UNIFIED DEVELOPMENT ORDINANCE
CHAPTER 5. ARCHITECTURAL STANDARDS

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5.1. PURPOSE AND INTENT

Architecture has played an undeniable role in defining Brevard's distinct character and lasting identity. These Architectural Standards are intended to preserve and enhance that character by regulating key aspects of the built environment. By setting a high standard for quality design across the jurisdiction, every new development can become a thoughtful, lasting addition to Brevard, enhancing the community for years to come.

While these Standards reflect Brevard's local culture, heritage, environment, and architectural identity, the city will continue to evolve over the years following their adoption. As such, they are not intended to be static but adaptable, outlining the typical characteristics and specifications for pedestrian-oriented, authentic, durable, context-sensitive, and climate-responsive buildings.

These Standards are intended to be interpreted alongside Brevard's Architectural Visual Guidelines, which act as a comprehensive catalog of Brevard's architectural identity, presenting best practices meticulously tailored to the city's one-of-a-kind character. These Standards enforce the policies of that document.

5.2. APPLICABILITY

A. This chapter shall apply when any of the following occurs:

1. New construction of a building or buildings;

2. Renovations, upfits (or similar) of existing buildings where new investment exceeds 50% of the current property value;

3. Expansions and/or additions of 50% of the gross floor area of existing buildings; or

4. Any changes to building facades, including but not limited to replacement of exterior building elements such as wall material/design, roof material/design, windows, doors, or other exterior remodeling. In this case, only the area of the building that is modified (including but not limited to the wall material/design, roof material/design, windows, or doors) will be subject to these regulations.

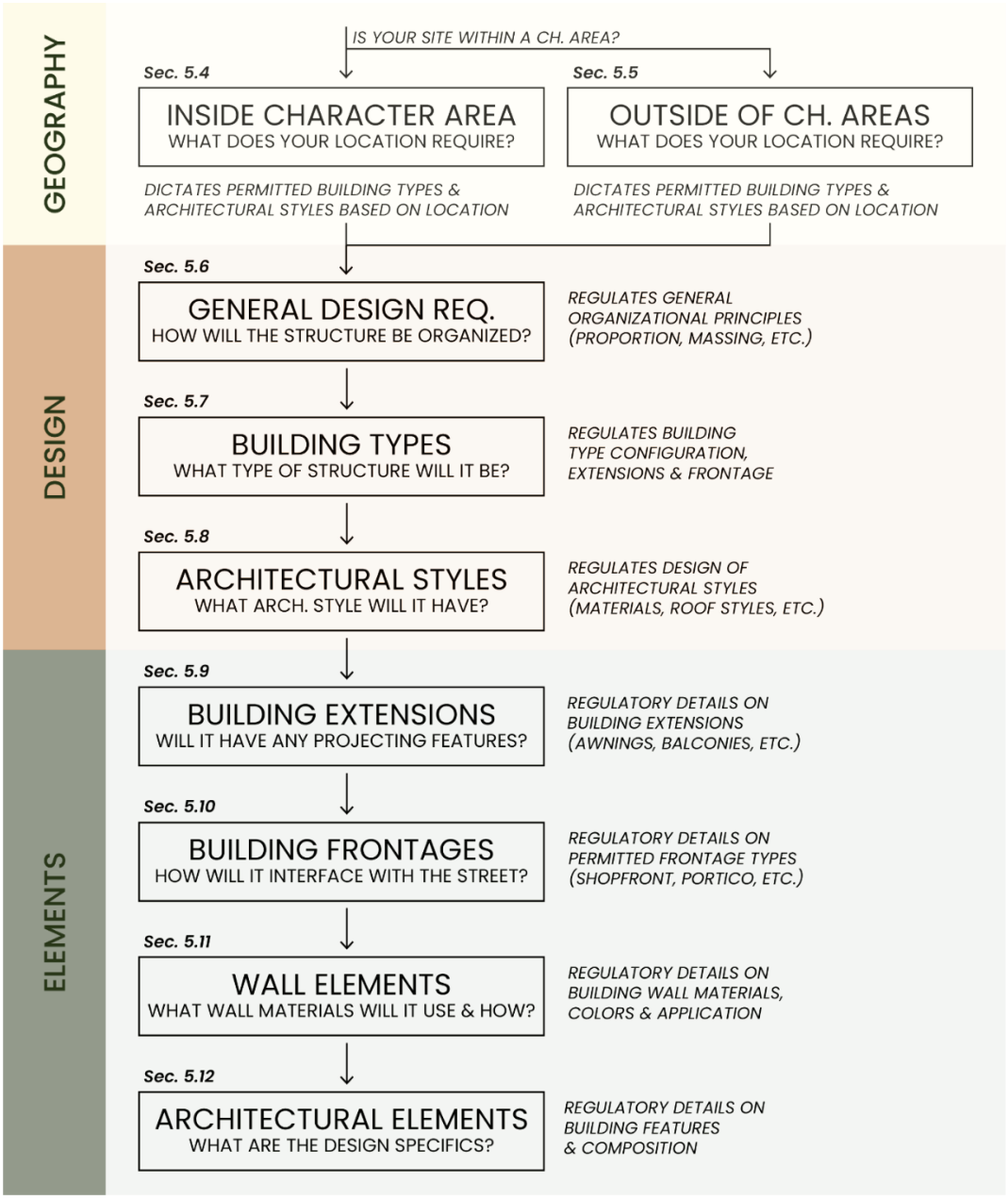
B. The following structures are exempt from the building design elements adopted under this Chapter:

1. Structures subject to regulation under the North Carolina Residential Code (see NCGS Section 160D-702(b)).

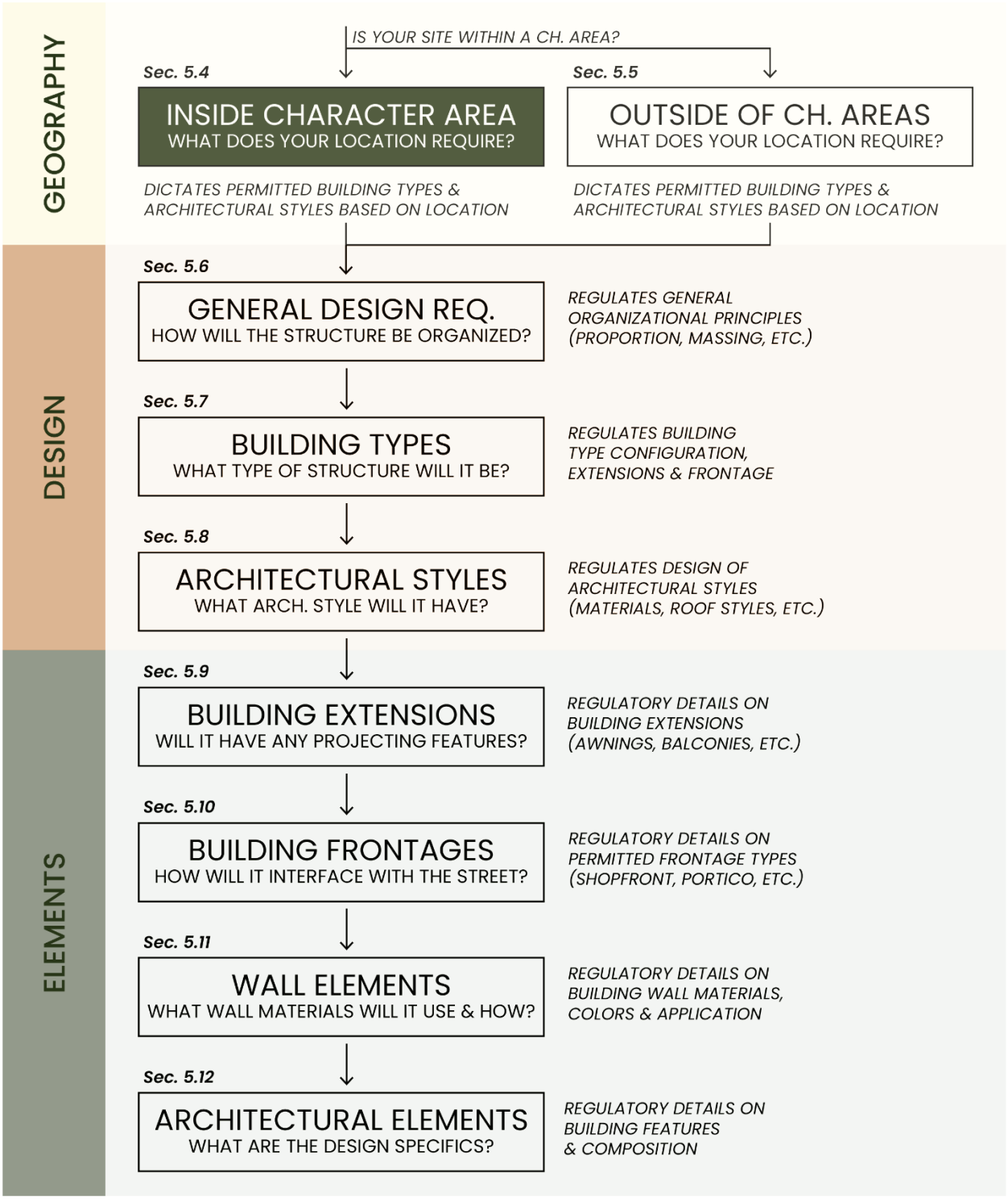
2. Any structure dedicated to a Manufacturing, Wholesale, or Storage use (see Table 2.2A).

5.3. PROCESS

A. The following diagram shall demonstrate the process for understanding and applying the architectural standards. For details on the permitting process, please refer to Chapter 16 – Administration.



5.4. INSIDE CHARACTER AREA



5.4.1. Purpose and Applicability

A. This section seeks to strengthen four distinct districts in Brevard by designating them as Architectural Character Areas.

B. Properties within each Architectural Character Area are subject to additional regulations concerning permitted architectural styles, materiality, and building elements.

C. The applicability of Architectural Character Areas are as follows:

TABLE (5.4.1) (1): ARCHITECTURAL CHARACTER AREA AND ZONING CLASSIFICATION

CHARACTER AREA	ZONING CLASSIFICATION
Downtown	Downtown Architectural Overlay District
Railroad District	Railroad Architectural Overlay District
Pisgah Gateway	Pisgah Gateway Mixed-Use (PGX)
US-64 Corridor	US-64 Corridor Architectural Overlay District

D. Regardless of location, all structures classified as a Government use (see 3.8.2) shall conform to the Civic Building Type (see 5.7.1) and the Colonial Revival Architectural Style (see 5.8.5), unless otherwise exempted by administrator approval.

5.4.2. Character Area Descriptions

A. Downtown:

Downtown Brevard's most distinctive buildings share a common architectural style of Brick Masonry Vernacular, featuring naturally warm-colored brick with various bond patterns. Examples of Revival styles can also be found in Downtown, but should be generally reserved for Civic buildings. As a pedestrian-focused area, mixed use building shopfronts adorned with large, symmetrical windows and doors, as well as canopies or colored fabric awnings, play a significant role in reinforcing Downtown's character.

TABLE (5.4.2) (1): DOWNTOWN BUILDING EXAMPLES



Transylvania County Courthouse



McMinn Building

B. Railroad District:

Brevard's Railroad District stands out for its blend of traditional and contemporary utilitarian architectural styles that create an industrial-inspired and memorable place.

TABLE (5.4.2) (2): RAILROAD DISTRICT BUILDING EXAMPLES



Former Brevard Lumber Company Building



Multi-tenant converted warehouse

C. Pisgah Gateway:

The Pisgah Gateway stands at the foot of the National Forest entrance; for many visitors it represents their first or only impression of Brevard. This area should reinforce a strong architectural character, drawing on Brevard's mountain tradition of rustic stone and timber construction.

TABLE (5.4.2) (3): PISGAH GATEWAY BUILDING EXAMPLES

	
Pisgah Tavern	The Hub

D. US-64 Corridor:

US-64 is one of the major commercial corridors in Brevard and in many ways is the public face of the city. New construction and redevelopment along the US-64 Corridor should reflect Brevard's unique mountain character, while allowing flexibility for a wide range of land uses.

TABLE (5.4.2) (4): US-64 CORRIDOR BUILDING EXAMPLES

	
Pisgah Bakehouse	Commercial office in Straus Park

5.4.3. Permitted Building Types by Character Area

Permitted building typologies vary by Architectural Character Area, and are regulated by their associated Overlay Zoning Classifications, as shown in the following table:

TABLE (5.4.3.) (1): PERMITTED BUILDING TYPES BY ARCHITECTURAL CHARACTER AREA					
SECTION	**BUILDING TYPE**	**CHARACTER AREA**			
		Downtown	**Railroad District**	**Pisgah Gateway**	**US-64 Corridor**
5.7.1	**Civic**	YES	YES	YES	YES
5.7.2	**Institutional**		YES	YES	YES
5.7.3	**Warehouse**		YES		
MIXED USE TYPOLOGIES					
5.7.4	**Main Street Building**	YES			
5.7.5	**Flex Building**		YES		YES
5.7.6	**Liner Building**	YES	YES	YES	YES
5.7.7	**Live/Work Building**	YES	YES	YES	YES
5.7.8	**Neighborhood Business**		YES	YES	YES
COMMERCIAL TYPOLOGIES					
5.7.9	**Large Scale Commercial**				YES
5.7.10	**Roadside Business**			YES	YES
MULTI-FAMILY TYPOLOGIES					
5.7.11	**Stacked Flats**	YES		YES	YES
5.7.12	**Multiplex**	YES	YES	YES	YES
5.7.13	**Small Multiplex**	YES	YES	YES	YES
OTHER TYPOLOGIES					
5.7.14	**Accessory Buildings**	YES	YES	YES	YES

Note: Because of the unique characteristics of group developments, they may be exempted from the Permitted Building Type by Zoning District above, and instead may include all building types for all zoning districts, as determined by the administrator.

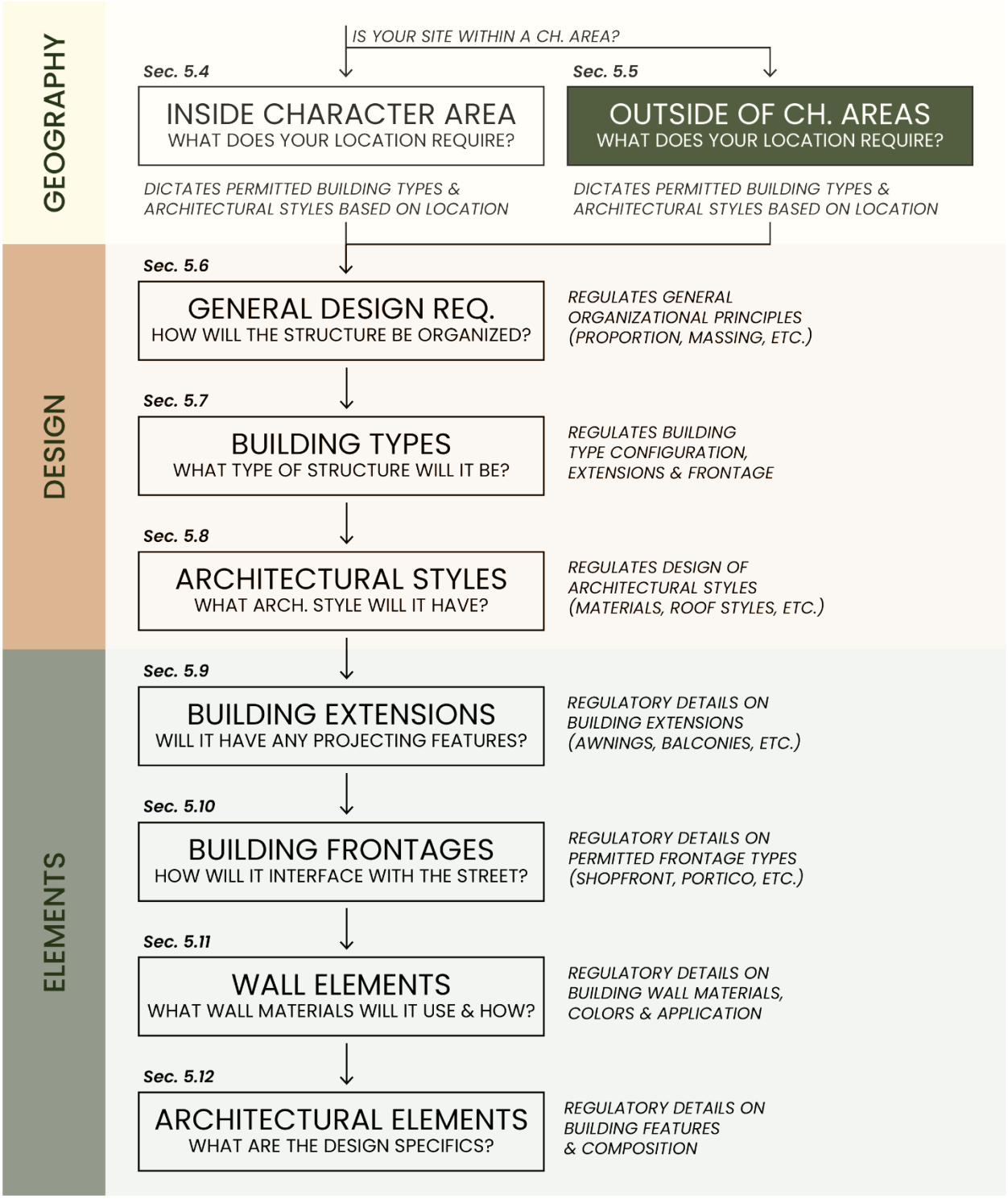
5.4.4. Permitted Architectural Styles by Character Area

Based on the historical patterns and desired future of the local built environment, the following Architectural Styles are permitted within each Character Area as follows:

TABLE (5.4.2.) (1): PERMITTED ARCHITECTURAL STYLES BY CHARACTER AREA					
SECTION	**ARCHITECTURAL STYLE**	**CHARACTER AREA**			
		Downtown	**Railroad District**	**Pisgah Gateway**	**US-64 Corridor**
5.8.1	**Brick Masonry Vernacular**	YES	YES		YES
5.8.2	**Stone Masonry Vernacular**			YES	YES
5.8.3	**Rustic Frame Vernacular**			YES	YES
5.8.4	**Industrial Vernacular**		YES		
5.8.5	**Colonial Revival**	YES			YES
5.8.6	**Brevard Contemporary**				YES

Note:

5.5. OUTSIDE OF CHARACTER AREAS



5.5.1. Purpose and Applicability

A. Properties located outside of all Architectural Character Areas are subject to a distinct set of standards offering greater flexibility, which are described within this section.

B. Regardless of location, all structures classified as a Government use (see 3.8.2) shall conform to the Civic Building Type (see 5.7.1) and the Colonial Revival Architectural Style (see 5.8.5), unless otherwise exempted by administrator approval.

5.5.2. Permitted Building Types by Zoning District

A. The permitted building typologies vary by zoning district in accordance with the following table.

TABLE (5.5.2.) (1): PERMITTED BUILDING TYPE BY ZONING DISTRICT

SECTION	BUILDING TYPE	ZONING DISTRICT						
		GR	RMX	NMX	DMX	CMX	IC	GI
5.7.1	**Civic**	YES	YES	YES	YES	YES	YES	YES
5.7.2	**Institutional**	YES	YES				YES	YES
5.7.3	**Warehouse**						YES	YES
MIXED USE TYPOLOGIES								
5.7.4	**Main Street Building**				YES			
5.7.5	**Flex Building**			YES			YES	YES
5.7.6	**Liner Building**			YES	YES	YES	YES	
5.7.7	**Live/Work Building**		YES	YES	YES	YES	YES	
5.7.8	**Neighborhood Business**			YES	YES	YES	YES	
COMMERCIAL TYPOLOGIES								
5.7.9	**Large Scale Commercial**					YES		
5.7.10	**Roadside Business**			YES		YES		YES
MULTI-FAMILY TYPOLOGIES								
5.7.11	**Stacked Flats**				YES	YES		

5.7.12	**Multiplex**		YES	YES	YES	YES	YES	
5.7.13	**Small Multiplex**		YES	YES	YES	YES	YES	
OTHER TYPOLOGIES								
5.7.14	**Accessory Buildings**	YES	YES	YES	YES	YES	YES	YES

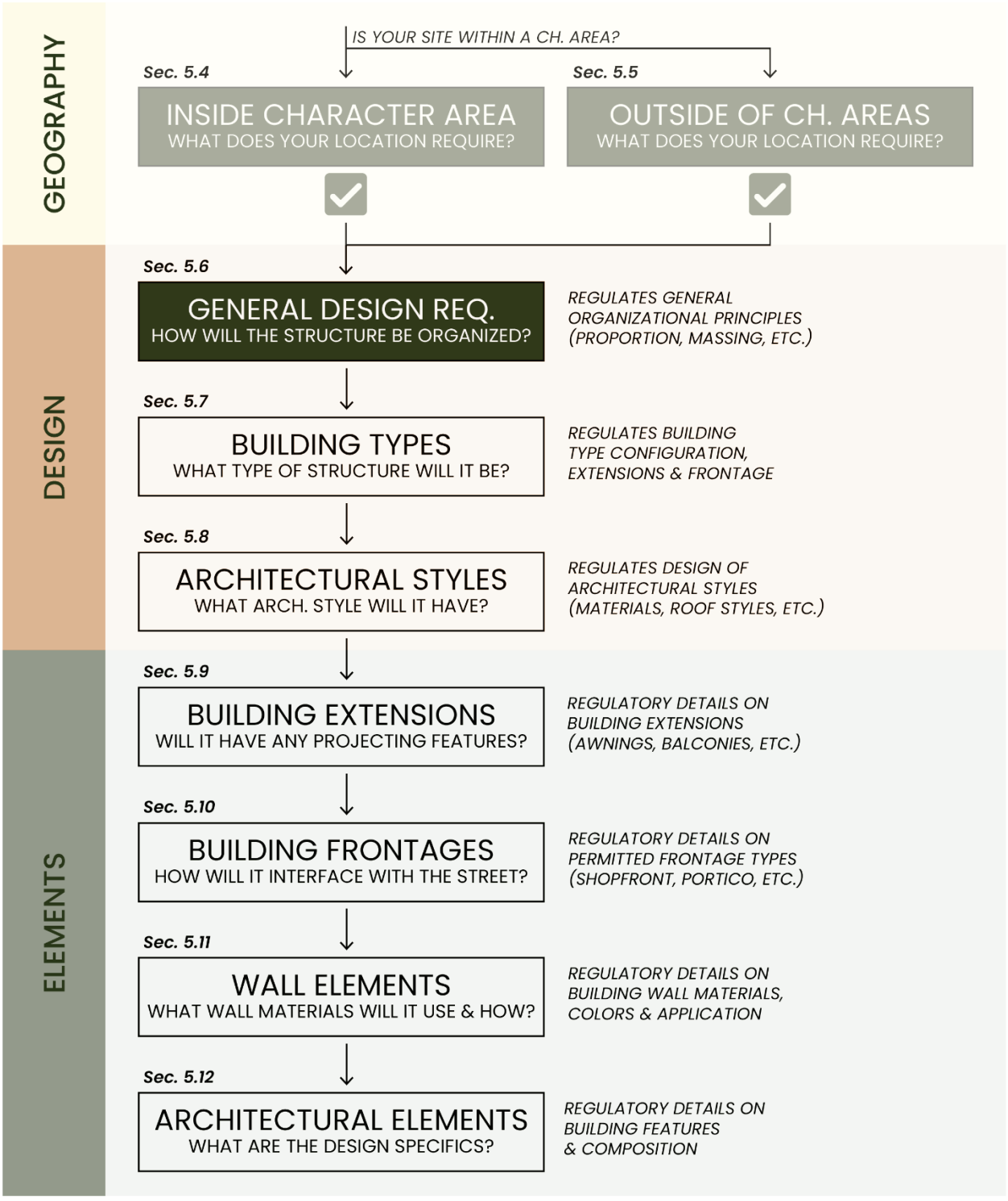
Note: Because of the unique characteristics of group developments, they may be exempted from the Permitted Building Type by Zoning District above, and instead may include all building types for all zoning districts, as determined by the administrator.

The Pisgah Gateway Mixed-Use (PGX) Zoning District is intended to coincide with the boundaries of the Pisgah Gateway Character Area. Permitted Building Types for PGX are listed in Table 5.4.3.

5.5.3. Permitted Architectural Styles

A. Except for Government uses, properties located outside of all Architectural Character Areas may choose from any of the architectural styles designated as appropriate or authentic to Brevard in Section 5.8.

5.6. GENERAL DESIGN REQUIREMENTS



5.6.1. Proportion and Massing

A. All buildings shall be designed with Proportion, including but not limited to 2:3, 3:5, or 5:8.

   1. Proportion shall be used to determine overall building form, massing, roof lines, and the location and scale of Building Extensions, Building Frontages, and Architectural Elements.

   2. Building Extensions, Building Frontages and Architectural Elements shall be designed with Proportion.

B. Building mass shall be broken down into basic forms and shapes, with a primary building mass and secondary massing for wings, Building Extensions, and Building Frontages.

   1. The building mass shall use changes in roof height, facade depth, materials, and articulation to express important elements in the building, such as a main entrance or a gathering space.

5.6.2. Vertical Organization / Hierarchy

A. All buildings shall have a clearly articulated base, middle, and top.

   1. Base. The base of the building shall express a load-bearing function. The base of the building may be expressed in the following ways:

      a. Through the building foundation only, or

      b. Through the bottom half of the Ground Floor, or

      c. Through the entire Ground Floor.

   2. Middle. The middle shall be designed with a simple rhythm and pattern that expresses the function of the building. The middle should constitute the majority of the building exterior.

      a. The middle can include all floors of the building (with the Foundation serving as the Base, and the Roof serving as the Top), or

      b. The middle can include only the middle floors of the building.

   3. Top. Design of the building's top shall express the special location where the building meets the sky.

      a. The top may simply be the roof of the building, or

b. The top may be defined by a change in the Building Extensions on the highest floor of the building, such as the addition or removal of balconies or awnings, or

c. The top may be defined by a special articulation in the Wall Elements of highest floor of the building, such as a change in material, pattern, or color.

4. Transitions. The transition between the Base, Middle and Top of the building can be physically defined with architectural elements or a change in materials.

   a. **For masonry construction:** Watertables, string courses, cornices, moldings, and expression lines may be used to delineate the transitions between Base, Middle, and Top – this is most relevant to the Brick Masonry Vernacular, Stone Masonry Vernacular, and Colonial Revival architectural styles.

   b. **For frame construction:** There may not be any horizontal delineation between base middle and top. If horizontal delineation exists, it can be expressed through a subtle change in the type of wood siding (such as from board and batten siding to shingles), through subtle changes in paint color, or it can be expressed with wood trim or moldings.

5.6.3. Horizontal Organization / Rhythm

A. Buildings that exceed 100’ in width shall have facade articulation to break up the facade width into smaller Sections.

B. Each Section shall be a maximum of 50’ in width and may consist of multiple Bays, or regularly spaced window openings.

   a. To create an emphasis on symmetry in the main building mass, an odd number of opening Bays is recommended.

   b. For secondary building wings and extensions, an even number of opening Bays is recommended.

C. Sections shall be articulated through window spacing and window grouping, as well as Pilasters, Columns, special brick or stone patterns, or a change in facade depth.

5.6.4. Fenestration / Transparency

A. Windows shall express each individual floor of the building; windows shall not span multiple floors.

B. The top of all windows on the same floor of a building shall be aligned horizontally.

C. The centerlines of all windows on multi-floor buildings shall be aligned vertically.

D. Each building story shall feature a facade transparency of 20% min to 33% max.

   1. Facade transparency shall be calculated for the area between finished floors and shall be the total percentage of door and window area along that portion of the facade. Upper floor transparency shall be measured to the finished ceiling.

   2. Applicants shall provide a diagram to demonstrate compliance with these provisions.

E. Fenestration standards do not apply to Shopfront Frontages, which are regulated under the design standards in Section 5.10.1.

F. For tailored Window regulations based on architectural style, refer to Section 5.8. Architectural Style.

5.6.5. Equipment Screening

A. All outdoor electrical, plumbing, mechanical, HVAC, communications equipment or similar shall be concealed from view from any frontage or sidewalk.

   1. All equipment screening enclosures, including those located on the building roof, must use materials complimentary to the selected Architectural Style.

5.6.6. Material Mixing

A. Material mixing on the exterior walls of a building is not required. However, in some architectural styles, more than one material may be permitted on the exterior wall of a building. If more than one material is used, these regulations shall apply.

   1. Material mixing shall be applied in horizontal layers and shall evoke structural rules of material weight.

   2. Lighter-appearing materials shall always be placed on top of heavier-appearing materials.

3. Vertical mixing of materials is not permitted on any building.

4. Architectural style-specific standards for material mixing, showing appropriate horizontal layering from the lightest material on top to the heaviest material on bottom, are provided below:

TABLE (5.6.6) (1): MATERIAL MIXING BY ARCHITECTURAL STYLE

Architectural Style	Material	Hierarchy
Brick Masonry Vernacular		
	No material mixing	
Stone Masonry Vernacular		
	No material mixing	
Rustic Frame Vernacular		
	Wood Shingle	Lightest
	Wood Board and Batten Siding	
	Wood Plank Siding	
	Wood Logs	
	Stone (typically for foundation or ground level only)	Heaviest
Industrial Vernacular		
	Metal	Lightest
	Brick	Heaviest
Colonial Revival		
	Wood / Fiber Cement Plank Siding (Gable ends and Dormers only)	Lightest
	Brick	Heaviest
Brevard Contemporary		
	Stucco	Lightest
	Wood Shingle	
	Wood Board and Batten Siding	
	Wood Plank Siding	
	Brick or Stone (Must select only one, permitted on the ground level only)	Heaviest

5.6.7. Ground Floor Finishing Height

A. All buildings with a residential ground floor use shall have a minimum ground floor finished floor height of 24” along the front facade to provide adequate privacy and separation from the street.

B. All buildings with non-residential ground floor uses shall have a ground floor finished floor height of 0” min to 6” max along the front facade.

5.6.8. Large Building Standards

A. Any single structure with a gross floor area of 100,000 square feet or greater must meet additional requirements to minimize its aesthetic and environmental impact on the community.

1. Based on their characteristics, roofs on large buildings must meet the following heat island effect mitigation standards:

    a. **Roof Slope Less Than 2:12:** Must use a material with a Minimum Solar Reflective Index (SRI) of 29 for 75% of roof surface

    b. **Roof Slope 2:12 or Above:** Must use a material with a Minimum Solar Reflective Index (SRI) of 78 for 75% of roof surface

    c. **All Roofs:** May use a green (vegetative) roof for at least 50% of roof surface as an alternative to the above requirements, or may use a combination of high SRI materials and partial green roofs as an alternative to the above requirements if: Total Roof Area ≤ (Area of SRI Roof *1.33) + (Area of Green Roof * 2)

2. In addition to regulations based on the chosen Building Type, Architectural Style, and those stated elsewhere in Section 5.6, facade design on large buildings shall adhere to the following additional requirements:

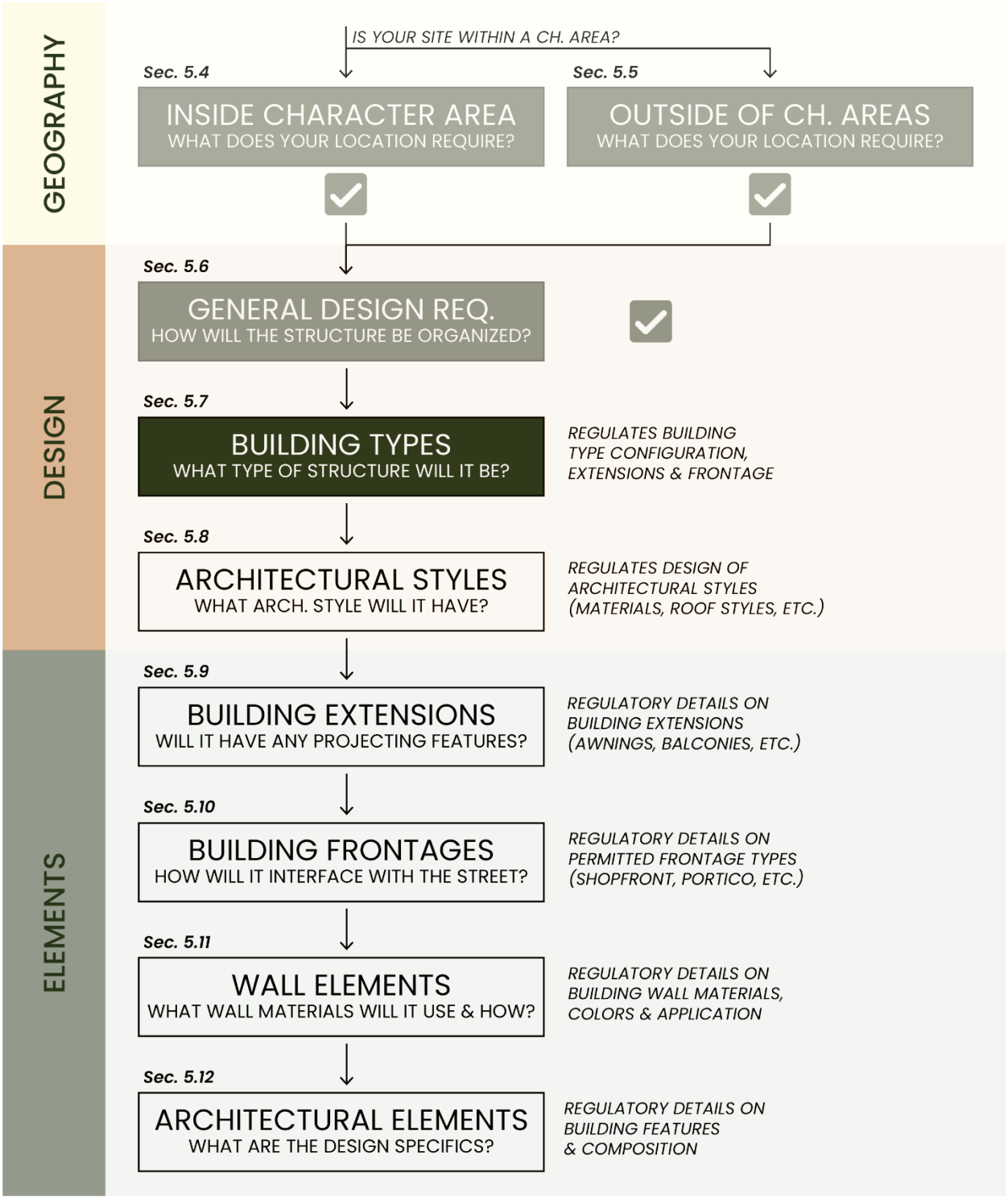
    a. At least 60% of the front facade must incorporate shopfront, portico, or gallery features.

    b. Articulation of bays shall include wall plane projections or recesses at least 5% of the length of the facade in depth.

    c. Plane projections and recesses should extend horizontally for at least 20% of the entire facade length.

3. Variations in front rooflines shall be used to reduce the scale of buildings. Roof features shall be required which will complement the character of adjoining and nearby structures.

5.7 BUILDING TYPES



5.7.1. Civic Building

A. Civic buildings are the most important structures in the city, often acting as landmarks.

1. Civic buildings are required to include one permitted building extension and one permitted building frontage type.

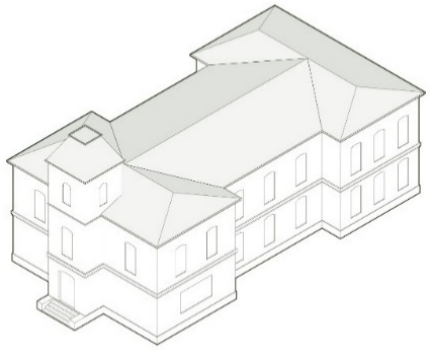


TABLE (5.7.1) (1): CIVIC BUILDING TYPE SPECIFICATIONS		
	Building Dimensions/ Configuration	
	Building Orientation	Facing primary street
Section	**Building Extensions**	
5.9.1	• Towers	Permitted
5.9.2	• Cupolas	Permitted
5.9.3	• Porte Cocheres	Permitted
5.9.4	• Awnings	Permitted
5.9.5	• Canopies	Permitted
5.9.6	• Balconies	Permitted
5.9.7	• External Staircases (not Stoop)	Not Permitted
Section	**Building Frontages**	
5.10.1	• Shopfront	Not Permitted
5.10.2	• Gallery	Permitted
5.10.3	• Porch	Permitted
5.10.4	• Porticos	Permitted
5.10.5	• Stoop	Permitted
5.10.6	• Courtyard	Permitted

5.7.2. Institutional Building

A. Institutional buildings are purpose-built structures designed to host a particular public, semi-public or private use, such as a school or medical facility.

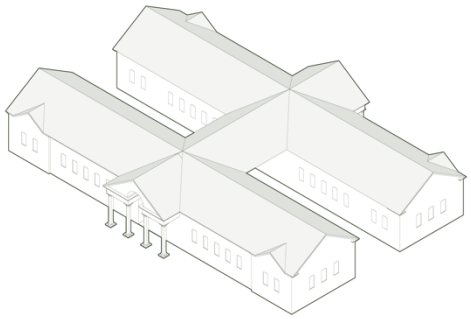


TABLE (5.7.2) (1): INSTITUTIONAL BUILDING TYPE SPECIFICATIONS		
	Building Dimensions/ Configuration	
	Building Orientation	Facing primary street, or interior campus spaces if in IC zone
Section	**Building Extensions**	
5.9.1	• Towers	Permitted
5.9.2	• Cupolas	Permitted
5.9.3	• Porte Cocheres	Permitted
5.9.4	• Awnings	Permitted
5.9.5	• Canopies	Permitted
5.9.6	• Balconies	Not Permitted
5.9.7	• External Staircases (not Stoop)	Not Permitted
Section	**Building Frontages**	
5.10.1	• Shopfront	Not Permitted
5.10.2	• Gallery	Permitted
5.10.3	• Porch	Permitted
5.10.4	• Porticos	Permitted
5.10.5	• Stoop	Permitted
5.10.6	• Courtyard	Permitted

5.7.3. Warehouse

A. Warehouses are open-plan structures with vaulted or gabled roofs that typically have less facade articulation and fewer openings than other structures. Based on zoning, these buildings can be constructed or re-tooled for a variety of purposes, ranging from light manufacturing to showrooms or recreational centers.

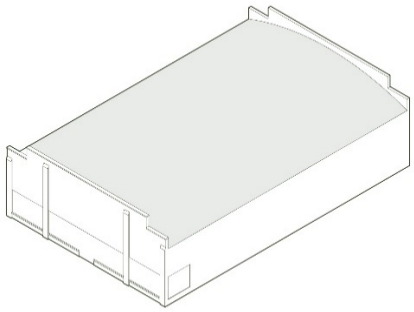


TABLE (5.7.3) (1): WAREHOUSE TYPE SPECIFICATIONS		
	Building Dimensions/ Configuration	
	Building Orientation	Facing primary street
	Primary Facade Width	100’ max
Section	**Building Extensions**	
5.9.1	• Towers	Not Permitted
5.9.2	• Cupolas	Not Permitted
5.9.3	• Porte Cocheres	Not Permitted
5.9.4	• Awnings	Permitted
5.9.5	• Canopies	Permitted
5.9.6	• Balconies	Not Permitted
5.9.7	• External Staircases (not Stoop)	Permitted
Section	**Building Frontages**	
5.10.1	• Shopfront	Permitted
5.10.2	• Gallery	Permitted
5.10.3	• Porch	Not Permitted
5.10.4	• Porticos	Not Permitted
5.10.5	• Stoop	Not Permitted
5.10.6	• Courtyard	Not Permitted

5.7.4. Main Street Building

A. Main Street buildings are medium to large in scale and vertically integrate two or more distinct land uses within a single building. This building type should account for the majority of downtown structures and feature high transparency shopfronts along the ground floor.

1. An Awning or Canopy is required above a shopfront. The applicant may choose which, but shall only use one.

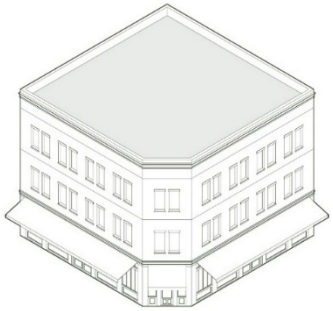


TABLE (5.7.4) (1): MAIN STREET BUILDING TYPE SPECIFICATIONS		
	Building Dimensions/ Configuration	
	Building Orientation	Facing primary street
	Number of Stories	2 min
	Primary Facade Width	150’ max
Section	**Building Extensions**	
5.9.1	• Towers	Not Permitted
5.9.2	• Cupolas	Not Permitted
5.9.3	• Porte Cocheres	Not Permitted
5.9.4	• Awnings	Required over Shopfront
5.9.5	• Canopies	Required over Shopfront
5.9.6	• Balconies	Permitted
5.9.7	• External Staircases (not Stoop)	Permitted
Section	**Building Frontages**	
5.10.1	• Shopfront	Required
5.10.2	• Gallery	Permitted
5.10.3	• Porch	Not Permitted
5.10.4	• Porticos	Not Permitted
5.10.5	• Stoop	Not Permitted
5.10.6	• Courtyard	Not Permitted

5.7.5. Flex Building

A. The Flex Building Type can be used to provide a vertical or horizontal mix of uses with ground-floor industrial, service, or retail uses and upper-floor service, residential or lodging uses. It may also be a single-use building.

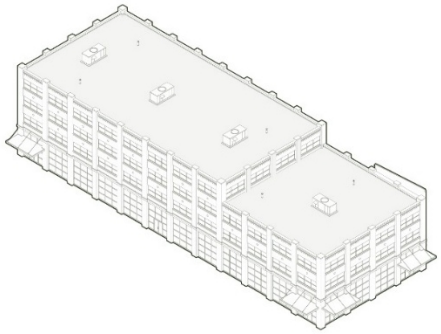


TABLE (5.7.5) (1): FLEX BUILDING TYPE SPECIFICATIONS		
	Building Dimensions/ Configuration	
	Building Orientation	Facing primary street
	Number of Stories	2 min
Section	**Building Extensions**	
5.9.1	• Towers	Not Permitted
5.9.2	• Cupolas	Not Permitted
5.9.3	• Porte Cocheres	Permitted
5.9.4	• Awnings	Permitted
5.9.5	• Canopies	Permitted
5.9.6	• Balconies	Permitted
5.9.7	• External Staircases (not Stoop)	Permitted
Section	**Building Frontages**	
5.10.1	• Shopfront	Permitted
5.10.2	• Gallery	Permitted
5.10.3	• Porch	Not Permitted
5.10.4	• Porticos	Not Permitted
5.10.5	• Stoop	Not Permitted
5.10.6	• Courtyard	Not Permitted

5.7.6. Liner Building

A. A Liner Building is a shallow structure that wraps the perimeter of a large-scale commercial building (big box retail, theater, convention center, etc.) or parking structure to create habitable street frontage and conceal large, blank facades. Liner buildings may contain a variety of uses, including ground floor retail, and/or upper-level services, residential or lodging.

1. An Awning or Canopy is required above a shopfront. The applicant may choose which but shall only use one.

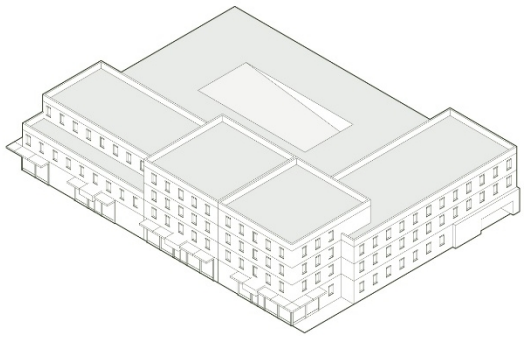


TABLE (5.7.6) (1): LINEAR BUILDING TYPE SPECIFICATIONS		
	Building Dimensions/ Configuration	
	Building Orientation	Facing primary street
	Number of Stories	Equal to or more than the structure it is lining
Section	**Building Extensions**	
5.9.1	• Towers	Not Permitted
5.9.2	• Cupolas	Not Permitted
5.9.3	• Porte Cocheres	Permitted
5.9.4	• Awnings	Required over Shopfront*
5.9.5	• Canopies	Required over Shopfront*
5.9.6	• Balconies	Permitted
5.9.7	• External Staircases	Not Permitted
Section	**Building Frontages**	
5.10.1	• Shopfront	Required
5.10.2	• Gallery	Permitted
5.10.3	• Porch	Not Permitted
5.10.4	• Porticos	Not Permitted
5.10.5	• Stoop	Not Permitted
5.10.6	• Courtyard	Not Permitted

5.7.7. Live/Work Building

A. Live/Work buildings are small to medium-sized structures designed to provide a flexible combination of residential and limited commercial functions. Commercial space is typically located on the ground floor and accessed through a shopfront.

1. An Awning or Canopy is required above a shopfront. The applicant may choose which but shall only use one.

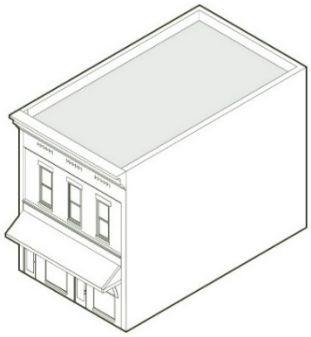


TABLE (5.7.7) (1): LIVE/WORK BUILDING TYPE SPECIFICATIONS		
	Building Dimensions/ Configuration	
	Building Orientation	Facing primary street
	Number of Stories	2 min
	Building Width	18’ min / 50’ max
Section	**Building Extensions**	
5.9.1	• Towers	Not Permitted
5.9.2	• Cupolas	Not Permitted
5.9.3	• Porte Cocheres	Not Permitted
5.9.4	• Awnings	Required over Shopfront*
5.9.5	• Canopies	Required over Shopfront*
5.9.6	• Balconies	Permitted
5.9.7	• External Staircases (not Stoop)	Permitted
Section	**Building Frontages**	
5.10.1	• Shopfront	Required
5.10.2	• Gallery	Permitted
5.10.3	• Porch	Permitted
5.10.4	• Porticos	Not Permitted
5.10.5	• Stoop	Not Permitted
5.10.6	• Courtyard	Not Permitted

5.7.8. Neighborhood Business

A. A Neighborhood Business complements walkable neighborhoods by facilitating a small increment of mixed use through a pedestrian-friendly ground floor retail or service use accessed from a sidewalk shopfront. Residential units, storage or small offices may be located on upper floors.

1. An Awning or Canopy is required above a shopfront. The applicant may choose which but shall only use one.

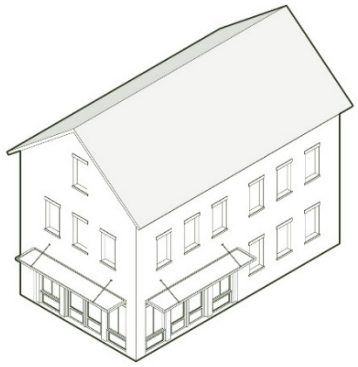


TABLE (5.7.8) (1): NEIGHBORHOOD BUSINESS BUILDING TYPE SPECIFICATIONS		
	Building Dimensions/ Configuration	
	Building Orientation	Facing primary street
	Number of Stories	2 min
	Building Width	60’ max
Section	**Building Extensions**	
5.9.1	• Towers	Not Permitted
5.9.2	• Cupolas	Not Permitted
5.9.3	• Porte Cocheres	Not Permitted
5.9.4	• Awnings	Required over Shopfront*
5.9.5	• Canopies	Required over Shopfront*
5.9.6	• Balconies	Permitted
5.9.7	• External Staircases (not Stoop)	Permitted
Section	**Building Frontages**	
5.10.1	• Shopfront	Required
5.10.2	• Gallery	Permitted
5.10.3	• Porch	Permitted
5.10.4	• Porticos	Not Permitted
5.10.5	• Stoop	Not Permitted
5.10.6	• Courtyard	Not Permitted

5.7.9. Large Commercial Building

A. Large Commercial Buildings are among the most sizeable structures in the city by floorplate, accommodating one or several commercial tenants. This typology is intended for heavily auto-oriented areas with larger lots and larger buildings, accommodating intense commercial activities.

1. If a large commercial building is unable to meet transparency requirements, it must be concealed by a liner building.

2. Large commercial buildings may use a flat roof type regardless of the selected Architectural Style, but only when the attached porticos and/ or galleries have pitched elements (when called for by that Style).

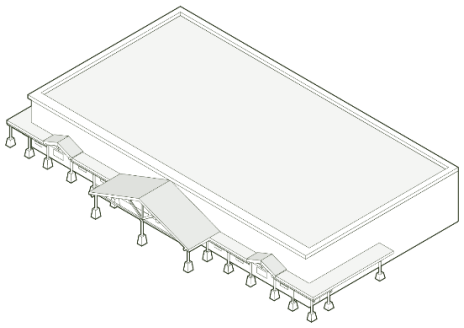


TABLE (5.7.9) (1): LARGE COMMERCIAL BUILDING TYPE SPECIFICATIONS		
	Building Dimensions/ Configuration	
	Building Orientation	Facing primary street
	Ground Floor Area	50,000 sf min
Section	**Building Extensions**	
5.9.1	• Towers	Not Permitted
5.9.2	• Cupolas	Not Permitted
5.9.3	• Porte Cocheres	Permitted
5.9.4	• Awnings	Permitted
5.9.5	• Canopies	Permitted
5.9.6	• Balconies	Not Permitted
5.9.7	• External Staircases (not Stoop)	Not Permitted
Section	**Building Frontages**	
5.10.1	• Shopfront	Required
5.10.2	• Gallery	Required
5.10.3	• Porch	Not Permitted
5.10.4	• Porticos	Permitted
5.10.5	• Stoop	Not Permitted

5.10.6	• Courtyard	Permitted

5.7.10. Roadside Business

A. Quite adaptable, these buildings can appear in either a pedestrian or auto-oriented context, and can accommodate special site features, such as a drive-thru, which may or may not include a porte cochere.

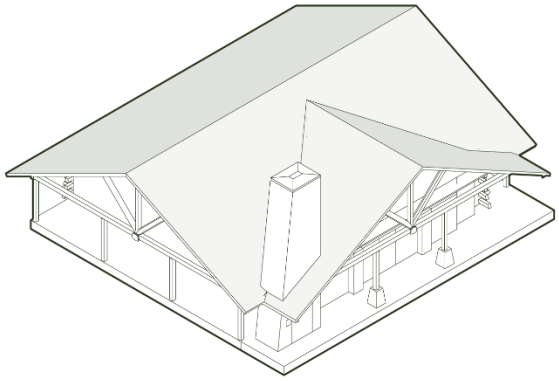


TABLE (5.7.10) (1): ROADSIDE BUSINESS BUILDING TYPE SPECIFICATIONS		
	Building Dimensions/ Configuration	
	Building Orientation	Facing primary street
	Building Width	60’ max
Section	**Building Extensions**	
5.9.1	• Towers	Not Permitted
5.9.2	• Cupolas	Not Permitted
5.9.3	• Porte Cocheres	Permitted
5.9.4	• Awnings	Permitted
5.9.5	• Canopies	Permitted
5.9.6	• Balconies	Not Permitted
5.9.7	• External Staircases (not Stoop)	Permitted
Section	**Building Frontages**	
5.10.1	• Shopfront	Required
5.10.2	• Gallery	Permitted
5.10.3	• Porch	Permitted
5.10.4	• Porticos	Permitted
5.10.5	• Stoop	Not Permitted
5.10.6	• Courtyard	Permitted

5.7.11. Stacked Flats

A. The Stacked Flats building type is a medium-to-large sized structure that consists of multiple dwelling units or hotel rooms. Each unit may have its own individual entry or may share a common entry point. Stacked flats may include a courtyard.

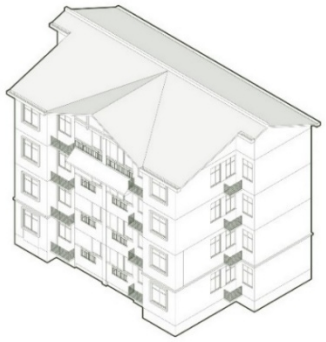


TABLE (5.7.11) (1): STACKED FLATE BUILDING TYPE SPECIFICATIONS		
	Building Dimensions/ Configuration	
	Building Orientation	Facing primary street
	Number of Stories	2 min
	Building Width	150’ max
	Building Depth	65’ max
Section	**Building Extensions**	
5.9.1	• Towers	Not Permitted
5.9.2	• Cupolas	Not Permitted
5.9.3	• Porte Cocheres	Permitted
5.9.4	• Awnings	Permitted
5.9.5	• Canopies	Not Permitted
5.9.6	• Balconies	Required
5.9.7	• External Staircases (not Stoop)	Permitted
Section	**Building Frontages**	
5.10.1	• Shopfront	Not Permitted
5.10.2	• Gallery	Not Permitted
5.10.3	• Porch	Required
5.10.4	• Porticos	Permitted
5.10.5	• Stoop	Permitted
5.10.6	• Courtyard	Permitted

5.7.12. Multiplex

A. The Multiplex is a medium-to-large sized structure that consists of 5-18 side-by-side and/or stacked dwelling units or hotel rooms, typically with one shared entry. Between stacked flats and the small multiplex in scale, this type is appropriately scaled to fit within medium-density areas, especially transitions at the edge of downtown.

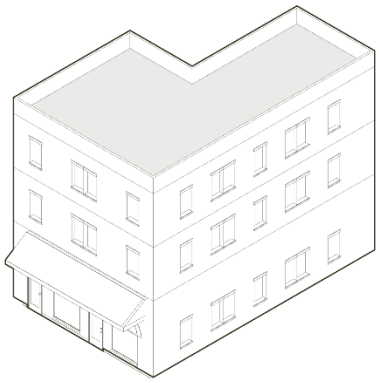


TABLE (5.7.12) (1): MULTIPLEX BUILDING TYPE SPECIFICATIONS		
	Building Dimensions/ Configuration	
	Building Orientation	Facing primary street
	Number of Stories	2 min
	Building Width	80’ max
	Building Depth	65’ max
Section	**Building Extensions**	
5.9.1	• Towers	Not Permitted
5.9.2	• Cupolas	Not Permitted
5.9.3	• Porte Cocheres	Permitted
5.9.4	• Awnings	Permitted
5.9.5	• Canopies	Permitted
5.9.6	• Balconies	Required
5.9.7	• External Staircases (not Stoop)	Permitted
Section	**Building Frontages**	
5.10.1	• Shopfront	Not Permitted
5.10.2	• Gallery	Not Permitted
5.10.3	• Porch	Required
5.10.4	• Porticos	Permitted
5.10.5	• Stoop	Permitted
5.10.6	• Courtyard	Permitted

5.7.13. Small Multiplex (5+ units)

A. Small Multiplex buildings are low-rise residential structures that typically accommodate between 5-10 units. These buildings can foster a close-knit community and can be designed to architecturally blend with single-family neighborhoods.

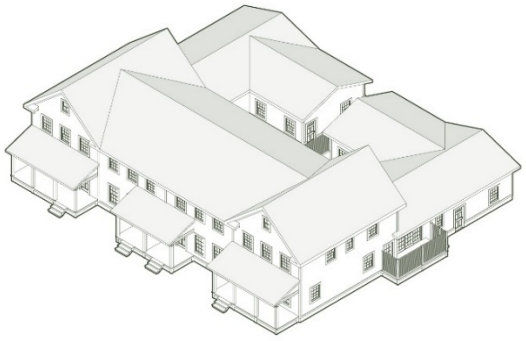


TABLE (5.7.13) (1): SMALL MULTIPLEX BUILDING TYPE SPECIFICATIONS		
	Building Dimensions/ Configuration	
	Building Orientation	Facing primary street
	Building Width	48’ max
	Building Depth	48’ max
Section	**Building Extensions**	
5.9.1	• Towers	Not Permitted
5.9.2	• Cupolas	Not Permitted
5.9.3	• Porte Cocheres	Not Permitted
5.9.4	• Awnings	Permitted
5.9.5	• Canopies	Not Permitted
5.9.6	• Balconies	Permitted
5.9.7	• External Staircases (not Stoop)	Permitted
Section	**Building Frontages**	
5.10.1	• Shopfront	Not Permitted
5.10.2	• Gallery	Not Permitted
5.10.3	• Porch	Permitted
5.10.4	• Porticos	Permitted
5.10.5	• Stoop	Permitted
5.10.6	• Courtyard	Permitted

5.7.14. Accessory Structure

A. An Accessory Structure is a secondary structure that shares its lot with the principal structure it is designed to support.

1. Accessory Structures are permitted in all zoning districts but require a principal structure to co-exist on the same lot, except as otherwise provided by this ordinance (see Section 2.5).

    a. Structures larger than 25% of the ground floor area of the principal structure are considered additional principal structures and shall be considered as a group development.

2. All accessory structures shall use the same Architectural Style, Wall Materials, and Roofing Materials as the principal structure.

3. Accessory Dwelling Units (ADUs) and other structures regulated under the North Carolina Residential Code (see NCGS Section 160D-702(b)), are not subject to these Architectural Standards.

    a. Any Accessory Structure that shares a lot with a principal structure regulated under the North Carolina Residential Code is also exempt from these Architectural Standards.

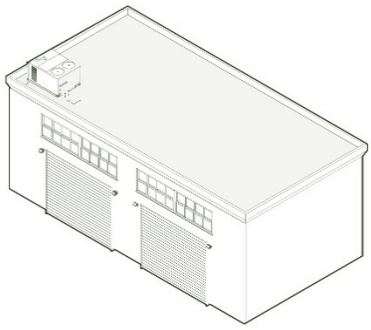
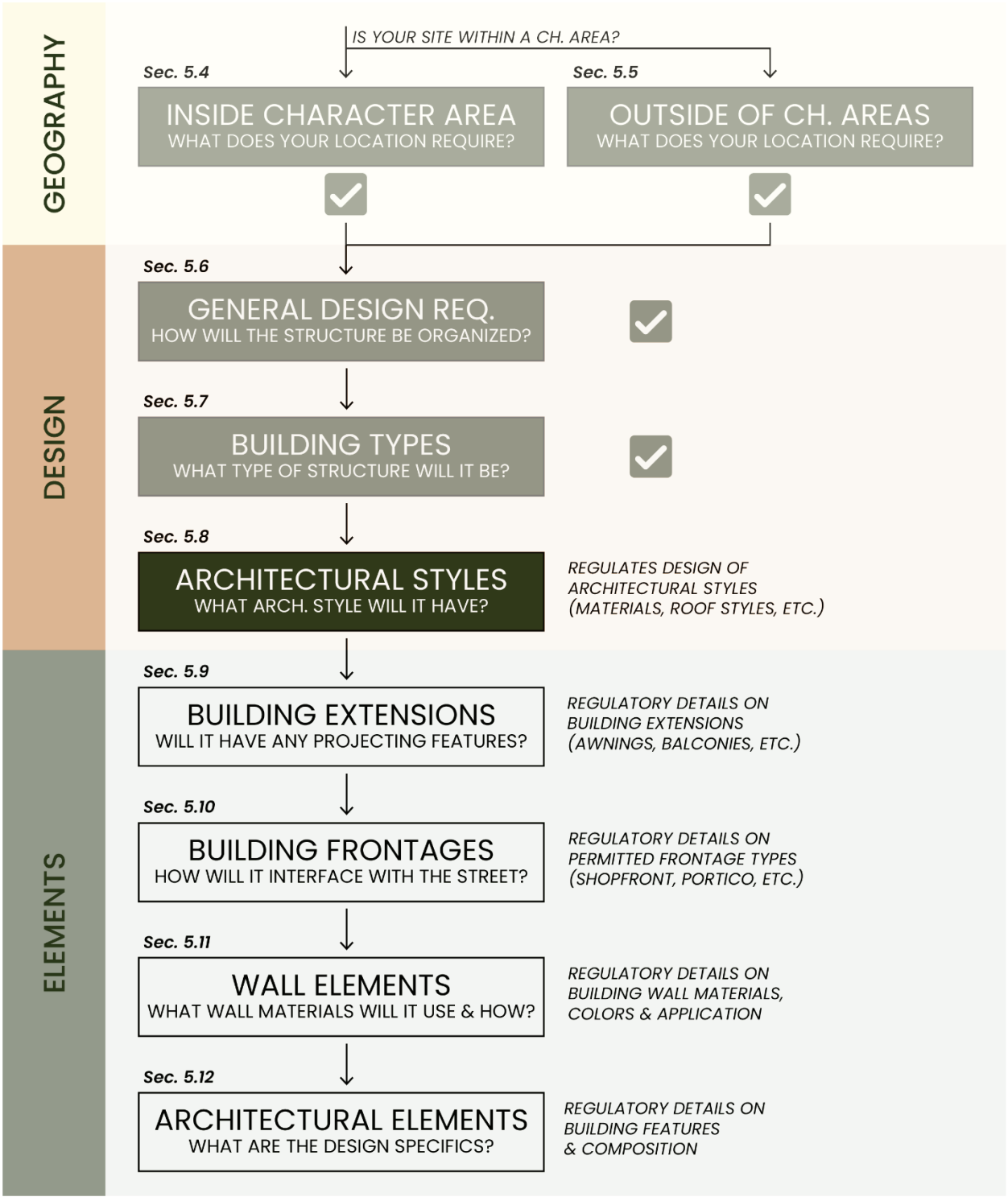


TABLE (5.7.16) (1): ACCESSORY STRUCTURE BUILDING TYPE SPECIFICATIONS		
	Building Dimensions/ Configuration	
	Number of Stories	2 max
	Ground Floor Area	No more than 50% of the ground floor area of the Principal Structure
Section	**Building Extensions**	
5.9.1	• Towers	Not Permitted
5.9.2	• Cupolas	Not Permitted
5.9.3	• Porte Cocheres	Not Permitted

5.9.4	• Awnings	Permitted
5.9.5	• Canopies	Permitted
5.9.6	• Balconies	Permitted
5.9.7	• External Staircases (not Stoop)	Permitted
Section	**Building Frontages**	
5.10.1	• Shopfront	Permitted
5.10.2	• Gallery	Permitted
5.10.3	• Porch	Permitted
5.10.4	• Porticos	Permitted
5.10.5	• Stoop	Permitted
5.10.6	• Courtyard	Permitted

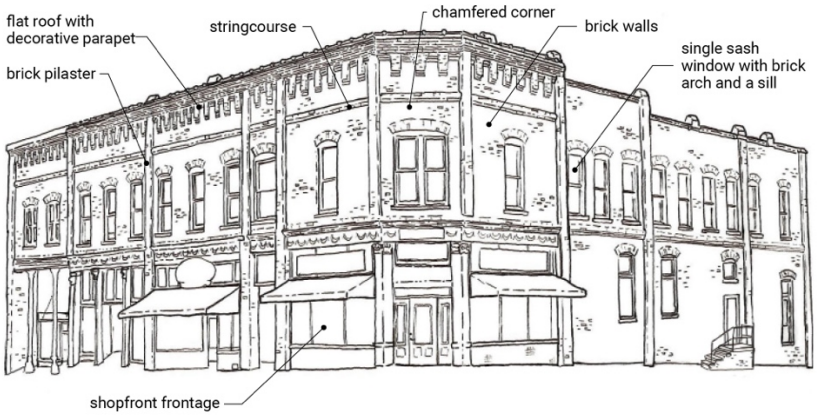
5.8 ARCHITECTURAL STYLE



5.8.1. Brick Masonry Vernacular

A. Brick masonry vernacular architecture reflects skilled craftsmanship and simple materials. It can be load-bearing brick construction or a brick veneer. There are many options for brick glazing, warm colors, bond patterns, and mortar techniques. Brick Masonry Vernacular buildings can stand out through innovative brickwork techniques used along the parapet, cornice, window openings, stringcourse, water table, and wall edges.

Brick Masonry Vernacular



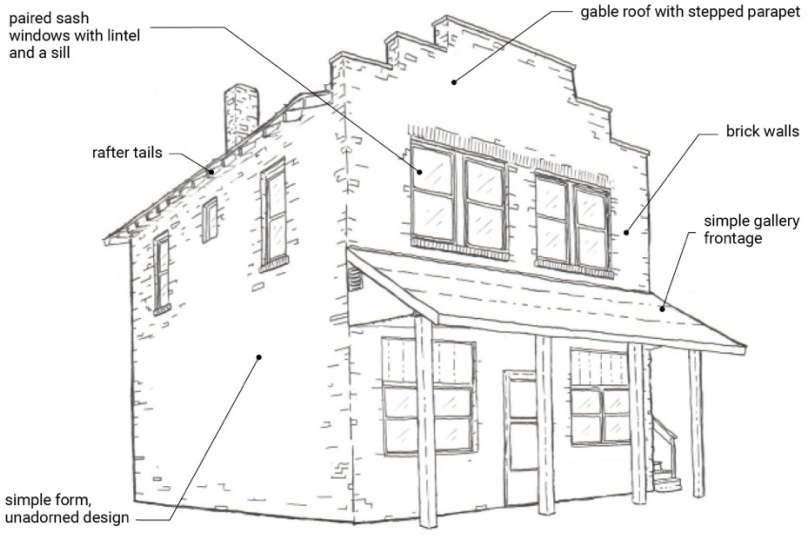
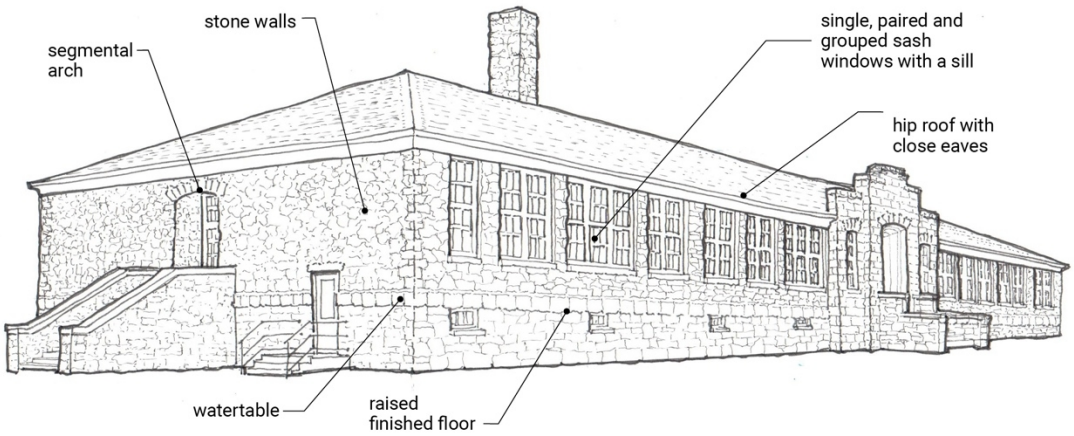


TABLE (5.8.1) (1): BRICK MASONRY VERNACULAR – STYLE REQUIREMENTS		
Section	**Style Characteristics**	**Regulations**
Exterior Walls		
5.11.1	Material	**Permitted:** Brick, Brick Veneer (Thin Brick)
5.11.1	Finish	**Permitted:** Glazed or Unglazed Brick **Not Permitted:** Including, but not limited to Painted Brick
5.11.1	Bond Type	**Permitted:** Running, Common, Flemish, or English **Not Permitted:** Including, but not limited to Stack
5.11.7	Mortar Technique	**Permitted:** Concave, Flush, Vee, or Grapevine **Not Permitted:** Including, but not limited to Beaded, Raked, Struck, Extruded, Weather, Overgrout
Roof		
	Roof Shape	**Permitted:** Flat with Parapet (Party-wall Buildings), Gable with Parapet (Free-Standing Buildings only)
	Roof Pitch	3/12 Maximum (must be concealed by parapet)
	Roofing Material	**Permitted:** Metal, Slate, Clay Tile, Concrete Tile, Asphalt Shingle, Built-up (Built-up permitted for Flat Roofs only)
	Roof-Wall Junction	**Permitted:** Parapet, Cornice
Primary Windows		
	Window Proportions	Vertically Proportioned 2:3 maximum
	Window Types	**Permitted:** Casement, Sash, Awning
	Window Grouping	**Permitted:** Single, Double, Grouped, or Horizontal Bands
	Window Surround	**Required:** Lintel or an Arch above the window **Required:** Sill below the window **Optional:** Operable Shutters
	Window Materials	**Frame Materials:** Metal or Wood **Frame Colors:** Any **Glass Color and Finish:** Clear Glass **Not Permitted:** Including, but not limited to Tinted Glass and Reflective Glass
Visible Structural Elements		
5.12.2	Arches	**Permitted Shapes:** Segmental, Flat, Semi-circular
5.12.2	Columns	**Permitted.**
5.12.2	Pilasters	**Permitted.**
5.12.2	Exposed Wood Structures	**Permitted:** Exclusively on buildings outside of designated Fire Districts.

5.8.2. Stone Masonry Vernacular

A. Stone is a locally available building material in Brevard and it was traditionally sourced from small quarries, fields, and from local rivers. It can be used for chimneys, foundations, retaining walls, and landscape features, as well as the construction of entire buildings such as schools, churches, roadside businesses and other focal buildings that might be visible from all four sides. Stone is typically uncoursed and can be used as load-bearing walls or applied as a veneer.

Stone Masonry Vernacular



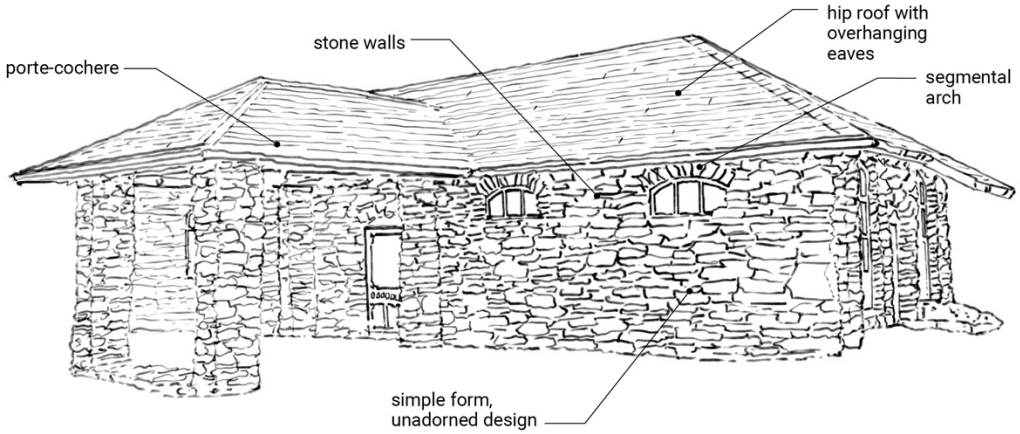


TABLE (5.8.2) (1): STONE MASONRY VERNACULAR – STYLE REQUIREMENTS		
Section	**Style Characteristics**	**Regulations**
Exterior Walls		
5.11.2	Material	**Permitted:** Load-Bearing Stone or Stone Veneer
5.11.2	Finish and Color	**Permitted:** River Rock, Granite Quarry Rock **Not Permitted**: Including, but not limited to Manufactured Stone, Painted Stone
5.11.2	Cuts and Courses	**Permitted Cuts:** Uncut, Rough-Cut, Ashlar-Cut **Permitted Courses:** No Courses, Irregular Courses, Regular Courses
5.11.7	Mortar Technique	**Permitted:** Concave, Flush, Vee, or Grapevine **Not Permitted:** Including, but not limited to Beaded, Raked, Struck, Extruded
Roof		
	Roof Shape	**Permitted:** Gable with Parapet, Hip
	Roof Pitch	5/12 min 12/12 max
	Roofing Material	**Permitted:** Wood Shingles, Slate Shingles, Concrete Tile, Asphalt Shingle, Composition Shingle, Composite Shake/Slate
	Roof-Wall Junction	**Permitted:** Parapet (Gable End only, if applicable), Close Eaves, Boxed Eaves, Overhanging Eaves
Primary Windows		
	Window Proportions	Vertically Proportioned 2:3 maximum
	Window Types	**Permitted:** Casement, Sash, Awning
	Window Grouping	**Permitted:** Single, Double, Grouped, or Horizontal Bands
	Window Surround	**Required:** Lintel or an Arch above the window **Required:** Sill below the window **Optional:** Operable Shutters
	Window Materials	**Frame Materials:** Metal or Wood **Frame Colors:** Any **Glass Color and Finish:** Clear Glass **Not Permitted:** Including, but not limited to Tinted Glass and Reflective Glass
Visible Structural Elements		
5.12.2	Arches	**Permitted Shapes:** Segmental, Flat
5.12.2	Columns	**Permitted.**
5.12.2	Pilasters	**Permitted.**
5.12.2	Exposed Wood Structures	**Permitted.**

5.8.3. Rustic Frame Vernacular

A. The Rustic Frame Vernacular style is recognizable for its visible wood structure, which can include exposed log walls with chinking, exposed wood trusses, wood bracing, and half-timber construction. The exterior walls are rough-hewn, unpainted and untreated exterior wood. This can be found as shingles, rough-hewn siding, logs, or vertical board-and-batten siding. Rough stone can be used for foundations, chimneys, and piers. The roof is typically a gable roof and the overall form of the buildings is a simple rectangular or L-shaped.

Rustic Frame Vernacular

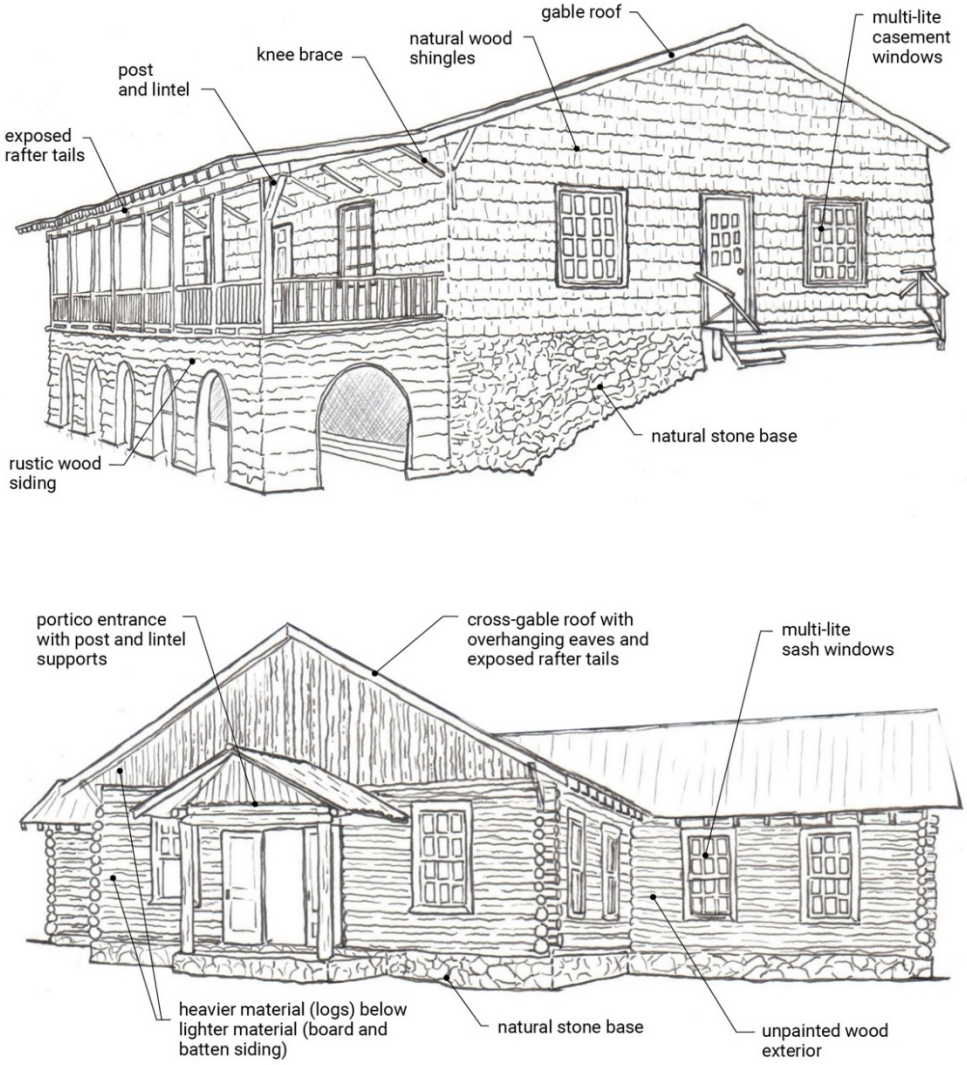
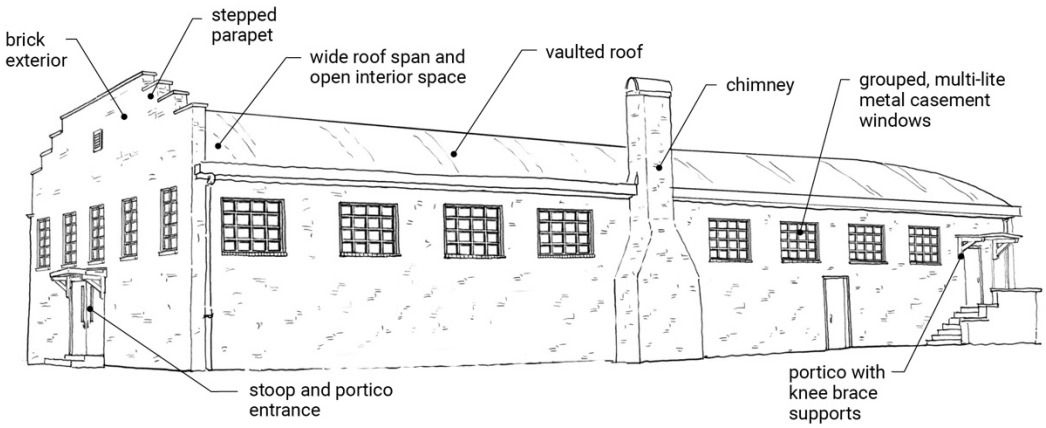


TABLE (5.8.3) (1): RUSTIC FRAME VERNACULAR – STYLE REQUIREMENTS		
Section	**Style Characteristics**	**Regulations**
Exterior Walls		
5.11.3 5.11.2	Material	**Permitted:** Wood – Main Exterior Walls **Permitted:** Stone – Base, Foundations, Piers, Chimneys
5.11.3 5.11.2	Finish	**Permitted:** Natural, Rough-Hewn, Unpainted Wood, Transparent and Semi-transparent Stain, Natural Stone **Not Permitted:** Including, but not limited to Painted Wood, Painted Stone
5.11.3	Wood Application Type	Any natural wood, including but not limited to Wood Shingles, Wood Logs with visible chinking, Rough-hewn Horizontal Wood Siding, Board-and-Batten Vertical Wood Siding
Roof		
	Roof Shape	**Permitted:** Gable (Main Building Roof), Shed (Porches, Building Extensions, Dormers)
	Roof Pitch	**Gable:** 5/12 Min; 18/12 Max **Shed:** 3/12 Min.
	Roofing Material	**Permitted:** Slate Shingle, Composition Shingle, Tile
	Roof-Wall Junction	**Permitted:** Overhanging Eaves **Permitted:** Exposed Rafter Tails
Primary Windows		
	Window Proportions	Vertically Proportioned 2:3 maximum
	Window Types	**Permitted:** Casement, Sash, Awning
	Window Grouping	**Permitted:** Single, Double, Grouped, or Horizontal Bands
	Window Surround	**Required:** Wood Frame around the window **Optional:** Operable Shutters
	Window Materials	**Frame Materials:** Metal or Wood **Frame Colors:** Any **Glass Color and Finish:** Clear Glass **Not Permitted:** Including, but not limited to Tinted Glass and Reflective Glass
Visible Structural Elements		
5.12.2	Arches	**Not Permitted.**
5.12.2	Columns	**Not Permitted.**
5.12.2	Pilasters	**Not Permitted.**
5.12.2	Exposed Wood Structures	**Permitted.**

5.8.4. Industrial Vernacular

A. Industrial architecture in Brevard is recognizable for its simple, utilitarian form, structure, and materials. Industrial buildings typically have a large interior open space with a wide gable or curved roof supported on metal trusses. Windows historically were designed to be large and sometimes were grouped or banded to provide maximum light to the interior space. In the case of warehouses, there may have been solid blank walls. The exterior materials may be brick, vertical or horizontal metal siding, or corrugated metal.

Industrial Vernacular



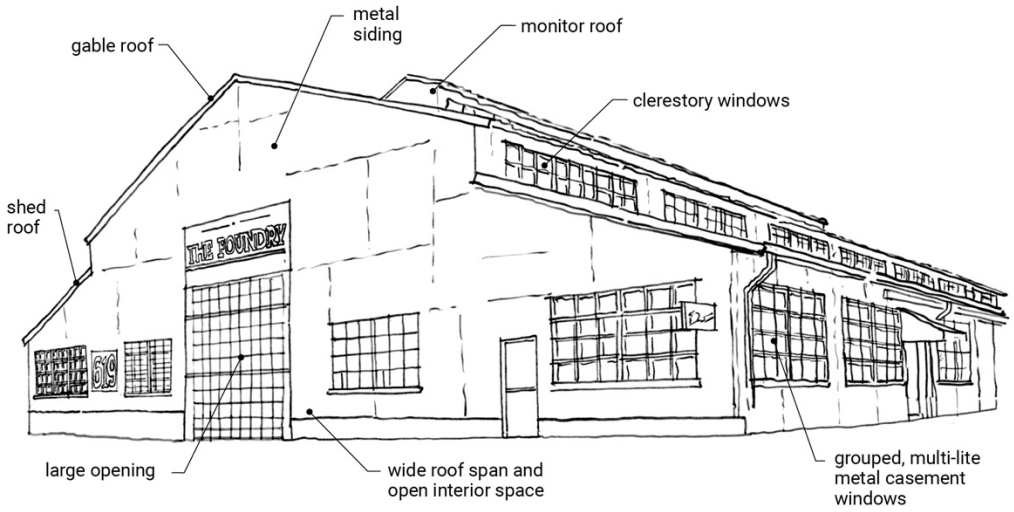


TABLE (5.8.4) (1): INDUSTRIAL VERNACULAR – STYLE REQUIREMENTS		
Section	**Style Characteristics**	**Regulations**
Exterior Walls		
5.11.4 5.11.1 5.11.3	Material	**Permitted:** Metal, Brick, Wood
5.11.4 5.11.1 5.11.3	Finish	**Permitted:** Unpainted Metal, Painted Metal, Weathering Steel (Corten Steel), Unpainted Brick, Painted Brick, Unpainted Wood, Painted Wood
5.11.4 5.11.1 5.11.3 5.11.7	Material Application Type	**Permitted:** Corrugated Metal, Metal Siding (Horizontal or Vertical), Horizontal Wood Siding, Board-and-Batten Vertical Wood Siding, Load-bearing Brick or Brick Veneer
Roof		
	Roof Shape	**Permitted:** Gable (Main Building Roof), Shed (Porches, Building Extensions, Dormers), Vaulted (Warehouse space), Monitor Roof over Gable
	Roof Pitch	**Gable:** 3/12 Min; 5/12 Max **Shed:** 3/12 Min.
	Roofing Material	**Permitted:** Metal
	Roof-Wall Junction	**Permitted:** Overhanging Eaves, Close Eaves
Primary Windows		
	Window Proportions	**Permitted:** Any
	Window Types	**Permitted:** Any
	Window Grouping	**Permitted:** Any
	Window Surround	Not Required.
	Window Materials	**Frame Materials:** Metal **Frame Colors:** Any **Glass Color and Finish:** Clear Glass **Not Permitted:** Including, but not limited to Tinted Glass and Reflective Glass
Visible Structural Elements		
5.12.2	Arches	**Not Permitted.**
5.12.2	Columns	**Not Permitted.**
5.12.2	Pilasters	**Not Permitted.**
5.12.2	Exposed Wood Structures	**Permitted** (for Industrial Vernacular, these structures shall be constructed of metal).

5.8.5. Colonial Revival

A. Colonial Revival is a patriotic architectural style in Brevard that is notable for symmetrical facades, brick construction, and centrally located, prominent front entryway. The entry is accented with classical columns and semi-circular features such as a classical door surround or a double-height front porch.

Colonial Revival

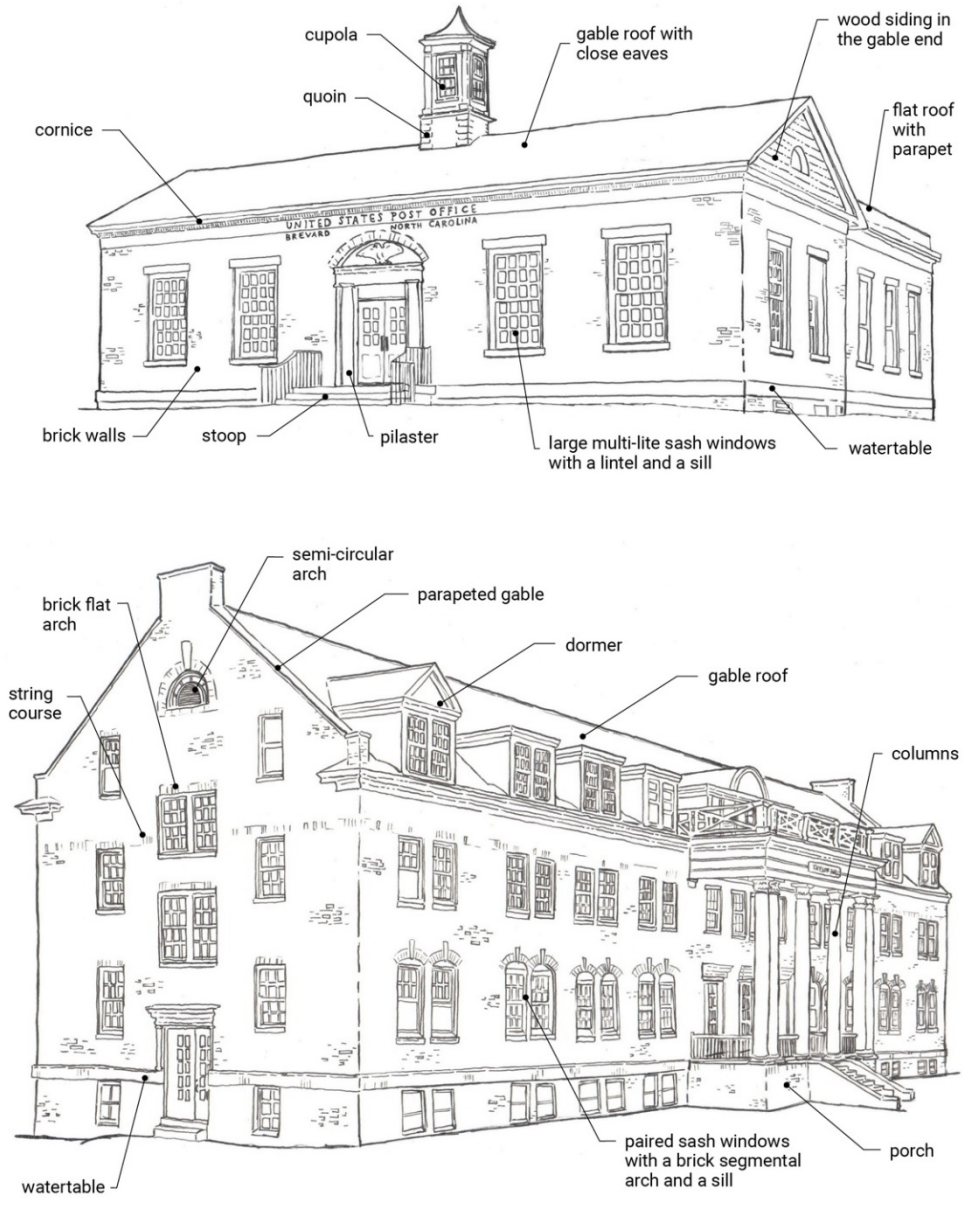


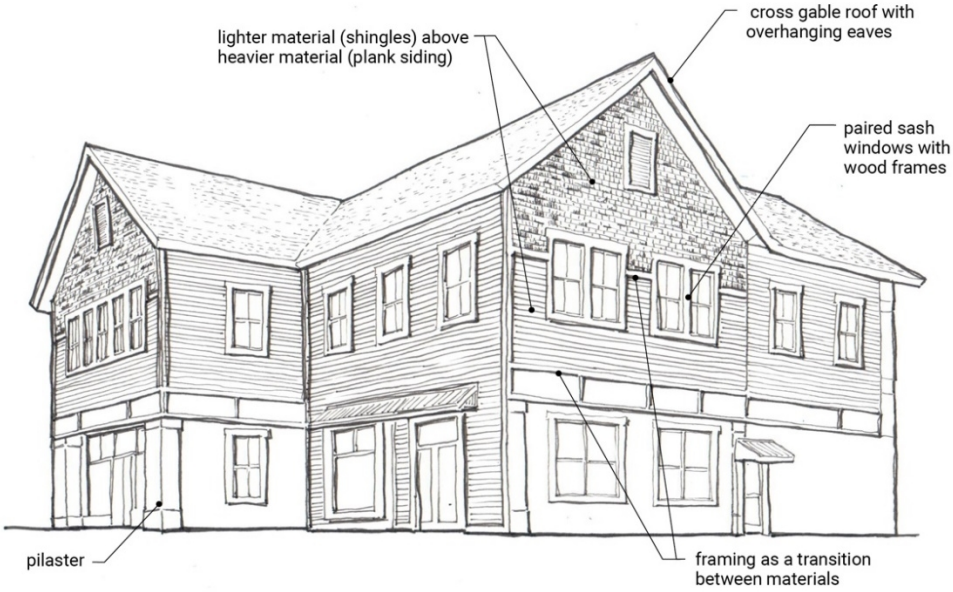
TABLE (5.8.5) (1): COLONIAL REVIVAL – STYLE REQUIREMENTS		
Section	**Style Characteristics**	**Regulations**
Exterior Walls		
5.11.1	Material	**Permitted:** Brick or Brick Veneer (Thin Brick)
5.11.1	Finish	**Permitted:** Glazed or Unglazed Brick **Not Permitted:** Including, but not limited to Painted Brick
5.11.1	Bond Type	**Permitted:** Running, Common, Flemish, or English **Not Permitted:** Including, but not limited to Stack
5.11.7	Mortar Technique	**Permitted:** Concave, Flush, Vee, or Grapevine **Not Permitted:** Including, but not limited to Beaded, Raked, Struck, Extruded
Roof		
	Roof Shape	**Permitted:** Gable, Hip, or Flat with Parapet
	Roof Pitch	3/12 Min. 12/12 Max.
	Roofing Material	**Permitted:** Slate Shingle, Composition Shingle, Tile
	Roof-Wall Junction	**Permitted:** Close Eaves, Parapet (on the gable edge)
Primary Windows		
	Window Proportions	Vertically Proportioned 2:3 maximum
	Window Types	**Permitted:** Sash
	Window Grouping	**Permitted:** Single or Double
	Window Surround	**Required:** Lintel or an Arch above the window **Required:** Sill below the window **Optional:** Operable Shutters
	Window Materials	**Frame Materials:** Wood **Frame Colors:** White **Glass Color and Finish:** Clear Glass **Not Permitted:** Including, but not limited to Tinted Glass and Reflective Glass
Visible Structural Elements		
5.12.2	Arches	**Permitted Shapes:** Segmental, Flat, Semi-circular
5.12.2	Columns	**Permitted.**
5.12.2	Pilasters	**Permitted.**
5.12.2	Exposed Wood Structures	**Not Permitted.**
Architectural Elements		
	Trim and Molding	**Permitted.** **Materials:** Stone, Cast Stone, Brick, Wood, Stucco
	Railings	**Permitted.** **Materials:** Metal

	Pediments	**Permitted.**
	Swags, Garlands, Medallions	**Permitted.** **Materials:** Stone, Cast Stone, Brick, Wood, Stucco

5.8.6. Brevard Contemporary

A. The Brevard Contemporary architectural style give homage to Brevard's mountain geography and rural heritage, while accommodating modern construction trends. It allows greater flexibility for larger retail providers and multi-family housing which is an important part of Brevard's evolution as a healthy community. The Brevard Contemporary style allows for alternative materials such as stucco.

Brevard Contemporary



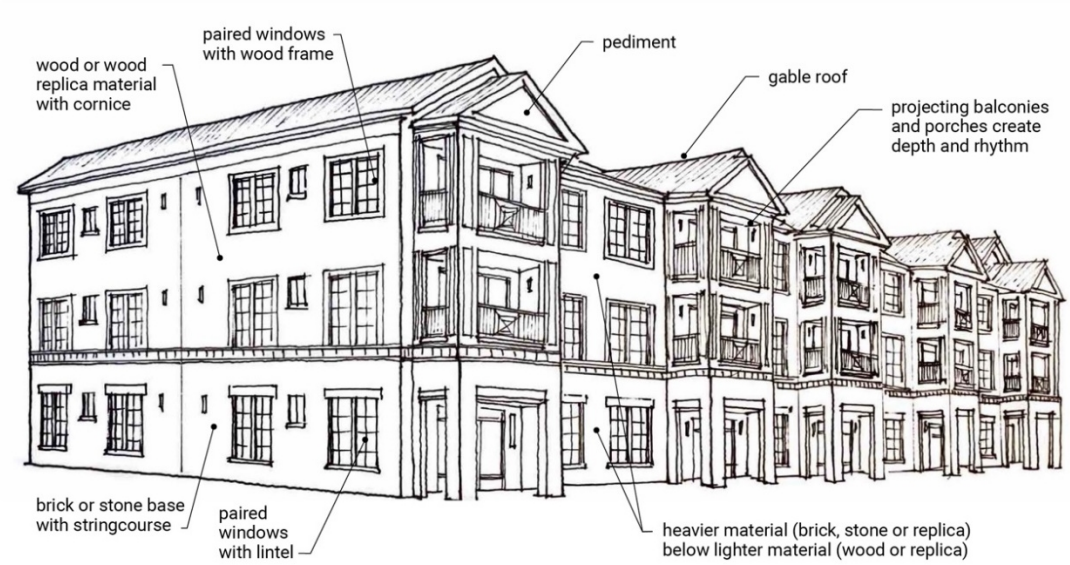
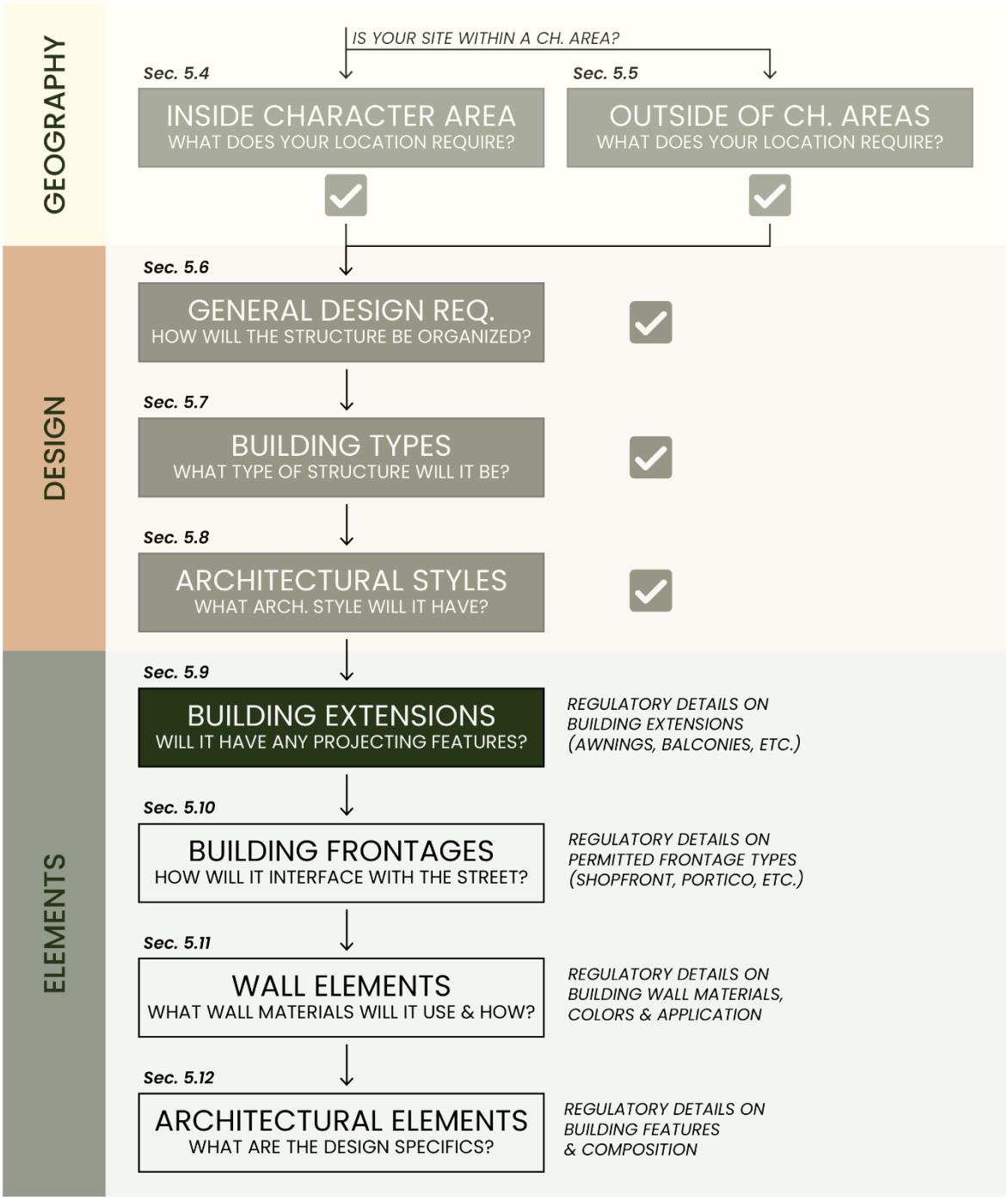


TABLE (5.8.6) (1): BREVARD CONTEMPORARY – STYLE REQUIREMENTS		
Section	**Style Characteristics**	**Regulations**
Exterior Walls		
5.11.3 5.11.2 5.11.1	Ground Floor Material	**Permitted:** Stained or Painted Wood, Painted Fiber Cement Siding, Stone, Brick **Not Permitted:** Including, but not limited to Vinyl, Metal, Stucco
5.11.3 5.11.2	Upper Floor Material	**Permitted:** Stained or Painted Wood, Painted Fiber Cement Siding, Stucco **Not Permitted:** Including, but not limited to Vinyl, Metal, Stone, Brick
5.11.3	Gable, Pediment, and Dormer Material	**Permitted:** Painted Wood, Painted Fiber Cement Siding, Stucco **Not Permitted:** Including, but not limited to Vinyl, Metal, Stone, Brick
Roof		
	Roof Shape	**Permitted:** Gable, Hip, Dutch Gable
	Roof Pitch	3/12 Min. 12/12 Max.
	Roofing Material	**Permitted:** Slate Shingle, Composition Shingle, Tile, Metal
	Roof-Wall Junction	**Permitted:** Close Eaves, Overhanging Eaves, Boxed Eaves
Primary Windows		
	Window Proportions	Vertically Proportioned 2:3 maximum
	Window Types	**Permitted:** Any
	Window Grouping	**Permitted:** Single, Double, Grouped, Horizontal Bands
	Window Surround	**Required:** Window Frame around the Window **Required:** Sill below the window **Optional:** Operable Shutters
	Window Materials	**Frame Materials:** Any **Frame Colors:** Any **Glass Color and Finish:** Clear Glass **Not Permitted:** Including, but not limited to Tinted Glass and Reflective Glass
Visible Structural Elements		
5.12.2	Arches	**Not Permitted.**
5.12.2	Columns	**Permitted.**
5.12.2	Pilasters	**Permitted.**
5.12.2	Exposed Wood Structures	**Permitted.**
Architectural Elements		

	Trim and Molding	**Permitted.** Materials: Wood, Fiber Cement, or Stucco.
	Railings	**Permitted.** Materials: Wood, Metal.
	Pediments	**Permitted.**

5.9 BUILDING EXTENSIONS

A. The following Building Extensions may be used where allowed by Building Type and Architectural Style. Scenarios where it is acceptable for these extensions to encroach into required building setbacks are noted herein. In all cases, building extensions are prohibited from any encroachment into a public or private street or easement, regulatory floodplain, or surface water protection area.



5.9.1. Towers

A. A tower is a portion of a building that is significantly taller than it is wide and projects above the roofline of the rest of the structure. Towers are iconic architectural elements that combine functionality and symbolism to elevate a building's importance against the rest of the city.

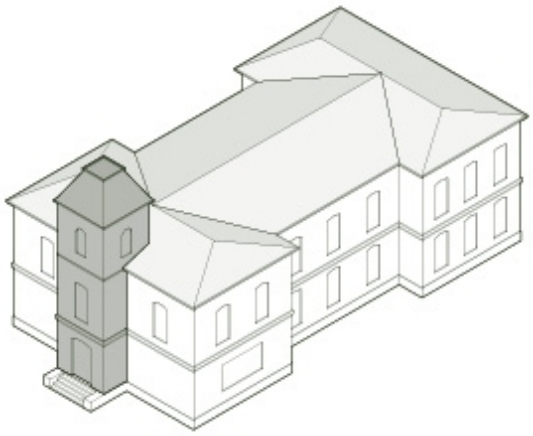


TABLE (5.9.1) (1): TOWER DESIGN REQUIREMENTS

Style Characteristics	Regulations
Use	
Building Type	Towers shall be reserved for civic or institutional structures.
Exceptions	With administrative approval, towers may be used by exception to hide overruns and other structures protruding from the roofline.
Dimensions	
Footprint	20’ by 20’ Max (circular towers must also fit within this area)
Height	15’ Max above permitted Max Building Height
Placement	
Location	One or more tower facades shall be located forward of the remaining building facade
Design	
Materials	Shall use same facade and roof materials as rest of building, see Architectural Styles.

5.9.2. Cupolas

A. Similar to towers, Cupolas can also be used to create urban landmarks, though their base begins at the building's roofline, instead of projecting from the facade.

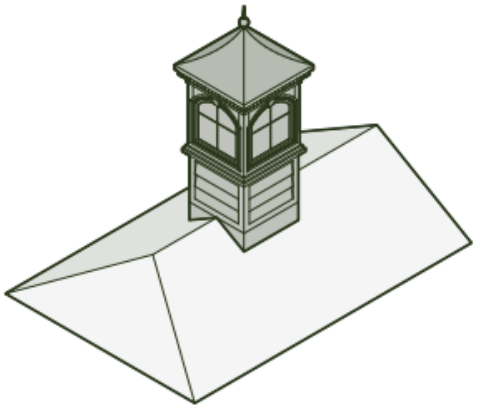


TABLE (5.9.2) (1): CUPOLA DESIGN REQUIREMENTS	
Style Characteristics	**Regulations**
Dimensions	
Footprint	15' by 15' Max
Height	10' Max above permitted Max Building Height
Shape	Limited to square, hexagonal, or octagonal.
Placement	
Location	Rooftop only
Design	
Materials	Base and cap materials may differ from rest of building if they conform to selected Architectural Style.

5.9.3. Porte Cocheres

A. A Porte Cochere is a porch or covered area at a building entrance designed to shelter persons entering and exiting vehicles, though they may also be used in drive-thru and gas station applications to shelter service windows and fuel pumps.

B. Porte cocheres must architecturally relate to the structure they are attached to, reflecting the same or complementary materials, roofing, colors and other details.

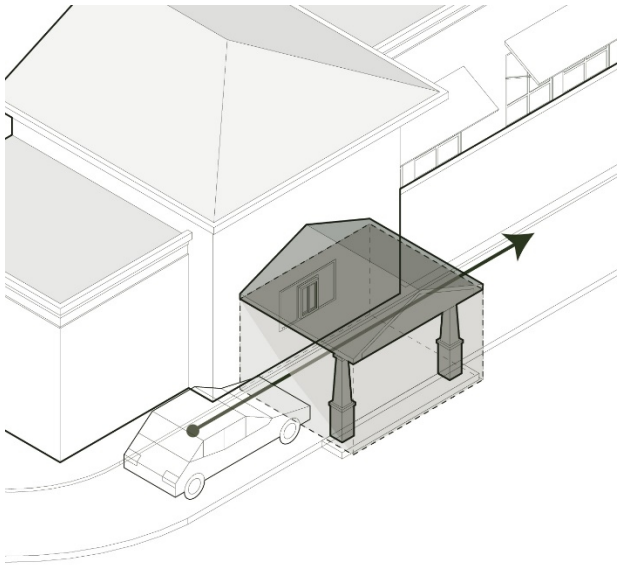


TABLE (5.9.4) (1): PORTE COCHERE DESIGN REQUIREMENTS

Style Characteristics	Regulations
Dimensions	
Size and Location	• 400 sf max if located on the front facade of the building • 1200 sf max if located on the side of the building • No maximum square footage if located at the rear of the building
Height	If attached to primary structure, total height shall be lower than primary structure roofline
Quantity	Max 1 per principal structure, if permitted by Building Type.
Design	
Structure	Shall be structurally connected to primary building, unless used to protect fuel pumps.
Materials	Shall comply with the selected Architectural Style of the primary structure.

5.9.4. Awnings

A. An Awning is a roof-like covering mounted above a building entrance or windows to protect pedestrians and the facade from the natural elements. Unlike other architectural extensions, awnings are wholly supported by the building facade they project from. They are constructed with a metal frame and textile or metal covering, and the entire apparatus may be retractable.

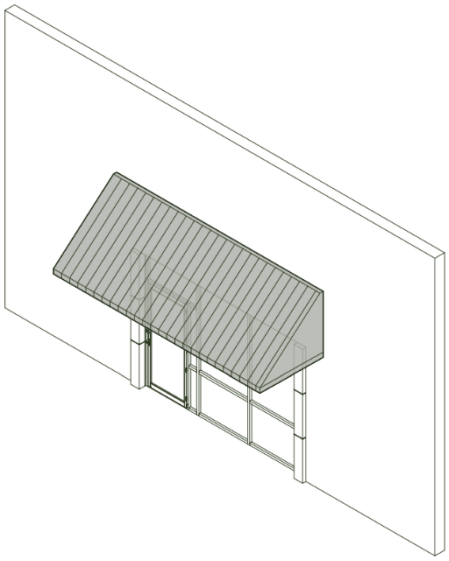


TABLE (5.9.5) (1): AWNING DESIGN REQUIREMENTS	
Style Characteristics	**Regulations**
Dimensions	
Encroachments	May encroach into sidewalk zone depending on height, but shall not encroach into or beyond the furniture/ landscape zone of the street. Max 7’ projection in all scenarios.
Clear Height	**To encroach into 2/3 of sidewalk zone:** suspended 9’ min above the sidewalk **To fully encroach into sidewalk zone:** suspended 14’ min above the sidewalk
Length / Width	Must stretch either the entire width of the entry, entire width of shopfront windows, or across the full shopfront.
Placement	
Location	Directly above building entrances and shopfronts only. Below upper-story windows, expression line, and signband (if applicable).
Design	
Shape	Angled/ triangular only, rounded not permitted.
Text	Text shall not be printed or placed directly onto an awning. Any signage must be permitted in accordance with Chapter 12.

5.9.6. Canopies

A. Canopies are fixed, structural overhangs that serve the same purpose as awnings. They are non-retractable and fully supported by the building facade they project from.

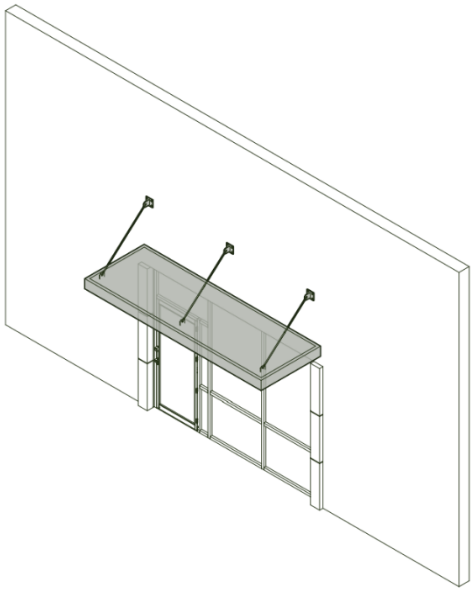
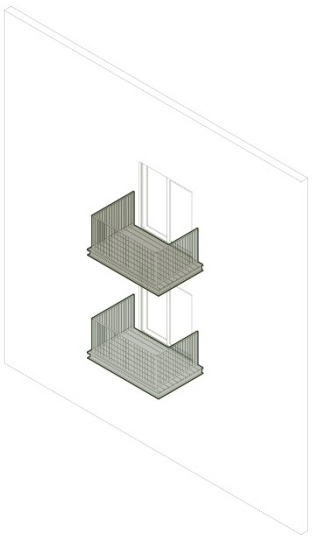


TABLE (5.9.6) (1): CANOPY DESIGN REQUIREMENTS	
Style Characteristics	**Regulations**
Dimensions	
Encroachments	May encroach into sidewalk zone depending on height, but shall not encroach into or beyond the furniture/ landscape zone of the street. Max 7’ projection in all scenarios.
Clear Height	**To encroach into 2/3 of sidewalk zone:** suspended 9’ min above the sidewalk **To fully encroach into sidewalk zone:** suspended 14’ min above the sidewalk
Length / Width	Must stretch either the entire width of the entry, entire width of shopfront windows, or across the full shopfront.
Placement	
Location	Directly above building entrances and shopfronts only. Below upper-story windows, expression line, and signband (if applicable).
Design	
Materials	Shall be primarily constructed of metal, and shall match railings, balconies, and other metallic architectural elements on the principal structure.
Style	Flat, may be suspended via cables or supported with bottom brackets

5.9.7. Balconies

A. A balcony is a raised, enclosed platform extending from a building facade, designed to provide outdoor space and enhanced views to upper stories.



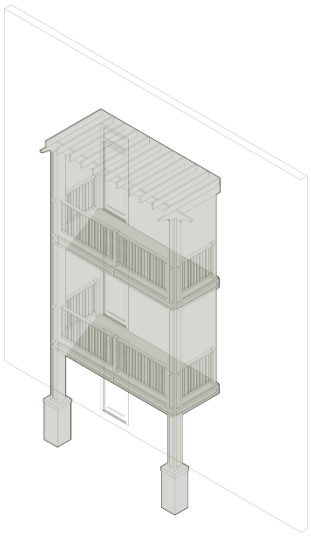


TABLE (5.9.7) (1): BALCONY DESIGN REQUIREMENTS	
Style Characteristics	**Regulations**
Dimensions	
Encroachments	May encroach a maximum of 3’ into setback dimensions.
Width	10’ Max
Clear Height	**Ground Floor:** 12’ Min
Design	
Materials	Metal or wood construction required, depending on Architectural Style. Composite materials or glass shall not be used for railing/ balustrade.
Structure	Must be visibly supported from below, using corner posts, structural brackets, or an exposed cantilever that complements the balcony’s other materials. If balconies are inset, structural support requirements may be fulfilled by adjacent side walls.
Sky Exposure	Balconies may be stacked and fully covered by canopies or roofs.
Enclosure	All balconies shall be enclosed by a railing/ balustrade at least 3’ in height.

5.9.8. External Staircases

A. Different from stoops, external staircases can be found throughout Brevard, and serve multiple purposes, such as providing multi-floor building access (including roof access), integrated balconies or landings, and design enhancements.

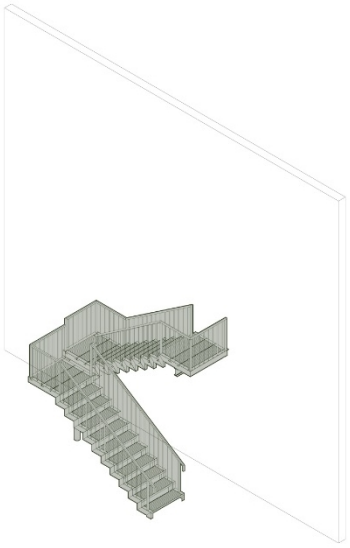
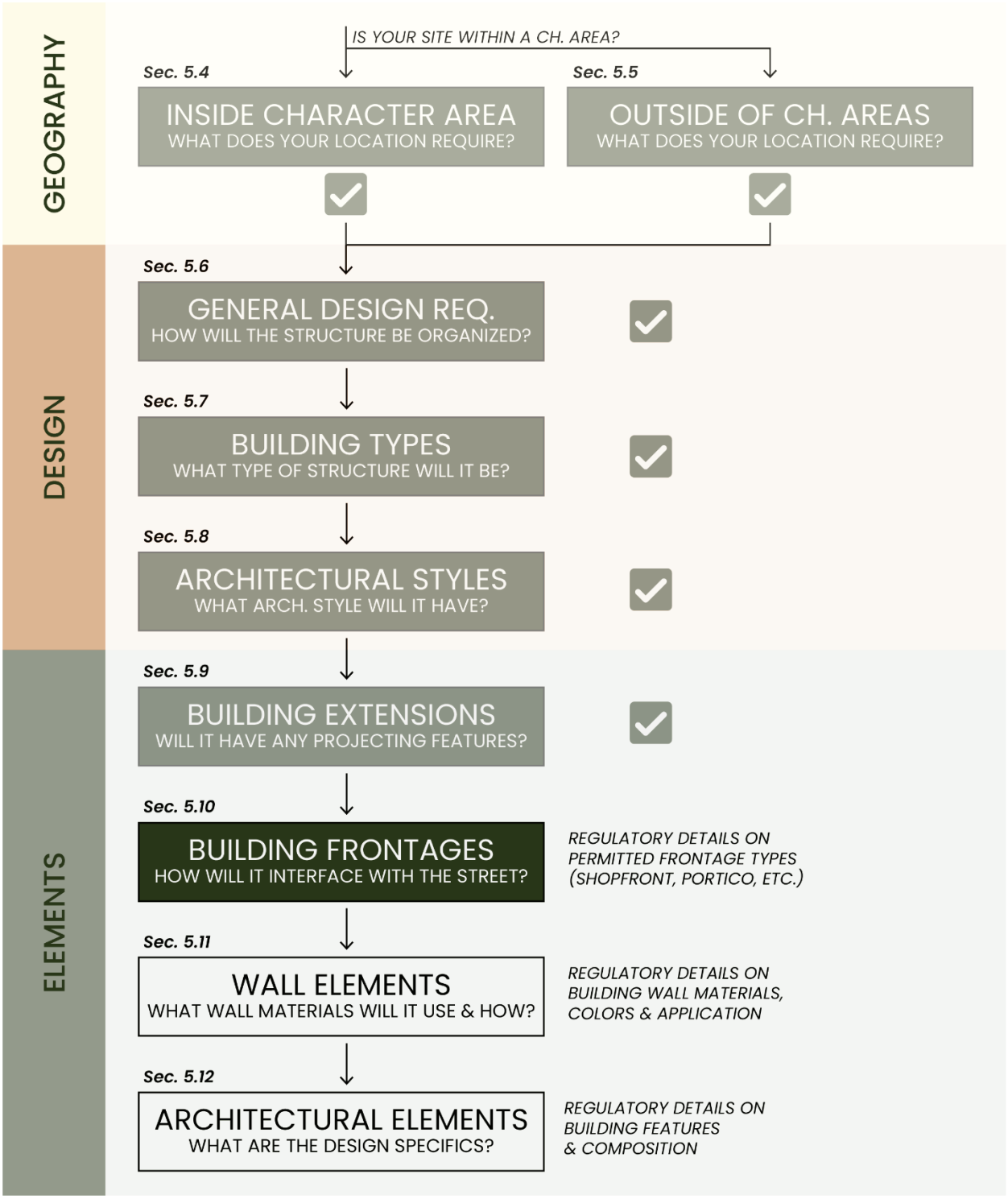


TABLE (5.9.8) (1): EXTERNAL STAIRCASE DESIGN REQUIREMENTS

Style Characteristics	Regulations
Design	
Materials	Metal or wood construction required, depending on Architectural Style. Composite materials or glass shall not be used for railing/ balustrade.
Color	Bright colors may be used on metal staircases to coordinate with railings, balconies, and act as an architectural accent, particularly for monochromatic buildings.
Location	Side or rear facades only.
Exceptions	
Breezeways	Staircases located in partially enclosed breezeways, such as on multi-family buildings, are exempt from the requirements of this section, except that railings/ balustrades shall be identical to those used on balconies.

5.10 BUILDING FRONTAGES



5.10.1. General Standards

A. A building frontage marks the place where the private interior space of the building meets the public space of the primary street. This is the location where people enter and exit the building. The design of building frontages varies based on the location and purpose of the building.

B. All buildings in Brevard must be oriented toward the street of higher classification, with clearly delineated, pedestrian-oriented building entrances fronting the primary street.

5.10.2. Shopfront

A. Shopfronts should have large glass windows that both create advantageous display spaces and allow natural light to filter deeper into the building. Inset entrances prevent doors from swinging into the pedestrian right-of-way. Shopfronts often include a bulkhead, cornice, and piers or pilaster. They may also include awnings or canopies to provide protection from the weather.



TABLE (5.10.2) (1): SHOPFRONT FRONTAGE REQUIREMENTS

Style Characteristics	Regulations
Dimensions	
Distance between Fenestration	2’ Max
Ground Floor Transparency	70-90% primary street, 30-90% side street
Door Recess	5’ Max
Distance between Entrances	40’ Max primary street
Components	
Entrance (Door)	Required, 40-90% transparency
Display Window	Required. Must use clear glass or clear low-e glass
Fascia	Permitted
Sill	Required, 1.5’ Min - 3’ Max height
Design	
Materials	Must complement building materials, see Architectural Styles

5.10.3. Gallery

A. A gallery overlaps the sidewalk, extending beyond the building facade wall and eliminating the need for a canopy or awning. The gallery may be one or two stories in height (using upper-levels as balcony/porch-like outdoor space), and is intended for buildings with ground floor retail uses.

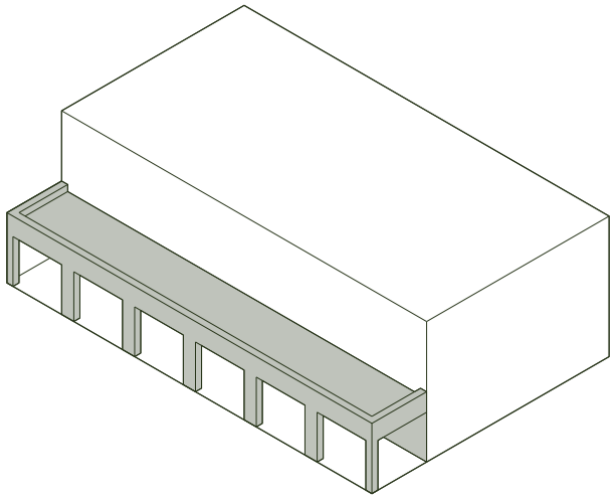


TABLE (5.10.3) (1): GALLERY FRONTAGE REQUIREMENTS

Style Characteristics	Regulations
Dimensions	
Depth	8’ Min
Total Height	2 Stories Max, but shall not exceed the number of stories on the building
Clear Height	**Ground Floor:** 12’ Min **Second Floor:** 9’ Min
Design	
Materials	Shall complement building materials, see Architectural Styles

5.10.4. Porch

A. Porches project beyond the main facade of a building, but unlike galleries, do not extend into the right-of-way. The porch is used to access a first floor that is elevated above the sidewalk to ensure privacy within the building. Unlike a portico, a porch is large enough to function as an outdoor living space.

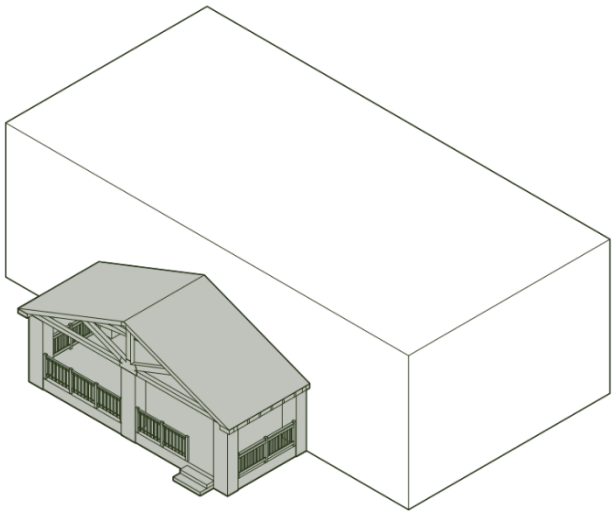


TABLE (5.10.4) (1): PORCH FRONTAGE REQUIREMENTS

Style Characteristics	Regulations
Dimensions	
Width	8’ Min
Depth	6’ Min
Total Height	2 Stories Max, but shall not exceed the number of stories on the building
Clear Height	8’ Min
Finish Level Above Sidewalk	1.5’ Min
Design	
Roof	Required
Materials	Must complement building materials, see Architectural Styles

5.10.5. Portico

A. Porticos project forward from a building facade but shall not encroach upon the right-of-way. Where both are permitted, porticos may be paired with any stoop, and function as small, entryway covers that project over the entire stoop or its landing. Without a stoop, porticos are useful to shelter at-grade entrances that require greater visual distinction and can be effective tools to break up blank facades. Unlike porches, porticos do not provide sufficient area to function as true living space.

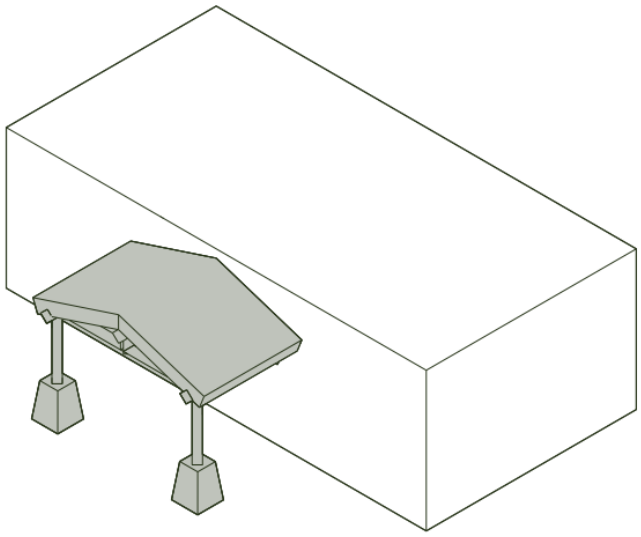


TABLE (5.10.5) (1): PORTICO FRONTAGE REQUIREMENTS

Style Characteristics	Regulations
Dimensions	
Width	5’ Min
Depth	5’ Min
Total Height	2 Stories Max, but shall not exceed the number of stories on the building
Clear Height	8’ Min
Design	
Roof	Required
Materials	Must complement building materials, see Architectural Styles

5.10.6. Stoop

A. Stoops project forward from a building facade but may not encroach upon the right-of-way. A stoop functions to access a first floor that is elevated above the sidewalk, ensuring greater privacy within the building. They are primarily intended for entrances to first floor residences.

B. Stairs from the stoop may descend perpendicular or parallel to the facade.

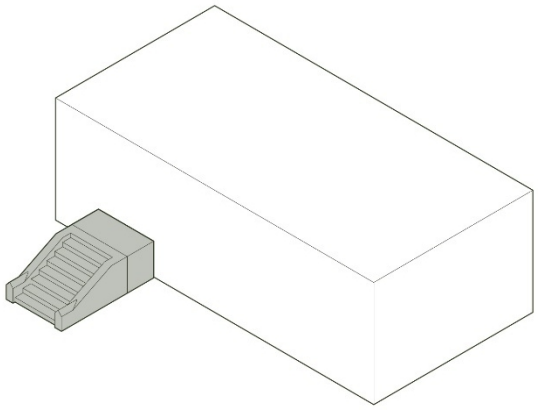


TABLE (5.10.6) (1): STOOP FRONTAGE REQUIREMENTS	
Style Characteristics	**Regulations**
Dimensions	
Width	5’ Min - 8’ Max
Depth	5’ Min - 8’ Max
Finish Level Above Sidewalk	1.5’ Min
Design	
Railings	If installed along the stoop, shall use an identical finish to those installed on any balconies or external staircases

5.10.7. Courtyard

A. Courtyard frontages are created by setting back a central portion of a building's main facade. This common space can be used as an apartment entry court, garden space, or for restaurant outdoor dining on mixed use/ flex buildings. Courtyards are particularly useful for creating intimate street-level spaces and promoting pedestrian activity in more auto-oriented areas.

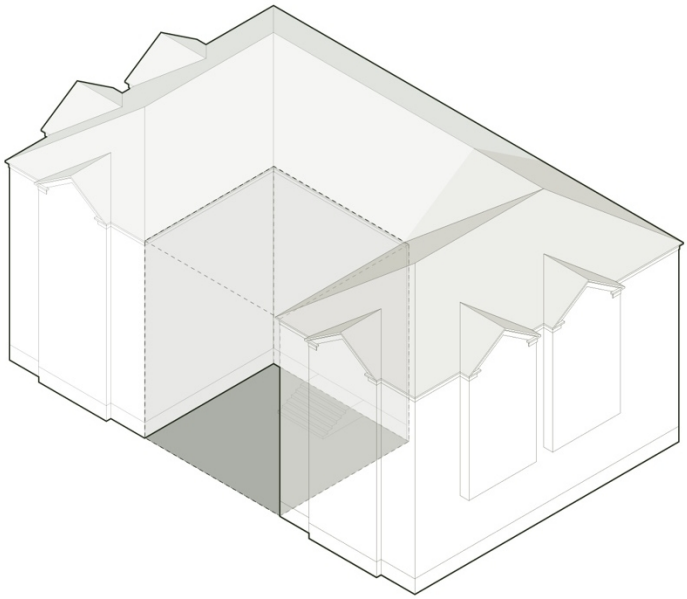
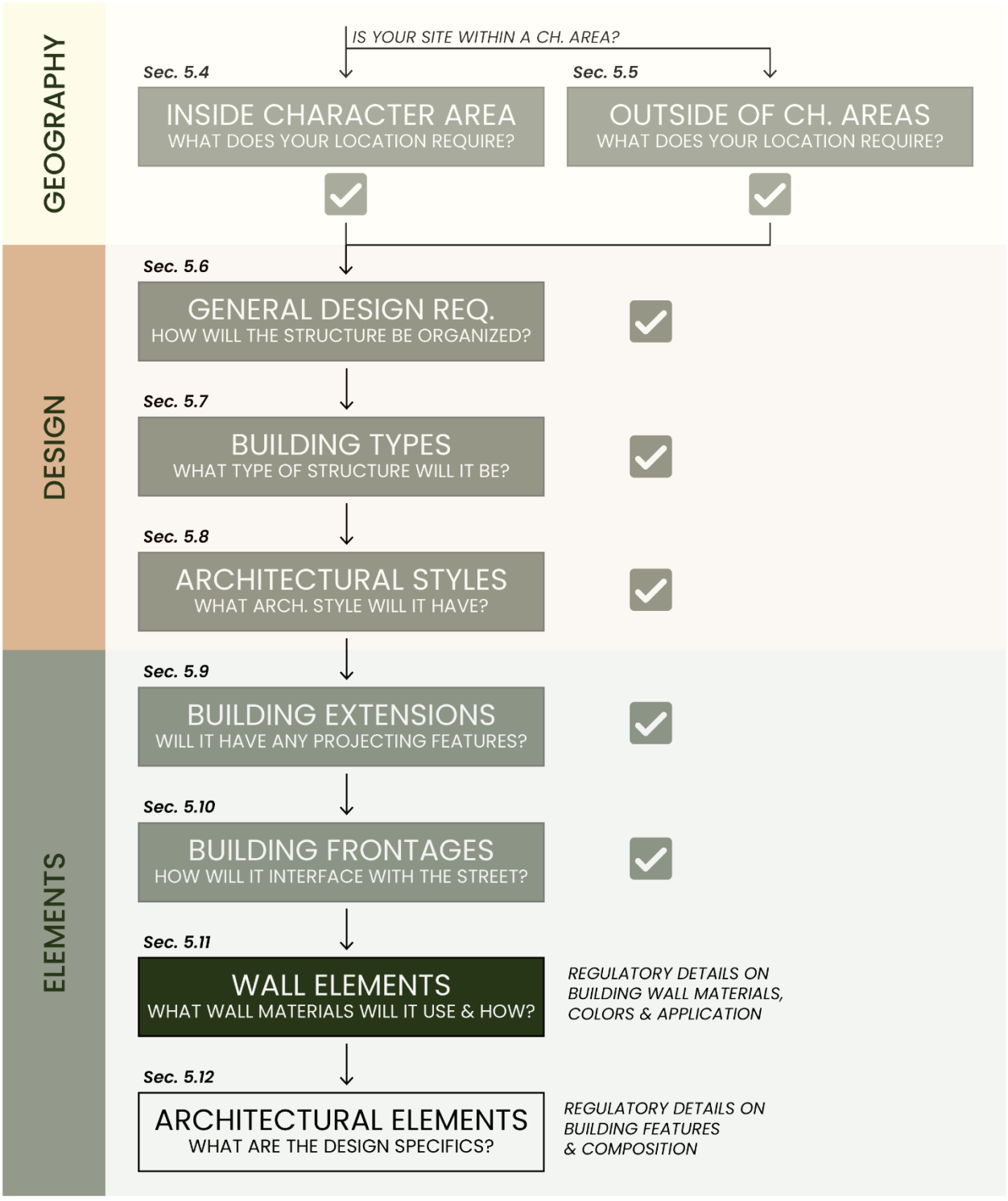


TABLE (5.10.7) (1): COURTYARD FRONTAGE REQUIREMENTS

Style Characteristics	Regulations
Dimensions	
Depth	20' Min
Width	20' Min
Sky Exposure (Minimum uncovered courtyard area)	70% Min. Shade furniture shall not contribute to this total.

5.11 WALL ELEMENTS



5.11.1. Brick

A. When used as a facade or visible structural material on applicable buildings, bricks shall conform to the following standards:

TABLE (5.11.1) (1): BRICK

SECTION	CHARACTERISTICS	REGULATIONS
	Finish	**Permitted:** Glazed or Unglazed Brick **Not Permitted:** Including, but not limited to Painted Brick
	Color	**Permitted:** Warm Colors - shades of brown, tan, red, orange or yellow **Not Permitted:** Including, but not limited to Cool Colors -shades of white, gray, black, blue, or purple
	Shape	**Permitted:** Standard Modular Brick: 7-5/8″ x 3-5/8″ x 2-1/4″ **Not Permitted:** Other Brick Sizes such as Roman or Norman
	Structure	**Permitted:** Load-bearing walls or Veneer
	Bond Type	**Permitted:** Running, Common, Flemish, or English **Not Permitted:** Stack
	Mortar	**Permitted:** Concave, Flush, Vee, or Grapevine **Not Permitted:** Including, but not limited to Beaded, Raked, Struck, Extruded
	Facade Elements	**Optional:** Corbel, Parapet, Belt Course, String Course, Water Table, Quoining, Arches, Lintels, Sign Band

5.11.2. Stone

A. When used as a facade or visible structural material on applicable buildings, stone shall conform to the following standards:

TABLE (5.11.2) (1): STONE

SECTION	CHARACTERISTICS	REGULATIONS
	Finish and Color	**Permitted:** Locally sourced river rock; locally sourced granite

		Not Permitted: Including, but not limited to Airstone Cement Wall Tiles, Quartzite, Marble, Manufactured Stone, Cement Stone.
	Structure	**Permitted:** Load-bearing walls or Veneer
	Cuts and Courses	**Permitted Cuts:** Uncut, rough cut, or ashlar cut **Permitted Courses:** No courses, irregular courses, or regular courses
	Mortar	**Permitted:** Concave, Flush, Vee, or Grapevine **Not Permitted:** Including, but not limited to Beaded, Raked, Struck, Extruded
	Facade Elements	**Optional:** Corbel, Parapet, Belt Course, String Course, Water Table, Quoining, Arches, Lintels

5.11.3. Wood

A. When used as a facade or visible structural material on applicable buildings, wood shall conform to the following standards:

TABLE (5.11.3) (1): WOOD

SECTION	CHARACTERISTICS	REGULATIONS
	Material and Finish	**Permitted:** Unpainted Wood, Painted Wood (for some Architectural Styles) **Not Permitted:** Including, but not limited to Vinyl products
5.11.6	**Color**	**Body Color:** Depending on Architectural Style, the natural color of the unpainted wood, or maximum of two (2) different colors based on Approved Palette. Follow Section 5.11.6. for applied colors. **Trim Color:** Natural color of the unpainted wood if primary facade material is also left natural. Trim must be painted/ colored if body material is painted/ colored.
	Wood Application Type	**Permitted:** Wood Shingles, Wood Logs with visible chinking, Rough-hewn Horizontal Wood Siding, Board-and-Batten Vertical Wood Siding **Not Permitted:** Including, but not limited to Shiplap siding, Lap siding
5.6.6	**Materials Mixing**	More than one Permitted Wood Application Type may be used on a building. In all cases, visually heavier applications should be placed beneath lighter applications in the following order, with lightest on top and heaviest on bottom:

	• Shingle • Board and Batten • Plank Siding • Smooth Cut Logs • Rough Hewn Logs

5.11.4. Metal Siding

A. When used as a facade or visible structural material on applicable buildings, metal shall conform to the following standards:

TABLE (5.11.4) (1): METAL SIDING

SECTION	CHARACTERISTICS	REGULATIONS
	Material and Finish	**Permitted:** • Uncoated and unpainted Corten Steel, Steel, Aluminum, Copper, and Zinc. • Coated or painted (PVDF) Steel, Aluminum. • Flat and Matte finish coatings and paints are permitted. **Not Permitted:** Including, but not limited to high gloss finishes.
5.11.6	**Color**	**Body Color:** One (1) Color based on Approved Palette. Follow Section 5.11.6. for applied colors.
	Metal Application Type	**Permitted:** Corrugated, 5V-Crimp

5.11.5. Stucco

A. When compatible with the selected Architectural Style, stucco use is permitted as a facade material across the jurisdiction of these Architectural Standards, except on buildings within Downtown, the Railroad District, and Pisgah Gateway, as defined in Section 5.4.

B. When used on applicable buildings, stucco shall conform to the following standards:

TABLE (5.11.5) (1): STUCCO

SECTION	CHARACTERISTICS	REGULATIONS
	Material and Finish	**Permitted:** • Flat and Matte finishes.

		• Manufactured Panels less than or equal to 4’ in dimension that are used as accents (Upper Floors) **Not Permitted:** • Stucco/ EIFS products on the Ground Level of any building. • Plain Stucco Finish Panels that exceed 4’ in width or height. • High gloss finishes.
5.11.6	**Color**	**Body Color:** Maximum of two (2) Different Colors based on Approved Palette. Follow Section 5.11.6. for applied colors.
	Application Type	**Permitted:** • Manufactured Panels less than or equal to 4’ in dimension that are used as accents (Upper Floors) • Trim • Cornices **Not Permitted:** • Stucco/ EIFS products on the Ground Level of any building. • Window and Door Surrounds, Window Sills.

5.11.6. Applied Colors

A. For Architectural Styles that allow for applied colors (such as the painting of materials or selection of materials that have been artificially colored during manufacturing), the colored materials shall follow the following requirements:

1. Flat and matte finish paints are permitted, but high gloss finishes shall not be used.

2. Multiple Body Colors: If more than one (1) color is selected, the colors must be applied in horizontal layers separated by an architectural element such as trim.

3. Trim Color: Any one (1) color is permitted for trim, including window frames, door frames, brackets, roof eaves, soffits, fascia, rafter tails, porch elements, etc. If more than one color is desired for trim, the second color must be white.

4. The application of one (1) or multiple colors shall approximately adhere to these proportions:

    a. Body Color #1: 60% of Facade (90% of Facade if there is only one Body Color)

    b. Body Color #2, if used: 30% of Facade

    c. Trim Color: 10% max of Overall Facade

5. Fluorescent colors are not permitted.

6. Corporate signature colors are strongly discouraged, unless compatible with the overall color scheme and design of the entire project.

5.11.7. Material Authenticity

A. During construction and qualifying renovations, applicants shall use as many authentic, historic building materials as possible (ex. brick, natural wood, local stone, etc.).

B. When using entirely authentic, historic building materials is not possible, contemporary substitute materials that closely imitate the required materials may be used on a limited basis.

   1. To qualify for use in the project, substitute materials must have a demonstrated record of long-term quality and durability.

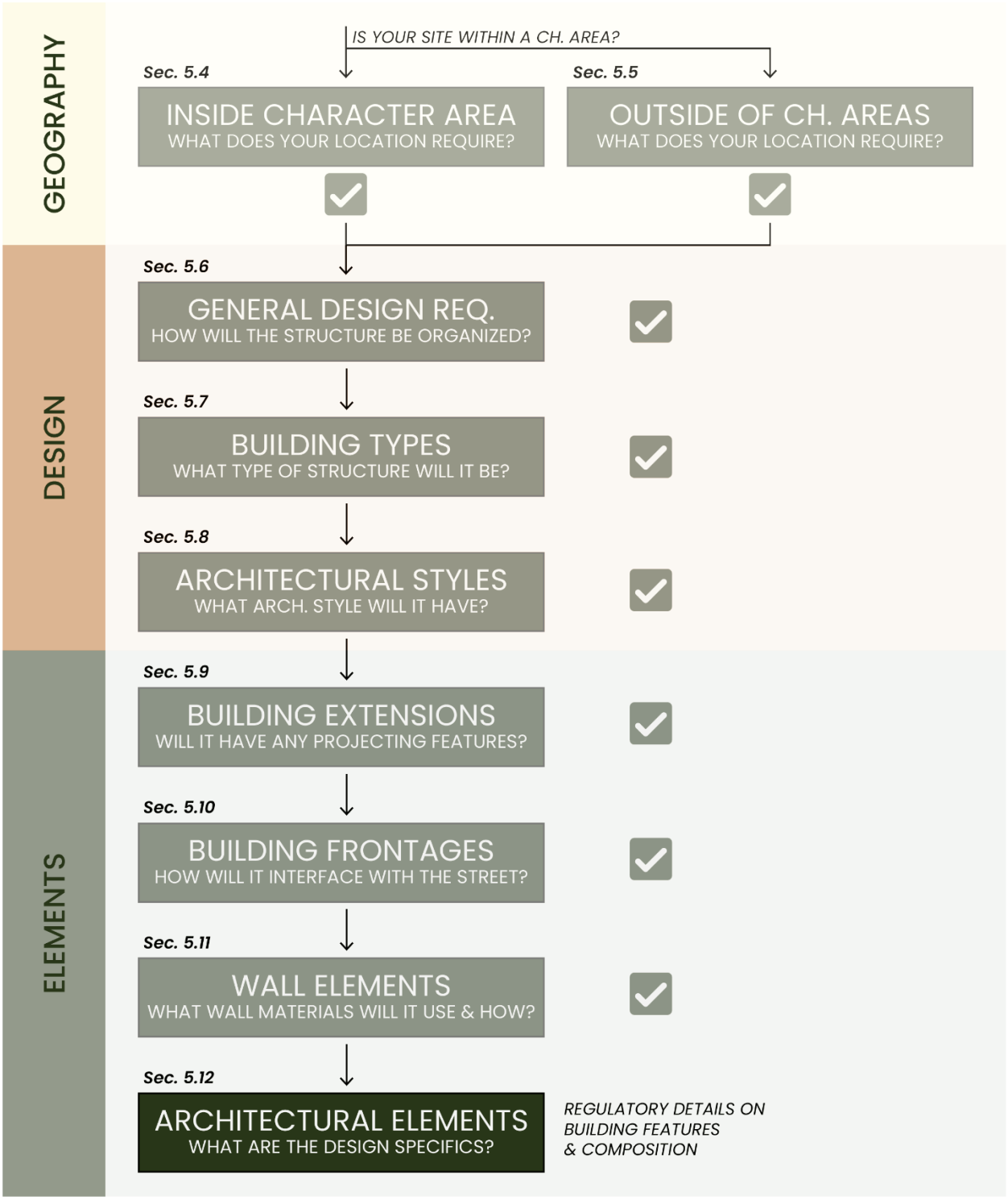
   2. The physical properties of substitute materials must be similar to those of the historic materials they mimic to enable them to follow the same standards.

C. When considering substitute materials, the closer an element is to the viewer, the more closely the material and craftsmanship should match the original.

   1. Substitute materials are not recommended for use on the ground floor of any project.

   2. The appropriateness of substitute materials shall be reviewed on an individual basis.

5.12 ARCHITECTURAL ELEMENTS



5.12.1. Doors

A. Doors shall reflect the architectural style of the building. The table below provides general guidance on the types of doors that are permitted in the City of Brevard. Please refer to the architectural style section for more specific guidance on the types of doors that are permitted for different architectural styles.

B. These door standards shall not apply to Shopfront Doors, which have their own design standards as defined in Section 5.10.1.

TABLE (5.12.1) (1): DOORS	
Door Grouping	**Permitted:** Single, Paired
Door Surround	**Permitted:** Frame, Quoins, Lintel, Column, Pilaster, Arch, Transom, Sidelights, Pediment
Door Construction Material	**Permitted:** Wood, Metal
Door Glass Material	**Permitted:** Clear Glass, Clear Low-E Glass, Frosted Glass **Not Permitted:** Including, but not limited to Tinted, Colored, or Reflective Glass

5.12.2. Visible Structural Elements

A. Masonry Arches

1. If used, arches should relate to the overall architectural design of the building.
2. Arches shall be designed to appear to be load-bearing.
3. All elements of the arch shall align to a center point.
4. The springing of the arch shall align with its means of support.
5. Permitted arch shapes are limited to: Segmental (Bowspring), Flat (Jack), Semi-circular (Roman)

B. Columns

1. If used, columns should relate to the overall architectural design of the building.
2. Columns shall be designed to appear to be load-bearing.
3. All columns shall be circular or square in section.

C. Pilasters and Engaged Columns

1. If used, pilasters and engaged columns shall match the design of the selected column, pier or post used in the overall building design (for instance, if Doric columns are selected, then the Pilaster or Engaged Column shall also be Doric).
2. Pilasters shall project from the wall a minimum of four (4) inches. If a semi-circular pilaster or engaged column is selected, it shall be exactly half of the round column in section.

D. Exposed Wood Structures

1. Visible structural wood elements may be incorporated into the design of the building to express a utilitarian, rustic, or craftsman aesthetic.
2. Potential exposed wood structures include rafter tails, rafters, trusses, brackets, knee braces, and post and lintel construction.
    a. If selected, exposed wood structures shall be made of real wood materials and should remain unpainted, unless otherwise noted.