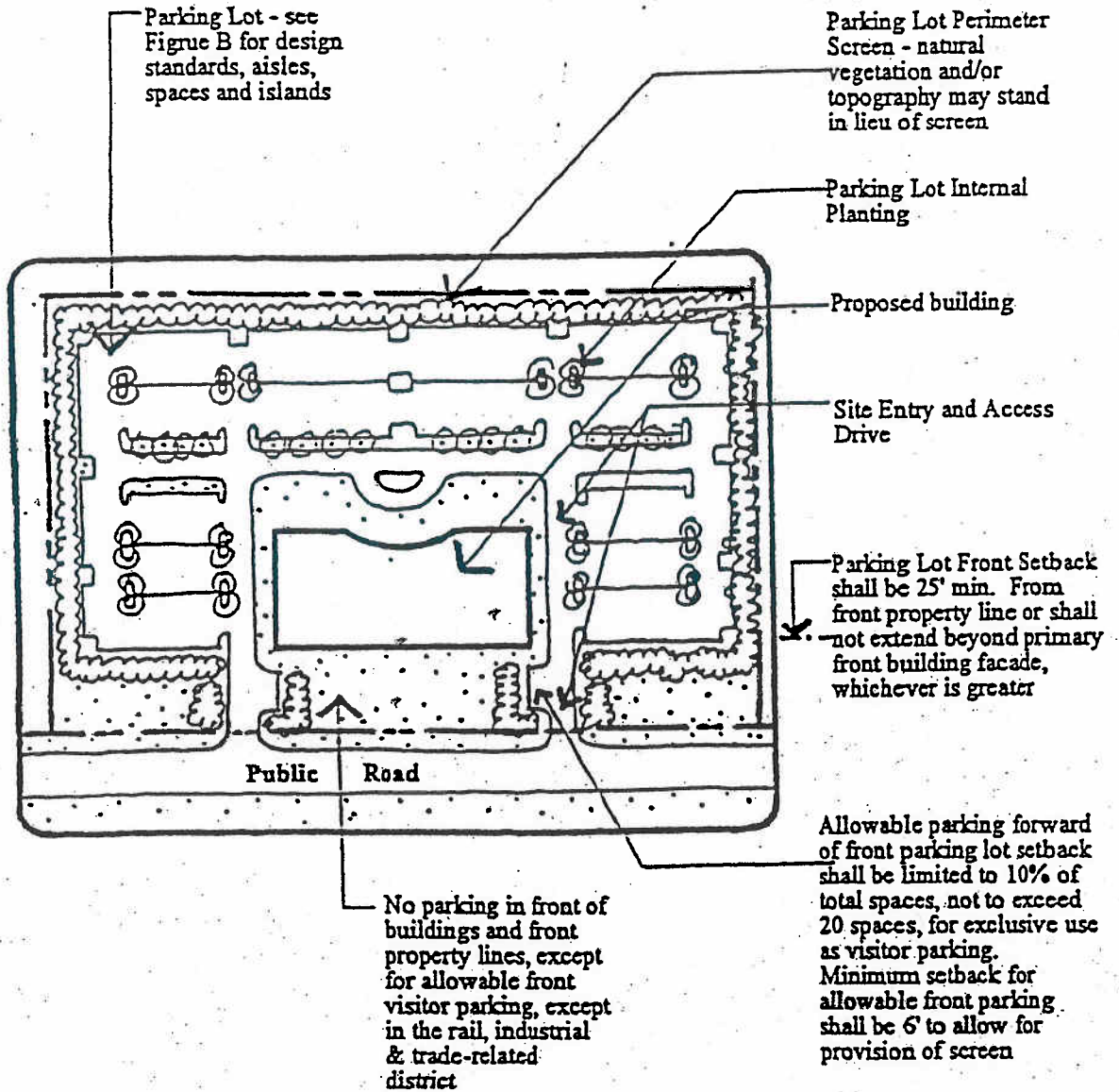


3.08: Appendix B Figures

(1) Figure A: Typical Parking Lot Design Standards.

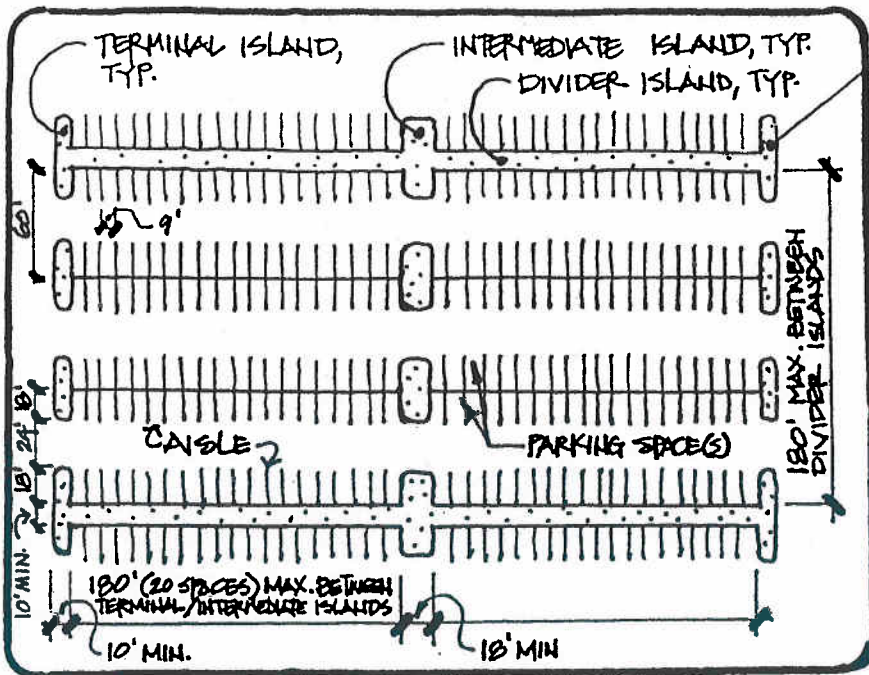


**Note a.** Parking lot & access drive side & rear setbacks shall be as described in the Design Standards

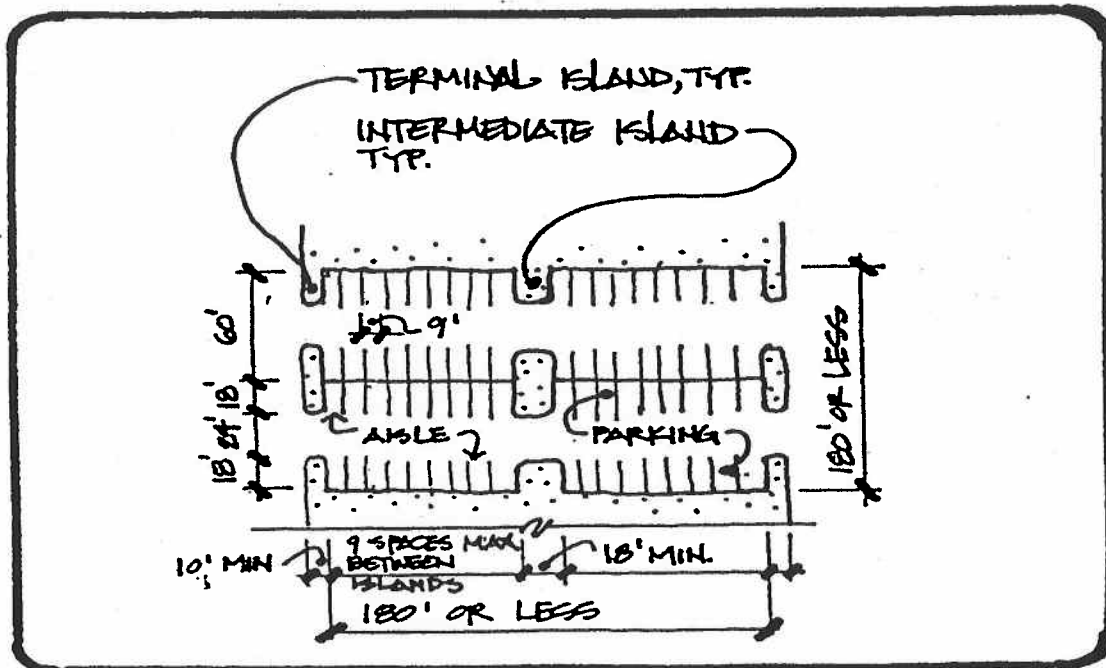
**Note b.** See Design Standards for complete description of parking lot perimeter and internal landscape requirements.

3.08: continued

(2) Figure B: Parking Lot Layout and Design Standards.



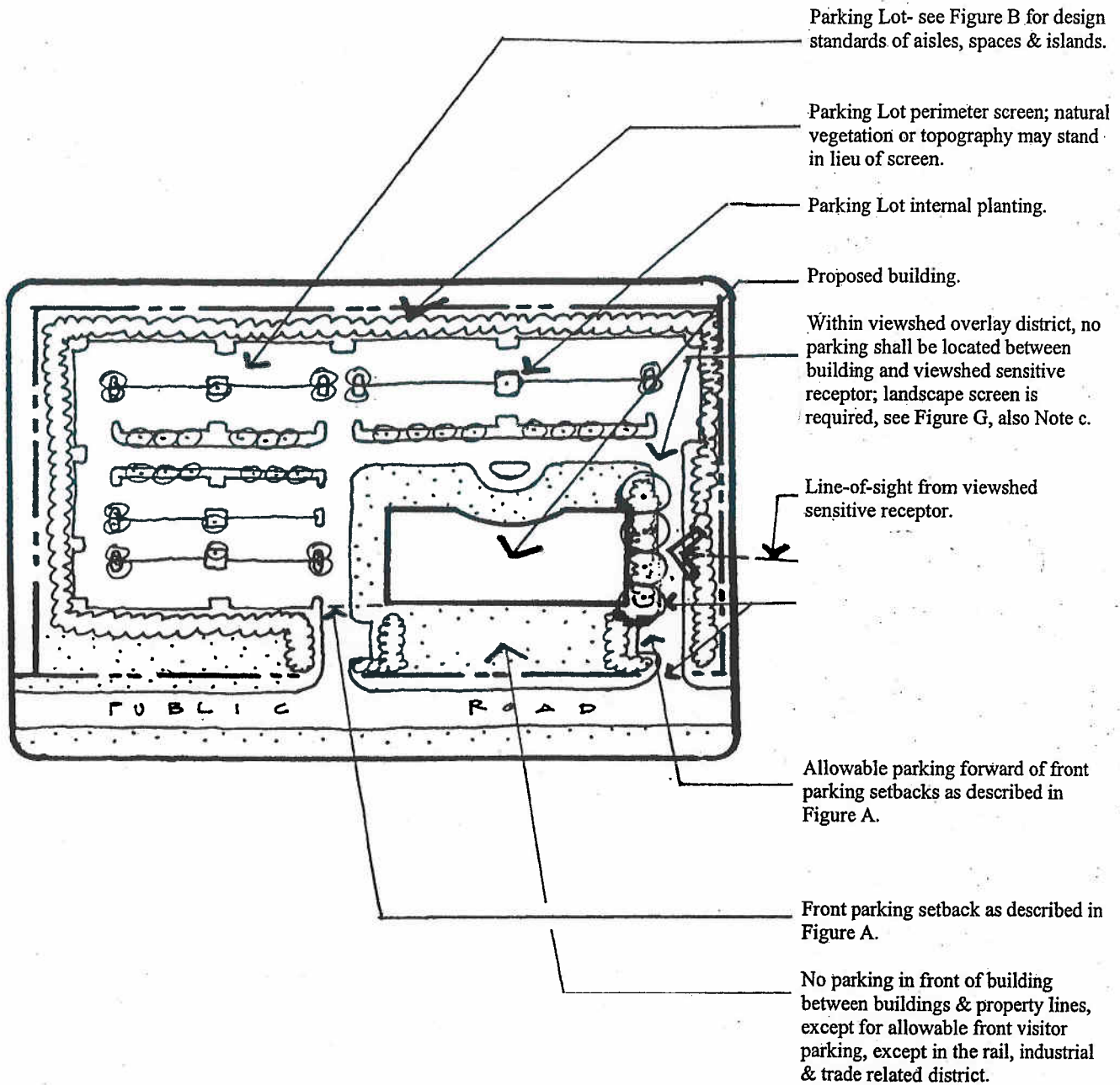
(a) For parking lots greater than 180' in either direction, provide intermediate & divider islands as shown above.



(b) For parking lots 180' or less in length (measured along length of aisle), provide intermediate islands as shown above.

3.08: continued

(3) Figure C: Parking Lot Design Standards Within Viewshed Overlay District.



**Note a.** Parking & access drive side & rear setbacks shall be as described in the Design Standards.

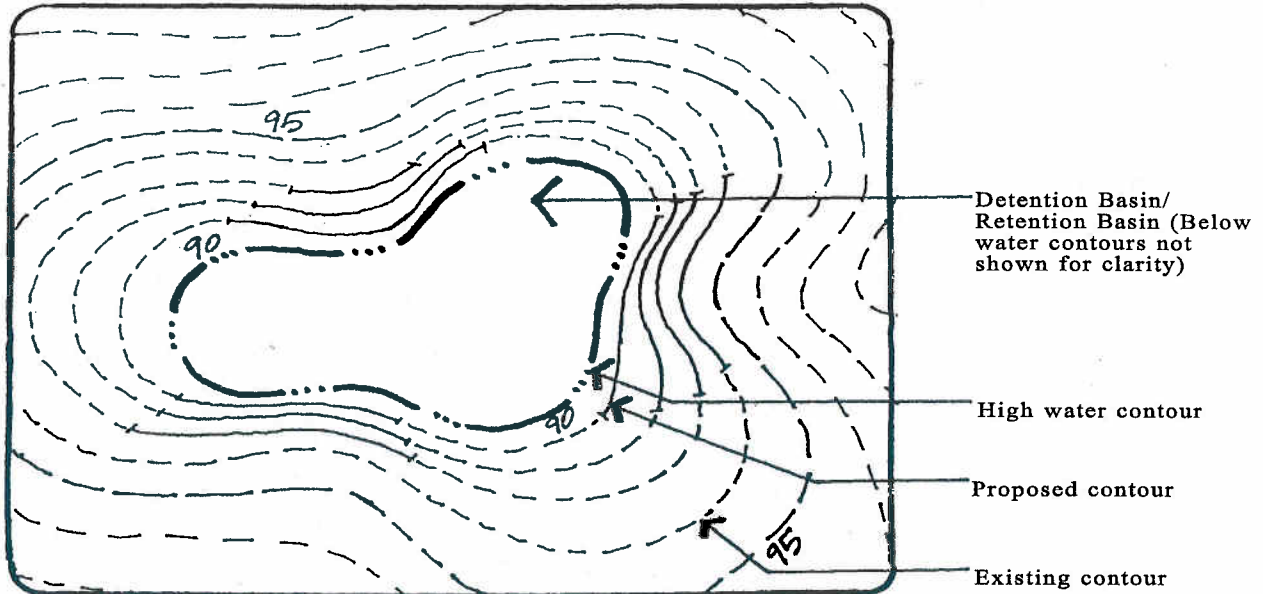
**Note b.** See Design Standards for complete description of parking lot perimeter and internal landscape requirements.

**Note c.** Visitor parking may be allowed between building and viewshed sensitive receptor.

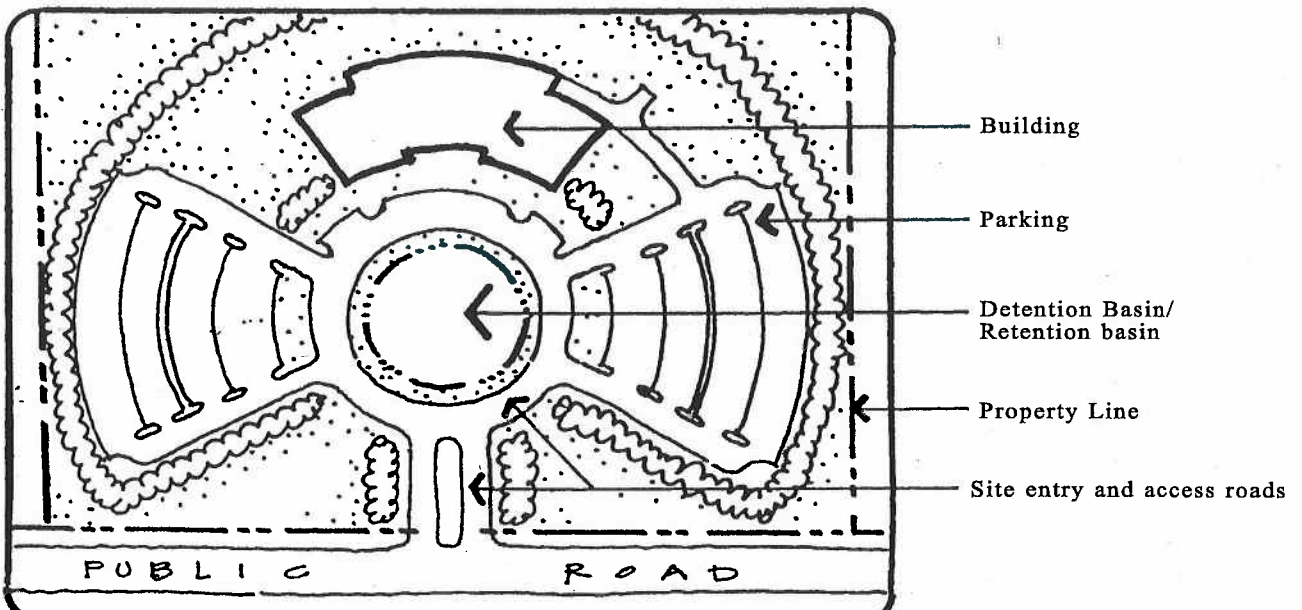
3.08: continued

(4) Figure D: Favorable Detention/Retention Pond Layout.

(a) Informal/naturalistic: basin layout complements natural topography

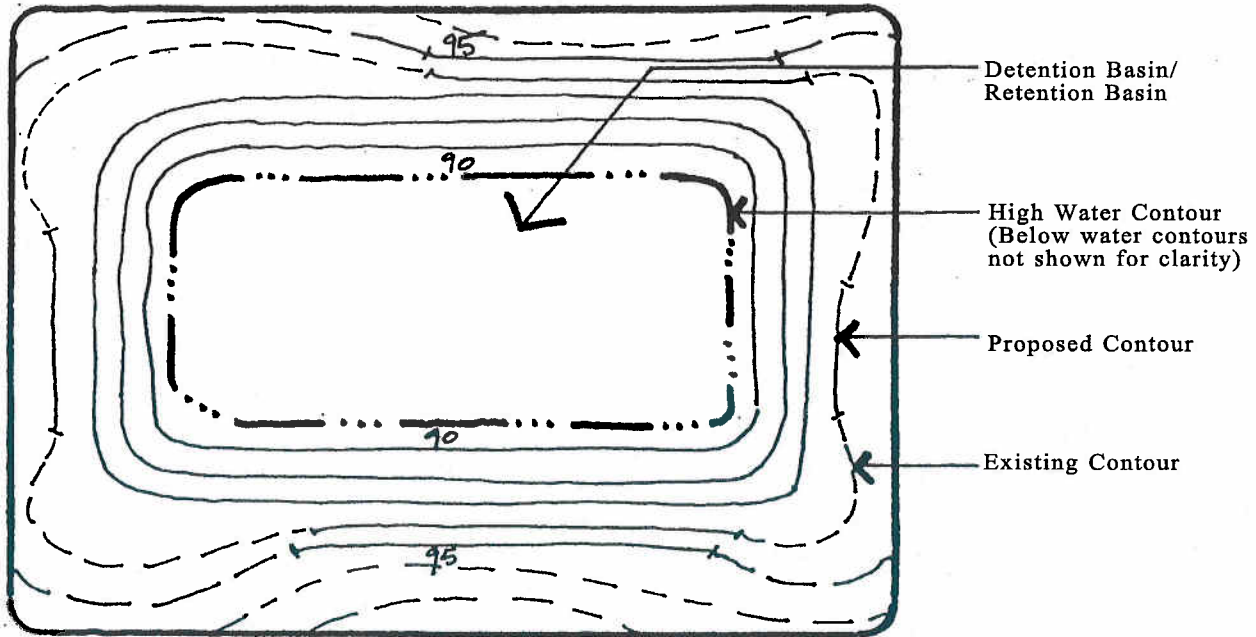


(b) Formal: Basin layout complements overall site design concept



3.08: continued

(5) Figure E: Unfavorable Detention/Retention Pond Layout.

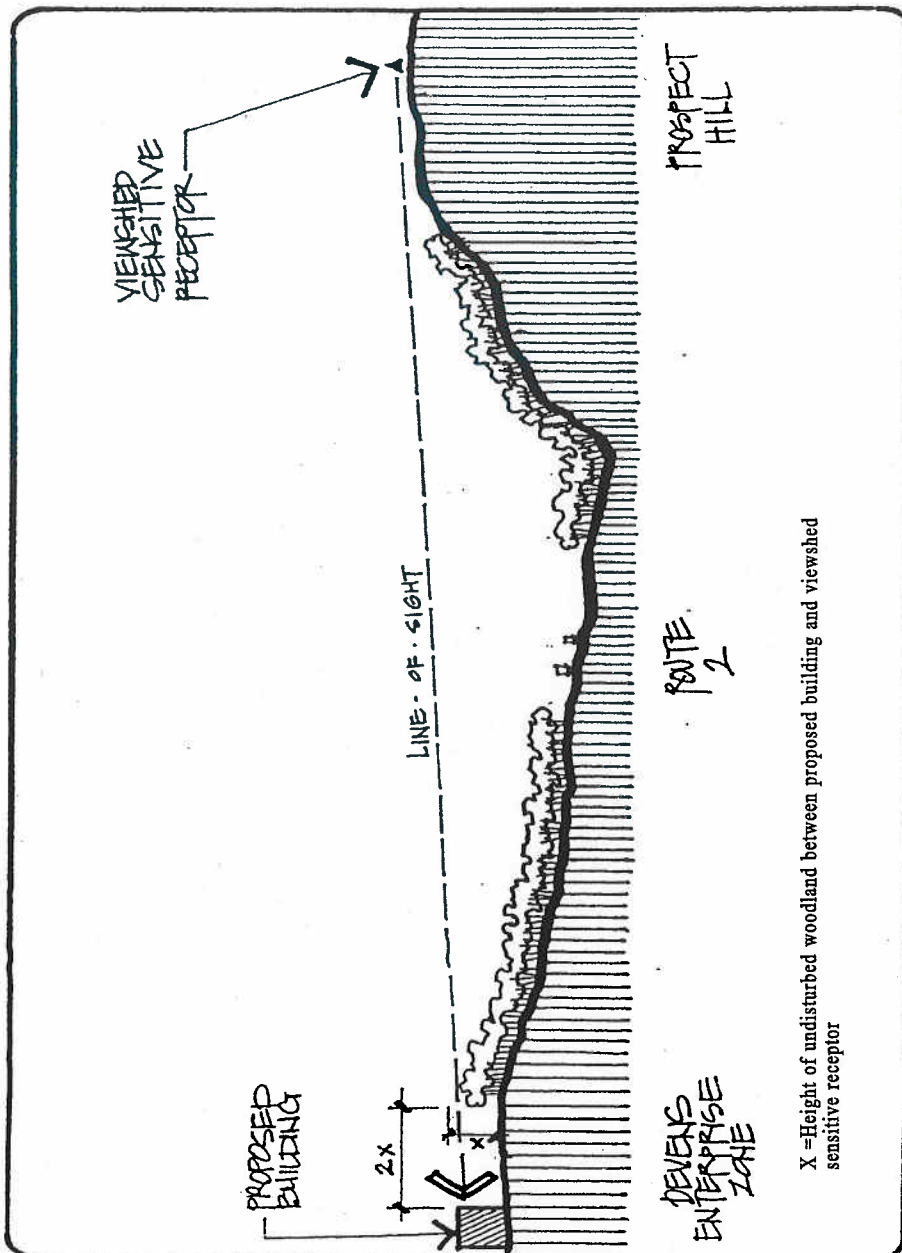


Rigid Geometry of Basin Layout Does Not Complement Natural Topography of Site.

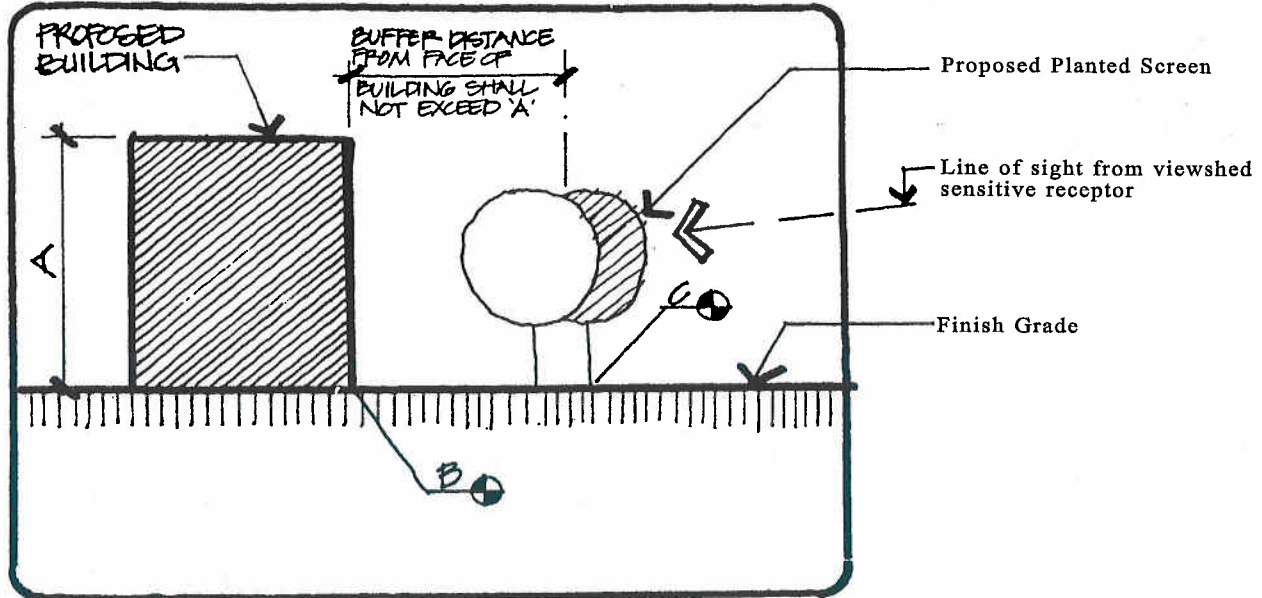
3.08: continued

(6) Figure F: Siting Buildings Within The Viewshed Overlay District. The intent is to utilize existing undeveloped woodland and/or natural topographic features to help visually screen the building from the viewshed sensitive receptor. The following criteria apply:

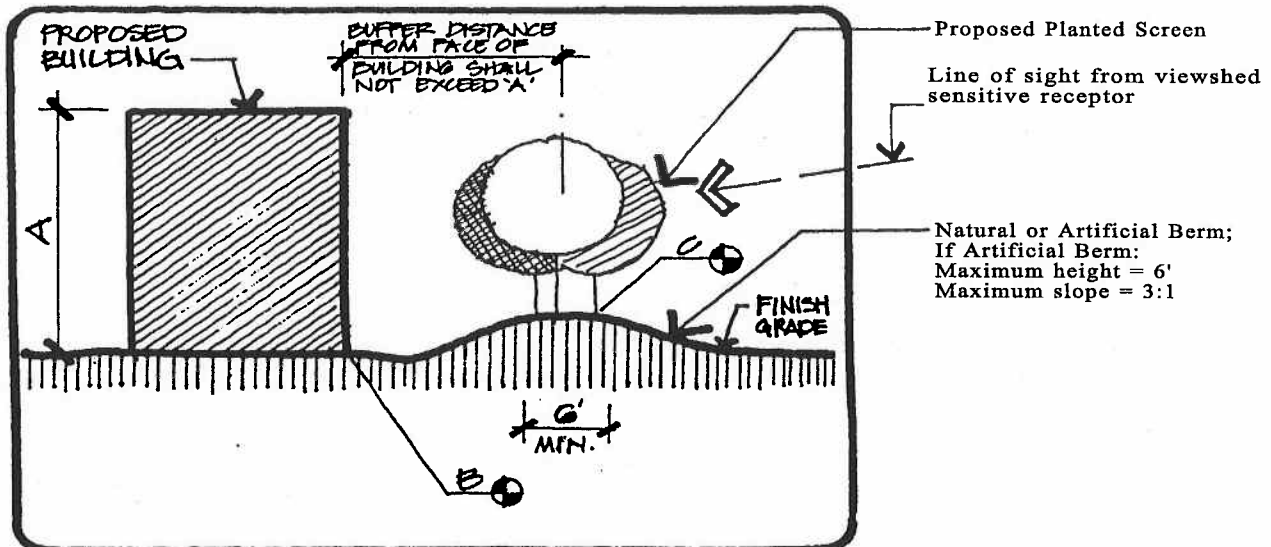
- (a) Where 'X' is equal to or greater than the height of the proposed building, a landscaped visual screen will be required on the side(s) of the building directly facing the sensitive receptor if the building is 2X or greater from the woodland edge. See 974 CMR 3.06(7) Figure G for landscape screen design criteria.
- (b) Where 'X' is less than the height of the proposed building, (or no natural vegetative or topographic screen exists), a landscaped visual screen will be required. See 974 CMR 3.06(7) Figure G.



- 3.08: (7) Figure G: Landscaped Visual Screen Within Viewshed Overlay District.  
 (a) Where elevation is equal to Elevation C, trees shall be Min. 4" cal. with mature heights equal to or greater than A. Screen shall contain 25% of evergreen trees at 10' height min.



- (b) Where elevation B is lower than elevation C, tree caliper may be reduced by 1/2" or evergreen height can be reduced by 2.0 for every 3' of elevation to a min. Size of 3' cal. for deciduous trees, and 6' ht. for evergreen trees. Where elevation B is higher than elevation C, deciduous tree sizes shall be increased by 1/2" and evergreen tree height increased by 2" for every 2' of elevation difference.



**Note a.** A = Height of building. B = Finish grade at face(s) of building directly facing viewshed sensitive receptor. C = Elevation at base of tree where trunk meets finish grade.

**Note b.** The requirements in this figure may be waived by the DEC if sufficient *existing* vegetative or topographic screening can be utilized to the same effect.

**Note c.** Tree buffer shall extend full length of building facing sensitive receptor. Trees shall be spaced 20' on center min. Trees shall be in two staggered rows with 5' min. offset.

