

**APPENDIX B –
FORT STORY INSTALLATION DESIGN GUIDE (EXCERPTS)**

Visual Zones

Introduction

GW PC HA CF TH SS FH OS

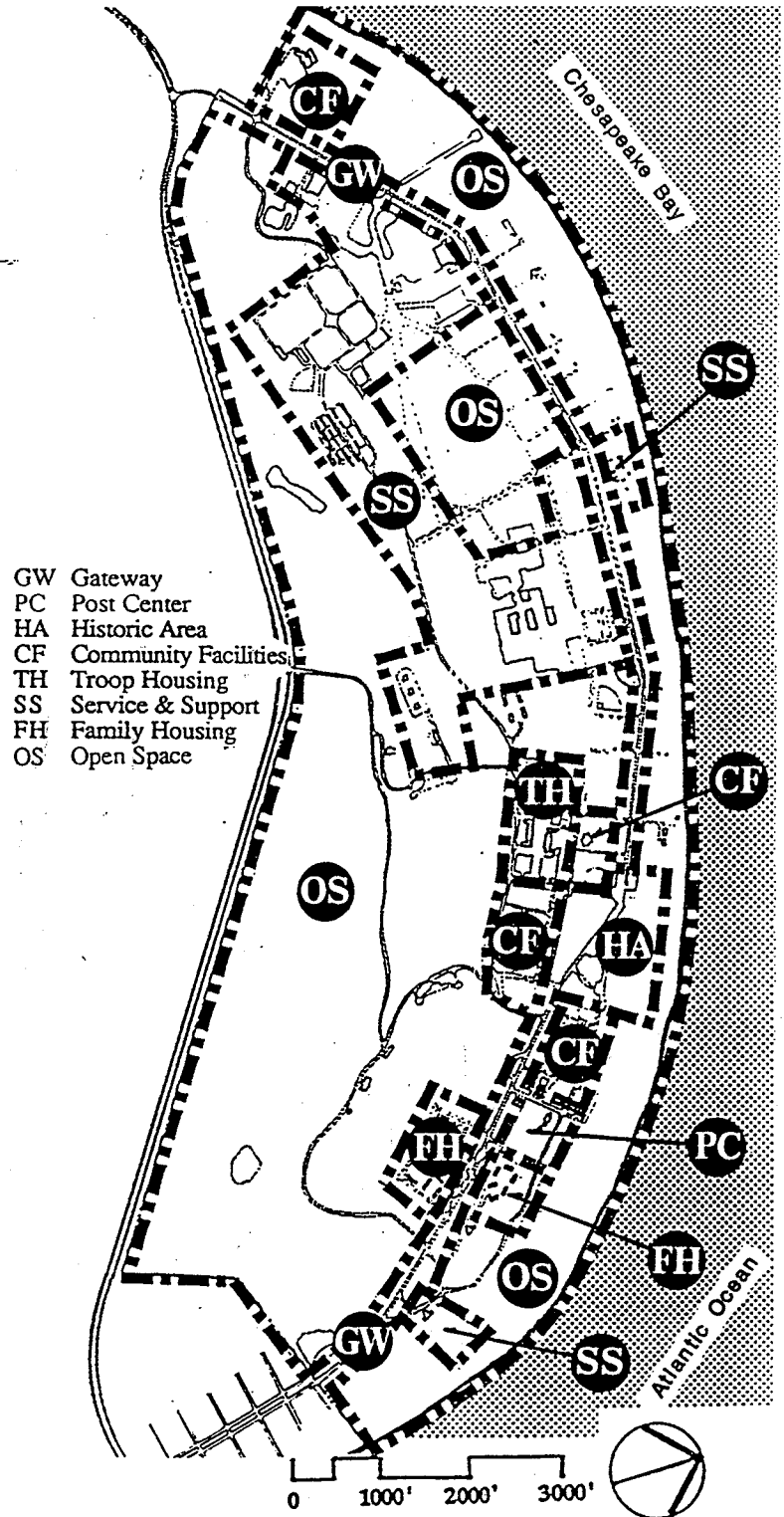
General Definition

Eight discernable visual zones have been identified for the organization of the Fort Story environment. Often a specific type of activity or land use is what distinguishes one zone from another; however, a visual zone encompasses an area larger than one single land use reservation and is defined by the positions of buildings, roadways and landscape elements. As a result, the land-use subdivisions that occur within the Reservation Plan are not perceived as visual entities in reality. In these cases, to achieve a visual sense of orderliness, facility design must be coordinated for the entire visual zone. For this reason the design criteria of the IDG are presented according to their visual zone appropriateness. In the adjacent Visual Zone Map, the eight Visual Zones that encompass Fort Story are graphically defined.

On the following pages are described the character of each visual zone, its assets and its liabilities. In addition, general design goals, objectives and recommendations are outlined for each zone. These goal statements form the basis for the specific design guidelines which follow.

The Design Guidelines and Criteria that follow have been organized based upon broad design disciplines (i.e., 1.Site Planning, 2.Architecture, 3.Landscape, 4.Site Furnishings, 5.Lighting and Utilities, 6.Signage); their appropriateness is referenced for each Visual Zone.

Future development plans may significantly alter the present definition of the Visual Zones. This will relate most directly to the possible realignment of Atlantic Avenue in the Gateway Zone and the possible relocation of the Headquarters Building in the Post Center Zone. When these actions take place the zone boundaries should be modified accordingly.



Visual Zone Map

Open Space Zone

OS

Zone Description

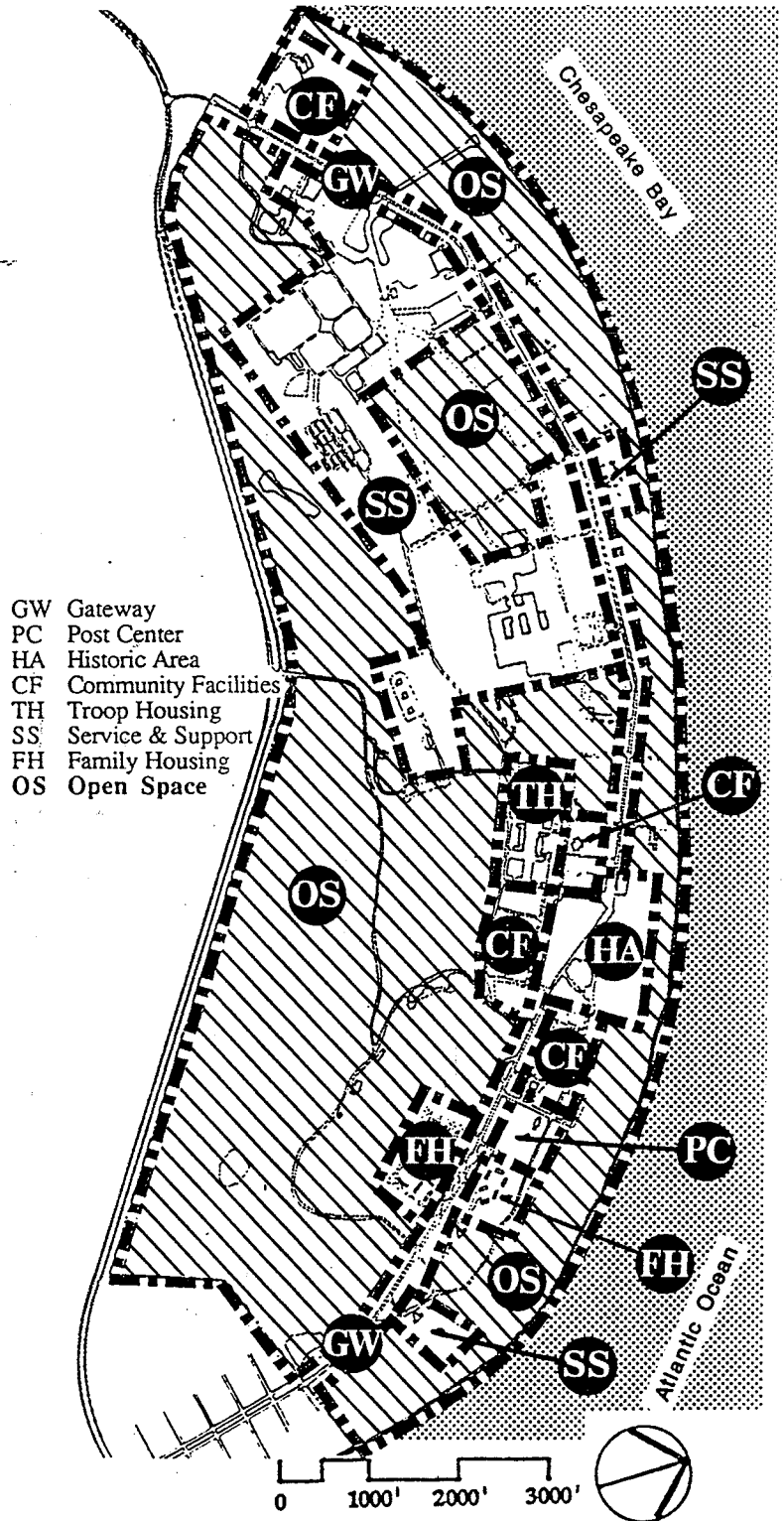
The Open Space Zone within the post ranges from beachfront areas bordered by the ocean and the Chesapeake Bay to woodlands and marsh areas. The variety of topography and landscape features makes Fort Story an ideal location for specialized vehicular training activities, such as the use of LACV-30's. In addition, sand dune formations allow this type of training to take place in relatively secluded areas, with the dunes creating a visual barrier between developed zones and the training areas.

Though the main activity is troop training in these open natural areas, the three ponds, the woodland and marsh setting, and the beachfront do offer recreational amenities that can be enjoyed in selected designated areas.

The assets and liabilities of this zone are:

Assets:

1. The beachfront area provides ocean and bay setting for training purposes. High security of the beachfront is provided by visual buffers created by sand dunes. Scenic ocean views are major assets.
2. Open natural areas on post, including open fields, marsh areas, and woodlands, provide a scenic, park-like setting around developed areas.
3. The variety of topography is ideal for the separation of incompatible land uses and for visual buffering of high-security training areas.
4. The woodlands provide an effective visual buffer between the post and adjacent U.S. Route 60.



2. Architecture

2.2.4

Design Character: Single Story Brick Theme

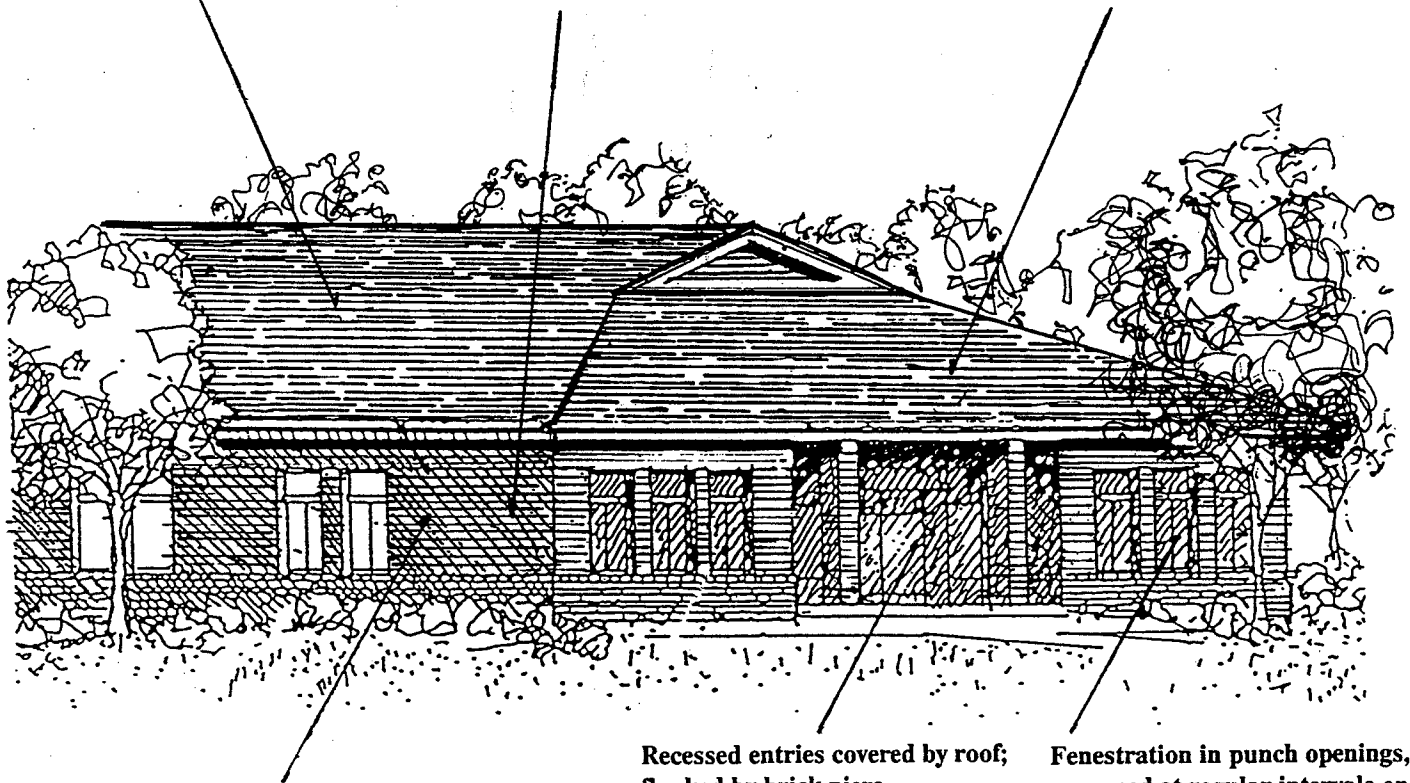
GW PC CF TH

To be used for all single story facilities in the referenced visual zones. This criteria is especially appropriate for classroom, training, administration, and community service buildings.

Hipped roof sloped 3:12 with gabled vents.

Brick masonry walls in running bond, standard size, tan color.

Asphalt fiberglass shingles. See DC 2.6 for color specification.



Brick banding using soldier courses for accent at cornice and sill heights.

Recessed entries covered by roof; flanked by brick piers.

Fenestration in punch openings, arranged at regular intervals or formal groupings.

AR

LA

CE

ME

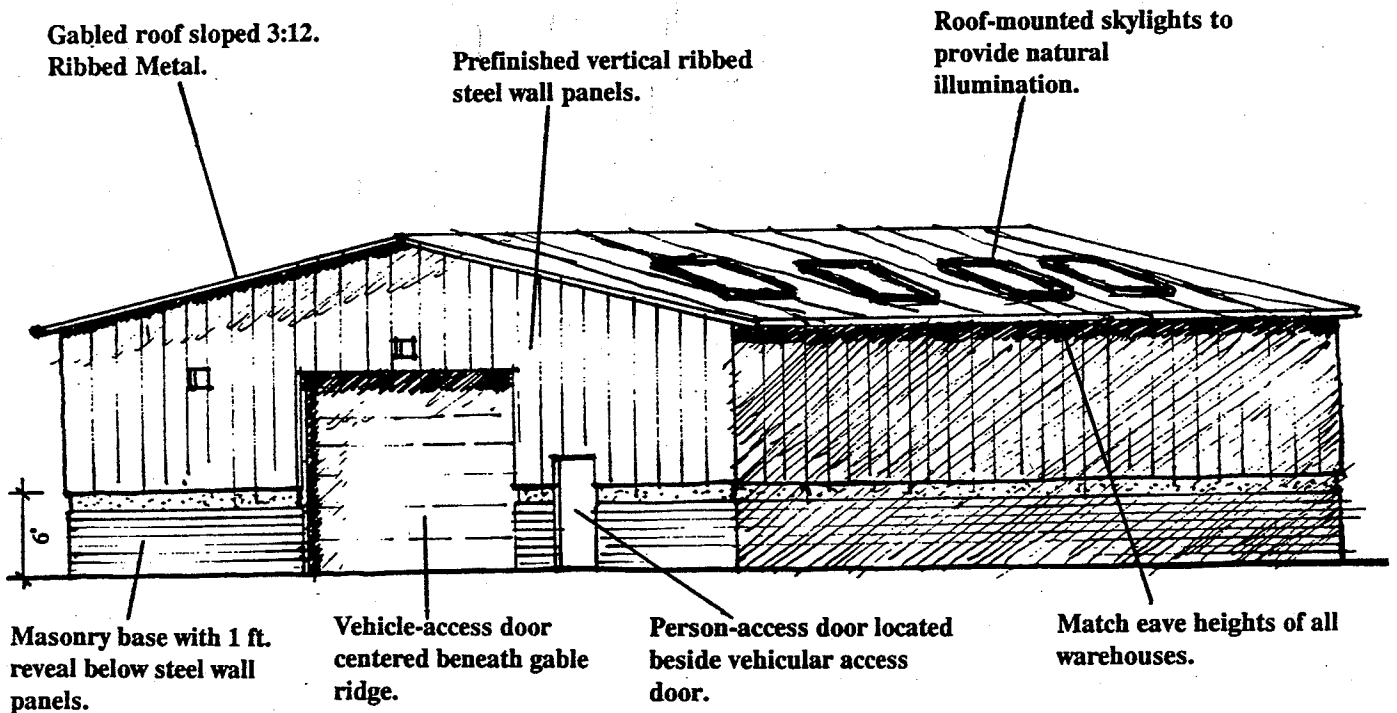
EE

MT

Design Character
Warehouses

SS

The current master plan calls for a grid of six new warehouses to be developed in the engineering & maintenance area. A strong geometric arrangement and uniform design of these buildings will give this area a neat and orderly appearance. The following criteria are intended to reinforce and enhance this image.



AR

LA

CE

ME

EE

MT

2. Architecture

2.6.1

Materials and Colors: All Brick Theme

GW PC CF TH

	Materials	Colors
Walls	Red brick, common size, running bond or common bond with soldier or rowlock courses for accent and trim at eaves, window head and sill heights.	Match brick and mortar color of Bldg. #860 throughout the installation.
Cornices/trim	<p>Prefinished aluminum trim for eaves, soffits, gutters, downspouts, etc.</p> <p>Cornice or frieze effect can be created by a double soldier course of brick at the eave line.</p>	Aluminum color to match Dark Bronze #46, CS/Kynar 500, as manufactured by Construction Specialties, Inc. Cranford, NJ (201) 272-5200.
Doors & Windows	<p>Prefinished steel or aluminum entry doors. Full glazing is recommended for entry doors.</p> <p>Prefinished extruded aluminum or aluminum-clad window sash.</p>	Aluminum finish to match #312 <i>Medium Bronze anodized</i> . Accent colors for entry doors may be used; match <i>Redwood</i> or <i>Dark Ivy</i> as manufactured by or equal to Kawneer, Norcross, GA (404) 449-5555.
Roof	Asphalt/fiberglass blend shingles in standard width and length.	Match <i>Weathered Wood</i> blend as manufactured by GAF, Wayne, NJ (201) 356-3000.
Glazing	Insulated glass for windows, doors, clerestories, transoms and skylights.	Color of glass to be clear or tinted neutral gray. Glass color samples are to be reviewed with other building materials including brick masonry to insure coordination. No <u>mirror</u> glass, bronze reflective glass, or green glass is to be used.

Materials and Colors: Engineering and Industrial Buildings

SS

	Materials	Colors
Walls	New buildings, renovations and additions are to continue the theme of metal and masonry buildings. Metal panel walls with a masonry wainscoting or base are recommended. Metal panels should be of the vertical rib type, with ribs spaced 12 to 24 inches apart (such as Inryco's IW-21A wall panel, Inryco, Deerfield, IL (414) 383-4030, or match bldg. no. 1108.	Metal panel profile shape and color to match buildings #1108/1107.
Doors and Windows	Materials as required for durability, etc. Entry doors are to be prefinished steel or aluminum. Full or partial glazing is recommended. Large areas of translucent clerestory lights may be designed as part of the wall system, such as Kalwall.	Entry door colors to match Inryco #332 <i>Sandstone Beige</i> or #251 <i>Antique Grey</i> . These colors are to be reviewed and coordinated with the wall panel color. Large overhead doors to match wall color scheme (above) or carefully review and select accent color.
Roof	Prefinished metal, interlocking standing seam, compatible with wall panel system.	Match <i>Snowdrift White</i> as manufactured by Inryco, Milwaukee, WI (715) 475-4400.