SPECIAL CALLED MEETING OF THE MAYOR AND BOARD OF ALDERMEN OF THE CITY OF GLUCKSTADT, MISSISSIPPI

Thursday, April 23, 2026 at 6:00 PM

Agenda

This notice and agenda of the Special Called Meeting of the Mayor and Board of Aldermen is hereby given by the undersigned. Said meeting shall be held on Thursday, April 23, 2026, at 6:00 PM in the Board Room at City Hall, located at 343 Distribution Drive, Gluckstadt, MS 39110.

The business to be brought before the meeting shall be limited to the following:

1. **Call Meeting to Order and Roll Call**
2. **Opening Prayer and Pledge of Allegiance**
3. **New Business**
   - A) Review of City Architectural Standards
   - B) Review of Architectural District Map (Relation to Zoning Map)
4. **Old Business**
   - A) Discussion and Consideration to Rescind April 14, 2026 Board Vote, Arrington Homeowners Association Request for Additional Funds from the City for Arrington Dam Repair (Alderwoman Campbell)
5. **Public Comment**
6. **Closed Session to Determine Need for Executive Session**
7. **Adjourn**

Alderwoman Bates _____

Alderwoman Campbell _____

Alderman Powell _____

Alderman Taylor _____

Alderman Williams_____

ATTEST: DATE:

_____ _____

LINDSAY D. KELLUM
CITY CLERK

WALTER C MORRISON, IV
MAYOR

[Seal]

Architectural Design Regulations and Guidelines

DRAFT SAMPLE OF STANDARDS

FOR REVIEW PURPOSES

April 3, 2026

I. General Provisions

A. Purpose

The purpose of these regulations and guidelines is to make certain the exterior appearance of all new construction, renovations, and building additions are high quality, long-lasting, sustainable, and consistent with the desired architectural theme and character of various areas within the City of Gluckstadt (hereinafter "City"). Further, these regulations and guidelines are intended to ensure that building arrangement, building mass, landscaping, buffers, pedestrian ways, parking and access areas, and other elements of the site design reasonably satisfy the standards of these regulations and guidelines and are designed to appropriately relate to each other and to adjacent properties.

These regulations and guidelines are intended to enhance the visual aspect and livability of the entire city. These standards will foster architectural diversity and interest, yet achieve and maintain a consistent, durable, and pleasing aesthetic and visual quality.

These regulations are intended to accomplish the following:

1. To produce high quality design for newly constructed and remodeled buildings and developments within Gluckstadt.
2. To architecturally reflect the City's German heritage.
3. To reduce the conflict created by adjoining incompatible land uses (i.e. residential adjacent to nonresidential).
4. To integrate the built and natural environment through the use of landscaping and design.
5. To create aesthetically pleasing, human scale pedestrian oriented development.
6. To create an impression of prosperity and protect and enhance property values throughout the City.
7. To divide the City into architectural and design districts to reflect the differing character and attendant requirements.
8. To protect and enhance property values within the City.

B. Scope

These regulations are intended to prescribe architectural and design guidelines defining the character and general composition for new and remodeled buildings within select areas of the City of Gluckstadt, Mississippi. Further, these regulations provide guidance for certain elements of new development beyond the appearance of buildings and habitable structures. The City shall be divided into the following design districts as described below and depicted on the map included in Appendix A:

1. **Village Design District.** The Village Design District areas are expected to develop as a traditional town center to serve as a place for social gatherings, entertainment opportunities, and to cultivate a sense of place for the City. This area is expected to have a mixed-use development pattern with substantial architectural and design features creating a unique, attractive and desirable place to live, work, shop, or seek services or entertainment. The resulting built environment will be at a pedestrian scale and encourage walkability. It is therefore important that significant, and reasonable, standards be imposed upon both buildings and site elements within these areas and that the resulting architecture reflect the community's German heritage.

2. **Neighborhood Commercial Design District.** The Neighborhood Commercial Design District areas consist of retail commercial establishments that are smaller in scale compared to the highway commercial areas and offer goods or services primarily consumed by nearby residents and to a limited degree the traveling public. Because of the proximity of this design district to existing or anticipated residential development, it is imperative that the resulting built environment be in harmony therewith in both scale and design.

3. **Highway Commercial Design District.** These areas consist of highly visible retail commercial corridors which rely on the high traffic volumes throughout the City for a significant portion of the customer base. Retailers in this district offer consumer items of wide appeal to the general population and therefore experience high shopping volume and traffic. Because of the impressionable nature of these areas upon shoppers, it is desirable that the design and appearance of the built environment be pleasing to the eye and cohesive with other design districts within the City.

4. **Service Commercial Design District.** These areas consist of a predominance of retail and service commercial establishments occupying larger lots and having a prevalence of outdoor storage or display of items for sale or rent. Service commercial areas generally experience higher volume of heavy truck traffic and generally offer products or services that are utilitarian in nature, appealing to tradesmen and the like, and sought by a more limited segment of the population. As such, these areas are less impressionable compared to other commercial areas and thus are held to a somewhat lesser standard.

5. **Industrial Design District.** Industrial Design District consists of manufacturing, processing, storage, warehousing, distribution and uses that generate substantial truck traffic. Structures in this district can be substantially larger volumetrically compared to any other district within the city and likewise the building sites are spacious. Although the general population does not regularly conduct business in industrial areas, such areas are located along the primary corridors of the city and therefore it is desirable that the buildings and site design cast a positive impression upon the traveling public.

6. **Undefined Districts**. Any nonresidential development falling outside any of the designated design districts, either by virtue of changes in zoning, municipal expansion, or unanticipated development, shall become subject to one of the design districts as determined by the Planning and Zoning Director. Should the Planning and Zoning Director be unable to determine which design district is best suited for the proposed development, then he shall present the question to the Architectural Review Committee for determination.

C. Exemptions

There shall be exempted from these regulations and guidelines any of the following:

1. Any structure or development lying outside of any designated design districts, unless a finding pursuant to Section I(B)(6) has been made to the contrary.
2. Any single-family residential dwelling(s) and related accessory structures even if located within a designated design district. A single-family residential structure which is to be converted to a nonresidential use shall be subject to these regulations and guidelines.
3. Any accessory buildings or structures of a property owners association within a single-family residential neighborhood. Such buildings include pool houses, community centers, recreational structures, and the like.
4. Any publicly owned building or facility. Although exempt, the City of Gluckstadt encourages public projects to comply with the intent of these regulations and guidelines.
5. Temporary structures.
6. Exterior maintenance of a building wherein such maintenance does not, in the opinion of the Planning and Zoning Director, substantially change the exterior appearance of the building, including the color or materials. Exterior maintenance as contemplated includes both the repair and replacement of materials as needed.

D. Freedom of Design

These regulations and guidelines are intended to communicate the expectations of the City with regard to the physical appearance of newly constructed or renovated buildings. To that end, the City recognizes the impractically of regulating the precise design of each building. Through the design review process, the City affords applicants a degree of freedom in design provided, however, that the purpose and intent of these standards are substantially fulfilled.

E. Architectural Review Process

TO DO - Will incorporate the current process by reference or by including specific language. Since this doc seeks substantial compliance, determine whether verbiage needs adjusting.

F. Rules for Words and Phrases

For the purpose of these regulations and guidelines, words used in the present tense include the future tense; words in the singular number include the plural number, and words in the plural number include the singular number; the word "shall" is mandatory and not directory; the word "may" is permissive; the word "used" includes "designed" and "intended or arranged to be used or occupied"; and the word "person" includes a firm, association, organization, partnership, trust, foundation, company or corporation as well as an individual.

G. Definitions

The following words and phrases shall have the meaning as prescribed below. Words which are not specifically defined shall be interpreted according to their common, everyday usage or standard industry definition if a technical term.

1. **Alley**: A minor way used primarily for vehicular service or access to the rear or side of properties for which the principal frontage is on another street.
2. **Arcade**: A walkway, usually along the frontage of a building, covered over by a series of arches or vaults supported by columns.
3. **Berm**: A linear mound of earth elevated above adjacent grade designed to shield and buffer uses like parking areas.
4. **Building Articulation**: Variation in the depth of the building plane, roof line, or height of a structure that breaks up plain, monotonous areas and creates patterns of light and shadow.
5. **Canopy**: A roof-like structure which is not enclosed by walls on all sides and may or may not project from a building.
6. **Civic Building**: A structure used for community purposes, such as churches, community/recreation centers, service organizations, and libraries.
7. **Clerestory:** An arrangement of windows extending from ground or near ground level to the roof level.
8. **Coping**: The capping or covering of the top edge of a wall, usually for protection from weather elements but also for decorative purposes.
9. **Colonnade**: A row of columns supporting an overhead structure and may protrude from the primary frontage of the building. A colonnade may be recessed such that it does not protrude beyond the primary building frontage.
10. **Compliant Building**: A building which possesses the architectural and design characteristics sought by these regulations and guidelines.
11. **Courtyard**: An open area, usually flat, outside a building and is framed and somewhat enclosed by walls.
12. **Double Hung Door**: An entryway consisting of two doors hung in the same frame and operating together to provide wide access to a space.
13. **Drive**: A roadway, whether public or private, which provides direct access to properties or provides for internal circulation within a property or development site. Drives may be most commonly utilized to access parking area or providing internal circulation within parking lots.
14. **Dwelling**: A building, or portion thereof, which is designed for human habitation.
15. **Façade**: An exterior side or face of a building, usually the front (face).
16. **Fenestration**: The arrangement of windows and doors across the façade of a building.
17. **Finish Material**: Refers to the material applied as the final permanent layer of the exterior of a building or structure. Examples of finish material include brick, stone, stucco, metal sheeting, roofing materials, wood planks or panels, cementitious planks or siding, and other similar durable materials.
18. **Front Yard**: The area of land between the front wall of a building and the street right-of-way.
19. **Frontage**: Property on one side of a street measured along the line of the street, or in the case of a corner lot or "through lot," the property on each street measured along the lines of both streets.
20. **Glazing**: Refers to glass sections in a building façade.
21. **Human Scale**: The proportions of a building's components (steps, doorways, railings, work surfaces, seating, shelves, fixtures, ceiling height, etc.) in relation to the human body. Human Scale also applies in the same fashion to site design elements such as street widths, building setbacks, walking distances, sidewalk widths, etc. See also Pedestrian Scale.
22. **Jack Arch**: A flat or straight arch placed across an opening to support the structure above it.
23. **Landscaping*:*** Any improvement or vegetation including, but not limited to: shrubbery, trees, plantings, walls, courtyards, fences, planters, gates, street furniture, exterior lighting, and site improvements, including but not limited to, subsurface alterations, site re-grading, fill deposition, and paving.

24. **Loggia**: The room or recess created along the facade of a building where the colonnade and roof create a covered porch or walkway.
25. **Lot, Corner**: A lot or parcel of land which is adjacent to intersecting streets, where said lot or parcel has frontage on each street.
26. **Lot, Through:** A lot or parcel of land, other than a corner lot, which has frontage upon two non-intersecting streets. A through lot is also known as a double frontage lot.
27. **Motif**: A decorative design or pattern.
28. **Nonconformities**: Any building, structure or parts thereof existing prior to the enactment of this Ordinance, which subsequent to the enactment of this Ordinance or amendment thereto, does not conform or comply with any requirements of these regulations.
29. **Overhang**: A major portion of a structure, such as an entire floor, that extends beyond or overhangs the floor below. Overhangs serve both functional and aesthetic purposes, providing shade, protection from the elements, and visual interest.
30. **Parapet**: That portion of an exterior wall extended above the level of a roof to provide screening of the roof or roof mounted equipment.
31. **Parking Space:** A space available for the parking of one motor vehicle conforming to the typical parking lot standards as prescribed by the zoning regulations for the City of Gluckstadt.
32. **Patio**: A paved, often unroofed, outdoor area adjoining a building, typically used for dining, lounging, or recreation. Usually constructed at ground level.
33. **Pedestrian Pass-Through**: A dedicated walkway formed into a row of buildings to provide convenient public access for foot traffic to pass from the building frontage to the rear of buildings. The passageway may or may not be open to the air.
34. **Pedestrianism**: The practice of walking or encouraging the use of space by pedestrians.
35. **Pedestrian Scale**: Architectural and building sites which are dimensioned and arranged in proportion to the scale of the human body, human perceptions, and walking speed, rather than that of automobiles. See also Human Scale.
36. **Pediment**: A triangular space created by a front facing gable roof.
37. **Pilaster**: A rectangular column which projects or protrudes from a wall.
38. **Projection**: A component or feature of a building, such as a bay window, which extends beyond the main wall plane.
39. **Punched Opening**: A single window or door opening framed into a building's exterior wall, resembling a hole "punched" into the structure. This is in contrast to multiple windows adjoining each other to form a ribbon of glass in the building wall. Punched openings provide a sturdier appearance.
40. **Rear Yard**: The open space on a lot extending across the full width of the property, located between the rear wall of the main building and the rear property line.
41. **Recessed Colonnade**: See Colonnade.
42. **Screening**: The method by which a view of one site from another adjacent site is shielded, concealed, or hidden.
43. **Service Kiosk**: A standalone, interactive terminal that enables users to independently communicate or perform tasks as part of a drive through service.
44. **Service Window**: An opening in a wall fitted with a window, drawer, speaker, viewable screen or other features for conducting business transactions at a drive through facility.
45. **Side Yard**: The area of land located on either side of a building, positioned between the side property line and the structure, spanning from the front yard to the rear yard.
46. **Street Corridor**: A designated strip of land comprising a street or roadway and its immediately adjacent surroundings which fall into a pedestrian's field of view, acting as a linear connector for vehicles, pedestrians, cyclists, and transit.
47. **Street Right-of-Way Line**: The legal property boundary line delineating the street right-of-way and the abutting property.
48. **Street Side Yard**: The side yard on a corner lot that runs parallel to a public street rather than facing an adjoining property. It extends from the front yard to the rear yard, adjacent to the public right-of-way.

49. **Trabeated (arch)**: A simple construction method using a lintel, header, or architrave as the horizontal member supported at its ends by two vertical columns, pillars, or posts.

50. **Tudor Arch**: An arch having a slightly pointed center and a low elliptical shape and being wider than tall by more than a factor of 2.

H. Use of Illustrations

These regulations and guidelines utilize representative illustrations in the form of photographs, drawings, or images to aid in conveying the meaning of regulatory language. Some images may include multiple buildings or varying conditions and it shall not be inferred that all aspects of the image appropriately or inappropriately represent the requirements of these regulations and guidelines.

II. Design Standards

A. Standards Applicable to All Design Districts

1. Dumpsters and Waste Disposal Containers

i. All dumpsters and waste disposal containers shall be screened from sight by an enclosure at least six inches taller than the tallest point on the dumpster or container(s). In no case shall said enclosure exceed eight feet in height or have fewer than three sides.

ii. The enclosure shall be constructed of an opaque material similar to and permissible to that of the principal building. Additionally, the design of the enclosure shall be complimentary to the building it serves.

iii. Chain link fencing shall not be utilized for dumpster and waste disposal enclosures.

iv. Enclosures shall be fitted with a gate(s) in order to fully screen the dumpsters and waste disposal containers from view. The design and construction of the gate(s) shall be complimentary to the enclosure.

v. Enclosures shall be of sufficient size to accommodate dumpsters and waste disposal containers together with any anticipated overflow of waste material or equipment utilized in the day to day operations of the building served. The accumulation of waste, discarded items or equipment outside the enclosure shall be prohibited.

vi. Dumpster and waste container enclosures shall be in the rear yard behind the building they serve. For a corner or through lot condition, enclosures shall be at a location on the lot which provides the highest degree of screening from the streets.

Above: A dumpster enclosure fails to sufficiently screen the dumpster. Photo source: https://www.illinoisfencing.com/dumpster-enclosures
Below: A dumpster enclosure has become overrun with waste and debris from retail operations.
Neither the photo above nor below are acceptable within the City of Gluckstadt.

Above: A dumpster enclosure completely conceals its contents and is architecturally complimentary to the site. Photo source: https://choiceenclosures.com/article/modular-dumpster-enclosures/
Below: A dumpster enclosure constructed of the same materials as its parent building.
Both photos represent acceptable conditions.

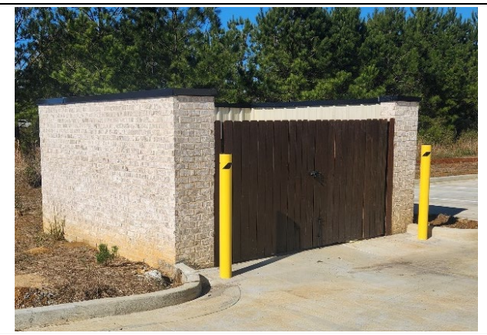

Figure 1. Examples of acceptable and unacceptable dumpster enclosures.

2. Mechanical and Utility Equipment Screening
   i. For the purposes of this section mechanical and utility equipment shall include any heating, ventilation and air conditioning equipment, gas meters, electrical transformers, meters, valves, access ladders, and similar components, and any other equipment which may be stored temporarily or permanently outside the building, such as carts, racks, janitorial items, storage containers, and the like.
   ii. Mechanical and utility equipment shall be located in an inconspicuous area relative to the building served and shall be screened from public view.
   iii. Ground mounted mechanical and utility equipment shall be screened from public view by an opaque wall or fence of similar material and design as that of the principal building. Landscaping may be utilized for screening purposes provided the species and density of plantings will satisfy the intent of this section.
   iv. All sides (360 degrees) of roof mounted mechanical and utility equipment shall be screened from public view. Screening shall be accomplished with material which is harmonious with the design of the supporting building. Roof parapets are a preferred method of screening.
   v. Any mechanical and utility equipment for which screening is impractical shall be incorporated into the design and color scheme of the building as much as possible to mask the prominence of said equipment.

Figure 2. Above left: HVAC equipment is prominenty visible from the public street on this building along with the loading and storage area. **Above right:** This shopping center was constructed with little regard for the open view to HVAC and utility equipment on the back of the building. These conditions are not desireable within the City of Gluckstadt.
Photo source: Google Earth street view

3. Loading Areas
   In addition to the provisions concerning overhead doors specified in the various design districts, loading areas shall conform to the following requirements.
   i. Loading areas, where necessary, shall be located in the back of or behind the primary building and screened from street view to the extent practical.
   ii. Loading bays and overhead doors necessary for shipping, receiving and loading purposes, shall not be oriented toward a street.
   iii. The City of Gluckstadt may require enhanced landscaping requirements to provide additional screening for loading areas, as determined on a case by case basis.

Figure 3: Mature landscaping properly placed would have substatially screen the view from the street into this loading area.
Photo source: Google Earth street view

4. Finish Material Placement and Composition
   Unless otherwise specified differently within the Design Districts established by these regulations and guidelines, the following requirements shall apply in all design districts.

i. When multiple building wall materials are utilized, said materials may be combined on each facade only horizontally, with the heavier material below the lighter. When utilized for accent purposes differing materials may be combined vertically.
ii. A minimum of twenty-five (25) percent of the combined area of all building facades of a structure shall have an exterior finish of brick, stucco, hardy plank, and/or natural or artificial stone. Other exterior finish material may be approved by the Architectural Review Committee.
iii. Except for brick, stucco, hardy plank, and/or natural or artificial stone, no single building facade shall have more than seventy-five (75) percent of one type of exterior finish.
iv. For the purpose of this section, the area of the building facade shall not include area devoted to windows, entrance doors, garage doors, or roof areas.
v. No more than three (3) buildings within 300 feet of each other shall consist of the same building facade.
vi. All openings, including porches, galleries, arcades, and windows, with the exception of storefronts, shall be square or vertical in proportion.
vii. Openings above the first story shall not exceed 50% of the total building wall area, with each facade being calculated independently.
viii. Openings below the second story shall not exceed 80% of the total wall area on the front facade and 50% of the wall area on all other facades, with each façade being calculated independently.
ix. Doors and windows that operate as sliders are prohibited along frontages.

B. Design Guidelines Applicable to the Village Design District

1. Building and Parking Disposition

i. It shall be considered desirable design practice that buildings within this design district be built to the front lot line such that building façades form a pedestrian scale street corridor. See Figures 4 and 5.

ii. Parking shall be provided on the street, either parallel or nose-in. Any additional parking required may be provided behind buildings. The intent is to place emphasis on pedestrianism, scale, and architecture of the built environment without the interruption and distraction of parking areas filled with automobiles. See Figures 4 and 5.

iii. Where on-site parking areas must adjoin street frontages, landscaping and/or fencing shall be provided to maintain the visual street corridor. See Figure7 for the impact of an interrupted street corridor and Figure 8 for a better treatment of parking areas adjoining the street.

iv. Buildings should be sized and proportioned (massing) at a pedestrian scale, giving consideration to human senses, perception and experience within this design district and thereby contributing to the sense of place. See Figure 6.

Image courtesy of Google Earth

Figure 4. This image illustrates building and parking placement. Notice the buildings are built to the sidewalk and parking is on-street.

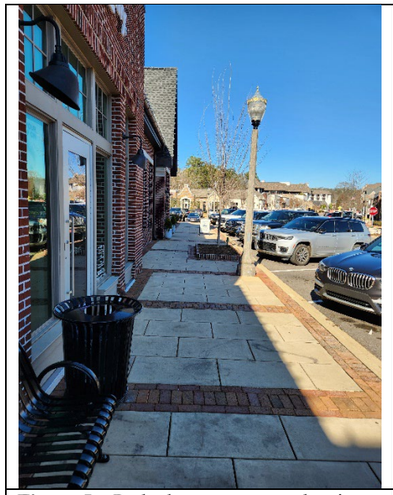

Figure 5. Parked cars serve as a barrier between sidewalk pedestsrians and passing cars, making window shopping and walking more inviting.

Figure 6. At two stories in height and positioned at the sidewalk this building is inviting. Awnings lower the percieved ceiling height, sandwich board signage entices customers, large glazed windows allow a view inside, and the architecture is unique.

Figure 7. The open parking area creates a void in the street corridor, an uninviting attribute for pedestrians.

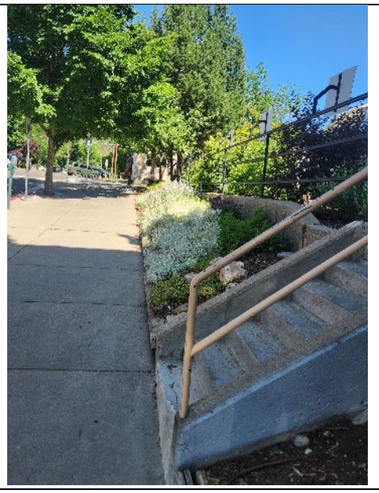

Figure 8. The steps lead kup to a parking area, but the visual corridor is maintained by the landscaping, and is more plesant to view than cars.

2. Building Configuration

i. Long, uninterrupted façade planes and/or blank walls along all street frontages are undesirable and shall be avoided. Exterior wall planes which face the street shall contain articulations in depth and direction. The maximum permitted length of an uninterrupted façade plane shall be thirty feet, more or less, for buildings less than 20,000 square feet, and forty feet, more or less, for buildings twenty thousand (20,000) square feet or more. Façade interruptions shall occur at an interval respective of standard masonry building units to avoid odd dimensions and patterns resulting from cut material. Articulations shall be of such dimension to produce substantial shadow lines and create visual interest, but in no case shall an articulation in the wall plane be less than sixteen (16) inches. See Figure 9. Articulations too shall be sized respective of standard masonry building units to avoid odd dimensions and patterns resulting from cut material. Furthermore, differing colors, materials, and textures, when used in concert with one another, may be considered interruptions for buildings of this scale. Building plane interruptions should also occur to separate store fronts. See Figure 10.

Figure 9. Articulations in the wall plane shall be no less than 16 inches.

ii. Functional storefronts. Buildings within this design shall have functional storefronts with an operational entry door for each façade plane as required in Section (2)(i).

iii. In addition to façade articulations, the mass of a building shall be interrupted through the use of architectural elements. Such elements include, but are not limited to, windows and doors, columns and archways, pilasters, variations in the roof line or parapet wall, awnings, balconies, and building wall recesses. See Figure 10. Through the use of these elements, buildings shall be broken into distinct components, while maintaining the architectural theme similar to surrounding compliant buildings. The purpose in breaking the building mass is that of creating visual interest and reducing the perceived building scale to a pedestrian level.

iv. Where multiple continuous storefronts are contained in the same building, design variation should be provided from storefront to storefront to avoid monotony. Variation may be achieved in the design of entry ways, glazing, awnings, parapet treatment or roof type (i.e. flat with parapet versus pitched) and vertical and horizontal articulation, color, or other design details.

Figure 10. Store fronts distinctly seperated with differing building materials, colors, patterns, parapet and roof design, and entryway treatment.

v. Pedestrian pass-throughs shall be provided approximately mid-block or mid building where, at the mid-point of a block or building, a pedestrian would otherwise be required to walk in excess of 150 feet in order to access conveniences behind buildings such as parking. See illustration in Figure 11.

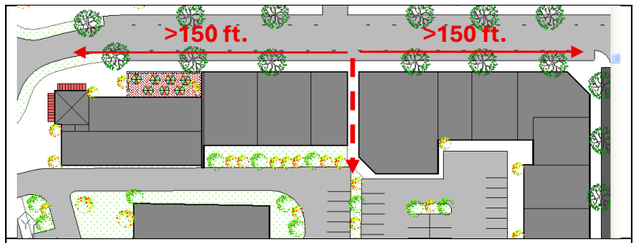

Figure 11. Pedestrian pass-through

3. Architectural Styles Permitted
   i. Buildings constructed in the Village Design District shall conform to the specified architectural styles as indicated in Table1.
   ii. Franchise architecture is strongly discouraged in the Village Design District. Building design and appearance shall be unique to its surroundings and consistent with the purposes of these regulations and guidelines. Identifying franchise features may be incorporated in minor façade details and signage.

4. Building Façade Requirements

   i. Exterior finish materials shall vary in type, form, arrangement and color.
   ii. Each building and/or shopfront shall conform to the permitted architectural styles yet contain individuality in design.
   iii. Roll up or overhead doors, when necessary, shall be installed first on the rear wall of the building. If rear wall installation is not possible, such doors may be installed in a non-street facing side wall. Roll up or overhead doors may be installed in the front wall of a building provided the following criteria are met:
      1. The door is not intended to be utilized for janitorial, maintenance, shipping or delivery purposes.
      2. The door must be an integral part of customer experience and serve the purpose of extending the indoor space to the outdoors, or vice versa. An example includes the use of roll up or overhead doors in a restaurant to provide a sense of outdoor dining. See Figure 12.
      3. When in its closed position, the bottom edge of the door must be at least twenty-four (24) inches above the interior finished floor level immediately adjacent to the wall opening. The bottom edge of a roll up or overhead door may close to the floor level if the door provides direct access to a patio or courtyard which is physically delineated from other outdoor areas by a permanent barrier and utilized as an integral part of retail or service space.
      4. The door shall not be panelized with opaque material. Glass or other transparent material shall be utilized as door panels.
      5. Door panel framework shall be finished with a color which is complimentary to the color scheme of the façade in which the door is located.
      6. There shall be no bollards installed protecting the door opening.

Source: https://www.continentaldoorco.com/about-us/industries-served/breweries-restaurants/

Figure 12. An overhead door incorporated into a restaurant.

   iv. Finish material requirements:
      1. Wall field material shall consist of brick, painted brick, stone, stone veneer, or stucco. Other suitable material may be utilized if approved by the Architectural Review Committee.
      2. Metal siding is prohibited unless utilized as roofing material on a building roof or awning.
      3. Concrete masonry unit (CMU) blocks, regardless of type or finish, shall not be utilized on any front or street facing façade. CMU's, if utilized on any other façade, shall not remain unfinished.
      4. Trim elements, and architectural accent features, shall be of brick, cast stone or masonry, wood, or stucco. Other suitable material may be utilized if approved by the Architectural Review Committee.

5. Roof Requirements
   i. Roof assemblies may be flat with parapet treatment, pitched, or a combination thereof.
   ii. Where a roof is flat or minimally pitched such that the finish material will not be seen from public view, any roof covering material meeting the requirements of the applicable building code may be utilized.
   iii. Where a pitched roof is provided, a pitch of no less than 12:12 shall be utilized except, where a roof is accented with a bell, flare or other feature the pitch of such feature may be less than 12:12.
   iv. For pitched roofs, finished material may include standing seam metal, clay tiles, slate, or composite architectural shingles. Other suitable material may be utilized if approved by the Architectural Review Committee.
   v. A parapet shall be required to conceal roofs which are flat or minimally sloped together with roof mounted equipment. The parapet shall extend around all sides of the building which are visible from, or front upon, any street, ally or drive.
   vi. The parapet shall be integrated into the design of the building frontage and shall contribute to the ornamentation and articulation of the building.
   vii. Buildings and/or lease spaces occupying corner lots, corner positions or endcaps shall have a pitched roof and decorative gable ends facing the street frontage. The purpose of this architectural requirement is to reflect Gluckstadt's German heritage and provide greater visual interest in building design.

Figure 13. Various roof and parapet treatments consistent with the desired architecture in Gluckstadt.

   viii. Any permitted canopy associated with drive through or drive under facilities such as those utilized in banks, pharmacies, fueling stations and the like, shall consist of vertical supports and roof system of consistent design to that of its parent building.

6. Drive through facilities
   i. Drive through facilities are contrary to the pedestrian oriented purposes of the Village Design District and therefore are strongly discouraged. Drive through facilities, although convenient for the consumer, discourage pedestrian activity and entice automobile dependance. In the event a drive through facility is requested, the same must conform to the following requirements:
      1. Drive through facilities shall be located in the rear of the building.
      2. Only one traffic lane shall be allowed to accommodate the drive through and its related queue space.
      3. Drive through service windows shall be integrated into building facade, and there shall be no menu board, speaker, or service kiosk separate and apart from the service window.
      4. Traffic shall not enter the drive through queue directly from the primary street serving the building. The purpose of this provision is to prevent traffic from backing up in the queue and blocking travel lanes. Traffic exiting the drive through may exit directly onto the primary street.

7. Mixed Use Development
   i. Where a distinct horizontal change in use patterns occur in the Village Design District the architectural character shall change respectively.
   ii. Where nonresidential buildings face residential buildings, the nonresidential buildings shall take on an architectural style which is more consistent with the residential buildings in terms of roof type, scale, use, and setback from the street frontage.

C. Design Guidelines Applicable to the Neighborhood Commercial Design District

1. Site Design
   i. To the extent possible, a development shall be cohesively planned taking into account the full extent of the subject parcel together with adjacent parcels which are zoned or anticipated for neighborhood commercial uses even though such parcels may not be part of a development application. Such master planning facilitates efficient internal circulation, the efficient delivery of services, and favorable site arrangement and design considerations.
   ii. Buildings are to be clustered together on the site and designed such that future development may be as clustered as possible with existing development to encourage pedestrianism.
   iii. Parking areas are to be connected to building clusters with well defined pedestrian ways.

2. Building and Parking Disposition
   i. It shall be considered desirable design practice that buildings within this design district be built near to the street with an allowance of two rows of parking with an associated drive aisle between the street and building frontage. Any additional parking required shall be oriented at the back or side of buildings.

   ii. Where parking areas must adjoin street frontages, landscaping, berms, and/or fencing shall be provided to screen the unsightliness of parking areas by screening the same to a height of 42 inches above the adjacent parking lot grade. A combination of methods may be utilized to accomplish the intended purpose of the screening. No screening shall be required where the same would be located along the frontage of a building and would unreasonably obscure the building from public view insofar as the public's ability to view shopfronts, easily determine the specific tenants or uses within the building, or erode the perception of human scale of the building.

   iii. Buildings shall be sized and proportioned (massing) at a pedestrian scale, giving consideration to human senses, perception and experience within this design district and thereby contributing to the sense of place.

Figure 14. Two rows of parking front these buildings along Highland Colony Parkway. Photo courtesy of Google Earth.

3. Building Configuration

   i. Buildings within this design district shall reasonably be in proportion with nearby residential uses or anticipated nearby residential uses.

   ii. Long, uninterrupted façade planes and/or blank walls along all street frontages are undesirable and shall be avoided. Exterior wall planes which face the street shall contain articulations in depth and direction. The maximum permitted length of an uninterrupted façade plane shall be thirty feet, more or less, for buildings less than 20,000 square feet, and forty feet, more or less, for buildings twenty thousand (20,000) square feet or more. Façade interruptions shall occur at an interval respective of standard masonry building units to avoid odd dimensions and patterns resulting from cut material. Articulations shall be of such dimension to produce substantial shadow lines and create visual interest, but in no case shall an articulation in the wall plane be less than sixteen (16) inches. See Figure 9. Articulations too shall be sized respective of standard masonry building units to avoid odd dimensions and patterns resulting from cut material. Furthermore, differing colors, materials, and textures, when used in concert with one another, may be considered interruptions for buildings of this scale. Building plane interruptions should also occur to separate store fronts. See Figure 10.

iii. The mass of a building shall be interrupted through the use of architectural elements. Such elements include, but are not limited to, windows and doors, columns and archways, pilasters, variations in the roof line or parapet wall, awnings, balconies, and building wall recesses. Through the uses of these elements, buildings shall be broken into distinct components, while maintaining the architectural theme similar to surrounding, compliant buildings. The purpose in breaking the building mass is that of creating visual interest and reducing the perceived building scale to a pedestrian level.

iv. Pedestrian pass-throughs shall be provided approximately mid-block or mid-building where, at the mid-point of a block or building, a pedestrian would otherwise be required to walk in excess of 150 feet in order to access conveniences behind buildings such as parking. See illustration in Figure 11.

v. Division of Single use Buildings - Where a building will be in excess of 30,000 square feet or have a street facing façade of more than 150 feet in length, then the façade articulation required under Section (3)(ii) shall include distinct architectural design elements that serve to divide the building façade into human scale proportions, break the monotony of large façade planes and create visual interest.

4. Conformance to Architectural Guidelines
   i. Buildings constructed in the Neighborhood Commercial Design District shall conform to the specified architectural styles as indicated in Table 1.
   ii. Franchise architecture is permitted in the Neighborhood Commercial Design District but should be minimized. Building design and appearance shall be unique to its surroundings and consistent with the purposes of these regulations.

5. Building Façade Requirements
   i. Exterior finish materials shall vary in type, form, arrangement and color.
   ii. Each building and/or shopfront shall conform to the desired architectural theme yet contain individuality in design.
   iii. Roll up or overhead doors, when necessary, shall be installed first on the rear wall of the building. If rear wall installation is not possible, such doors may be installed in a non-street facing side wall. Roll up or overhead doors may be installed in the front wall of a building provided the following criteria are met:
      1. The door is not intended to be utilized for janitorial, maintenance, shipping or delivery purposes.
      2. The door must be an integral part of customer experience and serve the purpose of extending the indoor space to the outdoors, or vice versa. An example includes the use of roll up or overhead doors in a restaurant to provide a sense of outdoor dining. See Figure 12.
      3. When in its closed position, the bottom edge of the door must be at least twenty-four (24) inches above the interior finished floor level immediately adjacent to the wall opening. The bottom edge of a roll up or overhead door may close to the floor level if the door provides direct access to a patio or courtyard which is physically delineated from other outdoor areas by a permanent barrier and utilized as an integral part of retail or service space.
      4. The door shall not be panelized with opaque material. Glass or other transparent material shall be utilized as door panels.
      5. Door panel framework shall be finished with a color which is complimentary to the color scheme of the façade in which the door is located.
      6. There shall be no bollards installed protecting the door opening.
   iv. Finish material requirements:
      1. Wall field material shall consist of brick, painted brick, stone, stone veneer, or stucco. Other suitable material may be utilized if approved by the Architectural Review Committee.
      2. Metal siding as field material is prohibited unless utilized as roofing material on a building roof or awning, or as an accent material, or unless otherwise approved by the Architectural Review Committee.
      3. Trim elements, and architectural accent features, shall be of brick, cast stone or masonry, stone veneer, wood, metal. Other suitable material may be utilized if approved by the Architectural Review Committee.
      4. Concrete masonry unit (CMU) blocks, regardless of type or finish, shall not be utilized on any front or street facing façade. CMU's, if utilized on any other façade, shall not remain unfinished.

6. Roof Systems/design
    i. Roof assemblies may be flat with parapet treatment, pitched, or a combination thereof.
    ii. A roof which is flat or minimally pitched such that the finish material will not be seen from public view, may be finished with any material meeting the requirements of the applicable building code.
    iii. Where a pitched roof is utilized, a pitch of no less than 12:12 shall be utilized except, where a roof is accented with a bell, flare or other feature the pitch of such feature may be less than 12:12.
    iv. For pitched roofs, finished material may include standing seam metal, clay tiles, or composite architectural shingles. Other suitable material may be utilized if approved by the Architectural Review Committee.
    v. A parapet shall be required to conceal roofs which are flat or minimally sloped together with roof mounted equipment. The parapet shall extend around the three most prominent sides of the building which are visible from, or front upon, any street, ally or drive. The fourth side of the building shall have a parapet which may be in the form of a screening material designed to allow the passage of water and air, but also to serve as a visual barrier to roof elements when viewed from the ground level. Any such parapet screening material shall be of a color that is consistent with the building.
    vi. The parapet shall be integrated into the design of the building frontage and shall contribute to the ornamentation and articulation of the building.
    vii. Buildings and/or lease spaces occupying corner lots, corner positions or endcaps shall have a pitched roof and decorative gable ends facing the street frontage. The purpose of this architectural requirement is to reflect Gluckstadt's German heritage and provide greater visual interest in building design.
    viii. Any canopy associated with drive through or drive under facilities such as that utilized in banks, pharmacies, fueling stations and the like, shall consist of vertical supports and roof system of consistent design to that of its parent building.

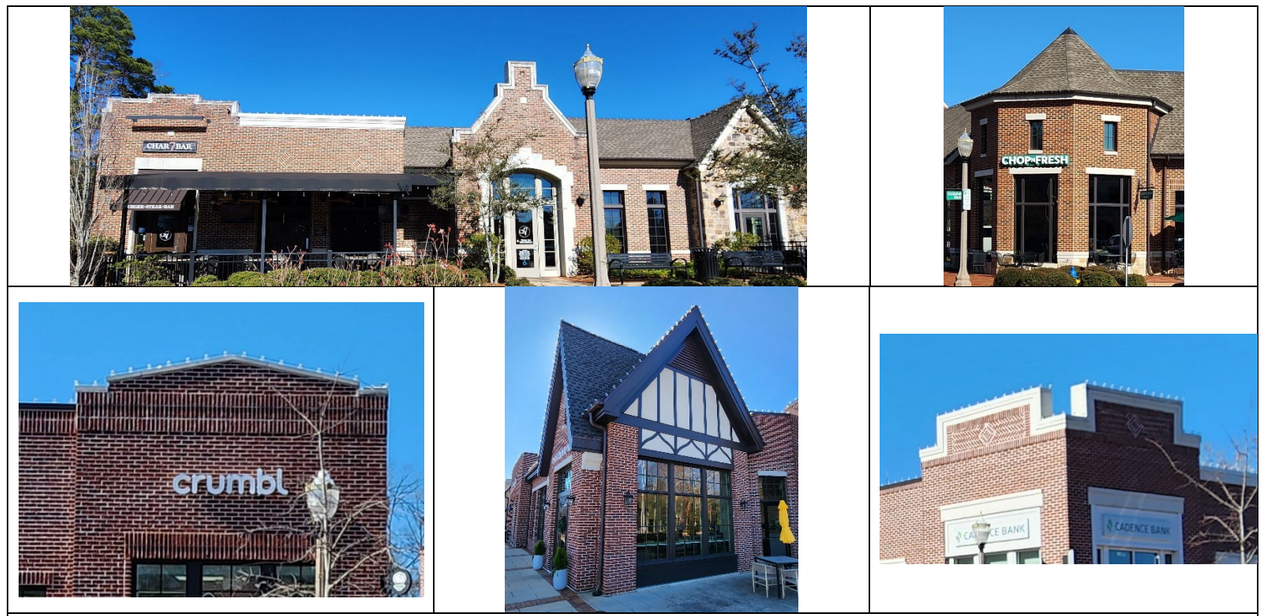

Figure 15. Various roof and parapet treatments consistent with the desired architecture in Gluckstadt.

7. Cumulative Design Standards Permitted

    Any design provision contained in the Village Design District may be applied within the Neighborhood Design District.

D. Standards Applicable to the Highway Commercial Design District

1. Site Design

i. To the extent possible, a development shall be cohesively planned taking into account the full extent of the subject parcel together with adjacent parcels which are zoned or anticipated for highway commercial uses even though such parcels may not be part of a development application. Such master planning facilitates efficient internal circulation, the efficient delivery of services, and favorable site arrangement and design considerations. Development within this design district is expected to be of larger scale, as the customer base for uses within this design district are drawn primarily from the traveling public.

ii. Buildings are to be clustered together on the site and designed such that future development may be as clustered as possible with existing development, to aid in pedestrian circulation and facilitate shared parking to the extent possible.

iii. Parking areas are to be connected to building clusters with well-defined pedestrian ways. Development sites are to likewise provide pedestrian connections to adjacent existing or planned public pedestrian ways.

iv. It is permissible in this design district to display outdoors only items which are offered for retail sales or rent subject to the following provisions:

1. Outdoor display areas must be set apart from parking areas and pedestrian areas and delineated with fencing and landscaping.
2. Outdoor display areas shall not encroach upon any parking areas, drive aisles, fire lanes, or sidewalks.
3. Outdoor display areas shall be located in an interior side yard or rear yard.

2. Building and Parking Disposition

i. Buildings within this design district shall be built as near to the street as reasonably possible. It is preferable that no more than two rows of parking with an associated drive aisle be located between the street and building frontage. Any additional parking required may be oriented at the back or side of buildings. See Figure 16.

ii. Where parking areas must adjoin street frontages, landscaping, berms, and/or fencing shall be provided to reduce the unsightliness of parking areas by screening the same to a height of 42 inches above the adjacent parking lot grade. A combination of methods may be utilized to accomplish the intended purpose of the screening. No screening shall be required where the same would be located along the frontage of a building and would unreasonably obscure the building from public view insofar as the public's ability to view shopfronts or easily determine the specific tenants or uses within the building.

iii. Buildings shall be sized and proportioned (massing) at a pedestrian scale, giving consideration to human senses, perception and experience within this design district and thereby contributing to the sense of place. Where developments are of such significance that buildings and/or tenant spaces can not reasonably be divided into pedestrian scale spaces, architectural design and elements shall be utilized to divide the building façade into pedestrian scale segments.

Figure 16. Two rows of parking front these buildings along Highland Colony Parkway, with additional parking behind the building. Photo courtesy of Google Earth.

3. Building Configuration

i. Long, uninterrupted façade planes and/or blank walls along all street frontages are undesirable and shall be avoided. Exterior wall planes which face the street shall contain articulations in depth and direction. The maximum permitted length of an uninterrupted façade plane shall be thirty feet, more or less, for buildings less than 20,000 square feet, and forty feet, more or less, for buildings twenty thousand (20,000) square feet or more. In the alternative, façade interruptions shall be provided at dimensions consistent with accepted mathematical ratios utilized in building design and proportion. Façade interruptions shall occur at an interval respective of standard masonry building units to avoid odd dimensions and patterns resulting from cut material. Articulations shall be in proportion to the

scale of the building and of such dimension to produce substantial shadow lines and create visual interest. See Figures 17 and 18. Articulations too shall be sized respective of standard masonry building units to avoid odd dimensions and patterns resulting from cut material. Furthermore, differing colors, materials, patterns, and textures, when used in concert with one another, may be considered interruptions for buildings of this scale. Building plane interruptions should also occur to separate store fronts where multiple store fronts exist. See Figure 18.

ii. The mass of a building shall be interrupted through the use of architectural elements. Such elements include, but are not limited to, windows and doors, columns and archways, pilasters, variations in the roof line or parapet wall, awnings, balconies, and building wall recesses. Through the uses of these elements, buildings shall be broken into distinct components, while maintaining the architectural theme similar to surrounding, compliant buildings. The purpose in breaking the building mass is that of creating visual interest and reducing the perceived building scale to a pedestrian level.

Figure 17. Building articulation must be of such depth to produce substantial shadow line. Articulation depth and effect is influenced by building setback.

Figure 18. Differing shopfronts are uniquely distinguished by façade variations and details. The pictured building exhibits substantial articulation at each storefront.

4. Architectural Styles Permitted
   i. Buildings constructed in the Highway Commercial Design District shall conform to the specified architectural styles as indicated in Table 1.
   ii. Franchise architecture is permitted in the Highway Commercial Design District but should not dominate the architecture of the building. Building design and appearance shall be unique to its surroundings and consistent with the purposes of these regulations.

5. Building Façade Requirements

i. Exterior finish materials shall vary in type, form, arrangement and color.
ii. Each building and/or shopfront shall conform to the desired architectural theme yet contain individuality in design.
iii. Roll up or overhead doors, when necessary, shall be installed first on the rear wall of the building. If rear wall installation is not possible, such doors may be installed in a non-street facing side wall. Roll up or overhead doors installed in the front wall of a building is strongly discouraged.
iv. Finish material requirements:
    1. Wall field material shall consist of brick, painted brick, stone, stone veneer, or stucco. Other suitable material may be utilized if approved by the Architectural Review Committee.
    2. Metal siding as field material is prohibited unless utilized as roofing material on a building roof or awning, or as an accent material, or unless otherwise approved by the Architectural Review Committee.
    3. Trim elements, and architectural accent features, shall be of brick, cast stone or masonry, stone veneer, wood, metal. Other suitable material may be utilized if approved by the Architectural Review Committee.
    4. Concrete masonry unit (CMU) blocks, regardless of type or finish, shall not be utilized on any front or street facing façade. CMU's, if utilized on any other façade, shall not remain unfinished.

Figure 19: Buildings demonstrating acceptable characterisics within Gluckstadt.

6. Roof Systems/design
i. Roof assemblies may be flat with parapet treatment, pitched, or a combination thereof.
ii. A roof which is flat or minimally pitched such that the finish material will not be seen from public view, may be finished with any material meeting the requirements of the applicable building code.
iii. Where a pitched roof is utilized, a pitch of no less than 12:12 shall be utilized except, where a roof is accented with a bell, flare or other feature the pitch of such feature may be less than 12:12.
iv. For pitched roofs, finished material may include standing seam metal, clay tiles, or composite architectural shingles. Other suitable material may be utilized if approved by the Architectural Review Committee.
v. A parapet shall be required to conceal roofs which are flat or minimally pitched together with roof mounted equipment. The parapet shall extend around the three most prominent sides of the building which are visible from, or front upon, any street, ally or drive. The fourth side of the building shall have a parapet which may be in the form of a screening material designed to allow the passage of water and air, but also to serve as a visual barrier to roof elements when viewed from the ground level. Any such parapet screening material shall be of a color that is consistent with the building.
vi. The parapet shall be integrated into the design of the building frontage and shall contribute to the ornamentation and articulation of the building.
vii. Buildings and/or lease spaces occupying corner lots, corner positions or endcaps shall have a pitched roof and decorative gable ends facing the street frontage. The purpose of this architectural requirement is to reflect Gluckstadt's German heritage and provide greater visual interest in building design.
viii. Any canopy associated with drive through or drive under facilities such as that utilized in banks, pharmacies, fueling stations and the like, shall consist of vertical supports and roof system of consistent design to that of its parent building. See Figure 20.

Figure 20. Top left, top right and lower left are acceptable roof configurations. Lower right: Drive through canopy and vertical supports designd consistently with its parent building.

7. Cumulative Design Standards Permitted

Any design provision contained in the Village Design District or the Neighborhood Design District may be applied within the Highway Commercial Design District.

E. Standards Applicable to the Service Commercial Design District

1. Site Design
   i. There shall be no specific site design specifications for this district. This provision, however, shall not relieve the applicant from complying with all other regulations governing the development of property within the City of Gluckstadt, Mississippi.
   ii. It is permissible in this design district to store or display items outdoors subject to the following provisions:
      1. Items stored outdoors but not offered for immediate sale or rent:
         a. Shall be stored in an interior side yard or rear yard.
         b. Shall be enclosed in a fence and screened with landscaping.
         c. Storage areas shall not encroach upon any parking areas, drive aisles, fire lanes, or sidewalks.
      2. Items displayed outdoors and offered for immediate sale or rent:
         a. Outdoor display areas must be set apart from parking areas and pedestrian areas and delineated with fencing and landscaping.
         b. Outdoor display areas shall not encroach upon any parking areas, drive aisles, fire lanes, or sidewalks.

2. Building and Parking Disposition
   None

3. Building Configuration
   i. Long, uninterrupted façade planes and/or blank walls along all street frontages are undesirable and shall be avoided. Exterior wall planes which face the street shall contain articulations in depth and direction. The maximum permitted length of an uninterrupted façade plane shall be thirty feet, more or less, for buildings less than 20,000 square feet, and forty feet, more or less, for buildings twenty thousand (20,000) square feet or more. In the alternative, façade interruptions shall be provided at dimensions consistent with accepted mathematical ratios utilized in building design and proportion. Façade interruptions shall occur at an interval respective of standard masonry building units to avoid odd dimensions and patterns resulting from cut material. Articulations shall be of such dimension to produce substantial shadow lines and create visual interest, but in no case shall an articulation in the wall plane be less than sixteen (16) inches. Articulations too shall be sized respective of standard masonry building units to avoid odd dimensions and patterns resulting from cut material. Furthermore, differing colors, materials, patterns, and textures, when used in concert with one another, may be considered interruptions for buildings of this scale. Building plane interruptions should also occur to separate store fronts where multiple store fronts exist.

   ii. The mass of a building shall be interrupted through the use of architectural elements. Such elements include, but are not limited to, windows and doors, columns and archways, pilasters, variations in the roof line or parapet wall, awnings, balconies, and building wall recesses. Through the uses of these elements, buildings shall be broken into distinct components, while maintaining the architectural theme similar to surrounding, compliant buildings. The purpose in breaking the building mass is that of creating visual interest and reducing the perceived building scale to a pedestrian level.

4. Architectural Styles Permitted
   i. Buildings constructed in the Service Commercial Design District shall conform to the specified architectural styles as indicated in Table 1.
   ii. Franchise architecture is permitted in the Service Commercial Design District.

5. Building Façade Requirements
   i. Exterior finish materials shall vary in type, form, arrangement and color.
   ii. Finish material requirements:
      1. Wall field material: Any exterior wall facing a street shall consist of brick, painted brick, split face concrete masonry units, stone, stone veneer, or stucco. Other suitable material may be utilized if approved by the Architectural Review Committee. Any other exterior wall may consist of the above listed items and metal siding; however, yellow metal siding shall not be permitted.

2. Where the finish material of a street-facing façade will differ from the finish material of other facades of the same building, the street facing façade material shall be incorporated into a return which wraps around to the non-street facing facades. Such wrap around shall extend for a length equivalent to 25% of the length of the side of the building onto which the return is attached.

3. Trim elements, and architectural accent features, are required and shall be of brick, cast stone or masonry, stone veneer, wood, metal. Other suitable material may be utilized if approved by the Architectural Review Committee.

iii. Color choice

1. Wall field material shall be of a complimentary color to the primary color of the street facing façade material. Sharp color differences are to be avoided so that the lower quality material (side façade) visually blends with the higher quality material (street façade).
2. Contrasting colors may be utilized for accent purposes on minor building elements such as gutter downspouts, facia trim, awnings, and similar features.

6. Roof Systems/design

i. Roof assemblies may be flat with parapet treatment, pitched, or a combination thereof.
ii. A roof which is flat or minimally pitched such that the finish material will not be seen from public view, may be finished with any material meeting the requirements of the applicable building code.
iii. A parapet shall be required to conceal roofs which are flat or minimally sloped together with roof mounted equipment. The parapet shall extend along any street side frontage of the building.

i. The parapet shall be integrated into the design of the building along any street facing frontage and shall contribute to the ornamentation and articulation of the building. Where a non-street facing frontage is highly visible from a street or drive a parapet may be required.

Figure 20. Acceptable roof systems, façade and finish material within the Service Commercial Design District.

7. Cumulative Design Standards Permitted

Any design provision contained in the Village Design District, the Neighborhood Design District, and the Highway Commercial Design District may be applied within the Service Commercial Design District.

F. Standards Applicable to the Industrial Design District

1. Site Design
   i. Development sites shall take into account the impact of the proposed use upon adjacent land uses and the traveling public. To that end, efforts should be made to locate less attractive or potential nuisance aspects of the development as far away from neighboring, less intensive uses and the street as possible.
      1. Loading areas should not be located on the street side of the building and preferably should be located at the rear of the building.
      2. Where careful placement of loading areas or other unsightly elements can not provide substantial screening from the street, fencing, berms, and landscaping or a combination thereof shall be utilized to minimize the visual impact of such loading areas or other unsightly elements.
   ii. Building frontages should be as close to the street as possible for site functionality and in accordance with the required front yard setback.

2. Building Mass
   i. Monolithic building facades should be avoided, and if unavoidable, street facing facades should be articulated at approximately every 30 feet to create visual interest and reduce the perceived scale of the building. Articulation frequency may be varied depending on the building scale and setback from the street. The following architectural treatments are permissible:
      1. Vertical and horizontal wall articulation may include indentations and/or projections, reveal patterns, changes in finish materials, columns, and recessed areas to create shadows and depth on the wall surfaces.
      2. Fenestration may be utilized to break up wall planes and provide visual relief.
      3.
      4. Creative paint or finish patterns and score lines which serve to tastefully break up the monolithic nature of the façade.
      5. Detailing such as horizontal banding, columns, arches or other vertical elements.
      6. Enhanced landscaping.

Figure 21. An industrial building articulated and given interest with fenestration, offsets in the facade and roof line, and color and material variation. Image from https://www.synergybuilds.com/featured-projects/mitchell-industrial-buildings

   ii. Where a building in the industrial design district will be situated on a street corner, the Architectural Review Committee may, in its discretion, lessen the requirements for the façade facing the street of a lesser functional classification, or if the façade will be secondary to a primary façade. In exercising its discretion, the Architectural Review Committee shall give consideration to the aesthetic impact of the frontage in question to the traveling public and current or anticipated land uses opposite the frontage in question (across the street).
   iii. Architectural elements utilized to accomplish articulation shall be integrated into the building design and not appear a mere appendage to the building.
   iv. Building entrance should be treated as a significant focal point and should include overhead features such as awnings, canopies, or similar to better accomplish pedestrian scale. Entrances should be well defined using architectural elements. Building projections, recesses, glazing, and roof treatments are acceptable methods to define an entryway.
   v. Building elements which are less imposing in terms of mass and scale, such as office space, that perhaps only require a single story in height, shall be oriented toward the street. Such orientation will serve to reduce the perceived scale of large buildings.

3. Exterior Finish Materials

Newly constructed buildings within this design district shall consist of the following finish material standards:

i. Unadorned pre-stressed upright concrete panels, unfinished concrete block, metal siding (such as galvanized or unfinished steel, galvalume, or unfinished aluminum), and pole-type building materials are not permitted as primary exterior building materials.
ii. Street facing exterior wall finishes shall be comprised of any combination of at least two (2) of the following materials:
    1. Brick
    2. Natural Stone
    3. Glass
    4. Masonry Stucco
    5. Hardy Plank
    6. Precast textured concrete panels
    7. Other comparable or superior materials approved by the Architectural Review Committee.
iii. Accent materials shall be used for cornices, sills, bases, lintels, banding, and decorative accent trims and shall consist of materials comparable in grade and quality to the primary exterior materials.
iv. Metal sheeting or panels may be utilized as accent features.
v. Generous use of glass as a finish material is encouraged in order to avail the benefits of natural light. A clerestory window arrangement is encouraged for larger buildings.
vi. When non street facing facades of any new building will be constructed with different material and finish than the street facing façade, such material and a finish is subject to approval by the Architectural Review Committee.

Figure 22. Distinct treatment of primary entrance and use of clerestory window. Image from https://www.nucorbuildingsgroup.com/industrial-manufacturing-building-solutions/

Figure 23. Step down, or single story portion of industrial building highlighted in blue, reduces the mass of the building. Image from https://www.naiop.org/research-and-publications/best-practices-in-data-center-development/

4. Roof Systems and Design
    i. Roof assemblies may be flat or pitched.
    ii. A parapet shall be incorporated into the roof at the building entrance to enhance the significance of the entrance. The parapet shall be integrated into the design of the building and shall contribute to the ornamentation and articulation of the building.
    iii. Roof mounted HVAC and other equipment shall be screened from street view by a parapet or other suitable screening approved by the Architectural Review Committee..

5. Industrial Equipment
    The City of Gluckstadt recognizes that some industrial buildings involve exposed industrial systems equipment on the exterior of the building. This exposed equipment should be architecturally integrated into the building design to the extent reasonably possible.

6. Architectural Styles Permitted
    i. Buildings constructed in the Industrial Design District shall conform to the specified architectural styles as indicated in Table 1.
    ii. Franchise architecture is permitted in the Industrial Design District.

7. Cumulative Design Standards Permitted

Any design provision contained in the Village Design District, the Neighborhood Design District, the Highway Commercial Design District, and the Service Commercial Design District may be applied within the Industrial Design District.

III. Architectural Types

In addition to the representative photographs and other specifications included in these regulations and guidelines, the following descriptions and characteristics further identify the architecture desired for certain defined locations within the City of Gluckstadt[1].

A. Southern Mercantile Buildings

1. General Description

Southern Mercantile buildings provide architectural interest and variation with simple expressive forms together with sometimes intricate and interesting textural detail. This architectural style is commonly found across the nation in small town, downtown main street settings.

Southern Mercantile buildings should be designed to meet the practical needs for building occupants and building purpose. Such buildings may range in size from single storefront one-story shops to 2 to 3 story buildings lending to a vertical mix of uses including residential space above the ground level floor, or office or general purpose space. Shopfronts are characterized by large glazed openings and wide doors to maximize the view of goods for sale to pedestrians. Mercantile buildings contain creativity in their brickwork and trim to create visual interest, distinction, and beauty.

Southern Mercantile buildings should include prominent identifying features, keyed to Figure 24, including but not limited to:

1. Predominance of masonry utilized in wall construction.
2. Ornamental parapet features with flat roof.
3. Single windows with a vertical rectangular arrangement above the first floor (punched openings), if a multistory building, with a higher degree of glazing on the first floor.
4. Brick and masonry detailing in the form of corbeling, banding, arches, or decorative motifs.
5. Large glazed storefront at street level.

Figure 24. Southern Mercantile building features. Graphic from Lane Park PUD master plan, 9/23/2019, p. 61.

[1] The architectural types utilized are borrowed heavily from the development plan for the Lane Parke community in Mountain Brook, Alabama. The Lane Parke development plan was prepared by Evson, Inc., Daniel Corporation, Goodwyn, Mills and Cawood, Inc, and Historical Concepts.

2. Suitable exterior finish materials
   Suitable exterior finish materials are specified for each Design District and are contained hereinabove.

3. Storefront Treatment
   i. Entry doors should be centered in the shopfront and contain at least 50% glazed area. It is desirable that entry doors be double hung.
   ii. Windows and entry doors shall be recessed at least four inches from the wall plane in which they are mounted. Entryways may be recessed further behind the plane of the shopfront windows.
   iii. Storefronts shall contain a glazed area of at least 50% to showcase goods and merchandise.
   iv. Storefront door and window encasements shall be adorned with molding details to create interest.

Figure 25. Examples of acceptable storefront treatment.

4. Awnings and other Accent Features

   Shopfronts should be adorned with an awning if a single story structure, or an awning or balcony if a multi-story structure, in order to protect patrons from the elements, provide architectural interest, and to aid in breaking up the building façade.

   i. Awnings shall be designed to such shape, scale and color palette to serve as a visual enhancement to the building.
   ii. Awnings may be constructed of durable fabric, metal, vinyl, fiberglass or wood. Awnings shall be maintained free from fading, ripping, tattering edges and the like.
   iii. Awnings may be oriented in a flat, sloped, sweeping or rounded position.

5. Suitable Design Districts for Mercantile Buildings
   Southern Mercantile building architecture may be utilized in the design districts as specified in Table 1.

Figure 26. Examples of acceptable storefront treatment.

B. Village Mid Century Buildings

1. General Description

Village Mid Century buildings provide lesser architectural ornamentation compared to Southern Mercantile Buildings but are to be aesthetically pleasing in proportions and simplicity. This architectural style is more horizontal in nature and designed to accommodate uses which require more space such as grocery stores, markets, and restaurants where larger openings are desirable to engage customers.

Village Mid Century buildings should include prominent identifying features, keyed to Figure 24:

1. Large punched openings in masonry walls.
2. Surface articulation to be present, yet simple and minimal.
3. Majority of architectural design elements to have a horizontal proportion.
4. Metal, multi-pane windows with awning openings.
5. Parapet with stepped or sloped simple coping design.

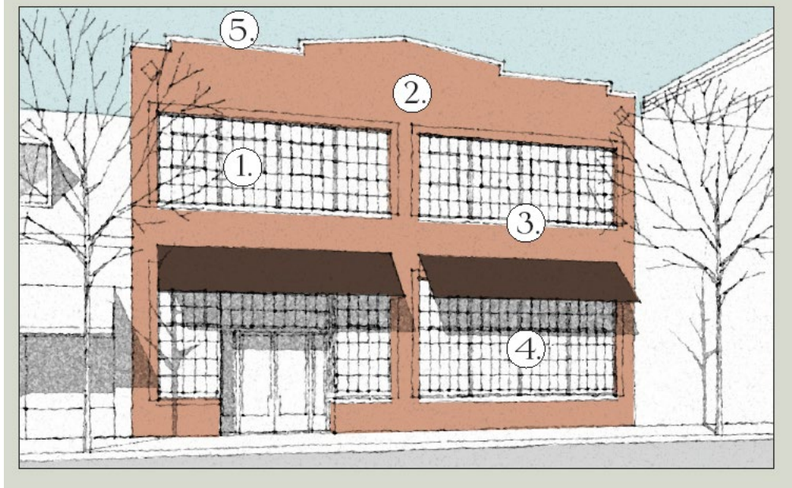

Figure 27. Village Mid Century building features. Graphic from Lane Park PUD master plan, 9/23/2019, p. 77.

2. General Design Considerations

i. Village Mid Century buildings should be symmetrically designed to create visual balance. Likewise, such buildings may be divided into any number of smaller bays provided that balance and symmetry is maintained, and the divisions are in proportion to the dimensions of the building and are appropriately related to the function of the building.

ii. Buildings of this type are to have a solid appearance, one exhibiting strength and sturdiness. Doors, windows, or other openings should be no closer than 24 inches to the corner of the building.

iii. With respect to simplicity, buildings of this type should display reduced visual depth in the design of the wall surfaces. Openings should not be recessed in excess of 8 inches of the wall plane, and protrusions should not project more than 6 inches from the wall plane.

iv. Despite the simplicity of Village Mid Century buildings, maintaining human scale is a necessity in design. To this end, greater attention to building design features is required to ensure a sense of human scale is achieved.

v. In the absence of other façade details, the parapet should receive considerable architectural detail. Coping of a contrasting color and material highlights the building's skyline. Vertical steps in the coping add architectural interest to building corners, and patterned motif draw attention to the center of the building, signage or other elements like window bays.

vi. Patterned motifs should be achieved with accent or contrasting color bricks, or varying bond patterns to emphasize the architectural elements and the horizontal plane. Care should be given such that motifs are not overly decorative and out of character with this style.

3. Suitable exterior finish materials.

New construction or renovations to existing Village Mid-Century buildings may contain the following finish materials or a combination of the following finish materials:

i. Wall field material shall consist of brick, painted brick, cut or cast stone, or stucco.
ii. Trim elements, and architectural accent features, shall be of brick, cast stone or masonry, or metal.
iii. Metal siding is prohibited unless utilized as roofing material on a building roof or awning.
iv. Concrete masonry unit (CMU) blocks, regardless of type or finish, shall not be utilized on any front or street side façade or any façade utilized as an entryway to the building accessible by the general public (i.e. customers). CMU's, if utilized on any other façade, shall not remain unfinished.
v. Roofing material, when utilized on a pitched roof such that the finish material will be seen from public view, may include standing seam metal, clay tiles, slate, or composite architectural shingles. Other suitable material may be utilized if approved by the Architectural Review Committee.
vi. Roofing material, when utilized on a flat roof or minimally pitched roof such that the finish material will not be seen from public view, may include any material meeting the requirements of the applicable building code.

Figure 28. Example of a Village Mid Century building. Simple yet attractive design with large glazed frontage.

4. Suitable Design Districts for Village Mid-Century Buildings

Village Mid-Century building architecture may be utilized in the design districts as specified in Table 1.

C. Southern Classic Buildings

1. General Description

Southern Classic buildings embody characteristics from Federal, Georgian, and Classical Revival styles inspired by English and Colonial precedent. This style shares the core characteristics of the classical tradition, but with subtle differences from similar Southern styles. Many public buildings, including educational campuses, and stately homes, reflect the Southern Classic style.

The dominant feature of these buildings is the simple and symmetrical massing embellished by more refined classical ornamentation. Roof forms are typically gabled or hipped with slopes no greater than 6:12. Brick and/or stone masonry constitutes the construction material of choice with the higher style examples using cast stone for their ornamentation. The entryways and doors are often intricately detailed to bring a pedestrian scale to some of the larger structures.

Southern Classic buildings should include prominent identifying features, keyed to Figure 29:

1. The volume of the building is accentuated with the addition of porches, smaller wings, and/or recessed colonnades.
2. Doors and windows maintain a symmetrical arrangement.
3. Classical detailing is provided at entryways, windows, cornices and walls.
4. Main structure to have a roof pitch of 6:12 or less with shallower roof pitches (3 to 5:12) for gables, smaller wings, and porches.

Figure 29. Southern Classic building features. Graphic from Lane Park PUD master plan, 9/23/2019, p. 77.

2. General Design Considerations

i. Southern Classic buildings should prominently display bilateral symmetrically with each side substantially matching the other.
ii. The organization, or proportion, of a Southern Classic building is based upon and generated from proportions which can be found in nature and many historic structures. The classical canons of Tuscan, Doric, Ionic, and Corinthian proportions can be applied to appropriately size cornices, columns, openings, pedestals and bases. Typical ratios include 1:1, 1:2, 1:3, 2:3, 3:5, 1:1.618 (the Golden Section).
iii. Southern Classic buildings should be constructed of lasting materials such as brick, stone, or stucco. Buildings that are more commercial in nature may have wood trim, and buildings more residential in nature may be constructed of primarily wood. Openings should be recessed into masonry walls at a minimum of 2".
iv. A Southern Classic building may be a stand-alone monument or integrated into a group of buildings. Its large-scale elements such as porticoes can be experienced from a distant urban scale and its small-scale elements such as moldings to relate to the smaller human scale. However, all sizes of details require the use of appropriate proportions to compose an aesthetically pleasing and successful building.
v. Building entries are the most articulated elements on the façade, displaying ornamental embellishments and architectural features. The entry should be centered in the symmetrical facade. Specifically on public buildings, there is often a large loggia or arcade that serves as a gathering places. These arcades feature an odd number of bays, with the entry occupying the central bay. Retail buildings may have a flat expression of an arcade filled with glass as their storefront windows. Storefronts can also take the form of large trabeated openings with an articulation of small pilasters and moldings around the glass within the large masonry opening.
vi. Windows shall be vertical in proportion but may be ganged to create a horizontal appearance. Windows may have a half-round or elliptical head. Windows should be operable with double-hung or casements preferred. Standard minimum window size shall be 2'-8" in width and 5'-0" in height. Window head heights should align at each story of the building. Dormers, where appropriate, should be constructed of wood and not masonry as the main body of the structure. Small accent windows in non-rectangular shapes are allowed for accents such as in the pediment of a facade. Windows should be articulated as punched openings with inset wood trim. The masonry opening may be articulated as a round, elliptical, or jack arch. Shutters may be used but must be sized appropriately to the opening and have functioning hardware and hinges.

3. Suitable exterior finish materials.

New construction or renovations to existing Southern Classic buildings may contain the following finish materials or a combination of the following finish materials:

i. Wall field material shall consist of brick, painted brick, cut or cast stone, or stucco.
ii. Trim elements, and architectural accent features, shall be of brick, cast stone or masonry, wood, and metal.
iii. Metal siding is prohibited unless utilized as roofing material on a building roof or awning.
iv. Concrete masonry unit (CMU) blocks, regardless of type or finish, shall not be utilized on any front or street side façade or any façade utilized as an entryway to the building accessible by the general public (i.e. customers). CMU's, if utilized on any other façade, shall not remain unfinished.
v. Roof surfaces shall be pitched and may include standing seam metal, clay tiles, slate, or composite architectural shingles. Other suitable material may be utilized if approved by the Architectural Review Committee.

4. Suitable Design Districts for Southern Classic Buildings
   Southern Classic building architecture may be utilized in the design districts as specified in Table 1.

Figure 30. Example of a Southern Classic building integrated with other shopfronts of differing architectural style.

D. Village Romantic Buildings

1. General Description

The Village Romantic architectural originates from the traditional European village and its values expressed in quality, natural building materials and a rich variety of simple massed forms. Characterizing this style are steeply pitched roofs, typically 11:12 to 20:12. Front facing gables are very common and encouraged individually or in groups. Wall finishes are masonry or stucco with half-timbering, stucco, shingle, or siding as upper story surfacing of gable infill, often beginning over the window head trim. Windows are grouped vertically and horizontally to create larger glazed openings, with the upper sash of all windows being divided into smaller panes over a single pane lower sash. Turrets, arches, bays, brackets, dormers, and chimneys all embellish and add character to Village Romantic structures.

Village Romantic buildings should include prominent identifying features, keyed to Figure 31, including but not limited to:

1. Roof pitch of 11:12 to 20:12.
2. Quaint, attractive massing in an asymmetrical form.
3. Second level or architectural elements project from main wall plane
4. Ground level masonry wall finish.
5. Polygonal turrets or towers at inside corners.
6. Half timbered wall surface treatment.

Figure 31. Village Romantic building features. Graphic from Lane Park PUD master plan, 9/23/2019, p. 51.

2. General Design Considerations

i. Village Romantic buildings are without bilateral symmetry, although grouped building elements may be symmetrical. The lack of bilateral symmetry is not to produce a random or ununified building but instead to contribute to unique harmony.
ii. The organization, or proportion, of this building type is based upon simplistic proportional ratios, if any at all, or a simple test of what is pleasing to the eye. When utilized, key proportional relationships to consider are 1:2, 1:3, 2:3, and 3:5. The overall goal of the style should be an appearance of modest, durable charm.
iii. Village Romantic buildings should be constructed of natural materials such as brick, stone, or wood. Natural variation in masonry products serve to create subtle shades and shadows, adding texture to the wall finish. Openings should be considerably recessed to create bold shadow lines. Trim elements should project from the wall surface to unify grouped elements.
iv. The scale of details are very important in this style to be appropriate to the building material being used. Stone and masonry details will be larger and more simple than those of details constructed in wood. Details are more prevalent in this style more so than any others because of the variety of architectural elements available; it is better to be reserved and get a few great details versus ambitious and design a lot of mediocre or incorrect ones. Monumental design elements to be viewed from afar are not typical due to the inherent modesty of the architectural style.
v. Gable End Walls
    1. Gable fronted end walls are common in this building type. The upper story of a gable fronted wall may display a differing finished material compared to the first story. Features such as half timbering or beveled siding on upper stories of gabled walls serve to add architectural interest. Half timbering resembles structural support and therefore should be sized not less than 5 inches in width.

    2. If wood is used in upper gables the roof structure will project out from the wall by a minimum of 6”; if masonry is used, a slight parapet will terminate the roof structure behind the wall and the parapet will be capped with masonry, often slightly contrasting in color and texture with the lower wall material.

3. Gable End Walls are also commonly grouped together in number which can create a very appealing rhythmic roofline. If grouped, gables should maintain the same material appearance while the fenestration may vary.

vi. Projections and overhangs

Projections and overhangs provide distinction in Village Romantic buildings. An overhang should always be accompanied by a change in material, from 'heavy' to 'light', that is, if brick, stone, or stucco is used on the ground level the upper story that is overhanging will be a lighter mix of materials, often seen as half-timbering (wood posts between stucco or brick infill). An overhang should not exceed 24 inches. Larger overhangs will often contain visual if not structural support provided underneath. A projection should contain the same finish material as the parent wall, unless the parent wall is masonry. Then, the projection should contain a lighter mix of materials.

vii. Arches

The Village Romantic building type commonly incorporates arches in the design. The Tudor Arch is a common design choice but elliptical and half-round arches are also acceptable. The trim around the arch should be brick, stone, stucco, or wood and will often be in a contrasting color from the wall which surrounds it. Arches repeated in a row as an ensemble make for very successful and useful arcades. Repetition of this element should occur in odd numbers only.

viii. Storefronts

1. Great attention must be given to storefront design. Accomplishing human scale proportions and creating a sense of welcome is of great importance. The storefront should be no taller than 12 feet, and the perceived ceiling height while standing at the storefront should be approximately 9 feet, accomplished with the use of awnings.
2. Storefront material should be of wood construction, with heavier, articulated framing 6 inches to10 inches in width. Transom window sashes should be divided into multiple, vertically proportioned panes, while lower display windows should be large clear glass with a vertical orientation. Significant glazed area encourages pedestrianism.

ix. Dormers and Towers

Dormers are an important visual element given the steep roof pitches and resulting large visible roof surface areas. Although most often gabled in form, dormers may also have a flat, or shed type roof or an eyebrow design. They can be located solely on the roof plane or be placed on the wall and provide a break in the eave line. Dormers are typically large, with windows grouped in numbers from 2-4. Dormers must be properly designed and placed in proportion to the roof area.

Towers are charming, solid, and mostly subtle design elements and should occur at inside corners (most common), or off of the front building face (not centered), or as a growth off up from the wall plane (fully engaged). Towers can be circular, rectangular, or polygonal and should seek to maintain the main building mass eave line or act as a transition between differing eave heights. Materially, towers should be of masonry, brick, stone, or stucco with minimal punched openings to create a more solid appearance.

Figure 32. Top: A Village Romantic building with adorned gables to resemble half timbering, together with many other attributes of the style.
Bottom: Storefront treatment incorporating an arch. The inset doorway and ceiling bring the space to a more human scale.

3. Suitable exterior finish materials.

New construction or renovations to existing Village Romantic buildings may contain the following finish materials or a combination of the following finish materials:

i. Wall field material shall consist of brick, painted brick, cut or cast stone, or stucco.
ii. Trim elements, and architectural accent features, shall be of brick, cast stone or masonry, and wood.
iii. Metal siding is prohibited unless utilized as roofing material on a building roof or awning.
iv. Concrete masonry unit (CMU) blocks, regardless of type or finish, shall not be utilized on any front or street side façade or any façade utilized as an entryway to the building accessible by the general public (i.e. customers). CMU's, if utilized on any other façade, shall not remain unfinished.
v. Roof surfaces shall be pitched and may include standing seam metal, clay tiles, slate, or composite architectural shingles. Other suitable material may be utilized if approved by the Architectural Review Committee.

4. Suitable Design Districts for Village Romantic Buildings
   Village Romantic building architecture may be utilized in the design districts as specified in Table 1.

Figure 33. A more modern building displaying Village Romantic characteristics: steep roof, arches, a tower, and contrasting coloration and building materials. Note the Village Mid Century building to the right.

Figure 34. A Village Romantic building demonstrating steeply pitched roof, gable infill, lack of symmetry, arches, contrasting coloration, and an inviting storefront.

Table 1.

The architectural type permitted or required within the various design districts in the City of Gluckstadt shall be as set forth below. As used in Table 1 the following meanings shall apply:

Permitted – A newly constructed or remodeled building within a specified design district may adhere to the indicated architectural type at the owner's discretion. This provision, however, does not relieve the owner of complying with all other standards applicable to the specified design district.

Required – A newly constructed or remodeled building within a specified design district shall adhere to the indicated architectural type. This provision, however, does not relieve the owner of complying with all other standards applicable to the specified design district.

Unspecified – There is no specific architectural type defined or specified. This provision, however, does not relieve the owner of complying with all other standards applicable to the specified design district. The absence of a specific architectural type does not exempt a development from adhering to the architectural requirements within the various design districts.

Location/ Design District	Architectural Type				
	Southern Mercantile	Village Mid-Century	Southern Classic	Village Romantic	Unspecified
Village Design District	Required	Required	Required	Required	Prohibited
Neighborhood Design District	Required	Required	Required	Required	Prohibited
Highway Commercial District	Permitted	Permitted	Permitted	Permitted	Permitted
Service Commercial District	Permitted	Permitted	Permitted	Permitted	Permitted
Industrial Design District	Permitted	Permitted	Permitted	Permitted	Permitted

ADDITIONAL TOPICS TO BE INCLUDED, PENDING WORKSESSION WITH MAYOR AND BOARD

1. Application, review and approval procedure, including review criteria
2. Building alterations/additions
3. Hardscapes
4. Landscaping
5. Lighting

ORDINANCE NO. 2025-01

AN ORDINANCE ESTABLISHING ARCHITECTURAL DESIGN STANDARDS IN THE CITY OF GLUCKSTADT, MISSISSIPPI

WHEREAS, the City of Gluckstadt is currently without any architectural design standards to enhance the City's appearance and to provide for the proper design of structures within the City; and

WHEREAS, pursuant to Mississippi Code Annotated Section 21-19-1, the governing authorities of the City of Gluckstadt have the power to make regulations to secure the general welfare of the municipality; and

WHEREAS, the Mayor and Board of Aldermen of the City of Gluckstadt wish to enact architectural design standards to enhance the visual appeal of the City by encouraging well-articulated and high quality structures within the City;

NOW THEREFORE, BE IT ORDAINED BY THE MAYOR AND BOARD OF ALDERMEN FOR THE CITY OF GLUCKSTADT, MISSISSIPPI, as follows:

1. The matters contained in the preamble are true and correct.
2. The City of Gluckstadt, Mississippi, hereby adopts as its architectural design standards, this "Architectural Design Ordinance."

SO ORDAINED, ADOPTED AND APPROVED by the Mayor and Board of Aldermen of the City of Gluckstadt, Madison County, Mississippi at its regular meeting held on the 8th day of April 2025.

A MOTION for adoption was made by Alderman Powell and SECONDED by Alderman Berry and the foregoing Ordinance having been first reduced to writing, and no request being made by the Mayor or any member of the Board of Aldermen that the Ordinance be read by the City Clerk, before any vote was taken, it was submitted to the Board of Aldermen for the passage or rejection on roll call vote upon the vote being as follows, to-wit:

Alderman Miya Warfield Bates voted: Aye/Nay
Alderman Jayce Powell voted: Aye/Nay
Alderman Richard Wesley Slay voted: Aye/Nay
Alderman John Taylor voted: Aye/Nay
Alderman Lisa H. Williams voted: Aye/Nay

Adopted 4-1

Whereupon, the Mayor declared the motion carried and Ordinance adopted.

The foregoing Ordinance is approved this the 8th day of April, 2025.

CITY OF GLUCKSTADT, MISSISSIPPI

By: _____
Walter C. Morrison, IV, Mayor of the City of Gluckstadt, Mississippi

ATTEST:

_____
Lindsay Kellum, City Clerk

[SEAL]

ARTICLE 12: ARCHITECTURAL STANDARDS

12.1 SCOPE

This article is intended to set architectural guidelines defining the character and general composition of buildings for the construction of new buildings within the Commercial, Industrial, Interstate, and Mixed Multifamily Residential districts of the City of Gluckstadt. Additionally, these provisions apply to two family and multifamily zoning districts.

12.2 PURPOSE

12.2.1 The purpose of architectural standards is to make certain the exterior of all new construction and building additions are high quality, long-lasting, and sustainable within the City of Gluckstadt and consistent with the architectural theme and character of the neighborhood. Architectural design and use of materials for the construction of any building shall be subject to the approval of the Architectural Review Board (ARB).

12.2.2 These standards are intended to enhance the visual aspect and livability of the entire city. These standards will foster architectural diversity and interest, yet achieve and maintain a consistent, durable and pleasing aesthetic/visual quality.

12.3 BUILDING PLANS

12.3.1 Building Plan Application

A. All applications shall conform with the requirements of Section 2.2 Permits and Certificates.
B. All building plans submitted with an application for a building permit shall clearly indicate all of the proposed building materials and colors for each facade as described herein.
C. The plans shall clearly show the location and calculate the amount/percentages of all building materials per facade.
D. The plans submitted shall include color elevations of all building sides.

12.3.2 Multiple Buildings

Groups of buildings on the same parcel of land may be reviewed and permitted as a single project rather than individual buildings. Grouping of similar buildings is encouraged to minimize the number of reviews required and to allow for originality and design flexibility.

12.4 GENERAL REQUIREMENTS

12.4.1 Dumpsters

A. All dumpsters, new and existing, shall be screened from sight by a fence or wall at least six inches taller than the tallest point on the dumpster with solid front gates. In no case shall said wall, fence, or gate exceed eight feet in height.
B. Gates shall be self-closing and remain closed and locked when not in use by commercial businesses/tenants or during any collection pickup service.
C. The fence shall be constructed of an opaque material made of brick, stucco, split face block, or similar material to that of the principal building.
D. Dumpsters shall be located in the rear yard behind the building they serve and not visible from any public street.

Figure 12.1 Example of Dumpster Enclosure

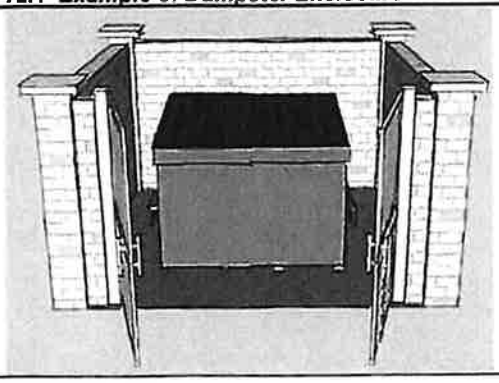

Image: Bridge & Watson, Inc.

12.4.2 Mechanical systems (HVAC)

A. All ground mounted mechanical, HVAC, and like systems shall be screened from public street view (within 300 feet) by an opaque wall or fence of similar material to that of the principal building.

B. All commercial and retail building roof mounted mechanical, HVAC, and like systems shall be screened from public street view (within 300 feet) on all sides by parapet walls.

Figure 12.2 Example of HVAC Enclosure

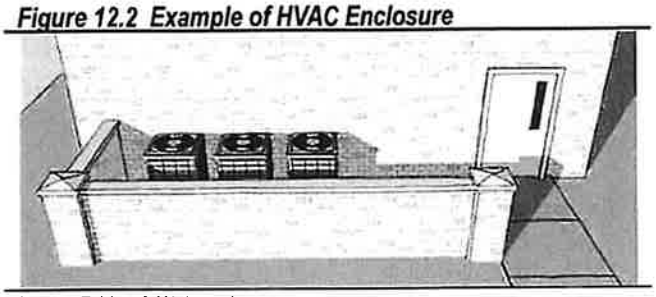

Image: Bridge & Watson, Inc.

12.4.3 Roof Requirements

A. Pitched Roofs

i. All one-story buildings less than ten-thousand (10,000) gross square feet must have a symmetrical pitched roof (between 5:12 and 12:12) as much as possible.

ii. If a pitched roof is not possible, a combination of flat roof and pitched roof is required.

a. Provide a pitched roof on front and side of the building to screen view of any flat roof.

Figure 12.3 Pitched Roof with a Flat Roof

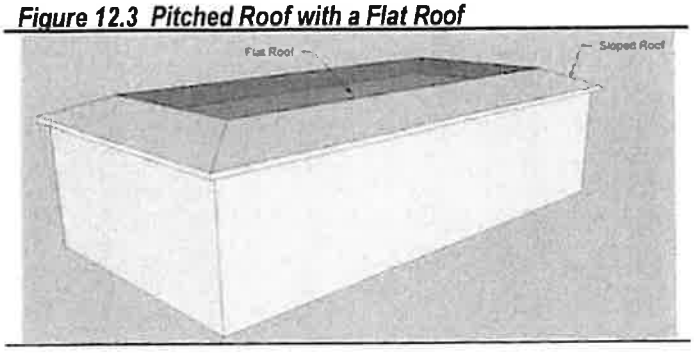

Image: Bridge & Watson, Inc.

iii. Arcades, drive-under canopies, porches, and other features shall be created with a pitched roof.

iv. Materials for pitched roofs shall be limited to architectural dimensional grade asphalt shingles, natural slate, natural terra cotta, natural wood shake, copper or factory finished sheet metal.

B. Mansard Roofs
Mansard roofs shall have a maximum pitch of 12:12 with a minimum twelve-foot (12') vertical surface length.

C. Flat Roofs
i. Flat roofs may be of any material that meets building codes, excluding Galvalume and similar finishes.
ii. Exposed metal flashing shall be copper or factory finished sheet metal.
iii. If factory finished metal flashing is used, such as standing seam, the color must be subdued to blend with other materials or of a color to simulate weathered copper or bronze. Galvalume and similar finished are not permitted.
iv. All buildings with flat roofs should include parapet articulation on the front, side(s), and rear facade(s) of such building.
v. There shall be roof articulations/offsets at a minimum of one (1) per each one hundred twenty-five linear feet (125') of length by a change in the top line of the parapet.
vi. Additional articulation may occur at any lesser distance.
vii. If the front facade is less than one hundred twenty-five linear feet (125'), then a minimum of one (1) roof articulation must occur.

D. Other
Drive under canopies for gasoline pumps may have flat roofs with vertical or factory formed facing of finished sheet metal.

Figure 12.3 Roof Types

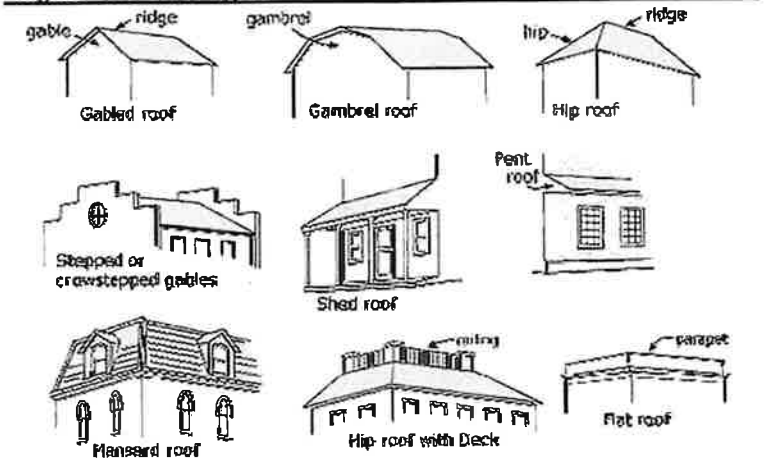

Image: www.budget.state.pa.us

12.5 COMMERCIAL ZONING DISTRICTS

12.5.1 Building Design

Building design shall exhibit architectural control which seeks to be creative and which best utilizes building lines, shapes, and angles to maximize architectural integrity.

A. Unadorned pre-stressed upright concrete panels, unfinished concrete block, metal siding (such as galvanized or unfinished steel, galvalume, or unfinished aluminum), and pole-type building materials are not permitted as primary exterior building materials.

B. At least fifty (50) percent of all exterior wall finishes shall be comprised of any combination of at least two (2) of the following materials:
i. Brick
ii. Natural Stone
iii. Glass
iv. Stucco or stucco-like finishes

v. Hardy Plank or other fiber cement board
vi. Other comparable or superior material approved by the ARB.
vii. Accent materials shall be used for cornices, sills, bases, lintels, banding, and decorative accent trims. Accent materials shall consist of materials that meet or exceed the quality of the primary exterior materials and shall be consistent with the building design.

C. In the C-1A Restricted Commercial District, C-1 General Commercial District, C-2 Highway Commercial and non-residential uses in residential districts, a minimum of thirty (30) percent of the façade facing the public right-of-way shall be glass.
D. Any new building shall be constructed so that all exterior sides shall be surfaced equivalent to the front of the building. The rear elevation of a building shall be exempt from this requirement provided the rear of the building is not visible from public view.

12.6 INDUSTRIAL ZONING DISTRICTS

12.6.1 Building Design

Building design shall exhibit architectural control which seeks to be creative and utilize building lines, shapes, and angles to maximize architectural integrity.

12.6.2 Located within 1,350 feet to Certain Roadways

Industrial properties which are located within 1,350 feet of the centerline of the right-of-way of a collector or arterial road shall meet the following architectural standards. Where only a portion of the parcel lies within 1,350 feet of the collector or arterial road centerline, the standards shall apply to the entire parcel:

A. Unadorned pre-stressed upright concrete panels, unfinished concrete block, metal siding (such as galvanized or unfinished steel, galvalume, or unfinished aluminum), and pole-type building materials are not permitted as exterior building materials.
B. Building exterior wall finishes shall be comprised of any combination of a least two (2) of the following materials:
   i. Brick
   ii. Natural Stone
   iii. Glass
   iv. Masonry stucco
   v. Hardy Plank
   vi. Other comparable or superior material approved by the ARB.
   vii. Accent materials shall be used for cornices, sills, bases, lintels, banding, and decorative accent trims and shall consist of materials comparable in grade and quality to the primary exterior materials.
C. A minimum of twenty (20) percent of the facade facing the public right-of-way shall be glass.
D. Any new building shall be constructed so that all exterior sides shall be surfaced equivalent to the front of the building

12.6.3 Not Located Within 1,350 feet to Certain Roadways

Industrial properties which are not located within 1,350 feet of the centerline of the right-of-way of a collector or arterial road shall meet the following architectural standards:

A. Exterior wall surfaces of all buildings shall be faced with brick, stone, architecturally enhanced pre-cast and cast-in-place panel, architectural concrete in combination with other permitted materials or glass.
B. Accent materials shall be used for cornices, sills, bases, lintels, banding, and decorative accent trims. Accent materials shall consist of materials comparable in grade and quality to the primary exterior materials.
C. A minimum of twenty (20) percent of the facade facing the public right-of-way shall be glass.
D. Any new building shall be constructed so that all exterior sides shall be surfaced equivalent to the front of the building.

12.7 TWO-FAMILY, MULTI-FAMILY, AND MIXED MULTI-FAMILY ZONING DISTRICTS

The exterior building finish of two-family and multi-family dwelling units shall include a variation in building materials which are to be distributed throughout the building facades and coordinated into the architectural design of the structure to create an architecturally balanced appearance. In addition, all buildings shall be designed in a manner consistent with the publication titled "Architectural Guidelines for the City of Gluckstadt". Two-family, townhome, condominiums, and multi-family dwelling structures shall comply with the requirements provided below. Nonresidential buildings and structures shall comply with the requirements below as well as any applicable provisions contained within Section 12.5 et. seq.

12.7.1 Finish Material Composition

A. When multiple building wall materials are utilized, said materials may be combined on each Facade only horizontally, with the heavier material below the lighter.
B. A minimum of twenty-five (25) percent of the combined area of all building facades of a structure shall have an exterior finish of brick, stucco, hardy plank, and/or natural or artificial stone.
C. Except for brick, stucco, hardy plank, and/or natural or artificial stone, no single building facade shall have more than seventy-five (75) percent of one type of exterior finish.
D. For the purpose of this section, the area of the building facade shall not include area devoted to windows, entrance doors, garage doors, or roof areas.
E. No more than three (3) buildings within 300 feet of each other shall consist of the same building facade.
F. All openings, including porches, galleries, arcades, and windows, with the exception of storefronts, shall be square or vertical in proportion.
G. Openings above the first Story shall not exceed 50% of the total building wall area, with each Facade being calculated independently.
H. Openings below the second story shall not exceed 80% of the total wall area on the front facade and 50% of the wall area on all other facades, with each façade being calculated independently.
I. Doors and windows that operate as sliders are prohibited along frontages.
J. Balconies and porches shall be made of painted wood or metal, excluding galvanized tin.
K. Fences at lot lines may be of wood board or metal, excluding chain link and shall be painted or stained.
L. All structures required to be raised on the basis of FEMA standards must be screened at the ground floor with breakaway materials approved by the ARB in compliance with FEMA regulations.

12.8 EXCEPTIONS

The ARB may approve materials and designs that differ from those required within this ordinance provided the following criteria are achieved:

A. The proposed building maintains the quality and value intended by this section.
B. The proposed building is compatible and in harmony with other structures designed by standards in this section within the district.
C. The design exceeds the intent of the ordinance.
D. Any building is subject to denial that does not meet architectural standards as determined by the Planning and Zoning Commission and the Mayor and Board of Aldermen.

City of Guckstadt Architectural Zones

STOUT RD
CALHOUN STATION PKWY
SUNRISE CV
LAKESHIRE PKWY SOUTH
LAKESHIRE CIR
LAKESHIRE CV
EASTRIDGE LN
DEERWOOD XING
OLD ORCHARD RD
GERMANTOWN RD
MUNICH DR
MUNICH CV
STONE CREEK DR
DIXON RUN
STRIBLING RD EXT
SAM BOULDIN RD
SAMUELS DR
GLUCKSTADT WAY
AUTOBAHN LOOP
KEHLE RD
N TAYLOR LN
W SOWELL RD
BRENDA LN
THOMAS JOHNSON RD
OLD JACKSON RD
SAHLER PL
CHURCH RD
ORCHARD LN
LONE WOLF DR
BRADFIELD RD
MUIRFIELD PL
KAYFIELD PL
RIDGEFIELD DR
PARKFIELD PL
ARRINGTON DR
EASTFIELD PL
FIRST COLONY BLVD
CATLETT RD
COLONY CT
COLONY PL
MINNINGER BLVD
INDUSTRIAL DR N
INDUSTRIAL BLVD
BRACCO RD
YANDELL RD
GLUCKSTADT RD
FARMERS ROW
COTTON CV
PLANTERS ROW
SADDLE CV
HUNTERS ROW
OLD BAYAHA RD
BOZEMAN RD
LEXINGTON DR
DISTRIBUTION DR
DEES WAY
DEES DR
I-55
DENIM WAY
KIMBALL DR
WEISENBERGER RD
ENTERPRISE DR
AMERICAN WAY
HAZELTON CV
INDUSTRIAL DR S
CARDOX DR
JORN CIR
CLARKDELL RD EXT
CLARKDELL RD
WESTFALEN DR
WELLS CT
BRADSHAW XING
PARCHING CV
MARSHAS WAY
PARKWAY EAST
HWY 51

N
W
E
S

Date: 1/6/2026

Legend

- Village Retail and Mixed Use Area
- Commercial Service Area
- Highway Commercial Area
- Neighborhood Retail Area
- Industrial Area

City Limits

Zoning Classification:

- A-1
- R-1
- R-1A
- R-1B
- R-2
- R-3
- R-4
- R-5
- MHS
- MHP
- PUD
- C-1A
- C-1
- C-2
- TIP
- SU-1
- I-2

CERTIFICATION

This is to certify that this is the Official Zoning Map of the City of Gluckstadt, Mississippi, as adopted by the Mayor and Board of Aldermen on the 16th day of December, 20 21.

/s/ Walter Morrison
Mayor

/s/ Lindsay Kellum
City Clerk

By Official Action of the Mayor and Board of Aldermen,
This Map was Amended as Authorized by Ordinance as Listed Below.

No.	Date	From District	To District	Ordinance Number	Mayor's Signature	City Clerk's Signature
1	09/08/22	R-1	C-2	2022-10	/s/ Walter Morrison	/s/ Lindsay Kellum
2	11/08/22	R-2	C-1A	2022-14	/s/ Walter Morrison	/s/ Lindsay Kellum

BRIDGE&WATSON INC
URBAN PLANNERS • CONSULTANTS • ADVISORS
TEL:662.234.0958 | FAX:662.234.0997
CWATSON@PLANNING-CONSULTANTS.COM
507 HERITAGE DR. STE. 201 | PO BOX 1482 | OXFORD, MS 38655

Administrative Copy - Official Zoning Map
City of Gluckstadt, Mississippi
Adopted December 16, 2021

N W E S

This map is accurate for planning purposes only.

Data Sources:

Madison County web viewer (08/2021); Bridge & Watson, Inc.; Gluckstadt Ordinance No. 2022-10; Ordinance No. 2022-14

January 3, 2023

From: Mary Clark
To: Jessie Campbell
Cc: Lindsay Kellum; John Scanlon; zgiddy@millsscanlon.com; Walter Morrison; Chris Buckner; Caine Dearman
Subject: Re: 4/23/26 Special Called Meeting, Arrington Item for Discussion
Date: Wednesday, April 22, 2026 6:42:16 PM
Attachments: 26.02.26 Arrington Estimate.pdf
Arrington Dam Letter to City of Gluckstadt.pdf

Hi All,
Thank you for informing me about the upcoming meeting. I will be there and look forward to speaking with you.

We are currently working to gather the information that you have requested and provide you with answers to your questions. I have spoken with and collected documents from McMaster's Engineering and am waiting on cost breakdowns from Fondren Construction.

As you know, this project has been a long time in the making. Lake Arrington was built in 1972 by Madison County as a flood prevention structure. It later became part of the Arrington Subdivision when developed in 1996. The lake was managed by John Harreld, developer, until it was deeded over to the HOA. When the HOA received ownership, the dam had been classified as a High Hazard Dam and repairs were needed. The HOA worked directly with MDEQ to ensure that dam repairs would be made and once completed the dam would operate effectively. The first step in the project was to cut the pipe off and significantly lower the level of the lake. MDEQ offered siphons to help with this process. Once the lake was lowered, an application for Federal and State grants was submitted and awarded. Original cost estimates from the engineer were $540,000. At that time, the federal funds were sufficient to cover the majority of the costs with the remainder covered by state, local and homeowner assessments. Unfortunately, upon administration change, the requirements for the federal grant were changed and due to the HOA not having non-profit status, we were no longer eligible.

Plans were then sent out to eight construction companies, Wilkerson's Trucking, HR Squared, Becker Contractor Services, Fondren Construction, Neely Trucking, Elite Land Management, Warren Excavation and DDB Construction, for quotes on the repairs. The low bid was from Fondren Construction at $250,000. In order to move the project forward, MDEQ increased the state grant award amount, and with the commitment from the City of Gluckstadt and the Homeowner's assessments, we continued on. We met with MDEQ and went through contract meetings. However, the original plans were not approved by MDEQ and adjustments had to be made. McMaster's Engineering has worked with MDEQ for the last year trying to get an acceptable model, thus delaying the project. The new design plans were submitted to Fondren Construction for review. The total estimated cost came to $406,080 thus leaving a $52,840 deficit. All costs are limited to dam repair for flood prevention.. No cosmetic costs are included.

I have attached the Arrington estimate and the Arrington Dam Letter to the City of Gluckstadt to this email.
I will bring all other requested documents to you tomorrow so that you can share with the Board.

Thank you,
Mary Clark

On Tue, Apr 21, 2026 at 9:30 PM Jessie Campbell <jessie.campbell@gluckstadt.net> wrote:

Hello Mary,

Also, please provide any and all documents that you have submitted to MDEQ and or any entities that you have requested funding.

Jessie Campbell

> On Apr 21, 2026, at 2:19 PM, Lindsay Kellum <lindsay.kellum@gluckstadt.net> wrote:
>
> Good Afternoon Mary,
>
> I wanted to advise you that we have a special called meeting set for the 4/23/26 for the Mayor and Board, alongside the Architectural Review Committee, and Planning and Zoning Committee, for a work session concerning ARC standards and zoning. At this time, Alderwoman Campbell has requested to add an additional item to the Special Called Meeting for discussion under Old Business related to the 4/14/26 vote to provide additional funds to Arrington HOA for repair of the dam. I have included a copy of the agenda for your convenience.
>
> Alderwoman Campbell has some lingering questions and would like for you, and/or other representatives of Arrington who are in the know on this issue, to attend the meeting and come prepared with answers (and accompanying documentation) for the board:
>
> 1. She would like to see the latest engineering report (and any previous engineering submissions for this project demonstrating a need to repair); documents showing where the project currently stands – has anything been fixed? Is the pond operating correctly? What is the status and is there an updated engineering report? Specifically, is there a report showing flood impacts on the city as a whole?
> 2. A breakdown of what specifically the HOA is requesting the city fund – true drainage or flooding retention issues, or are cosmetic issues included? additionally, what has the HOA paid to date, and who has paid?

3. Cost estimates for project; how many estimates did the HOA receive? Further, please provide a detailed document / accounting of all estimates and itemized breakdown of fees related to this project.

I have included Alderwoman Campbell on this correspondence should you need additional clarification or have further questions for her request –

Thank you for your attention to this matter.

LINDSAY LEONARD KELLUM, CMC

City Clerk, City of Gluckstadt

P.O. Box 2210

Madison, MS 39130

(769) 567-2306

Lindsay.Kellum@gluckstadt.net

<image001.jpg>

<4.23.26 Special Called Meeting, Notice & Agenda (ARC, PZ Worksession with BOA).pdf>

REVISED PROJECT ESTIMATE

ARRINGTON LAKE DAM IMPROVEMENTS

26-Feb-26

ENGINEER'S OPINION OF PROBABLE COST

PAY ITEM NO.	ITEM	QUANTITY	UNIT	UNIT PRICE	AMOUNT
1	Arrington Lake Dam Modifications - Remove existing riser/conduit - Installation of proposed concrete box and double RCP - Regrade earthen auxiliary spillway - Earthwork for upstream slope, downstream slope, and top of dam - Seeding, vegetative, and mulching materials - Removal of brush and trees on downstream slope and toe of dam	LUMP SUM	L.S.	$376,000.00	$376,000.00

CONSTRUCTION COST SUBTOTAL **$376,000.00**

ENGINEERING (CE&I, AS-BUILTS, & FINAL REPORT) (8%) $30,080.00

ESTIMATED PROJECT COST $406,080.00

MDEQ GRANT REQUEST (2024) $263,952.00

ARRINGTON LAKE COST MATCH (35% MATCH) $142,128.00

ARRINGTON ENGINEERING DESIGN (100%) $35,000.00

ARRINGTON TOTAL PROJECT COST (35% MATCH & 100% ENGINEERING DESIGN) $177,128.00

McMASTER & ASSOCIATES, INC.
CIVIL ENGINEERS & LAND SURVEYORS

November 20, 2024

City of Gluckstadt
Attn: Mayor Walter C. Morrison, IV, & Board of Aldermen
P.O. Box 2210
Madison, MS 39110

Re: Arrington Lake Dam, State ID MS02260
Dam Improvements

Mr. Morrison & Board of Aldermen,

This letter is on behalf of Arrington Homeowners Association, Inc. The HOA has a contract in place with McMaster & Associates, Inc. for engineering services to rehabilitate Arrington Lake Dam. Arrington Lake Dam provides flood control to the City of Gluckstadt and requires improvements to bring the dam into compliance with MDEQ high hazard dam regulations. As an asset to the City of Gluckstadt, Arrington Homeowners Association, Inc. is requesting support from the Board of Aldermen to aid funding the Arrington Lake Dam Improvements Project.

Arrington Lake Dam impounds runoff from a drainage area of ±279.5-acres. At the 100-year storm event, inflow to Arrington Lake is calculated to be 748.22-cfs with the proposed modifications designed to discharge 420.57-cfs through the spillways. The dam restricts nearly half of the inflow from draining downstream, reducing the risk of flooding to the City of Gluckstadt.

Completion of the project will improve the condition of the dam to ensure prolonged flood protection to the City of Gluckstadt. Improvements are crucial to preserving the dam and financial assistance would accelerate the ability to begin construction. Should you require any supplemental information, please do not hesitate to contact us.

Sincerely,

Ron McMaster, P.E., P.S.
McMaster & Associates, Inc.

cc: Lanie McGuire, E.I., CFM – McMaster & Associates, Inc
Cesare Della Valentina – Arrington HOA