



Coal City Core Area Commercial Design Guidelines

Amended

Purpose

The purpose of these design guidelines is to establish criteria for the construction of new buildings and renovation of existing structures in the core area as defined in the Village of Coal City's Comprehensive Plan. These criteria are not intended to restrict imagination, innovation, or variety, but to assist in focusing on design principles resulting in creative solutions that develop a satisfactory appearance within the Village. These design guidelines are created to preserve taxable values and promote the public health, safety, and welfare of area residents.

Broadway's Past

Coal City's Core Area is a result of the community that has grown up around it and continues to rely upon local retail, commercial, and service-oriented businesses. This Broadway Street's roots are closely tied to the history of coal mining in the area and the workers who were necessary labor to retrieve the natural resources within the region. Mines started opening and towns developed around the mines. These towns included 1854 Gardner, 1858 Braceville, 1898 South Wilmington, 1875 Coal City, Clark City, Braidwood, Harrisonville, Suffernville, East Brooklyn, Central City, Godley, Richmond, Sandtown, Ramsey, Carbon Hill, Eileen, Torino, and Diamond. Miners lived within walking distance of the mines.

Coal City was incorporated in August 17, 1881 with a population of 900. Small businesses started to develop during this time, including Coal City's first two buildings, the Coalfield Hotel, and Charles Fisher's Store. Coal mines owned company stores that provided supplies for the miners, these stores included shoes, groceries, dry goods, and meats. These purchases were then subtracted from the miners' paychecks.



The population fluctuated as old mines closed and new mines opened. As miners moved so did the stores, which provided their supplies. Coal City had established a downtown, which continues to draw from a larger area throughout southern and eastern Grundy County as well as southwest Will County.

The marquee building in the Core Area, nicknamed the Opera House is currently occupied by Coal City Pharmacy. The

Opera House was opened during 1920's and 1930's. Another piece of history for Coal City's Core Area involved the Coliseum. This dance hall was open during the late 1920's and 1940's. The Coliseum held Saturday night dances with the local Barney Faletti Orchestra.



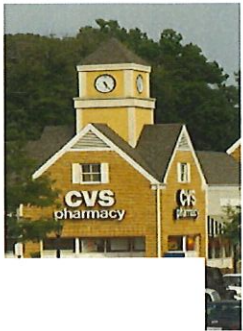
Application Process

- A Building Permit is reviewed, approved and issued by the Building Official for all developments or redevelopments in the Village.
- To begin the approval process, contact the Village Administrator at (815) 634-8608 for the Design Committee application information. Details are submitted to the Design Committee with a completed Design Committee application and Building Permit application.
- The design guidelines contained in this document provide guidance for the creation of acceptable building design (massing) and site design, lighting, parking facilities, landscaping and site improvements, and sign design. An ad hoc Design Committee will review the proposal for consistency with the intent of the Design Guidelines and determine if a Certificate of Appropriateness should be issued when it is not considered repairing and replacing improvements.
- The ad hoc Design Committee will consist of the Village Administrator, two members of the Planning and Zoning Commission, and a member of the Village Board. The Design Committee will provide a decision within 45 days after a written request for review and a complete application has been submitted to the Village Administrator or his/her designee. If the Certificate of Appropriateness is denied by the ad hoc Design Committee, the applicant may appeal through the existing appeal process, Village Code 156.315.
- There are three distinct design guideline regulatory zones within the Core Area of the Village of Coal City. Each area has a distinct standard of construction to be preserved and upheld as future improvements, reconstruction, and reutilization are considered. The requirements for each zone are signified along each standard

Zones are defined on the Zoning Map Attached

Building Height, Bulk & Proportion

Successful downtowns create an intimate pedestrian atmosphere, resulting in an “outdoor” room for visitors and shoppers. Coal City’s downtown area and pedestrian oriented shopping area is referred to as the Broadway Core Area. Much of this atmosphere can be attributed to the bulk and proportion of buildings as they relate to the street and one another. Development within the Broadway Core Area should be comprised primarily of 2-and 3-story buildings. Buildings of this height contribute to a sense of enclosure and an intimate pedestrian scale.



Zone 1 & 3

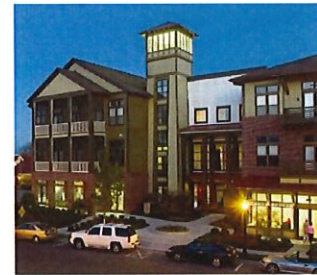


Zones 1 & 3

- 2 story (and possibly 3 story) design elements may be acceptable in select locations, provided they are in character with the surrounding area. Vertical architectural elements may include clock towers, spires or bell towers. These elements should be considered as design “high-lights” at key locations.

- The 3rd stories of buildings, if permitted within the Core Area, shall be stepped back to soften the bulk and visual scale of the building.

Zone 1



Building Placement and Orientation

Zone 1

Zone 1 is characterized by continuous rows of commercial buildings constructed at the front property line. This development pattern creates a distinctive “street wall” effect that adds visual interest, enhances the pedestrian environment, and establishes a “human” scale within an area. Building placement and orientation objectives strive to create this development pattern within the Core Area.

Zone 1

• Buildings within the Core Area should be positioned at or near the front property line. Buildings located on corner lots should be built to or near fronting property lines except on the corners of Broadway and Division.

• Structures constructed within Zone 1 must utilize 0 setback from the public right of way.

• At the intersection of Broadway and Division, there shall be a line-of-sight reservation as defined. From this point, a ten-foot setback on each boundary line shall be utilized as endpoints for a chord. This newly established polygon will be reserved and may not have building structures located within.



Zones 1 & 3

Zones 2 & 3



• On certain properties, buildings may be set back from the sidewalk, to provide front yard landscaped areas appropriate for the site and in keeping with adjacent uses in the district and consistent throughout each block front.

Zone 1

• New construction in the Core Area should occupy the entire width of the lot to avoid gaps between buildings and discontinuities in the street wall.

Zone 1

• Where maintaining a continuous street wall is not possible or desirable, the street wall shall be maintained through the use of landscaping, pedestrian amenities, and decorative walls or fencing.



ALL Zones

• Buildings throughout the Core Area shall face the street, with strong pedestrian orientation.

Zones 1 & 3

• Buildings must have clearly defined, highly visible customer entrances. For example, utilizing features such as canopies or porticos, arches, wing walls, and integral planters.

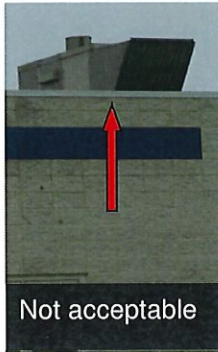


Zones 1 & 3

- The placement of buildings at odd or irregular angles to the street shall be avoided. However, corner buildings may take advantage of their prominent locations with angled, rounded or recessed corner entrances or other small setbacks.



Zones ALL



- Screening of utility meters, transformers and similar hardware, mechanical equipment, such as air conditioning condensers and PVC vents, refuse areas and containers, and/or other potentially unattractive places from view from any street, sidewalk, or adjacent property shall be accomplished by the use of walls, fencing, berms, and/or planting. Plant screening shall be equally effective in the winter and summer seasons. Walls shall be constructed of materials matching the primary building. Fencing shall complement the architectural and landscaping designs on the site. All refuse containment areas shall be located to the rear of buildings and provided with solid access doors or gates which self-close.



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Architectural Style

Zones 1 & 2

- Development within the Core Area shall consist of traditional architectural styles. Modern architectural styles are discouraged.

Zones 1 & 2

- New buildings need not be historic replicas but shall offer high-quality and compatible interpretations of the traditional styles present within historic and traditional downtowns.

Zones 1 & 2

- Regardless of style, new buildings should use traditional masonry materials and reflect the predominant scale, height, massing, and proportions of traditional downtowns.

Zone 1

- New buildings should incorporate decorative cornices, columns, parapets, reliefs, terra cotta tiles, and other significant façade details.



Zone 1 & 3

- Building facades shall minimize monotony of expansive exterior walls with vertical breaks in the building facades.



Building Materials

Zones 1 & 3

New buildings shall be constructed of high quality, durable exterior building materials, which shall be used on all commercial developments within the Core Area. The materials shall be durable in the local climate and convey design quality and visual interest of structures. Materials shall maintain its intended finish over time or acquire a finish which is understood to be an outcome of normal interaction with the local climate. Materials shall be attached in a manner that will maintain secure connections and closure along surfaces.

Zones 1 & 3

Materials shall withstand ongoing contact with the public, sustain impacts without exhibiting substantial change in surface appearance, or be installed in an elevated location where the building material is not subject to frequent pedestrian contact.

Zones 1 & 3

- Buildings shall be constructed of approved masonry building materials such as brick or stone; these materials should be used on all sides of the building. Stucco, siding of all types, and any other exterior wall covering are discouraged for commercial and mixed-use buildings within the Core Area.



Zones 1 & 3

- Approved masonry material shall include manufactured building units that are an aggregate of clay, shale, sand, concrete, or any combination thereof and bonded according to architectural specifications. Approved masonry materials are textured and colored. Products such as architectural concrete masonry units (brick or block), manufactured decorative stone and precast are considered approved masonry material.

Zones 1 & 3

- Recommended accent materials include stone, simulated stone, terracotta, and wood and metal trim.



Zones 1 & 3

- Rough sawed wood, aluminum panels and siding, and plastic or metal panels are prohibited within the Core Area.

Zones 1 & 3

- Exterior insulation finish systems (EIFS) or Dryvit are prohibited within the Core Area along the street level.



Doors and Entrances

Zones 1 & 3

The doors and entrances to the new buildings in the Core Area shall provide an open invitation to potential customers, be attractive and inviting to pedestrians, and add visual interest to the street. However, doors shall be appropriately sized and in scale with a building's façade and must comply within the current International Building Code (incorporated within Village Code) regarding proper sizing.

Zone 1

- The front doors of new buildings shall reflect the scale, placement, and proportions of traditional downtown; recessed entrances are encouraged so that doors do not open into the pedestrian way within the public right of way.

Zone 1

- Main entrances shall be at the front of the building and face the sidewalk. Buildings situated on corner lots may take advantage of their prominent locations with angled, or rounded corner entrances.



ALL Zones

- Main entrances shall be designed as an important architectural feature of the building. Doors and entryways of buildings shall be compatible with the original style and character of the façade.



Windows

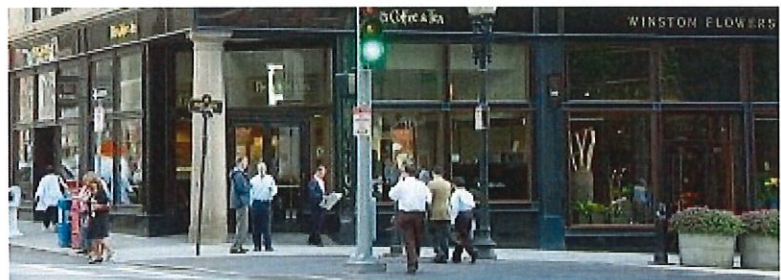
Zone 1

Display windows on the ground floor of commercial buildings in a mixed-use downtown are one of the distinguishing features of pedestrian oriented shopping areas. They allow passersby to see merchandise within a commercial building from the sidewalk. Windows on the upper floors of traditional Core Area buildings should be smaller and less prominent but shall have attractive detailing and decorative trim.



Zones 1 & 3

- Large ground-floor display windows and bays are required for retail and entertainment uses within the Core Area and shall be in consistent proportion with historic downtown.



Zones 1 & 3

- Windows on the upper floors of new buildings shall appear to be “punched” openings within a solid wall, rather than continuous rows of windows separated only by their frames. Curtain-

wall window treatments are not permitted along the street level within the Core Area. Upper floor windows should be recessed, not flush with the surface of the building.

Zones 1 & 3

- Window glazing shall be clear or slightly tinted. Dark, mirrored, reflective glass, or glass block is not permitted.

ALL Zones

- Existing windows are important architectural features in a building's façade. Window size and configuration must be maintained as a minimum standard. Window openings must not be covered over or boarded up.

Zones 1 & 3

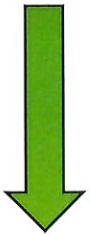
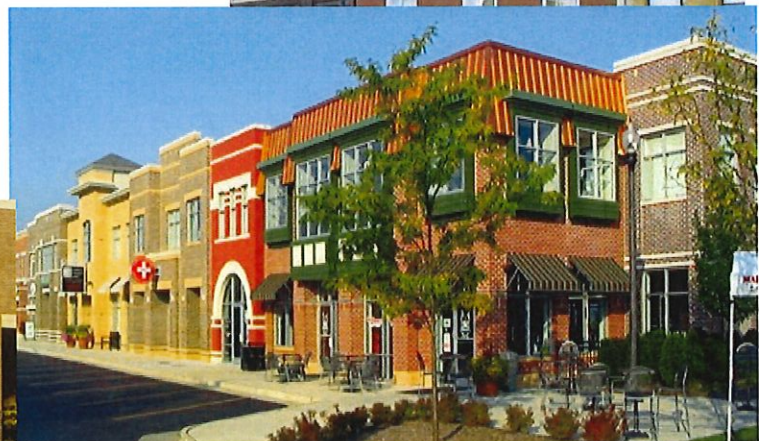
- Ground floor windows can be used for displays. Otherwise, business owners shall allow full and unobstructed views into their businesses. Obstructing windows from the interior of a building with shelving, display cases, signage or other objects is not permitted. Utilizing the window area for an attractive display shall be permitted.

Roofs and Rooflines

Zones 1 & 3

The rooflines of new buildings shall be similar to the rooflines of traditional downtowns and the Core Area in terms of shape, alignment, and architectural details.

- The roofs of commercial buildings shall be flat, shallow-sloped or gabled.
- Roof parapets should be utilized to create an interesting building profile and to hide vents and other rooftop equipment.
- Cornices, and other decorative detail are encouraged along with rooflines of buildings.



Zones 1 & 3

- Sloped mansard style (shake or shingle) roofs are prohibited within the Core Area.



ALL Zones

- Rooflines and architectural details shall complement the building's architectural style, and contribute to the Core Area's character, image and appeal.

Colors

Zone 1 & 3

Color should be used to unite the elements of a façade and to highlight architectural features. However, the colors on individual buildings should complement and be compatible with the predominant hues of nearby buildings.

Zones ALL

- Ceramic tile, terra cotta, brick, stone, and glass surfaces shall not be painted, unless it is appropriate to the architectural style.

Awnings and Canopies

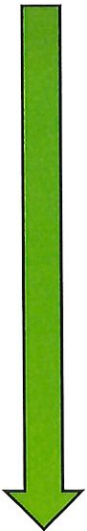
Zone 1

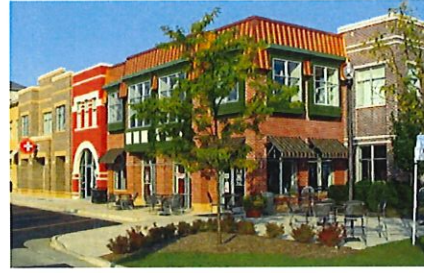
Awnings (temporary/seasonal) and canopies (permanent) protect shoppers from the elements, add color and visual interest to the street, and contribute significantly to an area's pedestrian scale and interest.

- Awnings and canopies may be integrated into the façade of all commercial buildings within the Core Area and must be in character with the architectural style of the building.

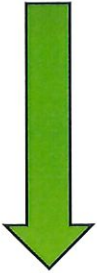


- Awnings should be properly placed above entrances and may extend over storefront windows.
- The color of awnings and canopies should complement the overall color scheme of the building façade.





Zone 1



- Awnings and canopies should be positioned a minimum of eight feet above the sidewalk.
- Awnings shall be made of a canvas or durable fabric material that can be easily cleaned. Hard plastic, or other materials that could be cracked or broken are prohibited. Awnings and canopies that become windblown or torn must be removed and/or repaired immediately.
- Back lit awnings and canopies, shingle and mansard canopies, and metal and plastic awnings are prohibited within the Core Area.
- Awnings and canopies shall be used only when they are compatible with or complement the architectural style of the building. Awnings shall not appear out of place, “forced”, or as an afterthought.

SIGN DESIGN

Goal:

Signs should be consistent with overall project design but should be subordinate to architectural and landscape elements. Signs serve to identify, inform, direct, regulate and interpret. Placement, scale, and readability should be considered in developing a sign package.

Sign Materials

Standards and Guidelines:

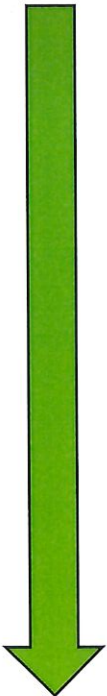
- A. Design and construct signs of durable, high quality architectural materials.
- B. Sign materials must be of proven durability.

Sign Number and Area

Standards and Guidelines:

The size of signs should be modest and afford businesses sufficient visibility and identification without becoming a dominant part of the landscape or interfering with vehicular movement along the public streets. The design, construction, and placement of signs shall be consistent with Chapter 154 of the Village Code. The placement of signage to include location and elevation shall be provided on a plan set for approval by the Village. Information to be included for approval must include the signage design including its appearance, its building materials, and its dimensions.

ALL Zones



Location/Placement/Visibility

Standards and Guidelines:

- A. Signs should be located to be visible from streets and paths without conflicting with safe vehicular movement and visibility.
- B. Signs should be sufficiently visible from public streets so that site entrances can be readily identified by both pedestrians and persons in vehicles.
- C. Monument signs shall be located in a maintained planter setting within a landscaped area.
- D. Signs shall be set back a minimum of 10-feet from the right of way.
- E. Signs shall be located outside vision clearance areas and easements.
- F. Signs on roofs are not allowed. Signs shall not exceed the height of the roof parapet.

Sign Illumination

Standards and Guidelines:

- A. Sign illumination should serve to identify individual developments only.
- B. Monument signs may be illuminated; however, such lighting shall not exceed 10,000 lumens.
- C. When external light sources are directed at the sign surface, the light source shall be concealed from the "lines of sight" of pedestrians and motorists.
- D. Window signage shall not be illuminated.
- E. Visible neon tubing is not allowed as a method of sign illumination nor shall it be used as an architectural treatment.

Allowable Sign Types

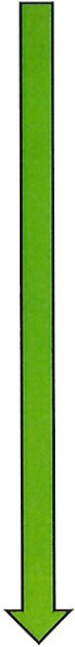
Standards and Guidelines:

Signage requirements within these guidelines must abide with the requirements located in Chapter 154 of the Village Code. The following standards and guidelines apply with regard to the listed sign types.

1. Monument Signs

- a. Signs should contain the name of the project that it identifies or the building street number and may include the names of individual tenants but shall not contain change panels or advertising.
- b. Affix monument signs to the ground in a continuous connection.
- c. All monument signs shall provide the address and street of the building served, with minimum 3-inch text.
- d. For projects containing multiple tenants, project identity signage requires additional variables that must be considered. Conceptual designs for signs serving these types of facilities must be submitted to the Village for review.

ALL Zones



Zones 2 & 3



EXTERIOR SITE LIGHTING

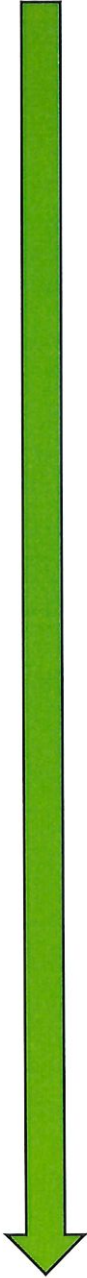
Goal:

Exterior lighting should be used to provide illumination for the security and safety of entry drives, parking, service and loading areas, pathways, courtyards and plazas, without intruding on adjacent properties. Site lighting shall be architecturally compatible and consistent in design between sites.

Fixture Design

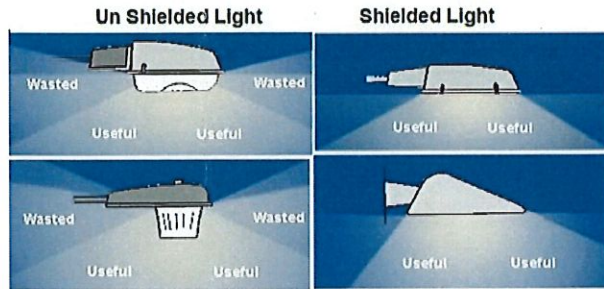
Standards and Guidelines:

- A. Exterior light fixtures shall be compatible and relate to the architectural character of the buildings on a site. Site lighting should be provided at the minimum level to accommodate safe pedestrian and vehicle movements, not cause any off-site glare, and be compliant with the Village's requisite code provisions.
 - B. Poles and fixtures must be architecturally compatible with structures and lighting on adjacent properties.
 - C. Poles and fixtures shall be compatible with all other fixtures on site.
 - D. Illuminate all intersections with perimeter public roads with similar poles and fixtures used internal to the development.
 - E. All lighting fixtures shall be full cutoff type luminaires (defined in the Illuminating Engineers Society, RP-33-99 and discussed below) located to shield or confine light spread within a site's boundaries.
 - F. To facilitate security, specify lighting levels that are adequate for visibility, but not overly bright. All building entrances should be well-illuminated.
 - G. Decorative light fixtures, which are appropriately shielded, and provide visual interest, are allowed.
 - H. The Village shall review the lighting plan to ensure it complies with the standards set forth for "Lighting for Exterior Environments" in IES RP-33-99.
 - I. Light emanating from a commercial property may not encroach upon adjacent neighboring properties.
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Full Cutoff Luminaires Information -

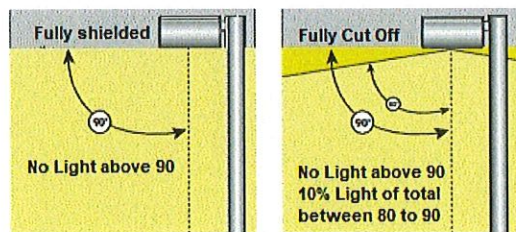
1.) Full Cutoff Luminaires shield the light from the surrounding atmosphere –



- Fully shielded means, a lighting fixture constructed in such a manner that the bulb should be fully recessed into Fixture so that all light is directed downward below the horizontal.
- The fixture is angled so the lamp is not visible below the barrier (no light visible below the horizontal angle).
- There is also a confusing assumption that a luminaire with a flat lens qualifies as a full cutoff luminaire. While this may be true or not in some Lighting Fixtures case.

2.) Lights must be full cutoff, which is different from fully shielded as shown below:

- The full cutoff has is luminaires that have no direct up light (no light emitted above horizontal) and 10% of light intensity between 80° and 90°.
- The term full cutoff is often substituted for the term fully shielded.
- Both terms are not equivalent. Fully shielded luminaires emit no direct up light, but have no limitation on the intensity in the region between 80° and 90°
- Luminaires that are full cutoff, cutoff, semi cutoff, and non-cutoff, may also qualify as fully shielded.



Parking Lighting, Decorative Lighting, and Landscaping and Scenery

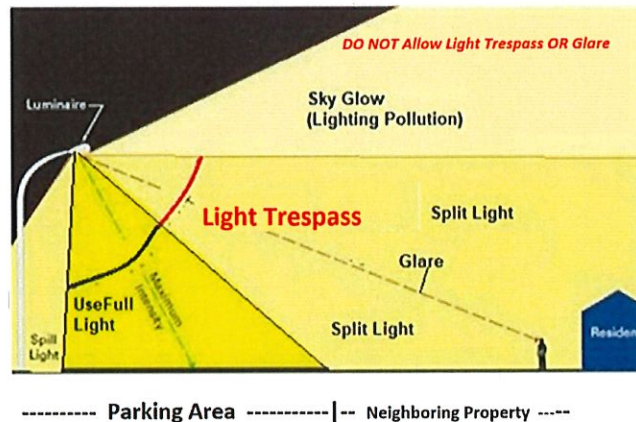


Parking Lot Lighting

ALL Zones

Standards and Guidelines:

- A. Parking lot lighting shall be unobtrusive and provide safe light for orderly functions.
- B. All parking lot light fixtures shall be similar in design for all surface parking areas.
- C. Select lighting with full cutoff type luminaires shall prevent glare and "light trespass" onto adjacent buildings and sites.
- D. The Village shall review the lighting plan to ensure it complies with the standards set forth for in IES RP-33-99 as well as its companion standard "Lighting for Parking Facilities" in IES RP-20-98.
- E. These standards ensure direct glare is minimized due to proper equipment selection as well as the placement of the full cutoff luminaire.



Pedestrian Area Lighting

Standards and Guidelines:

- A. Walkway lighting should be scaled to the pedestrian and should provide for safe use of pathways and pedestrian areas. Walks should be lighted for the safe passage of pedestrians, as should areas that are dangerous if unlit, such as stairs, ramps, intersections, and underpasses.
- B. Bollard light fixtures or other low-level fixtures are encouraged to identify pedestrian walkways and drop-off areas at entrances to buildings.
- C. All primary walkways steps or ramps along pedestrian routes must be illuminated.
- D. Cutoff building mounted fixtures for walkways and plazas near buildings should be used.

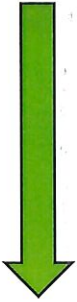


Zones 2 & 3

Site Security Lighting

Standards and Guidelines:

- A. Security lighting may be necessary on some sites, but it should not negatively impact the site and building architecture or adjacent parcels.
- B. No light source (bulb) shall be directly visible from adjacent parcels.
- C. Provide only as much light/illumination as necessary to provide safety and security of the area.
- D. The Village shall review any security lighting plan to ensure it complies with the standards set forth in IES RP-33-99.





Decorative Lighting

- Appropriate lighting shall be used to illuminate entries into the Core Area, signage, displays, and pedestrian and parking areas, as well as to highlight significant architectural elements. Improvements must augment the Village’s designated lighting plan.
- Building lighting shall be subtle and understated and must enhance the building design and the adjoining landscape; light fixtures shall be designed and oriented to produce minimal glare, nuisance, and spillover onto neighboring properties
- Exterior lighting sources shall be concealed with baffles or shields to provide direct illumination; where concealment is not practical, light fixtures must be compatible with overall storefront design. Spotlighting is prohibited for commercial buildings within the Core Area. Diffused, soft white light is encouraged. Excessive lighting should be avoided to reduce light pollution.
- Street lighting within the Core Area should be at a pedestrian scale. Light standards should be between 12’-18’. Parking areas within the Core Area shall contain both pedestrian and vehicular scale lighting. A similar style of light fixture, which augments this selection shall be used where appropriate as part of new development and redevelopment within the Core Area



Landscaping and Site Improvements

- Native plants to the Northeastern Illinois Region are encouraged for all landscaped areas. Although initially these plants and grasses may be difficult to establish, long-term maintenance costs will be reduced.
- Planters and landscaped areas should be installed to buffer parking and service areas from adjacent uses. Plantings should consist of low evergreen and/or deciduous shrubs planted in conjunction with low-growing annual or perennial plants and groundcover. Large expanses of exposed mulch should be avoided.



Zones 2 & 3

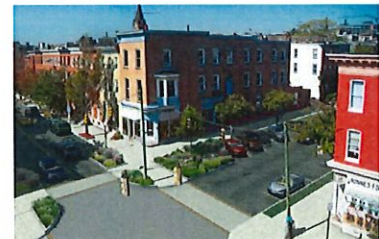
- In conjunction with landscaping, decorative fencing is encouraged to delineate and screen parking and service facilities, etc. Chain link fencing is prohibited within the Core Area. Attractive picket fencing may be utilized along the west side of Broadway.



Credit: Carol M. Highsmi

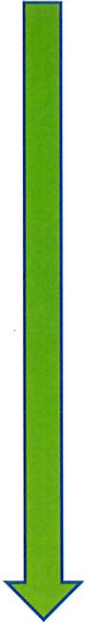
ALL Zones

- All landscaping must be maintained in a healthy and attractive condition. Maintenance programs shall be established as part of new development approvals to ensure that private landscaping is adequately cared for and that its value is retained over time. Regular maintenance must include turf mowing, periodic fertilization, pruning, and the clean-up of litter and debris.
- Areas adjacent to entrances, monument signs and other site features should be considered for seasonal flowers or colorful groundcover.
- Parkway landscaping within off street parking areas shall consist of salt-tolerant street trees, shrubs, groundcover, perennials and shrubs limited to maximum 3' mature height.
- Within the shopping areas, plantings in raised beds, planters, urns, or other containers should be utilized along the curb line in selected locations to highlight key entrances and activity areas. Plantings should be attractively maintained throughout all seasons. Consideration should be given to an appropriate mix of plant materials to ensure screening and greening still occurs during winter months.
- All landscaping within and adjacent to the public right-of-way shall be compatible with existing plant materials in the area and be composed of native and salt tolerant species.



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ALL Zones



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