

## COASTAL DESIGN REVIEW GUIDELINES

## A. PROCEDURE

1. Bodega Harbour: Projects in this subdivision shall be reviewed in accordance with the Bodega Harbour Design Regulations by the Bodega Harbour Design Review Committee. The Committee will refer projects within view of Highway 1 not meeting height or bulk limits to the County Design Review Committee for review against Coastal Plan visual guidelines. Any changes to the Design Review Regulations will also be reviewed and approved by the County Design Review Committee.
2. The Sea Ranch: Projects in this subdivision shall be reviewed in accordance with the Sea Ranch Design Guidelines, including revised Height, Site and Bulk Guidelines contained in the Coastal Plan, by The Sea Ranch Design Review Committee. The Committee will refer projects not meeting the Revised Height, Site and Bulk Guidelines to the County Design Review Committee for review against Coastal Plan visual guidelines. Any changes to the Design Review regulations will also be reviewed and approved by the County Design Review Committee.
3. Other Coastal Areas: Development (including additions and exterior remodelings) within "rural community" or "urban service area" boundaries, and within view of designated scenic roads shall be reviewed by the County Design Review Committee. The Design Review Committee, and on appeal the Board of Zoning Adjustments and Board of Supervisors, shall find that the proposal conforms with County Design Review guidelines and standards, and with the following Coastal Plan design guidelines and standards, and with the following Coastal Plan design guidelines before approving the project. This requirement may be waived for parcels in these areas east of Highway 1 and not visible from designated scenic roads, by the Director of the Permit and Resource Management Department. The applicant must prove to the planner, through photographs, topographic maps, etc., that the project is not within view of a designated scenic road. Local Design Review Committees may be formed to apply the Coastal Zone Design Guidelines, if approved by the County Design Review Committee. Local Design Review criteria may also be adopted to augment or replace the Coastal Zone Design Review Guidelines, subject to County Design Review Committee review and approval.

## B. DESIGN REVIEW GUIDELINES

(See additional policies for Bodega Bay Core Area)

General

1. Preserve unobstructed broad views of the ocean from Highway 1.
2. Minimize visual impacts of development.

View Protection

1. Prevent development (including buildings, structures, fences, paved areas, signs, and landscaping) from obstructing views of the shoreline from coastal roads, vista points, recreation areas, and beaches.
2. Prohibit development which will significantly degrade the scenic qualities of major views and vista points.
3. Except in urban service and rural community areas, require a minimum setback of 100 feet from the right-of-way line along scenic corridors and greater where possible; however, permit a 50 foot setback when sufficient screening exists to shield the structure from public view. Where the General Plan standards for scenic corridors are more restrictive than these standards, development shall comply with the General Plan standards.

4. Minimize visual impacts on landforms by:
  - Concentrating development near existing vegetation or topographical features which provide screening.
  - Concentrating development within existing communities.
  - Clustering development to the extent feasible.
  - Prohibiting development in open fields in rural areas, leaving agricultural valley floors and terrace lands open.
  - Prohibiting the removal of tree masses which destroy ridgeline silhouettes.
  - Prohibiting development in rural areas that projects above the ridgeline silhouette.

#### Landform Alterations

1. Minimize the alteration of natural landforms caused by cutting, filling, and grading for building sites, access roads, and public utilities by:
  - Concentrating development on level or gently sloping areas.
  - Constructing roads, etc. to fit the natural topography, rather than altering hillsides or other landforms to accommodate buildings designed for level sites.
  - Prohibiting development that would significantly and permanently alter or destroy the appearance of natural landforms; requiring grading to follow the natural contours of the landscape.
  - Prohibiting development and grading on hillsides with grades more than 30%.
  - Restoring permitted temporary alterations of landforms as completely as possible and as soon as possible to minimize soil erosion.
  - Sharing roads and driveways.

#### Landscaping and Vegetation

1. Discourage the removal of significant trees except through legitimate logging operations.
2. Locate and design new development to minimize tree removal.
3. Prohibit removal of windbreaks unless required because of disease.
4. Prohibit the planting of vegetation west of Highway 1 which could block coastal views.
5. Use indigenous plant materials for landscaping in areas visible from public roads, and encourage their use elsewhere for landscaping.
6. Protect existing vegetation where possible.
7. Use landscaping to integrate the man-made and natural environments and to screen and soften the visual impacts of new development.

#### Natural Landscape and Community Compatibility

1. Locate and design development in scale, shape and size to fit its natural setting and to be subordinate to the pre-existing character of the site.
2. Design and site structures in harmony with the shape, size and scale of existing nearby buildings in the community.

#### Height

1. Limit residential building height to 16 feet west of Highway 1, unless an increase in height would not affect views to the ocean or be out of character with surrounding structures (or unless otherwise designated). Limit building height to 24 feet east of Highway 1 (within view of designated scenic roads). Height is measured from the average level of the highest and lowest point of that portion of the lot covered by structure to the highest point of the roof or any projection therefrom.

#### Building Materials and Color

1. Use natural materials and earth colors which blend with the vegetative cover of the site unless the building is a historic style. Encourage use of non-reflective exterior surfaces. Encourage composition shingle and shake roofs in harmonizing colors with the building exterior. Dark colors are preferred. Discourage tar and gravel roofs. Discourage metal window frames unless they are bronze anodized aluminum or baked enamel. Encourage dark and non-reflective driveway materials. To maintain natural drainage flows, the use of impervious material should be minimized.

#### Architectural Form

1. Encourage traditional architectural styles of the coast in older development areas and contemporary styles in newer subdivisions. Encourage pitched roofs and relate roof slopes to existing nearby buildings. Relate the architectural shape and style of new buildings to existing nearby structures and natural features. Design accessory buildings to be consistent with the main building architectural character, materials, and finishes.

#### Fences

1. Discourage property line fences to minimize visual disruption of the natural terrain. Design fences as extensions of the main house. Materials should be the same as, or complimentary to, the building. Six foot fences are intended to be used only for screening of service yards, etc., and for privacy purposes.

#### Commercial

1. Design buildings which are compatible with the predominant design of existing buildings in the area or existing community characteristics (see descriptions in the LCP) and are of wood or shingle siding. Employ the use of natural or earth colors, and use pitched, non-reflecting dark colored roofs unless they are historic reproductions. Require that exterior lighting be functional, subtle, and architecturally integrated with the building style, materials and colors. Limit maximum height to 24 feet unless the greater height will not have an effect on coastal views and there are overriding considerations.

In Bodega Bay, reflect the nautical character of the harbor in building design. Wood exteriors may be stained or painted white or subdued colors. For fishing commercial structures, permit textured metal in subdued colors with proper architectural detailing and landscaping to add visual interest and soften building lines.

#### Parking

1. Screen parking areas from view through the use of landscaping, design, and siting.

#### Signs

1. Relate signs to their surroundings in terms of size, shape, color, texture, and lighting so that they are complimentary to the overall design of the building and are not in visual competition with other conforming signs in the area. Insure that signing is subtle, unobtrusive, vandal proof, and weather resistant, and if lighted, not unnecessarily bright. Avoid using struts, braces, kickbacks, or guy wires to support sign.

#### Utilities

1. Require that all new distribution line extensions be placed underground.

#### Agricultural Structures

1. Locate large agricultural structures out of public view when possible. Encourage designs and materials which blend with the natural vegetative cover.

### C. BODEGA BAY CORE AREA

(The area including Taylor Tract and the planned residential area south of Taylor Tract between Highway 1 and the proposed Highway 1 bypass.)

In addition to the Coastal Zone Design Guidelines, the following guidelines will be applied to all Bodega Bay Core Area development. (Where guidelines conflict, the Core Area guidelines supersede the general guidelines. Design Review shall not be waived in this area.)

#### General

1. Site and design structures to take advantage of bay views without blocking views of neighboring structures.

#### Architectural Form

1. Encourage traditional building forms of coast buildings, including Greek Revival, Salt Box, and simple cottage styles similar to existing homes. Encourage pitched roofs. Flat roofs may be appropriate where compatible with existing structures. Where a building is between two existing structures, the design should act as a transition between the two existing structures.

#### Height

1. Limit building height to 16 feet from the average level of the highest and lowest point of that portion of the lot covered by structure, except that in major developments up to 15% of the units may exceed the height limit.

#### Fences

1. Discourage property line fences over three feet in height and encourage traditional picket fences.

#### Materials and Colors

1. Encourage wood board or shingle siding. Encourage painted exteriors in colors similar to those existing in the town of Bodega Bay (i.e., rust, red, white, green, beige, brown, gray, yellow, and blue). Other colors must be approved by the Design Review Committee. Natural wood exteriors

may be intermixed but should not dominate the new development area. Encourage wood trim windows painted in a contrasting, harmonizing color.

#### Streets

1. Encourage minimum paved street widths consistent with circulation, safety, and parking requirements to provide a sense of continuity between the new development and the original town.

#### Pedestrian Access

1. Require separated bike paths and walkways on one side of the street in new development areas.

#### Setbacks

1. Encourage some variation in setbacks.

#### Garages

1. Encourage use of detached garages in and adjacent to Taylor Tract. Single car garages may be appropriate.