

# ARCHITECTURAL STANDARDS

## DESIGN REVIEW CHECKLIST | NON-RESIDENTIAL

### PROJECT INFORMATION

Project Name:

File #

Applicant/Agent:

Date:

OFFICIAL USE

### NON-RESIDENTIAL STANDARDS | TRADITIONAL NEIGHBORHOOD DISTRICTS

#### COHESIVE DESIGN, NON-RESIDENTIAL STANDARDS (CDS)

If a "N" or "N/A" is checked, must explain in comments. Design standard exceptions require separate narrative.

Y	N	N/A	ID #	Description	Comments
			<b>Intent</b> 1.00	Promote visually aesthetic building designs that incorporate quality architectural characteristics and establish built environments that are compatible with existing, planned, and anticipated adjacent land uses.	
			<b>Goal</b> 1.10	Articulate building designs to frame and accentuate public spaces with pedestrian scale elements and details.	
			<b>Goal</b> 1.11	Building design should address building scale, mass, form, and use a variety of materials and architectural features to ensure an aesthetic contribution compatible with surrounding buildings.	
			1.1A	Maintain consistent and contiguous pedestrian environments across developments. Limit circuitous connections and maintain clear visibility.	
			1.1B	Provide pedestrian connections to non-private public spaces.	
			1.1C	Incorporate architectural features on all sides of a building façade facing: the primary entrance(s) of an adjacent building, public roadways, interior site amenities, and façades that are visible from public spaces. See Architectural Elements, Building Form, and Materials sections.	
			1.1D	Buildings must orient, frame, and/or direct pedestrian views to adjacent cultural buildings, parks, and plazas.	
			1.1E	Design and orient buildings not to impede access. The building should enhance the appeal of open space and pedestrian environments	

Note: For a complete list of all Standards, along with photo examples, see the City of Meridian Architectural Standards Manual.

### QUESTIONS?

Contact the Planning Division at 33 E Broadway Ave, Suite 102, Meridian ID 83642, or 208.884.5533, or <https://meridiancity.org/design>, or [planning@meridiancity.org](mailto:planning@meridiancity.org).  
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## DESIGN REVIEW CHECKLIST | NON-RESIDENTIAL

### TRADITIONAL NEIGHBORHOOD DISTRICTS | CONTINUED

#### COHESIVE DESIGN, NON-RESIDENTIAL STANDARDS (CDS)

If a "N" or "N/A" is checked, must explain in comments. Design standard exceptions require separate narrative.

Y	N	N/A	ID #	Description	Comments
			<b>Goal</b> 1.20	Design building façades to express architectural character and incorporate the use of design principles to unify developments and buildings, and relate to adjacent and surrounding uses.	
			1.2A	Comply and adhere with all previously required building design elements that were included as part of a Development Agreement, Conditional Use Permit, and/or other requirements as part of prior approval.	
			1.2B	New construction must share at least three similar accent materials, field materials, or other architectural feature of a building within 150-feet of the property. Similar materials must be the same basic group, such as masonry, stone, or stucco, but do not need to be the same color, brand, or style. Compliance with any streetscape provisions, such as historic lighting and furniture, count as one item towards this requirement. In Old Town, use of brick masonry as a field or accent material may count towards this requirement.	
			<b>Goal</b> 1.30	Incorporate design principles to include rhythm, repetition, framing, and/or proportion. Applies to all sides of a building façade facing public roadways, that are visible from residential neighborhoods or public spaces, or facing the public entry of an adjacent building.	
			1.3A	Integrate at least one material change, color variation, or horizontal reveal for every 12-vertical feet of building façade; vertical spacing may be averaged over façade.	
			1.3B	Integrate at least one material change, color variation, or vertical reveal every 50-horizontal feet of building façade; horizontal spacing may be averaged over façade elevation.	

Note: For a complete list of all Standards, along with photo examples, see the City of Meridian Architectural Standards Manual.

#### BUILDING SCALE, NON-RESIDENTIAL STANDARDS (BSS)

If a "N" or "N/A" is checked, must explain in comments. Design standard exceptions require separate narrative.

Y	N	N/A	ID #	Description	Comments
			<b>Intent</b> 2.00	Promote building designs that use appropriate architectural and pedestrian scales to establish compatible physical and visual relationships with adjacent and surrounding developments and reinforce a cohesive built environment.	

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#### BUILDING SCALE, NON-RESIDENTIAL STANDARDS (BSS)

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Y	N	N/A	ID #	Description	Comments
			<b>Goal</b> 2.10	Development should consider the scale of surrounding buildings, including relationships to existing residential areas, as well as an appropriate height, mass, and form scaled for the built environment. Applies to façades of development along public roads, public spaces, and adjacent to residential areas.	
			2.1A	Buildings with rooflines 50-feet in length or greater must incorporate roofline and parapet variations. Variations may include step-downs, step-backs, other modulation, or architectural features such as cornices, ledges, or columns, and must occur in total combination for at least 20% of the façade length. May be averaged over entire façade, but may not exceed 75-feet without a break.	
			2.1B	For buildings with façades longer than 200-feet, reduce massing of buildings by grouping or incorporating smaller tenant spaces along the commercial façade, or by incorporating at least one significant modulation with depth at least 3% of the total façade length or 10-feet, and a width in combination at least 20% of the façade length.	
			2.1C	Within Old Town, building designs must provide a building scale of two or more stories at least 25-feet in height along roadways.	
			2.1D	Within mixed use areas and for all developments along arterial roadways, buildings over 1,000 sqft must provide a minimum 20-foot building elevation to include average parapet height, ridge of a pitched roof, or tower/turret type elements at least 20% in total of overall façade width.	
			<b>Goal</b> 2.20	Physically configure building designs to reduce disproportioned architectural scale relative to adjacent uses. Applies to façades of development along public roads, public spaces, and residential areas.	
			2.2A	For adjacent buildings with greater than 1-story height disparity (i.e. – two or more stories difference) and within 30-feet of each other, integrate and align parapet designs, material changes, fenestration alignment, material reveals, or other architectural elements and horizontal articulation, to relate varying building heights to one another. Aligned features do not have to be the same type (i.e. window pattern on one could align with parapet on another).	

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#### BUILDING SCALE, NON-RESIDENTIAL STANDARDS (BSS)

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Y	N	N/A	ID #	Description	Comments
			2.2B	Use pedestrian scale and landscape design elements such as specialty lighting, awnings, trees or other site elements to visually relate and transition multi-story buildings (or equivalent) to the ground plane.	
			<b>Goal</b> 2.30	Incorporate pedestrian-scale architectural features to support an aesthetic character that contributes to the quality of the building design and connectivity with the surrounding environment. Applies to façades in developments: visible from arterial or collector roadways, adjacent to residential developments facing roadways, facing an adjacent building's primary building entries, and adjacent to public spaces.	
			2.3A	Consistently incorporate at least two (2) architectural features into the building design that are pedestrian scale, to include: fenestration patterns; architectural elements such as ledges, lighting, or canopies; material or pattern banding; or detailing (see Pedestrian Scale definition).	
			<b>Goal</b> 2.40	Along local or collector roadways and within Traditional Neighborhood Districts, maintain relative consistency of building scales along roadways and blocks to promote the development of cohesive urban areas.	
			2.4A	For buildings fronting local and collector roadways, off-street parking must be located to the side of or behind buildings; off-street parking is not allowed between the roadway and building.	
			2.4B	Limit building separation from the roadway to streetscape and pedestrian supportive use areas, such as locations for street furnishings, outdoor dining, small plazas, public spaces, or storefronts.	

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#### BUILDING FORM, NON-RESIDENTIAL STANDARDS (BFS)

If a "N" or "N/A" is checked, must explain in comments. Design standard exceptions require separate narrative.

Y	N	N/A	ID #	Description	Comments
			<b>Intent</b> 3.00	Promote building designs that articulate and define appropriate building forms with visual interest and enhance the character of the built environment.	

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#### BUILDING FORM, NON-RESIDENTIAL STANDARDS (BFS)

If a "N" or "N/A" is checked, must explain in comments. Design standard exceptions require separate narrative.

Y	N	N/A	ID #	Description	Comments
			<b>Goal</b> 3.10	Articulate building forms, including but not limited to massing, walls, and roofs, with appropriately scaled modulations that contribute to the development of aesthetic building designs. Applies to façades in developments: along arterial and collector roadways, adjacent to residential developments facing roadways, facing public entries of adjacent buildings, and visible from public spaces.	
			3.1A	Incorporate at least one type of the following modulations in the façade plane, including but not limited to projections, recesses, and step backs that articulate wall planes and break up building mass. Examples include but are not limited to columns with trim or accent materials, change in finished material depths, building overhangs, and inset features and materials such as false windows or fenestration with architectural accents.	
			3.1B	Qualifying modulation must be at least 6-inches in depth, be at least 8-inches in width or height (whichever is narrowest), and occur in total for 20% of overall façade elevation. For buildings with façades less than 150-feet, horizontal modulation must occur no less than every 30-feet. For buildings with façades greater than or equal to 150-feet, horizontal modulation must occur no less than every 50-feet.	
			3.1C	Design parking structure façades as site integrated buildings, meeting applicable Manual standards for Architectural Elements and Material sections.	
			<b>Goal</b> 3.20	Incorporate visual and physical distinctions in the building design that enhance building forms, articulate façades, identify entries, integrate pedestrian scale, and visually anchor the building to the ground or street level. Applies to building façades visible from a public street or public space, and to façades with public entries.	
			3.2A	For at least 30% of applicable façades use any combination of concrete, masonry, stone, or unique variation of color, texture, or material, at least 10-inches in height, around the base of the building. May alternatively incorporate other architectural features such as ledges, façade reveals, ground level fenestration, raised planters, or landscaping elements within 3-feet of finished grade.	
			3.2B	Where building designs incorporate multiple stories, or multiple floor height equivalents, integrate at least one field or accent color, material, or architectural feature used on lower stories, on the upper stories.	

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#### BUILDING FORM, NON-RESIDENTIAL STANDARDS (BFS)

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Y	N	N/A	ID #	Description	Comments
			3.2C	Building designs with multiple stories must provide proportionally taller ground-level façades adjacent to public roadways and public spaces. Provide floor-to-ceiling heights, or floor-to-floor from 10 to 16 feet.	
			3.2D	In mixed-use areas and for structures greater than four stories, design the uppermost story or façade wall plane to include material changes, horizontal articulation, and modulation meeting first story requirements, or include a patio, rooftop garden, penthouse, or strong architectural feature such as a tower element.	
			<b>Goal</b> 3.30	Building design should establish visual connections that relate internal spaces at ground- or street-level with façades adjacent to public roadways, public spaces, and along primary building entries, and that add visual interest and complexity to the first floor building design.	
			3.3A	Use horizontal and/or vertical divisions in wall planes, such as ledges, awnings, recesses, stringcourse, molding, joint lines, or other material types, to frame and accent 30% or more of total fenestration.	
			3.3B	Within Old Town, average 50% fenestration along first floor façade facing roadways and public spaces. May also meet fenestration alternative for up to half of required area. Buildings with façades fronting multiple streets may meet Fenestration Alternative for other façades (see 3.3E).	
			3.3C	Within mixed-use areas, average 40% fenestration along applicable first floor façade. May also meet fenestration alternative at 40% (see 3.3E). For façades facing roadways that are not public entryways, may meet Fenestration Alternative (see 3.3E). Big box may limit applicable façade area to 30-feet around public pedestrian entries.	
			3.3E	Fenestration Alternative: Incorporate doors and windows for at least 30% of applicable first floor façade, or suggest their inclusion using faux treatments that incorporate at least two of the following: material changes, reveals in conjunction with color or material change, qualifying modulation such as recessed areas, architectural trellis, awnings and canopies over access areas, detached structures such as pergola, or similar architectural features and details.	

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#### BUILDING FORM, NON-RESIDENTIAL STANDARDS (BFS)

If a "N" or "N/A" is checked, must explain in comments. Design standard exceptions require separate narrative.

Y	N	N/A	ID #	Description	Comments
			<b>Goal</b> 3.40	Building roof types, forms, and elements should provide variation and interest to building profiles and contribute to the architectural identity of the buildings, without creating an imposing scale on adjacent uses. Applies to façades: in development along arterial roadways, visible from residential development, adjacent to public spaces, facing public entries of adjacent buildings.	
			3.4A	For flat roofs, incorporate primary and secondary roof elements including but not limited to: multiple material types along parapets, multiple parapet elevations with at least 1-foot change in elevation, or modulation of at least 2-feet in the parapet, such as along entryway overhangs. Qualifying elements must exist for at least 20% the length of applicable façades. May also incorporate secondary roof types, such as hip roofs along overhangs.	
			3.4B	For sloped roofs, incorporate at least two of any one roof element, including but not limited to: valleys, ridges, or gables. Qualifying elements in total must exist for at least 20% of applicable façade roof area and be visible from the same façade elevation. May also incorporate other roof styles, such as parapet walls over entryway features.	
			3.4C	Provide variation in roof profile over façade modulation and/or articulation over façade material/color transitions. Options include, but are not limited to: varying parapet heights; two or more roof planes; continuation of façade modulation through roof lines; dormers; lookouts; overhang eaves; sloped roofs; or cornice work.	

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#### ARCHITECTURAL ELEMENTS, NON-RESIDENTIAL STANDARDS (ASE)

If a "N" or "N/A" is checked, must explain in comments. Design standard exceptions require separate narrative.

Y	N	N/A	ID #	Description	Comments
			<b>Intent</b> 4.00	Promote integrated architectural elements and details as components of cohesive building designs that enhance the visual interest of building façades, support activity at and/or near ground level, and provide pedestrian scale.	
			<b>Goal</b> 4.10	Use proportional architectural elements and detailing to articulate façades, and contribute to an aesthetic building character with a high level of pedestrian design. Applies to façades: in development along public roadways, visible from residential development, adjacent to public spaces, facing public entries of adjacent buildings.	

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### TRADITIONAL NEIGHBORHOOD DISTRICTS | CONTINUED

#### ARCHITECTURAL ELEMENTS, NON-RESIDENTIAL STANDARDS (ASE)

If a "N" or "N/A" is checked, must explain in comments. Design standard exceptions require separate narrative.

Y	N	N/A	ID #	Description	Comments
			<b>Goal</b> 4.11	Design and articulate architectural elements using proportions, divisions, detailing, materials, textures, and colors and appropriately integrate these elements into the building design. Applies to façades: in development along public roadways, visible from residential development, adjacent to public spaces, facing public entries of adjacent buildings.	
			4.1A	Provide at least three detailing elements that transition façade material changes or integrate pedestrian scale elements, such as doorways, windows, or material banding, at the base of the building. Examples include but are not limited to: cornice work around primary entries, decorative caps on brick or stone banding, architectural canopies over entries, or decorative lintels above the first floor windows.	
			4.1B	Provide building overhangs or other projections such as canopies which articulate the building façade and provide temporary relief from inclement weather. At a minimum, an overhang or projection is required within 20-feet of all public entryways, must be at least 3-feet in depth from the point of entry, and be least 6-feet in length. Entryways with vestibules or other permanent enclosed transition space are exempt.	
			4.1C	Provide details that emphasize focal elements such as public entries, building corners, or public spaces. Examples include but are not limited to: columns, quoin or rustication, canopies over entries, lintels, transom windows, or modulation of the roof plane. At least one focal element is required and must be accented with a unique combination of color, texture, materials, or modulation in the wall or roof plane.	
			<b>Goal</b> 4.20	Building designs must not create blank wall segments when visible from a public street or public spaces. Consider the treatment at the base, middle, and top of the façade.	
			4.2A	Use any combination of standards from Building Form, Architectural Elements, or Material sections to provide pattern, color, or material variation on all wall segments. Must not exceed 30-feet horizontally or vertically without building variation.	
			<b>Goal</b> 4.30	Organize building service equipment, including, but not limited to, utility, service, and mechanical, away from building entries, roadways, public spaces, and, where appropriate, from adjacent buildings.	

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### TRADITIONAL NEIGHBORHOOD DISTRICTS | CONTINUED

#### ARCHITECTURAL ELEMENTS, NON-RESIDENTIAL STANDARDS (ASE)

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Y	N	N/A	ID #	Description	Comments
			4.3A	Use and integrate standards from the Architectural Standards Manual to screen and conceal service and mechanical equipment. Landscaping meeting the same intent may also be considered for utility meters and connections.	
			4.3B	All ground level mechanical equipment must be screened to the height of the unit as viewed from the property line.	
			4.3C	All rooftop mechanical equipment shall be screened as viewed from the farthest edge of the adjoining right of way.	

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#### MATERIALS, NON-RESIDENTIAL STANDARDS (MAS)

If a "N" or "N/A" is checked, must explain in comments. Design standard exceptions require separate narrative.

Y	N	N/A	ID #	Description	Comments
			<b>Intent</b> 5.00	Use quality materials and colors that promote aesthetic building designs and contribute to the development of a timeless community character.	
			<b>Goal</b> 5.10	Use complementary material combinations that contribute to a cohesive building design. Use materials from the following basic groups: wood, masonry, concrete, stucco, metal, and glazing.	
			5.1A	For buildings with façades that face multiple public roadways and/or public spaces, use consistent material combinations, material quality, and architectural detailing.	
			5.1B	For all façade elevations visible from public roads, public spaces, primary entrance(s) of an adjacent building, and facing residential districts, use at least two distinct field materials, colors, or material-color combinations on the building façade (see also Material definitions).	
			5.1D	For façade elevations visible from public roadways and along primary building entryways, incorporate an accent material on the first story.	

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#### MATERIALS, NON-RESIDENTIAL STANDARDS (MAS)

If a "N" or "N/A" is checked, must explain in comments. Design standard exceptions require separate narrative.

Y	N	N/A	ID #	Description	Comments
			5.1E	Distinguish field materials from accent materials through pattern, texture, or additional detail visible from edge of nearest roadway. Alternate masonry or material courses with relief from primary plane may count toward this.	
			5.1F	Where materials transition or terminate, provide detailing to express the natural appearance of the material. For example, wrap stone or stone-like products around visible corners to convey the appearance of mass, and not as a thin veneer.	
			5.1G	Non-durable materials, treatments, and finishes that deteriorate quickly with weather, ultra-violet light, and that are more susceptible to wear and tear are prohibited on permanent structures.	
			5.1H	The use of vinyl and ordinary smooth face block, unfinished, colored, or painted, are prohibited as a field materials for building façades along public roadways, adjacent to public spaces, and when visible from residential neighborhoods. Smooth face block may be used as an accent material.	
			5.1I	Untextured concrete panels and prefabricated steel panels are prohibited as field materials for building façades, except when used with a minimum of two other qualifying field materials and meeting all other standard fenestration and material requirements.	
			<b>Goal</b> 5.20	Use colors that complement building materials and support innovative and good design practices. Applies to building façades visible from a public street, public spaces, and pedestrian environments.	
			5.2A	Use of subtle, neutral, or natural tones must be integrated with at least one accent or field material.	
			5.2B	Use of intensely saturated colors or fluorescence is prohibited as a primary material. May be used as an accent material.	
			5.2C	Materials or colors with high reflectance, such as some metals or reflective glazing, must not redirect light towards roadways, public spaces, or adjacent uses in a way which constitutes a public nuisance or safety hazard.	

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If a "N" or "N/A" is checked, must explain in comments. Design standard exceptions require separate narrative.

Y	N	N/A	ID #	Description	Comments
			Goal 5.30	Integrate roll-up doors, will-call doors, drive-through doors, and loading docks into the building design, and locate them in a manner which does not create pedestrian, drive aisle, or roadway conflicts. Applies to façades along arterial and collector roadways, and façades facing public spaces.	
			5.3A	For commercial and traditional neighborhood districts, roll-up and drive-through doors are allowed when integrated into the building design, but will-call doors with roll-ups and loading docks are prohibited. Consider material variation and transitions, modulation, and other architectural features and standards for the design.	

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#### SIGNS & LIGHTING, NON-RESIDENTIAL STANDARDS (SLS)

If a "N" or "N/A" is checked, must explain in comments. Design standard exceptions require separate narrative.

Y	N	N/A	ID #	Description	Comments
			Intent 6.00	Integrate signs and architectural lighting as cohesive elements of building designs that contribute to the atmosphere of the built environment and enhance safety.	
			Goal 6.10	Use lighting on building exteriors to promote safe pedestrian environments along roadways, at intersections, and in public spaces.	
			6.1A	Lighting fixture spacing and height along streetscapes and roadways must be placed to avoid conflicts with tree plantings.	
			6.1B	Use energy-efficient architectural lighting.	
			6.1C	Use lighting fixtures that are consistent with other decorative hardware on the building. For example, select lighting hardware with similar color and shape as other building hardware, use recessed lighting, incorporate uniform spacing, integrate with other accents and reveals, and coordinate specialty lights with predominate architectural features.	

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Y	N	N/A	ID #	Description	Comments
			<b>Goal</b> 6.20	Signs should be integrated with architectural features and complement the building design and materials. Relate the size, shape, materials, details, and illumination to a pedestrian scale in mixed-use environments. See City of Meridian Unified Development Code for other sign requirements.	
			6.2A	Within traditional neighborhood districts, integrate hanging or projecting signs in pedestrian oriented areas.	
			6.2B	Use signs that are proportional to the mounted and visible building façade plane. Provide modulation, material variations, or integrate architectural features to accentuate and frame signs that are not hanging or projecting.	
			6.2C	Use sign types such as, wall, window, door, awning, hanging, and projecting, to enhance urban character. Non-portable freestanding, box, and pole signs are not allowed.	

Note: For a complete list of all Standards, along with photo examples, see the City of Meridian Architectural Standards Manual.

#### QUESTIONS?

Contact the Planning Division at 33 E Broadway Ave, Suite 102, Meridian ID 83642, or 208.884.5533, or <https://meridiancity.org/design>, or [planning@meridiancity.org](mailto:planning@meridiancity.org).  
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