

1. Siting and Location – preferred arrangements of the building and features on the lot.	Calculation	Points
1.1 Setback		
1.1(a) Setback in line with neighboring buildings	5 pt. x # abutters (2 max.)	
1.1(b) Setback not in line with neighborhood character	-5 pt.	
1.2 Entries		
1.2(a) Primary entry façade on street front	+ 2 pt. per frontage (4 pts max)	
1.3 Parking Arrangement		
1.3(a) Visible from street in front of building	-4 pt.	
1.3(b) Side yard in view of street	0 pt.	
1.3(c) Behind building	+4 pt.	
1.4 Service Areas		
1.4(a) Service areas behind building	+2 pt.	
1.4(b) Screened service areas	+2 pt.	
1.4(c) Direct access to service area	+1 pt.	
1.4(d) Access does not intersect pedestrian paths	+1 pt.	
1.4(e) Service area consolidated for multiple uses	+1 pt.	
1.4(f) Waste receptacles are inside the building or shed/storage building	+1 pt.	
1.4(g) Delivery schedules designed for least disruption	+1 pt.	
1.4(h) Noise-negating items used (gaskets, etc)	+1 pt.	
1.5 Lot Buffers		
1.5(a) Provide fence as a buffer	+1 pt. x # abutters (3 max.)	
1.5(b) Fence type is appropriate for use and location, with the following features:		
1.5(b)(i) Ornamental or 2-sided:	+1 pt.	
1.5(b)(ii) Neutral:	0 pt.	
1.5(b)(iii) Chainlink:	-1 pt.	
1.5(c) Two-sided fencing/best side facing abutter	+2 pt.	
1.5(d) Provide buffer plantings as visual buffer	+2 pt. x # abutters (3 max.)	
1.5(e) Buffer planting selection is appropriate to land use and desired aesthetic character; a professional landscape architect prepared or	+2 pt.	

reviewed the plan.		
1.5(f) Buffer Planting species meets site requirements, hardier, salt and drought tolerant species; a professional landscape architect prepared or reviewed the plan.	+2 pt.	
1.6 Front Yard Landscape		
1.6(a) Accessory Features (window box, planter, etc)	+1 pt.	
1.6(b) Plant materials are appropriate for the site/use/location; a professional landscape architect prepared or reviewed the plan.	+2 pt.	
1.6(c) Tree selection is appropriate for site/use/location	+1 pt.	
1.6(d) Hardscape feature other than sidewalk	+1 pt. per type of feature or feature area (3 pt. max)	
1.6(e) Public use feature	+2 pt. per type of feature or feature area (4 pt. max)	
1.6(f) Public use green park area	+1 per feature area (3 pt. max)	
1.7 Pedestrian Design		
1.7 Design incorporates clearly defined paths, pedestrian design elements, features.	+2 pt.	
1.8 Sidewalks		
1.8 (a) Width:		
1.8(a)(i) Neutral option: 5ft (required)	0 pt.	
1.8(a)(ii) Better option: 5 ½ ft to 8ft	+1 pt.	
1.8(a)(iii) Best option: more than 8 ft to accommodate outside seating, etc.	+4 pt.	
1.8(b) Sidewalk location include plazas, sitting areas, outdoor cafes, mini-parks, etc.	+2 pt. per type of feature (4 pt. max)	
1.8(c) Separation between sidewalk or public space and the roadway	+2 pt.	
1.8(d) Safety and traffic calming measures included	+1 pt.	
1.8(e) Sidewalk Material (choose 1)		
1.8(d)(i) Standard asphalt	0 pt.	
1.8(d)(i) Pervious pavement w/signage	+1 pt.	
1.8(d)(ii) Stamped and/or colored concrete	0 pt.	
1.8(d)(iii) Unit Pavers(brick, stone, etc)	+2 pt.	
1.9 Lighting		
1.9(a) Fixture Style		

	1.9(a)(i) Preferred option: Architecturally high quality fixtures	+5 pt.	
	1.9(a)(ii) Neutral option: Basic fixtures	0 pt.	
	1.9(a)(iii) Least preferred option: Institutional-style fixtures	-5 pt.	
	1.9(b) Fixture & bulb styles coordinate throughout entire site	+3 pt.	
1.10 Riverfront and Lakefront Features			
	1.10(a) Public easement is provided	+10 pt.	
	1.10(b) Building has second "front" facing water	+5pt.	
	1.10(c) Provide public use features	+2 each type of feature (4 pt. max)	
	1.10(d) Visual screening of parking, service from water	+3 pt.	
		sub total:	

2. Building Form	Calculation	Points:
2.1 Building Height		
2.1(a) Height within +/- 5 feet of neighborhood average	+2 pt. x # abutters (4 pt. max)	
2.1(b) Height exceeds neighborhood average by one story or more (or height limit ordinance)	-5 x # stories	
2.1(c) Height less than neighborhood average by one story or more	-5 x # stories	
2.2 Primary Façade		
2.2(a) % Frontage occupied by building equals neighborhood average	+2 pt. x # abutters (4 pt. max)	
2.2(b) Primary face provides friendly pedestrian environment with recessed walkways, etc.	+1 pt. per type of feature (3 pt. max)	
2.2(c) Window placement (fenestration) reflects neighborhood proportion of window openings.	+2 pt. per properly designed wall	
2.2(d) Plan complexity includes enhancements to vertical dimensions (overhangs, step-backs, etc)	+1 pt. per type of feature (3 pt. max)	
2.2(e) Excessive repetition of identical building designs (one design repeated more than once every 5 units)	-5 pts.	
2.2(f) Blank walls discouraged	-3 pt x # of blank walls	
2.2(g) Welcoming entry	+1 pt.	
2.2(h) Entry door enhancement (pediment, sidelights, etc)	+1 pt. per type of feature	

2.3 Roof Form		
2.3(a) Flat or pitches roof thoughtfully chosen depending on character of the neighborhood	+3 pt.	
2.3(b) Long roof lines are broken up by change in ridge line, dormers, etc.	+5 pt	
2.3(c) Large, blank, unbroken roof planes	-3 pt.	
	sub total:	

3. Building Details	Calculation	Points:
3.1 Roof Details		
3.1(a) Roof edge treatment/cornice	+2 pt. per side	
3.1(b) Exterior rail/balustrade	+3 pt.	
3.1(c) Roof-mounted HVAC and other utilities are not visible from public view	+3 pt.	
3.1(d) Roof-mounted HVAC and other utilities have noise-suppression systems	+3 pt.	
3.1(e) Copper	+3 pt.	
3.1(f) Heat island reduction		
3.1(f)(i) Green roof	+5 pt.	
3.1(f)(ii) Reflective white membrane roof	+3 pt.	
3.2 Window Features		
3.2(a) Vertical proportion of window openings matches abutter. Conditional: All upper story windows are at least 3-5 horizontal/vertical ratio	+5 pt.	
3.2(b) Visual interest: lintels or transoms, as appropriate	+1 pt.	
3.2(c) Shutters if appropriate	+1 pt.	
3.2(d) Commercial display windows have pedestrian-scale elements and features	+1 pt. each type of feature	
3.2(e) Bay windows, window hoods, etc.	+1 each type of feature	
3.3 Other Architectural Elements, Where Appropriate		
3.3(a) Substantial trim	trim width (inches)	
3.3(b) Decorative woodwork	+1 pt.	
3.3(c) High quality exterior doors	+1 pt.	
3.3(d) Overhanging Marquees	+2 pt.	
3.3(e) Corbels & other masonry design elements	+1 pt. each type of feature	
3.3(f) Horizontal elements	+1 pt. each type of feature	
3.3(g) Frieze	+1 pt.	
3.3(h) Accessory buildings harmonize with main building	+1 pt.	

3.3(i) Sign design schematic provided and matches overall design aesthetic	+2	
3.3(j) Excessive repetition of identical elements	-2 pt.	
3.3(k) Variation in design elements	+2 pt.	
3.3(l) Cohesive theme	+10 pt.	
	sub total:	

4. Materials		
4.1 General Materials Preferences		
4.1(a) Common to neighborhood (cite 6 examples)	+3 pt.	
4.1(b) Natural materials: real not fake (simulated materials)	+5 pt.	
4.2 Siding Materials		
4.2(a) Preferred option: Natural materials:		
4.2(a)(i) Masonry used where most commonly found	+3 pt.	
4.2(a)(ii) Wood used where most commonly found	+3 pt.	
4.2(a)(iii) Mixed materials used where most commonly found	+3 pt.	
4.2(b) Simulated materials including fiberglass, cement board, etc.	0 pt.	
4.2(c) Utility grade masonry vinyl, etc.	-5 pt.	
4.3 Roof Materials		
4.3(a) Preferred options:		
4.3(a)(i) Slate roofing	+5 pt.	
4.3(a)(ii) Pitched metal roofing, neutral colored	+3 pt.	
4.3(a)(iii) Real wood shake roofing	+1 pt.	
4.3(b) Enhanced asphalt shingles ("architectural shingles")	+2 pt.	
4.3(c) Standard 3-tab asphalt shingles	0 pt.	
	sub total:	

50 points minimum Required	Total:	
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