



Architectural Standards Guide

November 2011

Table of Contents

Introduction.....	Page 1
Existing Buildings Case Studies.....	Page 2
New Buildings Case Studies.....	Page 7

INTRODUCTION

The purpose of this guide is to complement the architectural standards for non-residential buildings contained in the City's Zoning Ordinance. The guide is further intended to aid building designers and architects in complying with the architectural design requirements by providing pictures of existing and new buildings or building elements which fit the rural character and "Hill Country" atmosphere Bulverde enjoys.

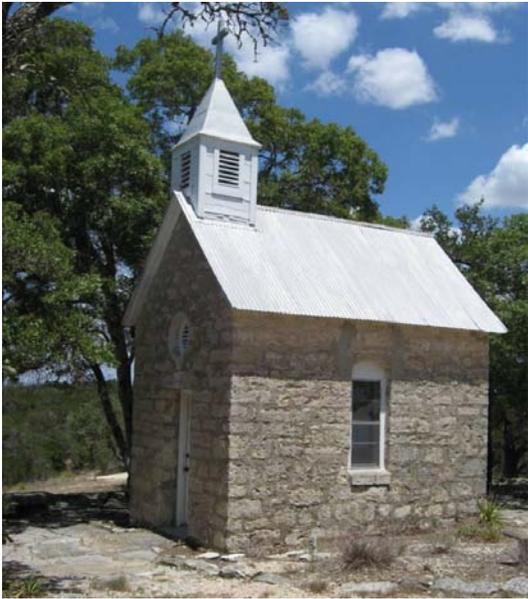
The guide is split into two main categories; Historical Buildings and Modern Buildings. Historical Buildings refers to the older, more historic structures in the community. These structures tend to be constructed of native materials and have a rural "feel." Modern Buildings represent modern interpretations of the older, more historic structures. Building materials are much more varied and modern, yet mimic many of the native materials in the area.

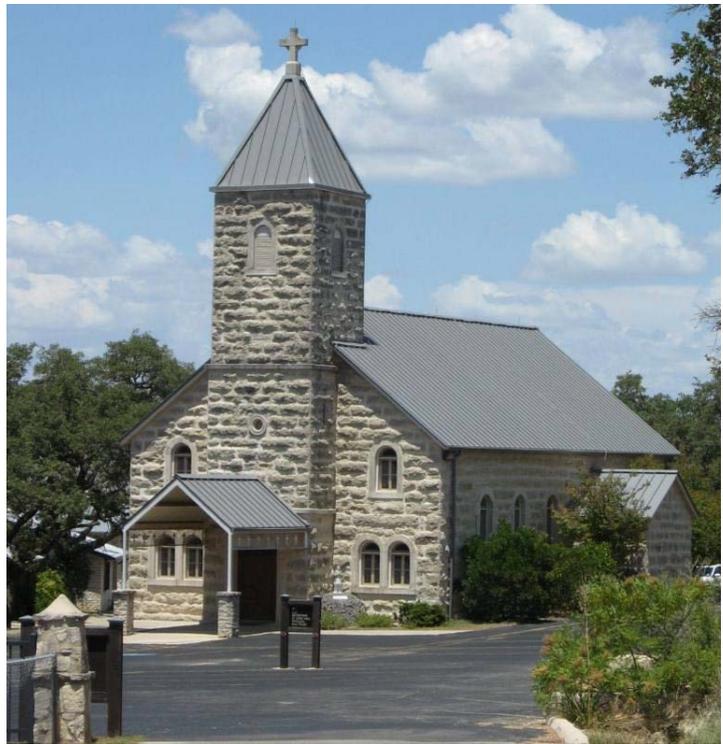
I. HISTORICAL BUILDINGS CASE STUDIES

- A. Historical and Heritage Perspectives. Early settlement and associated buildings were simple barn structures constructed of wood frame construction, quarried limestone, wood siding with simple shed and gable roofs. Due to an abundance of material found on site, drystack walls were used to identify edges of homestead property lines. Other common materials included wood shingles and siding, metal roofs and siding, and oak and cedar logs.

The Architectural Standards are not intended to promote the replication of existing built forms of Bulverde, but to allow imaginative design that is compatible with the distinctive characteristics of the region and is respectful of the surrounding neighborhood.











II. MODERN BUILDINGS CASE STUDIES

A. Modern Translations. Below are examples of buildings in and around the Bulverde area that represent a modern interpretation of the Bulverde Hill Country style.



















