TOWN OF DILLON PLANNING AND ZONING COMMISSION



REGULAR MEETING Wednesday, March 1, 2017 5:30 p.m. Dillon Town Hall 275 Lake Dillon Dr.

AGENDA

- 1. Call to Order
- 2. Approval of the minutes of the February 1, 2017 regular meeting.
- **3. Public Comments:** Open comment period for planning and zoning topics not on tonight's agenda.
- **4. Discussion Item:** Town of Dillon Design Guidelines under development by Roth Sheppard Architects
- 5. Other Business
- 6. Adjournment

TOWN OF DILLON PLANNING AND ZONING COMMISSION

REGULAR MEETING WEDNESDAY, February 1, 2017 5:30 p.m. Town Hall

CALL TO ORDER

The regular meeting of the Planning and Zoning Commission of the Town of Dillon, Colorado, was held on Wednesday, February 1, 2017, at Dillon Town Hall. Chairman Nathan Nosari called the meeting to order at 5:32 p.m. Commissioners present were: Amy Gaddis, Jerry Peterson, Charlotte Jacobsen and Teresa England. Staff members present were Dan Burroughs, Town Engineer; Ned West, Engineering Inspector/Town Planner; Tom Breslin, Town Manager; and Corrie Woloshan, Recording Secretary.

APPROVAL OF THE MINUTES OF DECEMBER 7, 2016 REGULAR MEETING

Commissioner Teresa England moved to approve the minutes from the December 7, 2016 regular meeting with attachment of staff summary to meeting minutes. Commissioner Jerry Peterson seconded the motion, which passed unanimously.

PUBLIC COMMENTS

There were no public comments.

CONSIDERATION OF RESOLUTION NO. PZ 01-17, SERIES OF 2017; A RESOLUTION BY THE PLANNING AND ZONING COMMISSION OF THE TOWN OF DILLON, COLORADO, RECOMMENDING THE ADOPTION OF A COMPREHENSIVE PLAN FOR THE TOWN OF DILLON.

SUMMARY: The Comprehensive Plan is a long-range, evolving document that guides the Town in achieving the vision and goals of the community by establishing a framework for developing regulatory tools and advising decision making for the future of the Town of Dillon. Under the stewardship of the Planning and Zoning Commission, this dynamic document strives to promote the community's values, goals, and vision for the Town. The Comprehensive Plan is not a regulatory document, but provides the background for advised decision making for establishing policies, for the delivery of services, for providing orderly growth and development criteria, embodies both current and long-term needs, and provides for a balance between the natural and built environment.

Updates to the Town of Dillon Comprehensive Plan are typically performed every three years, thus ensuring the document's relevancy in an ever changing world. The previous update was adopted in 2015. The 2017 updates reflect the community's desire to increase the number and mix of residential uses in the Town with a focused effort on providing high quality housing for year round residents and the workforce of the community. The updates include a revision to the land use map to correct errors on the previous map thus more accurately depicting the appropriate land use designations. The update also includes current data such as sales tax collections.

The update includes some changes in text where the existing form was somewhat confusing or written in an awkward manner. The changes in these instances were done to improve the readability of the document and message being conveyed. Time references to previous studies or developments were update to reflect

the passage of time. A reference to a "recent" study might have been revised with the actual date of the culminating report of the study.

Minor changes to Section 2 "Background and Setting", Subsection III "Existing Land Use Patterns" were performed to improve readability, to update references, to present certain land areas as having potential for workforce housing, and to acknowledge improvements in Open Space and Public Land discussions.

In Section 3 "Economic Overview", a new table presenting updated sales tax information.

In Section 4 "Natural & Manmade Environment", amendments were made to reference the Architectural Guidelines under development.

Section 6 "Land Use Element" was amended to reference the Community Housing Forum held in October of 2016 wherein the community focus was on higher density residential uses, with a mix of housing options for the community's workforce and full time residents. There was strong support for planning for higher density residential in portions of the Mixed Use and Urban Reserve zoning districts. Amendments also were done to the High Priority Uses table which focuses on the suggested community priorities for the community for the next three (3) to five (5) years. Such references to higher residential densities, a change from a stage theater facility to improvements to the amphitheater, and continued progress on the Town Park improvements were highlighted as high priority uses.

Some portions of Section 6 were reformatted and expanded to clarify the community's desire for increasing residential densities in the long range planning for the Urban Reserve areas, as well as establishing criteria for reviewing residential projects in the Mixed Use zoning district. The potential for residential uses in the Core Area zone are also more explicitly presented. Amendments to the open space requirements in the Mixed Use (MU) zone were also made.

A new land Use Map was inserted on sheet 6-10 to reflect the appropriate land uses. The old map indicated areas as being commercial, even though they were residentially dominated, though in the Mixed Use zoning district. The new map helps to clarify the difference between land use and the zoning designation of parcels.

Section 7 "Circulation" only had one typographical amendment.

Section 8 "Community Facilities and Utilities" was amended to provide an update on the Old Dillon Town Hall, and to update the EQR table under the "Build Out Projects", to reflect a minor change in the current demand for EQR's (increased by 9 due to new projects).

STAFF RECOMMENDATION: Staff recommends the adoption of the 2017 Comprehensive Plan as attached.

PUBLIC HEARING:

A **Public Hearing** is required for this resolution.

Chairman Nathan Nosari opened the public hearing at 5:40 p.m.

No public comments.

Chairman Nathan Nosari closed the public hearing at 5:51 p.m.

Commissioner Teresa England: If I understand it correctly, if we had residential in the Core District there would be no setback requirements, no open space requirements, it's basically like a big box. Unlike in the high residential zoning which does require setbacks, open space, patio, yards, something adjacent to their land. Ned West, Town Planner: A pure residential project in the Core Area would be through a PUD. So all of that would be negotiated. Through a PUD process the Town Council can negotiate with a developer.

Commissioner Jerry Peterson: What are we doing for parking? Ned West, Town Planner: That's the big challenge for a developer, that's when look at going underground potentially. Dan Burroughs, Town Engineer: They'll have to do underground parking or pay parking.

Commissioner Teresa England moved to approve Resolution NO. PZ 01-17 Series of 2017. Commissioner Charlotte Jacobsen seconded the motion, which passed unanimously upon roll call vote.

CONSIDERATION OF RESOLUTION NO. PZ 02-17, SERIES OF 2017; A RESOLUTION OF THE PLANNING AND ZONING COMMISSION OF THE TOWN OF DILLON, COLORADO TO RECOMMEND THE AMENDMENT OF CHAPTER 16, "ZONING," ARTICLE I, "GENERAL PROVISIONS," SECTION 16-1-50 "DEFINITIONS," AND ARTICLE III, "ZONING DISTRICTS," SECTION 16-3-140, "RESIDENTIAL HIGH DENSITY (RH) ZONE," SECTION 16-3-150, "CORE AREA RETAIL (CA) ZONE," SECTION 16-3-170, "MIXED USE (MU) ZONE," AND ARTICLE V, "PLANNED UNIT DEVELOPMENT," SECTION 16-5-120, "PUD DEVELOPMENT STANDARDS," OF THE DILLON MUNICIPAL CODE OF THE TOWN OF DILLON, COLORADO; AMENDING THE USES ALLOWED IN THE ZONING DISTRICTS; AND, SETTING FORTH DETAILS IN RELATION THERETO.

SUMMARY: Town Staff proposes changes to zoning district code language found in Chapter 16 "Zoning" of the Dillon Municipal Code (Code). The changes relate primarily to residential uses, but also deal with changes in the permitted uses and conditional uses. The changes made within the Mixed Use (MU) section essentially concede retail dominance to residential, so long as workforce housing is a component of a proposed project.

Residential High (RH)

It is proposed that Chapter 16, "Zoning," Article III, "Zoning Districts," Section 16-3-140 "Residential High Density (RH) Zone," of the Dillon Municipal Code of the Town of Dillon, Colorado, be amended to remove and replace sub-section (1) to read as follows:

(1) Purpose. The purpose of this zone is to provide areas suitable and desirable for multi-family dwellings with provisions for associated public service uses, in close proximity to the core area or lake. Residential developments between fifteen (15) and sixty-five (65) dwelling units per acre gross density are encouraged in this district. This district includes existing condominiums areas and other areas suitable for intensive residential uses. Related uses which serve the major residential use would be allowed subject to special review. This district is intended to encourage high quality intensive residential uses for both visitors and permanent residents. Developments should be designed to complement the surrounding areas and blend into the architectural character of the community.

The subsection is amended to change the upper density value of twenty-five (25) dwelling units per acre, to sixty-five (65) dwelling units per acre.

Core Are (CA)

It is proposed that Chapter 16, "Zoning," Article III, "Zoning Districts," Section 16-3-150 "Core Area Retail (CA) Zone," of the Dillon Municipal Code of the Town of Dillon, Colorado, be removed in its entirety and replaced.

Changes included with the proposed amendment:

- 1. Remove "Retail" from the Section title to read, "Core Area (CA) zone. The zone contains considerable mixed-use type commercial and residential developments, such developments are desirable in the district for vibrancy, and retail uses are among the many other uses permitted and desired in the zone.
- 2. Include reference to mixed-use residential use in Subsection 1 "Purpose", "with mixed-use upper level residential uses permitted."
- 3. Changes to the format and wording of the permitted uses, removal of some permitted uses, and moving some uses from permitted use to conditional use.
 - a. Funeral homes are removed entirely from the CA zone.
 - b. Clubs, lodges, fraternal organizations are moved to conditional use.
 - c. Schools, colleges, trade schools and business schools are moved to conditional use.
 - d. Gymnasiums, churches, and accessory uses to any permitted use in the CA zone, including but not limited to decks, patios, outdoor seating, outdoor food and beverage service, outdoor entertainment, temporary structures and playgrounds, are moved to conditional use.

Mixed Use (MU)

It is proposed that Chapter 16, "Zoning," Article III, "Zoning Districts," Section 16-3-70 "Mixed Use (MU) Zone," of the Dillon Municipal Code of the Town of Dillon, Colorado, be removed in its entirety and replaced.

Changes included with the proposed amendment:

- 1. Removal of "limited" from the description of residential in the "Purpose" section of Section 16-3-70
- 2. Removal of, "with the exception that single-use residential developments or buildings are not appropriate because of potential for conflicts between uses and the potential of eroding the Town's valuable commercial base."
- 3. Changes to subsection (5) to reflect changes in residential criteria:
 - a. Requires that any residential use in the Mixed Use zone be reviewed through a Level IV Development Permit process to ensure that both the Planning and Zoning Commission and the Town Council hold public hearings on any such proposed project. In order to provide adequate language in the Code for this requirement, Town staff requests that the Commission amend this Resolution to add a new Section 2 to the Resolution, re-number the subsequent Sections, and so amend the Resolution title. The new Section 2 of the Resolution should read:

Section 2. That Chapter 16, "Zoning," Article I, "General Provisions," Section 16-1-50 "Definitions," of the Dillon Municipal Code of the Town of Dillon, Colorado, be amended to remove and replace the definition of "Level IV development" to read as follows:

Level IV development means any development which includes any of the following:

- a. Rezoning.
- b. PUD.
- c. Major PUD amendment.

- d. Town right-of-way or easement vacation.
- e. Class S-1, S-2 and S-3 Subdivisions.
- f. Major modification to a level IV Development Permit.
- g. Residential use in the Mixed Use zoning district.

This reflects the addition of a new subsection "g." relating to residential uses in the Mixed Use zone. Also, the title should be amended to include the change to the definition of *Level IV development* in Section 16-1-50 to read as follows:

A RESOLUTION OF THE PLANNING AND ZONING COMMISSION OF THE TOWN OF DILLON, COLORADO TO RECOMMEND THE AMENDMENT OF CHAPTER 16, "ZONING," ARTICLE I, "GENERAL PROVISIONS," SECTION 16-1-50 "DEFINITIONS," AND ARTICLE III, "ZONING DISTRICTS," SECTION 16-3-140, "RESIDENTIAL HIGH DENSITY (RH) ZONE," SECTION 16-3-150, "CORE AREA RETAIL (CA) ZONE," SECTION 16-3-170, "MIXED USE (MU) ZONE," AND ARTICLE V, DEVELOPMENT," "PLANNED UNIT SECTION 16-5-120. DEVELOPMENT STANDARDS," OF THE DILLON MUNICIPAL CODE OF THE TOWN OF DILLON, COLORADO; AMENDING THE USES ALLOWED IN THE ZONING DISTRICTS; AND, SETTING FORTH DETAILS IN RELATION THERETO.

- b. The maximum of forty percent (40%) residential is changed to eighty percent (80%) residential. During the community housing forum held in October of 2016, the community was in overwhelming support of increasing the residential densities in the community. Also, there was a dominant theme of lending difficulties for projects with greater than twenty-five (25%) commercial.
- c. Remove the restriction on residential uses, limiting them to areas above the first floor. A building with as little as twenty percent (20%) commercial could have residential uses on the first floor in a horizontally mixed-use designed building.
- d. The requirement for private outdoor open space being provided for residential uses is amended to allow common open space be provided as part of or all of the residential open space for a project. Open space cannot be provided in the required yards, snow storage areas, or parking lots. The required square foot areas of open space per residential unit is reduced as well.
- e. The Floor Area Ratio (FAR) table for determining lot density is removed. The zone contains setbacks through the required yards, and a maximum lot coverage criteria of forty percent (40%), and no other zone district contains FAR criteria.
- f. Establishes criteria for mixed use and stand-alone residential projects in Mixed Use zoned parcels through the PUD process if they are focused on providing housing for year round residents and meet the following multi-family residential standards:
 - 1. Residential uses in the Mixed Use zone shall be reviewed through the Level IV Development Permit process as set forth in this Code.
 - 2. Multi-family residential uses are only allowed as a permitted use if developed in conjunction with a retail store, entertainment use, medical or dental clinic, restaurant or office use, or similar use. The multi-family residential use shall not exceed eighty percent (80%) of the total gross square footage of any one (1) lot at any one (1) time.

- 3. A project developed through the PUD process with one-hundred percent (100%) residential use may be considered provided that the development standards further the objectives of the PUD, is supported by the Comprehensive Plan; and is designed to complement the surrounding areas, blend into the architectural character of the community, and meet the criteria set forth in Article V of this Chapter and the multifamily residential standards of this Section.
- 4. Parking for the multifamily residential uses shall be distinct from any other parking on-site, shall be in a separate area (separate from the retail/office/etc. parking) whenever possible and shall be signed for the exclusive use of the residents.
- 5. The multi-family residential uses are provided with private yards or common outdoor open space. This standard may be met by providing an area either on-grade, or through the use of decks and/or balconies.
- 6. The commercial component of a project should occupy a primary commercial street frontage.
- 7. The project provides pedestrian and vehicle connectivity between the residential and commercial uses of the project and surrounding areas.
- 8. The relationships of scale and connectivity with the community and the surrounding developments are appropriately addressed in the design of the project.
- 9. The project addresses year-round workforce housing as a priority, incorporates it into the project, and the developer executes agreements with the Town preserving the workforce housing component of the project in perpetuity.

Planned Unit Development (PUD)

It is proposed that Chapter 16, "Zoning," Article V, "Planned Unit Development," Section 16-5-110 "PUD requirements," of the Dillon Municipal Code of the Town of Dillon, Colorado, be amended to add a new sub-section (c) to read as follows:

(c) A PUD with one-hundred percent (100%) residential use in the Mixed-use (MU) zone may be considered provided that the development standards further the objectives of the PUD, are supported by the Comprehensive Plan, and are designed to complement the surrounding areas, blend into the architectural character of the community, and meet the criteria set forth in Section 16-3-170 "Mixed Use" of this Code.

STAFF RECOMMENDATION: Town staff believes it is in the best interest of the Town to adopt these Chapter 16 amendments in an effort to support the high demand for a mix of housing, especially for full time residents, in the County.

Staff recommends approval of Resolution PZ 02-17, Series of 2017.

PUBLIC HEARING:

A **Public Hearing** is required for this resolution.

Chairman Nathan Nosari opened the public hearing at 5:54 p.m.

Commissioner Charlotte Jacobsen, what sort of layout would that be, condos? Ned West, Town Planner: Residential High zoning district is what we termed the condo belt around the lake. That's what we would envision, potentially that someone might redevelop one of those properties which such density. We do have

some existing that are approaching 50 units per. There is a trend to have smaller housing, so there is potential for someone to come in with more compact units. Chairman Nathan Nosari: Which one is approaching 50? Ned West, Town Planner: It's on E Labonte, Upper Yacht Club, across from the tennis courts.

Ned West, Town Planner presented table of condominium and townhome densities.

Commissioner Teresa England: Is there a height limitation involved in this? Dan Burroughs, Town Engineer: It's Residential High which is 35 feet. Marina Place is taller than that, and Point Place is taller than that. Commissioner Teresa England: They'd have to seek a variance today to go above 35 feet? Dan Burroughs, Town Engineer: At this point. Or they could do a PUD. Commissioner Teresa England: How does that relate to the minimum sight 20% slope? Dan Burroughs, Town Engineer: With a retaining wall you can make a lot of things happen. That's a carryover from other Towns where they try to keep the steeper areas undeveloped. But we've already subdivided there's not a lot to be developed.

Commissioner Teresa England: Is there a height restriction. Dan Burroughs, Town Engineer: That kind of criteria might not work for us. You might have someone that could develop something really nice. Commissioner Teresa England: Feel like there should be some minimum for unit size. Dan Burroughs, Town Engineer What we're trying to do is remove a lot of obstacles in the code now. Commissioner Amy Gaddis: I don't think a developer would do something that's not marketable. Commissioner Teresa England: Sometimes it's not marketable. I'm not sure I could determine what the future holds either.

Commissioner Teresa England: Page 6, we have a minimum lot size. Do you really want to keep that in there too? Dan Burroughs, Town Engineer: They always want a minimum when subdividing a lot. Whether or not this is the answer I'm not really prepared to say if that's a good thing or a bad thing right now.

Commissioner Amy Gaddis: On Page 5 where we deleted the exception that single use residential development. Single use vs multi. So single use residential development, what does that mean? Dan Burroughs, Town Engineer: That's 100% residential. On a lot, there wouldn't be any kind of commercial. There would be a chance to review the idea and make sure it makes sense. Commissioner Amy Gaddis: I always hear mixed use, so single use was confusing to me.

Commissioner Amy Gaddis: Item C, so are we ok with a building that has 100% residential on the 1st floor? Ned West, Town Planner: Through the PUD process there's a way to do that. Commissioner Amy Gaddis: And are we ok with that? Dan Burroughs, Town Engineer: That's our directive from Council. Council wants to create a mechanism where they can have a shot at it. Right now you can't do it at all and they'd at least like a shot. You'll get a chance to review a case. We just want to open a door to allow that discussion. Right now we say there's no discussion, it's not allowed. That's all we're trying to do is create opportunity.

Commissioner Charlotte Jacobsen: Workforce housing is really like subsidized housing? The Town doesn't define it. If the proposed project meets the needs of the community. If there's a rental property that's only rented to people that work in the county, and only work 30 hours a week. There are criteria that can be established. Commissioner Teresa England: It would be created on a case by case, project by project basis. Ned West, Town Planner: Potentially. Currently we have no direction from Council to that. Dan Burroughs, Town Engineer: Next Tuesday we're going to discuss that issue at Town Council. Hopefully we'll get some clarity on it. Right now we don't know what to tell anybody. Staff needs direction on how much workforce housing they want, they'll have to work on what minimums they want. Commissioner Teresa England: You may have to do deed restrictions. Dan Burroughs, Town Engineer: Council said they wanted it, but now they'll have to work on their minimum. Ned West, Town Planner: It doesn't necessarily need to be subsidized. The advantage is to the community. Then we aren't getting people from Denver that are renting here. There is such a high demand. Dan Burroughs, Town Engineer: A lot of properties people aren't willing

to rent because they're putting them on VRBO. If you restrict it to our workforce, if the landlord could only rent it to someone locally that would help. Commissioner Teresa England: You'll have to figure out how to enforce that too, the landlord following through and actually renting to a resident as opposed to a non-resident. Chairman Nathan Nosari: In my condo complex, which I sit on the Board, in our declarations we have the right to request the lease. Commissioner Amy Gaddis: But how do you say they work here? Ned West, Town Planner: The Housing Authority has ways to determine that. Commissioner Jerry Peterson: When you go to sell it and its deed restricted you're up the creek, all you can do is walk away. Dan Burroughs, Town Engineer: Our intent is to have this workforce housing conversation with Council but we would use Summit County Housing Authority. Ned West: Town Planner: The Town still desires some 2nd home owners. But there's a strong desire for that workforce housing.

Chairman Nathan Nosari closed the public hearing at 6:32 p.m.

Chairman Nathan Nosari moved to delete sub section 5 (starting at 16-3-140) and approve Resolution NO. PZ 02-17 Series of 2017. Commissioner Amy Gaddis seconded the motion, which passed unanimously upon roll call vote.

CONSIDERATION OF A RESOLUTION NO. PZ 03-17, SERIES OF 2017: A RESOLUTION BY THE PLANNING AND ZONING COMMISSION OF THE TOWN OF DILLON, COLORADO, APPROVING THE PERMANENT SIGNS FOR 652 LAKE DILLON DRIVE AND 223 W. LA BONTE STREET, DILLON, COLORADO.

SUMMARY: RSS Mountainview LLC, owner, submitted a Class I Sign Permit application for Individual Sign Permits for a permanent Freestanding sign and Building Identification Signs for the Best Western Ptarmigan Lodge at 652 Lake Dillon Drive and 223 W. La Bonte Street. The lodge is located in Sign Zone A (Sec. 16-11-450 and Exhibit A, Article 11 of the Dillon Municipal Code). The proposed signs are described as follows:

- -The existing freestanding sign panels are to be replaced with a new cabinet attached to the existing monument sign to accommodate the smaller sign panels. External illumination is to be provided, and the existing internal illumination removed. Sign Zone A does not permit internally illuminated signs. Thirty-five (35) square foot cedar wood sign panels are proposed for the double-sided freestanding sign. The Dillon Municipal Code permits a total of thirty-six (36) square feet of signage (Sec. 16-11-450(g)(1)).
- -A total of four (4) cedar wood individual building identification signs at four (4) square feet each are proposed, one for each building. The Dillon Municipal Code permits individual building identification signs to be four (4) square feet for each building (Sec. 16-11-450(g)(2)). These signs will also be externally illuminated
- -The proposed size, lighting, and wooden sign materials conform to the requirements set forth in the Dillon Municipal Code section pertaining to Sign Zone A.

STAFF RECOMMENDATION:

Staff recommends approval of Resolution PZ 03-17, Series of 2017.

Chairman Nathan Nosari, how are the signs on the building going to be lit? Ned West, Town Planner: They're not going to be lit. Commissioner Jerry Peterson: The main sign, it's not on the right of way? Dan Burroughs, Town Engineer: No.

Commissioner Jerry Peterson moved to approve Resolution NO. PZ 03-17 Series of 2017. Commissioner Amy Gaddis seconded the motion, which passed unanimously upon roll call vote.

<u>DISCUSSION ITEM:</u> Town of Dillon Architectural Design Guidelines under development by Roth Sheppard Architects

Ned West, Town Planner: I attached the PowerPoint detailing their thought process. They did a lot of research. They didn't just come up with a concept without looking at who we are and what our identity is. Part of their focus is our brand identity, mountain lake style. They're incorporating mountain and lake elements into their guidelines. We hope to have finalized guidelines I'm told next week which will include a lot of these pictures and drawings. So we can hand this to architects and developers so they have something to develop their plan. Kerstin said we'd have actual guidelines next week. They have some really neat ideas.

Commissioner Teresa England: I think this is fabulous, I wish we had this 2 projects ago. Does the amphitheater fit into this plan? Ned West, Town Planner: Some people might think so, some might not. Dan Burroughs, Town Engineer: Most architects would be happy to redesign something.

Commissioner Amy Gaddis: I feel it needs to be a bit better organized in terms of handing it to a developer and saying this is the history, this is the guideline. Ned West, Town Planner: This is a starting point. Dan Burroughs, Town Engineer: We should have guidelines for the March meeting. They had a conversation with Town Council and they felt they were going in the right direction. Ned West, Town Planner: Some of the elements like the lighter base of buildings instead of such massive bases, you can lighten them up. As you move away from the lake you go back toward the heavy mountain theme. Part of their guidelines are going to show a transition from lake, outward.

OTHER BUSINESS

Commissioner Amy Gaddis: What happened with Gateway? Dan Burroughs, Town Engineer: We don't have any information one way or another. Ned West, Town Planner: You mean Crossroads: We delayed that because they have to do a mass model.

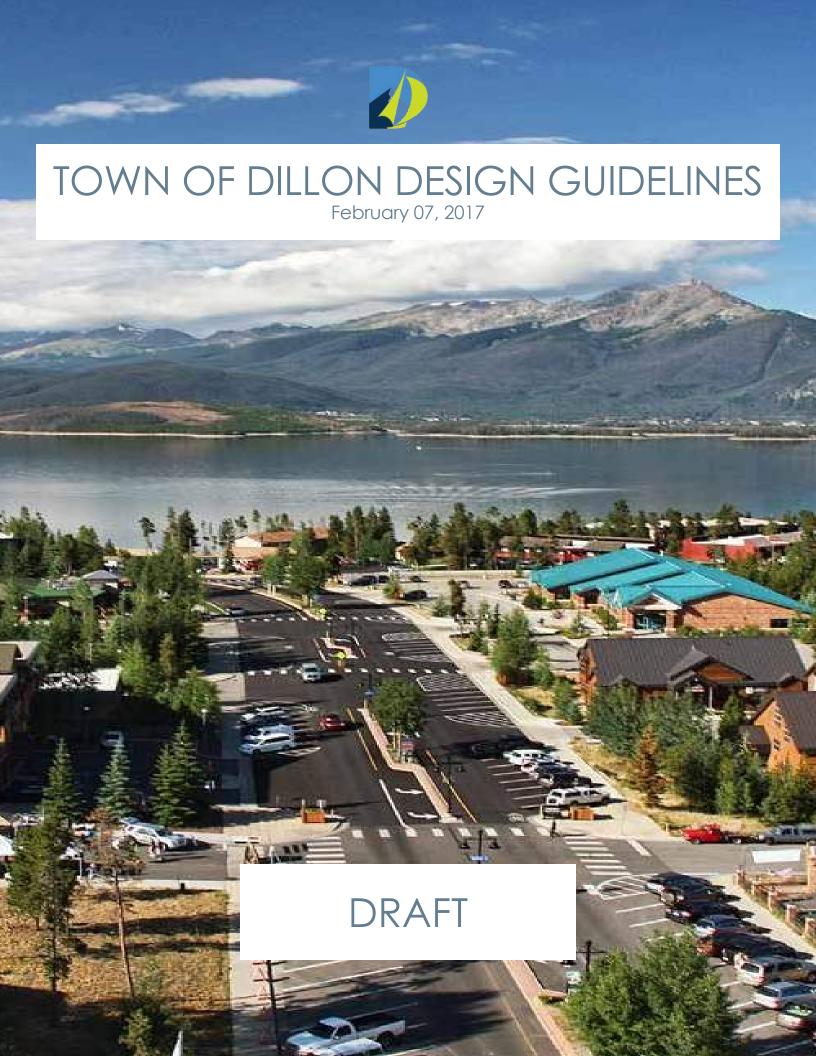
ADJOURNMENT

There being no further business, the meeting adjourned at 6:50 p.m.

Respectfully submitted,

Corrie Woloshan

Corrie Woloshan
Secretary to the Commission



ACKNOWLEDGMENTS

SPECIAL THANKS

Special thanks to those from the Town of Dillon Planning and Zoning committee, and the Town Council for their input towards the development of these Design Guidelines.

GUIDELINES PREPARED FOR:

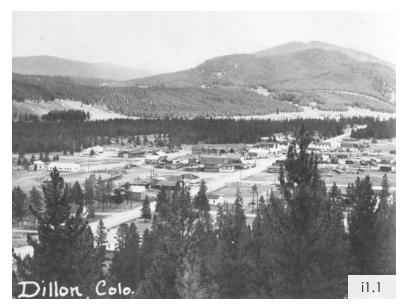
The Town of Dillon

GUIDELINES PREPARED BY:

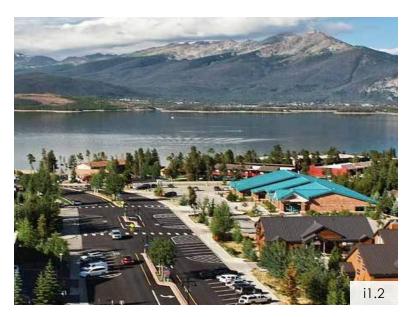
Roth Sheppard Architects | Jeff Sheppard, AIA, Chris Holzwart, AIA

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A vintage photograph of old Dillon taken prior to 1960; Dillon was a trading post, stage stop, and train route before it was mostly demolished and uprooted by Denver Water to make room for the creation of the Lake Dillon Reservoir.



Photograph of Dillon today; an authentic mountain town that embraces its mountain town culture and unique environment.

1 INTRODUCTION

Design Guidelines establish the architectural character and an aesthetic benchmark for future developments within a town. They are intended to clearly illustrate design principles to both project applicants as well as Town of Dillon staff reviewers.

A community needs design guidelines in order to grow in a focused manner. These Guidelines refer to the need for Dillon to become a 'coherent whole', which essentially means that the development of each building should follow similar principles so that they collectively and holistically represent these principles at the scale of the entire Town Center.

These Guidelines were a product of research and collaboration with the Town of Dillon and its community through open meetings held at the La Riva Del Lago and City Hall buildings in the Winter of 2016, and early 2017.

Initially, the design team reviewed the existing zoning code, master plans, and the recently developed marketing brand platform document with the Town in order to understand the desired visual character for the Town Center. The group agreed that the overarching goal for these Guidelines was for Dillon to embrace its culture and geography to personify the look and feel of 'Mountain Lakestyle'. A following meeting with the Town established the critical words and phrases that would become foundational to the development of architectural patterns that defined the Mountain Lakestyle character in terms of physical architectural application. The initial development of these patterns were presented to the Town staff and the community for their comments. A following meeting with the Town Council was conducted to present the refined architecture patterns and principles, and to show how they can applied to existing Town Center buildings. Comments from the Town Council were received and incorporated into the Final Draft of these Design Guidelines.

PURPOSE & INTENT

The purpose of these Design Guidelines (Guidelines) for the Town of Dillon is to provide a clear and comprehensive document that articulates the expected quality of development in Dillon's Town Center (CA). These Guidelines were developed as baseline standards for both project applicants and the Town of Dillon to reference to ensure the achievement of the community's desired visual character.

These Guidelines were developed through a 4-month collaboration with the Town of Dillon's Planning and Zoning Committee, Council, and community.

The goal of these Guidelines is to be a detailed, yet flexible document with visual examples that communicate design principles and their application to future developments and renovations.

APPLICATION

These Guidelines apply to all developments and renovations within the Town Center (also defined as Core Area), as outlined in the Official Zoning District Map, issued on Oct 30, 2013. These Guidelines will be a component to the development application review process administrated by the Town of Dillon. Applicants should review these Guidelines prior to initiating their design and development process, and coordinate with the Dillon Planning and Zoning staff early in the project.

BRAND PLATFORM

Use Kerstin's writing / have her develop

AESTHETIC POSITION



The architectural character of Dillon should highlight a 'Mountain Lakestyle' architectural aesthetic that creates the opportunity for Dillon embrace its cultural history and geography. 'Mountain Lakestyle' is the synthesis of architectural principles and patterns from both mountain and lake architecture to create an authentic and unique character that can only be from Dillon, Colorado.

DESIGN NARRATIVE & CONCEPT PRECEDENTS

Building designs should result from a collective understanding and interpretation of historical, contemporary, sustainable, and applicable examples or precedents to ultimately generate a design concept.

Individual projects must present a written Design Narrative as part of their development proposal to the Town of Dillon: Planning and Zoning. The narrative must include how the design meets or exceeds each individual section within each of the three categories: Character and Environment, Building Form and Articulation, and Craft, Materials, & Colors, unless inapplicable for explained reasons.

* At a minimum, applicants should clearly illustrate how the design complies with the emboldened text in each individual section.

ADDITIONAL DESIGN MATERIALS

The following additional design materials are required as part of the Development Application process:

Drawings

- 1-2 street level renderings
- All Building Elevations (1/8" scale, min.)
- Snow Melt runoff mitigation plan (1/8" scale, min.)

Materials

Exterior Materials board (4"x4" min for each material)

DOCUMENT ORGANIZATION

These Guidelines are organized into three categories: Character & Environment, Building Form & Articulation, and Craft, Materials, & Colors. These categories are further broken into sections of architectural patterns and principles. Each section contains an Objective that clearly defines the intent of the section, and is supported by images and text that provides architectural application of the Objective. Emboldened text are Design Standards that are to be specifically addressed in the project applicant's design narrative. Underlined text are Essential Terms that define the pattern language used to describe the architectural concepts.



perimeter through the design of each façade.

Apparent Weight The visual interpretation of the loads or weight of the

elements above, as they travel through the building.

Coherent Whole The collective character and urban design of a

grouping of buildings that share common patterns

and principles.

Design Guidelines Design Guidelines establish the architectural

character and an aesthetic benchmark for future

developments within a town.

Datum Line An imaginary line or point of reference that is used to

align elements across a façade of a building, or from one building to another. A fundamental feature of

the Public Domain (2-story datum line).

Gable Roof A roof form with pitches that intersect at the mid-

point of the roof mass.

Human-Scaled The physical features of a building that have been

scaled to relate to the height, proportions, and

movements of humans.

Infill Building Buildings constructed to fit within a larger scale of

their context, or buildings constructed on vacant or

underutilized land.

Jewel Building / Site An approved iconic building or site, whose use is

defined as a contributor to the Civic well-being of the

Town of Dillon.

Means Of Economy The careful management of available resources.

Mountain Lakestyle The combination of Mountain and Lake features to

create an authentic and unique architecture that

can only be from Dillon, Colorado.

ESSENTIAL TERMS (CONTINUED)

Primary Building A building defined by its use as a premier building in

its setting. See also 'Jewel Building'.

Primary Façade The main, public-facing side of a building, often with

a main entrance.

Regulating Plan A form-base zoning code that establishes rules and

regulations that enable or preserve the manipulation of the building form to create a collective whole.

Secondary Façade The side of a building that is not the primary façade,

and fronts a public or private right-of-way, often has

a secondary entrance.

Shed Roof A single-sloped roof form

Secondary Building A building defined by its use as being supportive to its

overall context.

Tactile A condition that encourages touch and human

sensory behavior.

2 CHARACTER & ENVIRONMENT

GOAL

The architectural character of a town is defined by the collective feeling that it creates. Major factors in defining a unique architectural character are: referencing historic and authentic precedents, fostering tangible relationships with those that encounter it, remaining complementary to setting and context, and responding to the local environment.

DRAW AUTHENTICITY FROM HISTORIC ARCHITECTURE

Objective:

Designs should symbolically relate to Dillon's past to ensure that the Town's architecture conveys an aesthetic consistency that is supported by its location and history. Designs should not imitate historic precedents, but utilize their character and patterns to remain authentic.



Draw inspiration from mining building features such as piers, diagonal bracing, simple massing forms, and metal roofing.



Historical features to note are the recessed and covered retail entries, storefront window frontages, and the vertically proportioned openings at the upper floors.



Historic Dillon buildings are modest in shape and ornament.

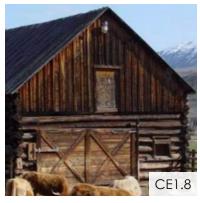


Draw inspiration from narrow, tall, and gable-roofed volumes from old mountain towns.

DRAW AUTHENTICITY FROM HISTORIC ARCHITECTURE









Historic structures owed a <u>means of economy</u> to their elemental designs and mostly avoided superfluous ornament.

Historic features to note are the homogeneous use of a color palette for simple buildings, and the emphasized architectural features such as columns, balconies, and roof lines at primary buildings.

Clapboard, shake, and board and batten, were the most prominent applications of wood cladding patterns.

Structural systems were rational and expressed outwardly, and the roof simply capped the building volumes below.







Draw from elements such as steel cross-bracing and barn doors on tracks to signify mountain ranching historical influences.

Objective:

Articulate, activate, and program the building base with publicly accessible uses.

Develop a 2-story <u>datum</u>, that faces the public rightof-way, with significant character and detail to create a dynamic realm for the public.

Maximizing visual connection is innate in a successful public setting. Views into, out of, and around buildings connects users with their environment and creates a comfortable place to inhabit.

Glazed fenestration should be provided on at least 60% of the building frontage between 3-8' above-grade on all <u>primary façades</u>.



The quality and character of each building should contribute to a <u>coherent whole</u> that reflects the <u>Mountain Lakestyle</u> aesthetic.



Create a desirable atmosphere by relating scale to the pedestrian through projecting elements that reduce the scale of the façade, exposed and detailed connections that portray human craft, and arcades, awnings, or umbrellas that provide protection for congregating.



Suggested uses for the building base include dynamic commercial enterprises such as: retail, restaurant, bar, office, community space, lobbies, and the similar. Acceptable uses must extend more than 10' into the building before transitioning to an unacceptable use.

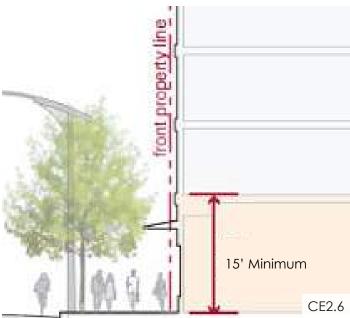


Unacceptable uses for the building base that do not contribute to the public domain include: hallways, stairs, back-of-house operations, storage, parking, and the similar.





Activate and shape the public domain with attractive landscape elements such as sidewalk trees, raised planters, window and patio-mounted planter boxes, outdoor patio seating, and varied sidewalk materials.



Floor-to-floor heights at grade should be a minimum of 15', to emphasize visibility within the public domain.



Avoid impersonal environments that do not create a sense of invitation and act as a visual or physical barrier due to minimal planting, solid walls, and a lack of settings to enjoyably spend time.

CE2.8



Base articulation should include the use of durable and natural materials. Where storefronts are used, they should emphasize intricate details that relate to the craft of <u>Mountain Lakestyle</u> (see also 'Highlight the Craft') and create a personable impression.

Window sills should be no higher than 36" to maintain a connection between inside and outside. Dark-colored mullions are encouraged; although light/natural wood mullions, or clear anodized aluminum mullions, will be considered on a case-by-case basis if they relate to, and harmonize with, the surrounding context.

Building features within the public realm such as: doors and their hardware, windows and their hardware, columns, storefronts, and knee walls should be finely detailed and tactile.



Each business is encouraged to participate in a community-building event by using customdesigned entry hardware that relates to their use or brand (ADA compliant)





Storefronts are character-defining features in a town center, and are intended to enliven retail façades through their signage, transparency, and display. Storefronts should be simply detailed with emphasis on achieving consistent rhythm, proportion, and balance across the façade to allow for the retail environment to be the main focus.

Vertical mullions should be used to emphasize or align with building features such as entries, shifts in building form, or differences in function and use. Long, horizontal spans that do not use a vertical module are discouraged, unless they are consistent with the language of the overall architecture.



Awnings and shading devices should be set below a band of clerestory glass to allow for maximum light penetration into the building interior. Maintain a minimum clearance of 8' from grade to the bottom of the shade element.



Where fabric awnings are desired, steeply slope to 3 vertical units:1 Horizontal unit to mitigate the danger and damage of snow buildup and runoff. Simply designed awnings that span between extents of glass below is encouraged.



Where appropriate, seamlessly extend roofs over the pedestrian walkways to protect from snow melt runoff. Snow melt should always be redirected away from pedestrian zones below (see also 'Express the Roof Form').



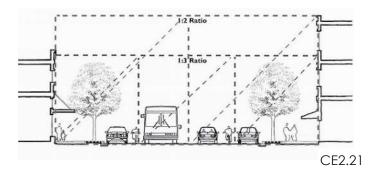
Where permanent awnings are appropriate, use simply designed timber or steel framing with metal roofing for durability. Design to either retain or runoff snow loads according to the snow runoff mitigation plan (see also 'Additional Design Materials').



Primary façades face the main street or the main pedestrian route. Primary façades should incorporate the main building entrance, which should be prominent and visible from both street and public sidewalks or plazas to indicate a welcoming sense of entry. Secondary façades can be less prominent and less detailed, yet should support the design of the primary façade through their architectural features, materials, and/or alignments. Entrances and exits from secondary façades should be used to fulfill back-of-house or utilitarian uses.



To create a more holistic and developed architectural composition for the Town of Dillon, building façades should incorporate 360 degree architecture, and be designed to the highest quality where visible from streets, sidewalks, plazas, parks, and any other pedestrian route. These façades should exhibit the materials of the highest quality and attention to detail. Façade materials should wrap corners a minimum of 24" to convey depth and solidity.



Zoning height regulations should consider the effect that building heights and street widths have on defining the pedestrian experience. For Dillon's Town Center, a ratio of 1 unit of building height to 3 units of Right-of-Way width is recommended as a maximum, and a 1:2 ratio is encouraged.





Large expanses of blank walls that are visible to the public are not acceptable. If a portion of the façade cannot be glazed, the blank wall should be designed to incorporate interesting architectural features such as material changes, signage, lighting, screens, displays, murals, or plantings.

COMPLEMENTARY DEVELOPMENTS

Objective:

Draw upon the siting, massing, and character of adjacent or contextual developments. The design of individual buildings should be supported by its context to form a coherent whole.

The appropriateness of relating the proposed building design to its surroundings will be reviewed on a case-by-case basis to ensure the perpetuity of successful Mountain Style architecture in the Town Center.

The literal imitation of adjacent buildings or inappropriate application of historic styles to new construction is not acceptable.





The example building (above left) constitutes a complementary design that utilizes siting, massing, and character of an actual proposed development for the town of Dillon (above right). Principle relationships in roof style, and façade elements such as balconies and datum lines reinforce the visual relationship between the two separate buildings.



Infill buildings that are identified as secondary to a primary building should reflect their subordinate nature and integrate with their context. Primary buildings or jewel sites are encouraged to elevate the design aesthetic and character of their surrounding context. These special sites will be expected to utilize creative and innovative application of the features outlined in these Design Guidelines.



The adaptation of corporate design standards to enmesh with the <u>Mountain</u> <u>Lakestyle</u> character of Dillon, as detailed in these Guidelines, is encouraged.

TAKE ADVANTAGE OF THE CLIMATE

Objective:

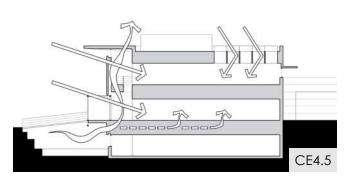
Designs should creatively maximize energy efficiency and minimize environmental impact, while maintaining a harmony with the Mountain Lakestyle aesthetic.



Consider solar shades that integrate either materially or aesthetically with the structural style of the building, to appear as a component of the overall structural expression.



Where possible, orient roof slopes to capture direct southern and western light to reduce energy and heat requirements. Utilize indirect light from the north for ambient lighting.



Use sustainable strategies that contribute to the overall well-being of the inhabitants through the use of natural ventilation and daylighting.



Image of roof with concealed mechanical units

Conceal rooftop utilities with roof features such as dormers, over-framed roof slopes, or parapets to preserve the purity at the roof skyline.

3 BUILDING FORM & ARTICULATION

GOAL

Building façades and articulation should relate to traditional mountain and lake styles of construction to reinforce the overall character and branding of Dillon; proportions should stem from classic architectural principles to invoke consistent and coherent harmony across the Town Center; and building features and heights should be articulated to express the principles of Mountain Lakestyle architecture.

EXPRESS THE BASE, MIDDLE, & TOP

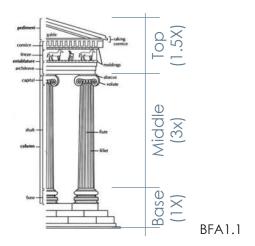
Objective:

Achieve architectural harmony across the Town Center by articulating building façades into [3] distinct layers: Base, Middle, and Top.

The Base layer is comprised of sturdy materials that grounds the building with weight and stability, and is an intricate and dynamic zone that relates to the Public Domain.

The Middle layer should appear lighter, with more simplified detailing of cladding materials, projections, and larger fields of color.

The Top layer should be a dominant feature that caps the architecture below.



Base, Middle, and Top layers originated from classical architecture rules developed to proportion façades to be visually relatable. Note that the application of classical rules does not imply the approval to imitate classical architecture.





<u>Base</u>

At the Base layer, develop consistent expressions of proportion, rhythm, materials and detailing that is distinctive and human-scaled. Depending on whether emphasizing mountain or lake contextual influences, building bases should utilize either: [Mountain] a combination of pilaster and punched openings with deep recessed glazing, or [Lake] a band of glazing with columns that are either narrow in profile and more frequent, inset from the building façade, or outset from the building façade and acting as an arcade. The Base should be clearly differentiated in material and depth from the layers above.

Middle

The Middle layer should continue the rhythm and character of the Base, with simplified or differentiated proportions, detail, and materials. The Middle layer is intended to convey patterns that are visually legible from a greater distance than the base.

<u>Top</u>

The Top layer should cap the building volume(s) with a roof or collection of roofs that draws interest from afar. Well-proportioned and articulated shed, or gable roofs (see also 'Express the Roof Form') are encouraged to appropriately represent the primary or secondary status of the building (see also 'Complementary Developments').

EXPRESS THE BASE, MIDDLE, & TOP



1-story building:

Attention to proportion should be given to compose a balanced façade with:

major Base, minor Middle, and major Top



3-story building:

Attention to proportion should be given to compose a balanced façade with either:

minor Base, major Middle, and major Top -or-

major Base, minor Middle, and major Top



5-story building:

Attention to proportion should be given to compose a balanced façade with either:

minor Base, major Middle, and major Top -or-

major Base, minor Middle, and major Top



Buildings that do not exhibit a definitive Base, Middle, and/or Top are not acceptable, as they do not relate their massing with their context.

The proportional rules to articulate a building into Base, Middle, and Top layers, applies to buildings of all heights. It is important to note that these layers should be equal heights to each other, but should contain proportional hierarchy or major and minor, as described above.

EXPRESS THE BUILDING WEIGHT & STRUCTURE

Objective:

Buildings should visually express their apparent weight through the use of columns, structural framing, ratio of solid-totransparent massing, and through their façade materials.

A defining feature of Mountain Lakestyle is the expression of apparent weight, and how it is translated to the ground. Traditional mountain buildings are heavy and protective, whereas traditional Lake buildings are more open and delicate.

The decision to either solidly connect the building's weight to the ground or to lightly connect the weight to the ground should be based on the surrounding contextual character of the buildings, the requirements of the structural system to support the building's floors and roofs, and the desired level of transparency at the base.

Buildings closer to the
Town of Dillon entrance,
which share character and
visual relationships with the
mountains, are to consider
designs that solidly connect to
the ground.

Buildings that are within visual or immediate proximity to Lake Dillon Reservoir are to consider designs that lightly translate their weight to the ground.



For buildings that solidly connect to the ground - emphasize heavier materials at the base such as: stone, masonry, or concrete, and utilize punched openings with infilled glazing (see also 'Define the Public Domain'). The weight of the expressive roof, projecting building massing articulations, and/ or balconies, should visually translate through the building to the base (see also 'Express the Base, Middle, & Top'.



For buildings that lightly connect to the ground - utilize more frequent and smaller-scaled columns that integrate into the façade. The articulated rhythm of the column spacing at the base should translate up through the Middle to the Top layer (see also 'Express the Base, Middle, & Top'). Emphasis of the detailed and delicate connection to the ground is recommended.

BUILDING HEIGHTS & VIEW CORRIDORS

Objective:

Create a carefully developed Dillon Town Center that preserves view corridors of the surrounding natural mountain and lake environments.

Building heights should relate to their program(s), adjacent buildings, and consider the pedestrian scale.

With the desire for increased density in the Town Center, sensitivity to the adverse affects of ill-conceived building placements and heights to sunlight, views, and ventilation is paramount.

Above the 2-story <u>datum</u> (see also 'Define the Public Domain') building façades should be articulated by stepping the façade, or incorporating recesses and projections, to differentiate the building mass above the 2nd story from the building base.



Buildings heights and articulation should not block sunlight or premier mountain views. Building heights should always allow for cross-ventilation through public spaces, while protecting from the northwesterly winds.





Do not project buildings drastically above neighboring buildings unless for an approved iconic / <u>Jewel building</u> use. Height and scale of each building should be compatible with their adjacent developments, transitioning organically from one building to the next (see also 'Complementary Developments).

EXPRESS THE ROOF FORM

Objective:

Create sloping roofs that reflect the <u>Mountain Lakestyle</u> architecture of Dillon, where the roof is a major characterdefining feature.

Roof designs should emphasize the presence of the Top layer that caps the building volumes below (see also 'Express the Base, Middle, & Top').



Mansard roofs and low sloped roofs below a 5:12 slope are not acceptable, as they do not contribute to Dillon's history or the <u>Mountain Lakestyle</u> aesthetic.



Sloped roofs should be 5:12 minimum (unless flat), and 12:12 maximum (or steeper for approved iconic uses). Roof slopes should be consistent along the length of their rake.



The gable roof should be the dominant roof form among new developments. Acceptable alternative forms are shed, hipped, and flat (flat to be acceptable on a case-by-case basis). Roofs should be designed with a singular primary roof, oriented along the main axis of the building, or a primary roof with a collection of secondary roofs along the minor axis/axes). The roof or collection of roofs should remain unified as a simple, yet powerful character-defining feature.

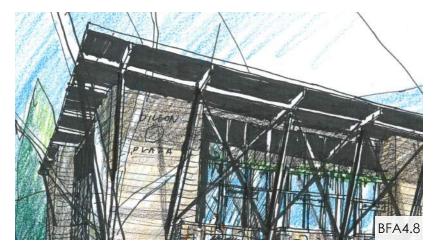


Varied roof forms, slopes, and massing heights create separate volumes within a large building mass.

EXPRESS THE ROOF FORM



Dormers are a secondary roof feature utilized to create a hierarchy in roof forms. They should be used in consistent rhythm, and either be recessed no less than 3' from the eave edge, or outwardly project past the eave edge to engage the building massing below.



Design roofs over large areas of glazing with a proportionate overhang supported by beams, outriggers, and/or brackets, to create a visually dynamic shading zone. Overhangs shall be proportional to the mass and identity of the building. Shed, hip, and gable roofs should overhang a minimum of 24" at primary façades and 18" at secondary façades. If building placement does not allow for an overhang, the design of the roof overhang shall require special attention to the detailing at the transition from the roof to the wall.



Vertical projections such as chimneys and cupolas should be located near the roof ridge line to pronounce their presence and avoid moisture build-up at their juncture with the sloping roof.

Cupolas should be inhabitable and not dishonest in their application.



Overhangs larger than 18" should emphasize their cantilever through structural beams, outriggers, and/or brackets that terminate at the eave. Exposed ends of these elements should be no less than 2"x2" to depict their structural value.

EXPRESS THE ROOF FORM



Text to be developed for Detailed Guidelines







EXPRESS THE ROOF FORM



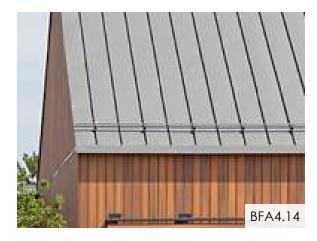
Cleanly blend the roof form into the wall if aesthetically appropriate to reinterpret the mountain barn typology, or if the site constraints do not allow for a projecting roof overhang.

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Gutters should be box shape and match the roof in color and material, if possible. Gutter depths are encouraged to appear integrated with the eave by matching the eave's depth or matching a module of the eave.

The design of roof slopes and overhangs should carefully consider snow and ice runoff to protect the safety of the pedestrians and property below. Where structurally acceptable, snow fences that integrate into standing seams, or cleats that mount directly to the roofing material are recommended to retain snow to allow it melt prior to shedding off of a sloped roof. Snow mitigating elements should have a regular pattern that matches the roof pattern, appear visually unobtrusive to the architecture, and match the color of the roof, where possible.

A roof runoff mitigation plan is required for projects that incorporate roof work (see also 'Additional Design Materials').





CREATE RECESSES & PROJECTIONS

Objective:

Building entrances should be integrated into the rhythm and thickness of the façade, to protect those entering or exiting from immediate exposure to the elements.



Buildings in the original downtown Dillon used recessed storefront entries, projecting displays, and awnings to connect with pedestrians.





The use of projections such as roof overhangs, permanent awnings (see also 'Define the Public Domain'), and balconies to protect building entrances is encouraged.





Projections and recesses contribute to the overall articulation of the façade. Locate occupiable features such as balconies where practical. Balconies can be a solid projection of the façade material that appears to deepen the façade, or an open wood or steel-framed element that is structurally supported by the façade. Use recesses to engage the pedestrian at the ground level and create protected areas at upper levels. **Ensure that the use of projections and recesses addresses drainage in a visually unobtrusive manner.**

4 CRAFT, MATERIALS, & COLORS

GOAL

The smallest scale of architecture is undeniably the most important contributor to the identifiable character and personality of a building. Buildings should express their highly crafted construction, be timeless in their quality materials, and revere both nature and vibrancy in their colors.

HIGHLIGHT THE CRAFT

Objective:

Building elements should reference historical and local craftsmanship and activities through architectural elements that feature mountain and lake style construction methods.

Utilize authentic fastening and joinery methods to develop a rich sense of timeless architecture.

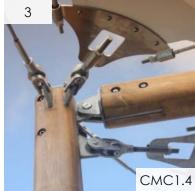




Seek designs that simplify the architecture to highlight the construction details and connections.









To develop unique architecture that is characteristically from the Town of Dillon, it is highly encouraged to borrow and combine classic elements from mountain and lake building architecture such as:

- Steel flitch plates and bolts to join structural timbers or alternate materials such as steel
- 2 Steel tie rods and turnbuckles to express the elements that are in tension, such as timber posts, brackets, or even balconies and trellises braced from above.
- 3 Creatively integrate ropes, pulleys and clevises, and sail fabric to acknowledge the unique experience of sailing amongst the mountains that Dillon provides.
- Incorporate nautical references of forms, styles, and materials that relate to the marina and the construction of boats.

HIGHLIGHT THE CRAFT



Seek opportunities to create dynamic façades that foster a tactile relationship with the building, using operable elements such as: window shutters, large folding windows, glass garage doors, or even manual or mechanized screens that open to become overhead sun shades.





The use of pragmatic and highly crafted features will enrich the character of the building.

Objective:

Use local, durable, and timeless materials that contribute to the high quality for the Town Center of Dillon. Feature architectural elements with materials that contribute to the <u>Mountain</u> Lakestyle aesthetic.







STONE & MASONRY

1 Types

Natural stone is the most appropriate and desired type of stone for cladding use, but can be cost prohibitive. When possible, use natural stone in a dry-stacked manner, or with a narrow grout thickness whose color closely matches the color scheme of the stone.

If using engineered stone, ensure subtle variety in color, scale, and shape to appear similar to qualities of natural stone. The minimum height for engineered stone should be 4", with the desire to achieve an average of 8-12", or more. Proposed stone sizes that differ will be reviewed on a case-by-case basis.

Corners should appear thick, as if real large stones are used, and alternate their long edges in an inconspicuous pattern to reinforce a 'natural and stacked look'.

2 Accents

Use stone accents such as: sills, wall caps, wainscot caps, and trim, with either a snapped edge - to achieve a subtle natural appearance, or a honed edge - to achieve a clean and contemporary look.

3 Finish, Patterns, & Textures

Seal stone with a matte sealer to avoid creating an artificial gloss to the rough material.

Acceptable stone wall patterns should follow the principles of an ashlar pattern, with coursing comprised of modules of stone heights, yet remaining irregular in nature.







WOOD

1 Types

The use of natural wood for structural elements such as columns, beams, brackets, rafters, etc. is recommended. Timbers should appear natural with a rough-sawn or hand hewn finish.

Natural wood used for cladding in a siding or rainscreen manner is also encouraged.

Engineered wood is an acceptable substitution for both structural and cladding applications, although preference for natural timber should be made for significant design features such as roof trusses.

2 Accents

Wood trim should be used minimally at the larger building masses such as the 'middle' (see also 'Express the Base, Middle, & Top'). Trim should be used to emphasize thickness and weight of a design feature in a manner similar to a roof fascia.

Detail in wood trim and paneling should be focused at the building base (see also 'Define the Public Domain, and 'Express the Base, Middle, & Top').

Use accents as opportunities to highlight well-crafted elements that relate to the character of Mountain Lakestyle.

3 Finish, Patterns, & Textures

Stain, seal, or paint all natural wood to protect it from the harsh outdoor environment of Dillon.

Wood cladding patterns can be rainscreen, clapboard, and board and batten. Consider relating the orientation of the siding to the overall proportion of the mass it is cladding. Orienting the siding vertically accentuates the height of a volume, while orienting horizontally accentuates the length of the volume.







METALS

1 Types

The use of metal for building features such as columns, beams, trusses, connectors, cladding, roofing, window and door frames, louvers, grilles, and ornament is recommended.

Where appropriate, emphasize the use of structural steel elements and details to reinforce the tectonic relationship of the disparate building elements.

Aluminum storefronts are acceptable and encouraged to allow for maximum glazing and thermal performance.

2 Accents

The use of metal should be relegated to primarily roof and accent applications, with occasional acceptance as a wall accent material.

Structural connectors such as flitch plates, tie rods, timber tie plates, etc. are encouraged.

3 Finish, Patterns, & Textures

To protect from the elements, seal or paint all metals, or select a prefinished coating. Corten, galvanized metal, and other weathering/weatherproof metals are acceptable as unfinished, if prevented from bleeding their surface colors once installed.

Metal patterns can appear as standing seam, corrugated, or shingle styles, as they relate to the mining and marina environments.







GLASS

1 Extents & Types

Commercial building façades fronting public right-of-ways should incorporate a clear glazing ratio of 60% to activate the building frontage (see also 'Define the Public Domain').

Transparent or vision glass with no more than 10% light reduction is preferred for storefronts. Opaque films or spandrel glass is allowed at floor transitions and as a means to create privacy, but is not encouraged to be used within the Public Domain, as it flattens the dynamic properties of the storefront (see also 'Define the Public Domain').

2 Accents

Creative and innovative glass accents that relate to the local environment such as louvers and guardrails is encouraged to further the characterization of <u>Mountain Lakestyle</u>.

3 Patterns

Where patterns applied to glazing is appropriate, the use of color-tinted and fritted patterns can contribute to energy efficiency, privacy, and a sense of vibrancy.









ADDITIONAL MATERIALS

Acceptable additional materials are:

- 1 Stucco with smooth finish. Stucco should be sparingly used as an accent or infill surface material, and not as a primary façade material.
- 2 Fiber cement panels with hidden fasteners in clean patterns such as: panelized, vertical or horizontal rainscreen, and board and batten. Clapboard style appears too residential as the primary pattern for commercial buildings, and is not acceptable.
- 3 Resin-based wood products can be used as a durable alternative to natural wood cladding. Acceptable patterns are: vertical or horizontal rainscreen, or directly fastened application.
- 4 Fabrics used for awnings, or creative features such as tension roofs or removable sail-shades are encouraged.

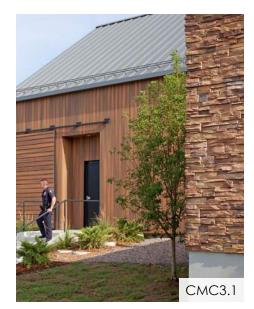
COLOR PALETTES AND ACCENTS

Objective:

Select appropriate colors for the building façade, roofs, and accents features that harmonize with the overall <u>Mountain</u> <u>Lakestyle</u> appearance of the community and are compatible with their surrounding natural environment.

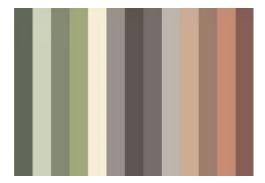
Storefront mullions should be darker in tone, clearanodized aluminum can also be accepted if deemed appropriate (see also 'Define Public Domain').

Exposed hardware and connectors should be dark to read as supportive elements.





In general, colors and materials should appear more natural than artificially manufactured to retain a locally crafted aesthetic. The careful integration of muted colors from the mountain environment, with accents that portray the marine colors from the lake and its attending activities is encouraged.



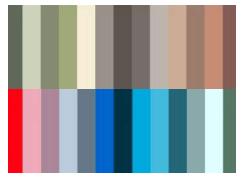
<u>Façades</u>

All façades should have a finished appearance and be treated equally in terms of color and materials. Colors should range between medium to dark natural tones, unless a palette for an alternate palette for an iconic use is acceptable. Bright colors that do not harmonize with the natural palette of the town are not acceptable.



Roofs

Building roofs should be natural in color, muted with low reflectivity, and darker in tone than their façades - to read as a weighted feature of the building. The use of galvanized metal to infuse elements of the lake is also acceptable. Bright colors that do not harmonize with the natural palette of the town are not acceptable.



Details & Accents

Detailed architectural elements such as trim, ornament, structural elements, and changes in materials should read as separate from the main color of the façade and roof.

Special accents adorned with brighter colors should be used minimally for special design features, such as awnings or signage. Limit accent colors to 10% max. to create interest and depth.

IMAGE CREDITS

1 INTRODUCTION

i1.1	source info	XX
i1.2	source info	
Research & Patterns		XX
i2.1	source info	
i3.2	source info	
A cathartia Davitian		XX
<u>Aesthetic Position</u>		747
i3.1		

Design Narrative & Precedents

i5.1 source info

2 CHARACTER AND ENVIRONMENT:

<u>Draw Authenticity from Historic Architecture</u>		XX
CE1.1	source info	
CE1.2	source info	
CE1.3	source info	
CE1.4	source info	
CE1.5	source info	
CE1.6	source info	
CE1.7	source info	
CE1.8	source info	
CE1.9	source info	
CE1.10	source info	

Define the Public Domain		XX
CE2.1	source info	
CE2.2	source info	
CE2.3	source info	
CE2.4	source info	
CE2.5	source info	
CE2.6	source info	
CE2.7	source info	
CE2.8	source info	
CE2.9	source info	
CE2.10	source info	
CE2.11	source info	
CE2.12	source info	
CE2.13	source info	
CE2.14	source info	
CE2.15	source info	
CE2.16	source info	
CE2.17	source info	
CE2.18	source info	
CE2.19	source info	
CE2.20	source info	
CE2.21	source info	
Take Advantage of the Climate		XX
CE3.1	source info	
CE3.2	source info	
CE3.3	source info	
CE3.4	source info	

3 BUILDING FORMS AND ARTICULATION:

XX
xx

Express the Roof Form		XX
BFA4.1	source info	
BFA4.2	source info	
BFA4.3	source info	
BFA4.4	source info	
BFA4.5	source info	
BFA4.6	source info	
BFA4.7	source info	
BFA4.8	source info	
BFA4.9	source info	
BFA4.10	source info	
BFA4.11	source info	
BFA4.12	source info	
BFA4.13	source info	
BFA4.14	source info	
BFA4.15	source info	
BFA4.16	source info	
BFA4.17	source info	
Create Recesses & Projec	<u>tions</u>	XX
BFA5.1	source info	
BFA5.2	source info	
BFA5.3	source info	
BFA5.4	source info	
BFA5.5	source info	
BFA5.6	source info	

4 CRAFT, MATERIALS, & COLORS:

Highlight the Craft		XX
CMC1.1	source info	
CMC1.2	source info	
CMC1.3	source info	
CMC1.4	source info	
CMC1.5	source info	
CMC1.6	source info	
CMC1.7	source info	
CMC1.8	source info	
CMC1.9	source info	
Use Local Materials & Texture	<u>'S</u>	XX
CMC2.1	source info	
CMC2.2	source info	
CMC2.3	source info	
CMC2.4	source info	
CMC2.5	source info	
CMC2.6	source info	
CMC2.7	source info	
CMC2.8	source info	
CMC2.9	source info	
CMC2.10	source info	
CMC2.11	source info	
CMC2.12	source info	
CMC2.9	source info	
CMC2.10	source info	
CMC2.11	source info	
CMC2.12	source info	
Color Palettes and Accents		XX
CMC3.1	source info	
CMC3.2	source info	

