ENABLING A RANGE OF BUILDING TYPES

Existing Zoning

Proposed Zoning

**Summary of Lot Sizes in D-GT**

**Number of Different Lot Sizes**
- **Narrow** (75 feet or less) ~225 parcels 63%
- **Standard** (75-150 feet) ~ 75 parcels 22%
- **Wide** (more than 150 ft) ~ 55 parcels 15%
- **Total** ~355 parcels 100%

**Total Area of Different Lot Sizes**
- **Narrow** (75 feet or less) ~ 25 acres 23%
- **Standard** (75-150 feet) ~ 28 acres 25%
- **Wide** (more than 150 ft) ~ 57 acres 52%
- **Total** ~110 acres 100%

**Linking Massing and Design Requirements to Lot Size**

As projects grow larger, both in height and length along the street, the potential impact they have on the neighborhood also increases.

Requiring larger buildings to meet higher standards for massing, design, and street level activity promotes more positive outcomes for projects that have an oversized influence on their neighbors. Additionally, it makes smaller infill projects more attractive, ultimately supporting the eclectic and varied nature of the Golden Triangle.

**Existing Zoning**

- 175-200 ft
- One Size Fits All

**Proposed Zoning**

**GENERAL FORM**

- 75 ft or less NARROW
- 75-150 ft STANDARD
- More than 150 ft WIDE

**POINT TOWER FORM**

- 75 ft or less NARROW
- 75-150 ft STANDARD
- More than 150 ft WIDE

**Mass and scale requirements**
- Low
- Medium
- High

**Overall design and street level activity requirements**
- Low
- Medium
- High

**Data source:** Denver Assesor’s Database, March 2020

**Denver Comunity Planning and Development**

**GOLDEN TRIANGLE ZONING & DSG UPDATE**
COMMUNITY OPEN HOUSE #3 — MARCH 12, 2020
The existing D-GT zoning allows a base amount of floor area to be built “by-right” and offers bonuses for additional floor area in exchange for providing specific benefits that were priorities in 1994.

The proposed update includes a similar system to accounts for changes in neighborhood and citywide priorities and better address current desired outcomes that support an eclectic and vibrant community.

### Incentive Categories

**Housing Affordability**
- Support a diverse mix of residential types, sizes, and price levels to make housing more affordable for everyone.

**Eclectic Neighborhood Character**
- Promote the protection and reuse of existing buildings that have distinctive quality and add character to the area.

**Public Art**
- Encourage the placement of significant works of art in public spaces to be enjoyed by all.

**Early Ideas Addressed Elsewhere**
- Some incentive ideas were deemed so important that they are proposed as required standards for certain types of projects.
  - Providing non-residential active uses on the ground floor
  - Locating public open space at the street level
  - Limiting the visibility of parking

### Proposed Incentive System

<table>
<thead>
<tr>
<th>Overall Max</th>
<th>Base Max</th>
<th>Incentive Floor Area</th>
</tr>
</thead>
<tbody>
<tr>
<td>Allowed by-right</td>
<td>Must utilize incentives</td>
<td>Overall Max</td>
</tr>
</tbody>
</table>

### How the Incentive System Works

Small and medium-sized projects can build up to the Base Maximum without meeting any special conditions or requirements.

Larger projects that exceed the Base Maximum agree to supply a minimum amount of affordable housing (or pay fees for commercial projects).

Projects may also qualify for additional floor area bonuses by meeting other neighborhood goals or providing more affordable housing.
**Upper Story Setback**
An Upper Story Setback requires a portion of the building to shift away from the property boundary between a specified range of heights (3-5 stories) to reduce the overall sense of scale and improve sunlight access at the Street Level.

**Mass Reduction**
Mass Reduction requires buildings to reduce their overall size and bulk as they get taller to promote access to sun and sky.

**Point Tower Limitations**
In exchange for a taller height limit, Point Tower building forms must meet rigorous size and separation requirements.

- **Tower Floor Plate Size**
  Establishes a maximum area for the tower

- **Tower Dimension**
  Establishes a maximum linear dimension for the tower

- **Tower Separation**
  Establishes a minimum separation distance between towers
ACTIVATING THE STREET LEVEL

Residential Setbacks
Residential Setbacks require ground floor residential units to be located further away from the sidewalk. The extra space can be combined with vertical changes and entry features such as patios and stoops to provide more successful public-private transitions.

Street Level
Non-Residential Active Uses
A requirement for larger lots (more than 150 feet wide) to provide Non-Residential Active Uses on a portion of the ground floor promotes commercial activity and a vibrant street life.

Street Level Open Space
Create privately-owned, publicly-accessible open space areas at the Street Level to break down building massing and provide much-needed areas for pedestrian-oriented gathering and activity.

Important Considerations
- Avoid an abundance of small “leftover” spaces that cannot be well-designed and programmed
- A requirement on larger lots (more than 250-300 feet wide) would generate sufficiently sized Open Space areas
- Design Guidelines provide additional direction on design quality and relationship to interior uses to support safety and activity in these areas
PROMOTING NEIGHBORHOOD CHARACTER

Character Building Concept

Character Buildings provide a distinctive contribution to the character of the neighborhood. Those that are voluntarily registered with the City receive bonus floor area, are considered “Protected,” and agree to review of future modifications.

Character Building classification is not part of the Landmark ordinance, but lives within the Denver Zoning Code.

Design review of Character Buildings will be by staff only and not involve the Landmark Preservation Commission.

What is the difference between Landmark designation and a Character Building?

<table>
<thead>
<tr>
<th>LANDMARK</th>
<th>CHARACTER</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Design Review</strong></td>
<td>Yes (Landmark Preservation Commission)</td>
</tr>
<tr>
<td><strong>Exterior Modifications</strong></td>
<td>Minor</td>
</tr>
<tr>
<td><strong>Designation</strong></td>
<td>Property owner or community</td>
</tr>
<tr>
<td><strong>Bonuses/Incentives</strong></td>
<td>High</td>
</tr>
</tbody>
</table>

Preliminary Criteria for Character Buildings

- No age restriction
- Exhibit distinctive architectural details and materials
- Exhibit distinctive massing and/or roof form
- Relationship with the streetscape context
- Minimum level of quality/integrity