Coal City Core Area Commercial Design Guidelines

Amended May 29, 2020

Purpose

The purpose of these design guidelines is to establish criteria for the construction of new buildings and renevation 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

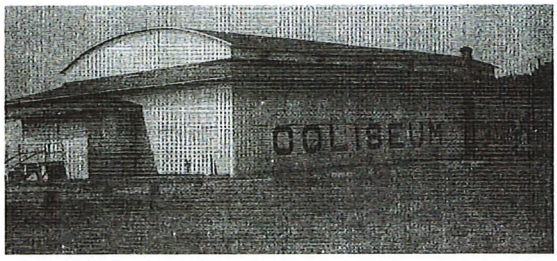
Coal City's Core Area is a result of the community that has grown up around it and continues to rely upon local retail, commercial, and service-oriented businesses. This Broadway Street's roots are closely tied to the history of coal mining in the area and the workers who were necessary labor to retrieve 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. This location is currently utilized by the Family Skate Center.



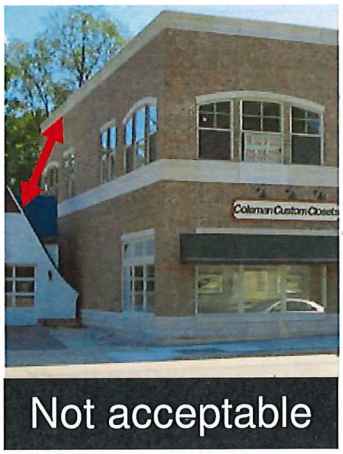
Application Process

- 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. These guidelines do not cover repair and replace 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.

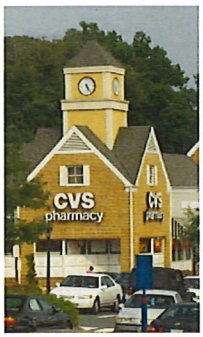
Building Height, Bulk & Proportion

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 Core Area. The Core Area is defined within the Village's Comprehensive Plan. 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 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.

- Core Area Commercial buildings shall create a "streetwall", creating a sense of enclosure.



- New development within the Core Area shall avoid extreme differences in building height. Careful consideration should be given to the height of adjacent buildings.



- 3 story (and possibly 4 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.

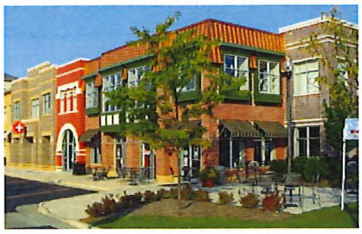
- The 3rd stories of buildings, if permitted within the Core Area, shall be stepped back to soften the bulk and visual scale of the building.

Building Placement and Orientation

The Core Area is characterized by continuous rows of commercial buildings constructed at the front property line. This development pattern creates a distinctive "streetwall" 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.

- 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 or both fronting property lines except the corners of Broadway and Division.
- Structures constructed along the east side of Broadway and south of Division must utilize a 0-foot setback from the public right-of-way.
- At the intersection of Broadway and Division, there shall be a line-of-sight reservation that disallows the placement of structures along the property line at the intersection of property boundaries adjacent to the

intersection of the two roads. 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.

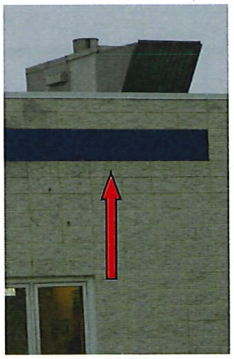


- On certain properties, buildings may be set back from the sidewalk, to provide front yard landscaped areas appropriate for the site and in keeping with adjacent uses in the district and consistent throughout each block front.

- New construction in the Core Area shall occupy the entire width of the lot to avoid gaps between buildings and discontinuities in the streetwall.
- Where maintaining a continuous streetwall is not possible or desirable, the streetwall shall be maintained through the use of landscaping, pedestrian amenities, and decorative walls or fencing.
- Buildings throughout the Core Area shall face the street, with strong pedestrian orientation.

- Buildings must have clearly defined, highly visible customer entrances with features such as canopies or porticos, arches, wing walls, and integral planters.

- 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.



Not acceptable

- 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.

Architectural Style

- Development within the Core Area shall consist of traditional architectural styles. Modern architectural styles are discouraged.
- 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.
- Regardless of style, new buildings should use traditional masonry materials and reflect the predominant scale, height, massing, and proportions of traditional downtowns and Core areas.
- New buildings should incorporate decorative cornices, columns, parapets, reliefs, terra cotta tiles, and other significant façade detailing.

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

Building Materials

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 an 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.

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

- Buildings should 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.
- 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.
- Recommended accent materials include stone, simulated stone, terra cotta, and wood and metal trim.

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. Each industrial building or group of industrial buildings should have a consistent and comprehensive sign program from project identification at the street through individual tenant suite identity. 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.

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 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. In industrial areas, 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:
The type of sign used should reinforce the urban environment of industrial developments. Signs should be designed as a "family", incorporating similar, compatible materials that reinforce the design and style of the project architecture. 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. Project monument signs, if authorized, may be located at the street or primary entries to industrial developments to provide for overall project identity.
    b. Such 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.
    c. Affix monument signs to the ground in a continuous connection.
    d. All monument signs shall provide the address and street of the building served, with minimum 3-inch text.
    e. For flexible space 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.
2. Building-mounted Signs

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:

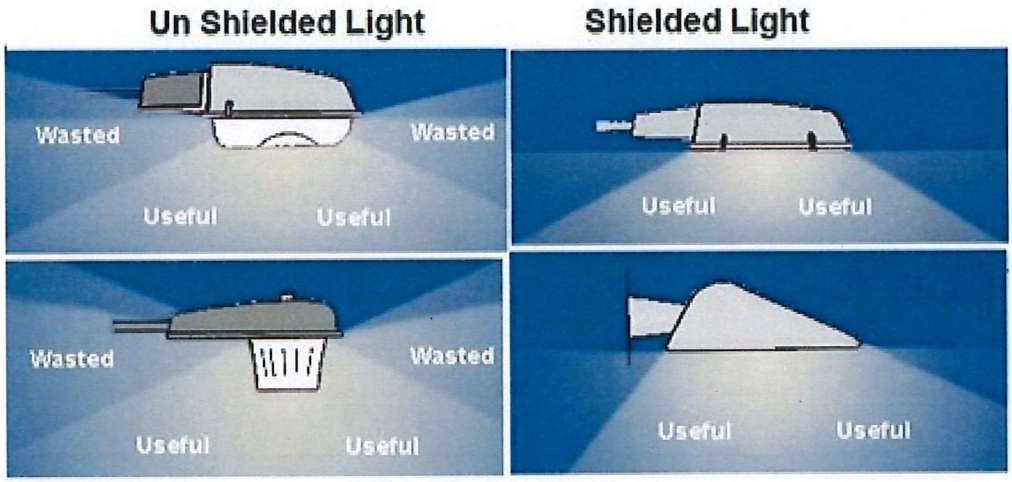
A. Exterior light fixtures shall be compatible and relate to the architectural character of the buildings on a site. Site lighting should be provided at the minimum level to accommodate safe pedestrian and vehicle movements, not cause any off-site glare, and be compliant with the Village's requisite 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.

Full Cutoff Luminaires Information -

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

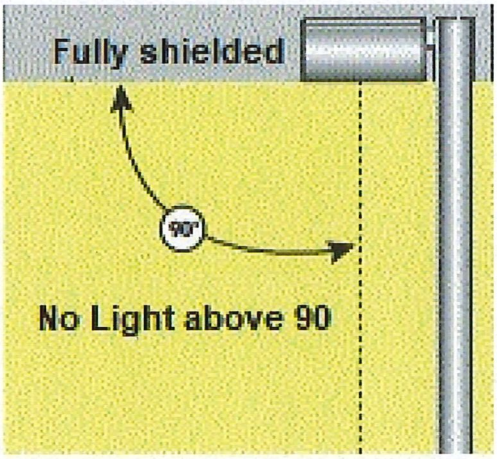


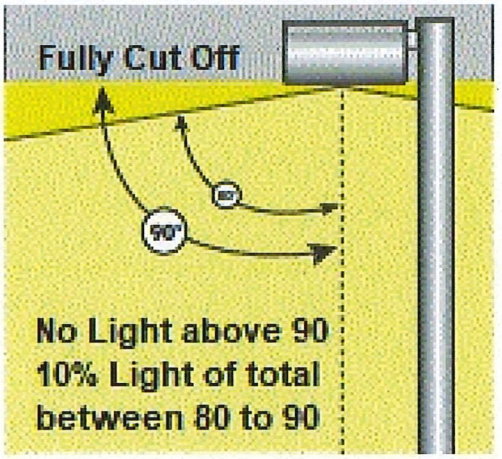
- Fully shielded means, a lighting fixture constructed in such a manner that the bulb should be fully recessed into Fixture so that all light is directed downward below the horizontal.
- The fixture is angled so the lamp is not visible below the barrier (no light visible below the horizontal angle).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

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

- The full cutoff has is luminaries 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.

- The 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.

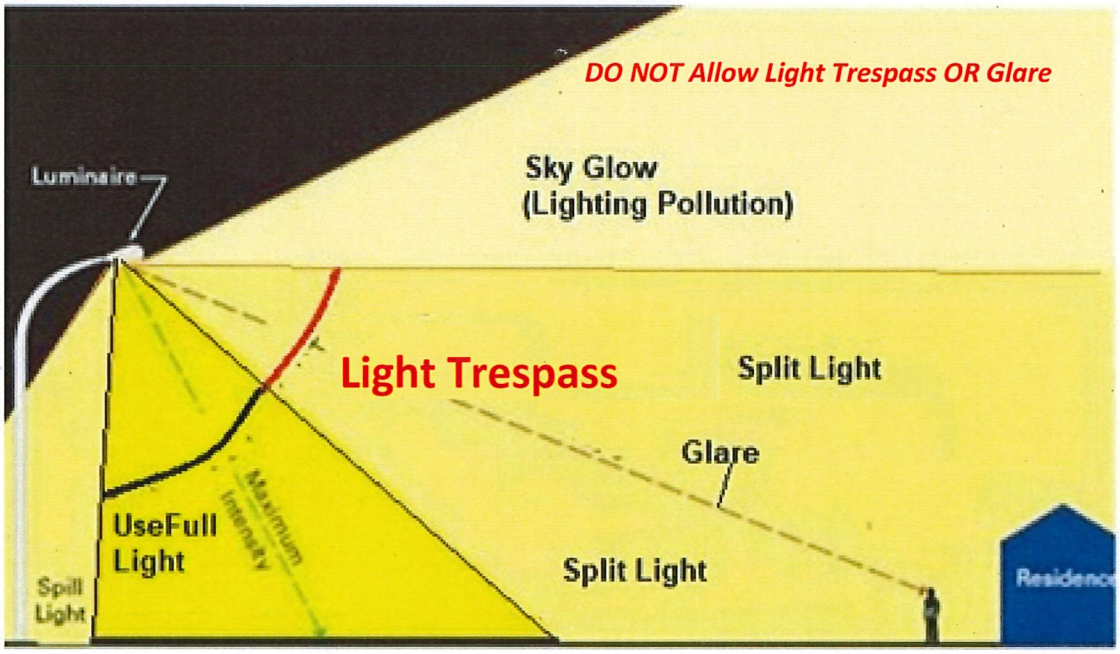




Parking Lot Lighting

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.



---------- Parking Area ----------|-- Neighboring Property ----

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.

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.