**Introduction**

Task Force Meeting #5 review the strategies and staff recommendation for Mixed Use Districts which include Residential Mixed Use (RX), Mixed Use (MX) and Main Street (MS) zone districts. The meeting will include a staff presentation along with task force discussions integrated throughout the meeting. The meeting discussion will focus on the strategies and the need for additional tools. Please review the following documents prior to the meeting on June 8, 2017 from 2-5pm in Webb 4.F.6 at 201 West Colfax.

**Packet Contents**

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<th>Item</th>
<th>Notes</th>
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<tr>
<td>Draft Meeting Agenda</td>
<td>This provides draft summary of topics to be addressed at the June 8th task force meeting in Room 4.F.7.</td>
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<tr>
<td>Task Force Meeting #4 Design Activity Summary</td>
<td>In task force meeting #4, the task force participated in a design activity. The task force reviewed photos of side-by-side residential development and selected photos that demonstrated an effective response to some element of the problem statement — engaging public realm, mass and scale, vehicle-oriented design, impact on neighbors, neighborhood context. A summary along with the scanned comment sheets are provide in the packet.</td>
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<tr>
<td>Tools to Address Slot Homes</td>
<td>City Staff have added additional tools for evaluation and consideration based on comments received during the last task force meeting. New content has been added in red text.</td>
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<tr>
<td>Strategy Options</td>
<td>Based on task force and community comments, staff have developed a series of strategies to address the problem statement. This section of the strategy report provides the strategies proposed for the Mixed Use (MX) and Main Street (MS) districts. This section also highlights the staff recommended strategy for the MX and MS districts. This will be the focus of the meeting, therefore if you reading time is limited in preparation, please be sure to review this document.</td>
</tr>
</tbody>
</table>

A high-resolution version of these documents are available in the Task Force Drop Box folder.
Thursday June 8, 2-5pm
Webb Building 4.F.6

Meeting Objectives
- Review Staff Recommended Strategy for Mixed Use and Main Street districts
- Confirm the Strategy for the Mixed Use and Main Street Districts
- Discuss the need for additional tools

I. Meeting Kick-Off and Objectives 2:00-2:10pm.

II. Staff Presentation: Strategies to Address Slot Homes 2:10 – 2:30pm.
- Staff presentation of design outcomes and recommendation for Main Street and Mixed Use districts.

III. Task Force Discussion 2:30-3:00pm.
- Task Force will confirm and select the strategy to move forward to Mixed Use and Main Street Districts.

IV. Break 3:00 -3:15pm.

V. Staff Presentation: Potential Additional Tools 3:15 – 3:30pm.
- Staff will introduce the activity to review additional tools

VI. Task Force Activity 3:30-4:30pm.
- Small group break out session to review and discuss the need for additional tools

VII. Task Force Report Back 4:30-4:55pm.
- Each group will select one spokesperson to summarize their conversation back to the entire task force.

VIII. Next Steps 4:55 – 5:00pm.
- Task Force Meeting 6: Thursday, July 20th Webb Building (201 West Colfax)
  - Discussion on design outcomes for Multi-Unit, Row House and Town House districts regarding the Apartment and Garden Court form.
Task Force Meeting #4 Activity Summary

The following pages are the scanned results of the task force activity completed in Meeting #4. The purpose of the activity was to select photos of side-by-side residential developments that demonstrated an effective response to some element of the problem statement — engaging public realm, mass and scale, vehicle-oriented design, impact on neighbors, neighborhood context. The task force was then asked to categorize which photos were most appropriate for each district (RH/MU/MX/MS). Of the selected photos, the most common themes noted by the task force across the different zone districts were:

- Real entrances fronting the street in a way that is clearly defined and is associated to an entry feature such as a porch of stoop. The application of effective entry features in combination with a front setback contributed to a clear delineation between the public, semi-public and private space consistent with the traditional character of the street, block or neighborhood.

- Building mass and scale that relates to the existing context and rhythm of the street. The mass of the building also relates to the human scale through features such as articulation, windows, materials and fenestration.

- Vehicular parking that is either located at the rear of the lot or is effectively hidden within the building in a way that is consistent with the traditional character of the block.

- Building siting and orientation that respects the neighboring properties in a way that is complementary to the existing form and character.

- Landscaping located at the front of the building along with the tree lawn that maintains the character of the existing street. Along with landscaped areas such as courtyards that can provide community space.

- Residential uses at the ground floors that orient to the street.
Mixed Use &
Main Street
Districts
Check the problem statement elements this effectively addresses.

Public Realm Engagement
Neighborhood Context
Building Mass & Scale
Vehicle Oriented Design
Impacts on Neighbors

Why does it successfully address the problem statement?
Approachable
Articulation
Scaled to humans
Big but articulate
Proportions and flow
(Please write or draw on the photo as well)

Check the problem statement elements this effectively addresses.

Public Realm Engagement
Neighborhood Context
Building Mass & Scale
Vehicle Oriented Design
Impacts on Neighbors

Why does it successfully address the problem statement?
Buildings only 2
Stories tall
Consistent with the city neighborhood
Landscaping and street entrances
(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.

Public Realm Engagement
Neighborhood Context  
Building Mass & Scale
Vehicle Oriented Design
Impacts on Neighbors

Why does it successfully address the problem statement?

Assumption: this is in a commercial district

Suitable for commercial
Parking is not visible

Building only 3 stories
(Please write or draw on the photo as well)

Check the problem statement elements this effectively addresses.

Public Realm Engagement
Neighborhood Context  
Building Mass & Scale
Vehicle Oriented Design
Impacts on Neighbors

Why does it successfully address the problem statement?

This design is in a commercial area
So in context

Parking is suspended
Those who choose to live here like city
(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.

Public Realm Engagement 
Neighborhood Context 
Building Mass & Scale 
Vehicle Oriented Design 
Impacts on Neighbors

Why does it successfully address the problem statement?

(Please write or draw on the photo as well)

mx.
NEED MIXED USE IN MS/MX 2

residential
office
commercial

Shopfront = Shopfront

Check the problem statement elements this effectively addresses.
Public Realm Engagement
Neighborhood Context
Building Mass & Scale
Vehicle Oriented Design
Impacts on Neighbors

Why does it successfully address the problem statement?

(Please write or draw on the photo as well)
Multi Unit Districts
Check the problem statement elements this effectively addresses.

Public Realm Engagement ✓
Neighborhood Context ✓
Building Mass & Scale ✓
Vehicle Oriented Design ✓
Impacts on Neighbors

Why does it successfully address the problem statement?

- MATERIAL
- SENSITIVITY
- ZONES
- PUBLIC vs.
  SEMI-PRIVATE vs.
  PRIVATE

(Please write or draw on the photo as well)
Why does it successfully address the problem statement?

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.
Public Realm Engagement
Neighborhood Context
Building Mass & Scale
Vehicle Oriented Design
Impacts on Neighbors

Why does it successfully address the problem statement?

(Please write or draw on the photo as well)

Check the problem statement elements this effectively addresses.
Public Realm Engagement
Neighborhood Context
Building Mass & Scale
Vehicle Oriented Design
Impacts on Neighbors

Why does it successfully address the problem statement?

real front doors face the street

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.
Public Realm Engagement
Neighborhood Context
Building Mass & Scale
Vehicle Oriented Design
Impacts on Neighbors

Why does it successfully address the problem statement?

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__________________________________________________________________________
__________________________________________________________________________
__________________________________________________________________________

(Please write or draw on the photo as well)

Check the problem statement elements this effectively addresses.
Public Realm Engagement
Neighborhood Context
Building Mass & Scale
Vehicle Oriented Design
Impacts on Neighbors

Why does it successfully address the problem statement?

__________________________________________________________________________
__________________________________________________________________________
__________________________________________________________________________
__________________________________________________________________________

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.

Public Realm Engagement 
Neighborhood Context 
Building Mass & Scale 
Vehicle Oriented Design 
Impacts on Neighbors

Why does it successfully address the problem statement?

(Please write or draw on the photo as well)

Check the problem statement elements this effectively addresses.

Public Realm Engagement 
Neighborhood Context 
Building Mass & Scale 
Vehicle Oriented Design 
Impacts on Neighbors

Why does it successfully address the problem statement?

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.
Public Realm Engagement
Neighborhood Context  
Building Mass & Scale
Vehicle Oriented Design
Impacts on Neighbors

Why does it successfully address the problem statement?

Articulation helps curb appeal

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.

Public Realm Engagement
Neighborhood Context
Building Mass & Scale
Vehicle Oriented Design

Impacts on Neighbors

Why does it successfully address the problem statement?

Porch + steps + front door = great entry

Landscaped setback

Street tree

(Please write or draw on the photo as well)

First entry = great composition

---

Check the problem statement elements this effectively addresses.

Public Realm Engagement
Neighborhood Context
Building Mass & Scale
Vehicle Oriented Design

Impacts on Neighbors

Why does it successfully address the problem statement?

Grows in the dark

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.
Public Realm Engagement □
Neighborhood Context □
Building Mass & Scale □
Vehicle Oriented Design □
Impacts on Neighbors □

Why does it successfully address the problem statement?

(Please write or draw on the photo as well)

Check the problem statement elements this effectively addresses.
Public Realm Engagement □
Neighborhood Context □
Building Mass & Scale □
Vehicle Oriented Design □
Impacts on Neighbors □

Why does it successfully address the problem statement?
This has off street parking for owners/residents and also one guest.

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.

Public Realm Engagement
Neighborhood Context [x] 
Building Mass & Scale [x] 
Vehicle Oriented Design 
Impacts on Neighbors 

Why does it successfully address the problem statement?

trees in the court!

(Please write or draw on the photo as well)

Check the problem statement elements this effectively addresses.

Public Realm Engagement 
Neighborhood Context 
Building Mass & Scale [x] [x] [x] 
Vehicle Oriented Design 
Impacts on Neighbors 

Why does it successfully address the problem statement?

Front Entrances
multi-level patios

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.

- Public Realm Engagement [ ]
- Neighborhood Context [ ]
- Building Mass & Scale [ ]
- Vehicle Oriented Design [ ]
- Impacts on Neighbors [ ]

Why does it successfully address the problem statement?

- So-so
- Not enough
- Depth in facade making stair eight on and not good
- Stoops.
- Patios are austere

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.

Public Realm Engagement □
Neighborhood Context □
Building Mass & Scale □
Vehicle Oriented Design □
Impacts on Neighbors □

Why does it successfully address the problem statement?

____________________________________________________________________________________
____________________________________________________________________________________
____________________________________________________________________________________
____________________________________________________________________________________

(Please write or draw on the photo as well)

mu

Check the problem statement elements this effectively addresses.

Public Realm Engagement □
Neighborhood Context □
Building Mass & Scale □
Vehicle Oriented Design □
Impacts on Neighbors □

Why does it successfully address the problem statement?

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____________________________________________________________________________________
____________________________________________________________________________________

(Please write or draw on the photo as well)

unusable yard
Check the problem statement elements this effectively addresses.

Public Realm Engagement

Neighborhood Context

Building Mass & Scale

Vehicle Oriented Design

Impacts on Neighbors

Why does it successfully address the problem statement?

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.

Public Realm Engagement [x]  
Neighborhood Context [ ]  
Building Mass & Scale [x]  
Vehicle Oriented Design [ ]  
Impacts on Neighbors [ ]

Why does it successfully address the problem statement?

(Please write or draw on the photo as well)

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Check the problem statement elements this effectively addresses.

Public Realm Engagement [x]  
Neighborhood Context [ ]  
Building Mass & Scale [ ]  
Vehicle Oriented Design [x]  
Impacts on Neighbors [x]

Why does it successfully address the problem statement?

The elements in this shot are good for both.

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.
- Public Realm Engagement ✔
- Neighborhood Context ✔
- Building Mass & Scale ✔
- Vehicle Oriented Design ☐
- Impacts on Neighbors ☐

Why does it successfully address the problem statement?
- "FORM > FUN"
- "PLANE > CHANGE"
- "UNDERSTAND FITS ESTABLISHED DEVELOPMENT PATTERN"

(Please write or draw on the photo as well)

Check the problem statement elements this effectively addresses.
- Public Realm Engagement ✔
- Neighborhood Context ☐
- Building Mass & Scale ✔
- Vehicle Oriented Design ☐
- Impacts on Neighbors ☐

Why does it successfully address the problem statement?
- Front Entrances
- "LANDSCAPING"
- "ARTICULATION"

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.
Public Realm Engagement ☑
Neighborhood Context ☐
Building Mass & Scale ☑
Vehicle Oriented Design ☐
Impacts on Neighbors ☐

Why does it successfully address the problem statement?

(Please write or draw on the photo as well)

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Check the problem statement elements this effectively addresses.
Public Realm Engagement ☑
Neighborhood Context ☑
Building Mass & Scale ☑
Vehicle Oriented Design ☐
Impacts on Neighbors ☐

Why does it successfully address the problem statement?

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.
Public Realm Engagement ☐
Neighborhood Context ☐
Building Mass & Scale ☐
Vehicle Oriented Design ☐
Impacts on Neighbors ☐

Why does it successfully address the problem statement?

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.

- Public Realm Engagement
- Neighborhood Context
- Building Mass & Scale ☒
- Vehicle Oriented Design
- Impacts on Neighbors

Why does it successfully address the problem statement?

upper setback

(Please write or draw on the photo as well)

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Check the problem statement elements this effectively addresses.

- Public Realm Engagement
- Neighborhood Context
- Building Mass & Scale
- Vehicle Oriented Design
- Impacts on Neighbors

Why does it successfully address the problem statement?

mmm

Scale works

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.
Public Realm Engagement
Neighborhood Context
Building Mass & Scale
Vehicle Oriented Design
Impacts on Neighbors

Why does it successfully address the problem statement?

Scale
Rock mulch + no street trees = yuck

(Please write or draw on the photo as well)

Help! Public Works!!

Check the problem statement elements this effectively addresses.
Public Realm Engagement
Neighborhood Context
Building Mass & Scale
Vehicle Oriented Design
Impacts on Neighbors

Why does it successfully address the problem statement?

Contextual design

(Please write or draw on the photo as well)

articulation of floors
traditional detailing w/ updated materials
Check the problem statement elements this effectively addresses.
Public Realm Engagement
Neighborhood Context
Building Mass & Scale
Vehicle Oriented Design
Impacts on Neighbors

Why does it successfully address the problem statement?

Front porch/patio!

(Please write or draw on the photo as well)

This feature increases overall perceived mass of development by story

Check the problem statement elements this effectively addresses.
Public Realm Engagement
Neighborhood Context
Building Mass & Scale
Vehicle Oriented Design
Impacts on Neighbors

Why does it successfully address the problem statement?
• Building height
• Mass & scale
• Street trees - yeah

(Please write or draw on the photo as well)

conflicted about stairs as entry feature

amenity zone w/ street tree
Check the problem statement elements this effectively addresses.

- Public Realm Engagement
- Neighborhood Context
- Building Mass & Scale
- Vehicle Oriented Design
- Impacts on Neighbors

Why does it successfully address the problem statement?

- Only 2 stories
- Tall
- Context all neighbors
- Windows

(Please write or draw on the photo as well)
Row House Districts
Check the problem statement elements this effectively addresses.
Public Realm Engagement ☑
Neighborhood Context ☑
Building Mass & Scale ☑
Vehicle Oriented Design ☑
Impacts on Neighbors ☑

Why does it successfully address the problem statement?

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.

Public Realm Engagement
Neighborhood Context
Building Mass & Scale
Vehicle Oriented Design
Impacts on Neighbors

Why does it successfully address the problem statement?

(Please write or draw on the photo as well)

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Check the problem statement elements this effectively addresses.

Public Realm Engagement
Neighborhood Context
Building Mass & Scale
Vehicle Oriented Design
Impacts on Neighbors

Why does it successfully address the problem statement?

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.

- Public Realm Engagement [ ]
- Neighborhood Context [ ]
- Building Mass & Scale [✓]
- Vehicle Oriented Design [ ]
- Impacts on Neighbors [ ]

Why does it successfully address the problem statement?

(Please write or draw on the photo as well)

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Check the problem statement elements this effectively addresses.

- Public Realm Engagement [ ]
- Neighborhood Context [ ]
- Building Mass & Scale [ ]
- Vehicle Oriented Design [✘]
- Impacts on Neighbors [ ]

Why does it successfully address the problem statement?

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.
- Public Realm Engagement [ ]
- Neighborhood Context [ ]
- Building Mass & Scale [ ]
- Vehicle Oriented Design [ ]
- Impacts on Neighbors [ ]

Why does it successfully address the problem statement?

(Please write or draw on the photo as well)

Check the problem statement elements this effectively addresses.
- Public Realm Engagement [ ]
- Neighborhood Context [ ]
- Building Mass & Scale [ ]
- Vehicle Oriented Design [ ]
- Impacts on Neighbors [ ]

Why does it successfully address the problem statement?

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.

Public Realm Engagement X
Neighborhood Context □
Building Mass & Scale □
Vehicle Oriented Design □
Impacts on Neighbors □

Why does it successfully address the problem statement?

Front Porches

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(Please write or draw on the photo as well)

Check the problem statement elements this effectively addresses.

Public Realm Engagement □
Neighborhood Context □
Building Mass & Scale □
Vehicle Oriented Design □
Impacts on Neighbors □

Why does it successfully address the problem statement?

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(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.

Public Realm Engagement ✓
Neighborhood Context ✓
Building Mass & Scale ✓
Vehicle Oriented Design
Impacts on Neighbors

Why does it successfully address the problem statement?

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.

Public Realm Engagement ☑
Neighborhood Context ☐
Building Mass & Scale ☑
Vehicle Oriented Design ☐
Impacts on Neighbors ☐

Why does it successfully address the problem statement?

(Please write or draw on the photo as well)

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Check the problem statement elements this effectively addresses.

Public Realm Engagement ☑
Neighborhood Context ☐
Building Mass & Scale ☑
Vehicle Oriented Design ☐
Impacts on Neighbors ☐

Why does it successfully address the problem statement?

• *PLANE CHARGE*
• *MATERIALITY*
• *RHYTHM IN FORM*
• *THOUGHTFUL TRANSPARENCY*

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.

- Public Realm Engagement
- Neighborhood Context
- Building Mass & Scale
- Vehicle Oriented Design
- Impacts on Neighbors

Why does it successfully address the problem statement?

(Please write or draw on the photo as well)

---

Check the problem statement elements this effectively addresses.

- Public Realm Engagement
- Neighborhood Context
- Building Mass & Scale
- Vehicle Oriented Design
- Impacts on Neighbors

Check the problem statement elements this effectively addresses.

- Public Realm Engagement
- Neighborhood Context
- Building Mass & Scale
- Vehicle Oriented Design
- Impacts on Neighbors

Why does it successfully address the problem statement?

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.

Public Realm Engagement [ ]
Neighborhood Context [ ]
Building Mass & Scale [ ]
Vehicle Oriented Design [ ]
Impacts on Neighbors [ ]

Why does it successfully address the problem statement?

(Please write or draw on the photo as well)

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Check the problem statement elements this effectively addresses.

Public Realm Engagement [x]
Neighborhood Context [x]
Building Mass & Scale [ ]
Vehicle Oriented Design [ ]
Impacts on Neighbors [ ]

Why does it successfully address the problem statement?

active front porch
street trees

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.

Public Realm Engagement
Neighborhood Context
Building Mass & Scale
Vehicle Oriented Design
Impacts on Neighbors

Why does it successfully address the problem statement?

Would be better with owned parks

(Please write or draw on the photo as well)

Check the problem statement elements this effectively addresses.

Public Realm Engagement
Neighborhood Context
Building Mass & Scale
Vehicle Oriented Design
Impacts on Neighbors

Why does it successfully address the problem statement?

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.
Public Realm Engagement 
Neighborhood Context 
Building Mass & Scale ✔
Vehicle Oriented Design 
Impacts on Neighbors 

Why does it successfully address the problem statement?

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(Please write or draw on the photo as well)

Check the problem statement elements this effectively addresses.
Public Realm Engagement ✔
Neighborhood Context 
Building Mass & Scale ✔
Vehicle Oriented Design 
Impacts on Neighbors 

Why does it successfully address the problem statement?
red front doors face the street

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____________________________________
____________________________________

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.
Public Realm Engagement [ ]
Neighborhood Context [ ]
Building Mass & Scale [ ]
Vehicle Oriented Design [ ]
Impacts on Neighbors [ ]

Why does it successfully address the problem statement?

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(Please write or draw on the photo as well)

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Check the problem statement elements this effectively addresses.
Public Realm Engagement [ ]
Neighborhood Context [ ]
Building Mass & Scale [ ]
Vehicle Oriented Design [ ]
Impacts on Neighbors [ ]

Why does it successfully address the problem statement?
Scale of building at street level

_____________________________________________________

_____________________________________________________

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_____________________________________________________

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.

Public Realm Engagement ☑
Neighborhood Context ☐
Building Mass & Scale ☑
Vehicle Oriented Design ☑
Impacts on Neighbors ☑

Why does it successfully address the problem statement?

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.

Public Realm Engagement ✓
Neighborhood Context ✓
Building Mass & Scale □
Vehicle Oriented Design □
Impacts on Neighbors □

Why does it successfully address the problem statement?

Natalie's front porch, editing.

(Please write or draw on the photo as well)

Check the problem statement elements this effectively addresses.

Public Realm Engagement □
Neighborhood Context □
Building Mass & Scale ✔
Vehicle Oriented Design □
Impacts on Neighbors □

Why does it successfully address the problem statement?

Appears to be size sensitive to neighbor.

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.
Public Realm Engagement ☑️
Neighborhood Context ☐
Building Mass & Scale ☐
Vehicle Oriented Design ☐
Impacts on Neighbors ☐

Why does it successfully address the problem statement?

real front doors
face the street

(Please write or draw on the photo as well)

---

Check the problem statement elements this effectively addresses.
Public Realm Engagement ☐
Neighborhood Context ☑️
Building Mass & Scale ☐
Vehicle Oriented Design ☐
Impacts on Neighbors ☐

Why does it successfully address the problem statement?

Material
and form
constructed
arch elements

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.

Public Realm Engagement [ ]
Neighborhood Context [x]
Building Mass & Scale [ ]
Vehicle Oriented Design [ ]
Impacts on Neighbors [ ]

Why does it successfully address the problem statement?
- good transparency
- good activity
- good urban setting

(Please write or draw on the photo as well)

Check the problem statement elements this effectively addresses.

Public Realm Engagement [x]
Neighborhood Context [ ]
Building Mass & Scale [ ]
Vehicle Oriented Design [ ]
Impacts on Neighbors [ ]

Why does it successfully address the problem statement?
- big foot park

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.

Public Realm Engagement
Neighborhood Context
Building Mass & Scale
Vehicle Oriented Design
Impacts on Neighbors

Why does it successfully address the problem statement?

(Please write or draw on the photo as well)
Bad Examples
Check the problem statement elements this effectively addresses.

Public Realm Engagement [x]
Neighborhood Context
Building Mass & Scale
Vehicle Oriented Design
Impacts on Neighbors

Why does it successfully address the problem statement?

Missed opportunity

(Please write or draw on the photo as well)

Check the problem statement elements this effectively addresses.

Public Realm Engagement
Neighborhood Context
Building Mass & Scale
Vehicle Oriented Design
Impacts on Neighbors

Why does it successfully address the problem statement?

Bike racks are good! Nothing else is good!

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.

Public Realm Engagement
Neighborhood Context
Building Mass & Scale
Vehicle Oriented Design
Impacts on Neighbors

Why does it successfully address the problem statement?

Confused design

(Please write or draw on the photo as well)

Check the problem statement elements this effectively addresses.

Public Realm Engagement
Neighborhood Context
Building Mass & Scale
Vehicle Oriented Design
Impacts on Neighbors

Why does it successfully address the problem statement?

Just entrance
No porch
Seating Area
Too large garage doors

(Please write or draw on the photo as well)
Check the problem statement elements this effectively addresses.
Public Realm Engagement
Neighborhood Context
Building Mass & Scale
Vehicle Oriented Design
Impacts on Neighbors

Why does it successfully address the problem statement?

*does not engage the street!*

(Please write or draw on the photo as well)

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Check the problem statement elements this effectively addresses.
Public Realm Engagement
Neighborhood Context
Building Mass & Scale
Vehicle Oriented Design
Impacts on Neighbors

Why does it successfully address the problem statement?

*It doesn't*  
*higher story outdoor space should be balcony/deck*  
*ground floor should be porch. (Please write or draw on the photo as well)*

*DOES NEITHER: CLUNKY ARCHITECTURE & POOR STREET CHARACTER*
3.0 TOOLS TO ADDRESS SLOT HOMES

A number of potential tools could be used to address the Problem Statement as described in Section 2.2. The Slot Home Evaluation and Text Amendment project will focus on zoning tools (also called zoning standards) that may be implemented through a text amendment to the Denver Zoning Code.

This section outlines a range of zoning tools/standards that could be used to address the Problem Statement. Most of the tools are currently used in some part of the Denver Zoning Code. Additional tools that are not currently used in any part of the Denver Zoning Code have been added to this section for consideration and evaluation by the task force. Many of the tools, however, do not currently apply to Denver Zoning Code building forms that are commonly used to develop slot homes, or could be calibrated to more directly address future slot home development. For example, the Denver Zoning Code currently applies a "Bulk Plane" standard as summarized on page 37 only to lower-scale building forms such as Urban House and Duplex, but a Bulk Plane standard could be considered for future application to Denver Zoning Code building forms used to build slot home development. Charts alongside most of the tools outlined in this section summarize current Denver Zoning Code application of the tool to slot home development, but do not provide recommendations regarding future use of the tool.

The tools outlined in this section are organized into "Building Design Tools" (the vertical component of development and redevelopment), "Site Design Tools" (the arrangement of buildings and spaces on a site) and "Vehicle Use Area Tools" (the arrangement and design of spaces used for vehicular movement and parking). The description of each tool includes a summary of potential advantages and disadvantages, as well as initial ideas on use of the tool to address the Problem Statement. These initial ideas are not specific recommendations. They are intended to provide a starting point for task force and community discussion.

Task force and community discussion will inform evaluation of the tools outlined in this section. The next phase of the Slot Home Evaluation and Text Amendment project will include recommendations for use, and calibration, of specific tools to address the Problem Statement. Note that specific zoning standards associated with each tool could vary by context, building form, use, lot size, etc. Additional tools that are not currently used in any part of the Denver Zoning Code may also be considered if the tools outlined in this section cannot suitably address the Problem Statement.
3.1 BUILDING DESIGN TOOLS

Building design tools address the vertical component of development and redevelopment, which includes the visual and functional character of individual buildings. The Denver Zoning Code (DZC) currently uses the building design tools summarized below, although some tools do not currently apply to slot home development.

**Transparency Standards**

Transparency Standards are intended to maximize the transparency through the use of windows at the street level to activate the street. Additionally, the use of doors and windows can be used to establish scale, variation, and patterns on building facades that provide visual interest and reflect the uses within the building.

Transparency must be applied within the Zone of Transparency which is located at the street level between 2 to 9 feet to count toward the standard.

Transparency standards relate to public realm engagement, neighborhood design, and building mass and scale components of the problem statement as described in Section 2.2 on page 28.

**Advantages of Transparency standards:**
- Transparency provides engagement to the public realm
- Ease of administration results in predictability
- Directly addresses the public realm portion of the problem statement

**Disadvantages of Transparency standards:**
- May be difficult to ensure that transparency meets the intent of street level activation when located on garages or stairwells

**Potential use of this tool to address the Problem Statement:**
- Could revisit current lower standard for residential only buildings
- Consider revisions to the Rule of Measurement (ROM) to allow for windows on residential uses to be elevated
- Connect transparency standards to active use requirements

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<thead>
<tr>
<th>Building Forms</th>
<th>Current DZC Standard</th>
<th>Transparency</th>
<th>Transparency Alternatives</th>
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</table>

R = Required Standard
A = Available Alternative
* = Required only in some neighborhood contexts
Transparency Alternatives

Transparency Alternatives are intended 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 or when otherwise not feasible. Alternatives can be applied singularly or in combination to meet the required transparency standard, however alternatives cannot be used to meet the entirety of the transparency standard. Permitted alternatives are:

- Display cases
- Automated Teller Machines (ATM)
- Wall Design
- Permanent Outdoor Eating/Serving Areas
- Permanent Art

Transparency alternatives can contribute to a portion or percent of the transparency requirement when placed within the Zone of Transparency.

Transparency alternatives relate to public realm engagement component of the problem statement as described in Section 2.2 on page 28.

Advantages of Transparency Alternatives:
- Provides flexibility for areas where windows are not possible with the building design

Disadvantages of Transparency Alternatives:
- Reduces predictability
- May not sufficiently activate the public realm

Potential revisions to standards for slot homes:
- Explore appropriateness of alternatives for residential only buildings
- Consider providing a different range of alternatives
Building Height

Building height maximum is measured in stories as well as feet. The intent of the building height maximum in stores is to provide a simple reference for visualizing building height and to provide a consistency of building sale to maintain the neighborhood context. In some districts, an additional Half Story is permitted to allow for additional floor area while minimizing additional bulk. Additionally, Mezzanines are intended to read as a part of the single story and extend into the space below. The rule of measurement for building height can enable for an additional story when on a sloping lot. What might be perceived as a garden level or basement, might not be considered a story if it meets the criteria. In addition to the maximum building height in stories, there is a maximum building height in feet with the intent to ensure a maximum vertical distance to ensure consistency of building scale within the district.

Building height standards relate to neighborhood design, building mass and scale, and impacts to neighbors components of the problem statement as described in Section 2.2 on page 28.

Advantages of Building Height in Stories and Feet
- Provide a consistent way of visualizing building scale
- Maintain a consistent sale and maximum height throughout the neighborhood

Disadvantages of Building Height in Stories and Feet
- The rule of measurement can result in buildings that appear to be more stories than identified in the zone district

Potential revisions to standards for slot homes:
- Could revisit height in feet to better align with exiting context and typical floor to floor heights
- Could consider appropriateness of allowing mezzanines in residential uses

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<thead>
<tr>
<th>Building Forms</th>
<th>Current DZC Standard</th>
<th>Building Height</th>
<th>Building Height Exceptions</th>
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</table>

R = Required Standard
A = Available Exceptions
Building Height Exceptions

Building height exceptions standards are intended to allow for building features to exceed the maximum height for utility purposes or building amenities.

Dependent upon the encroachment, certain architectural, site and service/utility elements may encroach into the setback as specified in the Denver Zoning Code Setback Design Standards Exceptions. Examples of allowable encroachments are unoccupied elevator pent houses, stair enclosures, eaves and elevator lobbies.

Building height exceptions vary by feature enabling for some exceptions greater allowances or requiring the feature to be set back from the building perimeter.

Building height exceptions relate to neighborhood design, building mass and scale, and impacts to neighbors components of the problem statement as described in Section 2.2 on page 28.

Advantages of Building Height Exceptions

• Provides flexibility
• Provides opportunity for additional amenities

Disadvantages of Building Height Exceptions:

• Some exceptions can cause for the building encroachment to appear as a story

Potential revisions to standards for slot homes:

• Explore appropriateness of exceptions, with specific attention to stair enclosures
Upper Story Setback/Stepback

Upper Story Setbacks and Stepback standards are intended to provide an appropriate height and massing transition to the adjacent protect district or when required on the primary street, to provide an appropriate pedestrian scale height and massing along the primary street.

Upper Story Setbacks are measured from the primary street zone lot line.

Upper story Stepback is measured from the building face and then extends horizontally.

Upper story setback/stepback standards relate to neighborhood design, building mass and scale, and impacts to neighbors components of the problem statement as described in Section 2.2 on page 28.

Advantages of Upper Story Setback standards:
- Provide appropriate height transition to adjacent properties
- Provide a pedestrian scaling element

Disadvantages of Upper Story Setback standards:
- Reduce flexibility
- Might not be consistent with the existing character of the street

Potential revisions to standards for slot homes:
- Could introduce a a setback standard to the primary street
**Bulk Plane**

Bulk Plane standards are intended to shape the building forms and reduce the effective massing to the adjoining properties. Bulk plans include a vertical height at the side zone lot line and then an angle that determines the slope of the plane.

Bulk plane standards relate to neighborhood design, building mass and scale, and impacts to neighbors components of the problem statement as described in Section 2.2 on page 28.

**Advantages of Bulk Plane standards:**
- Restricts the taller portions of the building to the interior portions of the lot
- Helps reduce the potential for taller walls immediately adjacent to the neighboring property
- Can be used to mitigate mass and scale while allowing for creative design solutions

**Disadvantages of Bulk Plane standards:**
- Might reduce flexibility
- May not be appropriate for the existing context

**Potential revisions to standards for slot homes:**
- Could create a new standard that is better calibrated to context and form
- Could create a bulk plane standard that is measured from the street
Pedestrian Access Standards

Pedestrian Access Standards are intended to give prominence to the pedestrian realm as a defining element of the neighborhood character. They should also provide convenient access to the building and create a visual hierarchy to aid in way-finding while creating interesting human-scaled facades.

Pedestrian access standards have different requirements based off of the building form standards. The different Pedestrian Access Standards are:

- **Entrance**: a door, recessed entrance, or corner entrance
- **Entry Feature**: door, gate, front porch, front stoop, front terrace, canopy, and/or arcade
- **Pedestrian Connection**: paved surface connecting through drive aisle or parking lot

Pedestrian access standards relate to the public realm engagement, neighborhood design, and building mass and scale components of the problem statement as described in Section 2.2 on page 28.

**Advantages of Pedestrian Access Requirements:**

- Entry features can further define the pedestrian realm and provide a hierarchy to the building facade

**Disadvantages of Pedestrian Access Requirements:**

- Entry features such as a front porch, canopy or stoop might be more compatible with some architectural styles than others

**Potential revisions to standards for slot homes:**

- Could increase the requirements to better promote activation of the public realm and establish human scale
- Could require pedestrian entries at the primary street to have entry features such as porches, canopies or stoops that can encroach into the setback
Pedestrian Access (entrance) Alternatives

Pedestrian Access (entrance) Alternatives are intended to provide a clear and obvious, publicly accessible route connecting the primary street to the primary uses within the building. The use of these alternatives are only allowed in when an Entrance is required.

- Courtyard or Plaza
- Covered Walkway

Pedestrian access alternatives relate to the public realm engagement, neighborhood design, and building mass and scale components of the problem statement as described in Section 2.2 on page 28.

**Advantages of Entrance Alternatives:**
- Provide flexibility
- The use of courtyards or plaza can increase the semi-private space

**Disadvantages of Entrance Alternatives:**
- Covered walkways might not provide the same level of public realm engagement

**Potential revisions to standards for slot homes:**
- Could create new alternatives
Street Level Active Use Standards

Street Level Active Uses are intended to promote activity on the street and sidewalk, enhance safety and encourage a vibrant urban environment.

Street Level Active Uses include all permitted uses within the zone district with the exception of mini-storage, wholesale trade or light storage, parking spaces or aisles. The standard must apply for a depth of 15-feet of the Street Level floor area.

Street level access standards relate to the public realm engagement, neighborhood design, and vehicle-oriented design components of the problem statement as described in Section 2.2 on page 28.

Advantages of Street Level Active Use Standards:
- Ensures that uses contribute to the public realm are at the street level

Disadvantages of Street Level Active Use Standards:
- Reduces flexibility, especially on small lots for parking layouts
- Permitted active uses may not contribute to activation of the public realm
- Non active areas such as stairwells and closets are considered building components independent of use and might not meet the intent
- Might not be the appropriate standard in some residential districts

Potential revisions to standards for slot homes:
- Could revisit the list of active uses to better promote the public realm
- Could revisit the dimensions required
- Could consider the range of building forms to which the requirements apply

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<th>Building Forms</th>
<th>Street Level Active Use Requirement</th>
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R = Required Standard
Articulation Standards

Articulation standards are a new tool that does not currently exist within the Denver Zoning Code. Articulation standards are intended to add texture and rhythm to the building façade in a way that promotes human scale and maintains the rhythm of the street face. Methods of articulation commonly include façade plane change, material change, vertical projections and window design.

Articulation standards relate to the neighborhood design and building mass and scale components of the problem statement. As described in Section 2.2 on page 28.

Advantages of Articulation Standards:
- Address the challenge of blank walls that do not relate to the context or human scale
- Can promote visually interesting buildings that relate to the human scale

Disadvantages of articulation Standards:
- Can often times force haphazard designs that do not relate to the building function

Potential revisions to standards for slot homes:
- Could consider the introduction of a standard to address blank walls
Units Oriented to the Street

Unit Orientation to the street is a new tool that currently does not exist in the Denver Zoning Code. The code currently requires a street facing entry, however the "side-facing" orientation of the building remains problematic.

Unit orientation to the street is intended to provide a clear and visually prominent orientation to the street in a way that is consistent with the character of the street. Unit orientation to the street would result in a row house appearance from the street.

Unit orientation standards relate to public realm engagement, neighborhood context, building mass and scale, vehicle neighborhood design and the impacts to neighbors components of the problem statement as described in Section 2.2 on page 28.

Advantages of Standards to Require Units Oriented to the Street:

• Reorients the most active portion of the building to the street in a way that contributes to the activation of the public realm
• Limits the ability for vehicular use areas to become a predominate site feature
• Promotes a row house-type street rhythm that is typical of traditional residential and storefront contexts.
• Reduces visibility of sideways-oriented units to the rear.
• Promotes a row house-type street rhythm through the building form that is typical of the street context.
• Eliminates the typical slot home characteristics such as blank walls, lack of street engagement, predominate vehicular drives

Disadvantages of Standards to Require Units Oriented to the Street:

• Limits flexibility of site configuration

Potential revisions to standards for slot homes:

• Consider requiring units located at the primary street to share a wall with at least one other street facing unit (rather than only with units to the rear)
Rooftop Deck Locations

Rooftop decks are intended to provide residents with private outdoor space. In some districts, the location of rooftop decks are limited with the purpose of protecting the privacy of adjacent rear yards in the low-scale residential neighborhoods.

Rooftop Deck Location standards relate to neighborhood design and the impacts to neighbors components of the problem statement as described in Section 2.2 on page 28.

Advantages of Rooftop Deck Location Standards:
- Can minimize the visual and privacy impacts to adjacent residential neighbors.

Disadvantages of Rooftop Deck Location Standards:
- Reduces flexibility and the opportunity to provide private outdoor space and amenities for residents.

Potential revisions to standards for slot homes:
- Could consider placing limitations on the location and/or size of rooftop decks.

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<th>Building Forms</th>
<th>Rooftop Decks</th>
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R = Required Standard
* = Varies by specific zone district
Garden Court Standards

Garden court standards are intended to promote a high quality common open space. Garden Court standards currently include dimensional standards, grade standards, accessibility standards and enclosure standards.

Garden Court Standards relate to the neighborhood design and building mass and scale components of the problem statement as described in Section 2.2 on page 28.

Advantages of Garden Court Standards:
  • Provides a shared amenity for residents
  • Provides a minimum area of open space
  • Provides an alternate building form

Disadvantages of Rooftop Deck Location Standards:
  • Current standards do not result in a form or garden court space that is consistent with the intent

Potential revisions to standards for slot homes:
  • Consider revisions to the dimensional standards to create an outcome that aligns with the intent

For proposed revisions to Landscaping standards to the Garden Court, please see Landscaping Standards on page 48.
3.2 SITE DESIGN TOOLS

Site design tools address the arrangement of buildings and spaces on a site, as well as the visual and functional character of those spaces and how they shape the public realm. The Denver Zoning Code currently uses the site design tools summarized below, although some tools do not currently apply to slot home development.

Build To Standards

Build-To standards are intended to provide a consistent street edge to enhance the character of the context, define street to promote pedestrian activity and provide consistent siting and pedestrian orientation to the street. Build-to standards require for a percentage of the building frontage to be located within the build-to range (depth) of the street.

Build-to standards relate to the public realm engagement and neighborhood design components of the problem statement as described in Section 2.2 on page 28.

Advantages of Build-to standards
- Provides a consistent street edge and siting for buildings

Disadvantages to Build-to Standards:
- Build-to range is not always consistent with the existing character of the neighborhood
- The build-to standard does not align with the Street Level Active Use Standard or Transparency Standards ensuring that the most activated portion of the building is at the street.

Potential revisions to existing standards for slot homes:
- Consider revisions to calibrate build to better respond to building use and neighborhood context

### Building Forms

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<thead>
<tr>
<th>Building Forms</th>
<th>Current DZC Standard</th>
<th>Build-to Alternatives</th>
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R = Required Standard  
A = Available Alternative  
N/A = Not applicable  
* = Required depending on zone district
Build To Alternatives

Build-To Alternatives are intended to define the public realm and enhance the visual quality of the street when it is not possible define the street edge with a building façade.

Alternatives can be applied singularly or in combination to meet the required build-to standard. All permitted alternatives are:

- Permanent outdoor seating
- Private Open Space
- Garden Wall
- Pergola
- Arcade
- Courtyard

Build-to alternatives relate to the public realm engagement and neighborhood design components of the problem statement as described in Section 2.2 on page 28.

**Advantages of Build to Alternatives**

- Provide flexibility, especially for larger sites where the building is not large enough to meet the standard

**Disadvantages to Build-to Alternatives:**

- Does not always achieve the intent to enhance the public realm with a defined street edge

**Potential revisions to existing standards for slot homes:**

- Explore appropriateness of alternatives for residential buildings
- Develop new alternatives
Setback Standards

Setbacks are the minimum distance in which a building be set back from the zone lot line. Setback standards are intended to site buildings consistent with the intended character and use buildings to create positive transition between districts and developments.

Primary Street Setback

Primary street setbacks relate to the public realm engagement, neighborhood design, and impacts to neighborhoods components of the problem statement as described in Section 2.2 on page 28.

Side Interior/Street Setback

Primary street setbacks relate to the neighborhood design, and impacts to neighborhoods components of the problem statement as described in Section 2.2 on page 28.

Rear Setback

Rear setbacks relate to the neighborhood design and impacts to neighborhoods components of the problem statement as described in Section 2.2 on page 28.

Advantages of Setbacks:
- Setbacks greater than 0-feet can maintain a continuous pattern of open space along the street and sidewalk
- Side and rear setbacks can protect privacy
- Provide space for landscaping and open space
- Provide the opportunity for entry features and other elements that support the transition from public to private space

Disadvantages of Setbacks:
- Setbacks do not always respond to the context or use

Potential revisions to standards for slot homes:
- Develop setback standards that are more responsive to context and use
- Consider requiring a minimum setback for residential-only projects
Setback Encroachments

Setback Encroachments are intended to allow minor architectural elements to encroach into a setback while maintaining an open and unobstructed minimum setback space. Dependent upon the encroachment, certain architectural, site and service/utility elements may encroach into the setback as specified in the Denver Zoning Code Design Standard Exceptions Section. Examples of allowable encroachments are porches, canopies, access ramps, gas and electric meters, and solar panels.

Primary street setbacks relate to the public realm engagement, neighborhood design, building mass and scale, and impacts to neighborhoods components of the problem statement as described in Section 2.2 on page 28.

Advantages of Setback Encroachments:
- Can provide an incentive to construct a porch or canopy to further define the pedestrian entry or create a transition of semi-private space
- Provide flexibility for placement of utility equipment that may be required by other agencies such as excel or the fire department

Disadvantages of Setback Encroachments:
- Enables for “less desirable” utility equipment to be placed at the front of the building in a way that can detract from the character of the public realm

Potential revisions to standards for slot homes:
- Explore appropriateness of alternatives
- Provide allowances for desired entry features such as porch, canopy or stoop
Block Sensitive Setbacks

Block Sensitive Setback standards are intended to maintain an established context or pattern by ensuring that the setback is sensitive to the existing block context. Block Sensitive Setbacks are applied when there are at least three residential structures on the same primary street frontage. Through the use of reference lots, a minimum setback is established which ensures that the development is not located any closer to the primary street than the closest front facade of the structure of the reference zone lot.

Block Sensitive Setbacks relate to the public realm engagement, neighborhood design, building mass and scale components of the problem statement as described in Section 2.2 on page 28.

Advantages to Block Sensitive Setbacks:
- Maintains the character established by the existing block context

Disadvantages to Block Sensitive Setbacks:
- Forces a build condition based off of an existing condition that may change over time as redevelopment occurs

Potential revisions to standards for slot homes:
- Develop setback standards that are more responsive to changing areas
Landscaping Standards

Landscaping standards are intended to provide an attractive landscaped edge and screening adjacent to the street right-of-way, promote the community appearance of the public realm, improve site permeability and mitigate visual impacts on surrounding properties. Landscaping standards apply to all developments in all zone districts with the exception of Single Unit (SU) and Two Unit (TU) zone districts. Landscaping standards currently require a minimum of 50% of the open areas within the required build-to range or setbacks be landscaped with live planting material.

Tree preservation is required for residential districts for trees located within the front or side setback in Single Unit (SU) and Two Unit (TU) zone districts.

Landscaping standards relate to the public realm engagement and neighborhood design components of the problem statement as described in Section 2.2 on page 28.

Advantages of Landscaping Standards:
- Provide an attractive edge to enhance the public realm
- Provides a shared amenity for the residents

Disadvantages of Landscaping Standards:
- Landscaping standards are only applied when there are open areas

Potential revisions to existing standards for slot homes:
- Consider revising standards to better align with the existing and future character
- Consider how landscaping standards within the ROW could be addressed
- Require landscaping standards for the garden court building from to better align with the building form intent

For Landscaping standards related to off-street parking standards see Section 3.3 Vehicular Parking.

![LANDSCAPING REQUIREMENT](image)
Zone Lot Standards

Zone Lot Size Minimum standards are intended to provide a minimum lot area required for development. This ensures that zone lots cannot be reduced to a size that is not compatible with the character of the district. The zone lot minimum the total area within the property zone lot lines excluding adjacent or abutting right-of-way.

Zone Lot Width Minimum standards are intended to maintain an established context of lot width. Often, zone lot with will be associated to a specific building form which is only available for use once the minimum standard has been met. Zone lot width is the distance between the zone lot lines intersecting the Primary Street zone lot line.

Zone Lot standards relate to the neighborhood design and building mass and scale components of the problem statement as described in Section 2.2 on page 28.

Advantages of Zone Lot Minimum:
- Maintains a rhythm of the street character
- Building forms and uses can be calibrated to the size of the zone lot (ie. An apartment building form could not be built on a 3,000 sf zone lot, where as a urban house or duplex could be built)

Disadvantages of Zone Lot Minimum:
- Might restrict lots for certain types of development

Potential revisions to standards for slot homes:
- Consider revisions to calibrate minimum standards to better respond to building form and neighborhood context

<table>
<thead>
<tr>
<th>Building Forms</th>
<th>Zone Lot Size (min)</th>
<th>Zone Lot Width (min)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Suburban House</td>
<td>R</td>
<td>R</td>
</tr>
<tr>
<td>Urban House</td>
<td>R</td>
<td>R</td>
</tr>
<tr>
<td>Duplex</td>
<td>R</td>
<td>R</td>
</tr>
<tr>
<td>Tandem House</td>
<td>R</td>
<td>R</td>
</tr>
<tr>
<td>Town House</td>
<td>R</td>
<td>R</td>
</tr>
<tr>
<td>Garden Court</td>
<td>R</td>
<td>R</td>
</tr>
<tr>
<td>Row House</td>
<td>R</td>
<td>R</td>
</tr>
<tr>
<td>Apartment</td>
<td>R</td>
<td>R</td>
</tr>
<tr>
<td>General</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shopfront</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

R = Required Standard
Building Coverage Standards

Building Coverage standards are intended to provide a minimum area of openness on a lot by limiting the amount of area that buildings may occupy. Building coverage provided as a maximum percentage of the zone lot that may be occupied by the building. The building coverage measurement includes: structure completely/partially enclosed, decks and exterior balconies.

Building coverage minimums relate to the neighborhood design and building mass and scale components of the problem statement as described in Section 2.2 on page 28.

Advantages of Building Coverage maximums:
- Ensures that a minimum amount of open space is provided
- Promotes openness between structures

Disadvantages of Building Coverage maximums:
- Reduces flexibility

Potential revisions to standards for slot homes:
- Could be required in some contexts or forms where in alignment with the character

Building Coverage Exemptions

Building Coverage Exemptions are provided to structures such as detached accessory dwelling units, detached garage, and front porches. The intent of these exemptions is to promote street activation and building flexibility.

### Building Forms

<table>
<thead>
<tr>
<th>Building Forms</th>
<th>Building Coverage (max)</th>
<th>Building Coverage Exemptions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Suburban House</td>
<td>R</td>
<td>A</td>
</tr>
<tr>
<td>Urban House</td>
<td>R</td>
<td>A</td>
</tr>
<tr>
<td>Duplex</td>
<td>R</td>
<td>A</td>
</tr>
<tr>
<td>Tandem House</td>
<td>R</td>
<td>A</td>
</tr>
<tr>
<td>Town House</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Garden Court</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Row House</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Apartment</td>
<td>R*</td>
<td></td>
</tr>
<tr>
<td>General</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shopfront</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

R = Required Standard
A = Available Alternative
Open Space Standards

Open Space standards are not currently a tool within the Denver Zoning Code. However it is a tool commonly used by other cities to ensure a minimum amount of usable open space for each development. Open Space standards are intended to provide a minimum area of usable space. Open Space standards would likely integrate landscaping standards.

Open Space standards relate to the neighborhood design and building mass and scale components of the problem statement as described in Section 2.2 on page 28.

Advantages of Zone Lot Minimum:
• Ensures that a minimum amount of usable open space is provided
• Promotes opportunities for social interaction with neighbors

Disadvantages of Zone Lot Minimum:
• Reduces the building footprint
• Can pose a long term maintenance challenge

Potential revisions to standards for slot homes:
• Consider introducing the standard in residential districts
Site Grading Standards

Site grading standards are intent to maintain the natural site contours to preserve neighborhood characteristics as viewed from the street and minimize potential adverse impacts of grade changes and retaining walls on adjacent properties. Site Grading standards currently limit the alternation of grade within one-foot of the existing grade within 10-feet of the primary street zone lot line. Additional exceptions to this standard are currently provided to ensure proper site drainage, landscaping and retaining walls, and barrier free access ramps as required by the ADA.

Site grading standards relate to the neighborhood design and building mass and scale components of the problem statement as described in Section 2.2 on page 28.

Advantages of Zone Lot Minimum:
- Maintains the existing character of the street
- Minimizes impacts to the adjacent properties

Disadvantages of Zone Lot Minimum:
- Poses a challenge to partially submerge vehicular parking

Potential revisions to standards for slot homes:
- Consider new exceptions to the grading standards
3.3 VEHICLE PARKING DESIGN

Vehicle Parking Standards and Design tools address the minimum requirements for vehicle parking. Parking design tools address the arrangement and design of spaces used for vehicular movement and parking.

Minimum Parking Standards & Exceptions

Minimum parking standards set a minimum number of off-street vehicle parking spaces based on the number of residential units or square footage of a specific use in a development. They are intended to balance vehicular parking needs with city-wide pedestrian and multi-modal transportation objectives. The Denver Zoning Code provides limited exceptions to minimum parking standards for small zone lots, historic structures, ground floor retail in mixed use projects, tree preservation and projects with affordable /senior housing, small units, bike/car share facilities or proximity to multi-modal transit.

Minimum parking standards relate to neighborhood design, and vehicle impacts components of the problem statement as described in Section 2.2 on page 28.

Advantages of Minimum Parking Standards
- Reduces potential parking impacts to existing residents and businesses
- Exceptions and alternatives can provide flexibility

Disadvantages of Minimum Parking Standards
- May promote façade designs with limited activation where parking is located behind street-facing facades
- Increases development costs and reduces housing affordability
- Does not consider site-specific on-street parking supply or demand

Potential use of this tool to address the Problem Statement:
- Could consider standards to encourage/discourage provision of on-site vehicular parking
Parking Location

Parking locations standards are intended to minimize the visual impacts of parking areas to the public realm and the adjacent properties while minimizing conflicts between pedestrians and vehicles.

Currently, parking location standards only apply to surface vehicular parking.

The Street Level Active Use requirement also impacts the location and amount of structured parking located within the front 15-feet of the building meeting the primary street build-to standard.

Parking location standards relate to the public realm engagement, neighborhood design, and vehicular parking components of the problem statement as described in Section 2.2 on page 28.

Advantages of parking location standards
• Ensures vehicular parking does not adversely impact the public realm

Disadvantages of parking location standards
• Might restrict some development configurations

Potential revisions to parking location standards
• Consider potential revisions on where parking is allowed on site
Vehicle Parking Layout, Access and Circulation

The following standards apply to all off-street parking areas except for single-unit and two-unit developments.

Parking layout standards include the parking space angles, parking aisle, garage door setbacks. These standards ensure that a minimum 5-foot back-out space is provided at the end of parking rows along with providing a 5-foot setback when the public alley is used to access the garage.

Vehicle access is commonly required from the alley, however access can be provided from the street when no alley is present. In General and Shopfront building forms, when there are three or more side-by-side dwelling units in one structure, alley access is required when present. For developments in higher intensity districts that do not have units side-by-side, vehicular access is determined at time of Site Development Plan Review.

Parking access and circulation standards provide the minimum width for internal drives to ensure access and egress from each parking space in a standard two-turn movement. The minimum width for two-way traffic is 20-feet and 23-feet required for 90-degree parking spaces.

Parking layout, access and circulation standards relate to the public realm engagement, neighborhood design, and vehicular parking components of the problem statement as described in Section 2.2 on page 28.

Advantages of Parking Layout, Access and Circulation
- Ensures adequate accessibility and safety for parking areas
- Ensures vehicular parking does not adversely impact the public realm

Disadvantages of Parking Layout, Access and Circulation
- Might discourage better designs that diminish parking impacts to the public realm

Potential revisions to parking Layout, Access and Circulation
- Consider revisions to minimum dimensions to better align with existing context and minimize impacts
- Consider applying a vehicular use setback at the primary street
- Consider reducing the drive way and drive aisle width
Perimeter Surface Parking Lot Landscaping Standards

Parking screening and landscaping standards are intended to minimize the visual impacts of parking areas to the public realm and the adjacent properties. Perimeter planting strips, trees and garden walls can be required within the zone lot between any surface parking lot and the street. Standards for these vary by context and/or district.

Parking landscaping standards relate to the public realm engagement, neighborhood design, and vehicular parking components of the problem statement as described in Section 2.2 on page 28.

Advantages of parking lot landscaping standards
- Provides visual relief from vehicular use areas

Disadvantages of parking lot landscaping standards
- Minimum landscaping requirements may not sufficiently address the vehicular impacts to the public realm

Potential revisions to parking lot landscaping standards
- Consider increasing landscape standards for parking areas
4.0 SLOT HOME STRATEGY OPTIONS

Based on an evaluation of the potential tools summarized in Section 3, Slot Home Task Force Discussion and community comments, City staff have developed a range of potential strategy options for task force consideration. Each strategy option includes a package of specific zoning tools to promote design outcomes that address one or more elements of the "Problem Statement" on page 28. City staff have determined that one specific strategy option (the 'staff-preferred' option) best addresses the "Problem Statement" and should provide the primary basis for further discussion, including consideration of additional zoning tools.

This section illustrates design outcomes that result from application of existing zoning tools (development that is possible today) and presents a range of potential strategy options that could produce different design outcomes in the future. The strategy options vary depending on application to mixed-use (RX, MX, MS) or residential (TH, RH, MU) zone districts. Note that current draft of this section does not include strategy options for residential zone districts, which will be evaluated separately and included in a future draft. The staff-preferred strategy option is labeled with a green check mark.

The strategy options described in this section are intended to apply to side-by-side attached residential units (such as slot homes) rather than multi-unit configurations accessed by interior hallways (such as typical apartments or condominiums). Additional discussion will be necessary to determine whether a portions of a strategy option should also apply to a typical multi-unit configuration.
4.1 STRATEGY OPTIONS FOR MIXED-USE (RX, MX, MS) ZONE DISTRICTS

Mixed-use districts include Residential Mixed Use (RX), Mixed Use (MX) and Main Street (MS) zone districts. They are intended to enhance the convenience, ease and enjoyment of transit, walking, shopping and public gathering within and around the city’s neighborhoods. Buildings are pulled up to the street with parking tucked behind to promote an active street frontage. This is particularly true for Main Street (MS) zone districts where relatively strict build-to and active use requirements seek to enhance the pedestrian-oriented character of vibrant streets and corridors.

Slot homes in mixed-use districts have sometimes been built adjacent to low-scale homes or other residential buildings that have not yet redeveloped into allowed larger multi-unit or mixed-use structures. In other cases, slot homes have been built adjacent to commercial storefronts, particularly in Main Street (MS) districts. As summarized in “Slot Homes in Denver - What Has Been Built?” on page 18, slot homes are most often located in the U-MX-3 (Urban Neighborhood Context, Mixed Use, 3-Story) mixed-use zone district.

The strategy options summarized in this section could apply in the following zone districts:* 

- Suburban Neighborhood Context (S-)
  - S-MX-2, -2X, -2A, -3, -3A, -5
- Urban Edge Neighborhood Context (E-)
  - E-MX-2, -2X, -2A, -3, -3A
- Urban Neighborhood Context (U-)
  - U-MX-2, -2X, -3
- General Urban Neighborhood Context (G-)
  - G-MX-3)
  - G-RX-3, -5
  - G-MS-3, -5
- Urban Center Neighborhood Context (C-)
  - C-MX-3, -5
  - C-RX-5
  - C-MS-5
- Industrial Neighborhood Context (I-)
  - I-MX-3, -5

*Note that specific application and numerical standards may vary by neighborhood context or zone district as described in “Calibration of Numerical Standards” at left.
Existing Design Outcome in Mixed-Use Districts

Existing zoning regulations allow for many of the typical sideways-facing slot home configurations summarized in "Slot Homes in Denver" on pages 2-3. As a result of this orientation, slot homes typically do not engage the street or sidewalk with street level residential activities, porches or clearly-defined pedestrian entrances. Often, the siting and setbacks do not reflect or respond to the exiting character of the street, block or neighborhood. Additionally, the allowable building height in feet may enable mass and scale that does not provide human scale or relate to the adjacent buildings. Existing design outcomes commonly integrate a visible driveway that can become a predominant site characteristic.

The model below illustrates a design outcome allowed by existing Denver Zoning Code regulations for mixed-use districts, including allowances for build-to and transparency alternatives.

<table>
<thead>
<tr>
<th>Model Summary</th>
</tr>
</thead>
<tbody>
<tr>
<td>Number of Units:</td>
</tr>
<tr>
<td>Vehicle Spaces:</td>
</tr>
<tr>
<td>Total GFA:</td>
</tr>
<tr>
<td>Lot Coverage:</td>
</tr>
</tbody>
</table>
**Mixed-Use Strategy Option A**

Strategy Option A includes the application of the following zoning tools:
- Minimum primary street setback
- Required entry feature for street-facing pedestrian entry
- Decreased maximum building height in feet

This option uses three primary tools to address the Problem Statement. A minimum Primary Street setback helps create a positive transition between the street and residential uses in the building, while also making space for a required entry feature, such as a porch, canopy or stoop. The setback and entry feature combine to promote street level engagement, interaction with neighbors and ownership of the public realm. Decreasing the maximum building height in feet promotes mass and scale compatibility and addresses potential negative visual and solar impacts to neighbors.

The model below illustrates a design outcome allowed by existing regulations for mixed-use districts (based on the U-MX-3 district) with the addition of the zoning tools described above. Regulations sometimes vary in other (particularly MS-) zone districts. The model does not illustrate use of build-to or transparency alternatives.

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**PROBLEM STATEMENT REVIEW**

The following is an initial staff review of strategy option A’s effectiveness at addressing the Problem Statement.

<table>
<thead>
<tr>
<th>Public Realm Engagement</th>
<th>Worse</th>
<th>Neutral</th>
<th>Better</th>
</tr>
</thead>
<tbody>
<tr>
<td>Neighborhood Context</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Building Mass &amp; Scale</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Vehicle Oriented Design</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Impacts to Neighbors</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

---

**Model Summary**

- Number of Units: 5
- Vehicle Spaces: 10
- Total GFA: 9,468 sf
- Lot Coverage: 54%
**PROBLEM STATEMENT REVIEW**

The following is an initial staff review of strategy option A's effectiveness at addressing the Problem Statement.

**Public Realm Engagement**
- Worse
- Neutral
- Better

**Neighborhood Context**
- Worse
- Neutral
- Better

**Building Mass & Scale**
- Worse
- Neutral
- Better

**Vehicle Oriented Design**
- Worse
- Neutral
- Better

**Impacts to Neighbors**
- Worse
- Neutral
- Better

---

**Mixed-Use Strategy Option B**

Strategy Option B includes the application of the following zoning tools:
- Minimum primary street setback
- Required entry feature for street-facing pedestrian entry
- Decreased maximum building height in feet
- Increased minimum build-to percentages
- Increased active use requirement as a percentage of build-to*

This option builds on Strategy Option A with two additional tools to further promote street level engagement and address impacts related to vehicle-oriented design. Increasing the minimum build-to percentage, while also increasing the percentage of the build to that must be occupied by Street Level Active Uses promotes a more consistent street edge that also minimizes the visibility of vehicle use areas (note that this benefit may only occur on lots wider than the 50' wide lot illustrated below).

The model below illustrates a design outcome allowed by existing regulations for mixed-use districts (based on the U-MX-3 district) with the addition of the zoning tools described above. Regulations sometimes vary in other (particularly MS-) zone districts. The model does not illustrate use of build-to or transparency alternatives.

*Increased active use requirements would not apply to Main Street (MS-) zone districts, where active uses are currently required for 100% of build-to.

---

**Model Summary**

- **Number of Units:** 5
- **Vehicle Spaces:** 10
- **Total GFA:** 9,924 sf
- **Lot Coverage:** 57%
Mixed-Use Strategy Option C (Staff Recommended Option)

Strategy Option C includes the application of the following zoning tools:

- Minimum primary street setback
- Required entry feature for street-facing pedestrian entry
- Decreased maximum building height in feet
- Requirement for units oriented to the street

This option builds on Strategy Option A with the addition of a tool to require street-oriented (rather than sideways-facing) units at the primary street frontage to further promote street level engagement and encourage site configurations that limit the visibility of vehicle use areas. Requiring units located at the primary street to share a wall with at least one other street-facing unit (rather than only with units to the rear) promotes a row house-type street rhythm that is typical of traditional residential and storefront contexts and reduces visibility of sideways-oriented units to the rear (note that this benefit may only occur on lots wider than the 50’ wide lot illustrated below).

Based on an initial evaluation, staff have determined that this strategy option best addresses the Problem Statement. Additional staff and task force evaluation will be necessary to confirm this option and determine whether additional tools are necessary to fully address the Problem Statement.

The model below illustrates a design outcome allowed by existing regulations for mixed-use districts (based on the U-MX-3 district) with the addition of the zoning tools described above. Regulations sometimes vary in other (particularly MS-) zone districts. The model does not illustrate use of build-to or transparency alternatives.
**Mixed-Use Strategy Option D**

Strategy Option D includes the application of the following zoning tools:

- Minimum primary street setback
- Required entry feature for street-facing pedestrian entry
- Decreased maximum building height in feet
- Prohibition on side-facing entries/doors

This option builds on Strategy Option A with the addition of a tool to prohibit any side-facing entries and doors across the full lot depth to further promote street level engagement and address potential impacts on neighboring properties. While this option directly addresses the Problem Statement, it also limits flexibility and could significantly reduce the number of separate fee-simple housing units that could be placed on most lots.

The model below illustrates a design outcome allowed by existing regulations for mixed-use districts (based on the U-MX-3 district) with the addition of the zoning tools described above. Regulations sometimes vary in other (particularly MS-) zone districts. The model does not illustrate use of build-to or transparency alternatives.
4.2 STRATEGY OPTIONS FOR RESIDENTIAL (TH, RH, MU) ZONE DISTRICTS (PLACEHOLDER)

Future drafts of this report will include a section evaluating strategy options for Town House (TH), Row House (RH) and Multi Unit (MU) zone districts to support continued staff and task force evaluation.

4.3 NEXT STEPS

The Slot Home Task Force will evaluate the strategy options against the Problem Statement to confirm the recommended strategy for Mixed Use and Main Street zone districts. Following this evaluation, the task force will consider strategy options for residential (TH, RH, MU) districts. The recommended strategies will then be presented to the community through a public workshop prior to drafting of a final Strategy Report.