APPENDIX “A”

Architectural Compatibility Plan
Eglin AFB, Florida

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96th CIVIL ENGINEER GROUP

ARCHITECTURAL COMPATIBILITY PLAN

EGLIN AIR FORCE BASE, FLORIDA 1996

Foreword

The quality and character of our installation affects how we accomplish our mission by influencing the performance of our most important assets – people.

People:

Eglin recognizes the importance of its people. They are our greatest strength and have proven their ability to get the job done. In order to attract and retain quality people, increase productivity, and improve morale and quality of life, we must provide the best possible living and working environment for them. The initial method to accomplish this is to give our people a quality installation by improving the overall appearance of our base as well as upgrading our facilities.

Quality:

Quality doesn't just happen. The road to facility quality begins with the planning/design process. This creative process requires a definition and understanding of project objectives and user values. Innovative responses to these ideals is the key to attaining the goal of a successful design.

Architectural Compatibility:

Architectural compatibility is the state of physical appearance of our installation where buildings and surroundings are in harmony and compatible with one another in function, mass, shape, color and texture, producing an overall clean, interesting and professional image.

The Architectural Compatibility Plan is for your use as a reference and a design tool when working on facility projects. The goal of this manual is to improve our facilities both visually and functionally, and the guidelines within this manual provide the standards to accomplish this.

Your support will have a major impact on the success of the program.

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Introduction

Enhanced productivity, communications and user satisfaction shall be the primary goal of every design.

Everyone deserves to live in and work in a safe, clean, and healthy environment. It has been proven by various experts that providing a quality living and working environment (including both the interior and exterior of facilities) permits the occupants to be satisfied, productive, loyal, and ultimately an asset to the Air Force mission. It also encourages retention and successful mission completion. IT IS OUR RESPONSIBILITY to provide this level of quality to our people.

Surprisingly, although the people of Eglin Air Force Base work with state-of-the-art technology developing programs of the future, they too often work in outdated facilities. If we are to present and maintain a professional image to the surrounding community and to our personnel, we must encourage the development of a quality working and living environment.

Eglin has not previously approached the design of its facilities with a common, well-defined set of standards. There are a variety of facilities on base including administrative, housing, medical, athletic, commercial, industrial, and storage, as well as an integrated system of open spaces and roadways. Improper relationship of these functions forms a cluttered image and causes confusion and dissatisfaction for the inhabitants.

Buildings should stand the "test of time" and not be "trendy" or endowed with clichés and inappropriate popular architectural fads.

ESSENTIAL to upgrading our living and working environment is a set of design standards or guidelines which Eglin can implement in its military construction (MILCON), operations and maintenance (O&M), non-appropriated funds (NAF), military family housing (MFH), simplified acquisition for base engineering requirements (SABER), in-house and self-help programs. The intention of this plan is to present a concise, comprehensive package of information for referencing when renovating existing facilities, upgrading utility systems, designing new major construction projects, or just adding a pavilion to the area.

We should go one step further when working on regularly scheduled projects and ensure the designs meet the standards set in this guideline, and that they are also architecturally compatible with the surrounding buildings on base. This planning document is intended to be a useful reference tool to ensure architectural compatibility in all future maintenance, repair and construction projects. The guidelines stated in this manual, however, are meant to be just that, "guidelines", not cut and paste architecture. Ideally, each user should review the guidelines and then subtly transform these details in such a way as to allow their building to express its own individual style.

Introduction

The goal of these guidelines is to develop an architectural style for Eglin that will incorporate the vast variety of facilities that occur on base, yet at the same time give Eglin a comprehensive appearance. The goal is compatibility. Designs on Eglin whether they are new buildings, additions or renovations, must be responsive not only to Eglin's mission but also to its regional/cultural/historical context. When a site consists of a variety of architectural styles, scales, and massings, compatibility is still possible by:

- ALLUDING to the various surrounding buildings and their architectural styles and massings
- RESPECTING the materials and scales of the surrounding buildings
- REPEATING patterns that are carried throughout the base

This will create a sense of unity as well as help the design fit in with its environment.

No project is too insignificant to permit poor design work.
Creativity must also be a top priority on all design projects.

We, however, cannot accomplish the goals of this program alone. We stress the need to educate our people of the objectives and the inherent benefits they will receive by following the standards and guidelines set forth in this plan. The personnel of Eglin Air Force Base should be kept informed of the progress made throughout the program. Positive motivation and visible results will encourage everyone's involvement and support, and ensure a successful Facilities Upgrade Program.

Objective

The objective of the architectural compatibility plan is to ensure a consistent visual character for the base by setting a limited "palette" of styles, colors, materials, and architectural details based on relevant factors and contextural issues.

ISSUES

Regional Issues:

Designs must be sympathetic to regional styles, influences and materials. Regional uniqueness is a great asset and should be used to develop character and unity throughout the base.

Historic Preservation:

Preservation should be accomplished for significant architectural and/or historical buildings, displays, monuments, memorabilia, districts, and details. Coordinate with the Base Historic Preservation Officer (AFDTC/EMPH), who is the point of contact for these issues.

Existing Architecture:

Existing architecture must be analyzed to determine how color, material, form and finish will be used on new buildings or major renovations to unify an area. Do not copy bad architecture for the sake of compatibility. Rather, highlight items of significance in an area and create a new focus for the area by using new structures or landscaping.

Environment:

Environmental influences can affect architectural form and detailing. Building orientation, material selection and detailing, such as sun shading, window style and size, etc., should respond to these influences. Use passive solar energy and natural daylighting features wherever appropriate.

Corporate Image:

The development of architectural compatibility plans and compatibility standards must place the creation of a unified corporate image for the base as the top priority.

Goals

The intention is not to limit creativity, but to aid the designer in reaching decisions consistent with the goals of this plan and to create a unified base image.

- ✔ **COMPATIBILITY:** Facilities must be designed with respect to their current surroundings. Compatibility does not mean that each building must be exactly the same. Each facility should, however, contribute to the harmony and permanent quality of a base through the use of common elements such as colors, detailing and materials, rather than attracting unwarranted attention.

- ✔ **LOW MAINTENANCE COSTS AND DURABILITY:** Facilities must use cost conscious designs, material selection, and construction methods because limited resources must be used wisely. Use durable, low maintenance materials to lower the life-cycle cost of each facility, as well as, to maintain its original appearance as long as possible.

- ✔ **COST EFFECTIVENESS:** Facilities must be designed to be appropriate for the function they house or support. Responsible expenditure of public funds is a great responsibility. "Gold plating" in terms of both excessive square footage and unnecessary, inappropriate, or overly expensive finishes is prohibited.

- ✔ **CUSTOMER/USER FOCUSED:** Facilities must be designed to effectively support the functions within them. This program must encourage user involvement at all stages of the design process to ensure we are only building what we need to build.

- ✔ **ENERGY EFFICIENT:** Facilities must be designed to be energy conscious and minimize energy budgets. Energy is limited and is one of the biggest expenses in a facility's operation.

- ✔ **QUALITY DESIGNS FOR BUILDINGS AND THE ENVIRONMENT:** Quality design is a goal all design professionals must strive towards. Whether in-house or by architect/engineering (A&E) firms, quality must be a top priority and must be insisted upon in all design projects.

Standards

SITE SELECTION AND DESIGN

DO NOT PLAN SITE DEVELOPMENT AS AN ADDITIVE. Ensure site development is a critical part of all facility projects and does not take a back seat to the facility itself. Site selection is the first step toward providing a quality facility or environment, and the design of the site's features must enhance the quality of the facility.

Location:

LOCATION IS CRITICAL. The following considerations should be addressed:

- Choose sites that do not create congestion
- Orient the facility to the street to provide good views
- Functionally group or link facilities for efficiency, but not if it contributes to congestion
- Avoid the "open field" approach to planning (simply placing new facilities in areas because there is room for them, without consideration for other factors)
- Provide spaces around and between facilities

Consider Future Expansion: Choose sites large enough to accommodate all of the necessary site development without creating congestion or eliminating needed green space. Consider future expansion of the facility and others around it when selecting a site to ensure logical, cost-effective expansions can be accomplished.

Screening: Screen facilities by using landscaping buffers. Break large parking lots into smaller ones with adequate landscaping to eliminate the look of a sea of cars. Consolidate infill and attach parking areas with the overall objective of minimizing walking distances, construction of supporting roads, and operating and maintenance costs. Provide at least 10 percent landscaped areas to break up large parking lots. When possible, screen parking from view by placing it in back.

PLANS

Standards

User's Needs:

Plans must meet the needs of the users without "gold plating" or providing excessive plushness. Involve the user from the programming phase throughout design and construction to ensure all of their needs are met.

Functional Requirements:

Functional requirements must be met. Work with the user closely to determine what their needs are.

Economical:

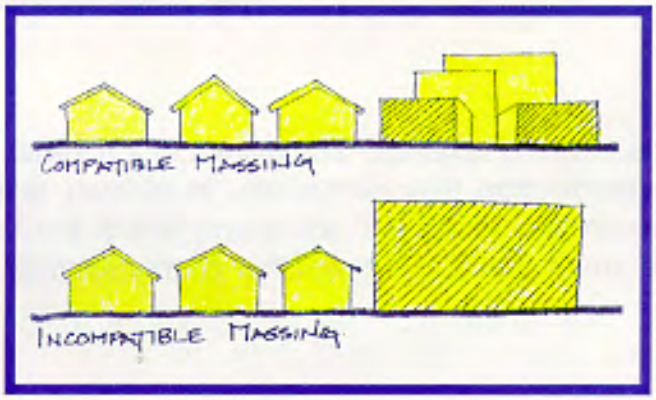
Plans should be economical by avoiding excesses desired by users and designers, and by providing for flexibility to accommodate future changes. AVOID UNUSUAL SHAPES IN PLAN, such as radii or angles, that are not functionally necessary because they are costly to build and make future additions difficult.

Conserve Energy:

Energy conservation should become a priority in arranging functional plans. Use passive solar and daylighting measures where appropriate. Material selection and detailing (daylighting, solar orientation, volumes, windows, sky lighting, and alternative energy sources) must minimize energy budgets.

Form and Scale:

Building form and scale must harmonize with surrounding structures and the environment.



MATERIAL SELECTION

The selection of material is a critical factor, not only to make a building compatible, but to reduce long term maintenance costs as well.

Architectural Style:

Architectural style dictates certain materials and detailing, or an architectural vocabulary, which must be respected. Designs should be true to the predominant style in an area and enhance that style through proper usage of its dominant elements. For example, do not introduce over-stylized entrance elements simply to "dress-up" an otherwise plain building. This strategy generally results in calling unwanted attention to a building that does not warrant such attention. Landmark or special use buildings should be treated as such while other utilitarian type of buildings should "fade into the background."

Material Selection:

- Select durable, heavily textured materials that will withstand heavy usage and weathering.
- Select materials that do not require painting or other excessive maintenance procedures.
- In order to project the right image, materials must be appropriate to the function the facility houses, and to the surrounding region.
- Choose materials that are compatible with one another and with adjacent facilities.
- Always consider local availability and life-cycle economy when selecting materials and detailing.
- Establish a "clear zone" around buildings using landscaping and building detailing to eliminate the possibility of damage from vehicles, lawnmowers, heavy equipment, etc.

Materials:

Building materials have a wide range of textures. The texture of a material can give a facility the appearance of dominance, subordination, importance, etc. In addition, texture is a strong determining factor in compatibility. Use textured materials that are appropriate to the function, are easily maintained, and will last (given the area's predominant weather characteristics).

EXTERIOR DEVELOPMENT

Include development of the exterior landscaping and pavements surrounding the facility on all major additions or renovations.

Additions:

For minor additions, match the existing building. For larger additions (over 50% of the original square footage), include an upgrade of the exterior to bring the facility into compliance with the base facility standards unless the building is so large as to make it uneconomical to do so.

Metal Buildings:

- Limit the use of prefabricated metal buildings to temporary structures only. They require a great deal of maintenance.
- When a metal building is used, site it within a compatible area. Do not place metal buildings in areas where they will detract from permanent structures.
- Where metal buildings must be used as semi-permanent structures, add detailing, such as masonry bases, to improve their compatibility with the surrounding facilities.

Equipment:

Locate equipment away from major entrances such as the front of buildings. Screen outdoor mechanical equipment using screen walls compatible with the adjacent facilities. Where this is not possible or where a temporary measure is required, paint the equipment the same base color as the surrounding facilities in order to make the equipment less visually prominent.

Remove Outdated Equipment:

Remove outdated and/or abandoned equipment whenever possible. In many cases, they are allowed to deteriorate creating a detrimental image.

ADMINISTRATIVE STYLE

Early Eglin Style:

The first permanent buildings at Eglin were constructed between 1939 and 1944. These buildings were one story and were detailed using stucco on clay tile walls. Their structures consisted of concrete floor slabs on grade and sloping wood trussed roofs. The floor plans were typically laid out in "H", "I" and "C" shapes. Some of the buildings had porches. Usually, they were used for living quarters or administrative spaces with porches generally located on the entrance side of them.

Many of the Early Eglin Style buildings still remain and have been successfully renovated for use as administrative buildings. Future renovations or additions for these types of buildings will be subject to the "Administrative Style" guidelines in this manual.

Administrative Style:

This style applies to those buildings which house office-type functions such as administrative, educational, research, laboratory and computer science facilities. This style is approved for administrative areas and would also be appropriate for buildings of similar function in industrial and warehouse areas.

The majority of the office buildings, medical facilities, laboratories, dormitories and recreation buildings constructed after WWII are a contemporary style that has its roots in the international style. These buildings are generally two or three stories with brick, concrete masonry or precast concrete facades. Since 1971, building guidelines at Eglin have required that buildings be compatible with recent major construction. At that time, Building 13 was the most recent major construction; hence most of the major buildings built from 1970 to present relate very well to Building 13, recalling the vertical pattern of the precast concrete walls, the gray/beige brick base and vertical windows.

The main thrust of these guidelines is to allow for the design of contemporary functional buildings that have main and secondary elements that recall the Early Eglin Style of building. The design shall also relate to the overall building standards for color, materials, and fenestration. New buildings, renovations, or additions for this type of building shall be subject to the "Administrative Style" guidelines of this manual.

Administrative Style

Early Eglin Style

FAMILY SUPPORT CENTER

Administrative Style

MATH LAB

Administrative Style

CONTEXT

Design Goals

- Relate building form to adjacent structures
- Estimate a minimum of 2% of the construction budget for landscaping
- Enhance sun shading by means of set backs, sun screens and roof overhangs
- Orient building in appropriate response to sun and wind
- Create outdoor spaces including courtyards by articulation of facades
- Relate building to existing infrastructure such as parking
- Accentuate and compliment building lines
- Define major entries with accent plants
- Conserve existing natural features and blend new plantings with existing plantings
- Choose plantings which result in low to zero maintenance
- Size plant materials in direct proportion to the architecture
- Provide transition planting between ground and building wall planes
- Slope ground plane up to the building to conceal foundation walls
- Allow for possible future expansion

Standards

- Exterior colors in accordance with base color scheme
- Separate vehicular and pedestrian traffic
- Slope away from buildings for drainage (5% minimum)
- Underground automated irrigation for landscaped areas

Recommended

- North/South facing orientation (long side of building)
- Mowing strips at base of walls
- Deciduous tress on the South side of buildings
- Evergreen trees on the North and West sides of buildings
- Buildings 2-3 stories high

Acceptable

- Northwest/Southeast facing orientation (long side of building)

Not Acceptable

- East/West facing orientation (long side of building)

Administrative Style

MAIN ELEMENTS

Design Goals

- Relate all exterior materials to those of adjacent buildings
- Relate surface textures to human scale, especially near the ground and at entrances
- Call for low glare characteristics on major wall surfaces
- Provide integral color scheme for main surfaces
- Select products with long term durability and low life cycle maintenance costs
- Ensure high cost effectiveness for all surface materials
- Select wall and roof materials that are proportionally compatible with "office type" use
- Design roof form to add visual interest where possible
- Minimize roof penetrations and locate for minimum visibility
- Allow for possible future expansion

Standards

- Min life span for walls = 60 years
- Min life span for roofs = 30 years
- Min maintenance interval = 10 years
- Min R-value for walls = R-19
- Min R-value for roofs = R-29
- Min pitch for roofs = 1 in 12
- Min sound transmission coefficient for walls = 44 STC
- Exterior colors in accordance with base color scheme
- Prefinished metal trim with 20 year factory finish

Administrative Style

MAIN ELEMENTS

Recommended	Acceptable	Not Acceptable	
◆ Brick masonry walls within the base color scheme	◆ Architectural concrete walls	◆ Painted exposed CMU walls	◆ Painting of major wall surfaces
◆ Standing seam metal roofs	◆ Precast concrete wall panels with integral finish	◆ Bright white wall surfaces	◆ Dark colors for major wall areas
◆ Hipped roofs	◆ Split face CMU walls	◆ Wood siding	◆ Vinyl siding
◆ Overhanging eaves	◆ Gable roofs	◆ Built-up flat roofs	◆ Mansard roofs
◆ Pad mounted transformers with underground service	◆ Pole mounted transformers with underground service	◆ Stucco or plaster without integral color	◆ Overhead electrical service with weatherhead
◆ Plastered soffits		◆ Metal panels	◆ Reflective surfaces
		◆ Pitched roofs without gutters	◆ A/C equipment on roof

SECONDARY ELEMENTS

Design Goals

- Create good visual relationships with outside
- Emphasize main entrances with porches and plantings
- Establish a clear hierarchy for secondary entrances
- Provide weather protection at docks and service entries
- Conceal dock areas from the main building entrance
- Provide unobstructed exit ways
- Conceal utility entry points
- Set windows in reveals for functional and aesthetical reasons
- Minimize glazing on East and West facades
- Use sun shading for South and West elevation windows
- Size and arrange windows to reflect building's interior use
- Select windows with good sound attenuation and thermal characteristics
- Maximize natural lighting to save energy
- Insulate dock doors
- Concentrate detailing for maximum visibility
- Select details to enhance weather tightness
- Integrate bldg additions with overall bldg form, materials, and color
- Locate ground level equipment away from traffic and main entrances
- Paint mech equipment to coordinate with the overall building color
- Screen mech equipment from view

Standards

- Min window reveal = 4 inches
- Min overhead protection at entrances = 8 feet
- Prefinished metal trim with 20 year factory finish
- Mech equipment located on ground and screened from view
- Handicap accessibility
- Min sill height for windows = 3 feet
- Min sound transmission coefficient ratings for windows = 30 STC
- Max window area on East and West walls = 10%
- 80% window shading on South walls effective May through October
- Max window area on South wall = 30%

SECONDARY ELEMENTS

Design Guidelines

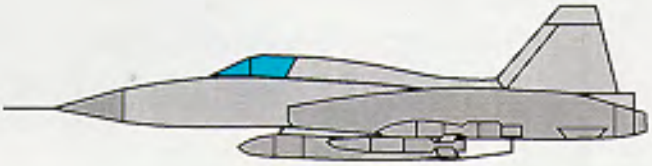
Recommended		Acceptable	Not Acceptable
◆ Double glazing ◆ Windows set in reveals ◆ Max sill height for windows = 4 feet ◆ Bronze anodized medium style doors ◆ Vestibules at main entrances ◆ Dock areas located in service yards ◆ Concealed drainage systems	◆ Solar glass ◆ Bronze anodized window frames ◆ Max window area on North walls = 40% ◆ Factory finished on metal trim ◆ Brick detailing -- sills, soldier courses, etc. ◆ Mech equipment protected from direct sunlight and screened from view	◆ Painted galvanized hollow metal doors ◆ Clear glass on North faces ◆ Painted galvanized hollow metal window frames ◆ Full height glass in special areas ◆ Paint for minor surfaces or trim ◆ Mechanical equipment screens ◆ Shaded glass block windows	◆ Reflective glass ◆ Floor to ceiling glass ◆ Clear anodized aluminum window frames ◆ Metal and glass curtain wall systems ◆ Unshaded South and West windows ◆ Skylights and clerestories which admit direct sunlight ◆ Projected windows below equipment ◆ Exposed mech equipment ◆ Exposed dock areas and trash dumpsters

INDUSTRIAL STYLE

This architectural style applies to large maintenance buildings and hangars. These buildings can be characterized as having high hangar bays, one and two story lean-to structures on each side of the building, and masonry door wells flanking the hangar doors. Typically, these types of facilities are located mainly along the flight line and in some special mission areas of the base.

The main aim of these guidelines is to mitigate the vast scale of these buildings by the use of color and detailing at the ground level and at the entrances. In addition, suggestions have been made to improve the functional aspects of this type of facility such as maintenance requirements and energy efficiency. New buildings, renovations, or additions for this type of building shall be subject to the "Industrial Style" guidelines of this manual.

KING HANGAR



Industrial Style

CONTEXT

Design Goals	
◆ Relate building form to adjacent structures	◆ Use plants to help dampen noise
◆ Relate building to existing infrastructure such as parking	◆ Use plants to reduce the glare from the building's facades and absorb energy
◆ Enhance spaces between new and existing buildings	◆ Define major entries with accent planting
◆ Utilize vertical and horizontal articulation to reduce large mass areas	◆ Size plant material in direct proportion to the architecture
◆ Orient building in appropriate response to sun and wind	◆ Place main trees on the South and West elevations for shade
◆ Estimate a minimum 0.5% of the construction budget for landscaping	◆ Choose plantings which result in low to zero maintenance
◆ Select plant materials to minimize debris	◆ Allow for possible future expansion

Standards	Recommended	Acceptable
◆ Minimum slope away from buildings = 2% for 5 feet	◆ North/South facing orientation (long side of building)	◆ Buildings up to 2 stories high
◆ Separate vehicular, pedestrian and aircraft traffic	◆ Deciduous trees on South side and evergreen trees on North and West sides of buildings	◆ Northwest/Southeast facing orientation (long side of building)
◆ Exterior colors in accordance with base color scheme	◆ Furnish ground cover adjacent to buildings (select items which will not cause damage to aircraft)	
	◆ Single story construction	

Industrial Style

MAIN ELEMENTS

Design Goals

- Relate all exterior materials to those of adjacent buildings
- Relate surface textures to human scale, especially near ground level and at entrances
- Design roofs to have good drainage to exterior edges
- Choose light colored roofs to reflect heat
- Provide integral color scheme for all main surfaces
- Allow for possible future expansion
- Use materials and texture to break up large wall areas
- Select wall materials that are resistance or protected from vehicular damage
- Call for low glare characteristics on major wall surfaces
- Ensure high cost effectiveness for all surface materials
- Select products with long term durability and low life cycle maintenance cost

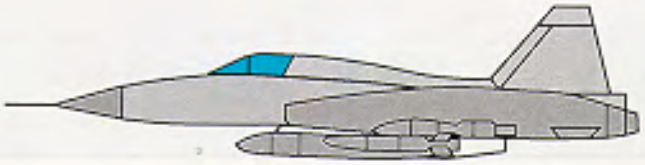
Standards

- Min life span for walls = 60 years
- Min maintenance interval = 10 years
- Min R-value for walls = 14
- Exterior colors in accordance with the base color scheme
- Min life span for roofs = 20 years
- Min pitch for roofs = 1 in 12
- Min R-value for roofs = R-20
- Prefinished metal panels and trim with 20 year factory finish

Industrial Style

MAIN ELEMENTS

Recommended	Acceptable	Not Acceptable	
◆ Metal ribbed wall panels	◆ Flat metal wall panels	◆ Wood siding	◆ Vinyl siding
◆ Split ribbed CMU base 6 feet high	◆ Corrugated metal wall panel cladding	◆ Mansard roofs	◆ Built-up flat roofs
◆ Factory finish on all painted items	◆ Cementitious wall cladding	◆ Pitched roofs without gutters	◆ Bright white wall surfaces
◆ Pad mounted transformers with underground service	◆ Pole mounted transformers with underground service	◆ Dark colors for major wall areas	◆ Reflective surfaces
◆ Gable roof with 1-12 slope		◆ Overhead electrical service with weatherhead	◆ A/C equipment on roof
◆ Standing seam metal roofs			

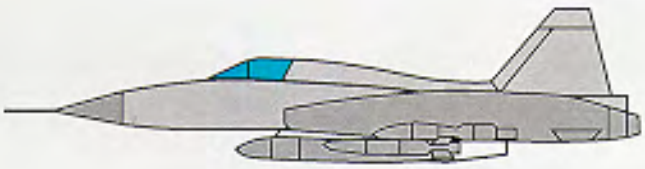


Industrial Style

SECONDARY ELEMENTS

Design Goals

- Emphasize main entrances with porches
- Provide separate doors for vehicles/aircraft and for personnel
- Provide unobstructed exit ways
- Provide weather protection at docks and other entrances
- Integrate building appendages with overall building form, materials and color
- Maximize natural lighting to save energy
- Select windows with good sound attenuation and thermal characteristics
- Provide windows near the ground level in workshop and office areas
- Set windows in reveals for functional and aesthetical reasons
- Insulate dock doors
- Allow for natural ventilation capability
- Use sun shading for windows on South and West elevations
- Minimize glazing on East and West facades
- Select details to enhance weather tightness of buildings
- Paint mechanical equipment to coordinate with overall building color
- Screen mechanical equipment from view
- Locate ground level equipment away from traffic routes and main entrances
- Concentrate building detailing for maximum visibility by pedestrians
- Create good visual relationship with outside



Industrial Style

SECONDARY ELEMENTS

Standards	Recommended Design Guidelines	
◆ 80% window shading on South wall effective May through October ◆ Handicap accessibility ◆ Max window area on East and West walls = 5% ◆ Max window area on South walls = 20% ◆ Max area on North walls = 30% ◆ Min porch depth at personnel entrances = 8 ft ◆ Prefinished metal with 20 year factory finish	◆ Anodized aluminum wide style doors for main entrances ◆ Recessed entry areas ◆ Cantilevered canopies where applicable ◆ Min sill height for windows = 6 feet ◆ Translucent panel windows (e.g. kal wall) ◆ Operable windows and aluminum frames	◆ Galvanized hollow metal doors and frames for secondary entrances ◆ Factory finish on metal trim ◆ Mech equip protected from direct sunlight and screened from view ◆ Deck areas not visible from main entrance ◆ Roof top equipment placed in penthouses

Acceptable	Not Acceptable
◆ Painted galvanized hollow metal door frames for main entrances ◆ Clear anodized window frames ◆ Exposed mechanical equipment, if painted in accent colors ◆ Mechanical equipment at rear of buildings ◆ Painting for minor surfaces or trim	◆ Mechanical equipment at main or service entrances ◆ Reflective glass ◆ Unshaded South facing windows ◆ Wood doors ◆ Unscreened mech equipment, dock areas, and trash dumpsters

WAREHOUSE STYLE

This architectural style applies to large storage facilities. These facilities are characterized by large floor plan areas and relatively high ceiling heights. The larger buildings of this type are one story buildings with flat roofs and concrete masonry walls or metal buildings with metal roofs and walls. Typically, the large storage facilities on Eglin are located mainly in the logistics areas of Main Base and Field 3.

The main aim of the guidelines is to promote designs that will harmonize with the surrounding contemporary buildings in the immediate as well as the adjacent areas. The basic box-like form is an accepted aesthetic for the large storage facility, but a robust and long lasting mode of construction is preferred over the light and flexible construction type used for the more technical, high bay industrial buildings. Recent constructions of this type of structure have changed to a masonry base construction for the lower wall areas and metal siding on the upper wall areas. New buildings, renovations, or additions for this type of building shall be subject to the "Warehouse Style" guidelines of this manual.

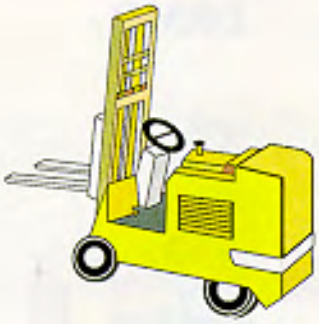
DRMO

Warehouse Style

CONTEXT

Design Goals

- Relate overall building form to adjacent structures
- Relate building to existing infrastructure such as parking
- Estimate a minimum of 0.5% of the construction budget for landscaping
- Allow for possible future expansion
- Enhance spaces between new and existing buildings
- Orient building in appropriate response to sun and wind
- Slope ground plane up to building to conceal foundation walls
- Choose plantings which result in low to zero maintenance
- Separate truck traffic from automobile traffic
- Relate building scale to vehicular traffic
- Use large canopy trees and shrub mass to break up long building facades
- Use plants to reduce glare from building facades and absorb energy
- Size plant material in direct proportion to the architecture
- Define major entries with accent planting



Warehouse Style

MAIN ELEMENTS

Standards	Recommended Design Guidelines
◆ Min life span for walls = 60 years	◆ Precast architectural concrete wall panels
◆ Min maintenance interval = 10 years	◆ Visual subdivision of concrete wall panels
◆ Min R-value for walls = R-14	◆ Integrally colored wall materials
◆ Select exterior colors in accordance with base color scheme	◆ Sloped roofs with standing seam metal roofing
◆ Min life span for roofs = 20 years	◆ Gable roofs
◆ Min pitch for flat roofs = 2%	◆ North-light clerestories and skylights
◆ Min R-value for roofs = R-20	◆ Pad mounted transformers with underground service
◆ Prefinished metal trim with 20 year factory finish	◆ Factory finish on all painted items

Acceptable	Not Acceptable	
◆ Brick masonry walls within base color scheme	◆ Metal panels	◆ Painted CMU walls
◆ CMU walls with exterior insulating finish system	◆ Bright white wall surfaces	◆ Wood or vinyl siding
◆ Cast-in-place architectural concrete	◆ Painting of major wall surfaces	◆ Stucco or plaster without integral color
◆ Metal siding with factory finish (only if split rib concrete base is used)	◆ Dark colors for major wall surfaces	◆ Hipped, mansard, or built-up flat roofs
◆ Pole mounted transformers with underground service	◆ Overhead electrical service with weatherhead	◆ Roofs without gutters
	◆ A/C equipment on roof	◆ Reflective surfaces

Warehouse Style

SECONDARY ELEMENTS

Design Goals			Standards
◆ Emphasize main entrances with porches and plantings	◆ Provide sun shading on South and West elevations and skylights	◆ Select details that enhance weather tightness	◆ Handicap accessibility
◆ Provide separate doors for freight and personnel use	◆ Place windows in entrance and office areas only	◆ Protect mech equipment from direct sunlight and screen from view	◆ 60% window shading on South walls
◆ Integrate building additions with overall building form, materials and colors	◆ Set windows in reveals for functional and aesthetic reasons	◆ Paint mech equipment to coordinate with the overall bldg color	◆ Min window reveal = 4 inches
◆ Provide weather protection at docks and service entries	◆ Minimize glazing on East and West facades	◆ Concentrate bldg detailing for maximum visibility by pedestrians	◆ Metal trim with factory finish
◆ Provide unobstructed exit ways	◆ Maximize natural lighting to save energy	◆ Conceal utility entry points	
◆ Create good visual relationship with outside	◆ Insulate dock doors		

Warehouse Style

SECONDARY ELEMENTS

Recommended

- Bronze anodized window frames
- Windows set in reveals
- Solar glass
- Shaded and vented skylights
- Porches with columns at main entrances
- Hollow metal doors and frames for secondary entrances
- Mech equipment screened from view and protected from direct sunlight
- Factory finish on metal trim
- Min sill height for windows = 3 feet
- Max sill height for windows = 4 feet
- Max window area = 5 % of total wall area
- Louvers with factory finish
- Bronze anodized medium style doors for main entrances
- Factory finished rolling doors for freight entrances
- Pad mounted transformers with underground service

Acceptable

- Clear anodized window frames
- Painted hollow metal window frames
- Painted galvanized overhead doors
- Painted metal louvers
- Painted galvanized hollow metal door frames
- Pole mounted transformers with underground service
- Clear glass on North elevations
- Full height glass in special areas
- Clerestory light and skylights
- Painting for minor surfaces or trim
- Exposed ground level mechanical equipment at rear of buildings

Not Acceptable

- Metal and glass curtain wall systems
- Exterior doorways without vestibules
- Reflective glass
- Wood sash windows
- Overhead electric service with weatherhead
- Unshaded South windows
- Wood doors
- Unscreened mech equip, dock areas, and trash dumpsters

RESIDENTIAL STYLE

This architectural style applies to all new and existing military family housing at Eglin. The main thrust of the guidelines is to promote designs of new housing as well as the renovation of existing housing that will create a residential community similar to that of the off-base up-scale residential suburbs. Design requirements for housing are in the Eglin Air Force Base Military Family Housing Community Development Plans (HCP).

MISCELLANEOUS STYLE

This architectural style applies to those buildings which house special functions such as the Eglin Regional Hospital, the Armament Museum, Eglin Officers' Club, Temporary Living Quarters, base chapels, public elementary schools, and the community center. The administrative style of architecture will generally apply to these buildings except that the color of the existing materials on these buildings will be matched instead of conforming to the base color scheme.

HANDICAP ACCESSIBILTY

Creating a barrier free environment is critical to a user friendly atmosphere.

Eglin AFB is dedicated to providing adequate handicap accessibility to all facilities base wide. All accessibility issues shall conform to the codes and guidance provided by the American Disability Act (ADA).

In general, new construction projects and facilities shall comply with handicap accessibility codes and guidelines.

Eglin AFB has an active Handicap Accessibility Review Committee which reviews all maintenance, repair, and new construction projects throughout the design phase.

Eglin AFB also has a program for People with Disabilities Review Committee which participates in the Handicap Accessibility Review Committee. The disability committee along with Civil Engineering have implemented and completed two phases of an accessibility route on main base, which includes parking, signage, curb cuts, ramps, and crossings.

TEMPORARY LODGING FACILITIES

SELF-HELP PROGRAM

The self-help program is dedicated to providing base customers with professional materials in a timely manner with outstanding support to accomplish many types of construction projects.

Self-Help Store:

The self-help store provides base customers and military family housing occupants with many resources for use with both interior and exterior construction projects. Base customers can purchase quality construction materials in a timely manner while family housing members can charge various landscaping items to improve their residential areas. Furthermore, all customers can sign-out tools at no expense.

Goals:

Self-help has become a way of life in AFMC. The basic goal of the self-help program is to provide the best possible service to base customers. Professionally designed, readily available materials will ensure architectural compatibility and consistency in all facilities at Eglin AFB.

Objectives:

- Items available to users through site stores must comply with this guidance.
- The architectural compatibility manager must periodically coordinate with the self-help manager to review inventory to ensure all items conform with this guidance.
- All significant projects involving facility upgrading should be approved by the Architectural Compatibility Manager.
- All self-help projects involving facility renovation should be reviewed by the Architectural Compatibility Manager for code violations, quality, and conformance with the Architectural Compatibility Plan.

INTERIOR DESIGN GUIDELINES

Good design extends beyond aesthetics to provide durability, acoustical and energy-saving value, as well as morale enhancement for the inhabitants.

Purpose:

To ensure quality interior design is efficiently and effectively incorporated into all facility projects. Interior renovations and new construction projects will be required to satisfy and incorporate the design objectives and interior standards outlined in this guide and set by AFMC. For more detailed information on interior design look in the AFMC's Commander's Guide to Interior Design.

Design Goals:

- Develop comprehensive interior design (CID) packages for interior renovation projects. Include color, finish, carpet, artwork, signage, furniture, window treatments, lighting, plants and miscellaneous furnishings.
- Achieve the Air Force's and AFMC's objective of "understated excellence" by providing facilities that are attractive, safe, functionally efficient, responsive to users' needs, durable and economically maintainable while projecting an appropriate professional image.
- Promote the integration of interior design and architecture by strongly relating the exterior and interior characteristics of each facility through a coordinated programming and design effort.
- Ensure the interior appearance of each facility is based on carefully established professional design standards rather than arbitrary personal preferences.

INTERIOR DESIGN GUIDELINES

Standards:

Interior design shall be in accordance with the AFMC Facility Quality Program manual and the AFMC Commander's Guide to Interior Design. These booklets give designers guidance on interior finish colors, carpet selection, system furniture, interior signage, Federal Procurement guidance, CID reporting procedures, SID (structural interior design), CID binder format, etc.

Interior Design Factors:

Creating quality interior environments demands thorough knowledge of the design process, materials and finishes, and the spatial relationship between people, function, and requirements.

- PROGRAMMING: Meet with the user, gather information, understand the requirements, identify special needs and cost limitations.
- SPACE PLANNING: Develop initial design sketches based upon user's spatial requirements, relationships, and budget.
- COLOR APPLICATION: Apply the appropriate color standards to establish a quality, timeless atmosphere.
- MATERIAL SELECTION: Select interior finishes and furnishings to ensure appropriate interior quality without "gold plating".
- ARCHITECTURAL COMPLIANCE: Identify and comply with applicable codes and compatibility issues.

INTERIOR DESIGN GUIDELINES

Interior Finishes:

As a rule of thumb, permanent finishes (ceramic tile, counter tops, vinyl tile, etc.) shall be neutral colors. Brighter accent colors may be used only in small areas; trendy patterns and colors shall be avoided. A comprehensive interior design (CID) plan shall be submitted to the Architectural Compatibility Manager for approval on all projects. Include color/sample boards covering color scheme, finishes, carpet selection, artwork, signage, furniture, window treatments, lighting, plants and miscellaneous furnishings required with each submittal. Further detail and assistance may be obtained from the Architectural Compatibility Manager.

Selection:

Ease of maintenance should be foremost in the selection of interior finishes. Patterned carpet hides soil and traffic paths; semi-gloss or eggshell finish paints are washable; white or pastel shades should only be used in low traffic areas, etc. Corner guards and chair rails should be used to protect wall coverings, etc.

Color Application:

The designer must separate personal taste from professional design criteria to properly address the functional, spatial, and lighting aspects of the space through color. Specific areas of consideration when selecting color schemes for AFMC facilities include:

- Providing time-proven color coordination that will be attractive to the majority of the people
- Applying color to enhance a space, not dominate it
- Using color breaks to change the perception of a room's size
- Creating patterns and textures to stimulate interest and blend schemes together
- Selecting colors with appropriate brightness and tone to support the users' tasks

To establish timeless, comfortable and consistent environments in our facilities, earth tones or neutral color schemes shall be used for structural interior design (SID) elements. To provide visual relief from the monotony of neutral colors, try varying the intensity of color and creating patterns by using accent colors for finishes that are subject to periodic change (i.e. carpets, selected wall coverings, upholstery, and panel fabrics, etc.)

Accents should reflect colors common to an area and its particular architectural application. Note, bright colors have been proven to interfere with concentration and create visual fatigue. A typical functional environment requires ceilings with bright tone, preferably white or off-white to provide good visualization. The neutral wall colors should maintain moderate tones. Floor materials, furniture, and equipment finishes should range from low to medium tones.

INTERIOR DESIGN GUIDELINES

Wall Coverings:

Avoid exposed concrete and concrete block walls whenever possible. Use wall coverings with discretion due to maintenance problems caused by the humidity of the area such as peeling and molding. Painting is recommended over wall coverings. When wall coverings are selected, use type II commercial grade vinyl wall coverings for most areas (use type III in corridors). Neutral colors and textures are preferred to patterns. Generally, wall covering shall be used below a chair rail and paint above the chair rail. Use wainscots and chair rails in conference rooms and corridors. Use at least a 4 foot high glazed ceramic tile wainscot in restrooms. Sound adsorbing materials are recommended in areas such as private offices or conference rooms.

Floor Coverings:

Flooring materials are one of the most important interior finishes to be selected. Floor surfaces should be selected with both function and aesthetics in mind. Durability, resistance to wear, ease of maintenance, and slip resistance are important features. Durability is the most important because of the direct wear due to foot traffic and furniture and equipment movement. For areas of high traffic and heavy soiling, use hard surface floor coverings. To protect carpet or tile surfaces use recessed walk-off mats in vestibules and on the interior side of doors that open directly to the outside. For stairs, use heavy duty rubber treads with stringers on stairs and matching rubber tile on landings. Use ceramic mosaic tile in restrooms. Quarry tile or porcelain tile (non-slip) is recommended for lobbies, entries and corridors. Sheet vinyl or composition tile is recommended for break rooms, concession areas, and storage rooms.

USAF carpet policy requires minimum pile weight of 26 oz per square yard, textured loop and patterned of 100% solution dyed, continuous filament nylon (Type 6 or 6.6). Pile density shall be a minimum of 5000 and tuft bind shall be a minimum of 12 pounds. Cut pile or solid colors may be used for borders in executive offices or distinguished visitors' (DV) suites. Avoid light colors, high contrasts, and bold geometric patterns with predominant lines running parallel to walls in long spaces such as corridors. Carpet tiles are acceptable provided that they meet the required technical requirements. Carpet in maintenance facilities, warehouses or industrial shops is not acceptable. Administrative and support areas for these facilities may have carpet in their areas. Carpet as a wall covering is not acceptable.

Ceiling:

The appropriate scale of space is often determined by the height, lighting and detailing of the ceiling. Designers must identify the impact of the ceiling treatment and provide a visually compatible design that is not distracting. All suspended acoustical ceilings shall be a 2 ft x 2ft grid system to reduce the possibility of sagging. A recessed grid with drop edge tile (tegular type) shall be used as the standard. Areas subject to high humidity shall have fiber glass panels with a washable vinyl finish. Areas such as dormitory living rooms shall have a textured gypsum board finish to provide a more residential character to the rooms.

INTERIOR DESIGN GUIDELINES

Lighting:

Light and its effects on the environment are critical to the interior design of a space. The quality and placement of light sources are as important as the light level in obtaining the functional and aesthetic intent of the design. The designer must work with the project architect and the user to provide natural, ambient, and task lighting in the most functional, cost-effective manner.

Be aware of how light sources affect space perception, finishes, colors and textures when making design decisions. Excessive glare or color washout can occur if light fixtures are not correctly selected or placed.

Systems Furniture:

Systems furniture is an example of a way to reduce the cost of facilities by providing more space and a cost efficient alternative to conventional furniture systems, while comfortably fitting more people within the same sized area. See the AFMC Facility Quality Program manual for more detailed information.

INTERIOR DESIGN, O-CLUB

EXTERIOR ARCHITECTURAL FINISHES

Color is the most obvious factor in creating an architecturally compatible district. The strong visual influence of color can provide the strongest unifying element to tie two buildings together.

Paint:

Paint and material selection shall conform to the following color standards. Federal Standard No. 595, standard paint colors have been referenced as a design basis.

Base Color	Roof Colors		Accent Color
Fed. Std. 37769 (Off-white)	Fed. Std. 20095 (Medium Bronze)	Fed. Std. 37722 (Off-white)	Fed. Std. 30318 (Light Brown)

NOTE: The first digit of the Federal Standard number indicates the paint surface texture as follows: (1) Gloss, (2) Semi-Gloss, (3) Flat.

Wall Colors:

Concrete units will match the base color (Fed. Std. 37769).

Concrete Masonry Unit (CMU):

Concrete block is an acceptable and common building material at Eglin AFB. Standard 8 in. x 8 in. x 16 in. CMU shall be laid in a running bond and are acceptable with split-faced or ribbed finish, provided that the materials have an integral color that matches the base paint color for walls.

EXTERIOR ARCHITECTURAL FINISHES

Exterior Insulation Finish System (EIFS):

When compatible with the base color scheme, use EIFS as acceptable accent to masonry construction. This product is not recommended to be designed to grade. 2 ft to 3 ft brick or split-faced CMU wainscots should be used at grade level to provide a more desired and durable finish.

Brick:

Brick is the desired architectural finish throughout all districts at Eglin AFB due to its low maintenance needs and its high durability. All brick shall be laid in a running bond. Standard brick used on Eglin AFB shall be comparable to Bickerstaff Ralston Gray. Designers shall give careful attention to matching both brick and mortar color for all maintenance and repair projects so as to assure compatibility with existing facilities.

GRADUATE ENGINEERING RESEARCH CENTER (GERC)

ROOFING

Roofing plays a significant role in the visual integrity of architectural compatibility at Eglin AFB. The variety of existing roof types and conditions require careful attention to the base roof maintenance plan as well as compliance with the current Air Force policy for sloped roof conversions.

Roof Colors:

Standing seam metal roofs on administrative type buildings will be a medium anodized bronze color (Fed. Std. 20095). Metal roofs for industrial and warehouse styles of buildings will be a white color (Fed. Std. 37722). Fiber glass shingles shall be white. Pavilions and park areas may use brown shingles.

Guidelines:

- Avoid built-up roofs (flat roofs) where possible. Flat roofs tend to leak and are difficult to maintain
- Use roofing materials with extended warranties
- Use roof shapes that are compatible with surrounding buildings' roof lines

COMPATIBLE ROOF FORMS

NONCOMPATIBLE ROOF FORMS

ROOFING

USAF Sloped Roof Policy:

HQ USAF has published policy directives for the conversion of flat roofs to sloped. This policy authorizes conversion of built-up roofs to sloped roofs provided:

- The existing roof needs to be replaced due to its deteriorated condition
- No functional space is added to the facility
- The useful life of the facility exceeds the life of the roof system selected
- The selection of the sloped roof system is justified as the most economical method based on a life cycle economic analysis

LAKE INN TEMPORARY LODGING FACILITY

BEFORE

AFTER

Roof-Top Equipment:

If at all possible, placement of roof-top mechanical and utility equipment shall be avoided. However, if no other alternatives exists, the designer shall consider concealment of this equipment via color or screening compatible with the existing facility.

Built-Up Roofing (BUR):

Built-up roofing shall be avoided in all forms of construction on new facilities. In some instances of built-up roofing, repair or replacement of the existing roof type is practical and acceptable and should be accomplished under the base maintenance plan.

ROOFING

Standing Seam Metal Roofing:

A standing seam metal roof with a 4:12 slope is recommended for use in designs of new construction, as well as in conversions to sloped roofs. The two standard metal roof colors are off-white (Fed. Std. 37722) and medium bronze (Fed. Std. 20095).

HOSPITAL, DUKE FIELD

VANGUARD BANK

Landscaping

Landscaping themes include planting treatments, site elements, barriers and screening, pedestrian environments, and open spaces; all of which contribute to the environmental and visual quality of Eglin AFB.

Philosophy:

The goal of landscaping is to create an attractive environment that promotes the well-being of the people who live and work within it. Proper landscape design can serve to unify the base through the use of similar or standard plant materials, as well as define and separate areas with visual and physical screening. Landscaping can also complement the architectural character of the facilities and visually improve the appearance of the immediate surroundings.

Objectives:

Landscape design objectives include the following:

- Improve the quality of base life and existing landscape resources
- Improve the visual character of the base
- Preserve and incorporate existing mature vegetation into site development plans for future facilities

Guidelines:

- The variety of plantings used should be kept to a minimum to create a unified composition and to provide continuity throughout the base.
- Use low maintenance plants

NOT ACCEPTABLE: Individual plants require increased maintenance

ACCEPTABLE: A single hedge gives direction and form

- Siting of new facilities, roads, and sidewalks will be made with the least destruction to the mature landscape. The existing vegetation should be saved for the general enhancement of the developed areas. The replacement cost and the long growth time of new plantings cannot justify complete clearing of sites.

Landscaping

Recommended Plantings:

All landscape plantings shall conform to the list of Eglin AFB Recommended Plantings. This list is available from the 96th Civil Engineer Group.

Fencing and Screening:

Comprehensive screening considerations are a major element which could strengthen the visual image of this base. Well designed screens should not draw attention to themselves. Properly designed barriers dramatically improve the visual appearance of both facilities and the base as a whole. Four screening types are acceptable to reduce visual clutter on this base. Fence selection must be approved by the Architectural Compatibility Manager. Consistency and durability are critical.

- CHAIN LINK FENCING - This type of fencing is only acceptable as a screening device when shrubbery is planted adjacent to the fencing. This type of fencing shall only be used in Industrial and Warehouse areas. The recommended finish is a medium brown factory finish.

- WOOD FENCING - Wood fences are allowable only when constructed in the "shadow box" configuration. All wooden fences will be stained to match the approved base color standards. Wooden fences shall not be used in Administrative areas.

- DECORATIVE ALUMINUM FENCING - This type of fencing is highly recommended. It combines aluminum fencing with masonry piers as an alternative to the more expensive masonry style of fencing. This fencing is acceptable in all areas of the base.

- MASONRY -Selection of brick and concrete block with a stucco finish comparable to the photo below is strongly encouraged. The only allowable exception to this standard is when compatibility must be maintained with an existing facility. This type of fencing is recommended when the budget will allow for it.

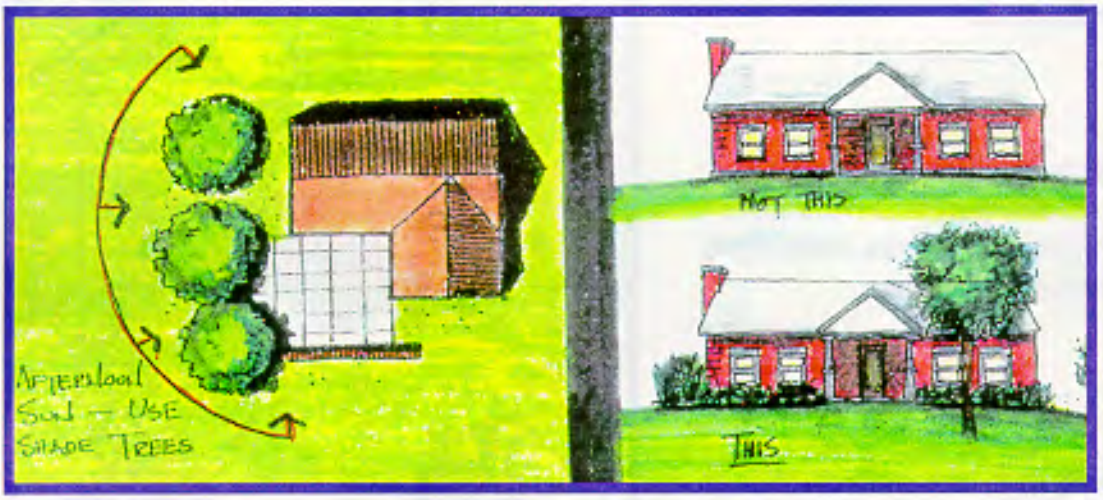
Landscaping

At Gates:

The main gate is the initial point which welcomes people onto our installation. It should provide a positive first impression through a clean, well-maintained appearance. Landscaping should be plentiful with well-developed trees, shrubs, and colorful flowers. Other gates should also provide a positive, welcoming image but not necessarily as fully developed as the main gate.

At Housing:

The use of landscaping at individual houses and throughout the housing area increases the morale, pride, and quality-of-life for the residents. It can tremendously improve the appearance of the homes and yards, and result in a pleasant, good-looking neighborhood.



At Interiors:

Use landscaping on interior of appropriate facilities to improve atriums, courtyards, and offices. Landscaping makes the space more inviting and encourages use by the workers and residents of the base.

Landscaping

At Buildings:

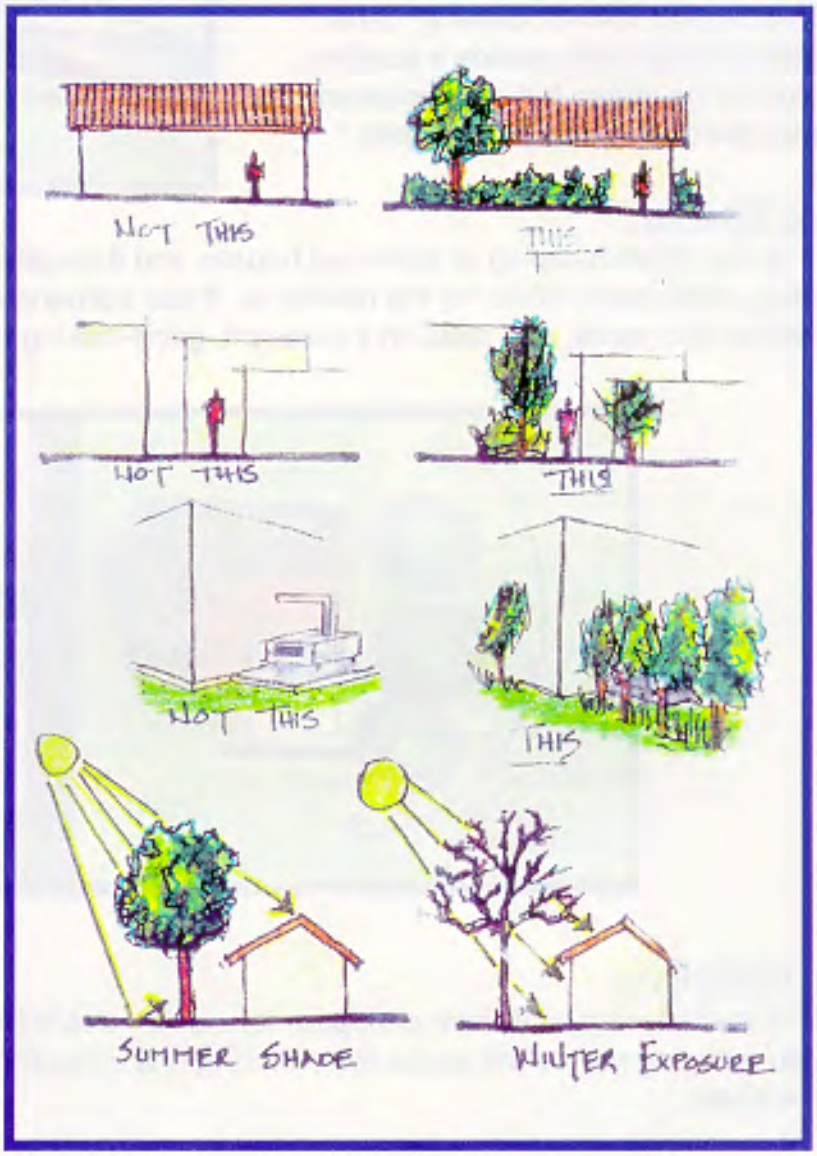
Too often landscaping is cut from projects due to budget constraints. This leaves a newly built facility sitting starkly by itself, with nothing but parking lots and dirt around it. Landscaping is very important and must not be ignored. Not only does it enhance the quality of the architectural character of the facility, but it also enhances the quality of life for the users.

- Landscaping can be used to transition the scale from building-to-building as well as between build ings and people.

- Landscaping can be used to soften building edges.

- Landscaping can also act to screen unsightly mechanical and electrical equipment, loading zones, dumpsters, or other areas from view.

- Landscaping also has the potential to improve the energy efficiency of facilities by screening, shading, temperature modification, glare and reflection reduction, wind, erosion, and dust control.



Landscaping

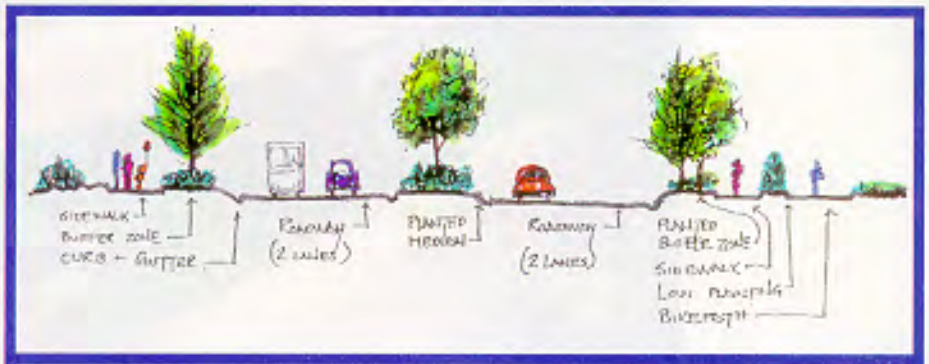
LANDSCAPING, WEST GATE

53rd FIGHTER WING ENTRANCE

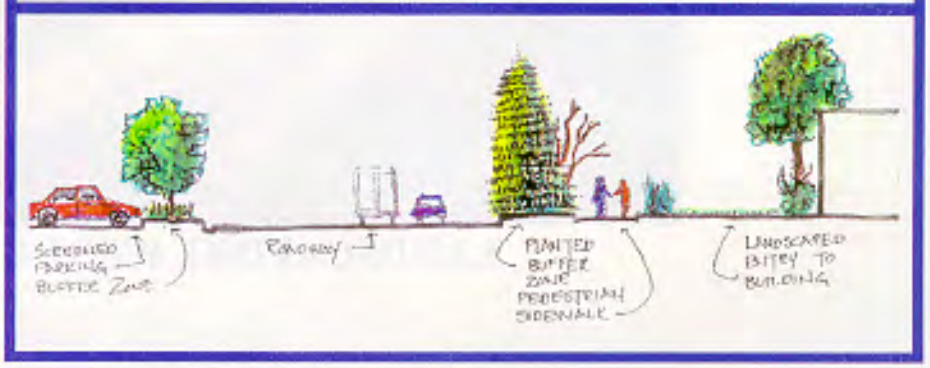
Landscaping

AT ROADS

Primary Roads:
The "Main Street" of base must be fully landscaped with trees, shrubs, flowers, etc. It is the main route of traffic for the majority of the people who come and go on base, and it should provide a pleasant and welcoming image.

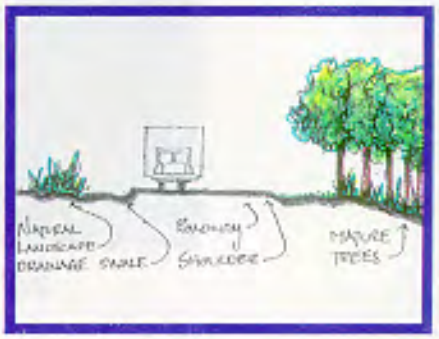


Secondary Roads:
These roadways do not have to be landscaped to the extent of the primary road, but again a clear, organized image should be prevalent. Existing mature vegetation should be utilized in the landscaping plan, especially if it already presents an exciting visual image.



Tertiary Roads: Tertiary roads will also be landscaped. A regular street tree planting is not required, but trees are to be used to frame buildings and screen unsightly equipment, utilities and parking areas from view.

Rural Roads: Rural roads will primarily maintain their natural landscaped appearance. Any additional landscaping will be dependent upon the following information: where the road is located on base (on the perimeter or deep in the confines of the base proper); what is located along the road (unsightly mechanical and electrical equipment, fuel tanks, runway, a wooded area, etc.); how often it is used (restricted or recreational); and what the available funds are.



Softscape

The term "softscape" broadly covers the design and specification on plant materials of all areas.

Design Goals

- Select plant materiel hardy in the area to temperature, precipitation, soil properties, air quality and exposure
- Select plant material according to characteristics such as maintenance, growth rate, life span and water requirements
- Select plant material for quality of light condition (sun, shade)
- Select plant material on their resistance to disease
- Select plant material for aesthetics based on the quality of foliage, flowers, fruit, fragrance, texture, form and branch structure
- Select plant material for function based on use and purpose such as canopy, screen, baffle, barrier and ground cover
- Select type of plant material for seasonal and visual changes (deciduous, evergreen or color)
- Select plant material to blend with existing plant materials when appropriate
- Select plant material to shade buildings and outdoor spaces from the intense solar radiation in the summer months
- Select a native non-irrigated seed mix in clear zones for low to zero maintenance
- Select plant material according to the use of the open areas
- See CE for a list of plants suitable to this region

Softscape

Standards

- Plant large trees a min of 20 feet from building walls and a min of 12 feet from building corners
- Space large trees 40 to 50 feet on center
- Plant large shrubs a min of 3.5 feet from building walls
- Space large shrubs 8 to 10 feet on center
- Plant material appropriate for use from the tree list

- Plant medium trees a min of 15 feet from building walls and a min of 12 feet from building corners
- Space medium trees 30 to 40 feet on center
- Plant medium shrubs a min of 3 feet from building walls
- Space medium shrubs 4 to 5 feet on center
- Apply Argentina Bahia seed mix at 70-80 pounds per acre

- Plant small trees a min of 8 to 10 feet from building walls and a min of 6 to 8 feet from building corners
- Space small trees 6 to 15 feet on center
- Plant small shrubs a min of 2.5 feet from building walls
- Space small shrubs 2 to 2.5 feet on center
- Space ground cover 12 inches on center

DESIGN GUIDELINES

Not Acceptable

- Trees closer than 12 feet to the curb on primary roadways
- Use of vegetation, shrubs or tree plantings in drainage ways or anything that would create an obstacle to the flow of drainage
- Bare root trees or shrubs

- Use of vegetation that would block the line of sight from autos at intersections
- Use of vegetation that requires a high level or unusual type of maintenance
- Use of thorny or spiked plants, shrubs or trees in high pedestrian areas

Sign Guidance

Use signs for necessary information only.
Minimize their number and make their message short and to the point.

Purpose:

This guidance establishes procedures, standards, and criteria for exterior and interior signs on Eglin AFB (Main) and all other facilities under the jurisdiction of Eglin AFB, including the Army Ranger Camp at Auxiliary Field 6. It applies to all assigned, attached, or associate units located on Eglin AFB and the Eglin reservation.

Objective:

The objective of this guidance is to standardize base signs, improve base appearance, and provide information for base personnel and guests.

Goals:

The goal is simple -- signage will be of high quality, within the standards of AFP 88-40 and AFDTC regulation 85-14, and few in number. It cannot be over emphasized that keeping the number of signs down to a minimum dramatically uplifts the visual image of the base. Signs should provide information and be visible, but not add visual clutter to the base.

Requests for and Approval of Sign:

- Requests for signs will be submitted on AF Form 332, BCE Work Request, to the Civil Engineer Customer Service Zone which services that respective area, signed by organizational commanders, staff activity chiefs, or their designated representatives.

- Requests pertaining to safety, security, or flight line operations must be coordinated through the responsible base activity prior to submittal. Requests for banners that will be hung from the overpass on Eglin Boulevard will be coordinated through Public Affairs (AFDTC/PA).

- An AF Form 103, Base Civil Engineering Work Clearance Request, will also be required for signs being placed in the ground. The work clearance form must be completed and coordinated with responsible base agencies just prior to the start of work. 96 CEG/CEOE will provide assistance upon request.

- The Base Civil Engineer is the approving authority for all base signs. The approval for temporary signs will specify a removal date.

- The Natural Resources Operation (AFDTC/EMN) will place signs pertaining to hunting, fishing and other wildlife management functions.

STANDARDS AND CRITERIA

Exterior and interior signs will comply with AFP 88-40 and the following criteria:

Interior Signs:

Interior signs will be of dark colored lettering on a background that complements the interior decor of the facility.

Exterior Signs:

All exterior signs on Eglin AFB will be of white lettering on a brown background, except for special signs required by a specific regulation or law.

Exterior Identification Signs:

Exterior signs for identification, direction, regulation motivation and information shall be constructed using criteria found in AFP 88-40, Chapter 2. Signs shall be sheet aluminum or steel and shall be mounted on anodized bronze extruded aluminum posts set in concrete. Details for sign construction are shown in AFP 88-40, Appendix A.

Wall Mounted Signs:

Wall mounted building identification signs made up of individual dimensional letters are preferred. Letters shall be .5" to 1" deep with a Helvetica medium type face. Letters shall be cast aluminum with a dark anodized bronze finish. Signs shall be brief with not more than 3 words, if possible. If more information is needed a building entry sign can be used. Wall mounted signs made up with individual letters shall be in accordance with AFP 88-40, Appendix E.

Miscellaneous Information:

Miscellaneous information such as individual names, titles, mottos, awards, or office directory information is prohibited.

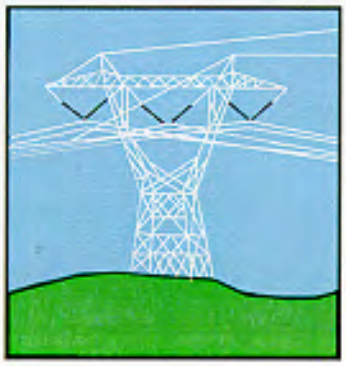
Utilities

Design Goals:	Standards:
◆ Locate all exterior utilities to minimize the distraction from adjacent facilities ◆ Screen exterior boxes from public use areas with architectural or landscape elements ◆ Size and locate poles and overhead lines respecting planned future improvements ◆ Do not locate any overhead lines over buildings or recreational areas ◆ Locate underground high pressure and other transmission lines away from public use areas ◆ Mark all underground utilities with appropriate flagging and staking	◆ Locate poles 15 feet minimum from back of curb of primary and secondary roads ◆ Locate poles in built-up areas or along the back sides of buildings with a min of 2 feet from the adjacent building wall or back of curb ◆ Use breakaway poles along primary roads ◆ Locate overhead lines a min of 6 feet from medium plantings ◆ Locate overhead lines a min of 10 feet from large buildings ◆ Locate underground high pressure natural gas lines a min of 100 feet from occupied buildings

Utilities

DESIGN GUIDELINES

Recommended	Acceptable	Not Acceptable
◆ Remove all existing poles or overhead lines which are permanently abandoned and all unused equipment and related screening ◆ Place above ground utilities such as electric power or telephone below grade whenever possible ◆ Pick up storm drainage in pipes underground rather than in paved open ditches or channels, whenever possible, ◆ Locate utilities underground except in maintenance areas	◆ Overhead power distribution, if located out of view from main public areas or screened to make it as unobtrusive as possible ◆ Overhead lines along minor streets, alleyways. Relate to vegetation and topographic screens that offers views to minimizes the visual impact	◆ Overhead utilities along major public circulation ways ◆ Unscreened utilities along major public circulation ways ◆ Overhead utilities except in maintenance areas ◆ Unscreened back flow preventers



Exterior Lighting

Design Goals	Standards
◆ Use energy efficient lamps ◆ Provide uniform distribution and levels of lighting on roadways ◆ Increase light levels at pedestrian crossings ◆ Maximize fixture standardization ◆ Select vandal proof lighting ◆ Maximize light levels on pedestrian paths ◆ Ensure all stairs are fully lighted	◆ Major street illumination levels: 1.0 - 2.0 foot candles ◆ Collector street illumination levels: 0.6 - 1.2 foot candles ◆ Local street illumination levels: 0.4 - 0.9 foot candles ◆ Low level lighting at paths to be a maximum of 42 inches ◆ Security lighting to be 0.2 foot candles 6 inches above the pavement ◆ Utility illumination levels: min 0.5 foot candles ◆ Recreational use illumination levels: 20 to 50 foot candles

Exterior Lighting

DESIGN GUIDELINES

Recommended	Acceptable	Not Acceptable
◆ Single luminaries staggered from side to side on tertiary or residential streets requiring low light levels, where practical ◆ Metal halide along residential streets ◆ High pressure sodium along primary and secondary roadways ◆ Light poles at a height tall enough to limit glare ◆ Sodium or metal halide for security lighting use ◆ Use the lighting principal of silhouette (object seen against illuminated background) for security lighting	◆ Metal halide to blend in with mercury lighting along primary roadways or high pressure sodium to match existing if necessary ◆ Long life incandescent lamps for pedestrian areas	◆ Incandescent or mercury lights along primary roadways ◆ Incandescent lights along residential streets ◆ Incandescent security lights ◆ Lights which are not vandal resistant ◆ Lights which are not made of durable materials ◆ Lights which give a glare in residential areas

Traffic Considerations

Signage:

Whereas all facility signs must comply with the Eglin AFB Sign Standards, traffic signage on base must comply with the standards of the Manual of Uniform Traffic Control Devices (MUTCD) and AFP 88-40. 96 CEG/CECC and/or the Base Civil Engineer (BCE) is the accountable authority for all traffic signage on Eglin AFB.

Roadways:

Organize base roads to provide coherence to the overall base, by establishing a clearly structured and consistent road network. The circulation system should simplify drivers decisions, decrease confusion, and provide visual continuity and cohesiveness to the base.

Roads should be adapted to site conditions and blended with the natural landscape.

Parking:

Parking has always been a problem. The security police are the authority for assigning reserved parking spaces. The standard parking place is 10 ft wide by 20 ft long. Standard handicapped parking spaces will match the required standard defined by the American Disability Act (ADA). Striping of handicap parking places must be coordinated with the Traffic Board.

Curbing Standards:

Base standard is a 24 in. curb and gutter unless existing site conditions require compatibility with existing curb and gutter of a different size. Curbing standards will conform to the handicap accessibility requirements defined by the American Disability Act (ADA).

- Provide curbing and gutters on all primary and secondary roads.
- Any street with curbing will also have an underground storm drainage system.
- It is not necessary for tertiary or rural roads to have curbing, but definition of edge must still be maintained. This can be accomplished with a gravel shoulder and/or a drainage ditch.
- Do not paint curbs.
- Residential roads should have curbs to improve safety and the visual image of the "neighborhood".

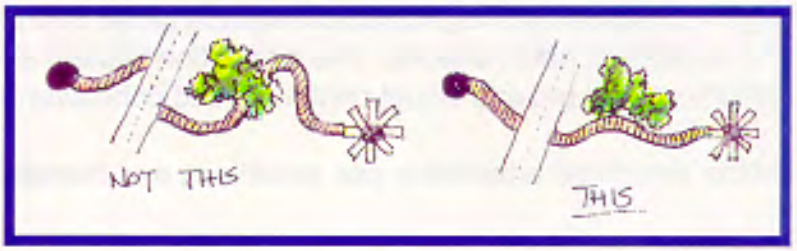
Where curbs are located, use an underground drainage system.

Pedestrian Route Ways

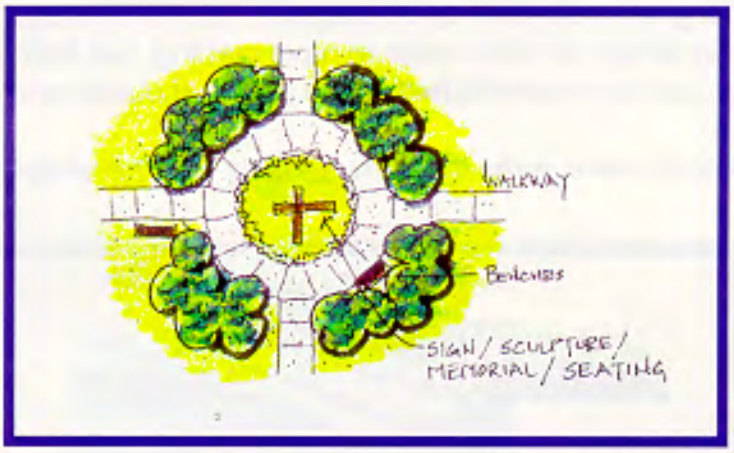
OBJECTIVE

Pedestrian-oriented planning and design can greatly contribute to the convenience, comfort, and enjoyment of daily activities.

Highlights:



- The walkway system should provide a continuous, unbroken path from Point A to Point B, and be as direct as possible to encourage use.
- The walkway should be safe. They should have short well-marked cross-walks, a level surface to walk along, few if any steps, a well designed lighting system for nighttime use, and no obstructions at crosswalks which can hide the pedestrian from the driver.
- Establish a leisurely exercise walking or jogging course to be integrated with the more direct route.
- Provide areas of excitement along the path to break up the monotony. Provide resting areas, including benches, gazebos, water fountains, and play areas. Also provide a change of scale and rhythm along the path by varying the density of landscaping or the width of the path.



Pedestrian Route Ways

Design Goals		Standards
◆ Provide 100% barrier-free pedestrian access ◆ Provide direct access between associated land use areas and work areas ◆ Provide adequate signage, lighting and pavement markings for safety at the crossings of vehicular route ways ◆ Ensure sidewalks have a buffer zone between the pedestrians and traffic ◆ Select low maintenance surface materials	◆ Provide lighting, especially at intersections with roadways ◆ Size relative to pedestrian volume and adjacent roadway width ◆ Change the paving materials where pedestrian ways cross primary streets, and stripe all crosswalks on secondary roads and large parking lots ◆ Provide areas of excitement along paths to break up the monotony	◆ Install 5 foot wide walks (4 foot min) 5 feet from the back of the curb and parallel to parking areas ◆ Design walks with a cross slope of .25" per foot and a longitudinal grade with a maximum of 10% ◆ Install 4 foot wide minimum walks parallel to the bldgs. Install the walks a minimum of 5 feet from the building or beyond the eave drip line, whichever is greater

DESIGN GUIDELINES

Recommended	Acceptable	
◆ Crosswalks at intersections ◆ Raised walks with planting islands in the parking lots ◆ Natural color broom finish concrete with smooth trowel edge	◆ Walls at parking lot level protected by wheel stops and curbs	
	Not Acceptable	
	◆ Bituminous paving for bus stop shelters ◆ Paving draining onto pedestrian areas	◆ Aluminum, metal or plastic bus stop shelters ◆ Pedestrian ways abutting curbs on primary or secondary streets

Vehicular Route Ways

Philosophy:

Each base should have a clearly marked, well-maintained, and easily understood traffic system. This includes roads, intersections, parking areas, sidewalks, crosswalks and paths. When it is difficult or confusing for the user to find his or her way around base, it enforces a negative impression or image for the whole base. This confusion can be eliminated with a well-organized rational system of roads. Vehicular route ways are designed according to their role in traffic network as primary, secondary or tertiary on the traffic plan.

Primary Road Highlights:

Primary roads (main streets) are the most traveled roads and should be the most highly developed. They lead users to the high use areas. Ideally they should have a planted median with right and left turn lanes and provide continuous through traffic with controlled access points. Pedestrian paths should be separated from the road by landscaping, and even bike or jogging paths should be added along the route if possible. Road edges should be curbed with gutters to form a defined edge and on-street parking is prohibited. The road and sidewalks should be well-lit at night. Consistently designed outdoor street furniture and resting areas should be used along the paths at appropriate locations.

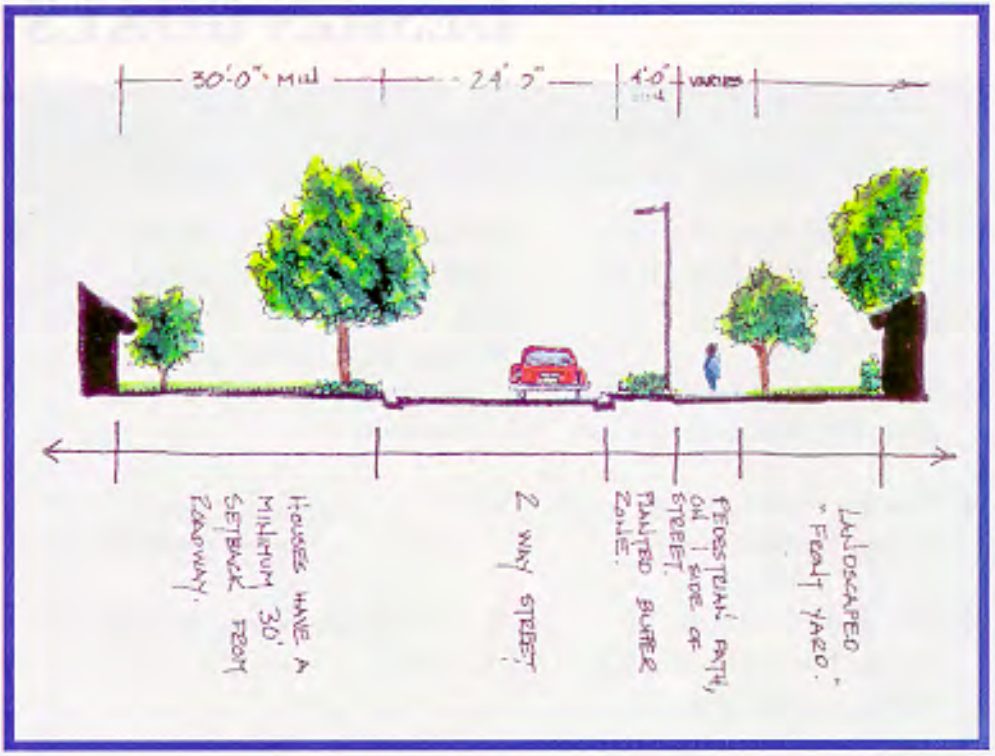
Secondary Road Highlights:

Secondary roads make up the majority of the roadways and are located within the high-use areas. They should have a max of two lanes of traffic in each direction with a well-defined curbed edge. On-street parking should be avoided. Sidewalks and paths should be isolated from the roads by a buffer zone or green space. Crosswalks can be at the same level as the streets, but should be appropriately marked. Consistently designed outdoor street furniture and resting areas should be used along the paths at appropriate locations.

Vehicular Route Ways

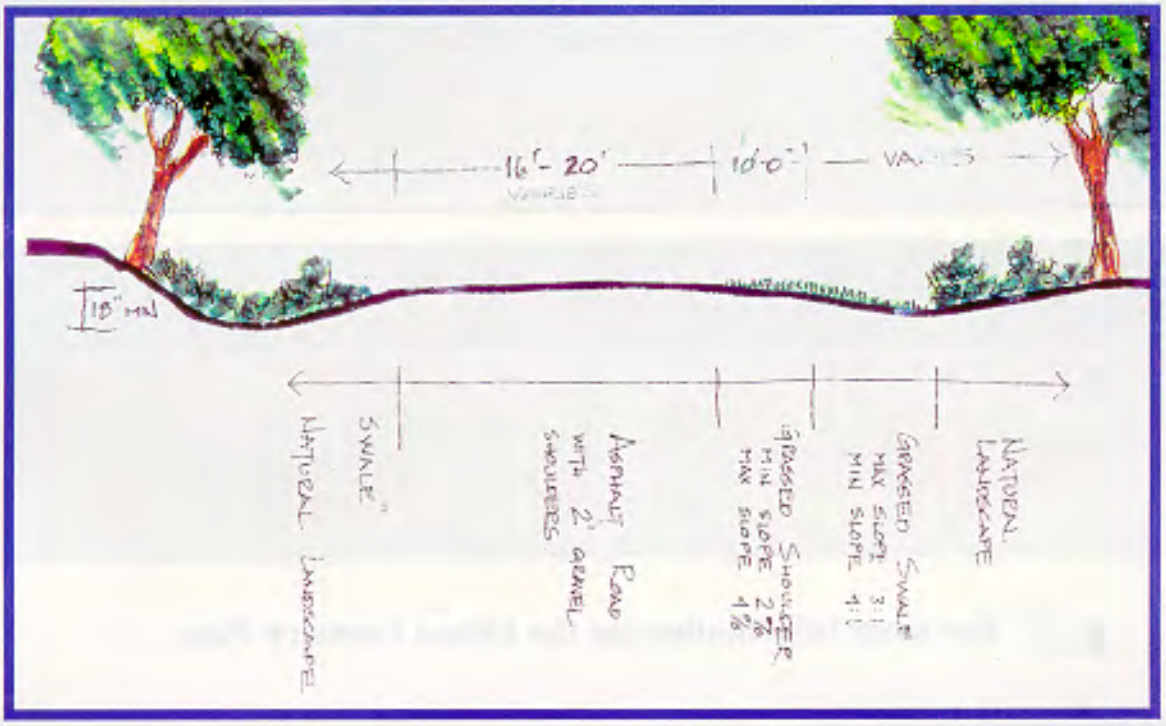
Tertiary Road Highlights:

Tertiary roads handle local traffic from the secondary streets and provide direct access to the building property. They are typically a maximum of two lanes of traffic, one in each direction, and on-street parking is allowed. Curbs and gutters should be used throughout. Sidewalks may be on only one side.



Rural Road Highlights:

Rural roads are in areas of less development and are infrequently used. It is not necessary for these roads to be as developed as the others, but they should still maintain a clean appearance. They should have a defined edge which can be accomplished with crushed stone or gravel. Adjacent landscaping should be left in its natural state.



Vehicular Route Ways

DESIGN GOALS

Primary Roadways

- Design to carry all major traffic on and through the base
- Separate and connect major land use or activity areas
- Provide minimum curb cuts to adjacent land uses
- Use trees or shrubs to reduce the noise and dirt to adjacent land uses
- Install preferential traffic signalization and signage
- Provide a barrier between residential areas and the roadway
- Provide adequate and continuous street lighting
- Provide protected left turn lanes

Secondary Roads

- Design to provide movement between primary and tertiary roadways
- Provide direct access to adjacent land uses and facilities
- Require street lighting primarily at intersections
- Provide preferential traffic signage to tertiary roadways

Tertiary Roadways

- Design to provide for traffic movement from secondary roadways to land use areas and facilities
- Carry no through traffic

All Roadways

- Design to require minimum maintenance

Not Acceptable

- On street parking on primary roads
- Obstacles (signs, plantings, etc.) that would block the line of sight from autos at intersections
- Lanes less than 11 foot wide

For more information see the Urban Forestry Plan

Parking

Design Goals

- Design major parking areas to have direct access to primary roadways with controlled access paths
- Ensure minor parking areas have access to secondary roadways
- Locate entry and exit points away from street intersections
- Minimize headlight glare to adjacent streets or bldgs
- Provide positive drainage
- Maximize conformance to natural topography, where possible,
- Size and locate parking lots to maximize day/night usage
- Provide an underground irrigation system for landscaped areas
- Define parking stalls for handicapped spaces
- Include where possible, sight line separation between lots and streets, buildings and adjacent activity areas with earth berms or plant mass
- Use direction of driving lanes and landscaping to direct pedestrians to their destinations
- Utilize landscape materials where possible to break up large areas of paving
- Provide lighting relative to use

Standards

- 25 foot planting separation between parking and adjacent areas
- 45 degree parking layout in large lots
- 60 degree parking layout in small lots
- Pedestrian walkways parallel to aisles
- Access driveways to be 12 feet per lane
- Planting islands within parking lots to be 9 feet wide
- Locate one canopy tree in parking areas for every 22 parking stalls
- Handicapped spaces should have easy access to building entrances
- Handicapped spaces must meet ADA requirements
- Parking stall to be 10 ft by 20 ft on a 90 degree angle

Parking

DESIGN GUIDELINES

Recommended	Acceptable	
◆ Special areas for motorcycle or bike parking ◆ Planting for large parking areas: See tree list for recommended plantings ◆ Striping to identify stalls and fire lanes in all parking areas ◆ Curbs and gutters at the perimeter of all parking areas ◆ Screen parking lots with berms and/ or dense plant mass ◆ Uniform signage to denote visitor or special parking areas	◆ Dumpsters placed in isolated or screened areas	
	Not Acceptable	
	◆ Less than 1% slope for bituminous surfaces parking areas ◆ Dumpsters containing "wet garbage" or obnoxious smells within or near parking areas ◆ Mixing freight traffic with parking areas traffic	◆ No curbs at the perimeter of parking areas ◆ Planting areas without irrigation or a manual system ◆ Parking stalls less than 9 feet wide

Amenity Spaces

Amenity spaces include parks, athletic fields, break areas, etc.

Design Goals

- Use deciduous trees for shade in the summer and for sun penetration in the winter
- Locate and size according to function and relationships to adjacent spaces
- Design permanent seating for inward orientation in break areas
- Provide small parks for individual use or small group gatherings
- Separate play areas by age groups
- Design to human scale
- Size canopy trees in relation to the scale of the area to be shaded
- Size the space and the materials to be harmonious with the architecture and the nature of the site
- Provide break areas that are conveniently accessible to work areas
- Provide large parks for field sports and large gatherings
- Provide public rest rooms in large parks
- Provide positive area drainage
- Design to encourage congregation and social interaction
- Use enriched paving surface material to accent special areas as well as to define a space
- Provide area lighting adequate for the function
- Provide athletic parks for organized sports
- Provide for passive and active use
- Provide overhead protection from weather

Amenity Spaces

PLAY PARK

Standards	Recommended Design Guidelines	
◆ 0.5% min slope on paved areas ◆ 2% min slope on landscaped areas ◆ Size break areas to accommodate 15-25 people at any one time ◆ Low maintenance ground cover in place of grass ◆ Automatic underground irrigation ◆ Approved gazebo designs	◆ Rubberized safety deck for play areas ◆ Overhead structures of wood ◆ Non-glare slip resistant materials ◆ See tree list for: Break areas, plazas, courtyards, and parks	◆ SMALL PARKS - reading areas, board games, horseshoes, etc. ◆ PLAY PARKS - Provide play equipment in the play parks in accordance with playground safety standards ◆ LARGE PARKS - non/ or semi structured field sports such as baseball and football ◆ ATHLETIC PARKS - racquetball courts, jogging trails, ball fields, tennis courts, soccer fields, etc.

NOTE: The tree list can be found in the Urban Forestry Plan

Amenity Spaces

SAMPLE GAZEBO

Acceptable	Not Acceptable	
◆ Integral or natural color, broom or exposed aggregate finish to paving ◆ Moveable cluster seating in break areas ◆ Grassed areas around work centers	◆ Corrugated plastic or metal sheets for overhead structures ◆ Dust on color, smooth or trowel finish for paving ◆ White wash or area delineation ◆ Planting trees without providing an irrigation system or a manual system	◆ Placing youth playgrounds adjacent to high volume traffic ways without any physical barriers ◆ High maintenance flower or shrub gardens ◆ Major open field sport areas without irrigation

Street Furniture

Site Elements:

Consistency is the most critical factor in the selection of various site elements such as benches, trash receptacles, lighting fixtures, and street furniture. Designers shall pay considerable attention to maintain compatibility with similar site elements within a particular architectural district on Eglin AFB. When no true compatibility exists, the designer shall coordinate material selections with the Base Architectural Compatibility Manager. When practical, a dark bronze anodized finish shall be selected for all site elements on base.

Design Goals	Standards
◆ Install furnishings so as to coordinate and compliment adjacent architectural styles and building functions ◆ Coordinate with the Architectural Compatibility Manager the designs, materials and colors of all street furniture ◆ Locate bicycle racks on paved areas near but not obstructing or detracting from building entry ways ◆ Provide trash receptacles in areas of high pedestrian usage ◆ Locate trash receptacles at major street intersections ◆ Light flagpoles in display areas	◆ Benches, telephone pedestals, and trash receptacles shall be permanently anchored to a concrete base or be of such weight as not to be removed ◆ Design all street furniture to accommodate the handicapped ◆ Street furniture shall be located no closer than 6 feet to the curb line of secondary streets or 15 feet from primary streets
	Recommended
	◆ Seating with backs and arm rests in intensive use areas ◆ Benches of all heart redwood at a seating height of 16 inches above grade with the galvanized structure painted ◆ Concentration of street furniture (i.e. mail boxes, newspaper racks, trash receptacles, benches, etc.) located on paved surfaces with night lighting

Additional Sources

- AFDTC REG 85-14
- AFMC COMMANDER'S GUIDE TO FACILITY QUALITY
- AFMC COMMANDER'S GUIDE TO FACILITY EXCELLENCE
- AFMC COMMANDER'S GUIDE TO INTERIOR DESIGN
- AFMC COMMANDER'S GUIDE TO SELF-HELP
- AFMC QUALITY PROGRAM MANUAL
- AFP 88-40
- AMERICAN DISABILITY ACT (ADA)
- URBAN FORESTRY PLAN