SARATOGA ASSOCIATES
Landscape Architects, Architects, Engineers, and Planners, P.C.

ARCHITECTURAL DESIGN GUIDELINES

Architectural Design Guidelines

Town of East Fishkill
Duchess County
New York

September 2022

Prepared for: Town Board
Town of East Fishkill
330 Route 376
Hopewell Junction, NY 12533

Prepared by:
Saratoga Associates
Landscape Architects, Architects, Engineers, and Planners, P.C.
21 Congress Street, Suite 201
Saratoga Springs, NY 12866

THIS PAGE INTENTIONALLY LEFT BLANK.

TABLE OF CONTENTS

SECTION 1 - INTRODUCTION AND OVERVIEW

SECTION 1 – INTRODUCTION AND OVERVIEW

The Town of East Fishkill has commissioned the Saratoga Associates to assist them in the development of architectural design guidelines for the community. The Town recognizes the importance of the guidelines to define and preserve the visual characteristics that make the communities special. Each of the villages in the Town have their own unique history and ambience. Each building within has its own unique form and detailing that was "contemporary" to the time it was built. The Design Guidelines will be a reference tool for building owners who are preparing for repairs, renovations, or additions to their properties.

The Town of East Fishkill has seen economic expansion and an increase in population over the last several years. The once largely vacant IBM Plant has seen as resurgence of mixed-use commercial occupancies. Large corporations such as Amazon and Frito Lay have or are planning to make their homes in the town. Ashley Furniture has proposed a new warehouse. A movie studio, back lot and other uses are being planned for I Park. New residential communities have been developed and new subdivisions with nearly 300 lots are in the planning stages.


The Guidelines are intended to:

- Encourage the preservation and use of historic buildings. Historic buildings include any structure no matter how modest that has served the residents of the Town for many generations and have become part of the visual landscape.
- Protect the built character in and around the Hamlets and encourage visually compatible new construction. The character of each community is established by the scale, mass, materials, and density of the built environment.
- Serve as design assistance to developers contemplating new commercial and residential development in the town.
- Provide design assistance to owners in the conversion of existing residential uses to commercial uses.
- Provide design assistance to owners or developers in the vertical or horizontal expansion of existing structures.
- Encourage the creative design of new structures that are visually compatible with the built environment yet are not re-creations of historic styles.

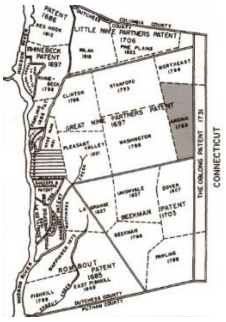
The hamlets of Arthursburg, Fishkill Plains, Gayhead, Hopewell Junction, Pecksville and Stormville were the primary focus of the study. However, the ensuing architectural guidelines will apply to the interstitial areas as well.

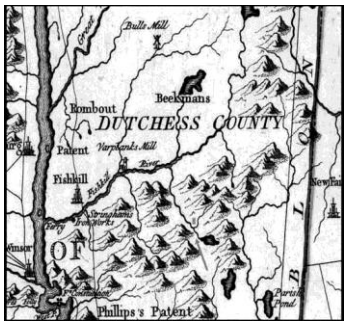
SECTION 2 - TOWN HISTORY

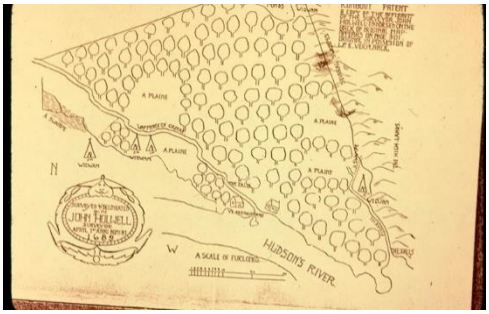
SECTION 2 - TOWN HISTORY[1]

Dutchess County, New York, one of the twelve original counties of New York was formed in 1683. For a time, Dutchess County was annexed to Ulster County and some genealogical records up to 1713 may be found in Ulster County. In 1812, the southern part of Dutchess County was set off as Putnam County. Prior to 1812 Dutchess County bordered the north boundary of Westchester County.

When the Town of Fishkill was incorporated in 1788, Fishkill's land area included the present-day City of Beacon and Village of Fishkill, as well as the Town of Wappinger, Village of Wappingers Falls, Town of East Fishkill and a portion of the Town of LaGrange. The division of East Fishkill from the Town of Fishkill was affected November 29, 1849. All were originally part of the Rombout Patent. The land set off encompassed about 33,000 acres and formed the second largest town territorially in the county, being exceeded only by the town of Washington. It is bounded on the north by LaGrange; east by Beekman; south by Putnam County, and west by Fishkill and Wappinger. The original settlers of the area were Dutch.







When the railroad extending from Dutchess Junction to Pine Plains was completed in 1869, the Hopewell Hamlet sprang up near the station, and when the New England Road was built, intersecting the Dutchess & Connecticut at this point, the hamlet was renamed Hopewell Junction. As a natural consequence the new Junction became the business center of the town. A coal and lumber yard was established in 1869 by R. C. Horton, and the following year Lawrence C. Rapelje built a hotel. The village contained several stores, mechanical shops, and the Borden Creamery. The Borden Creamery was constructed on Railroad Avenue in the Hopewell Hamlet facing the Hopewell Inn in 1901. Many local farmers brought milk to the Creamery to be pasteurized, bottled and transported to New York City. Borden closed the creamery in the 1930s.

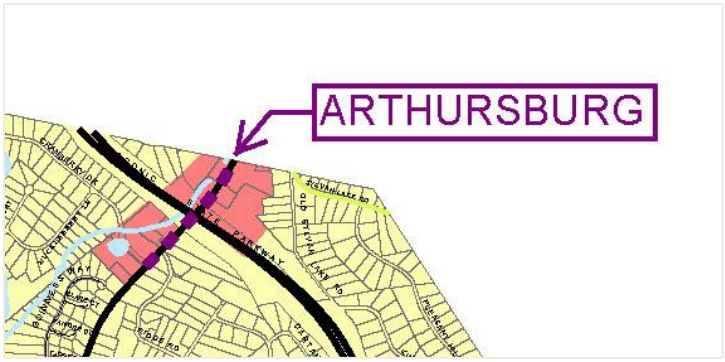
[1] History taken from the Town of East Fishkill official website

SECTION 3 - THE HAMLETS

SECTION 3 – THE HAMLETS[2]

ARTHURSBURG

Arthursburg, named after the twenty-first President of the United States, Chester A. Arthur, is located along New York State Route 82 to the northern-most Town boundary with LaGrange.



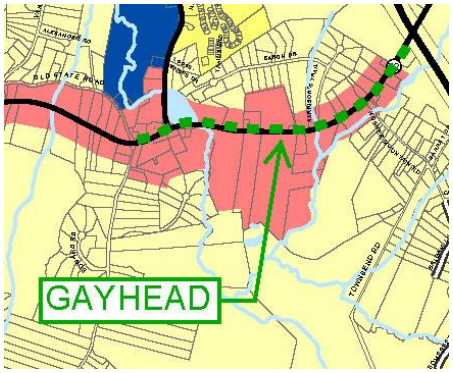
FISHKILL PLAINS

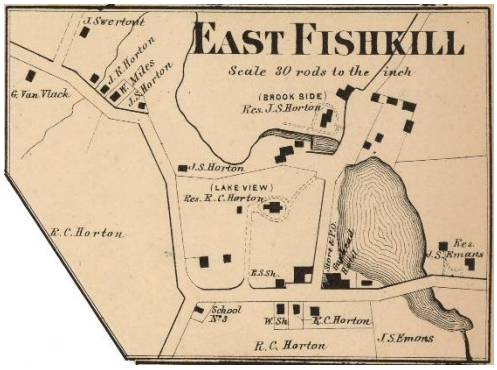
Fishkill Plains is located in the northeast portion of East Fishkill, along New York State Route 376 from the Sprout Creek to the intersection of Route 376 and Dutchess County Route 29/Hillside Lake Road. The Montfort family were early settlers in the vicinity of Fishkill Plains. Peter Montfort bought 370 acres of land here in 1735. His son, Peter, was a soldier in the Revolutionary War, and the family was active in the establishment of the Reformed Churches at Hackensack and Hopewell.

GAYHEAD

Gayhead is located along New York State Route 52 from its intersection with New York State Route 376 to the Taconic Parkway. Aaron Van Vlackren was the pioneer settler in the neighborhood of Gayhead. His son, Tunis Van Vlackren, built the first mill at Gayhead about 1768. Gayhead Pond, once located at the northeast corner of the intersection of New York State Routes 52 and 82 and now silted in, disappeared when the dam, located on the west side of Route 376 breached. Gayhead was once the home of numerous large agricultural farms. The map below labeled "East Fishkill" is actually Gayhead. The map illustrates Gayhead Pond at the intersection on future New York State Routes 52 and 376. A portion of the main roadway shown to the west is known as Old State Road today, before the NYS Route 52 realignment.

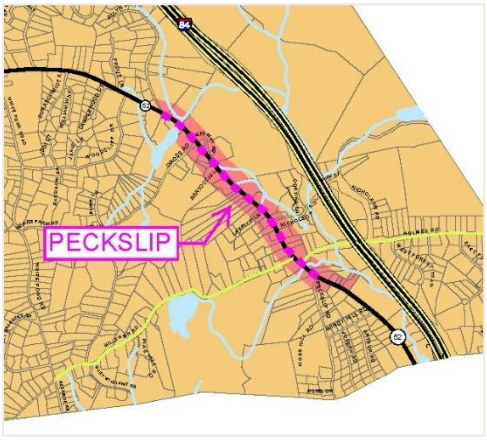
[2] The hamlet histories, locational maps, and historical maps were taken from the Town of East Fishkill official website.





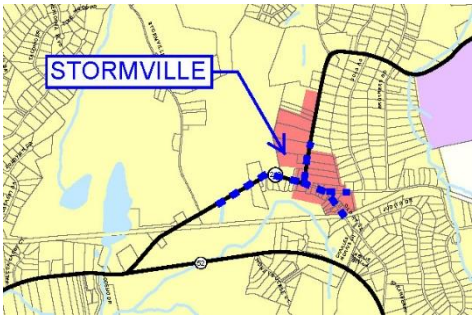
PECKVILLE (or PECK SLIP)

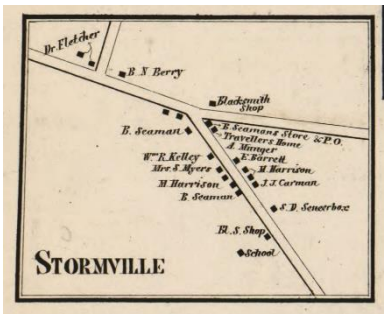
Pecksville, located in the southeastern corner of East Fishkill, is bordered by the Town of Beekman to the east and Putnam County to the south, and was once the home of a toll gate for stagecoaches.



STORMVILLE

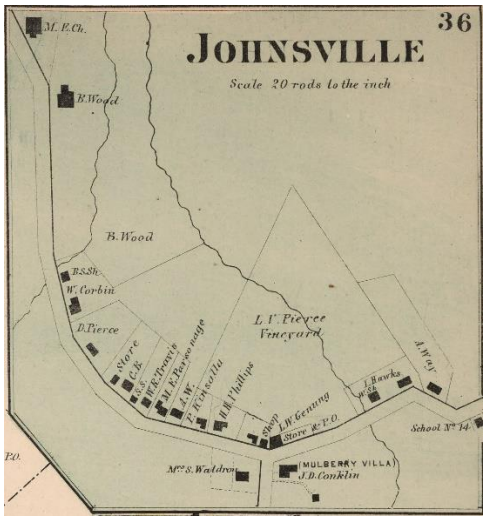
The settlement at Stormville, located at the intersections of Dutchess County Route 216, Old Route 52 and Seaman Road, was begun as early as 1739. Derick Storm was the first to "take up land" here. The Storm family were slave owners and the family's Slave cemetery can be found on Phillips Road. During the Revolution an American force was encamped for a short time just north of Stormville. This force was one of many that was posted back of the river to oppose the suspected inland march of the British to the upper Hudson. The maps below illustrate the intersections of what are Dutchess County Route 216, Seaman Road and Old Route 52 today.





WICCOPEE / JOHNSVILLE

Temporarily renamed Johnsville (and renamed back circa 1900), Wiccopee is located along East Fishkill's western border. Found in the list of County inhabitants of 1740 is the name Swartwout, the first family to settle in the vicinity of Johnsville. Johnsville Methodist Episcopal Church, constructed circa 1826, was later renamed Wiccopee Community United Methodist Church. Constructed circa 1760s, the Wiccopee General Store served the hamlet as both a General Store and Post Office for many years. The map below illustrates the intersection of Hook and Fishkill Hook Roads before the realignment for the future New York State Route 52.



SECTION 4 - DESIGN GUIDELINES - RENOVATION

SECTION 4 – DESIGN GUIDELINES - RENOVATION

The existing building stock of the Town represents a wide range of construction dates. However, with a few exceptions, there are no “high-style” structures representing the major periods of design such as Federal, Greek Revival, Italianate, etc. The narrow range of extant building styles reflect the rural, agricultural economy of the Town and are vernacular in style. The vernacular is typified by simple gable roofs, wood frame or masonry walls and simplified fenestration (window arrangement). Examples of this style in the Town are shown below:

As the economy changed and the Town became more of a bedroom community supporting industry and the New York City metro area the commercial buildings were constructed to support the commuter.

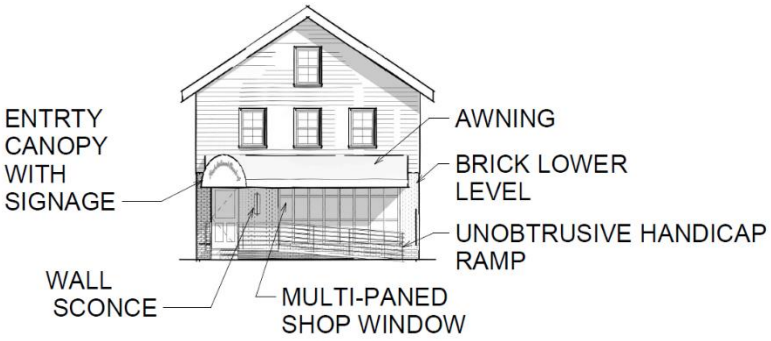
As the economy changed and the Town became more of a bedroom community supporting industry and the New York City metro area the commercial buildings were constructed to support the commuter and regional retail centers replaced the small hamlet centered commercial facilities.

When planning a renovation to a building constructed in the vernacular style the following principles should be followed.

STORE FRONT

As in traditional urban storefronts, the street level should be emphasized with the use of entrance doors and display windows and separated from the upper floors by a transom or canopy. The window(s) on the first floor can be large to accommodate the retail needs of the business. It is important that the entrance door and display windows be aligned with the upper story windows.

SKETCHES



Entries

UPPER STORIES

The portion of the building above the ground floor should maintain or reflect the original design of the vernacular style. Windows should be regularly sized and spaced. They should be longer in the vertical than the horizontal dimension.

SIDING MATERIALS

Materials used in the renovation of an existing building exterior should visually remain faithful to original materials. For example, deteriorated horizontal wood siding should be replaced with either new wood siding or a wood -like material such as cementitious siding. The dimension of the exposed part of the siding should be the same as the original. Vinyl siding should be avoided for both visual and tactile reasons. Masonry veneers (brick or stone) should be avoided if they were not used in the original construction.

LIGHTING

Light fixtures can be appropriately placed as wall sconces or down lights inside of or behind a canopy or porch entry. The design of visible fixtures should reflect the simplicity of the building façade. Wall signage can be appropriately lit with a simple, direct fixture. Floodlighting a façade should be avoided.



Simple Exterior Wall Sconces

RAMPS

Accessibility to places of business is important to the community and under many circumstances a requirement of the New York State Building Code. Questions regarding the need and dimensions of a ramp can be answered by the Town building official. Generally, the physical dimensions of the ramp are:

- The ramp must have a 1:12 slope ratio
- Minimum width of 36 inches,
- The ramp cannot be longer the 30 feet without a rest platform to prevent fatigue.
- All edges must be protected so that there is no risk of falling off.

Beyond the required physical dimensions of the ramp the design is up to the building owner. In most cases the ram design should be as simple as possible and not become the primary design element on a building façade.

STRIP CENTERS

As the economy changed and the Town became more of a bedroom community supporting industry and the New York City metro area the commercial buildings were constructed to support the commuter. Several examples exist throughout the Town. The following examples typify the single-story strip commercial centers constructed in the latter half of the twentieth century.

The strip center on the left is well-designed however, as is the case with many of the strip centers located in the Town it is fronted by large asphalt parking lot that has little or no relief by landscaping. The building on the right, the Post Office, is a classic mid-twentieth century modernist building that suffers from a no relief from the large parking lot and the need for repairs and façade cleaning. See Section 7 for site improvements.

2593 Taconic Plaza

Post Office

ADDING A FLOOR

The Town hamlets developed historically as commercial centers combining retail, health care, light industry, and municipal services near to one another. This provided the user a walkable convenient location to avail themselves of multiple services. To reduce automobile use, many communities are turning away from single-use zoning to multi-use zoning.

The lexicon of the New Urbanism defines mixed-use as multiple functions within the same building or the same general area through superimposition or within the same area through adjacency from which many of the benefits are pedestrian activity and traffic capture. Single-story stand-alone buildings and strip centers provide an opportunity for adding commercial or residential space without increasing a building's footprint. However, there are several technical and legal speedbumps that may get in the way of vertical expansion. Current, single-use zoning may not allow it, requiring the building owner or developer to seek a variance. Also, an assessment must be made of the structural capabilities of the existing building to see if it can support a second or third story.

Assuming the zoning and the structure allow for the construction of additional stories there are basic design guidelines that will make the new design coherent and attractive.

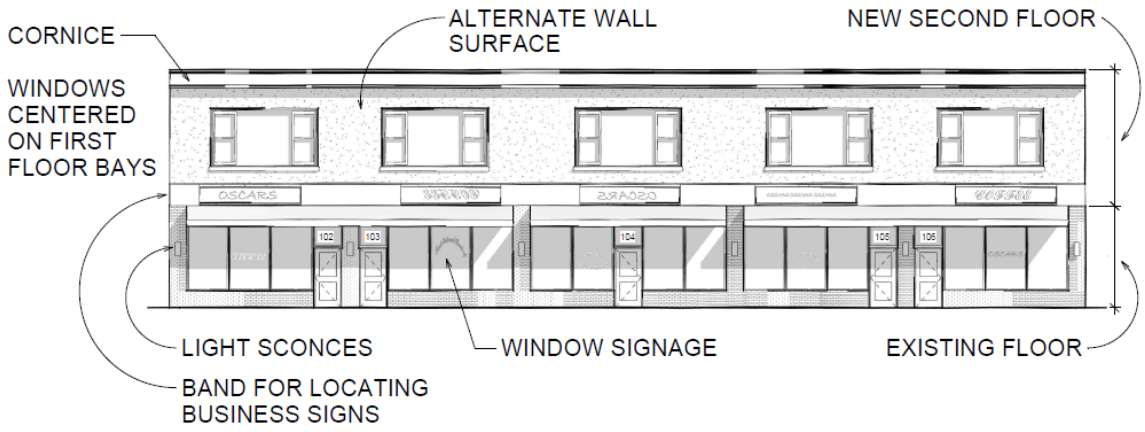
DO

- Maintain the rhythm of windows from the first floor to the second.
- Differentiate the story heights with the change of use. For example, where the first floor is retail the interior ceilings will be taller than a typical second floor use such as an office or apartment. Therefore, the first floor will be noticeably taller than the second floor.
- Keep the second-floor color scheme consistent with the first floor.
- Make the entrance to the upper floor highly visible.
- Post the directory of second floor businesses on the exterior next to the entrance.

DON'T

- Use false gables.
- Use false "mansard" roofs.
- Randomly place windows or use various sizes.
- Place signage on the upper floor.
- Extend the plane of the floor beyond the plane of the first floor.

One Story Commercial Building



After – Second Floor Added

SECTION 5 - DESIGN GUIDELINES – NEW CONSTRUCTION

SECTION 5 – DESIGN GUIDELINES - NEW

We are primarily concerned here with the physical appearance of a proposed building; is it a pleasing scale; does it visually work well with its neighboring structures; does it fit in? Is it easy to read physical cues from the building? Where are the entrances? Do the materials used for the walls and roof work in harmony with each other and surrounding structures?

CONTEXT

Context is the environment surrounding the site of a proposed structure. It may be a built-up area: near a strip center or individual commercial buildings. It may be rural, surrounded by agricultural land or near a residential development. It is important that visual cues are taken from the context in order that the new building reinforce and uplift the environment.

Do

- Maintain the same setback from the road established by adjacent buildings
- Where possible maintain the approximate ground to roof eave dimensions
- Use the same roof type as neighboring buildings such as flat or gable
- Maintain fenestration similar to the surrounding buildings. This refers to the size, proportion and spacing of windows.

SCALE

Scale refers to the proportion of components to the overall building. It is easy to understand good scale when it relates to our (human) scale. We experience architecture through our senses. We interpret architectural scale in comparison to our bodies. And, obviously, we need architecture to protect our bodies.
Human scale is the proportion of space in relation to human dimension. It is an important unit of measure for different parts of the building, while keeping in mind who will use each space.
By creating environment that is conscious of human scale means making sure that the objects we interact with every day have a reasonable size and shape for the average person to use. Define space according to:

Do

- Define spaces according to human measurements.
- Design elements that are sized to human physical capabilities.
- Avoid monumental scale, oversized spaces, and extremely large distances.

SIDING MATERIALS

Exterior materials used in the design of a new building should visually remain faithful to the building's context. Lap siding should made of either wood or a wood -like material such as cementitious siding. The dimension of the exposed part of the siding should be the same as the original. Vinyl siding should be avoided for both visual and tactile reasons. Clay brick of standard size is appropriate as is stone. Cultured or fake stone veneers should be avoided, especially for large areas.

LIGHTING

Light fixtures can be appropriately placed as wall sconces or down lights inside of or behind a canopy or porch entry. The design of visible fixtures should reflect the simplicity of the building façade. Wall signage can be appropriately lit with a simple, direct fixture. Floodlighting a façade should be avoided. The International Dark Sky Association has developed guidelines to help alleviate sky pollution. https://www.darksky.org/. There recommendations include:

Modern society requires outdoor lighting for a variety of needs, including safety and commerce. IDA recognizes this but advocates that any required lighting be used wisely. To minimize the harmful effects of light pollution, lighting should:

- Only be on when needed
- Only light the area that needs it
- Be no brighter than necessary
- Minimize blue light emissions
- Eliminate upward-directed light

ROOFING

Roofs that are visible from the ground, such as gable or pitched roofs are best clad with standard asphalt shingles or metal roofing. More exotic and expensive materials such as slate or clay tile are acceptable if they complement the building style

BIG BOX

The Town has recently seen the construction of many large distribution centers with more in the planning stages. These facilities are generally located far from a major highway but very often can be seen by the public. They are a challenging building type because they are a "big box". However, with thoughtfulness and good design they can become a pleasing part of the built environment.

DO

- Break up the visual mass of the façade with different colors.
- Break the mass of the façade with vertical and horizontal changes in plane creating shadow lines.
- Protect entrances with awning structures or overhangs.
- Treat the "first floor" areas where personnel entrances and loading docks are located in a manner distinguishable from the upper areas.
- Provide landscaping to relieve the long ground plane.
- Follow the dark-sky lighting guidelines of the International Dark-Sky Association.

DON'T

- Use the sides of the building as advertising space.
- Surround the building in a sea of asphalt.






NEW CONTEMPORARY

The history of building design has always been fluid as tastes and culture change. The diversity of styles is what makes a community vibrant. The principals of good contemporary design follow that of traditional design.

- Maintain the same setback from the road established by adjacent buildings
- Where possible maintain the approximate ground to roof eave dimensions as surrounding buildings.
- Maintain fenestration similar to the surrounding buildings. This refers to the size, proportion and spacing of windows.
- Break up the mass of the façade with different colors.
- Break up the mass of the façade with vertical and horizontal changes in plane creating shadow lines.
- Protect entrances with awning structures or overhangs.
- Provide landscaping to relieve the long ground plane.

- Follow the dark-sky lighting guidelines of the International Dark-Sky Association.

``

ANCHOR BUILDINGS

An Anchor Buildings, in the context of these design guidelines are buildings that bookend a commercial strip of retail shops. The term comes from shopping malls which have retail "anchors" such as Sears, Penney's, or Macy's. A defining characteristic of anchor buildings are their size and position relative to adjacent stores. They can be taller and wider. They generally have more floors and by position are visually prominent. Anchor buildings also play a major role as an entry statement to the commercial heart of a community. The are several "Do's when designing or reviewing the design of an anchor building.

- Optimize windows for interior daylighting and a look of openness to the street.
- The anchor building should be sited close to the main road.
- Have doors on the street side of the building.
- Vary the facade of the building to give shadow lines.
- Distinguish the ground floor from the upper stories using larger or storefront windows.
- Control the placement of signage on the façade.
- Soften all sides of the building using plantings that do not block visual access to the ground floor.