Technical Task Force Meeting 6 (August 26, 2015) – Meeting Materials

August 21, 2015

Introduction
The main focus of Meeting 6 will be to review proposed content for some major topics in the Design Standards and Guidelines (DSG). You may download the current Arapahoe Square DSG, adopted in 1998, at the project website: [www.denvergov.org/arapahoesquare](http://www.denvergov.org/arapahoesquare). A PDF of the current DSG is available under “Background Documents.”

We will also review and confirm the approach to building form standards based on the agreements made by the task force in Meetings 1-5.

Packet Materials

<table>
<thead>
<tr>
<th>Item</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Draft Agenda</td>
<td></td>
</tr>
<tr>
<td>Working Draft of Building Form Standards for Zoning</td>
<td>These are key pages showing how agreements made by the task force about building form are being translated into draft zoning standards. The content is a first draft and has not been through a full internal review by city staff. The task force will have the opportunity to review an entire draft of the zoning later in the process.</td>
</tr>
<tr>
<td>Working Draft of Sample DSG Topics</td>
<td>This is a working draft of some key DSG topics that will be discussed in Meeting 6. The content is a first draft and has not been through a full internal review by city staff. The task force will have the opportunity to review an entire draft of the DSG later in the process.</td>
</tr>
<tr>
<td>Detailed Outline of DSG</td>
<td>This is an updated version of the detailed outline that was distributed for Meeting 5. We are including it again so that you can see where some of the key DSG topics above will fit into the larger document.</td>
</tr>
</tbody>
</table>
DRAFT Agenda: Meeting 6 of Phase 2

August 26, 2015
3-6pm

3:00 – Opening/Welcome

3:15 – Review of Draft Building Form Standards for Zoning

  • Brief overview of DSG
  • Street Level Design
  • Structured Parking Design
  • Building Mass and Scale
    o Point Tower Design
    o Building Articulation

4:45 – Break

4:55 – Continue Key Concepts for Design Standards and Guidelines and Task Force Input
  • Building Mass and Scale Continued
    o Upper Story Setbacks
  • Design Review and Design Advisory Board

5:55 – Wrap-Up and Next Steps

Next Meeting: Meeting 7 on Oct 22 (3:30-6:30pm)

Find meeting materials and information at www.denvergov.org/arapahoesquare
Zoning: Working Draft of Building Form Standards

The attached pages show how the building form concepts agreed to by the task force in Meetings 1-5 are translated into draft zoning standards. As you read the attached, please keep the following in mind:

- These draft pages will work together with other sections of the code, including definitions and rules of measurement. We are providing the attached pages since they illustrate basic concepts that overlap with the DSG, so that you can begin to see how the code and DSG will work together.
- The formatting uses CPD’s traditional formatting for text amendments, where new text is red and underlined (note that this formatting is not used in the building form tables themselves, for ease of reading)
- Annotations have been added by staff – in red boxes – to help explain the initial zoning concepts.
- The draft building form concepts are still subject to review by city staff, including city attorneys and development review staff. Future changes based on their review are possible.
- The task force will have the opportunity to review the entire draft of the new zoning language (including all proposed changes for D-AS and relevant use limitations, rules of measurement, etc) after the city internal review and prior to release of the public review draft, later this year.
PRIMARY BUILDING FORM STANDARDS FOR DOWNTOWN ARAPAHOE SQUARE DISTRICTS

1. **Applicability**
   All development, except detached accessory structures, in all D-AS Districts

2. **General Standards**
   Combining standards from different building forms for the same structure is prohibited, except where expressly allowed.

3. **District Specific Standards Summary**
   The maximum number of structures per zone lot and building forms allowed by Zone District is summarized below:

<table>
<thead>
<tr>
<th>Downtown Arapahoe Square (D-AS) Zone Districts</th>
<th>Max Number of Primary Structures per Zone Lot</th>
<th>Building Forms</th>
</tr>
</thead>
<tbody>
<tr>
<td>Downtown Arapahoe Square 20+ Story District (D-AS-20+)</td>
<td>no max</td>
<td>Suburban House</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Urban House</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Detached Acc. Dwelling Unit</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Tandem House</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Town House</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Garden Court</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Row House</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Apartment</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Drive Thru Services</td>
</tr>
<tr>
<td></td>
<td></td>
<td>General</td>
</tr>
<tr>
<td></td>
<td></td>
<td>General 2</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Point Tower</td>
</tr>
<tr>
<td>Downtown Arapahoe Square 30+ Story District (D-AS-30+)</td>
<td>no max</td>
<td></td>
</tr>
</tbody>
</table>

■ = Allowed  □ = Allowed subject to limitations

Task force note: The above Standards Summary table reflects similar tables provided in current DZC Articles 3-7. In the future, a similar table may summarize permitted building forms throughout all Downtown districts.
4. **District Specific Standards**

A. **General**

Task force note: A two-page spread illustrates each of the three building forms and provides zoning requirements per the standard DZC layout.

Task force note: the graphics included in this document illustrate specific zoning requirements, such as the required upper story setback, and are not intended to express a particular architectural style.
### GENERAL

Task force note: Zone district names (D-AS-20+ and D-AS-30+) are placeholders and may be revised.

### HEIGHT

<table>
<thead>
<tr>
<th></th>
<th>D-AS-20+</th>
<th>D-AS-30+</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stories (max)</td>
<td>8</td>
<td>16</td>
</tr>
<tr>
<td>Feet (max)</td>
<td>110’</td>
<td>200’</td>
</tr>
</tbody>
</table>

Height Exceptions: See Section x.x.x.x (forthcoming)

### SITING

<table>
<thead>
<tr>
<th>Required Build-to by Street</th>
<th>Curtis Street</th>
<th>East Side of Welton Street</th>
<th>All Other Streets</th>
</tr>
</thead>
<tbody>
<tr>
<td>Build-to Exceptions and Alternatives</td>
<td></td>
<td></td>
<td>See page 9</td>
</tr>
</tbody>
</table>

### SETBACKS

<table>
<thead>
<tr>
<th>Primary Street (min)</th>
<th>0’</th>
</tr>
</thead>
<tbody>
<tr>
<td>Side Street (min)</td>
<td>0’</td>
</tr>
<tr>
<td>Side Interior (min)</td>
<td>0’</td>
</tr>
<tr>
<td>Rear, alley and no alley (min)</td>
<td>0’</td>
</tr>
</tbody>
</table>

Setback Exceptions and Encroachments: See Section x.x.x.x (forthcoming)

### PARKING

Surface Parking between building and Primary Street: Not Allowed

Surface Parking Screening Required: See current DZC Section 8.8.3.

Vehicle Access, 3 or more side-by-side dwelling units in one structure: From Alley; or Street access allowed when no Alley present

Vehicle Access, all other permitted uses: Shall be determined as part of Site Development Plan Review

### DESIGN ELEMENTS

#### REQUIRED UPPER STORY SETBACK BY STREET

<table>
<thead>
<tr>
<th></th>
<th>Broadway</th>
<th>20th Street</th>
<th>All D-AS Districts</th>
<th>Park Avenue*</th>
<th>All Other Streets</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary Street Upper Story Setback Above 5 Stories and 70’ (min % of frontage/min setback)</td>
<td>na/na</td>
<td>na/na</td>
<td>100%/10’</td>
<td>100%/10’*</td>
<td>65%/10’</td>
</tr>
</tbody>
</table>

Primary Street Upper Story Setback Alternative: See page 9

### STREET LEVEL ACTIVATION

| Street Level Transparency, Primary Street (min) | 60%     |
| (min for residential only buildings)            | 40%     |
| Street Level Transparency Alternatives          | See page 10 |

### PEDESTRIAN ACCESS, PRIMARY STREET

### UPPER STORY PARKING LIMITATION

Upper Story parking limitation (max % of Primary Street-facing zone lot width): na

### USES

(1) All permitted Primary Uses shall be allowed within this building form. See current DZC Division 8.9 Uses and Parking; and (2) 100% of the portion of the Street Level building frontage that meets the minimum Primary Street build-to requirement shall be occupied by Street Level active uses as described on page 8.

*Does not apply to Park Avenue northwest of Broadway or southeast of Welton (requirements for “All Other Streets” apply)
B. General 2

Task force note: The graphics for this “General 2” building form illustrate increased height as an incentive for buildings that wrap parking with an active use, locate parking underground or do not provide any on-site parking.

Task force note: This “General 2” name for this building form is a placeholder and will likely be revised.
## GENERAL 2

### HEIGHT

<table>
<thead>
<tr>
<th></th>
<th>D-AS-20+</th>
<th>D-AS-30+</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stories (max)</td>
<td>na</td>
<td>na</td>
</tr>
<tr>
<td>Feet (max)</td>
<td>150’</td>
<td>250’</td>
</tr>
</tbody>
</table>

*Height Exceptions* See Section x.x.x.x (forthcoming)

### SITING

#### REQUIRED BUILD-TO BY STREET

<table>
<thead>
<tr>
<th></th>
<th>Curtis Street</th>
<th>East Side of Welton Street</th>
<th>All Other Streets</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary Street (min build-to % within range)</td>
<td>70%</td>
<td>70%</td>
<td>70%</td>
</tr>
<tr>
<td>Primary Street (min/max range)</td>
<td>0’/15’</td>
<td>0’/20’</td>
<td>0’/10’</td>
</tr>
<tr>
<td>(min/max range for residential only Buildings)</td>
<td>0’/20’</td>
<td>0’/25’</td>
<td>0’/15’</td>
</tr>
</tbody>
</table>

*Build-to Exceptions and Alternatives* See page 9

#### SETBACKS

<table>
<thead>
<tr>
<th></th>
<th>Primary Street (min)</th>
<th>Side Street (min)</th>
<th>Side Interior (min)</th>
<th>Rear, alley and no alley (min)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>0’</td>
<td>0’</td>
<td>0’</td>
<td>0’</td>
</tr>
</tbody>
</table>

*Setback Exceptions and Encroachments* See Section x.x.x.x (forthcoming)

### PARKING

<table>
<thead>
<tr>
<th></th>
<th>Surface Parking between building and Primary Street</th>
<th>Surface Parking Screening Required</th>
<th>Vehicle Access, 3 or more side-by-side dwelling units in one structure</th>
<th>Vehicle Access, all other permitted uses</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Not Allowed</td>
<td>See current DZC Section 8.8.3.</td>
<td>From Alley; or Street access allowed when no Alley present</td>
<td>Shall be determined as part of Site Development Plan Review</td>
</tr>
</tbody>
</table>

### DESIGN ELEMENTS

#### REQUIRED UPPER STORY SETBACK BY STREET

<table>
<thead>
<tr>
<th></th>
<th>Broadway</th>
<th>20th Street</th>
<th>21st Street</th>
<th>Park Avenue*</th>
<th>All Other Streets</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary Street Upper Story Setback Above 5 Stories and 70% (min % of frontage/min setback)</td>
<td>na/na</td>
<td>na/na</td>
<td>100%/10’</td>
<td>100%/10’*</td>
<td>65%/10’</td>
</tr>
<tr>
<td>Primary Street Facade Length with no Upper Story Setback (max)</td>
<td>na</td>
<td>na</td>
<td>na</td>
<td>na*</td>
<td>80’</td>
</tr>
</tbody>
</table>

*Primary Street Upper Story Setback Alternative* See page 9

#### STREET LEVEL ACTIVATION

<table>
<thead>
<tr>
<th></th>
<th>Street Level Transparency, Primary Street (min) (min for residential only buildings)</th>
<th>Street Level Transparency Alternatives</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>60%</td>
<td>See page 10</td>
</tr>
</tbody>
</table>

#### UPPER STORY PARKING LIMITATION

<table>
<thead>
<tr>
<th></th>
<th>Upper Story parking limitation (max % of Primary Street-facing zone lot width)</th>
<th>See page 8</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>70%</td>
<td></td>
</tr>
</tbody>
</table>

### USES

(1) All permitted Primary Uses shall be allowed within this building form, See current DZC Division 8.9 Uses and Parking; and (2) 100% of the portion of the Street Level building frontage that meets the minimum Primary Street build-to requirement shall be occupied by Street Level active uses as described on page 8.

*Does not apply to Park Avenue northwest of Broadway or southeast of Welton (requirements for “All Other Streets” apply)
C. **Point Tower**

Task force note: The graphics on this page will be updated.
### POINT TOWER

#### HEIGHT

<table>
<thead>
<tr>
<th>A Stories (max)</th>
<th>D-AS-20+</th>
<th>D-AS-30+</th>
</tr>
</thead>
<tbody>
<tr>
<td>Feet (max)</td>
<td>250’</td>
<td>375’</td>
</tr>
</tbody>
</table>

Height Exceptions: See Section x.x.x.x (forthcoming)

#### SITING

<table>
<thead>
<tr>
<th>REQUIRED BUILD-TO BY STREET</th>
</tr>
</thead>
<tbody>
<tr>
<td>Curtis Street East Side of Welton Street</td>
</tr>
</tbody>
</table>

#### REQUIRED BUILD-TO BY STREET

<table>
<thead>
<tr>
<th>B Primary Street (min build-to % within range)</th>
<th>70%</th>
<th>70%</th>
<th>70%</th>
</tr>
</thead>
<tbody>
<tr>
<td>B Primary Street (min/max range)</td>
<td>0'/15'</td>
<td>0'/20'</td>
<td>0'/10'</td>
</tr>
<tr>
<td>(min/max range for residential only Buildings)</td>
<td>0'/20'</td>
<td>0'/25'</td>
<td>0'/15'</td>
</tr>
</tbody>
</table>

Build-to Exceptions and Alternatives: See page 9

#### SETBACKS

| Side Street (min) | 0' |
| Side Street (min) | 0' |
| Primary Street Upper Story Setback Above 5 Stories and 70% (min % of frontage/min setback) | na/na | na/na | 100%/10' |
| Primary Street Upper Story Setback Alternative | na/na | na/na | na* | 80' |

Primary Street Upper Story Setback Alternative: See page 9

#### BUILDING CONFIGURATION

| Maximum Floor Plate above 5 stories and 70% | 10,000 square feet |

#### STREET LEVEL ACTIVATION

| Street Level Transparency, Primary Street (min) | 60% |
| Street Level Transparency Alternatives | See page 10 |

#### UPPER STORY PARKING LIMITATION

| Upper Story parking limitation (max % of Primary Street-facing zone lot width) | 70% |

#### USES

(1) All permitted Primary Uses shall be allowed within this building form. See current DZC Division 8.9 Uses and Parking; and (2) 100% of the portion of the Street Level building frontage that meets the minimum Primary Street build-to requirement shall be occupied by Street Level active uses as described on page 8.

* Does not apply to Park Avenue northwest of Broadway or southeast of Welton (requirements for “All Other Streets” apply)
SUPPLEMENTAL DESIGN STANDARDS FOR DOWNTOWN ARAPAHOE SQUARE DISTRICTS

1. **Street Level Active Uses in the D-AS Zone Districts**
   
   **A. Intent**
   To promote activity on the street and sidewalk, enhance safety and encourage a vibrant urban environment.
   
   **B. Applicability**
   This Section 1 applies to all building forms in the D-AS zone districts.
   
   **C. Street Level Active Uses**
   1. Street Level active uses include all permitted primary uses except the following:
      a. Automobile Services, Light;
      b. Mini-storage Facility; or
      c. Wholesale Trade or Storage, Light.
   2. Street Level active uses include all permitted accessory uses except the following:
      a. Car Wash Bay Accessory to Automobile Services or Hotel Uses; or
      b. Drive Through Facility Accessory to Eating/Drinking Establishments and to Retail Sales, Service, and Repair Uses.
   3. Street Level active uses shall not include Parking Spaces or Parking Aisles.
   4. Street Level active uses shall occupy Street Level floor area for a minimum depth of 15 feet (may include the depth of a recessed entrance allowed to meet minimum pedestrian access standards and insets for building articulation up to 10 feet in depth).
   
   **D. Exception**
   Zone lots with a primary street lot width of less than 75 feet or size of less than 9,375 square feet shall be exempt from the required Street Level active use where the uses that do not meet the requirements of Section 1.D are fully enclosed with similar building materials to those used on the upper story facade, including transparent glass.

2. **Upper Story Parking Limitation in the D-AS Zone Districts**
   
   **A. Intent**
   To minimize the visibility of structured parking and promote visual interest on upper story building facades.
   
   **B. Applicability**
   This Section 2 applies to the General 2 and Point Tower building forms in the D-AS zone districts.
   
   **C. Allowance**
   1. The Primary Street building frontage that shall meet the Upper Story parking limitation shall not include Parking Spaces or Parking Aisles.
   2. The Upper Story parking limitation extends for a depth of 15 feet from the Primary Street frontage (may include the depth of recessed balcony or terrace areas and insets for building articulation up to 10 feet in depth).

   Task force note: The detail on the “Street Level Active Use” requirements at right reflect DZC amendments adopted in June, 2015. “Active Use” terminology may be updated in the future.

   Task force note: “Wholesale Trade or Storage, Light” has been added as a primary use that does not meet Street-Level active use requirements.

   Task force note: The detail on the “Upper Story Parking Limitation” above provides requirements for the treatment of upper story parking that is incentivized by the increased height limit for the “General 2” and “Point Tower” building forms. Note that balconies and building articulation count towards the required depth of the parking wrap.
DESIGN STANDARD ALTERNATIVES FOR DOWNTOWN ARAPAHOE SQUARE DISTRICTS

1. **Required Build-To Alternatives**

   A. **Intent**
   To help define the public realm and enhance the visual quality of the built environment where it is not possible to define the street and public sidewalk edge with building facades.

   B. **Allowance**
   The following alternative may be used as an alternative to a required build-to standard and may count toward the required build-to no more than as described in the table below, provided it meets the requirements stated in current DZC Section 13.1.5.6.E:

<table>
<thead>
<tr>
<th>ZONE DISTRICT</th>
<th>PRIVATE OPEN SPACE (MAX % OF BUILD-TO)</th>
</tr>
</thead>
<tbody>
<tr>
<td>D-AS-20+</td>
<td>25%</td>
</tr>
<tr>
<td>D-AS-30+</td>
<td>25%</td>
</tr>
</tbody>
</table>

   Task force note: The build-to alternative at left is a way to enable the provision of quality private open spaces adjacent to the street. The max. % of required build-to that may be substituted with Private Open Space is under development. Private Open Space is defined in current DZC Section 13.1.5.6.E.

2. **Primary Street Upper Story Setback Alternative**

   A. **Intent**
   To allow a flexible alternative for creative designs that maintain a building setback at or below 5 stories and 70 feet, but do not meet the specific Primary Street Upper Story Setback requirements set forth in the building form standards tables on pages 2-7.

   B. **Applicability**
   This Section 2 applies to all building forms in the D-AS zone districts.

   C. **Allowance**
   The Zoning Administrator may approve an alternative Primary Street Upper Story setback design that does not meet the specific Upper Story setback requirements set forth in the building form standards tables on pages 2-7 where the alternative is found to meet the design standards and guidelines for Upper Story setbacks included in the Design Standards and Guidelines for Arapahoe Square.

   Task force note: The “Setback Alternative” described above provides flexibility for creative upper story setback designs such as curves or angles. See the draft Design Standards and Guidelines pages for draft design review criteria that will apply to alternative setback designs approved by the Zoning Administrator.
3. **Transparency Alternatives**

   A. **Intent**
   
   To provide visual interest on building facades, to activate the public street and sidewalk, and enhance the visual quality of the built environment along Street Level facade areas where windows do not provide sufficient transparency.

   B. **Allowance**
   
   The following alternatives may be used singularly or in combination as alternatives to a required transparency standard and may count toward required transparency no more than as described in the table below, provided all alternatives meet the requirements stated in current DZC Section 13.1.6.2.A.4:

<table>
<thead>
<tr>
<th>ZONE DISTRICT</th>
<th>ZONE LOT LINE DESIGNATION</th>
<th>DISPLAY CASES (MAX)</th>
<th>PERMANENT ART (MAX)</th>
<th>COMBINATION OF ALTERNATIVES (MAX)</th>
</tr>
</thead>
<tbody>
<tr>
<td>D-AS-20+</td>
<td>Primary Street</td>
<td>20%</td>
<td>20%</td>
<td>40%</td>
</tr>
<tr>
<td>D-AS-30+</td>
<td>Primary Street</td>
<td>20%</td>
<td>20%</td>
<td>40%</td>
</tr>
</tbody>
</table>

   Task force note: The max. % of required transparency that may be substituted with Display Cases or Permanent Art is under development. Transparency Alternatives are defined in current DZC Section 13.1.6.2.A.
Design Standards and Guidelines: Working Draft of Sample Topics

The attached pages contain draft content for some key topics addressed by the DSG in Chapter 2 Building Design:

- **Building Mass and Scale**
  - Upper story setbacks and upper story setback zoning alternative
  - Building articulation
  - Point Tower design

- **Street Level Design**
  - Building entries
  - Street level transparency

- **Structured Parking**

A few notes to keep in mind:

- An updated version of the detailed outline that was provided in the packet for Meeting 5 has also been included (at the end of the packet) so that task force members can see how the above topics fit into the overall structure of the document.
- The draft pages use an updated version of the City’s current standard format for design standards and guidelines.
- “Note to Task Force” annotations are included to provide background or note forthcoming content.
- The draft pages include a number of placeholders for diagrams, photos and other graphics.
- Additional key topics that are important to the task force – including key corridors and private open space design – will be part of future reviews.
- After receiving input from the task force in Meeting 6, staff will share a draft of the proposed DSG language with internal City staff for review, which could generate additional changes. A final draft of the full DSG document will be provided for the task force later in the process.
2.0 BUILDING DESIGN STANDARDS & GUIDELINES

This chapter includes:

- Introduction to the Building Design Standards & Guidelines........................................ Page 2
- Building Mass & Scale ........................................................................................................ Page 3
  » Upper Story Setback ........................................................................................................ Page 5
  » Upper-Story Setback: Zoning Alternative ........................................................................ Page 6
  » Building Articulation ........................................................................................................ Page 7
  » Point Tower Design .......................................................................................................... Page 10
- Street Level Design ............................................................................................................ Page 12
  » Building Entries ............................................................................................................... Page 13
  » Street Level Transparency ............................................................................................... Page 14
- Structured Parking Design ................................................................................................ Page 15

ILLUSTRATIONS USED IN THIS DOCUMENT

The design standards and guidelines include many photographs and diagrams to illustrate acceptable or unacceptable approaches. The illustrations are provided as examples and are not intended to indicate the only options.

If there appears to be a conflict between the text of the design standards and guidelines and a related illustration, the text shall prevail.

KEY TO ILLUSTRATION SYMBOLS

- A checkmark on an illustration indicates an approach that is generally appropriate.
- An X mark on an illustration indicates an approach that is generally inappropriate.

Task force note: The table of contents above notes only those topics included in this preliminary packet. Chapter 2 will address a number of additional design topics, as indicated in the detailed outline (included in task force packet).
INTRODUCTION TO THE BUILDING DESIGN STANDARDS & GUIDELINES

New construction in Arapahoe Square should promote development of a lively mixed-use district with a variety of high quality designs.

This chapter provides design standards and guidelines for the visual and functional character of new and redeveloped buildings. Key topics include building massing, pedestrian character and materials. Most design standards and guidelines apply to projects throughout Arapahoe Square, but some context-specific standards and guidelines apply specifically to key streets such as Curtis and 21st Street.

The following core building design principles provide the basis for the standards and guidelines:

- **Human Scale.** Buildings that are scaled and designed to promote a sense of human scale encourage pedestrian activity throughout Arapahoe Square.
- **Sense of Place.** Buildings that are designed to frame and relate to the public realm help promote a vibrant sense of place.
- **Creativity.** Buildings that incorporate innovative and unique design solutions help to reinforce Arapahoe Square’s special character and wide variety of eclectic designs.
- **Context.** Buildings that are sensitive to their context help ensure harmonious relationships throughout Arapahoe Square and between the district and adjacent neighborhoods.

The Denver Zoning Code (DZC) sets forth zoning standards that vary by building form:

- **General Building.** Allows a base building height with flexible requirements
- **General 2 Building.** Promotes building forms that minimize the visibility of structured parking while allowing flexibility for increased height.
- **Point Tower.** Promotes slender tower building forms that preserve views and solar access while also minimizing the visibility of structured parking. (see “Point Tower Building Form” on page 10 for more information).

The design guidelines and standards in this Chapter are intended to build on DZC building form requirements.

Task force note: The guiding principles at right express the goals for the continued evolution of Arapahoe Square. These principles shape the intent statements, which in turn define the design standards and guidelines.

Guiding principles will be provided for each key design chapter, such as “Chapter 1: Site Design”
Building Mass & Scale

**INTENT STATEMENTS**

• To promote a human-scaled urban environment
• To define the public realm with compatibly-massed building facades
• To promote development that reflects the diverse range of building heights in Arapahoe Square, including existing lower-scale buildings with historic integrity
• To preserve access to sunlight and views

**HUMAN SCALE BUILDING DESIGN**

A sense of human scale is achieved when one can reasonably interpret the size of a building by comparing features of its design to comparable elements in one’s experience. Examples of human-scale building design include:

» Incorporating articulation techniques that visually divide the building into smaller modules
» Spacing and dimensioning windows and other openings to reflect those on nearby buildings.
» Using masonry or other materials with a familiar dimension

**DESIGN STANDARDS**

2.01 Buildings shall promote an overall sense of human scale.

» Use materials that convey scale in their proportion, detail and form. For example, materials applied in units, panels or modules help to convey a sense of scale (see “Building Materials” on page xx for more information).

» Clearly define the street level (see “Street Level Design” on page 12 for more information).

» Incorporate upper story setbacks to reduce the visual impact of upper stories on the pedestrian realm (see “Upper Story Setback” on page 5 for more information).

2.02 Buildings with a significant street frontage (more than approximately 200 feet) should be massed to appear as a series of smaller modules.

Appropriate techniques to differentiate building modules include:

» Street level or upper story setbacks (see “Upper Story Setback” on page 5 for more information)

» Horizontal and vertical articulation (see “Building Articulation” on page 7 for more information)

Task force note: See next page for design guidelines related to Building Mass & Scale.

Task force note: Intent statements (see below) establish the goals to be achieved through applying the design standards and guidelines for each topic and may also be used to determine the appropriateness of alternative or innovative approaches.

Task force note: Some photographs are included in this initial draft to indicate how photographs will be used in the final document. Photographs are numbered (for easy cross-referencing) and captioned with intent statement, design standard or design guideline language.

1. A new building shall promote an overall sense of human scale in Arapahoe Square.

Task force note: Four components (Principles - see page 1, Intent Statements - see below, Design Standards - see below and Design Guidelines - see next page) are used together to set parameters for the design goals of each category. The goal is to ensure a level of structure and objectivity without eliminating creativity and flexibility. This system allows multiple paths to achieve a satisfactory result.
2.03 Buildings shall incorporate massing features that establish compatible relationships with adjacent lower-scale buildings.

Such features include:

» Building modules that reflect the size and shape of adjacent lower-scale buildings

» Horizontal articulation techniques that align with adjacent lower-scale building heights (see “Building Articulation” on page 7 for more information)

2.04 Taller building masses should generally be located to minimize potential visual and shading impacts on adjacent neighborhoods or historic buildings.

2.05 Where possible, building massing should be designed to maximize solar energy potential.

Appropriate techniques include:

» Designing and orienting rooftops to support solar collectors

» Allowing for natural daylighting to reach the maximum amount of actively use, interior spaces

» Articulating building facades to provide shade

Task force note: Design Guidelines (see above) provide additional suggestions to achieve the goals or objectives set forth in the Intent Statements. Guidelines use the term “should,” “consider” or “may” to denote they are considered relevant to achieving the Intent Statement and will be pertinent to the review process.
Building Mass & Scale

Upper Story Setback

DENVER ZONING CODE UPPER-STORY SETBACK REQUIREMENTS

Denver Zoning Code (DZC) requirements for the D-AS Zone Districts include a minimum Primary Street Upper Story setback at or below 5 stories on most streets in Arapahoe Square. The DZC requires an upper story setback for the full frontage along sensitive or transitional streets such as Park Avenue adjacent to the Curtis Park neighborhood. On most streets, however, the DZC excepts a percentage of the frontage (up to a maximum facade width without setback) from the required upper story setback.

The design guidelines and standards in this section are intended to build on DZC upper story setback requirements for the D-AS districts.

Note that Upper Story setback requirements do not apply to Broadway or 20th street.

INTENT STATEMENTS

• To maintain the general appearance of a predominantly 5-story building height along the street frontage
• To promote facade designs that relate to the eclectic range of building scales in Arapahoe Square
• To promote facade designs that relate to the pedestrian scale along the street and to smaller nearby buildings
• To provide a scale transition along street frontages that face existing lower scale neighborhoods
• To preserve access to sunlight and views

DESIGN STANDARDS

2.06 Upper story setbacks shall be integrated into overall building design.

Appropriate techniques include:
» Using similar building materials both above and below upper story setbacks
» Integrating a series of upper story setbacks into an overall system of building articulation. (see “Building Articulation” on page 7 for more information)

2.07 Upper story setbacks shall respond to the unique context of key streets.

Key streets include:
» 21st Street and Park Avenue - A uniform upper story setback
» Broadway and 20th Streets - A strong building facade with limited upper story setbacks

DESIGN GUIDELINES

2.08 Setbacks should preserve access to sunlight and views from adjacent properties and key locations along the street frontage.

Appropriate techniques include:
» Locating upper story setback areas above a public or private open space
» Locating upper story setbacks to preserve access to sunlight and views from upper story windows or deck areas on adjacent properties

2.09 Where allowed, facade areas that are not set back should be located to highlight key building features such as primary entries or corner locations.

2.10 Upper story setbacks should not be arranged to produce a “wedding cake” effect.
DENVER ZONING CODE UPPER-STORY SETBACK ALTERNATIVE

The Zoning Administrator may approve an alternative Primary Street Upper Story setback design that does not meet the specific Upper Story setback requirements set forth in the Denver Zoning Code (DZC) where the alternative is found to meet the design standards and guidelines provided on this page.

UPPER STORY SETBACK AREA

Alternative setback designs must provide a total setback area equal to, or greater than, the area of a 10 foot upper story setback for the full width of the street-facing building facade at or below 5 stories.

For example, on a sample lot with 200 feet of primary street frontage, an upper story setback of 10 feet for the full frontage would have a total area of approximately 2,000 square feet (10’x200’). An alternative design that incorporated a range of building setbacks from 1 to 30 feet in depth between the first and fifth floors could be considered if it provided a minimum of approximately 2,000 square feet of setback area.

6. When possible, alternative upper story setback designs should incorporate curves, angles or other innovative setback configurations.

INTENT STATEMENTS

- To provide flexibility for creative upper story setback designs that integrate into the overall design of the building
- To promote innovative building designs that maintain a general appearance of a predominantly 5 story building height along the street frontage

DESIGN STANDARD

2.11 Alternative upper story setback designs shall provide a total setback surface area equal to, or greater than, the approximate area of a 10 foot upper story setback for the full width of the street-facing building facade.

» Alternative setback designs may vary in depth from zero to 30 feet if the total resulting surface setback area is equal to, or greater than, the approximate area of a 10 foot upper story setback for the full width of the street-facing building facade.

» Areas that are set back more than 30 feet do not apply towards the total setback surface area.

(see “Upper Story Setback Area” at left for more information)

DESIGN GUIDELINES

2.12 When possible, alternative upper story setback designs should incorporate curves, angles or other innovative setback configurations.

2.13 Alternative upper-story setback designs should preserve access to light and views from adjacent properties and key locations along the street frontage.

Appropriate techniques include:

» Locating upper story setback areas above a public or private open space

» Locating upper story setbacks to preserve access to views and light from upper story windows or deck areas on adjacent properties

2.14 Alternative upper-story setback designs should promote compatible mass-and-scale relationships among buildings.

Appropriate techniques include:

» Locating facade areas with little or no upper story setback at a street corner or other location where strong building massing is desired

» Providing a significant upper story setback area adjacent to lower-scale neighborhoods or historic buildings

Task force note: The standards and guidelines on this page will guide review of the setback alternative described on page 9 of the draft zoning pages in the task force packet.
Building Mass & Scale

INTENT STATEMENTS

- To reduce the visual mass and scale of larger buildings
- To introduce facade features that visually relate to the typical rhythm of historic lot and facade widths in Arapahoe Square
- To maintain a sense of human scale on the lower-story (stories 1-5) building façade (see “Human Scale Building Design” on page 3 for more information)

DESIGN STANDARDS

2.15 The lower-story building façade (stories 1-5) shall be articulated to provide a pedestrian-scale base.
Appropriate techniques include:
  » Vertical setbacks or wall projections that divide the lower story façade into bays a maximum of approximately 60 feet in width  
  » Horizontal bands, projections, moldings or changes in materials occurring at least once on the lower-story façade (see page 12 for horizontal articulation techniques to define the street level)

2.16 The upper-story building façade (stories 6+) shall be articulated to reduce its visual mass and scale.
Appropriate techniques include:
  » Vertical wall projections or changes in material that divide the upper story façade into bays a maximum of approximately 80 feet in width  
  » Horizontal stepbacks, cornices, projections, or changes in material  
  » Horizontally-aligned balconies or terraces at least 4 feet in depth  
  » A “cap” building element on a taller building (12+ stories)

Task force note: Additional diagrams will be included to illustrate key design concepts.
DESIGN GUIDELINES

2.17 Articulation elements should be integral to the building form.

- Where possible, continue lower-story vertical and horizontal articulation techniques onto the upper-story building façade.
- Consider using articulation techniques, such as a change in materials or setback, to highlight structural building modules and differentiate building uses at the street level.

2.18 Building articulation should not visually separate the building base.

- Avoid using horizontal articulation techniques, such as a continuous change in material across the entire width of the façade, that visually disconnect the lower and upper stories.
- Where a continuous upper-story setback divides the lower and upper stories, visually tie the building base to its upper-stories by aligning vertical articulation between the lower and upper stories (see page 5 for more information).

2.19 Building articulation should help relate a building to its neighbors.

- Where possible, align one or more horizontal articulation elements with those on neighboring buildings.

2.20 Visible secondary (non street-facing) facades should be articulated to reduce their visual mass and scale.

- Articulation should be considered for secondary facades that are visible from the public realm.
Building Articulation Techniques

The design options described and illustrated below may be used individually, or in combination, to meet the intent of the design guidelines for building articulation. Note that other creative building articulation strategies may also be appropriate.

1. STREET LEVEL SETBACKS

Street level setbacks include notches or breaks in the building façade. They often extend the full height of the lower and/or upper-story building façade and may be combined with changes in roof form or building materials.

2. WALL PROJECTIONS

Wall projections include pilasters, moldings or columns. They often extend the full height of the lower and/or upper-story building façade.

3. UPPER STORY SETBACKS

Upper-story building setbacks add visual interest and reduce the visual mass and scale or potential looming impacts of a larger building (see “Upper Story Setback” on page 5 for more information).

4. CHANGES IN MATERIAL

Variations in material or texture add visual interest and express typical façade widths. Such changes may be vertical or horizontal and often follow a repeating pattern.

Figure 1: Building Articulation Techniques

Task force note: This full page sidebar provides an example of forthcoming sidebars that will illustrate other key building design topics such as the upper story setback alternative. Note that the illustrations will be revised to reflect the Arapahoe Square context.
The Point Tower building form defined in the Denver Zoning Code (DZC) promotes slender towers that preserve views and solar access while also minimizing the visibility of structured parking.

The 2011 Northeast Downtown Neighborhood Plan recommended the Point Tower building form in appropriate locations to encourage the development of Arapahoe Square into a mixed-use, mixed-income, innovative business neighborhood.

The DZC limits the floor area of Point Towers above 5 stories, but allows the tower to rise to a significantly greater height than other building forms (note that maximum height varies by zone district). The design guidelines and standards in this section are intended to build on DZC requirements for the Point Tower building form.

(see “Denver Zoning Code Building Forms” on page 2 for more information) for more information about other building forms permitted in Arapahoe Square.

INTENT STATEMENTS

- To promote buildings that contribute positively to the Denver skyline
- To provide flexibility for tall slender buildings that fit harmoniously within the surrounding context and preserve access to sunlight and views from the street, sidewalk and open spaces
- To promote a diverse range of building heights that reflect the eclectic context of Arapahoe Square
- To ensure appropriate locations for the tallest building elements in Arapahoe Square.

DESIGN STANDARDS

2.21 A point tower shall contribute to the quality and character of the Denver skyline.
Appropriate techniques include:
» Incorporating a “cap” or other element that creates an integrated conclusion to the tower
» Locating point towers to frame view of Downtown or the mountains
» Using high-quality building materials and design treatments on all visible facades (see Guideline 2.28 below)

2.22 A Point Tower shall be located and oriented to minimize potential shading impacts.
Appropriate techniques include:
» Locating the tower away from adjacent lower-scale neighborhoods or historic buildings
» Orienting the tower to minimize potential shading impacts on plazas, patios or other open space areas

2.23 A Point tower shall be designed to be viewed from all sides.
2.24 The lower stories (stories 1-5) of a Point Tower shall provide a compatibly-scaled building base that frames the public realm and integrates into the surrounding area.

2.25 The street level of a Point Tower shall promote an active, pedestrian-oriented sidewalks and open spaces.

(see “Street Level Design” on page 12 for more information)

2.26 A Point Tower shall not be designed to cast long shadows over the street or adjacent properties and open spaces.

   » Avoid street-facing tower facades that exceed approximately 125 feet in length along the street

2.27 Any rooftop mechanical equipment shall be integrated into the design of the building.

2.28 Adequate distance shall be provided between Point Towers to preserve access to sunlight and views and ensure that towers do not dominate the streetscape.

   » Separate Point Towers up to 250 feet in height a minimum of approximately 80 feet apart.
   » Separate Point Towers up to 375 feet in height (where permitted by the DZC) a minimum of approximately 100 feet apart.

2.29 Consider creative Point Tower designs.

Creative solutions are appropriate for:

   » Tower shape
   » Facade design
   » Lower story base (stories 1-5) design

2.30 The placement, spacing and orientation of point towers should be sensitive to other existing and planned buildings.

2.31 Point Towers are encouraged to located at the corner of blocks to serve as a visual anchor or gateway.

2.32 A Point Tower should be constructed with sustainable materials and finished to promote design excellence.

2.33 A Point Tower shall provide a range of high-quality, comfortable private and shared outdoor amenity spaces throughout the site.

Such spaces may include:

   » Rooftop amenity decks located above the lower stories
   » Large terraces
   » Usable green roof areas
Street Level Design

INTENT STATEMENTS

• To promote an active pedestrian area at the street level along the primary street building frontage
• To promote human scale design features at the street level along the primary street building frontage (see “Human Scale Building Design” on page 3 for more information)
• To clearly define a prominent pedestrian area

DESIGN STANDARDS

2.34 A pedestrian-oriented street level shall be clearly defined for each street-facing facade.
Appropriate features to define the street level along the primary street frontage include:
» Awnings and canopies
» A prominent cornice above the street level
» Changes in materials between the street level and upper stories

2.35 The street level shall be articulated to promote a human scale building frontage.
Appropriate techniques include:
» Recessed entries
» Projecting window bays
» Changes in material or wall plane
(see “Building Articulation” on page 7 for more information)

DESIGN GUIDELINES

2.36 The street level shall incorporate a substantial floor-to-floor height to promote visual prominence.
» An approximately 12 foot floor-to-floor height minimum is appropriate for a street level occupied by residential uses.
» An approximately 14 foot floor-to-floor height minimum is appropriate for a street level occupied by commercial uses.
» Taller street level floor-to-floor heights are encouraged.

2.37 Canopies and awnings used to define the street level should be well integrated into building design and appropriately scaled.

2.38 The street level height should reflect the street level height of any adjacent historic buildings.
Street Level Design

INTENT STATEMENTS

• To activate the street level and integrate pedestrian circulation into building design.

• To ensure that pedestrian entries are clearly visible.

DENVER ZONING CODE PEDESTRIAN ACCESS REQUIREMENTS

The Denver Zoning Code (DZC) includes pedestrian access (entrance) requirements to ensure a clear, obvious, publicly accessible connection between the primary street and uses within the building.

The design guidelines and standards in this section are intended to build on DZC pedestrian access requirements for the D-AS districts.

DESIGN STANDARDS

2.39 Pedestrian entrances shall front onto a public street or street-facing open space.

2.40 Pedestrian entrances shall be emphasized with high-quality architectural and landscape design.

2.41 Pedestrian entrances shall be located to provide access to any nearby bus and transit stops.

2.42 The design of primary entries should respond to the street level building use.

  » Locate commercial entrances at the level of the adjacent sidewalk.

  » Locate residential entrances from no more than approximately 3 feet above the level of the adjacent sidewalk.

DESIGN GUIDELINES

2.43 Pedestrian entrances should be integrated into a signature building element whenever possible.

2.44 For buildings with multiple tenants, consider dividing the façade into narrow widths or bays and provide multiple secondary access points to animate the street.
Street Level Design

INTENT STATEMENTS

- To animate and provide visual interest along the pedestrian frontage.
- To enhance safety with “eyes on the street.”
- To visually link the sidewalk with building activities.

DENVER ZONING CODE TRANSPARENCY REQUIREMENTS

The Denver Zoning Code (DZC) requires a minimum percentage of street level transparency (the total linear feet of windows or permitted alternatives along the street level facade) to provide visual interest, and activate the street and sidewalk.

The design guidelines and standards in this section are intended to build on DZC transparency requirements.

DENVER ZONING CODE ACTIVE USE REQUIREMENTS

The DZC requires a minimum percentage of “street level active use” (uses other than parking or other inactive uses).

As described in this section, street level active uses shall be linked to transparent facade areas.

Street Level Transparency

DESIGN STANDARDS

2.45 Transparent facade areas shall be located to provide visibility into the “street level active uses” required by the Denver Zoning Code.

(see “Denver Zoning Code Active Use Requirements” at left for more information)

2.46 Transparent facade areas shall be located to avoid long blank walls at the street level.

2.47 Views of interior commercial activities shall be maximized by using clear glass with a minimum visible transmittance rating of approximately 0.65.

DESIGN GUIDELINES

2.48 Where landscaping is used to screen street level residential units, visibility to the street should be maintained to enhance safety.

2.49 Extensive transparent facade areas should be subdivided with frames and mullions to complement and express the architecture of the building.

14. Placeholder for image: “Transparency shall be appropriately dispersed throughout the ground floor.”
INTENT STATEMENTS

• To promote structured parking designs that are compatible in character and quality with adjoining buildings, plazas and streetscapes.

• To promote structured parking designs that are activated with ground floor retail or other pedestrian-oriented uses.

• To clearly identify the parking entrance and sign parking areas for orientation and accessibility.

• To minimize visual impacts of parked cars on the streetscape and the pedestrian experience.

• To mitigate the physical impacts, of parking (access points, service areas, etc.) on the streetscape and the pedestrian experience.

DENVER ZONING CODE UPPER STORY PARKING LIMITATION

The Denver Zoning Code (DZC) “General 2” and “Point Tower” building forms provide a height incentive for buildings that wrap a minimum percentage of structured parking with another use, locate parking underground or do not provide on-site parking.

The design standards and guidelines in this section build on DZC standards to address the design of “visible structured parking” as defined below.

Note that the DZC does not require a minimum number of on-site parking spaces in the D-AS zone districts. Therefore, parking should be provided with the consideration of the downtown context and its proximity to transit and alternative mode share.

“VISIBLE STRUCTURED PARKING”

For the purposes of the design standards and guidelines in this section “visible structured parking” refers to structured parking adjacent to the primary street-facing facade that is not wrapped with another use.

DESIGN STANDARDS

2.50 Façade areas with visible structured parking shall maintain a high level of architectural design and finish consistent with the overall building facade.

Appropriate techniques include:

» Using building materials consistent with those used on the overall facade.

» Extending vertical and horizontal articulation across façade areas with visible structured parking

(see “Building Articulation” on page 7 for more information)

2.51 Façade areas with visible structured parking shall be designed to conceal the view of all parked cars and angled ramps from adjacent plazas, public rights-of-way, private streets and plazas or open space.

2.52 Façade areas with visible structured parking shall maintain the pattern of openings seen on the overall building facade and the surrounding context.

» Use similar opening proportions to those on the overall building facade.

» Align openings with those on adjacent buildings or façade areas, when possible.
ARTISTIC SCREENING OF A PARKING STRUCTURE

Artistic screens may sometimes be appropriate for facade areas with visible structured parking. While such screens may not be integrated into the overall building design or maintain patterns of openings, they may be approved on a case-by-case basis where they:

» Are a “work of public art” as defined by Section 20-86 of the Denver Revised Municipal Code, as determined by the Zoning Administrator with input from Denver Arts and Venues

» Conceal the view of all parked cars and angled ramps from adjacent plazas, public rights-of-way, private streets and plazas or open space

DESIGN STANDARDS (Continued)

2.53 Facade areas with visible structured parking shall be designed to minimize the visual impacts of security lighting and headlights.

Appropriate techniques include:

» Use of non-transparent materials for approximately the first 30 inches of the facade to block the view of headlights

» Architectural features that block the view of ceiling and security lighting

2.54 Parking access points, service areas and ventilation shall not adversely affect the primary street sidewalk and overall public realm.

» Whenever possible, provide parking access and related services from the alley and away from primary pedestrian routes.

» Place mechanical ventilation systems for structured parking along a primary street-facing facade.

DESIGN GUIDELINES

2.55 Facade areas with visible structured parking shall be fully enclosed and ventilated whenever possible.

2.56 Utilize LED lighting within structured parking when feasible to minimize light pollution and impacts to the public realm.

2.57 Locate vehicular ramps and circulation internal to the structure when feasible to maintain the natural horizontal rhythm of street-facing building facades.

2.58 Coordinate servicing, parking access and utilities to maximize efficiently and minimize the negative impacts to the adjacent properties and the public realm.

Task force note: See the detailed outline (included in the task force packet) for information regarding additional design topics to be addressed in “Chapter 2: Building Design.”
The draft outline on the following pages provides a preliminary overview of potential contents and organization for updated Design Standards and Guidelines for Arapahoe Square (DSG). In addition to indicating primary topic headings, the outline includes:

- **Charts/Illustrations/Sidebars:** The outline indicates the location of some charts, illustrations and sidebars in blue. Sidebars will provide background, additional information or strategy options related to topics that appear in the body of the text. The noted charts, illustrations and sidebars are not a complete list, but provide a general indication of additional materials that will be included in the document.

- **Sample Text:** In some cases, the outline provides sample text to provide an example of material that may be included in a section of the DSG. Such text is enclosed within quotations (i.e., “sample text”)

**Chapter Overview**

The DSG will include the chapters summarized below. A detailed outline begins on the next page.

**Introduction**

Introductory information on the purpose, use and applicability of the Guidelines, including background information on the policy basis, and the unique context of Arapahoe Square (including special streets and sensitive neighborhood transitions)

**1.0 Site Design Standards & Guidelines**

Design standards and guidelines for the placement of buildings, as well as the placement and design of private open space, parking areas, pedestrian connections and other site features

**2.0 Building Design Standards & Guidelines**

Design standards and guidelines for the visual and functional character of new and expanded buildings, including their relationship to adjacent properties and neighborhoods

**3.0 Streetscape Guidelines**

General advisory guidelines to promote a cohesive streetscape within the public right-of-way and along the adjacent private frontage

**4.0 Design Review Process**

Detailed information and charts describing the design review process
Detailed Outline

Introduction

A. Vision for Arapahoe Square
   A brief description of the overall vision for redevelopment in Arapahoe Square based primarily on material in the Northeast Downtown Neighborhoods Plan and existing Arapahoe Square Design Standards & Guidelines. [note: the vision may include 2-3 paragraphs of introductory material located on the first page of the Introduction without a specific subhead]

B. Purpose of the Design Standards & Guidelines
   “The purpose of the Design Standards & Guidelines for Arapahoe Square (DSG) is to promote the neighborhood vision by setting clear expectations for the level of design quality expected for improvements in Arapahoe Square. This document sets forth design standards and guidelines that provide the basis for review of proposed improvements on private properties. The Zoning Administrator shall utilize staff and design review findings when making a determination of Approval, Approval with Conditions or Denial for proposed projects in Arapahoe Square.”

C. Application
   A brief summary of how the design guidelines are applied, and to which types of projects
   » Projects Subject to the Design Guidelines
   » Cross reference to Design Review Process chapter
   [Map: Arapahoe Square Design Review Area - An initial assumption is that map boundaries will include the full Arapahoe Square area with the exception of the Ballpark Historic District. The DSG would apply to all areas within the boundaries regardless of zone district]

D. Context
   » General Character
      ○ Elements of existing character that should inform the design of new development
   » Key Streets
      This document provides special context-sensitive guideline for key streets:
      ○ 20th St
      ○ 21st St
      ○ Broadway
      ○ Curtis St
      ○ Park Avenue
      ○ Welton St
   » Transition Areas
   » Historic Structures (Landmark Guidelines govern)
      [Map: Arapahoe Square Key Streets and Transition Areas]
E. Policy & Regulatory Foundation
“The Guidelines are intended to implement adopted City plans and policies while working within existing regulations. Key policy and regulatory documents are summarized below. All documents are available for download at [www.denvergov.org](http://www.denvergov.org)

» Comprehensive Plan 2000
» Blueprint Denver
» Greenprint Denver
» The Northeast Downtown Neighborhoods Plan
» Denver Zoning Code (DZC)
  o The DZC provides the basic form, use and parking requirements that apply throughout the city, including Arapahoe Square
  o Zone district that apply in the plan area
  The Downtown-Arapahoe Square (D-AS) zone district applies throughout most of the Arapahoe Square area. In some cases, other zone districts (such as C-MX-12 or C-MX-20) may apply.
  o The DSG work with the Denver Zoning Code to ensure that improvements promote the vision for Arapahoe Square

F. Organization & Format
An explanation of the overall structure of the document and the standard format used for individual design standards and guidelines

» Document organization
  [Chart: Design Guidelines Chapters – A chart illustrating the overall structure of the document]
» Guiding principles?
» Intent statements
» Design standards
» Design guidelines
  [Chart: Sample Design Standard/Guideline Format – A chart illustrating the standard format for an individual design standards and guidelines page]

1.0 Site Design Standards & Guidelines

A. Introduction to the Site Design Standards & Guidelines
Introduction to the site design standards and guidelines chapter, including and explanation of the relationship between site and building design

» Guiding Principles for Site Design

B. Street Frontage
Standards and guidelines for the placement of buildings and site features along the street frontage - Cross-reference standards and guidelines for Private Open Space

» Special Frontage Considerations for Key Streets
  o 20th St
  o 21st St
  o Broadway
  o Curtis St
  o Park Avenue
  o Welton St

[Sidebar: Denver Zoning Code Build-to and Setback Standards – A sidebar alerting readers to requirements and explaining the interface between build-to/setback requirements and related design standards and guidelines - Cross-reference information about build-to alternatives]
C. Pedestrian Connections
   Standards and guidelines for pedestrian connections within larger developments and between the sidewalk/parking areas and building entries
   » Entry Locations and Access

D. Private Open Space
   Standards and guidelines for locating and furnishing usable private open spaces along pedestrian routes and creating “special moments” along the street - Note that private-open space is a build-to alternative in the D-AS zone district in the Denver Zoning Code.
   » Open Space Location/Orientation
   » Open Space Design Elements
      [Sidebar: Design Options for Private Open Space – A sidebar illustrating location and design considerations for a range of open space types from plazas/courtyards/patios to enhanced streetscape areas]
      [Sidebar: Denver Zoning Code Build-to Alternatives – A sidebar describing the Private Open Space and Enhanced Streetscape build-to alternatives allowed by the DZC]
   » Open Space Design on Key Streets

E. Vehicle Access
   Standards and guidelines to promote vehicle access locations and treatments that minimize the appearance of vehicle access areas and mitigate pedestrian impacts
   » Alley access (preferred)
   » Access from named vs. numbered streets
   » Curb cuts

F. Surface Parking
   Standards and guidelines for locating surface parking areas and providing landscape screening to mitigate impacts on the pedestrian realm
   » Parking lot screening (potential additional guidance above DZC landscaping requirements)
      [Illustrations: Photographs and diagrams illustrating compatible parking location and screening]
      [Sidebar: Relationship to Denver Zoning Code landscaping requirements]

G. Service Areas, Utilities & Security
   Standards and guidelines for the location, design and screening of utility, loading and service areas, as well as the design of security features
   » Service Area Location
   » Service Area Screening
   » Site Lighting
   » Security Features
      Standards and guidelines to encourage security designs that help provide a sense of safety without interfering with the pedestrian realm (i.e., attractively-designed pedestrian lighting or gates) – Note that the DSG will not specifically promote security features, but will promote enhanced design
      [Sidebar: Security Solutions for Private Open Space – Cross reference to design standards and guidelines for private open space]
2.0 Building Design Standards & Guidelines

A. Introduction to the Building Design Standards & Guidelines
   Introduction to the building design standards and guidelines chapter, including and explanation of the relationship between site and building design
   » Guiding Principles for building design

B. Building Mass & Scale
   Standards and guidelines related to the form, massing and overall size of buildings, including height and the articulation of building elements
   » Overall Mass and Scale Considerations
   » Upper Story Setback
      Guidance for working with the required upper-story setback and integrating design between the lower floors and upper floors
      ○ Integrated Building Design
      ○ Upper Story Setback Considerations on Key Streets

   [Sidebar: Denver Zoning Code Upper-Story Setback Standards – A sidebar alerting readers to zoning code upper-story setback requirements, maximum wall length without setback and their relationship to the DSG]

   » Upper Story Setback: Zoning Alternative
      Standards and guidelines to facilitate review of alternative upper story setback designs that do not meet the exact dimensions set forth in zoning (note that a zoning provisions specifically allows for this provision)

   [Sidebar: Zoning Code Upper Story Setback Alternative]
   [Sidebar: Upper Story Setback Area]
   [Potential full page sidebar: Illustrated Matrix of Upper Story Setback Alternatives]
   Illustrative matrix of creative design alternatives to the base upper-story setback requirement

   » Building Articulation
      ○ Lower Story Building Articulation
         Specific guidance for articulation and modulation of the lower story (stories 1-5) façade
         Includes cross-references to street level design
      ○ Upper Story Building Articulation

   [Sidebar: Design Options for Building Articulation – A sidebar illustrating options for using vertical and horizontal articulation techniques to break down the visual mass and scale of a larger building]

   » Floor to Floor Heights?
      Potential section to address overall floor-to-floor heights on the visible building façade. Note that Street Level floor-to-floor heights are addressed in Street Level Design below.

   » Point Tower Design
      Special guidance related to the design of the Tower building form
      ○ Point Tower Location
         ○ Should be located to reduce shading impacts
         ○ Should be located away from buildings that are taller than 5 stories on adjoining properties
         ○ Should be located to preserve access to light and air
         ○ Consider locating to preserve views from the street, parks, private open space, etc.
         ○ Consider locating to anchor corner
      ○ Point Tower Spacing
         ○ Should be spaced approx 80’-100’ apart
      ○ Point Tower Orientation

   [Sidebar: Point Tower Building Form]
A sidebar to define, and provide background on, the Point Tower building form.

C. Street Level Design
Standards and guidelines to promote pedestrian-oriented street level design - cross-reference private open space standards and guidelines in Chapter 1

» Street Level Definition
Design and scale elements that define the ground floor, such as floor-to-floor height, awnings, canopies, etc.

[Potential Future Sidebar: Design Options for a Pedestrian-Oriented Street Level – A sidebar illustrating options (i.e., windows, canopies and awnings) to promote a pedestrian-oriented ground floor]

» Street Level Transparency
Guidance on overall storefront design as well as the relationship between transparency and street level active use and transparency in relation to different land uses

[Sidebar: Denver Zoning Code Transparency Requirements]
[Sidebar: Denver Zoning Code Active Use Requirements]

» Building Entries
Guidance regarding the location and character of building entries

[Sidebar: Denver Entrance Requirements]

D. Structured Parking Design
Design standards and guidelines to promote structured parking solutions that integrate with overall building design and minimize visual impacts on the street – cross reference building materials and other relevant sections. Note that these guidelines apply only to structured parking within 15’ of the façade (most guidelines focus on street-facing, but may also address other areas where parking structure might be visible)

» Location of Structured Parking
» Integration of Structured Parking
» Character of Openings (rhythm, should have similar mullions or other design elements, etc.)
» Limited visibility of cars
» Ramps not visible
» Shielded Lighting
» Materials
» Parking Access
» Special considerations for non primary facades that are partly visible (sides and rear of building, etc.)

E. Mini-Storage/Self-Storage Design
Design standards and guidelines to promote design solutions that enhance the compatibility of mini-storage/self-storage uses

» Location of Mini Storage
» Mini Storage Screening

F. Building Materials
Flexible guidelines and standards for exterior building materials - To include guidance on mixing materials, using materials to differentiate building elements and use of innovative new materials that may be available in the future

[Sidebar: Building Material Alternatives – Illustrated matrix of high-quality, durable building materials that may be appropriate for use in Arapahoe Square]

G. Neighborhood & Historic District Transitions
Building design standards and guidelines to promote compatible transitions to adjacent lower-scale
neighborhoods and historic districts
» Scale Transitions to adjacent historic districts (primarily to Curtis Park, Clements, and Ballpark Historic Districts)
» Scale transitions adjacent to designated Denver Landmark Buildings
» Ground Level Transitions

3.0 Streetscape

Potential chapter addressing cohesive treatment of streetscape and landscape area along the sidewalk and between the sidewalk and the street – Note that the design review process will not have specific authority over areas within the public right-of-way

4.0 Design Review Process

A. Advisory Design Review Process
B. Submittal Requirements
   » Exterior Improvements Review
   » New Construction Review

Appendices

A. Glossary of Terms