

Village of Coal City
Industrial Development Design Standards & Guidelines
(IDDSG)
Adopted by Ordinance
April 6, 2015

ACKNOWLEDGEMENTS
Village Board of Trustees

Neal Nelson, Mayor
Ross Bradley
Tim Bradley
Terry Halliday
David Togliatti
Georgette Vota
Justin Wren

Plan Commission

John Hawkinson, Chairman
Maria Lewis
Max Valdez
Gerald Heavens
Irv DeWald
Walter Mahaffey

CONTENTS:

Introduction

Section 1 - Site Planning

- 1.1 - Building Siting and Orientation
- 1.2 - Building and Parking Setbacks and Site Coverage Requirements
- 1.3 - Utilities, Mechanical, and Telecommunications Equipment
- 1.4 - Service, Delivery and Storage Areas

Section 2 – Vehicular Circulation & Parking

- 2.1 - Parking Lot Design

Section 3 - Architectural Design

- 3.1 - Building Massing, Forms, and Pedestrian Scale
- 3.2 - Public Zone
- 3.3 - Non-Public Zones
- 3.4 - Roof Forms and Materials
- 3.5 - Building Materials and Colors
- 3.6 - Building Entrances

Section 4 - Landscape Design

- 4.1 - Perimeter Landscaping Adjacent to Public and Private Roads
- 4.2 - Perimeter Landscaping Adjacent to Abutting Property
- 4.3 - Parking Lot Landscaping
- 4.4 - Building Site Landscaping
- 4.5 - Landscape Standards, Maintenance and Replacement

Section 5 - Fences & Walls

- 5.1 - Wall and Fence Design and Materials
- 5.2 - Screening Requirements

Section 6 - Sign Design

- 6.1 - Sign Materials
- 6.2 - Sign Number and Area
- 6.3 - Location/Placement/Visibility
- 6.4 - Sign Illumination
- 6.5 - Allowable Sign Types

Section 7 - Exterior Site Lighting

- 7.1 - Fixture Design
- 7.2 - Parking Lot Lighting
- 7.3 - Pedestrian Area Lighting
- 7.4 - Site Security Lighting

INTRODUCTION

A. Purpose

The Industrial Development Design Standards and Guidelines (IDDSG) establish design criteria and minimum standards for industrial developments within the Village of Coal City, Illinois. The purpose of the IDDSG is to:

1. Enhance and protect Coal City's quality of life and community image through clearly articulated industrial development design goals and policies, design guidelines and minimum design standards; and
2. Protect and promote Coal City's long term economic vitality through industrial design standards which encourage and reward high quality development, while discouraging less attractive and less enduring alternatives; and
3. Minimize adverse impacts of vehicular circulation to existing neighborhoods and to the surrounding physical environment; and
4. Enhance and protect the security and health, safety and welfare of all residents of the Village of Coal City; and
5. Facilitate an understanding of the Village's expectations and to assist developers in compiling a complete and efficient application.

B. Applicability and Application Process

The provisions of the IDDSG shall apply to certain industrial developments within the Village as provided within the IDDSG. The Village Board may grant exceptions to the IDDSG if the Board determines there exists a vested property right to develop under other approved design guidelines and/or development standards.

The IDDSG provide general design guidelines, as well as mandatory minimum development standards. The IDDSG will be utilized by staff, Planning Commission, and the Village Board to review Industrial development applications via the Village's development requirements for industrial-zoned properties.

The goals and policies set forth in this document are expected to be met through compliance with all mandatory design standards and consideration of design guidelines. Modifications to or waivers from mandatory design standards may be recommended by the Planning Commission and authorized by the Village Board as part of the PUD Development Plan Review process.

Industrial development applications seeking modifications or waivers to these requirements should anticipate additional review time and must demonstrate a clear benefit to the Village in relaxing one or more of these requirements.

Application Process is as follows:

- a. A Building Permit is reviewed, approved and issued by the Building and Zoning Official for all developments or redevelopments in the village.
- b. To begin the approval process, contact the Village Administrator at (815) 634-8608 for Design Committee application information and Building Permit application.
- c. The design guidelines contained in this document provide guidance for the creation

of acceptable building design 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.

- d. 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 60 days, after the 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

C. Desirable Elements of Industrial Project Design

The Village considers the following design features to be desirable elements of industrial development, and the standards and guidelines set forth in following chapters are intended to facilitate the incorporation of these features into an Industrial project:

1. Prominent access driveways with clear visibility of entrances.
2. Multi-modal transportation.
3. Controlled site access.
4. Landscaped and screened parking, and loading and service areas.
5. Service areas located at the rear of buildings.
6. Significant landscape, streetscape and hardscape elements.
7. A variety of architectural design treatments, including articulated building footprints to reduce massing and to promote architectural definition and interest.
8. Site design and improvements should anticipate the potential re-use of the building for other purposes.
9. Quality architectural designs and building materials, surfaces and textures should be incorporated into industrial projects.
10. The appearance of both the building and the site landscaping should have a strong emphasis toward public street views, incorporating a concept that emphasizes the “public zone”.

D. Undesirable Elements of Industrial Project Design

The Village considers the following design features to be undesirable elements of industrial development:

1. Poorly defined site access points.
2. Disjointed parking areas, or confusing or unsafe circulation pattern.
3. Square, “box-like” structures with large, blank, wall surfaces.
4. Highly reflective surfaces or repetitious and continuous glazing patterns.
5. Metal siding used as a primary exterior façade treatment.
6. Visible outdoor storage, loading, and equipment areas.
7. Signage which is redundant or out of scale with building architecture.

E. Relation of the IDDSG to Other Village Regulations, Ordinances and Private Development Covenants

The IDDSG is a supplement to the Village of Coal City's Zoning and Subdivision Regulations. Where a mandatory standard in this document is in conflict with any provision of the Village of Coal City's municipal code, the most restrictive requirement shall take precedence and shall apply.

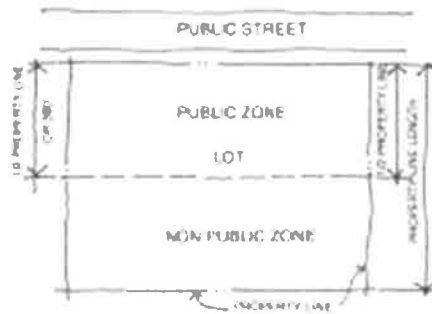
F. Definitions

For purposes of this document, the following terms shall have the following meanings:

“Industrial Development” Any land development activity on property within the village, which is zoned industrial AND is not located within the Village's Core Area as defined within the Village of Coal City Comprehensive Plan. Industrial development also includes any addition, remodeling, relocation or construction requiring an amendment to an approved, Final Industrial Planned Unit Development Plan.

“Flex Space or Flex Building” A building designed for occupancy by single or multiple, undefined tenants in spaces designed to suit their varied needs. The tenants need significant amounts of fully finished interior space and have employee densities that are higher than the traditional industrial tenant, though the tenant must still have some industrial component, such as warehousing, distribution, assembly, or manufacturing. The building will have more of an office/commercial appearance on some or all building elevations.

“Public Zone” Building and other associated site improvements located on a development parcel which are within 300-feet of a public right-of-way or within the front half of the parcel (as measured from the front property line to the midpoint of the lot depth) whichever is less. Requisite setbacks as provided within the Village Code may fall within this space and do not require additional requirements of open space.



“Effective Landscaping” An area is considered landscaped to the extent it provides sufficient quantity and quality of plant materials to screen parking, building, or hardscaped areas of a project and provides color and viewing interest.

1. SITE PLANNING

Goal:

Locate buildings so as to maximize the presentation of streetscaping and primary building entries to major roadways, to provide clear orientation and access for both vehicles and pedestrians and to facilitate internal pedestrian circulation. Place structures in consideration of the existing built context, the location of adjoining uses, and the location of major roads. Create pedestrian

courtyards and common employee gathering areas.

1.1 Building Site and Orientation

Standards and Guidelines:

- A. Shall provide pedestrian connections from building entries and required exits to public walkways to buffer pedestrians from vehicle circulation areas.
- B. Should provide employee-gathering places in areas that are of a sufficient size and scale and buffered from traffic and circulation areas. Employee gathering areas shall not be located in proximity to primary public entrances. Appropriately screened break areas may be considered in proximity to public entrances.

1.2 Building and Parking Setbacks and Site Coverage Requirements

Standards and Guidelines:

The Village Code contains requirements concerning the requisite setbacks in each of the yards for development within industrial zoned properties.

All common amenities within industrial developments shall be owned and maintained by the developer or by an organization established for such purposes.

1.3 Utilities, Mechanical, and Telecommunications Equipment

Standards and Guidelines:

- A. The visual and noise impacts of utilities, mechanical equipment, data transmission dishes, towers, and similar antennas and equipment should be mitigated.
- B. In any industrial development that possesses building square footage in excess of 12,000 square feet, all permanent utility lines shall be installed underground.
- C. Transformers should be located away from major pedestrian routes and outdoor seating areas.
- D. All transformers, telecommunications devices, equipment switching boxes and other utility cabinets should be buffered from street and pedestrian areas with landscaping or architectural screens. Do not leave meters exposed where visible to the public. (See also Screen Walls and Fencing).
- E. The location of exterior mechanical equipment associated with industrial processing or manufacturing operations shall minimize visual and auditory impacts from adjacent residential property and shall be mitigated with structural or landscape screening and buffering.



1.3 - SCREEN THESE AREAS FROM PUBLIC VIEW

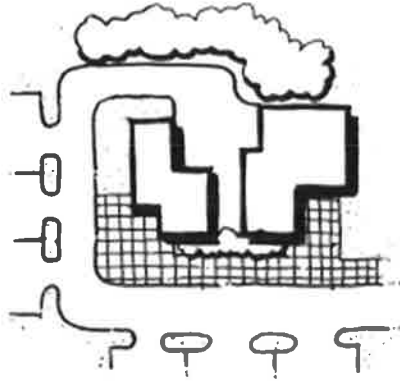
1.4 Service, Delivery and Storage Areas

Standards and Guidelines:

- A. Service, delivery and storage areas should not be visually obtrusive. The visual impact of service and delivery areas should be minimized; especially views of such areas from public ways and along designated view corridors.
- B. For those buildings, which exceed 12,000 total square feet, loading docks, outside storage,

and service areas should be located in areas of low visibility such as at the side or at the rear (non-street side) of buildings. Outside storage of any kind in public street rights of way, building setbacks or easement areas is not permitted.

- C. With the exception of outside storage areas, when it is not possible to locate loading facilities and service areas on a non-street side of a building, loading docks and doors should not dominate the building frontage. In no case may outside storage areas be located in the front of a building.



1.4 – WELL SCREENED SHARED SERVICE COURTYARD

- D. Refuse areas shall be screened with a minimum six-foot wall height enclosure (as measured from finished grade). Refuse areas shall be paved with an impervious surface of asphalt or concrete.
- E. Trash enclosures shall enclose an area large enough to accommodate the peak needs of varied potential industrial users of the building. Refuse areas and containers and/or any other potentially unattractive areas shall be screened from view by the use of walls, fencing, berms and/or plantings.
- F. Outside storage areas adjacent to residential districts shall be fully screened by screen wall enclosures. Screen walls shall have a minimum height of 6 feet. Stored materials may not be visible above the enclosure height.
- G. Storage areas adjacent to residential should be paved with an impervious surface of asphalt or concrete or must submit a dust mitigation plan and designed in accordance with required fire access, and fire lane requirements.
- H. Trash compaction and recycling are strongly encouraged and should be accommodated in industrial project design.

2. VEHICULAR CIRCULATION & PARKING

Goal:

The on-site vehicular circulation and parking system is a critical factor in the safety and success of an industrial development. The parking/access/circulation system should provide for the safe, efficient, convenient, and functional movement of multiple modes of transportation both on and off the site where pedestrian/bicycle/vehicle conflicts are minimized. The site planning process should make provision for alternate modes of transportation, including bicycles and pedestrians.

2.1 Parking Lot Design

Standards and Guidelines:

- A. Large parking areas should be landscaped and portions of the lot offset to reduce the visual impact of a large parking areas.

3. ARCHITECTURAL DESIGN

Goal:

Architectural design should seek to add to community character, while providing flexibility to avoid rigid uniformity of design. While a wide variety of design techniques may be utilized, a basic harmony of architecture shall be developed to promote the quality and attractiveness of the business environment. All elements including the scale and mass of buildings, materials, colors, roof styles, door and window openings, and details should be responsive to functional architectural design and promote a cohesive design statement.

Building masses should respond to a “human scale” with materials and details that are proportionate to human height and provide visual interest at the street and sidewalk level. Buildings should be reduced in apparent mass or articulated to avoid large monolithic, box-like shapes.

3.1 Building Massing, Forms, and Pedestrian Scale

Standards and Guidelines:

- A. Buildings should relate to the terrain and each other in their massing and forms. Large, blank, wall surfaces should be avoided.
- B. Buildings should respond to pedestrian scale in the immediate vicinities. Buildings should have features and patterns that provide visual interest at the scale of the pedestrian, which reduces apparent mass and that relate to local architectural character.

3.2 Public Zone

Standards and Guidelines:

Any wall within a Public Zone shall incorporate significant architectural features and treatments to diminish the building mass. Use a combination of the techniques listed within Section 3.2 of the IDDSG or other appropriate techniques to be reviewed through the PUD process. The industrial improvement must attain at least two of the standards provided within.

1. A variation in the color and/or texture should be utilized on the façade to reduce the building’s mass and scale.
2. Façade compositions that express rhythms and patterns of windows, columns, and other architectural features are encouraged. Avoid blank walls at ground-floor levels. Use windows, trellises, wall articulation, arcades, material changes, awnings, canopies, clerestory, or other features.
3. Architectural features such as columns, pilasters, canopies, porticos, awnings, brackets or arches should be included.

3.3 Non-Public Zones

Standards and Guidelines:

All building materials shall comply with accepted materials under these standards and guidelines.

3.4 Roof Forms and Materials

Standards and Guidelines:

- A. Rooftops should contribute to the unified appearance of each development and should be considered as seen from any existing higher areas, ground level, other buildings and roadways.
- B. Avoid Roof/parapet lines running in continuous planes absent variations in the building footprint. Building architecture may incorporate variation in parapet heights.
- C. All mechanical, electrical, optical and electronic equipment attached to or mounted on the building roof shall not be visible from the street.
- D. Design roof forms to correspond to and denote building elements and functions such as entrances, arcades, and porches.

3.5 Building Materials and Colors

Standards and Guidelines:

- A. Exterior materials and colors should be aesthetically pleasing, of a high quality and compatible with materials and colors of nearby structures. Compatibility of building materials is desired throughout a development project consisting of multiple buildings.
- B. Building exterior materials shall be factory finished, stained, integrally colored, or otherwise suitably treated. Materials may include, but are not limited to:
 - 1. Approved masonry material. This 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. The coloring of approved masonry materials shall be integral to the product. Products approved for use according to this standard include:
 - a. architectural concrete masonry units (brick or block); a.k.a split face or fluted concrete masonry units (CMU)
 - b. manufactured decorative stone to include factory glazed concrete masonry units (CMU)
 - c. face brick
 - 2. stone veneer
 - 3. insulated glazing and framing systems
 - 4. architectural pre-cast concrete
 - 5. painted or stained site-cast concrete
 - 6. architectural concrete
 - 7. factory finished, standing seam metal roofing (for application to pitched roof systems only)
 - 8. EIFS
 - 9. architectural metal as building accents on buildings over 12,000 square feet
- C. Buildings with less than 12,000 square feet may utilize materials such as aluminum or metal on the exterior of the structure; these materials can be finished so as to eliminate corrosion,

but must be a color that compliments surrounding structures and/or the environment. Buildings constructed with an exterior metal finish as its primary material must include an accent band of a durable material along the ground level. This band must include the aforementioned durable materials contained within guidelines 1-2 of Section 3.5.

- D. Buildings constructed in excess of 12,000 square feet may utilize the requirements set forth in Section 2.5, Subsection (C) only if permitted by the Board of Trustees after receiving a recommendation from the Plan Commission.
- E. Color palettes for new buildings should be compatible with the colors of adjacent structures.

3.6 Building Entrances

Standards and Guidelines:

- A. Primary building entrances should be easily identifiable and relate to human scale
- B. All building entrances shall be well-lit. (See Exterior Site Lighting.)
- C. Consider using building entranceways as a transition from the building to the ground. Incorporate walls, terraces, grading and plant materials to accomplish this transition.

4. LANDSCAPE DESIGN

Goal:

Landscaping for industrial areas must be provided within each building site to:

- 1.) enhance the aesthetics of industrial developments
- 2.) within the Core Area, accommodate pedestrian pathways
- 3.) break up the mass of industrial buildings
- 4.) soften architectural materials
- 5.) enhance the streetscape/parkway environment
- 6.) define building and parking area entrances
- 7.) provide buffers between incompatible land uses or site areas
- 8.) filter drainage and storm water runoff from parking areas and streets.

Plant species that are native to the region or suitable to this climate should be used.

This chapter addresses 4 distinct zones corresponding to the 4 major design influences on each industrial site:

- 1. Perimeter Landscaping Adjacent to Public and Private Roads
- 2. Perimeter Landscaping Adjacent to Abutting Property
- 3. Parking Lot Landscaping
- 4. Individual Building and Loading and Service Area Landscaping

Generally, the highest intensity of materials, including variety, concentration, and interest, is located along a public or private street and the front or entrance to a building, while the rear of a property not abutting a public or private street would be in a less intensive zone.

4.1 Perimeter Landscaping Adjacent to Public and Private Roads

Standards and Guidelines:

- A. The corridors along perimeter arterial streets and internal collectors should provide a visually cohesive open space system. Similar landscape treatments should be used at all entrances and intersections. Plant materials, massing, spacing, and height characteristics should reinforce

the hierarchy of roadways.

- B. Berming shall be incorporated into the streetscape landscape design.
- C. Visually buffer all parking lots adjacent to perimeter roadways with adequate screening within a planting strip between the public right of way and the edge of the parking lot pavement. Whenever practical, incorporate berming with a maximum 4:1 slope within this planting strip.
- D. Sight Lines at Public Street Intersections and within Medians shall provide adequate sight lines as prescribed in Section 156-170(G) of the Village Code.
- E. Integrate the plant design with the entry sign. Plantings shall frame or provide a visual base for the signs.

4.2 Perimeter Landscaping Adjacent to Abutting Property

Standards and Guidelines:

Visual buffers shall be provided between similar land uses to accomplish transitions and to mitigate potential conflicts between dissimilar uses. Those properties adjacent to residential and agricultural zoning districts, and/or open space must include a minimum 25-foot wide buffer; this area must contain an average 8-foot high berm containing trees, hedges and evergreen shrubs along a minimum of 75% of this perimeter area.

4.3 Parking Lot Landscaping

Standards and Guidelines:

Parking lots are necessary features of building sites which, if not designed properly, can visually detract from the overall development character. Parking lots should be designed to blend with each building site's character using landscape plantings and grading, and should not be readily visible from public streets.

4.4 Building Site Landscaping

Standards and Guidelines:

- A. The coordination of landscape design for individual building sites and larger, multi-parcel projects is essential for creating a consistent, high-quality character. A coordinated design unifies the various buildings and strengthens the cohesiveness of the development. Individual landscape treatments for building sites should complement the roadway landscapes, create distinctive settings for buildings, and reinforce the design of the open space systems.
- B. Landscaping shall possess appropriate scale relative to the proposed adjacent structures.
- C. Landscaping shall be utilized at building entrances.
- D. An intermix of shrubs and trees shall be provided to portions of the building visible to the street and public entries. Provide additional landscaping to soften the edge between sidewalks/parking lots and structures.
- E. Berming is generally acceptable within public easements in conjunction with plant material.
 - 1. Berming is not to be used instead of plant material.

4.5 Landscape Standards, Maintenance and Replacement

Standards and Guidelines:

- A. The property owner is responsible for providing, protecting and maintaining all landscaping in a healthy and growing condition.

- B. Property owner shall remove and replace dead or diseased plant materials immediately with the same type, size and quantity of plant material as originally installed.
- C. Landscape materials located in the public right-of-way shall be maintained by the abutting property owner.
- D. In situations where installation of landscaping is deferred to after the issuance of the first Certificate of Occupancy, which may be approved, at the Village's discretion, due to seasonal planting constraints, a performance guarantee for 125% of the value of the work, in a form acceptable to the Village, is required to ensure completion of landscaping.

5. FENCES & WALLS

Goal:

Fences and walls should be decorative and contribute to the visual quality of the project and the overall development. Walls, fences, and landscape materials shall be used to screen service areas, loading areas, and outdoor storage areas from the roads which service the property. When not required for security, screening, or grade transitions, the size of walls and fences should be minimized. When required, however, fencing should be as inconspicuous as possible and walls should be low.

5.1 Wall and Fence Design and Materials

Standards and Guidelines:

- A. Fencing and walls shall be constructed of materials that are compatible with the adjacent building architecture and their appearance softened with landscape materials.
- B. Break up long expanses of fences or walls, with periodic columns, insets, landscape pockets or changes in materials.
- C. Construct walls and fences from durable materials such as stone, brick, or metal with dark finishes (wrought iron or similar), or a combination of these materials.
 - 1. Wood fences should not be utilized for this purpose.
- D. Concrete walls are permitted if faced with masonry or stone, or if the surface is scored or textured.

5.2 Screening Requirements

Standards and Guidelines:

- A. A project must include adequate screening of meters, transformers, air conditioner units and storage service areas.
- B. All authorized outside storage shall be screened using fencing, walls and/or landscape materials.
- C. All utility equipment must be screened, including auxiliary power generators, from view with fencing, walls, and/or landscaping which must be 2 feet higher than the utility equipment.

6. 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.

6.1 Sign Materials

Standards and Guidelines:

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

6.2 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.

6.3 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.

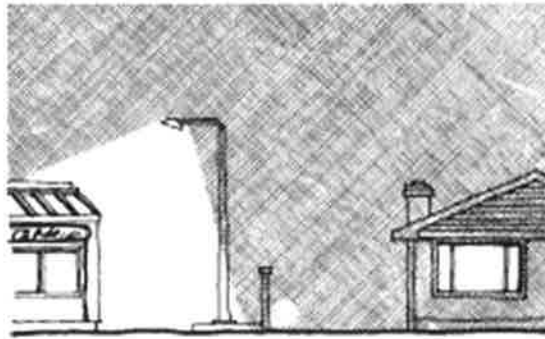
safe pedestrian and vehicle movements, not cause any off-site glare, and be compliant with the Village's requisite code provisions.

- 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 cutoff type luminaires (defined in the Illuminating Engineers Society, RP-33-99 and examples provided within this section) 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.

7.2 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 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.



SELECT AND LOCATE LIGHT FIXTURES TO CONFINE LIGHT SPREAD

7.3 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.

7.4 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.