or exterior advertising.
4. No roof signs shall be permitted, nor should a sign extend higher than the building.
5. No flashing, traveling, animated, or intermittently illuminated signs may be used.
6. No billboards or electrical or other advertising signs shall be allowed, other than a sign carrying the name of the business occupying the site.
7. Two (2) office complex identification monument signs shall be permitted at the following locations: one at the southeastern corner of Perimeter Loop Road and Perimeter Drive and one along State Route 161/33 each shall have a maximum copy of 80 square feet and a maximum height of six (6) feet above the adjacent grade. The approximate locations of the office complex identification monument signs are indicated on the attached Exhibit A. These monument signs shall be constructed of high quality materials and shall be uniform in appearance, and actual placement shall be subject to approval by Planning and Zoning Commission.
8. Temporary development marketing signage shall be permitted.
9. No wall signage shall be permitted unless specifically approved by the Planning Commission.

## **2.10 Lighting:**

Except as otherwise herein stated, all lighting must conform to the City of Dublin Lighting Guidelines.

1. External lighting within all subareas shall be cut-off type fixtures.
2. All types of parking, pedestrian, and other exterior lighting shall be on poles or wall mounted cut-off fixtures, and shall be of the same type and style.
3. All light poles and standards shall be dark in color and shall either be a dark brown, black or bronze metal.
4. Parking lot lighting shall be no higher than 28 feet.
5. Cut-off type lighting and building uplighting shall be permitted.
6. All lights shall be arranged to reflect light away from any street or adjacent property.
7. All building illumination shall be from concealed sources.
8. No colored lights shall be used to light the exterior of the buildings.
9. All lighting of parking/driving areas and buildings will be designed and constructed so that it will be directed away from adjacent residential properties.
10. A lighting plan conforming to the City's Lighting Guidelines must be submitted to the City as part of the Development Plan.

**2.11 Architectural Standards:** The following standards shall apply and be placed as deed restriction, also:

1. All buildings and associated structures shall be harmonious in character and reflect an upscale, high quality, signature, office park development. Final architectural drawings shall be presented for approval according to the process identified by the Development Plan.
2. All buildings shall have the same degree of exterior finish on all sides. Stone, brick, or decorative precast concrete panels shall be dominant exterior materials. Dryvit and other accent materials shall be limited to a maximum of 15% of the total exterior areas of the building.
3. Facade colors and materials on individual buildings shall be coordinated to complement each other. Facade colors of high chroma or intensity are not permitted.

4. Glass and curtain wall color should be coordinated to complement each other and the color palette of the building. Highly reflective “mirror-like” glass shall not be permitted on building facades.
5. No metal panels shall be permitted on building facades except architectural metal panels used to screen rooftop mechanical units.

## **SUBAREA 3 (2.0+/- ACRES) net of road right-of-ways.**

### **3.01 Description:**

Subarea 3 is located immediately south of Post Road west of Avery Road. This Subarea may be developed independently of the remainder of the 81 +/- acre balance of this site, or it may be integrated into the overall development.

### **3.02 Permitted Uses:**

The uses permitted in the Subarea include:

- Those uses listed in the Dublin Zoning Regulations in Section 153.026(A).
- General office uses including, without limitation, corporate headquarters and offices of major institutional users.
- Existing residence may be continued without expansion.
- Reuse of the existing residential structure for office purposes is permitted only in the event the structure is not expanded.

### **3.03 Permitted Height and Setback Requirements:**

1. Setbacks shall be determined as described below:
  - Side and rear yards for buildings within the Subarea shall be a minimum of 30 feet.
  - Side and rear yards for parking areas shall be 10 feet each for a total of 20 feet between areas unless a common parking lot is established adjacent to the site.
  - The maximum height shall be 2 stories above grade.
  - Buildings shall be limited to 35 feet in height as measured to the midpoint of the gable roof.
2. Pavement setbacks shall be the following:
  - 75 feet from Post Road right-of-way.
3. Building setbacks shall be the following:
  - 100 feet from the Post Road right-of-way for any building.

### **3.04 Traffic, Circulation, Parking and Loading:**

1. Size, rations, and loading facilities shall be regulated by City of Dublin Zoning Code Sections 153.200 through 153.212. Parking in excess of that required by the Code may be 8' x 16' with 22-foot aisles.
2. Exceptions from strict application of code standards may be granted at the discretion of the Planning and Zoning Commission.

3. Loading areas shall be screened according to City of Dublin Code Sections 153.200 through 153.212.
4. Access to Subarea 3 shall be from Post Road unless the residential structure is expanded or Subarea 3 is redeveloped, at which time internal access via Perimeter Drive must be provided.
5. Shared drives will be encouraged throughout the development to reduce the number of curb cuts needed.

**3.05 Waste and Refuse:**

1. All waste and refuse shall be containerized and fully screened, according to the Dublin zoning code, with walls constructed of materials that coordinate with the materials utilized in the associated structure (i.e. brick, etc).

**3.06 Storage and Equipment:**

1. No materials, supplies, equipment, or products shall be stored or permitted to remain on any portion of the parcel outside the permitted structure.
2. Mechanical equipment or other utility hardware on roof, ground, or buildings shall be set back from the property line or building edge so as not to be visible from the adjacent property, or shall be screened from public view with the landscape materials or materials harmonious with the building.

**3.07 Landscaping, Lot Coverage, and Pedestrian Paths:**

1. All landscaping shall, at a minimum, be according to the City of Dublin Zoning Code Section 153.134. Landscaping for each individual building site shall be consistent with other “Class A” office campus developments in Dublin.
2. The developer agrees to limit areas of construction activity and implement sedimentation and erosion control measures to minimize erosion during construction.

**3.08 Fences/Walls**

1. No chain link or wire fencing shall be permitted.

**3.09 Signage and Graphics:**

Except as otherwise herein stated:

1. All signage and graphics shall conform to the City of Dublin Zoning Code Sections 153.150 through 153.164.
2. All signage shall be subject to applicable signage setbacks of Sections 153.150 through 153.164.
3. No signs shall be applied to windows for the purpose of outdoor or exterior advertising.
4. No roof signs shall be permitted, nor should a sign extend higher than the building.
5. No flashing, traveling, animated, or intermittently illuminated signs may be used.
6. No billboards or electrical or other advertising signs shall be allowed, other than a sign carrying the name of the business occupying the site.
7. Temporary Development marketing signage shall be permitted.
8. No wall signage shall be permitted unless specifically approved by the Planning Commission.

### **3.10 Lighting:**

Except as otherwise herein stated, all lighting must conform to the City of Dublin Lighting Guidelines.

1. External lighting within all subareas shall be cut-off type fixtures.
2. All types of parking, pedestrian, and other exterior lighting shall be on poles or wall mounted cut-off fixtures, and shall be of the same type and style.
3. All light poles and standards shall be dark in color and shall either be a dark brown, black or bronze metal.
4. Parking lot lighting shall be no higher than 28 feet.
5. Cut-off type lighting and building uplighting shall be permitted.
6. All lights shall be arranged to reflect light away from any street or adjacent property.
7. All building illumination shall be concealed from sources.
8. No colored lights shall be used to light the exterior of the buildings.

9. All lighting of parking/driving areas and buildings will be designed and constructed so that it will be directed away from adjacent residential properties.
10. A lighting plan conforming to the City's Lighting Guidelines must be submitted to the City as part of the Development Plan.

**3.11 Architectural Standards:** The following standards apply and be placed as deed restrictions, also:

1. All buildings and associated structures shall be harmonious in character, and reflect an upscale, high quality, residential style, office park development. Final architectural drawings shall be presented for approval according to the process identified by the Final Development Plan.
2. All buildings shall have the same degree of exterior finish on all sides. Stone, brick, or decorative precast concrete panels shall be dominant exterior materials. Dryvit and other accent materials shall be limited to a maximum of 15% of the total exterior areas of the building.
3. Facade colors and materials on individual buildings shall be coordinated to complement each other. Facade colors of high chroma or intensity are not permitted.
4. Glass and curtain wall color should be coordinated to complement each other and the color palette of the building. Highly reflective "mirror-like" glass shall not be permitted on building facades.
5. All building structures constructed shall be of residential style. Roofs shall be 6:12 pitch and mansard roofs shall be prohibited.