

APPENDIX- 2 June Lake Community Design Guideline Applications

Application # _____

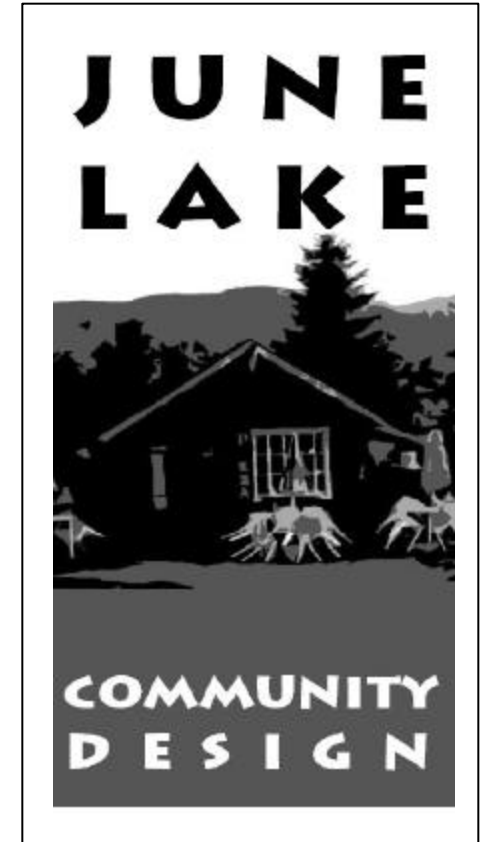
Date _____

Applicant _____

Address _____

Phone _____

Site Address _____



Project Description

Drawings, Photographs submitted

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CHECKLIST

2.0 Community Structure

2.1 Community Character

	Yes	n/a	Comments
1. Incorporate heritage resource features	()	()	_____
2. Provide consistent street elements	()	()	_____
3. Incorporate/enhance topo features	()	()	_____
4. Protect views and vistas	()	()	_____
5. Create new views and vistas	()	()	_____
6. Provide recreational/social opportunities	()	()	_____
7. Create gateways to the Village & new neighborhoods	()	()	_____

2.2 Landmarks, Views and Vistas

1. Preserve June Lake's visual quality	()	()	_____
2. Minimize visual obstruction of the natural environment	()	()	_____
3. Promote scenic views from commercial establishments and roadways	()	()	_____
4. Link June Lake's community areas visually	()	()	_____
5. Create landmarks to highlight significant views	()	()	_____

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	yes	n/a	Comments
6. Provide special attention to public bldg. design	()	()	_____
7. Enclose prominent intersections	()	()	_____
8. Ensure flanking elevations respect pedestrian environment	()	()	_____
9. Maintain consistent bldg./street edge	()	()	_____
10. Incorporate public art	()	()	_____

2.3 Street network

1. Accommodate all modes of transportation	()	()	_____
2. Minimize impact on natural environment	()	()	_____
3. Provide well integrated road network	()	()	_____
4. Maximize connections	()	()	_____
5. Provide direct/safe/accessibile ped links	()	()	_____
6. Provide traffic calming elements	()	()	_____
7. Optimize passive solar gain (east-west street orientation to maximize southern exposure of buildings)	()	()	_____

2.4 Parks, Open Space Lake Fronts

1. Design parks & public spaces for year-round use	()	()	_____
2. Design new development with public access to natural features	()	()	_____
3. Locate parks as focal points	()	()	_____

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	yes	n/a	comments
4. Minimize conflict with residential uses	()	()	_____
5. Provide plaza/squares/open space in the village & Rodeo Grounds	()	()	_____
6. Connect parks, openspaces & lakefronts with a continuous trail system	()	()	_____
7. Maintain access to important natural features and public areas	()	()	_____

2.5 Trails

1. Provide continuous looped trails	()	()	_____
2. Connect community facilities and activity centers	()	()	_____
3. Design to minimize impact on natural environment	()	()	_____
4. Connect neighborhoods, recreational areas and businesses	()	()	_____
5. Accommodate a variety of user groups	()	()	_____
6. Design trails to minimize intrusion on residents	()	()	_____
7. Encourage safety	()	()	_____
8. Mark trails clearly	()	()	_____
9. Connect to on street bikeways	()	()	_____

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3.0 Commercial Core

3.1 Pedestrian Oriented Streets

	yes	n/a	comments
1. Design for pedestrians	()	()	_____
2. Create continuous pedestrian activity	()	()	_____
3. Orient buildings/activities to street	()	()	_____
4. Provide street-level visibility into bldgs.	()	()	_____
5. Maximize retail uses along the street edge	()	()	_____

3.2 Pedestrian Amenities

1. Provide safe pedestrian connections	()	()	_____
2. Create pedestrian plazas	()	()	_____
3. Provide shelter & lighting at transit stops	()	()	_____
4. Connections to parking areas	()	()	_____
5. Provide weather protection	()	()	_____
6. Provide outdoor entry areas	()	()	_____
7. Provide clear & direct ped routes	()	()	_____
8. Encourage "eyes on the street"	()	()	_____
9. Provide public facilities such as seating, restrooms, drinking fountains, shading, weather protection, etc.	()	()	_____

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3.3 Parking and Site Circulation

	yes	n/a	comments
1. Maximize on-street parking	()	()	_____
2. Create rear parking and loading areas	()	()	_____
3. Link parking areas on abutting properties	()	()	_____
4. Provide snow-storage areas	()	()	_____
5. Avoid dead-end parking aisles	()	()	_____

3.4 Gateways and Focal Points

1. Create built form gateways at either end of the village	()	()	_____
2. Create village focal points at the center of the village	()	()	_____

3.5 Building Form

1. Design prominent buildings with details	()	()	_____
2. Step back buildings greater than two stories	()	()	_____
3. Provide gable rooflines or dormers	()	()	_____

3.6 Massing and Building Design

1. Provide a mix of uses to ensure vibrant core	()	()	_____
2. Transition heights of buildings	()	()	_____
3. Design pitched roofs, dormers and gables	()	()	_____

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	yes	n/a	comments
4. Build to the street-line	()	()	_____
5. Locate transparent walls along the street	()	()	_____
6. Maximize retail along the street	()	()	_____
7. Emphasize the main building entrance	()	()	_____
8. Enclose or screen rooftop and mechanical equipment	()	()	_____

4.0 New Neighborhood / Resort

4.1 New Residential Design

1. Design buildings to fit “into the landscape”	()	()	_____
2. Site & design buildings to match the height, scale and setback of existing structures	()	()	_____
3. Design homes to fit the natural topography	()	()	_____
4. Retain natural vegetation and quality trees	()	()	_____
5. Landscape with native plants and limit the amount of maintained turf	()	()	_____
6. Specify building materials/colors/details to respect the mountain village character	()	()	_____
7. Design front door to face street & limit garage dominance along the streetscape	()	()	_____
8. Design buildings to promote “eyes on the street”	()	()	_____
9. Design corner buildings articulate both street facing facades	()	()	_____
10. Incorporate snow storage areas	()	()	_____

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	yes	n/a	comments
11. Screen propane tanks, retaining walls, and garbage enclosures	()	()	_____
12. Design flexible dwellings for future expansion	()	()	_____
13. Maintain proper fire clearance	()	()	_____

4.2 Rodeo Grounds

1. Preserve June Lake's visual quality	()	()	_____
2. Protect views, ridgelines, and natural landmarks	()	()	_____
3. Incorporate topographical/natural features including significant vegetation	()	()	_____
4. Visually and physically link the Rodeo Grounds to other community areas	()	()	_____
5. Design new resort development to create New views and vistas	()	()	_____
6. Create an interconnected network of public streets	()	()	_____
7. Use community trails to connect the resort to existing neighborhoods and open spaces	()	()	_____
8. Provide a mix of unit types	()	()	_____
9. Create a variety of resident and visitors and housing	()	()	_____
10. Incorporate affordable and employee housing as an integral part of resort	()	()	_____
11. Provide a mix of transportation options	()	()	_____

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	yes	n/a	comments
12. Orient buildings and activities toward the Street	()	()	_____
13. Avoid gated communities and double frontage lots	()	()	_____
14. Maximize underground & on street parking	()	()	_____
15. Design large buildings to look small, articulate the façade and vary materials and building heights	()	()	_____

4.3 Streetscape

1. Orient buildings and activities toward the street	()	()	_____
2. Do not allow garages to dominate the streetscape	()	()	_____
3. Promote “eyes on the street”	()	()	_____
4. Avoid double frontage lots	()	()	_____
5. Service new development with public streets	()	()	_____
6. Allow no gated communities	()	()	_____
7. Design corner buildings to create detailed street Edges	()	()	_____
8. Use a variety of housing types to create Interesting streetscapes	()	()	_____