



January 7, 2020

Mr. Sean Mullin
Community Development Department
Town of Los Gatos
110 E. Main Street
Los Gatos, CA 95031

RE: 16666 Topping Way

Dear Sean:

I have previously reviewed two other designs for this site in 2017 and 2018. I have reviewed the new drawings, My comments and recommendations on the new design are as follows:

NEIGHBORHOOD CONTEXT

The site is located in an established neighborhood of one and two-story homes. I have previously reviewed six other nearby houses in this neighborhood. Photographs of the site and surrounding context are shown on the following page.





The Site and existing house



House immediately across Topping Way



House to the immediate left



House to the immediate right



Nearby House across Topping Way



Nearby House across Topping Way



Nearby House to the left



Nearby House to the right

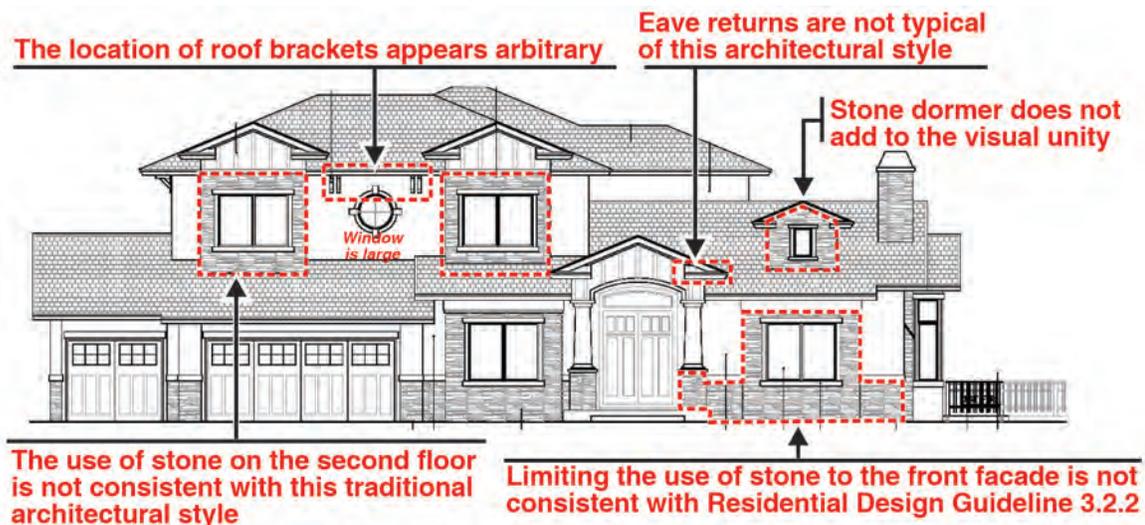
ISSUES AND CONCERNS

Overall, this design is substantially improved from the previous two design iterations which I reviewed. There are, however, a few inconsistencies with the Town's Residential Design Guidelines and with the proposed architectural style. These include the following:

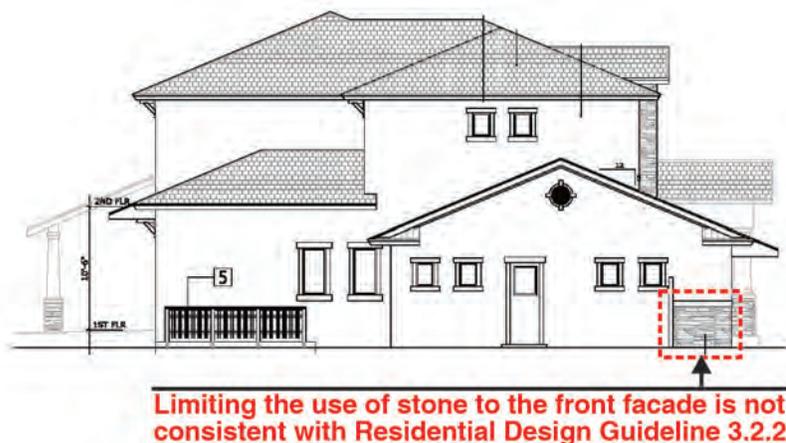
1. The substantial use of stone on the front facade without carrying it around on all sides of the house would not be consistent with Residential Design Guideline 3.2.2.

3.2.2 Design for architectural integrity

- *In general, it is best to select a clear and distinctive architectural style rather than utilizing generic design elements or mixing elements from different architectural styles.*
- *Carry wall materials, window types and architectural details around all sides of the house. Avoid side and rear elevations that are markedly different from the front elevation.*



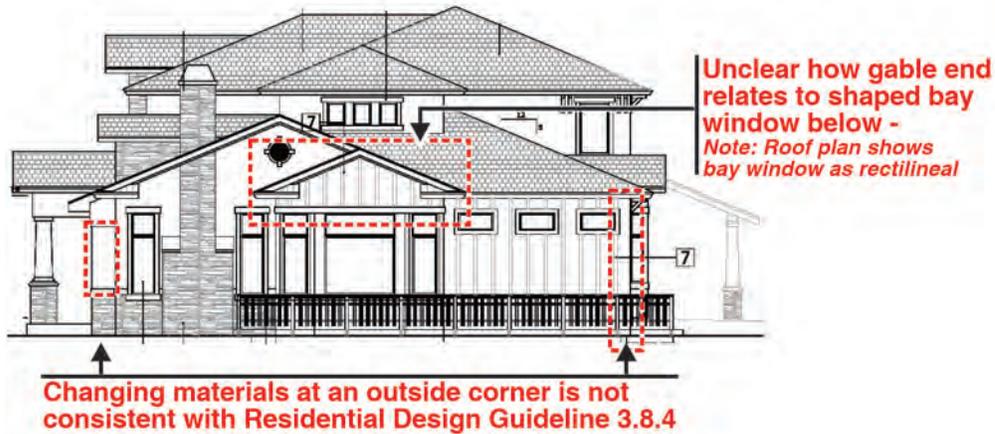
2. The use of stone on the roof dormers is visually heavy and not consistent with this traditional architectural style.
3. The roof brackets are an appropriate detail to the design, but their locations are inconsistent and arbitrary;
4. The smaller, isolated stone dormer does not add to the visual unity of the design.
5. The round window on the front elevation second floor appears too large.
6. The use of closed eave returns on the gable roof ends is not typical of this architectural style, and would not be consistent with Residential Design Guideline 3.2.2 - *see guideline above in comment #1.*



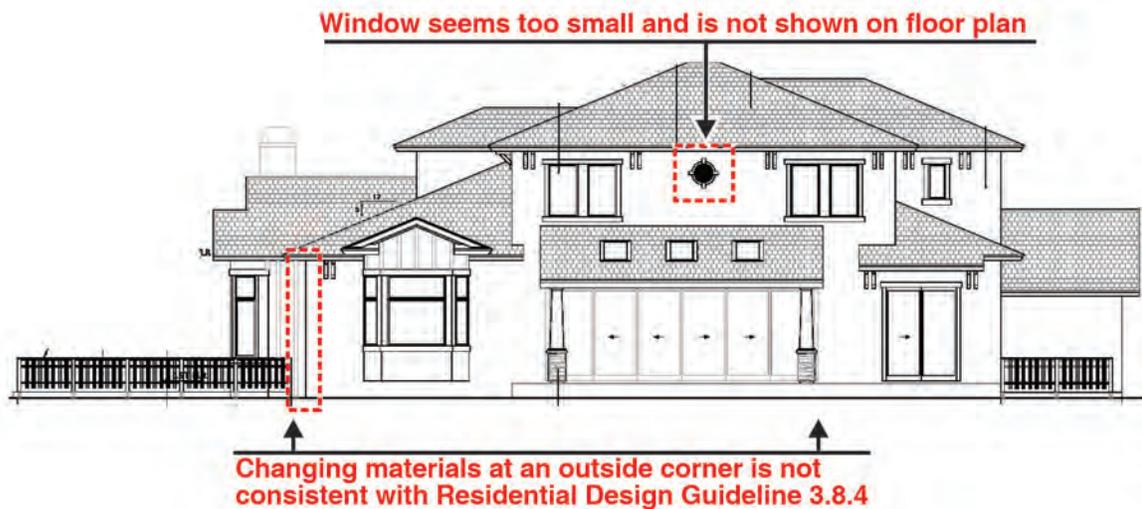
7. There are some instances where there is a change of material at an outside corner which would not be consistent with Residential Design Guideline 3.8.4.

3.8.4 Materials changes

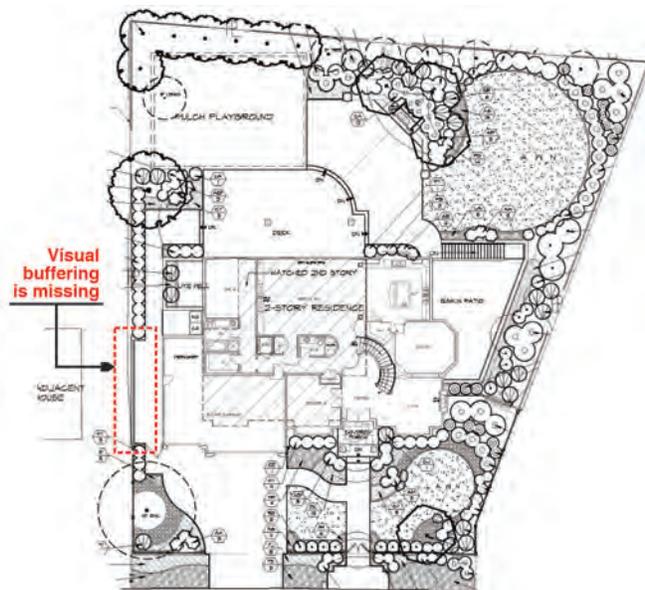
- Make materials and color changes at inside corners rather than outside corners to avoid a pasted on look.



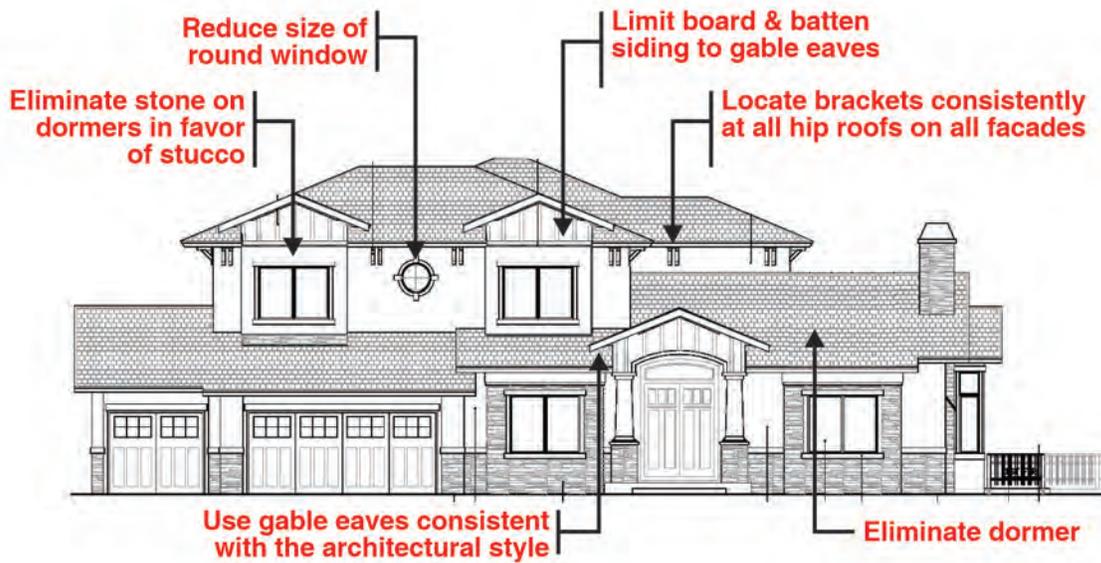
8. The second floor round window on the rear elevation appears too small, and is not shown on the floor plans.



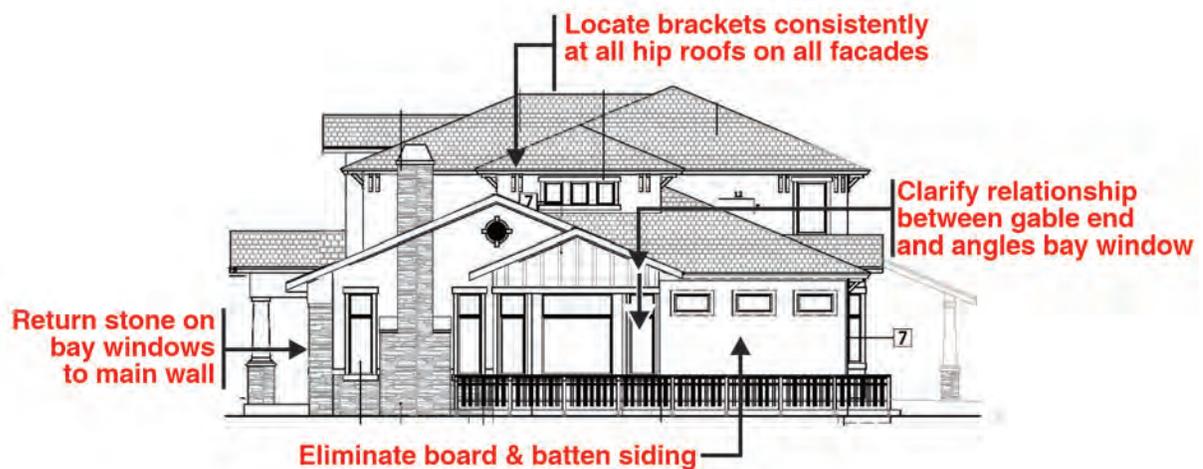
9. Landscape buffering is missing along the left side property line where the elevation is less well developed than on other portions of the home.



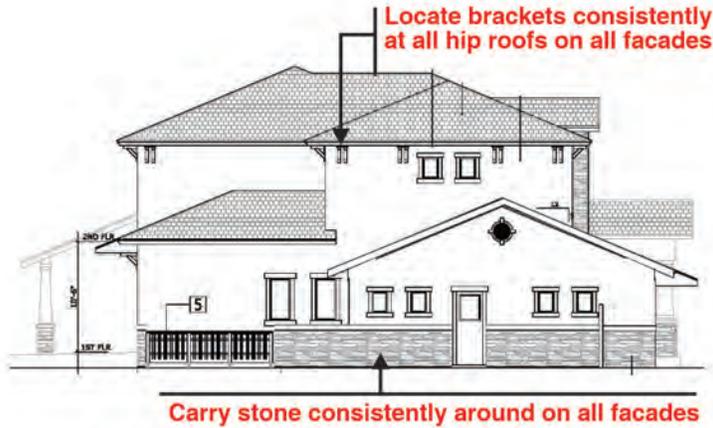
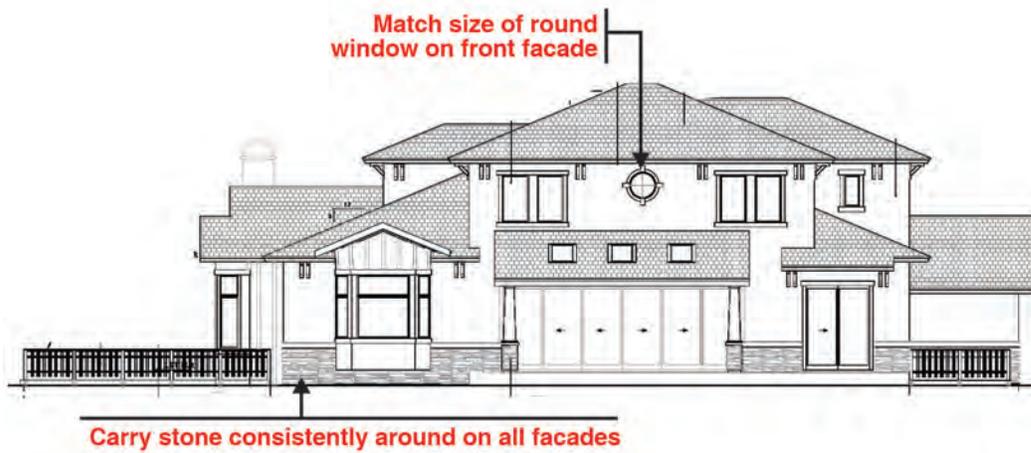
RECOMMENDATIONS



1. Use stucco on the second floor bay windows in lieu of the proposed board & batten siding.
2. Eliminate the small stone dormer on the second floor.
3. Limit the board & batten siding to the gable eaves.
4. Locate roof brackets in a consistent manner at all second floor hip roofs.
5. Use open gable eaves that are more typical of this architectural style.
6. Reduce the size of the round window on the front facade.
7. Return the stone on the front facade bay windows to an inside corner at the main wall.
8. Eliminate the board & batten siding from the right side elevation.
9. Clarify the relationship between the first floor gable roof end and the angled bay window blow on the right side elevation.



10. Eliminate the round second floor window on the rear facade or match its size to the round window on the front facade.



11. Add landscaping to buffer the left side elevation.

Sean, please let me know if you have any questions, or if there are other issues that I did not address.

Sincerely,
CANNON DESIGN GROUP

Larry L. Cannon

