CPD Rules and Regulations

Arapahoe Square Zoning and Design Standards/Guidelines

Denver Planning Board
May 4th, 2016
• Sponsored by Albus Brooks, Council District 9
• Developed in partnership with the Arapahoe Square Task Force
  – Property & business owners
  – Developers
  – Residents/RNO representatives
  – Design professionals
  – City Council & Planning Board members
To implement plan recommendations for a context- and form-based regulatory system in Arapahoe Square with:

• An updated design review system
  – New Design Advisory Board (DAB) included in text amendment recommended by Planning Board on April 20

• New design standards and guidelines (DSG) to work with the new zone districts
  – D-AS-12+
  – D-AS-20+
Public Comment Themes

- Excitement regarding the neighborhood’s potential
  - Promoting a pedestrian-oriented neighborhood
  - Quality, human-scale design
  - Context-sensitive design
  - Flexible design options
  - Exploring community gathering spaces

*Letters of support from Task Force Curtis Park Neighbors and Enterprise Hill RNOs*
<table>
<thead>
<tr>
<th>Year</th>
<th>Event</th>
<th>Date</th>
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<tbody>
<tr>
<td>2014</td>
<td>Two Task Force meetings</td>
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</tr>
<tr>
<td>2015</td>
<td>Eight Task Force Meetings + One Planning Board info item on overall project</td>
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<tr>
<td></td>
<td>Draft posted to CPD website - Email notice to all RNOs &amp; Council</td>
<td>02/17/2016</td>
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<td>Planning Board informational item</td>
<td>02/17/2016</td>
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<td>Presentation of public review drafts to INC-ZAP</td>
<td>02/27/2016</td>
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<td>Community Open House</td>
<td>03/09/2016</td>
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<td>Final Task Force meeting</td>
<td>03/31/2016</td>
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<td>Planning Board informational item</td>
<td>04/06/2016</td>
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<td></td>
<td>Public Notification of proposed rule-making for DSG + public posting</td>
<td>04/13/2016</td>
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<td>Planning Board public hearing on text and map amendments</td>
<td>04/20/2016</td>
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<tr>
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<td>(unanimous recommendation for Council adoption)</td>
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<td>Planning Board public hearing on design standards and guidelines</td>
<td>05/04/2016</td>
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<td>Tentative effective date of DSG + text and map amendments</td>
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</table>
Design Standards and Guidelines are considered to be “rules and regulations” (per DZC Article 10).

Denver Revised Municipal Code Section 12-18 outlines rule-making authority for the Department of Community Planning and Development (CPD):

- Advertised public hearing
- Notice to affected RNOs
- Opportunity for public comment on proposed rules and regulations
• Today’s public hearing is for CPD rule-making to consider:
  – Repeal of existing 1998 Arapahoe Square DSG
  – Adoption of new 2016 Arapahoe Square DSG

• New rules and regulations “shall become effective upon dating and signing of the rules and regulations by the manager and the approval of the rules and regulations for legality by the city attorney” (DRMC 12-18e)
  – Effective date intended for August 23 to coincide with effective date of text and map amendments
Overview of the Design Standards & Guidelines

Design Review Area
Overview of the Design Standards & Guidelines

Relationship with Zoning

Zoning

Prescriptive
- The base rules that shape development
  - Height
  - Build-to
  - Ground & upper-story setbacks
  - Parking location

Design Standards and Guidelines

Performance Oriented
- Context/case-specific review that to reinforce intent of zoning
  - Building placement & open space
  - Vehicular access and parking
  - Building massing & articulation
  - Building materials & transparency
  - Scale transitions
  - Guidance for key streets
Overview of the Design Standards & Guidelines

Updates in 2016 DSG

• Relationship with new D-AS-12+ and D-AS-20+ zone districts
  • Cross references to related zoning reqs
  • Best application of zoning reqs
• Guidance on new “Incentive Building Forms”
  • General with Height Incentive
  • Point Tower
• Guidance on new topics
  • Historic transitions
  • Key Streets
  • Streetscape
  • Signs
<table>
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<tr>
<th>Chapter</th>
<th>Title</th>
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<tr>
<td>1.0</td>
<td>SITE DESIGN STANDARDS &amp; GUIDELINES</td>
<td>9</td>
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<td>2.0</td>
<td>BUILDING DESIGN STANDARDS &amp; GUIDELINES</td>
<td>23</td>
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<td>3.0</td>
<td>KEY STREETS DESIGN STANDARDS &amp; GUIDELINES</td>
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<td>4.0</td>
<td>STREETSCAPE DESIGN GUIDELINES</td>
<td>58</td>
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<td>SIGN DESIGN STANDARDS &amp; GUIDELINES</td>
<td>67</td>
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<tr>
<td>6.0</td>
<td>DESIGN REVIEW PROCESS</td>
<td>77</td>
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**Overview of the Design Standards & Guidelines**

This chapter is used by the Design Advisory Board (DAB) and City Staff to review plans for the arrangement of buildings and related features on a site, as well as the visual and functional character of those features and how they shape the public realm.

**2.0 BUILDING DESIGN STANDARDS & GUIDELINES**

This chapter is used by the Design Advisory Board (DAB) and City Staff to review plans for the vertical component of development and redevelopment, which includes the visual and functional character of individual buildings.

**3.0 KEY STREETS DESIGN STANDARDS & GUIDELINES**

This chapter is used by the Design Advisory Board (DAB) and City Staff to review context-specific site, building and streetscape designs with frontage along one or more of the streets listed under “Key Streets” on page 4. It does not apply to review of projects on other streets.

**4.0 STREETSCAPE DESIGN GUIDELINES**

This chapter is used by the Design Advisory Board (DAB) and City Staff to review plans for the treatment of the Public Right-of-Way between the street and the primary street property line.

**5.0 SIGN DESIGN STANDARDS & GUIDELINES**

City Staff uses this chapter to review the location and design of all sign types in Arapahoe Square as well as Vital Sign Plans. This chapter is also used by the Planning Board and City Staff to review Comprehensive Sign Plans.

See Chapter 6.0 Design Review Process on page 77 for more information about the application of the sign design standards and guidelines.

**6.0 DESIGN REVIEW PROCESS**

This chapter summarizes the design review process and application requirements for projects throughout Arapahoe Square. It is used by applicants, the Design Advisory Board, Planning Board, and City Staff.
Overview of the Design Standards & Guidelines

Page Format

- **Topic**
  - Start of Chapter
  - Principles
    - Overall goals
    - Shape intents
  - Intent
    - Establish goals for the topic
    - Determinations on innovative approaches
  - Sidebars
    - Background info
    - Relationship to DZC
- **Sub Topic**
- **Images**
- **Guidelines**
  - Not prescriptive (“Should”) but pertinent to process
  - Additional suggestions
- **Standards**
  - Prescriptive (“shall”)
  - Provide specific directions

**Intent**
- To maintain the general appearance of predominately 2 to 5 story building heights along the street frontage.
- To encourage creative facade designs.
- To promote facade designs that relate to adjacent small-scale buildings.
- To provide a scale transition along street frontages that face existing lower-scale neighborhoods.
- To promote access to sunlight and views.

**Intended Standards**
- To maintain the general appearance of predominately 2 to 5 story building heights along the street frontage.
- To encourage creative facade designs.
- To promote facade designs that relate to adjacent small-scale buildings.
- To provide a scale transition along street frontages that face existing lower-scale neighborhoods.
- To promote access to sunlight and views.

**Design Standards**
- 2.17 Upper Story Setbacks shall be integral to overall building design. Appropriate techniques include:
  a. Using Upper Story Setbacks to emphasize building design elements, such as strong corner features.
  b. Integrating a series of Upper Story Setbacks into an overall system of building articulation (e.g., “Anticlines” on page 39 for more information).

**Design Guidelines**
- 2.19 Upper Story Setbacks should be integrated into the overall building design.
  - Located Upper Story Setbacks areas above a public or private open space.
  - Locating Upper Story Setbacks to promote access to sunlight and views from upper story windows or deck areas on adjacent properties.
  - Upper Story Setbacks should incorporate creative designs.
  - Appropriate strategies include:
    a. Using setbacks between the street level and fifth story.
    b. Incorporating curves, angles, and other shapes into setback designs.

See “Creative Upper Story Setback Design” on page 34 for illustrations of creative setback designs.
Design Topics Addressed by the DSG

Site Design

- Street Frontage p. 12
- Enhanced Setbacks & Open Space p. 14
- Vehicle Access p. 16
- Vehicular Surface Parking p. 18
- Bicycle Parking p. 20
- Service Areas and Utilities p. 21
Pedestrian Oriented Street Frontage

Street Frontage
• Building siting to create a well-defined street frontage to promote a vibrant pedestrian experience

Enhanced Setbacks
• To provide highly active safe and comfortable space for outdoor amenities
Vehicle Access & Service Areas

Vehicle Access
• To minimize conflicts between vehicles, pedestrians and cyclists while reducing impacts to the visual realm

Service Areas & Utilities
• To reducing impacts to the public realm by utilizing alleys, consolidating access points and improving safety
Building Design Overview

- Building Mass & Scale p. 26-29
- Building Articulation p. 30-32
- Upper Story Setback p. 33-34
- Street Level Design p. 35-36
- Façade Design p. 37-40
- Visible Structured Parking p. 41-42
- Incentive Building Forms p. 43-44
- Historic Transitions p. 45-46
Massing

- To encourage buildings with cohesive massing that promote creative human scaled designs
To reinforce massing techniques through visually interesting building facades that maintain the Human Scale.
Windows & Transparency
• To encourage visually interesting facades that enhance safety by providing “eyes on the street”

Materials
• To encourage the application of innovative, high-quality, sustainable materials that relate to the human scale
Visible Structured Parking

• To promote structured parking designs that are compatible with the character and quality of the overall building facade and adjacent building facades
Incentive Building Forms

Point Tower and General with Height Incentive

- To limit the visibility of structured parking
- To promote a diverse range of building heights and forms throughout Arapahoe Square
- To promote buildings that contribute positively to the Denver Skyline
Historic Transitions

- To promote design compatibility of high-quality, four-sided, design on facades, including structured parking, that may be visible from an adjacent Historic Resource.
Context specific site, building, and streetscape design features for:

- 21st Street
- Park Avenue West
- 20th Street
- Arapahoe Street
- Curtis Street
- Broadway
- Welton Street
To encourage the development of 21st Street as a signature street to emphasize pedestrian and bicycle activity with opportunities for parks and recreation.

In collaboration with the 21st Street Urban Design Plan.
• Design Advisory Board enabled by text amendment to DZC Article 12 (recommended by Planning Board on April 20)
  • Appointed by Mayor for terms of 3 years
• Two required meetings
  • Design review
  • Design confirmation
• Final determination by Zoning Administrator
Design Advisory Board

- 4 Architects/Designers
  - One position must be filled by landscape architect
- 1 Property Owner from within the D-AS area
- 1 resident of the Downtown area
- 1 Development Industry Representative
  - Developer, engineer, etc.
- 7 total members
Staff recommends that the Planning Board recommend repeal of the existing 1998 Arapahoe Square Design Standards and Guidelines and adoption of the new 2016 Arapahoe Square Design Standards and Guidelines by the Manager of Community Planning and Development per the Rule-making authority set forth in Section 12-18 of the Denver Revised Municipal Code.