

— THE ENTRYWAY CODEX

The *Entryway*.

A complete anatomy, layout, and styling system for the first room every guest sees — and the room most residents treat as the spillover zone.



PAGES

26

SECTIONS

Six

FOR

Any Home

FORMAT

Codex

— READ THIS FIRST

The entryway is the only room every guest sees and most residents ignore. *Design it as the first impression, not as the spillover zone.*

It is the smallest "room" in the home — and the one that does the most psychological work. Three to ten seconds of perception determine how a visitor reads the rest of the home before they have seen any of it. The same three seconds determine, every day, whether the resident steps out into the world from a designed threshold or from an accumulated pile.

Most entryways are not failing because of bad taste; they are failing because they have **four jobs that nobody assigned**: shoe storage, key-and-mail landing, coat hanging, and the mirror check. Without a designated solution for each, the entryway becomes the dumping ground. With one, it becomes the most photographed square footage in the home.

The Entryway Codex is the discipline applied to the threshold. The console-and-mirror move that signals "designed home" in three seconds. The tray system that resolves keys and mail forever. The rug that is not a doormat. The 10-Second Pattern that determines whether a guest reads the home as composed or as accumulated. It is the smallest codex with the largest visible return per square foot.

— *Dreamr*

FOUNDER · DECORDREAMR

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Seven rules *for the threshold.*

Most entryways fail in the same predictable ways — keys on a hook, mail accumulating on a console, shoes piling on the floor, no mirror, no light, no rug. The rules below are not stylistic preferences. They are the discipline of designing the smallest, highest-visibility room in the home.

- 01 The entryway is the only room every guest sees and most residents ignore. *Design it as the first impression, not as the spillover zone.*
- 02 The entryway has four functions. *Shoe storage. Key/mail landing. Coat hanging. Mirror check. Solve all four — or it becomes a chaos zone.*
- 03 The single most important entryway move is a console plus mirror. *It signals "designed home" in three seconds.*
- 04 Keys belong on a tray, never on a hook. *Mail belongs in a tray, never on the counter.*
- 05 Shoes off the floor — or on a piece designed for them. *Anywhere else is a stumbling hazard pretending to be storage.*
- 06 The entryway is small and the most visually visible room in the home. *Spend like it.*
- 07 The doormat lives outside. *The entry rug lives inside. They are not the same thing.*

HOW TO USE THIS CODEX

Read Part 1 standing in your entryway. The diagnostic is the first move and takes 10 minutes. Parts 2 through 4 are the system in execution order: anchors, layers, layout. Part 5 is the troubleshooting guide. Part 6 is the printable Resource Vault. Apply Part 1 today; complete the codex in 14 days.

I The Anatomy

DIAGNOSTIC + INVENTORY

Before you buy a console, you need a clear answer to one question: does your entryway solve its four functions, or does it accumulate them.

A great entryway is not measured by square footage or by how it photographs. It is measured by what it does in the first ten seconds — for the guest who walks in and the resident who walks out. The diagnostic on page 5 surfaces the four-function failures. The anatomy inventory on page 6 names what every well-designed entryway contains, even in a hallway-sized space.

WHAT YOU'LL WALK AWAY WITH

A score on the five-question Entryway Test, a complete inventory of which of the eight anatomy elements your entryway has, and a prioritized list of what to fix first.

The two diagnostic mistakes

- Treating the entryway as overflow space.** The entryway has its own functions. When it carries the overflow from the living room or kitchen, both rooms suffer.
- Designing for the photograph, not the morning routine.** An entryway that styles beautifully for an empty-home photo but cannot survive a Monday morning is not yet a finished entryway.

— DIAGNOSTIC 01 • TEN MINUTES

Answer five questions. *Find the failure.*

Stand in your entryway as if you have just walked in. Answer each question against the entryway as it is right now. A "no" or "I'm not sure" on any question is a diagnostic flag, and the chapter referenced is where the fix lives.

- Do you have a designated landing zone for keys?** A tray, a dish, or a small bowl — not a hook, not a bowl in the kitchen, not the console-surface-in-general. Keys live in one defined object. Without it, keys end up in pockets, on counters, and lost. *(See Part 3, page 12.)*
- Is there a mirror you can quickly check before leaving?** Wall mirror, full-length leaner, or vanity mirror — any of them work. The check-before-leaving glance is the entryway's daily ritual. *(See Part 2, page 8.)*
- Are shoes off the floor — or on a piece designed for them?** A shoe bench, a low cubby, a designed shelf. Not "piled near the door" or "kicked into a corner." Shoes are the most-common entryway failure. *(See Part 2, page 9.)*
- Is the mail sorted within 24 hours of entry?** Or has a stack accumulated for a week, a month, or longer? Mail accumulation is the universal entryway-discipline failure. *(See Part 3, page 12.)*
- Could a stranger guess the home's design intent in the first ten seconds?** If they walk in and see a coordinated console, mirror, light, and rug — yes. If they see a pile of shoes, mail, and bags — no. *(See Part 4, page 17.)*

SCORE YOUR ENTRYWAY

Count the questions you cannot confidently answer yes to. **5/5:** the entryway is largely complete; jump to Part 3 for refinement. **3–4/5:** the functions work but layers are missing — start at Part 3. **0–2/5:** structural reset; start at Part 2 and work in order.

— DIAGNOSTIC 02 · THE INVENTORY

Eight elements. *Every designed entryway has all of them.*

Walk your entryway. Mark each element present, undersized, or missing. The list is not a Pinterest checklist — it is the architecture of an entryway that solves its four functions. Missing elements are the next purchases. Undersized ones are the next replacements.

01 The Console or Bench

30–48 inches wide; 14–18 inches deep. Console for narrow halls; bench for wider entries. *The room's working surface.*

02 A Mirror

Above the console, or full-length leaning. The check-before-leaving anchor. *The most-used object in the entryway.*

03 Coat Storage

Wall-mounted hooks, a slim coat rack, or a closet with door. Holds three to five coats; not the family's entire wardrobe.

04 Shoe Storage

Bench with cubby, low shelf, or woven basket. *Off the floor or on a piece designed for it.*

05 The Key Tray

Ceramic dish, brass tray, or small bowl. One object on the console; keys never on a hook. *Loss-prevention disguised as styling.*

06 The Mail Tray

A second tray, larger and flatter than the key tray. Mail lives here for 24–48 hours, then sorted. *Closed storage if the discipline slips.*

07 The Entry Rug

Small rug or runner; not the doormat. Catches incoming dirt and signals the threshold inside. *Textured, durable, washable.*

08 One Sculptural Element

A sconce, a small lamp, a tall plant, a framed piece. *The signal that this is a designed space, not a passage.*

AFTER THE INVENTORY

Count present: ___ / 8 · Count undersized: ___ · Count missing: ___

Missing elements become Part 6 shopping list entries. Undersized elements become replacement priorities. Present-and-right-sized elements are the foundation — work outward from those.

II The Anchors

CONSOLE • STORAGE • LIGHT

Three decisions determine whether the entryway works. The styling comes after.

The console-and-mirror wall, the storage architecture, and the lighting plan are the three anchors of every entryway. Get the console-and-mirror right and the room reads as designed in three seconds. Get the storage right and the room defends itself against the four-function accumulation. Get the light right and the room reads at all hours, not just in daylight. All three are addressable in a single weekend.

THE ORDER MATTERS

Console-and-mirror first because they are the visual signal. Storage second because it determines what the console-surface has to carry. Light last because the lighting responds to the established geometry. Reverse the order and the lamp will not fit, the mirror will be in the wrong place, or the console will be too small to hold the trays.

The three anchor questions

- Is there a console (or bench) with a mirror above? See page 8.
- Is the storage matched to the four functions? See page 9.
- Is the entryway lit — not borrowing light from the hallway? See page 10.

— ANCHOR 01

Console plus mirror. *The signature move.*

The console-and-mirror combination is the single most-decisive entryway move. A console alone is furniture; a mirror alone is wall decor; together they define the entryway as a designed zone with clear function. **Three seconds of perception is all the entryway gets.** The console-and-mirror is what spends those three seconds well.

36"

CONSOLE WIDTH

30–48 inches wide. Narrow consoles (under 30") look undersized; wide consoles (over 48") crowd a typical entryway. *36 is the comfortable default.*

14"

CONSOLE DEPTH

12–18 inches deep. Deeper consoles cut into the walkway; shallower ones cannot hold a tray plus a lamp. *14 inches is the workable median.*

75%

MIRROR WIDTH

Mirror should be **60–80% of the console width.** A 24-inch mirror over a 48-inch console looks lost; a 48-inch mirror over a 36-inch console crowds the wall.

The mirror placement

- Hang 6–10 inches above the console top.** Higher and the mirror floats untethered; lower and it merges with the console surface.
- Center on the console — not on the wall.** A 36-inch console centered on a 60-inch wall takes a centered mirror over the console; the wall's leftover space is dressed by sconces or art, not by re-centering the mirror.
- Frame in the same finish family as the room hardware.** Brass frame + brass console hardware + brass coat hooks reads as composed. Mixed finishes break the signature.

The small-entry alternative — the leaning mirror

If wall space is too narrow for a console, a **full-length floor mirror leaning against the wall** replaces both the console and the mirror in a single piece. Add a small wall hook beside it for keys (with a tray on the floor or a wall-mounted small shelf). The leaning mirror is the small-space signature — and the rental-friendly alternative when no wall mounting is permitted.

THE THREE-SECOND TEST

Stand at the door looking in (or have a friend walk through the door). What does the eye land on first? If it is the console-and-mirror, the entryway is reading as designed. If it is a pile of shoes, the coat rack, or a stack of mail, the console-and-mirror does not yet exist — or is being out-competed by the failures it is supposed to prevent.

— ANCHOR 02

Four functions. *Four storage decisions.*

The entryway has four jobs — shoes, coats, keys/mail, bags — and each one needs a designated home. Without dedicated storage for each function, the entryway becomes a single accumulation pile. The fix is to assign one storage solution per function, sized to the household's actual use.

FUNCTION	SOLUTION	SIZED FOR
Shoes	Bench with under-cubby , low shelf, or pair of woven baskets. Designed-for-it storage off the floor.	3–6 daily-rotation pairs per resident. Long-term shoes live in the bedroom closet, not the entryway.
Coats	Wall hooks (3–5) , slim freestanding coat rack, or a closet with a door. Light coats + outerwear of current season.	1–2 coats per resident currently in use. Off-season coats migrate to the bedroom closet.
Keys / Mail	Two trays on the console — small for keys, larger and flatter for mail. The tray-not-hook discipline.	Daily keys (small bowl) + 24–48 hours of incoming mail (flat tray, sorted on Sunday).
Bags	One hook below adult coat height (so the bag does not block coats) or a floor-level basket. Backpacks and totes only.	1 daily-use bag per resident. Suitcases and travel bags live elsewhere.

The hook count

Most entryways are over-hooked. A row of eight hooks on the wall implies eight items will hang there permanently — and they will. The discipline: **three to five hooks maximum**, sized to the actual coats-in-use at any time. Empty hooks look intentional; overloaded hooks look like a closet that escaped.

THE OPEN-CLOSET TRAP

Many entryways inherit an open coat closet or open shoe rack — and the contents spill into the room as a permanent visual mess. The fix is closure: **install a curtain across the open closet** (rod plus linen panel — under \$50, no carpentry) or **replace the open shoe rack with a closed bench-with-cubby**. The accumulation does not disappear; it goes behind a designed boundary.

— ANCHOR 03

The entryway has its own light.

It does not borrow from the hallway.

Most entryways are lit by an overhead light in the adjacent hallway — distant, dim, and shadow-casting. The fix is the entryway's own light source, treated as a layer rather than as a passing piece of ceiling lighting. The entryway is small, so two or three light sources suffice — and a single well-placed accent transforms the room.

AMBIENT

Overhead — Pendant or Flush

The base layer. A statement pendant in a foyer or a flush-mount in a low-ceiling entry. 2700K bulb, dimmable if possible. *Replace builder-grade boob lights immediately.*

CONSOLE

Lamp or Sconces

The accent layer. A small console lamp or a pair of wall sconces flanking the mirror. The light that turns the entryway into an evening-lit room.

OPTIONAL

Picture Light

The atmosphere layer. A picture light above a framed piece or a small spotlight on a sculptural object. Adds depth to a small room. *Battery-operated for renters.*

The three lighting moves

- Replace the overhead fixture (if builder-grade).** A small statement pendant (\$60–\$200) in a foyer or a brass flush-mount (\$40–\$120) in a hallway transforms the room before any furniture is involved.
- Add a console lamp or pair of sconces.** The accent layer. A 16–22 inch lamp on the console, or two small sconces flanking the mirror. 2700K dimmable bulbs.
- Replace every bulb to 2700K.** Overhead, lamp, sconce — all warm white. A cool-toned entryway reads as a hospital corridor.

THE RENTER'S LIGHT

Cannot replace the overhead? Two moves: **install a swag-mounted pendant** over the existing fixture (a decorative pendant that hangs from a cord routed to the existing junction box — no rewiring) or **add a plug-in sconce** with a switch on the wall. Either gives the entryway its own dedicated, designed light source for under \$100.

III The Layers

TRAYS · TEXTILES · WALLS

Anchors give you a functional entryway. Layers give you one that signals welcome.

After the console-and-mirror is in place, the storage solves the four functions, and the light is its own, the entryway is functionally complete but visually unfinished. The three layers are the finishes that turn function into welcome: the tray system (the daily-life discipline), the textiles (the entry rug and any wall hangings), and the wall treatment (paint, paneling, or art). All three are small-budget moves that produce outsized perceived returns in a small room.

THE TWO LAYERING MISTAKES

First — treating the console surface as display space. The console is a working surface. Keys, mail, and a single sculptural object share it; nothing else lives there permanently. Second — the doormat-inside trap. The doormat lives outside the door, catching mud. The entry rug lives inside, signaling the threshold. They are not the same piece of textile.

The order of operations

- Trays first.** Key tray, mail tray, optional drop tray for daily small items.
- Textiles second.** Entry rug, optional wall hanging, optional throw on a bench.
- Walls last.** Paint, paneling, or art. Walls respond to the established palette of the trays and rug.

— LAYER 01 · TWO TRAYS, NEVER MORE

Keys on a tray. *Mail on a tray.* *Discipline.*

The single biggest entryway discipline failure is the unstructured console surface — keys somewhere, mail piled, mask or wallet thrown down. The fix is the two-tray system: **one small tray for keys, one larger flat tray for mail**. Both live permanently on the console; both have specific contents; both are emptied or sorted on a defined schedule.

The two-tray system

- The Key Tray.** Small ceramic dish, brass tray, or marble bowl. *Contents: keys only.* 4–6 inches across. The first object hands reach for on entry; the first they reach for on exit. Loss-prevention disguised as styling.
- The Mail Tray.** A flat-bottomed tray, 8–12 inches across. *Contents: incoming mail and small papers, 24–48 hours maximum.* Sorted weekly (typically Sunday). Anything still in the tray after the sort goes to a designated home or to recycling.
- The Sunday Sort.** A defined weekly time — typically 10 minutes on Sunday — to empty the mail tray. Bills to the office, magazines to the living room, junk to recycle. *Without the sort, the tray fails inside two weeks.*
- Optional — the Drop Tray.** A third tray, for the daily-life objects that shouldn't accumulate but inevitably do: sunglasses, AirPods, wallet, lip balm. Empties into pockets or the bedroom every evening.

KEYS ON HOOKS — WHY NOT

A row of hooks for keys feels organized, but the average household has 4–8 keys (house, car, mailbox, shed, friend's, work). On a hook they tangle, fall, and the wrong one inevitably gets grabbed. **A tray contains all of them in one designated landing zone — easy to scan, easy to grab, easy to confirm before leaving.** Hooks belong to coats and bags; trays belong to keys.

— LAYER 02 · THE ENTRY RUG

The doormat lives outside. *The entry rug lives inside.*

Most entryways have one rug — the doormat — and it sits inside the door, accumulating mud and signaling utility rather than design. The fix is the two-rug system: **a doormat outside (or in the threshold) for the actual mud-catching, and an entry rug inside** as the threshold-and-design piece. The two rugs do different jobs; conflating them produces a muddy designed-rug or a styled-up utility mat.

TEXTILE	WHERE IT LIVES	WHAT IT DOES
The Doormat	Outside the door on the landing, porch, or covered stoop. Or inside the door if no exterior placement is possible.	Catches mud, water, and incoming debris. Coir, rubber, or scrub-fiber. Replaced every 1–2 years; cleaned weekly.
The Entry Rug	Inside the door , in the entryway zone proper. Could be a small rug (2×3, 3×5) or a runner if the entry is a hallway.	Signals the threshold. Textured for grounding the zone. Cotton, wool, jute, or low-pile synthetic. Washable preferred.
Optional — Bench Throw	Folded across the entryway bench or draped on the coat hook.	Adds color and softness to a small room. A light linen throw in the same family as the rug.

The rug sizing

Entry rug sizing is determined by the entry's shape. **A foyer or open entry** takes a 3×5 or 4×6 rug centered on the console wall or the door-to-room axis. **A narrow hallway entry** takes a runner — 2×6 or 2×8 — running the length of the hall. **A no-room entry** (a few square feet inside the door) takes a small 2×3 placement. In every case, the rug is large enough that both feet land on it when walking through.

THE TEXTURE BIAS

Entry rugs work hardest of any rug in the home — daily foot traffic, incoming dirt, occasional water. Choose **texture over color**: a chunky woven jute, a low-pile wool, a tightly-woven cotton flatweave. Smooth-pile silk and high-pile shag will not survive an entryway and will signal "I gave up on this rug" within a year.

— LAYER 03 · THE BACKGROUND

The entryway is small. *Spend like it.*

The entryway's small footprint is an asset, not a liability. A small room can absorb dramatic paint, bold wallpaper, paneling, or art that would overwhelm a larger room. **The entryway is one of the two rooms in the home where boldness is permitted — alongside the powder room.** Most entryways stay default-white because the resident does not realize the small footprint forgives ambition.

PAINT

Dramatic Color

The cheapest dramatic move. A deep clay, warm terracotta, mossy green, or true black on the walls. The small footprint absorbs the boldness; the rest of the home stays calm.

PANELING

Wood or Beadboard

The architectural upgrade. Vertical wood paneling, half-height wainscot, or beadboard. Adds depth and texture. Renter-friendly with peel-and-stick fluted panels.

ART

One Statement Piece

The simplest move. A single oversized framed piece above the console, or a vintage textile mounted on the wall. The wall does the work without a paint or paneling project.

The three wall principles

- Choose one move.** Dramatic paint *or* paneling *or* statement art — not all three. A small room with three wall moves reads as fighting itself.
- Match the wall to the home's deeper palette.** The entryway is the introduction to the home; it should preview the palette, not introduce a stranger.
- Treat the door as part of the composition.** Painting the interior of the door in a contrasting color (or matching the wall) is one of the most-underused entryway moves in residential design.

THE BOLD-PAINT PERMISSION

The entryway and the powder room are the two rooms in the home where dramatic paint earns its keep. **If you have ever wanted to try a deep green, a warm black, a clay terracotta, or a moody navy — the entryway is the place.** The small footprint forgives ambition; the rest of the home stays calm. A bold entryway plus a calm living room reads as designed; a calm entryway plus a calm living room reads as unfinished.

IV The Layout

FOUR TYPES • 10-SECOND PATTERN

Four entryway types. One ten-second pattern.

Entryways come in four configurations — true foyer, gallery hall, no-room entry, and mudroom. Each has its own design logic. But every entryway, regardless of type, is read in the same way: a **10-second sightline** from the door to the deepest visible point in the home. The 10-Second Pattern names what the eye lands on, in order, and how to design each landing-point to reinforce the home's intent.

THE TWO LAYOUT MISTAKES

First — designing the entryway in isolation from the rest of the home's sightline. The eye does not stop at the console; it travels into the next room. The entryway is the first beat of a longer composition.

Second — placing the function-furniture (shoe bench, coat rack) where it competes visually with the console-and-mirror. The functional pieces go where the eye does not land first.

The order to address layout

- Identify your entryway type.** Foyer, gallery hall, no-room, or mudroom. See page 16.
- Resolve the 10-Second Pattern.** What the eye sees in the first ten seconds, in order. See page 17.

— LAYOUT 01 · IDENTIFY AND OPTIMIZE

Four configurations. *Four sets of rules.*

Identify your entryway type and the optimization rules become specific. The foyer has the most floor space but also the highest visibility — the bar is highest. The no-room entry has the least space but the same four functions to solve. Each type has its own console-and-mirror logic.

TYPE	WHAT IT LOOKS LIKE	WHAT TO PRIORITIZE
The Foyer	A true entry room — open, with walls on three sides or a defined floor zone. Most space; most visible.	Statement furniture. Console, mirror, lamp, rug, and a statement light fixture overhead. The bar is highest; spend like it.
The Gallery Hall	A narrow hallway entry — the front door opens onto a hall that leads to the rest of the home. Wall art, runner, slim console.	The runner and the slim console. A 2×6 or 2×8 runner length-wise, a console 10–12 inches deep (or none — wall hooks instead). One large piece of art at the end of the hall to draw the eye.
The No-Room Entry	The door opens directly into the living room or kitchen. No defined entry zone. A few square feet of floor.	Define the zone. A small rug, a leaning floor mirror, a wall-mounted shelf with a key tray. The zone is the rug's footprint; everything happens within it.
The Mudroom	A dedicated utility entry — typically from a garage or side door. Built-in storage, lockers, bench, and a slop sink in some homes.	Storage maximization. Hooks, cubbies, baskets per family member, a bench for boot removal. The aesthetic discipline is lower; the function discipline is higher.

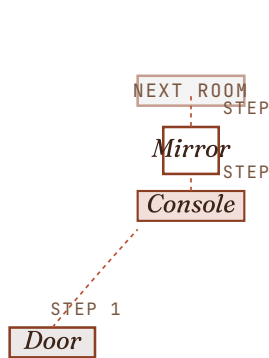
THE NO-ROOM ENTRY DISCIPLINE

The most-common American entryway is the no-room entry — the front door opens directly into the living room or kitchen. **This is the entryway type that most needs the codex's discipline.** Without defined space, the entryway functions invade the adjacent room: shoes in the living room, mail on the kitchen counter, coats over the dining chair. A 2×3 rug, a wall-mounted shelf with key tray, a small mirror, and three wall hooks define the zone — even when no walls do.

— LAYOUT 02 · THE EYE'S PATH

Ten seconds. *Three landings.* *One impression.*

When a guest walks through the front door, the eye follows a predictable path: **first to the wall opposite the door (3 seconds), then to the console-and-mirror (4 seconds), then through the entryway to the next room visible (3 seconds)**. Ten seconds, three landings. Each landing has to do its part for the home to read as designed. The pattern is the same whether the entryway is a foyer or a no-room.



STEP 1 — THE FIRST LANDING

The wall opposite the door. The console-and-mirror wall, the gallery hall art, or the rug-and-shelf zone. *This is the home's signature.*

STEP 2 — THE WORKING SURFACE

The console and mirror. Trays, lamp, sculptural object. The eye reads the discipline here — composed or accumulated.

STEP 3 — THE NEXT ROOM

What the eye sees beyond the entryway. The first piece of furniture in the living room, the staircase, the kitchen island. Treat as the entryway's third landing — design accordingly.

WALK THE PATTERN

Step outside your front door. Open the door, walk in, and count to ten. What does your eye land on at second 3? Second 7? Second 10? If the three landings produce a composed sequence, the entryway is reading as designed. If any landing is a pile, a stack, or an empty wall, that landing is the next priority.

V The Mistakes

DIAGNOSTIC + HIERARCHY OF FIXES

Twelve errors and the order to fix them. Most entryways are one weekend away from welcoming.

The Entryway Codex has now given you the system. Part 5 is the troubleshooting guide — the twelve most common entryway mistakes and the hierarchy of fixes that prioritizes which to address first. The entryway is the highest-ROI-per-square-foot room in the codex series; most fixes are under \$50, take under an hour, and produce visible perceived returns immediately.

HOW TO USE THIS SECTION

Run the 12-mistakes list on page 19 against your entryway. Mark every mistake present. Then apply the hierarchy of fixes on page 20 — which prioritizes which mistake to address first based on impact-to-cost ratio. The first three tiers are free or near-free (clear the entry, add key tray, add hooks).

— THE DIAGNOSTIC LIST

Twelve mistakes that *break entryways every time.*

Keys on a hook instead of a tray.

Fix: Replace hooks with a small ceramic dish or brass tray on the console. Hooks belong to coats; trays belong to keys.

Mail accumulating on the console or counter.

Fix: Install a dedicated mail tray. Sort weekly on Sunday — 10 minutes resolves the accumulation forever.

Shoes piling on the floor.

Fix: Add a shoe bench with under-cubby, low shelf, or pair of woven baskets. Off the floor or on a piece designed for them.

No mirror.

Fix: Add one — above the console, or a full-length leaning mirror against the wall. The check-before-leaving anchor.

Console too small.

Fix: 30–48 inches wide, 12–18 inches deep. Smaller and the trays plus lamp don't fit; the room reads as underfurnished.

Console too large for the space.

Fix: A wide console in a narrow hall blocks traffic. Replace with a wall-mounted shelf or a slim console (under 12 inches deep).

Hook overload — 8+ hooks with 30 things hanging.

Fix: Reduce to 3–5 hooks. Off-season coats go to the bedroom closet. Empty hooks read as intentional; overloaded hooks read as a closet that escaped.

No dedicated light — borrowing from the hallway.

Fix: Add the entryway's own light source — a pendant, a console lamp, or wall sconces. 2700K warm white.

Doormat inside instead of outside.

Fix: Move the doormat outside. Add an entry rug inside — different piece, different job. Doormat catches mud; entry rug signals threshold.

The "Welcome" sign trap.

Fix: Replace the printed "Welcome" sign with one sculptural piece — a framed print, a brass object, a single oversized vessel. The welcome is in the composition, not in a printed word.

Bags and backpacks on the floor.

Fix: Install one floor-level hook or basket designated for daily bags. Below adult-coat height so the bag does not block coats.

White walls — bold-paint permission unused.

Fix: Paint the entryway in a dramatic color — deep clay, warm terracotta, mossy green, true black. The small footprint forgives the boldness; the rest of the home stays calm.

— THE ORDER TO ADDRESS THEM

Fix in this order. *Each step earns the next.*

The hierarchy ranks entryway fixes by impact-to-effort ratio. The entryway has the smallest hierarchy of any Codex — most fixes are under \$50 and take under an hour. The cumulative effect is dramatic: the entryway has the highest-perceived-return-per-square-foot of any room in the home.

TIER	FIX	COST	TIME
1	Clear the entryway completely. Remove every item, every shoe, every piece of mail. Bare surface.	\$0	20 min
2	Add the key tray. Small dish or bowl on the console (or wall shelf).	\$15–35	5 min
3	Add the mail tray. Larger flat tray beside the key tray.	\$15–35	5 min
4	Install 3–5 wall hooks. Single row, matched finish, sized to current coat needs.	\$20–60	30 min
5	Replace bulbs to 2700K. Every fixture, including hallway-borrowed.	\$10–25	15 min
6	Add the entry rug. Sized to the entry type — 2×3, 3×5, or runner.	\$60–180	3 days
7	Add or upgrade the mirror. Above the console or full-length leaning. Framed in hardware-matched finish.	\$80–280	1 week
8	Add a console or bench. 30–48 inches wide; matched to entry type.	\$150–500	1 week
9	Add shoe storage. Bench with cubby, woven basket pair, or low shelf.	\$80–280	1 week
10	Add a console lamp or sconces. Accent layer. 2700K, dimmable.	\$60–250	1 day
11	Paint the walls in a dramatic color. Deep clay, terracotta, green, or black.	\$40–120	1 weekend
12	Replace the overhead fixture. Statement pendant or brass flush-mount. <i>Only after tiers 1–11.</i>	\$80–300	1 weekend

STOP WHEN THE ENTRYWAY WORKS

Most entryways do not need to complete all twelve tiers. The first six — clear, trays, hooks, bulbs, rug,

VI The Resource Vault

SHOPPING • SPRINT • WORKSHEET

Every worksheet, list, and sprint from the codex — formatted to print, fill in, and post. Pages 22–25.

The Resource Vault turns the Entryway Codex into a working system. The shopping list is the priority-ranked purchase order with affiliate links. The 14-Day Sprint is the day-by-day execution plan. The Audit Worksheet is the printable diagnostic. Print all three and run them in sequence.

PAGE	RESOURCE	USE
22	The Master Shopping List	Priority-ranked entryway purchases with affiliate links — start at the top.
23	The 14-Day Entryway Sprint	Day-by-day execution plan from diagnostic to finished entryway.
24	The Entryway Audit Worksheet	Printable diagnostic and inventory — one page, full assessment.
25	Companion Products + Series Complete	The DecorDreamr Library, plus the Six-Room Collection announcement.

— QUICK-LINK SHOPPING · ENTRYWAY PRIORITY ORDER

The entryway *shopping list.*

Items are ordered by the hierarchy-of-fixes priority. Clear the entryway (free) and replace bulbs before any purchase. Add the trays before the rug; add the rug before the console. Each item links to a curated Amazon search using the DecorDreamr affiliate tag.

#	ITEM	USE	BUDGET	LINK
1	Ceramic or Brass Key Tray	The first tray — on the console, by the door. Keys live here.	\$15–35	Shop →
2	Mail Tray (flat, larger)	The second tray — incoming mail, 24–48 hours maximum	\$15–40	Shop →
3	Wall Hooks (set of 3–5)	Coats, bags, daily-use jacket — matched finish	\$25–60	Shop →
4	2700K Warm White Bulbs (4-pack)	Every entryway bulb — pendant, lamp, sconce	\$15–25	Shop →
5	Entry Rug (2×3 or 3×5)	Inside the door — different from the doormat	\$60–180	Shop →
6	Hallway Runner (2×6 or 2×8)	For gallery-hall entries — runs the hallway length	\$80–220	Shop →
7	Console Table (36–48 inches)	The working surface — 12–18 inches deep	\$180–500	Shop →
8	Wall Mirror (framed, vertical)	Above the console — 60–80% of console width	\$80–250	Shop →
9	Full-Length Leaning Mirror	Alternative to console+mirror — for narrow entries	\$120–320	Shop →
10	Shoe Bench with Cubby	Off-the-floor shoe storage, doubles as a seat	\$130–320	Shop →
11	Woven Storage Baskets (pair)	Under-console shoe storage — woven seagrass or rattan	\$40–110	Shop →
12	Console Lamp (16–22 inches)	The accent layer — small lamp on the console	\$50–180	Shop →
13	Pendant Light (foyer-sized)	Statement overhead — replace builder-grade fixtures	\$80–280	Shop →
14	Framed Wall Art (24×36 or larger)	The first landing — opposite the door, statement piece	\$80–250	Shop →
15	Outdoor Doormat (coir or rubber)	Outside the door — actual mud-catcher	\$25–55	Shop →
16	Ceramic Vessel or Tall Plant	The sculptural element — one piece, not many	\$30–90	Shop →

— PRINTABLE · DAY-BY-DAY ACTION PLAN

The 14-Day *Entryway Sprint*.

Two weeks from diagnostic to finished entryway. Print this page. Cross off each day as the task is complete. The entryway sprint moves faster than the others — most tasks are 30–60 minutes — because the room is small. By Day 7 the entryway is functionally complete; Days 8–14 are layers and finishes.

DAY	THE WORK	DONE
Day 1	Run the diagnostic. Walk the entryway with the page-5 test and the page-19 mistakes list. Mark every flag. Photograph the door-side view.	<input type="checkbox"/>
Day 2	Clear the entryway completely. Every shoe, every coat, every piece of mail, every bag. Bare surfaces. The free fix that re-baselines the room.	<input type="checkbox"/>
Day 3	Replace every bulb to 2700K. Overhead, lamp, sconce. The whole entryway reads at the same color temperature.	<input type="checkbox"/>
Day 4	Add the key tray. Small ceramic dish or brass tray on the console — or wall-shelf if no console. Keys move from pockets to the tray today.	<input type="checkbox"/>
Day 5	Add the mail tray. Larger flat tray beside the key tray. Today's mail goes here; Sunday becomes the sort day.	<input type="checkbox"/>
Day 6	Install 3–5 wall hooks. Single row, matched finish. Only the actively-used coats. Off-season coats migrate to the bedroom closet.	<input type="checkbox"/>
Day 7	Resolve the shoes. Bench with cubby, low shelf, woven basket pair — whichever fits the space. Shoes off the floor by today.	<input type="checkbox"/>
Day 8	Order the entry rug. 2×3 or runner sized to the entry type. Catches the threshold; signals design.	<input type="checkbox"/>
Day 9	Order or install the mirror. Above the console or full-length leaning. Framed to match the hardware finish.	<input type="checkbox"/>
Day 10	Move the doormat outside. The entry rug is inside; the doormat is outside. Different pieces, different jobs.	<input type="checkbox"/>
Day 11	Add the console lamp or sconces. The accent layer. 2700K dimmable.	<input type="checkbox"/>
Day 12	Style the console. Three things on the surface — tray, lamp, sculptural object (vessel or small framed piece). Everything else goes elsewhere.	<input type="checkbox"/>
Day 13	Re-run the diagnostic. Re-take the page-5 test. Score the entryway. If 4–5/5, the sprint is complete. If still 0–3, identify which tier from the hierarchy of fixes (page 20) is unaddressed.	<input type="checkbox"/>
Day 14	The Welcome Test. Step outside. Close the door. Open it as if for the first time. Count to ten. The entryway you walk into is the home's first impression — and now it is one you designed. <i>That is the codex.</i>	<input type="checkbox"/>

— PRINTABLE · ONE-PAGE DIAGNOSTIC

The Entryway *Audit Worksheet.*

Print this page. Stand in your entryway with a pen. Score and inventory in 10 minutes. The completed sheet is your starting brief for the 14-Day Sprint.

The Entryway Test (page 5)

QUESTION	Y / N / UNSURE
1. Designated key landing zone — tray, not hook?	<input type="checkbox"/> Y <input type="checkbox"/> N <input type="checkbox"/> ?
2. Mirror for the check-before-leaving glance?	<input type="checkbox"/> Y <input type="checkbox"/> N <input type="checkbox"/> ?
3. Shoes off the floor or on a designed-for-it piece?	<input type="checkbox"/> Y <input type="checkbox"/> N <input type="checkbox"/> ?
4. Mail sorted within 24 hours of entry?	<input type="checkbox"/> Y <input type="checkbox"/> N <input type="checkbox"/> ?
5. Stranger could read the design intent in 10 seconds?	<input type="checkbox"/> Y <input type="checkbox"/> N <input type="checkbox"/> ?

SCORE: ___ / 5 · 5 = REFINEMENT ONLY · 3-4 = LAYERING WORK · 0-2 = STRUCTURAL RESET
(START PART 2)

The Eight Anatomy Elements (page 6)

ELEMENT	PRESENT / UNDERSIZED / MISSING
1. The Console or Bench	<input type="checkbox"/> P <input type="checkbox"/> U <input type="checkbox"/> M
2. A Mirror	<input type="checkbox"/> P <input type="checkbox"/> U <input type="checkbox"/> M
3. Coat Storage (hooks or closet)	<input type="checkbox"/> P <input type="checkbox"/> U <input type="checkbox"/> M
4. Shoe Storage	<input type="checkbox"/> P <input type="checkbox"/> U <input type="checkbox"/> M
5. The Key Tray	<input type="checkbox"/> P <input type="checkbox"/> U <input type="checkbox"/> M
6. The Mail Tray	<input type="checkbox"/> P <input type="checkbox"/> U <input type="checkbox"/> M
7. The Entry Rug	<input type="checkbox"/> P <input type="checkbox"/> U <input type="checkbox"/> M
8. One Sculptural Element	<input type="checkbox"/> P <input type="checkbox"/> U <input type="checkbox"/> M

MISSING → SHOPPING LIST (PAGE 22) · UNDERSIZED → REPLACE NEXT · PRESENT → KEEP, WORK OUTWARD

TOP THREE PRIORITIES (FROM THE HIERARCHY OF FIXES · PAGE 20)

Priority 1: _____ · Priority 2: _____ · Priority 3:

— THE SERIES IS COMPLETE

Six rooms, designed. *The library is now complete.*

The Entryway Codex is the sixth and final volume in the Room Codex series. Six rooms — Living Room, Bedroom, Kitchen, Bathroom, Home Office, and Entryway — each with the same anatomy-and-layers discipline applied to its specific function. The series is now complete, and the Six-Room Collection bundles all six at \$59 (saves \$43 versus \$102 separately).

The Living Room Codex

VOL. 07 • ROOM CODEX • \$17

The most public room. The entryway's first guest after the threshold.

The Bedroom Codex

VOL. 08 • ROOM CODEX • \$17

The most personal room. Designed for sleep; never for storage.

The Kitchen Codex

VOL. 09 • ROOM CODEX • \$17

The working room. Geometry before aesthetics.

The Bathroom Codex

VOL. 10 • ROOM CODEX • \$17

The smallest room. Spa-coded for under \$400.

The Home Office Codex

VOL. 11 • ROOM CODEX • \$17

The eight-hour room. Body before camera.

ÆTHER

THE MASTERCLASS • \$19

The flagship DecorDreamr program. Atmosphere, mood, and the full design language.

THE SIX-ROOM COLLECTION — \$59

All six Room Codexes — Living Room + Bedroom + Kitchen + Bathroom + Home Office + Entryway — for \$59. Save \$43 versus \$102 separately (42% off). The complete six-volume series for designing every room in any home. decordreamr.com/product/the-six-room-collection/

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The Rental Reset + Budget Decor Blueprint + Small Space Codex. The renter's foundation. decordreamr.com/product/the-full-rental-stack/

— THE RESULT

The first room.

Designed as a welcome.

Every day.

The keys are on a tray. The mail is sorted on Sundays. The shoes are off the floor. The mirror is checked before leaving. The light is the entryway's own. The console-and-mirror reads as composed in three seconds. The entryway is no longer the spillover zone — it is the first impression of the home, every single time the door opens.

01

THE ANATOMY

Eight elements, every designed entryway has all of them. The diagnostic is the first move.

02

THE ANCHORS

Console-and-mirror, storage architecture, dedicated light. Three decisions that signal welcome.

03

THE LAYERS

Two trays, one entry rug, one bold wall. Discipline applied in the smallest room.

04

THE LAYOUT

Type identified, ten-second pattern resolved. The home's first impression, on purpose.

The series is complete:

The Six-Room Collection (\$59) — all six Room Codexes
decordreamr.com/product/the-six-room-collection/

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