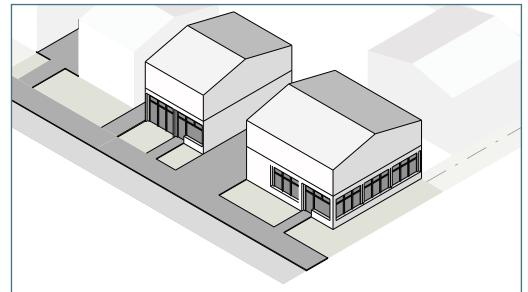
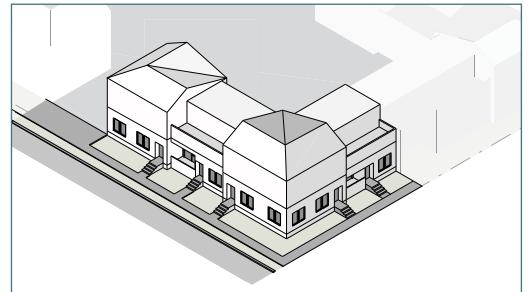
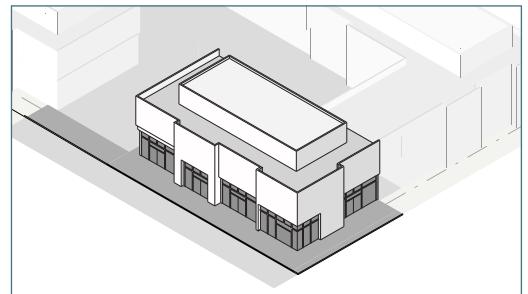
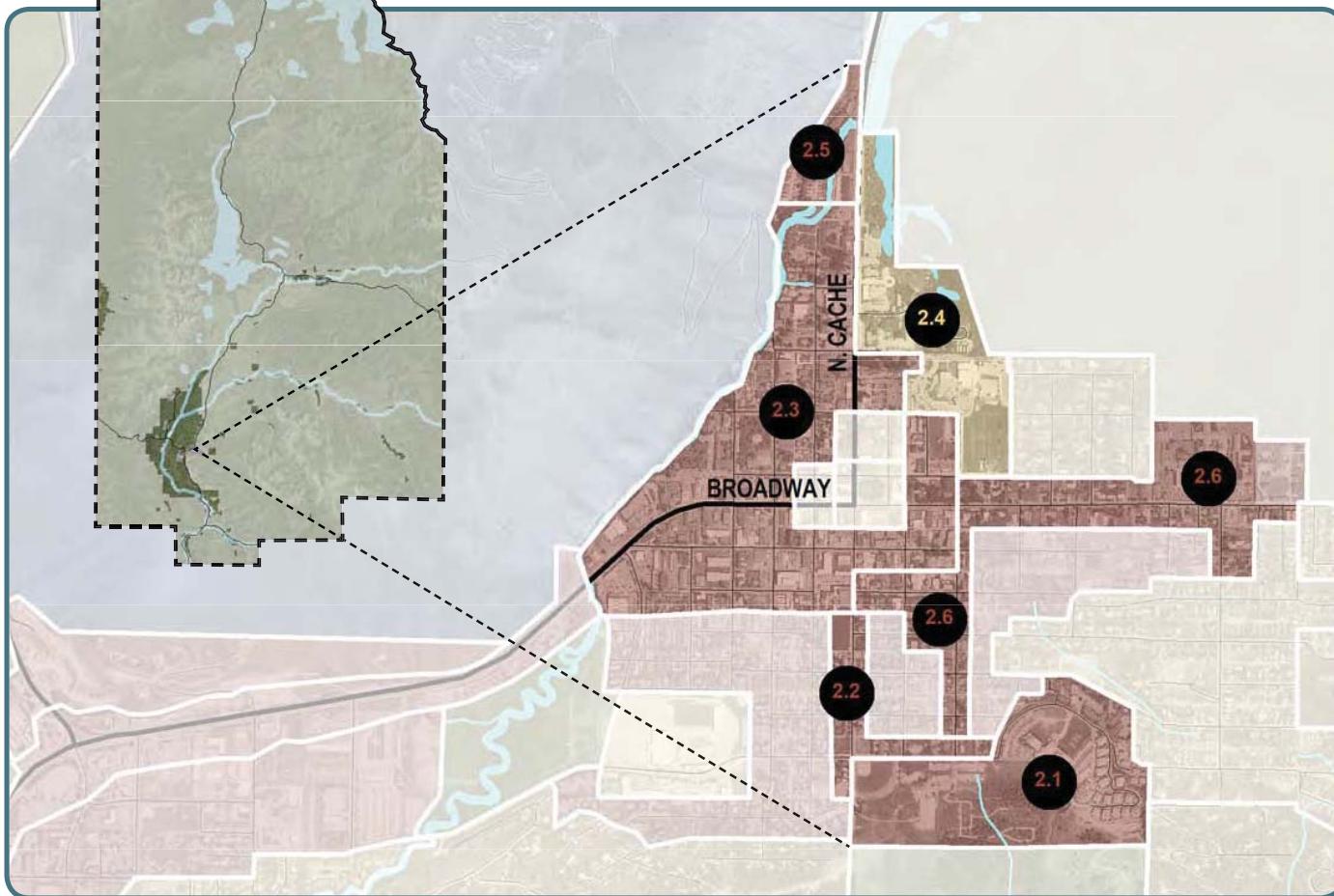




DISTRICT 2: PUBLIC STUDIO

SUMMARY & RECOMMENDATIONS REPORT



TOWN OF JACKSON SEPTEMBER 12, 2013

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1. INTRODUCTION

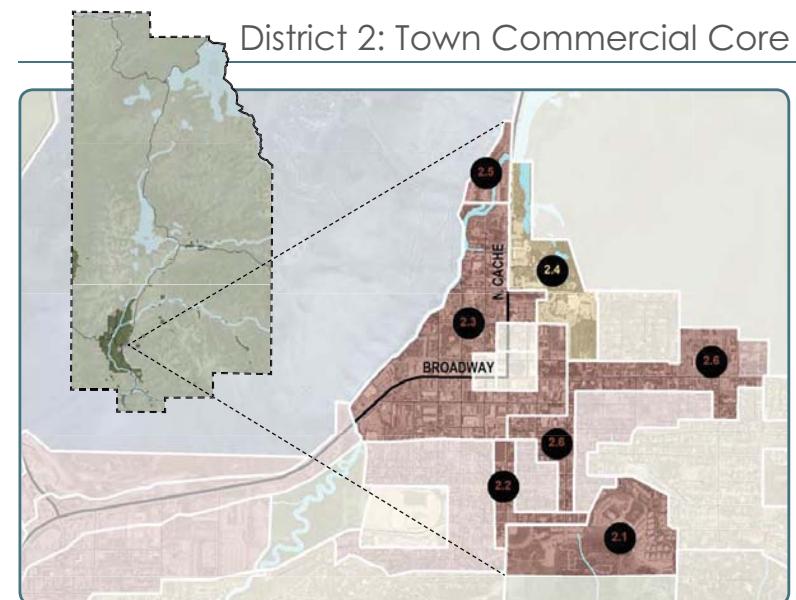
In 2012, Jackson-Teton County adopted a new Comprehensive Plan with a focus on preserving community character and directing future growth. The Comprehensive Plan aims for 60% of future growth to occur in already developed areas in order to preserve open spaces of ecologic and scenic value. Key to this growth management strategy is the promotion of District 2 – the Town Commercial Core, as a “vibrant pedestrian-oriented mixed-use district with a variety of nonresidential and residential uses.”

The LDRs do not currently have the tools in place to address the character and form recommendations of the Comprehensive Plan for many of the designated Character Districts.

In order to help implement the Comprehensive Plan vision, The Town Council and County Commission selected District 2 as the first

Town area to study with the goal of adopting new zoning that will help guide future development and implement the key principles of the Comprehensive Plan.

Before new zoning could be written, the Town needed to gather further community input on the desired form and character of District 2. To begin this process the Town completed a public process to review the Lodging Overlay boundary along with determining the type of lodging that should be allowed within each District. Following the Lodging Overlay discussion, the Town facilitated a series of interactive public workshops to gather additional input on specific zoning-related issues such as building height, building placement, building bulk and scale, allowed uses, ground floor activity, streetscape elements, landscaping, open space and parking location.



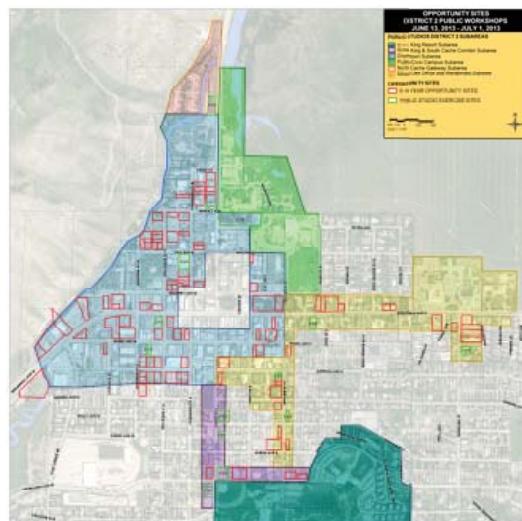
The purpose of this report is to provide a summary of the public outreach solicited in District 2 and to serve as a bridge between the public outreach effort and any new proposed zoning for District 2. This report does not include any discussion on the outcome of the Lodging Overlay effort.

District 2 is made up of multiple sub-areas. For this effort only four of the six sub-areas were looked at.

The four sub-areas are:

- » 2.2: South Cache/Snow King;
- » 2.3: Downtown;
- » 2.5: North Cache; and
- » 2.6: East Broadway.

Sub-area 2.1: Snow King Resort was not looked at because it is under the control of a separate master plan and would not be subject to any District 2



To help foster the conversation, Town staff identified key “opportunity sites” that were likely to redevelop within the next 10 to 20 years.

zoning changes and Sub-area 2.4: Public/Civic Campus is designated a stable sub-area and is not anticipated to change significantly in the near future.

To help foster the conversation, Town staff identified key “opportunity sites” within each sub-area that are likely to redevelop within the next 10 to 20 years. The opportunity sites were used as demonstration areas to help generate a discussion on the future character and form of new development.

Public Studios

The Public Studios were held at local venues throughout the sub-areas in District 2. Over 125 people attended one or more of the public sessions.

The Public Studios were held at the following locations:

- » June 13, 5:30 - 7:00 pm, Downtown, Home Ranch Building;
- » June 14, 1:00 - 4:00 pm, Downtown Drop-In, Home Ranch Building;
- » June 15, 9:30 - 11:00 am, S. Cache/E. Snow King, Center for the Arts;
- » June 28, 3:30 - 5:00 pm, Downtown and N. Cache, Home Ranch Building;
- » June 29, 9:30 - 11:00 am, E. Broadway/S. Willow, Town Hall; and

- » July 1, 3:00 - 8:00pm, District 2, Home Ranch Building.

The goals of the Public Studios were to:

1. Get participants to communicate what the future built environment in downtown should be; and
2. Craft concepts for building placement, height, location of parking, allowed uses by floor, streetscape etc.

Each Public Studio began with a brief introductory and “food for thought” presentation. Following the presentation, participants gathered around tables, each with a facilitator and an illustrator, to engage in an interactive table exercise.

Participants were first shown a large base map of District 2 and asked to discuss the existing and desired character of an area as it relates to the illustrative vision portrayed in the Comprehensive Plan. To help participants formulate their ideas, a precedent images book was prepared that showed a wide variety of images depicting such things as architectural style, overall size, bulk and scale of buildings, location of buildings and the public realm.

Following the district-wide discussion a more focused discussion on the selected opportunity sites was held. One opportunity site was assigned to each table and participants were asked to draw (through the hands of the illustrator) and describe what they would like to see on the opportunity sites.

All of the public studio facilitation material was made available on-line for those who were unable to attend the sessions. People were also able to submit comments on-line.

What We Heard!

General Discussion

During the Public Studios, a number of overarching issues were discussed. A summary of those issues is provided below. Full documentation of the notes and drawings produced during the Public Studios can be found at the end of this report.

GATEWAYS. The sequence of arrival into downtown forms a lasting impression. North Cache and Broadway serve as key entrances into downtown. Gateways placed at strategic locations along North Cache and Broadway would announce an arrival. Signature architecture, distinctive landscaping and streetscape treatments, public art, or any combination of these elements could be used to create this sense of arrival.

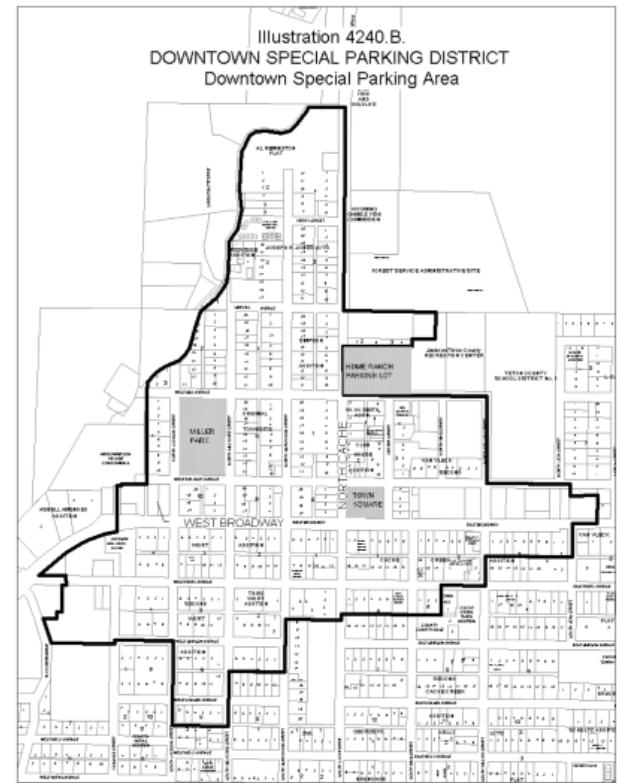
APPROVAL PROCESS. Many participants would like to see an administrative (staff only) approval option for less complicated and less controversial projects in Town.

TRADE-OFFS. How to foster and encourage appropriately-scaled infill and redevelopment was also a topic of discussion. In general, people would be

willing to accept enhanced public benefits in trade for slightly taller buildings. For example, people would be OK with three story buildings as long as care is taken to improve the pedestrian experience by providing such things as stepped-back upper stories, additional public gathering space and enhanced public realm improvements.

PARKING DISTRICT. Parking was also a major topic of discussion during the Public Studios. In general, people would like to see the downtown special parking district expanded in some fashion to other portions of District 2. Currently, the downtown special parking district allows for a 50% reduction for most nonresidential uses (not including lodging) and one space per unit for residential.

USE VS. FORM. People were not super focused on use during the Public Studios. Lodging is still an important distinction that people are concerned about. But for the most part people would like to see an increased emphasis on getting the right building form in place and worry less about what uses are allowed. For example, in a retail area, people would like to see appropriately-scaled storefront buildings at the ground floor, however, they were less concerned about making sure there were actually retail uses in those ground floors, and would be fine with office or residential uses until the market was ready to accommodate the retail activity.



This map shows the current extents of the Downtown Special Parking District.

STREETSCAPE. Streetscape was a key topic during the Public Studios. Participants found that how street and area between the street and building is utilized is vital to creating vibrant walkable commercial areas. Although staff had originally chosen to not include street standards as part of this effort, based upon feedback at the Studios they are now proposed to be part of the new regulations.



A sample of the many photos taken during the Public Studios.

Sub-area Discussion

Below is a summary of the key points made on each of the sub-areas throughout the Public Studios.

2.2: S. CACHE/SNOW KING

HEIGHT: Buildings should be up to 2 stories in height.

SETBACK: Buildings should be set back between 5 and 10 feet from the sidewalk. Front setbacks should include landscaping and green space. S. Cache and Snow King are priority streets.

ARCHITECTURE: The residential character of the area should be maintained. Buildings should be moderate in scale and size. Porches, decks and windows should be allowed to encroach into required setbacks.

LANDSCAPING: Adequate landscaping should be provided along the street and to the rear.

USE: Mixed use should be encouraged and could include offices, galleries, live-work, residential and limited retail. Hours of operation are important.

STREETSCAPE: An attractive streetscape should be provided to draw you down the street, should include public art, lights, trees and signage.

2.3 DOWNTOWN

HEIGHT: Buildings should be up to 3 stories in height. To address shading of streets and pedestrian amenities and to protect scenic vistas, 3rd stories should be stepped back. Buildings fronting wider streets may not need to step back.

SETBACK: Buildings should be pulled up to the sidewalk. All streets are equally important.

ARCHITECTURE: Articulation should be provided to break up bulk and scale. The appearance of multiple buildings should be required on larger sites. A variety of character and architecture styles should be maintained as well as outdoor spaces and seating areas.

LANDSCAPING: Landscape/courtyard space should be required; vegetation is needed to soften the north side.

USE: Shouldn't force use; buildings should be designed to adapt in the future; adequate ceiling heights and transparency on first floor should be provided.

STREETSCAPE: Covered walkways are needed. A 15-foot pedestrian realm in front of buildings should be provided.

2.5 NORTH CACHE

HEIGHT: Buildings should be up to 3 stories in height. Except along the truck route, 3rd stories should be stepped back.

SETBACK: Buildings should be pulled up to the sidewalk. All streets are equally important.

ARCHITECTURE: Articulation should be provided to break up bulk and scale. The appearance of multiple buildings should be required on larger sites. A variety of character and architecture styles should be maintained as well as outdoor spaces and seating areas.

LANDSCAPING: Landscape/courtyard space should be required; vegetation is needed to soften the north side.

USE: Residential on 2nd and 3rd floor and in the rear, mixed use preferable with retail on street, uses should interact with Flat Creek.

STREETSCAPE: Traffic calming needed, add bike lanes from North, wider more continuous sidewalk needed, street trees are important. A 15-foot pedestrian realm in front of buildings should be provided.

2.6: EAST BROADWAY/WILLOW

HEIGHT: Buildings should be up to 2 stories in height.

SETBACK: Buildings should be set back between 5 and 10 feet from the sidewalk. Front setbacks should include landscaping and green space. S. Cache and Snow King are priority streets.

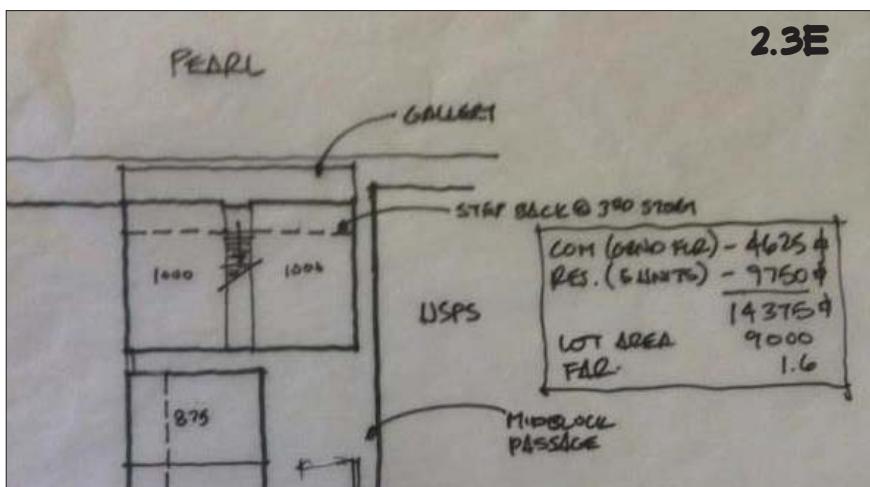
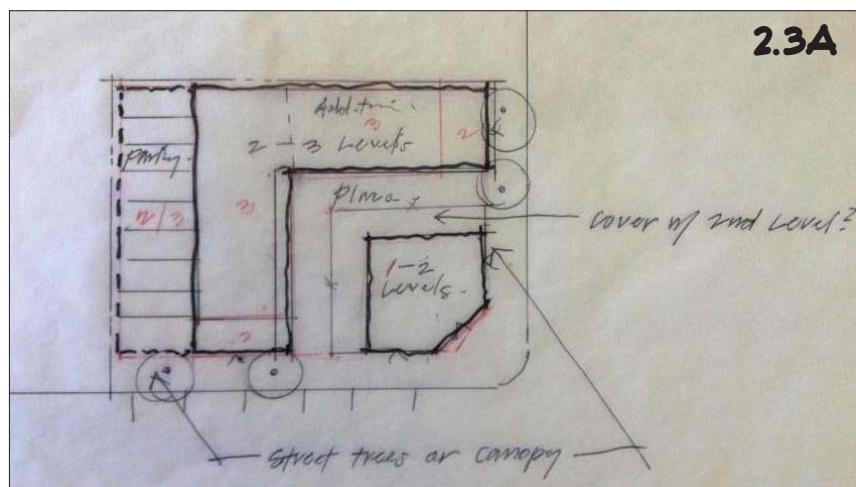
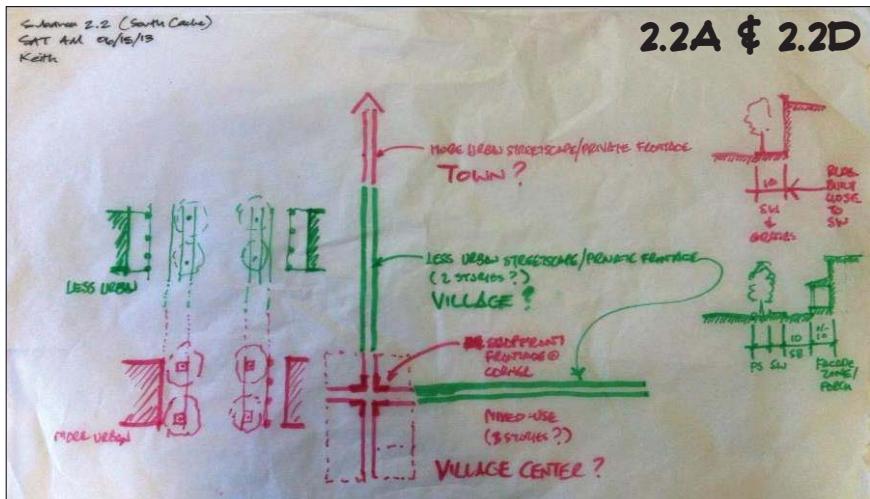
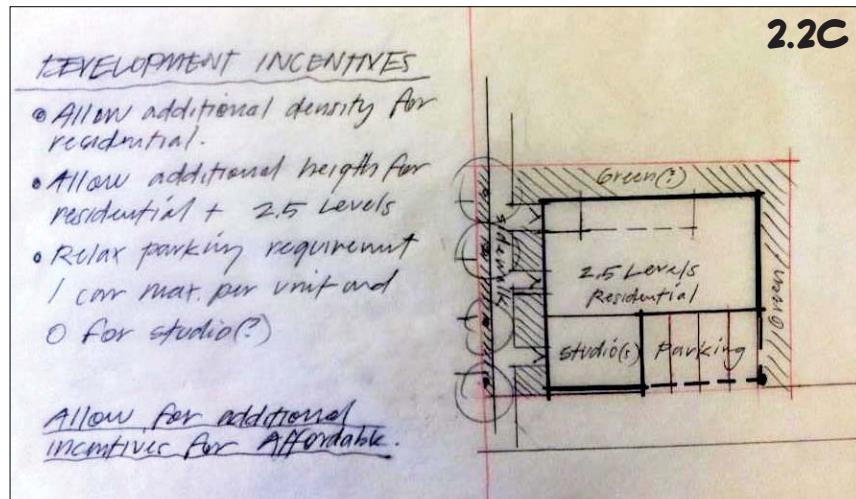
ARCHITECTURE: The residential character of the area should be maintained. Buildings should be moderate in scale and size. Porches, decks and windows should be allowed to encroach into required setbacks.

LANDSCAPING: Landscape/courtyard space should be required; vegetation is needed to soften the north side.

USE: Small office; limited retail and residential.

STREETSCAPE: Wider more continuous sidewalk needed, street trees are important. 5-foot green space with 5-foot sidewalk should be provided in front of buildings.

Opportunity Site Concepts



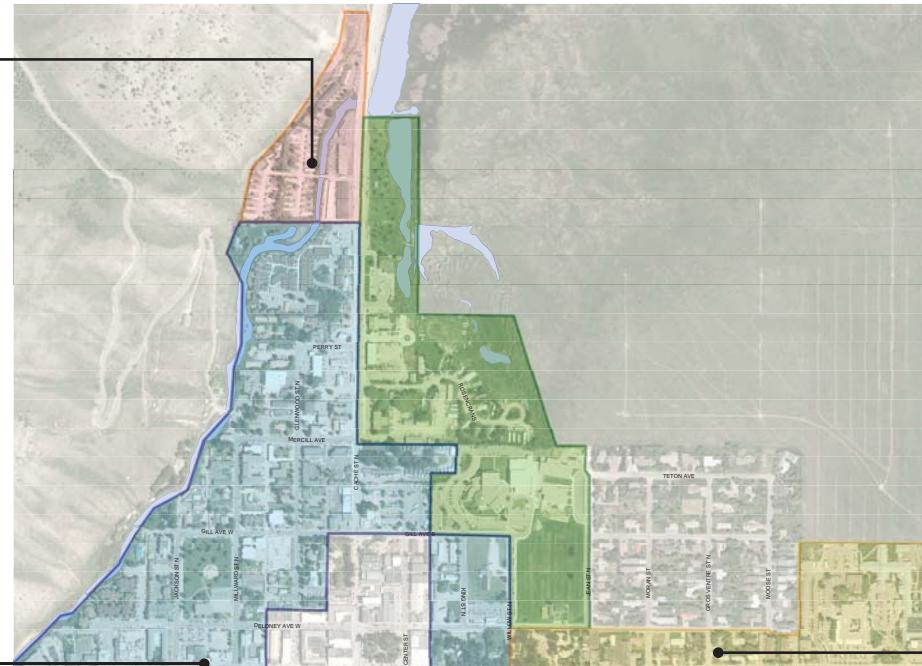
The images above show a sampling of the concepts illustrated during the Public Studios. A compilation of illustrations can be found at the end of this report.

Highlighted Comments from the Public Studios

SUB-AREA: 2.5 NORTH CACHE

"GATEWAYS NEED TO BE GREATLY IMPROVED, CELEBRATE FLAT CREEK PROVIDE GREEN WAY, PUBLIC ACCESS"

"MAKE IT SEEM LIKE YOU ARE NOW IN TOWN"

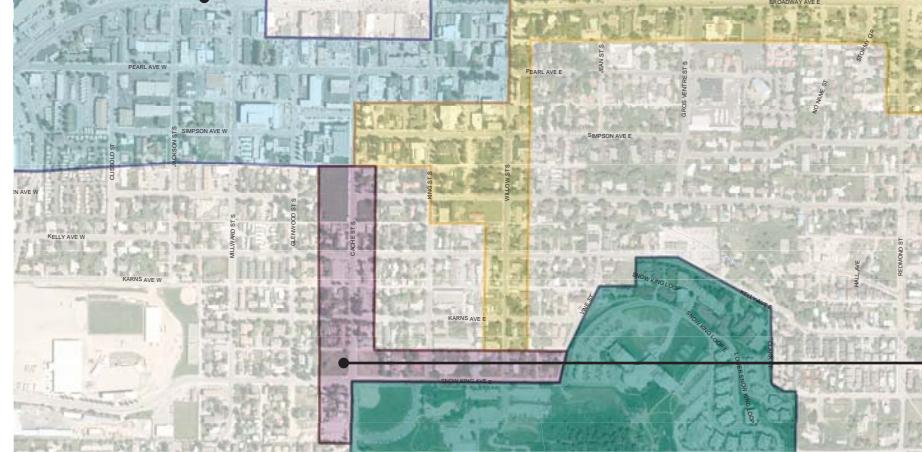


SUB-AREA: 2.3 DOWNTOWN

"DOWNTOWN IS THE HEART OF THE DISTRICT AND THE COMMUNITY"

"REQUIRE THIRD FLOOR STEP BACKS TO ADDRESS SHADING OF STREETS"

"NOTHING WRONG WITH INCREASED HEIGHT NEEDS TO BE ARTICULATED WELL"



SUB-AREA: 2.6 EAST BROADWAY

"MAINTAIN RESIDENTIAL CHARACTER OF AREA WITH SOME GREEN SPACE AND TWO STORY SCALE AND MODERATE SIZE OF STRUCTURES"

SUB-AREA: 2.2 S CACHE AND SNOW KING

"ATTRACTIVE STREETSCAPE NEEDED TO DRAW YOU DOWN THE STREET COULD INCLUDE PUBLIC ART, LIGHTS, SIGNAGE."

"MAINTAIN THE RESIDENTIAL CHARACTER OF THE AREA"

GENERAL DESIGN CONCEPTS

To achieve the described vision for each sub-area, some new tools are used in the character zones:

Height

- » Upper-story step back
- » Residential transition

Building

- » Build-to
- » Amenity space
- » Floor area ratio

Private Frontages

- » Shopfront
- » Office
- » Residential

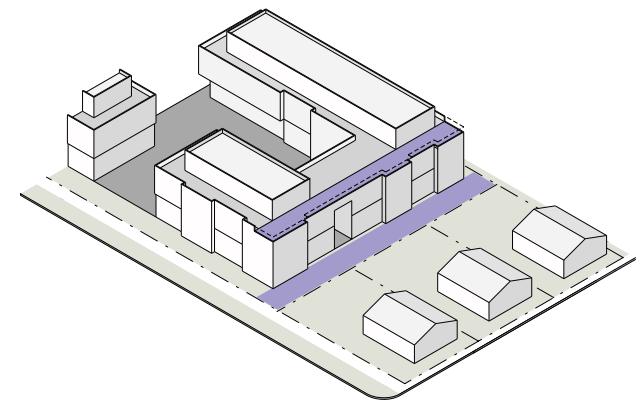
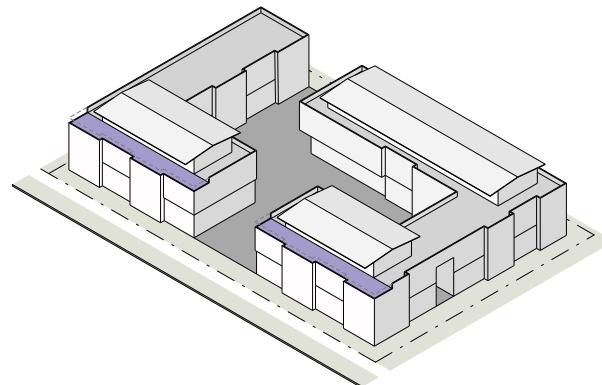
Public Frontages

- » Covered walkway
- » Trees in grates
- » Trees in lawn

Parking Location

- » Surface parking
- » Tuck-under parking
- » Underground parking
- » Structured parking
- » On-street parking
- » Remote parking

HEIGHT. ADDITIONAL CONTROLS ON BUILDING HEIGHT ARE IMPORTANT TO ENSURE BUILDINGS DO NOT LOOM OVER THE STREET OR ADJACENT RESIDENTIAL.



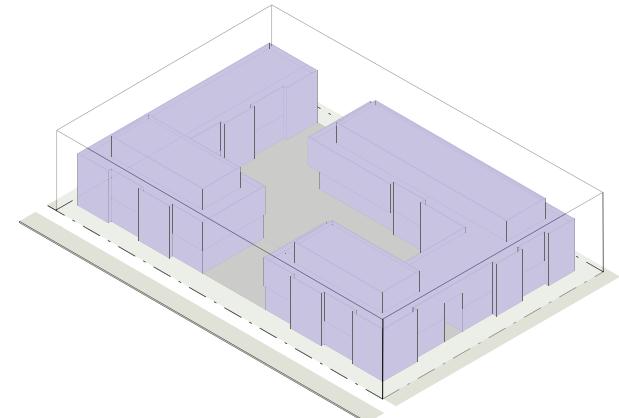
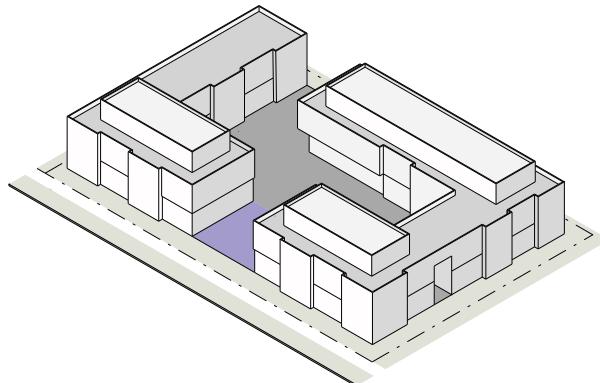
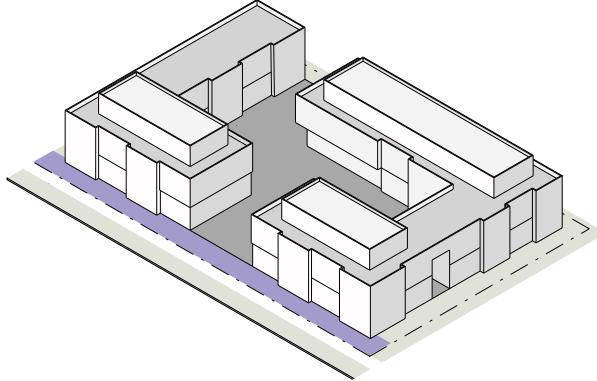
UPPER-STORY STEP BACK

- » Upper-story step backs help provide relief to perceived building mass and also allow for increased sun exposure to sidewalks and streets.
- » Stories above the second floor must provide an additional setback from the street. Specific standards will be determined following completion of a solar shading study.
- » Due to the increased street width of N. Cache and Broadway, buildings can extend the full 3 stories without a step back along these street fronts.

RESIDENTIAL TRANSITION

- » A residential transition helps to improve compatibility between new development and residential areas.
- » When abutting a residential area, an additional building setback is required that is equal to or more than the required abutting residential setback.
- » Parking spaces should also be setback between 5 and 10 feet from the property line to allow for a landscape buffer.
- » Also, to reduce the looming effect, stories above the second floor must provide an additional setback beyond that of the ground floor.

BUILDINGS. ADDITIONAL CONTROLS ON BUILDINGS ARE IMPORTANT TO ENSURE THEY APPROPRIATELY SITED AND TO ENSURE THAT WHEN PULLED UP TO THE STREET, BUILDINGS DON'T OVER DOMINATE THE PEDESTRIAN EXPERIENCE.



BUILD-TO ZONE

- » A build-to zone requires buildings to be pulled up to the street.
- » The build-to zone is the area of land between the front lot line and the maximum setback line.
- » The required percentage is the percentage of the lot frontage that must be occupied by a building.

AMENITY SPACE

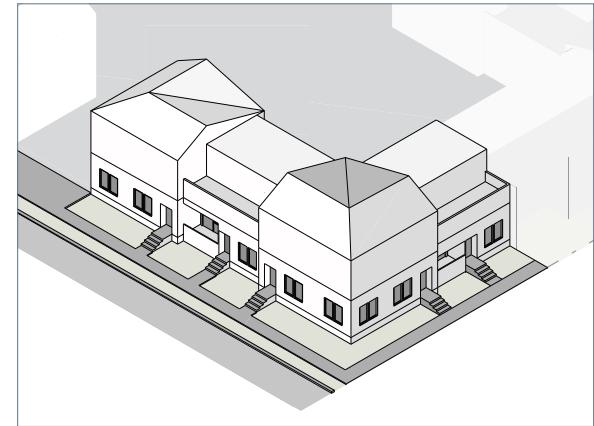
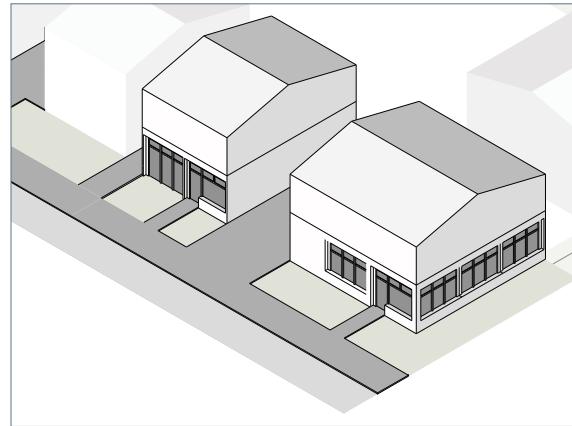
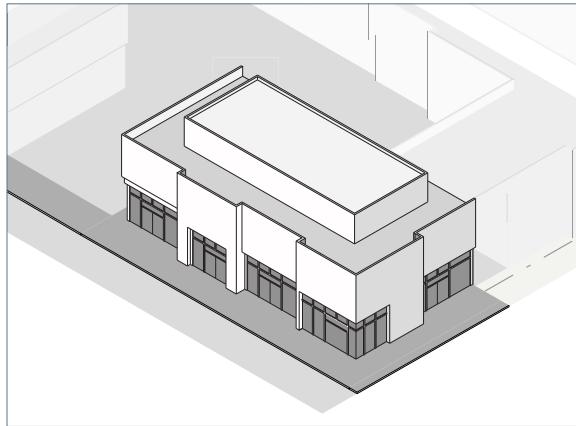
- » Amenity space helps break up the perceived mass of buildings along the street edge and helps create intimate spaces that provide privacy and interest for the pedestrian.
- » Amenity space must be provided at grade and must be reserved exclusively for pedestrian use.
- » The required percentage is the percentage of the lot frontage that must contain amenity space.

FLOOR AREA RATIO

- » Floor area ratio (FAR) is the ratio of floor area of a building to the total area of the lot covered by buildings.
- » FAR is used to reduce the bulk and intensity of a building from what would be allowed under the maximum building envelope.
- » The building envelope is the three-dimensional area that defines the limits to which a structure may be built on a lot when meeting the minimum setback and maximum height requirements.

PRIVATE FRONTAGES.

PRIVATE FRONTAGES ARE THE SPACES THAT OCCUR BETWEEN FRONT LOT LINES AND THE GROUND STORIES OF BUILDINGS. PRIVATE FRONTAGES HELP TO ENSURE THAT BUILDINGS ADDRESS THE STREET. THEY PLAY AN IMPORTANT ROLE IN SHAPING THE BUILT ENVIRONMENT AND ENHANCING THE PEDESTRIAN EXPERIENCE.



SHOPFRONT

Intended for areas where a high-level of pedestrian and retail activity is anticipated. Characteristics include:

- » High build-to (60% to 80%), building at sidewalk with hardscape;
- » High ground floor transparency (50% to 60%), large storefront windows;
- » Tall ground floors (12 to 16 feet);
- » Multiple entries (every 50 to 75 feet) open directly onto public sidewalks or amenity space;
- » High pedestrian activity; and
- » Public entry.

OFFICE

Intended for areas where a moderate level of pedestrian activity is anticipated. Characteristics include:

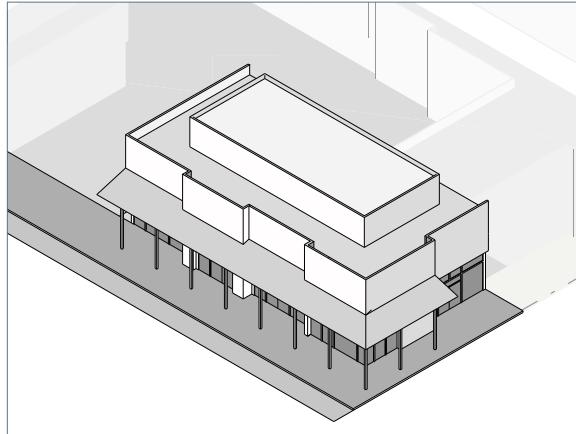
- » Moderate build-to (40% to 60%), buildings at sidewalk or setback with hardscape or greenspace;
- » Moderate ground floor transparency (30% to 50%);
- » Lower ground floors (10 to 12 feet);
- » Single entrance opens directly onto a public sidewalk or amenity space;
- » Moderate pedestrian activity; and
- » Semi-public entry.

RESIDENTIAL

Intended for areas where a high-level of residential activity is anticipated. Characteristics include:

- » Low build-to (40% to 50%), building setback with greenspace;
- » Low ground floor transparency (20% to 30%);
- » More typical ground floor heights (9 to 11 feet);
- » Raised entrances (1 to 3 feet) for ground floor units open onto private porches or stoops;
- » Low pedestrian activity; and
- » Private entry.

PUBLIC FRONTAGES. PUBLIC FRONTAGES ARE THE SPACES THAT OCCUR BETWEEN THE CURB AND THE FRONT LOT LINE. PUBLIC FRONTAGES SET THE STAGE FOR PRIVATE DEVELOPMENT. GOOD PUBLIC FRONTAGE STANDARDS ARE ESSENTIAL FOR FOSTERING MIXED USE, WALKABLE AND PEDESTRIAN-ORIENTED DEVELOPMENT.



COVERED WALKWAY

- » Covered walkways provide visual interest along the street edge, reduce the perceived mass of building facades and provide much needed shelter from snow during the winter months.
- » A minimum of 15 feet must be provided from the back of curb to the front of the building.

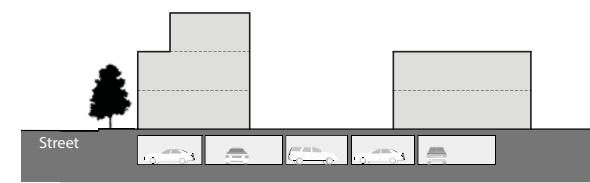
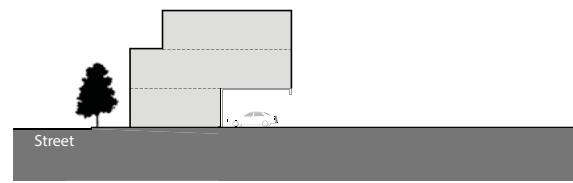
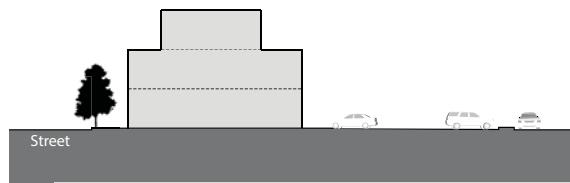
TREES IN GRATES

- » Street trees create safer walking environments by forming and framing visual walls and providing distinct edges to sidewalks.
- » Street trees in grates are more appropriate for commercial or retail settings where additional sidewalk width is needed.
- » A minimum of 15 feet must be provided from the back of curb to the front of the building.

TREES IN LAWN

- » Street trees create safer walking environments by forming and framing visual walls and providing distinct edges to sidewalks.
- » Street trees in landscaped areas are more appropriate for residential areas where more green space is desired and less sidewalk width is needed.
- » A minimum 5-foot planting strip and 5-foot sidewalk must be provided.

PARKING LOCATION. THE LOCATION OF PARKING IS VERY IMPORTANT. IMPROPER TREATMENT CAN HAVE A NEGATIVE EFFECT ON WALKABILITY. PARKING SHOULD BE HIDDEN AND LOCATED TO THE REAR AND SIDE OF BUILDINGS, AND WHERE POSSIBLE SCREENED FROM VIEW.



SURFACE PARKING

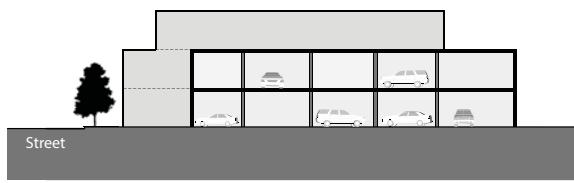
- » Surface parking provides uncovered, at-grade parking.
- » Surface parking must be located behind or to the side of buildings and screened from view from the street (not including an alley).

TUCK-UNDER PARKING

- » Tuck-under parking provides at grade parking located beneath the upper-stories of a building.
- » Tuck-under parking must be located to the rear of the building.

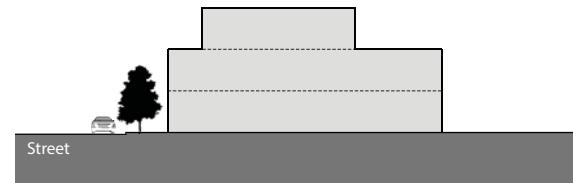
UNDERGROUND PARKING

- » Underground parking provides below grade parking.



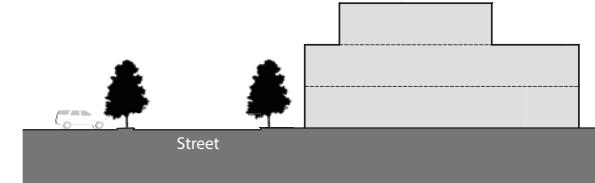
STRUCTURED PARKING

- » Structured parking provides parking fully integrated within a building.
- » Care must be taken to ensure active street fronts are maintained along key roadways.



ON-STREET PARKING

- » On-street parking provides off-site, at grade parking in the public right-of-way.

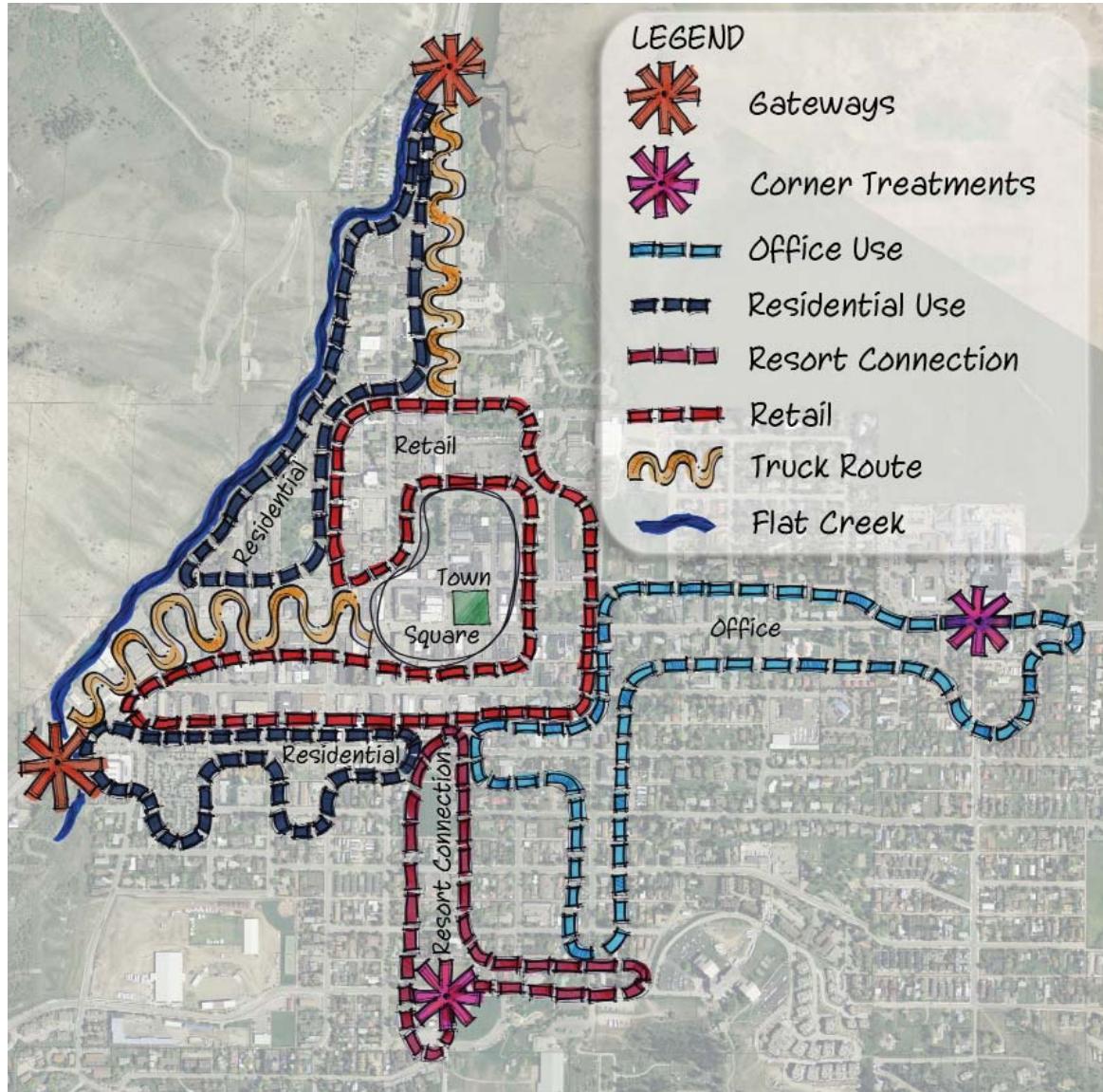


REMOTE PARKING

- » Parking is provided off-site within specified distance.
- » Parking for residential and lodging uses cannot be located off-site

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2. CHARACTER ZONES



Character Zone Map

After the conclusion of the Public Studios, a draft Character Zone Map was prepared. The Character Zone Map is the next step in establishing new zoning for District 2. The proposed character zones are based on the input received during the Public Studios. The Character Zone Map shows areas within District 2 that have common characteristics; characteristics that directly translate to proposed zoning, including building placement, allowed uses, building height, bulk and scale, urban form, streetscape and the parking location. Five character zones have been proposed as follows:

RETAIL: Vibrant mixed use area with a variety of uses and amenities, consisting of wide sidewalks and retail shopfronts pulled up to the street.

TRUCK ROUTE/GATEWAY: Primary traffic route in and out of downtown. Accommodates high volumes of traffic as vehicles pass into and out of downtown.

RESORT CONNECTOR: Key multi-modal connection between downtown and Snow King, consisting primarily of small offices, live-work units, multi-family and arts-related activity.

OFFICE: Employment area with a mix of higher intensity housing options. Limited neighborhood-serving retail at key nodes serves surrounding residential neighborhoods.

RESIDENTIAL: Active residential/lodging area with a variety of housing options, amenities and open spaces, consisting of tree lined streets with active building facades (porches, stoops, balconies) pulled up to the street.

CHARACTER ZONE: RETAIL



GENERAL CHARACTER: Vibrant mixed use area with a variety of uses and amenities, consisting of wide sidewalks and retail shopfronts pulled up to the street.

BUILDINGS: Buildings can be up to 3 stories in height. Massing, articulation, openings and step backs are used to reduce bulk and mass. Buildings are located close to the sidewalk, creating an attractive street edge. Large storefront windows invite and encourage pedestrian activity.

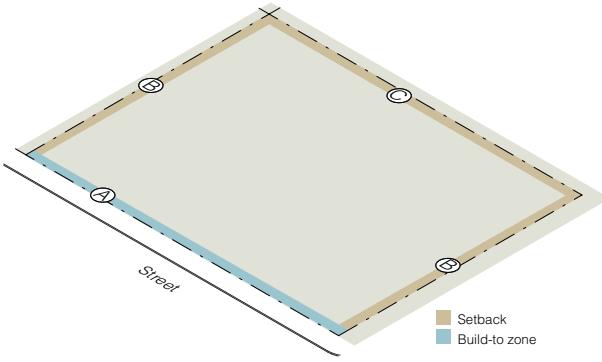
PARKING: Parking is primarily provided off-site on public lots and on-street. Parking provided on-site is underground or screened from view.

LAND USE: Active and engaging uses are encouraged on ground floors but not required with offices, multi-family and lodging are primarily located on upper stories.

COMPREHENSIVE PLAN: Based primarily on sub area 2.3.



The series of before and after images above show one way the area could redevelop using some of the design principles shown on the following page.



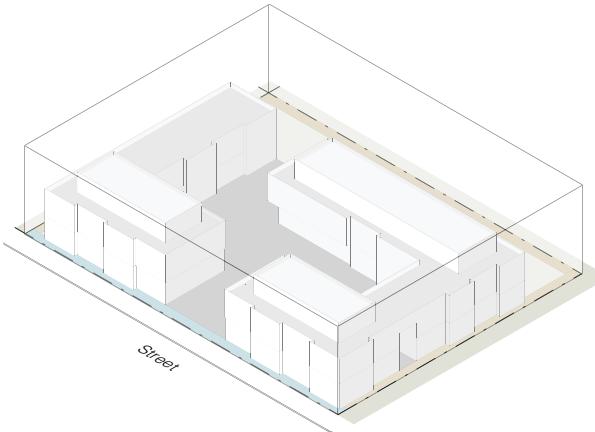
LOT

SETBACKS

- Ⓐ Build-to zone: 0 min / 5-foot max
- Ⓑ Side: On the lot line or 5-foot min
- Ⓒ Rear: On the lot line or 5-foot min
- Ⓒ Alley: On the lot line or 5-foot min; ground story 22 feet when utilized for parking.

USE

- » Retail
- » Restaurant
- » Lodging
- » Office
- » Residential



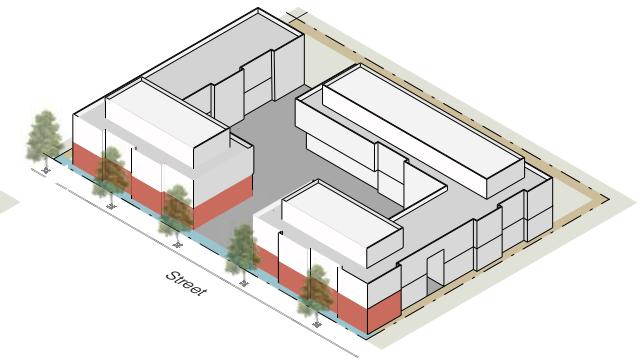
MASS

HEIGHT

- » Height: 42 feet to 46 feet / 3 story max
- » Upper-story step back: Required
- » Residential transition: Required

BULK

- » Floor area ratio: 1.75 to 2.00 max
- » Amenity space: 10% to 30%
- » Landscape surface ratio: Not required
- » Landscaping/amenity space: Hardscape or green



FORM

PRIVATE FRONTAGE

- » Shopfront
- » Residential (lodging only)

PUBLIC FRONTAGE

- » Covered walkway
- » Trees in grates

PARKING LOCATION

- » Surface
- » Tuck-under
- » Underground
- » Structured
- » On-street
- » Remote

PARKING DISTRICT

- » 50% reduction for nonresidential uses

CHARACTER ZONE: TRUCK ROUTE/GATEWAY



GENERAL CHARACTER: Primary traffic route in and out of downtown.

BUILDINGS: Due to the increased street width no upper-story setback is required. Also, because of faster moving traffic and less pedestrian activity, buildings have less articulation and are setback further from the street edge. Ground floors still provide a high level of visual interest and are constructed to accommodate retail activity.

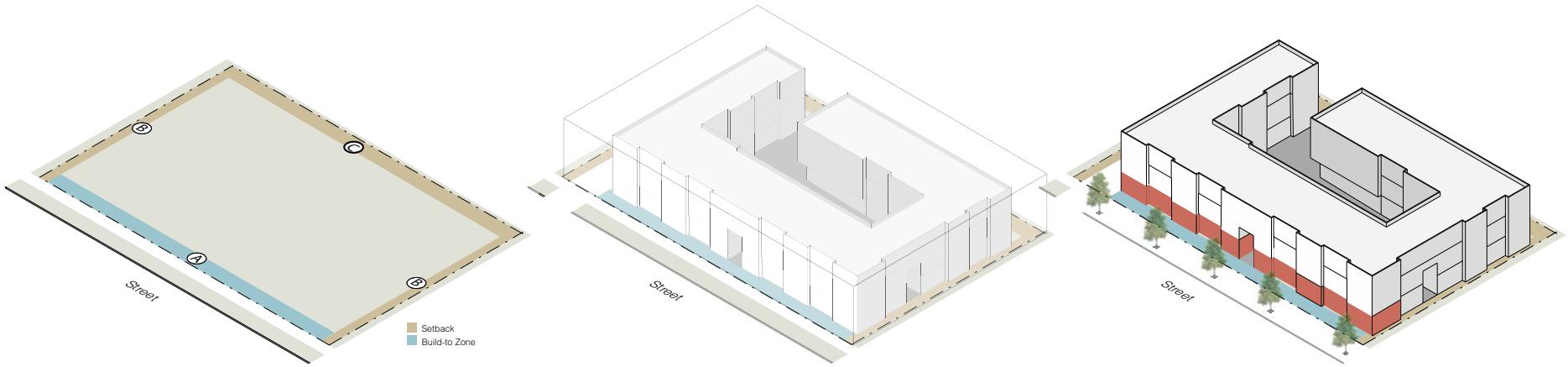
PARKING: Parking is a mix of on-site and off-site. On-site parking is primarily provided underground or to the rear and side of buildings and screened from view.

LAND USE: Active and engaging uses are encouraged on ground floors but not required with offices, multi-family and lodging are primarily located on upper stories.

COMPREHENSIVE PLAN: Based primarily on sub areas 2.3 and 2.5.



The series of before and after images above show one way an area could redevelop using some of the design principles shown on the following page.



LOT

SETBACKS

- Ⓐ Build-to zone: 0 min / 10-foot max
- Ⓑ Side: On the lot line or 5-foot min
- Ⓒ Rear: On the lot line or 5-foot min
- Ⓓ Alley: 5-foot min; ground story 22 feet when utilized for parking.

USE

- » Retail
- » Restaurant
- » Lodging
- » Office
- » Residential

MASS

HEIGHT

- » Height: 42 feet to 46 feet / 3 story max
- » Upper-story step back: Not required along N. Cache or Broadway
- » Residential transition: Required

BULK

- » Floor area ratio: 1.75 to 2.00 max
- » Amenity space: Not required
- » Landscape surface ratio: Not required
- » Landscaping/amenity space: n/a

FORM

PRIVATE FRONTAGE

- » Shopfront
- » Residential (lodging only)

PUBLIC FRONTAGE

- » Trees in grates

PARKING

- » Surface
- » Tuck-under
- » Underground
- » Structured
- » On-street
- » Remote

PARKING DISTRICT

- » 50% reduction for nonresidential uses

CHARACTER ZONE: RESORT CONNECTOR



GENERAL CHARACTER: Key vehicular, pedestrian and bike connection between downtown and Snow King, consisting primarily of small offices, live-work units, multi-family and arts-related activity.

BUILDINGS: Buildings can be up to 2 stories in height except additional height might be appropriate at the corner of S. Cache and Snow King Ave (3 stories with a stepback). Buildings are pulled up to the street, awnings, galleries, porches, stoops, and windows and doors work in concert to provide an attractive pedestrian link between downtown and Snow King.

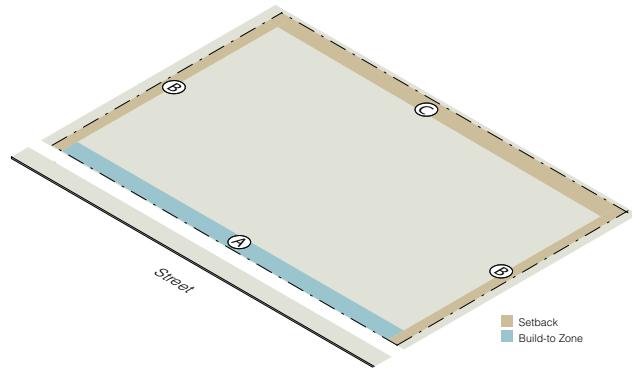
PARKING: Parking is primarily provided on-site, to the rear or side of buildings and screened from view.

LAND USE: Ground-level uses add vitality and street life that support the Center for the Arts. Upper floors primarily accommodate residential, lodging and office uses but these uses are allowed on ground floors.

COMPREHENSIVE PLAN: Based primarily on sub area 2.2.



The series of before and after images above show one way an area could redevelop using some of the design principles shown on the following page.



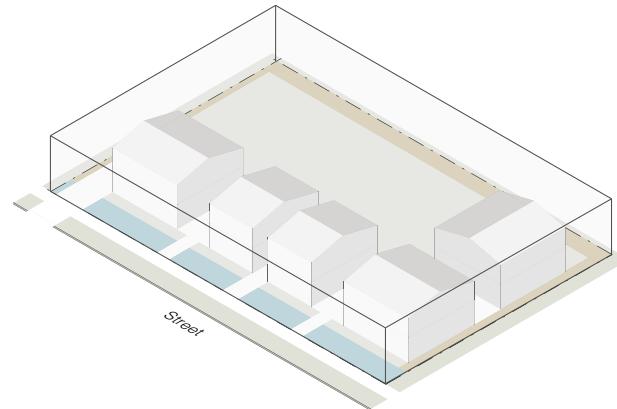
LOT

SETBACKS

- Ⓐ Build-to zone: 0 min / 10-foot max
- Ⓑ Side: 5-foot min
- Ⓒ Rear: 10-foot min

USE

- » Retail
- » Lodging
- » Office
- » Residential



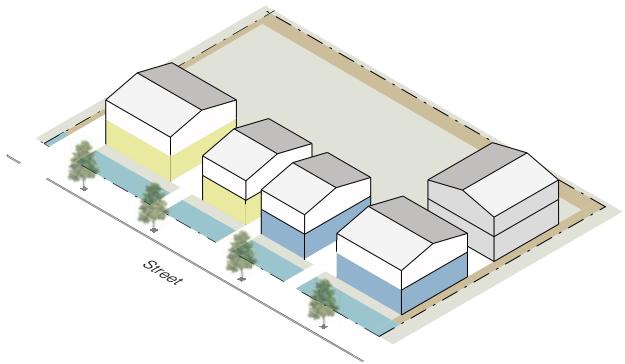
MASS

HEIGHT

- » Height: 30 feet / 2 story max
- » Upper-story step back: Not required
- » Residential transition: Required

BULK

- » Floor area ratio: 0.75 to 1.00 max
- » Amenity space: Not required
- » Landscape surface ratio: 20%
- » Landscaping/amenity space: Green



FORM

PRIVATE FRONTAGE

- » Office
- » Residential
- » Shopfront

PUBLIC FRONTAGE

- » Trees in grates

PARKING

- » Surface
- » Tuck-under
- » Underground
- » Structured
- » On-street
- » Remote

PARKING DISTRICT

- » 25% reduction for nonresidential uses

CHARACTER ZONE: OFFICE



GENERAL CHARACTER: Primarily focused on employment with a mix of higher intensity housing options. Limited neighborhood-serving retail at key nodes serves surrounding residential neighborhoods.

BUILDINGS: Buildings can be up to 2 stories in height. Massing and articulation is used to enhance residential character and reduce bulk and mass. Buildings are set back with landscaping in front, creating an attractive and green street edge.

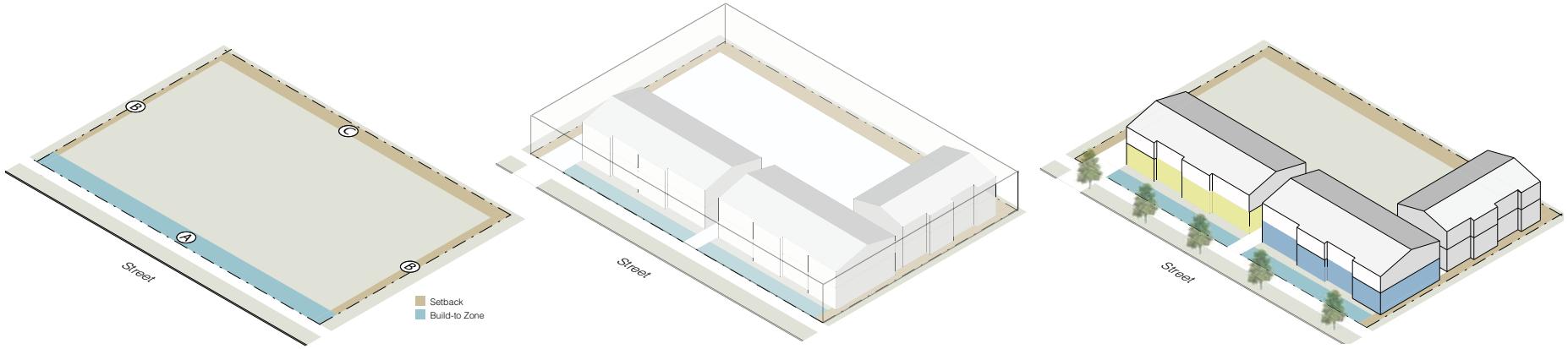
PARKING: Parking is primarily provided on-site, to the rear or side of buildings and screened from view.

LAND USE: Office, residential and neighborhood serving retail are located at ground level with office or residential above and behind. The existing institutional uses remain as anchors to the local economy that provide jobs and services to the community.

COMPREHENSIVE PLAN: Based primarily on sub area 2.6.



The images above show two examples of how the character zone might look using some of the design principles shown on the following page.



LOT

SETBACKS

- Ⓐ Build-to zone: 0 min / 15-foot max
- Ⓑ Side: 5-foot min
- Ⓒ Rear: 10-foot min
- Ⓓ Alley: 5-foot min; ground story 22 feet when utilized for parking.

USE

- » Office
- » Residential

MASS

HEIGHT

- » Height: 30 feet / 2 story max
- » Upper-story step back: Not required
- » Residential transition: Required

BULK

- » Floor area ratio: 0.75 to 1.00 max
- » Amenity space: Not required
- » Landscape surface ratio: 20%
- » Landscaping/amenity space: Green

FORM

PRIVATE FRONTAGE

- » Office
- » Residential

PUBLIC FRONTAGE

- » Trees in lawn

PARKING

- » Surface
- » Tuck-under
- » Underground
- » Structured
- » On-street
- » Remote

PARKING DISTRICT

- » 25% reduction for nonresidential uses

CHARACTER ZONE: RESIDENTIAL



GENERAL CHARACTER: Active residential area with a variety of housing options, amenities and open spaces, consisting of tree lined streets with active building facades (porches, stoops, balconies) pulled up to the street.

BUILDINGS: Buildings can be up to 3 stories in height. Massing and articulation is used to enhance residential character and reduce bulk and mass. Front setbacks are varied, some buildings are pulled up to the street with others set back with landscaping in front, creating an attractive and green street edge.

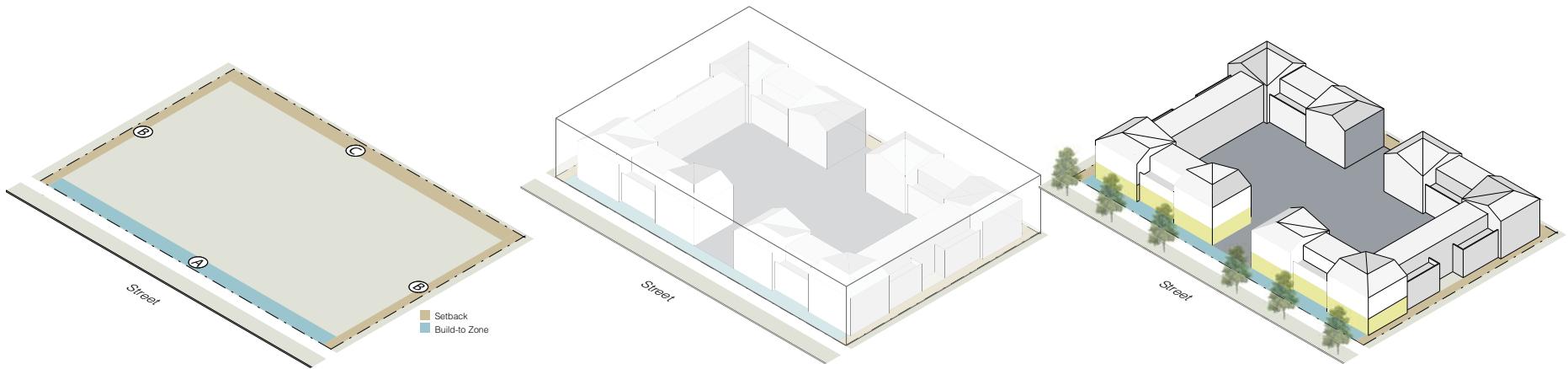
PARKING: Parking is primarily provided on-site, to the rear or side of buildings and screened from view.

LAND USE: Primarily residential with lodging when located in the Lodging Overlay.

COMPREHENSIVE PLAN: Based primarily on sub areas 2.3 and 2.5.



The images above show two examples of how the character zone might look using some of the design principles shown on the following page.



LOT

SETBACKS

- Ⓐ Build-to zone: 0 min / 10-foot max
- Ⓑ Side: 5-foot min
- Ⓒ Rear: 10-foot min
- Ⓓ Alley: 5-foot min; ground story 22 feet when utilized for parking.

USE

- » Residential
- » Lodging

MASS

HEIGHT

- » Height: 42 feet to 46 feet / 3 story max
- » Upper-story step back: Required
- » Residential transition: Not applicable

BULK

- » Floor area ratio: 1.75 to 2.00 max
- » Amenity space: Not required
- » Landscape surface ratio: 20%
- » Landscaping/amenity space: Hardscape or green

FORM

PRIVATE FRONTAGE

- » Residential

PUBLIC FRONTAGE

- » Trees in lawn

PARKING LOCATION

- » Surface
- » Tuck-under
- » Underground
- » Structured
- » On-street
- » Remote

PARKING DISTRICT

- » 25% reduction for nonresidential uses

3. DETAILED PUBLIC STUDIO COMMENTS

EXERCISE #1

Sub-Area 2.2: South Cache/Snow King

What makes Sub-Area 2.2 different from other places? What is considered special?

- » Foster Fries Building – good setback and location of parking
- » Hoffman building good setback and parking location
- » Need some green space in front of buildings
- » On street parking needed to reduce on-site parking requirement
- » No bulb outs
- » Some reduction in parking similar to downtown is appropriate
- » Like A-14 like form
- » Do not allow retail along South Cache
- » Commercial must include parking
- » No more hotels; there is not enough infrastructure to host more tourists
- » Cannot be everything to everyone community first resort second
- » More retail, less lodging
- » Good architecture is if you do not remember it
- » Long-term residential downtown
- » Clean up alleys
- » Center for the Arts could use a commercial/teaching kitchen and associated hospitality area
- » Two story, green space setback
- » Connect via public space
- » Wider sidewalks, continuous sidewalks, rotating art spot

Are there areas you would like to see preserved or enhanced?

- » Office uses; good
- » Pedestrian only areas
- » Preserve the small little houses, keeps 'homey' feel
- » Absolutely a few historic preservation designations needed
- » Attractive streetscape needed to draw you down the street could include public art, lights, signage, etc.
- » South Cache needs amenities to connect to the base of Snow King
- » Need active uses to support pedestrian interest/experience
- » East side of South Cache is where artists should have studios & workshops; Live/work
- » Concerned about 25 mph being enforced on Snow King and South Cache
- » Hoffman building is a good design – retains all 50yr stormwater on site – Town should be considered a watershed – Hoffman building and Motel 6 were designed under the same stormwater principles consistent with the 1980 Town watershed plan

Are there places you really enjoy? Places you avoid?

- » Use South Cache daily needs work
- » Maintain residential character of area with some green space and two story scale and moderate size of structures
- » Mixed use and all residential types both OK

Is there a great place you've visited that should be replicated in Sub-Area 2.2?

- » White Buffalo Club-parking, residential, commercial all good
- » Rusty Parrot - high-end looking and like the western character
- » Pearl Street Condominiums are good
- » 4 Timbers & density
- » Title Company on E Broadway

Capture any trade-offs discussed

- » Need to allow increase density to get activity and street life

Sub-Area 2.3: Downtown

What makes Sub-Area 2.3 different from other places? What is considered special?

- » Height limit currently limits ability to do three stories successfully
- » Buildings close to the street with no landscaping OK but need adequate pedestrian/public realm
- » Need less parking requirements need to provide as a public utility
- » Concentrate on a consistent urban form
- » Green roofs are a good way to meet Landscape Surface Ratio
- » Flat Creek edge treatment important; utilize the creek to benefit property owners and public; sub-areas 2.3 and 2.5
- » State Highway important characteristic unique from overall district; width of right-of-way, number of cars, noise, gateway, etc.
- » Visitor commercial/lodging versus local services
- » Pearl Avenue – Town Main Street
- » Need to sky plane third floor
- » Downtown is the heart of district and the community

- » Need to maintain a variety of character and architecture style/type
- » Good quality design needed
- » Do not worry about use so much
- » Need creative approaches to housing and other exactions
- » Need to promote a variety of housing types
- » Need a buffer around the edge to transition to residential uses
- » Should consider the use of frontage types in the new code
- » 3 stories and 46 feet
- » Focus on place making
- » Congregate use and activity in core
- » Iconic district
- » Covered boardwalks should be required define the district better
- » Outdoor dining will help bring the district alive
- » Truck route by-passing a portion of North Cache needs to be considered differently
- » Truck route is good
- » Design Review Committee - good and bad need to be consistent and allow for back and forth discussion
- » Signage currently appropriate keep modest at pedestrian scale throughout the district
- » Walkability very important
- » Zero lot line good in core downtown
- » A few blocks off of square continue boardwalk/walkability
- » Miller Park needs to be a destination/anchor, develop the corridor to it
- » Housing in core of downtown important
- » Forest Service Access to Mercill 40' easement needs to be built
- » Mixed Use in Downtown
- » Need a consistent architectural style

- » Avoid Downtown in summer too much traffic
- » Parking difficult need better signage to public lots; paid parking?
- » Getting pedestrians across Broadway is a big issue
- » Broadway from the five way to downtown needs to be redeveloped
- » Center Street closed for pedestrians
- » Public parking should be in Karns Meadow with shuttle to town
- » No parking along Broadway
- » No more parking downtown
- » Below grade parking where possible
- » Tree and paver parking lots not asphalt
- » Parking garage needs a facade
- » Maintain and add places for R.V.'s
- » Likes: Town Square, walkable, sense of place, (boardwalks) cohesive
- » Street activation (Wort example) outdoor space; bring the outdoors in
- » Dislikes: Town DRC, contemporary design
- » Need to incorporate energy goals for entire district
- » Tie in public benefit to development regulations
- » Prescribe setbacks
- » North entrance to Town, park & interpretive center all need gateway improvement
- » Flat Creek Area/west side of Broadway needs redevelopment focusing on creek
- » Broadway is impermeable, McPhails area
- » What happens after pathway ends entering downtown-needs pedestrian
- » Giving everyone the maximum development potential is not necessary
- » Variety of lodging options, keep lodging options small town
- » Scale of building at Pearl & Willow- loses the pedestrian scale
- » Build the density first & pedestrian amenity second
- » When projects are phased the public benefit needs to happen first, similar to housing requirements
- » Transition to residential east of South Willow corridor
- » Offices and high end commercial spaces in town, do not provide much for the community
- » Public Art used as indication of the use & scale of the district
- » Town & County need to enforce short-term rentals
- » I don't want to expand the lodging overlay; in particular West of Flat Creek Bridge. The reason is that (there) is too much congestion if more lodging is built west of the bridge toward the Y.
- » Large hotels & residential should not be mixed. Neighborhoods should remain residential & commercial should be commercial.
- » West of Flat Creek Bridge- more development will impact wildlife crossing on Broadway which is the highest wildlife mortality in Teton County.
- » Don't think any more hotels should be built in town because they aren't full most of the year already. There is a need for more affordable rentals.
- » I am okay with buildings being 3 stories in Town if housing is part of that building.
- » Need to respect Flat Creek and celebrate it; Dairy Queen a horrible example
- » Should create a walking path along Flat Creek
- » Hanging Flower Baskets and portable landscape planters should be used in the summer months
- » Need public space plan to coordinate spaces and amenities
- » Need outdoor spaces, boulevards, seating, courtyards, etc.
- » Difficult to get into Town from the north – has gotten worse the past 3-4 years
- » Downtown was originally platted to be housing, but now its used for commercial and you can't live downtown
- » Need to set the first floor back to draw people off the sidewalk into the building

Are there areas you would like to see preserved or enhanced?

- » Sotheby's Building – good, parking out of site; western character
- » South facing residential uses are attractive
- » Transparency needed on first floor but do not require specific use
- » Home Ranch and other public parking lots good
- » Pedestrian amenities and space
- » Broadway and North Cache need to be vital active streetscapes with retail uses preferred
- » Do not force retail and office uses; require buildings be designed to adapt in the future; adequate ceiling heights and transparency on first floor
- » Walk ups not good on main corridors
- » Pearl and Jackson height good, articulation bad, height not the problem the architecture is
- » Three levels above grade is fine but allow enough height to do it well 42 – 46 feet
- » Need jobs and people living downtown
- » Concentrate restaurants and other similar uses in downtown
- » Stop the expansion of downtown along West Broadway, into West Jackson
- » Three levels OK
- » Focus on locals needs and visitors will follow
- » Wort Hotel- 3 levels with gabled roof is nice so that solar access maintained and western character
- » Walkway/ bike way along Flat Creek on east side. West side left natural
- » Bring buildings to sidewalk rather than setback at 5-way.
- » Downtown core should be preserved. Taller buildings should be outside of downtown core.
- » Taller outside of immediate Town Square area, North of Town Square tall okay
- » Commercial below Housing above
- » Larry Berlin's building on Center is great; height, court yard, scale, mix of uses
- » Homewood Suites too much of a big block building
- » White Buffalo relief & facade is nice
- » Bunnery nice courtyard - housing above would be a good option
- » Alley's for service but make them pedestrian friendly
- » D-12 example nice
- » Old movie theatre- new theater, restaurant uses
- » Not another dinner theatre
- » Infill along Pearl Street bagels area needed
- » People living downtown better than lodging
- » All amenities downtown good
- » Residential and Lodging need to be walkable to amenities like groceries
- » Traveling from East to West on bike is difficult
- » More restaurant options on N Cache North of Gill
- » Do not add Sage Brush Motel to the Lodging Overlay
- » Gas Light Alley - good
- » Interior Courtyards need to be open/accessible to the public
- » Blue Lion - good
- » Need street trees throughout district to soften and break up buildings
- » No conifers on north side of street
- » Center for the Arts crosswalk & pedestrian access is important
- » Altimira Gallery
- » Pedestrian only streets done seasonally– e.g. Center and around Square
- » Grocery store and market downtown
- » Need density downtown year around not just 2-3 months
- » Need more public restrooms and public parking
- » Diehl Gallery – good
- » Public Art – good

- » Flat Creek could benefit by restaurant uses
- » Wildlife corridors need to be identified and maintained
- » Rustic Inn good gateway property: western character, landscaping, activity on street with pool
- » Blank Hoke/ Larry Berlin building good example of modern western architecture, great courtyard
- » Need passive parks as population grows – should be a minimum of 3 acres
- » Town Square is only attractive because of the park
- » Preservation of character requires consistency
- » 2 stories is good – 3 stories should be a maybe
- » Don't ruin Town to avoid sprawl because sprawl is going to happen anyway
- » Like-
 - Old theater
 - Old drug store (2 story, retail bottom)
 - Historical museum
 - Not enough set back (Alta Murie) but still have the brick wall
 - House with skis
 - Old high Country
 - Set back of episcopal church is good
 - Ranch Inn
 - Visitor Center
 - Yellowstone Garage- 3 floors & height OK, not how close it is to sidewalk
 - White Buffalo (deli dogs)
 - Sotheby's/Bin22
- » Parking at grade or underground no half level parking
- » Bland Hoke/ Larry Berlin building – good courtyard and bulk and scale
- » Need adequate streetscape width and amenities
- » Shading of streets and pedestrian space not good in winter require third floor setback
- » Breaks in street wall are good, courtyards, etc.
- » On street parking is good reduce on site and provide as a public amenity
- » 177 Center and 30 King good
- » White Buffalo OK. Across street terrible
- » Need to activate all sides all frontages, no primary and secondary frontages all important but challenging
- » Allow alley access
- » Mixed use helps parking – shared parking
- » Nothing wrong with increased height (46 feet) needs to be articulated well
- » Broadway Shops good
- » Boardwalks good
- » Public and/or off-site parking good
- » No need to expand LO not fair to existing lodging and windfall for property owners with no community benefit
- » Need to support tourist economy
- » Boardwalk without canopies does not work; require all boardwalks be covered or not allowed
- » Cannot look past Pearl at Jackson. Pearl at Jackson to big for that location needed to be broken up
- » Pearl at Jackson is nice
- » Bozeman. Tables and Chairs outside activity. Older buildings with apartments above commercial.
- » Keeping downtown vibrant

Are there places you really enjoy? Places you avoid?

- » Parking needs to be in rear and out of sight; alley access for all parking no curb cuts on street

- » Wide sidewalks, Parks in centers of roadway
- » 30 King building nice good setback on third level
- » Amenities downtown for locals
- » Bozeman-Food co-op
- » Terraced parking garage with residential on top & gardens
- » Articulation needed to break up scale
- » Cache Creek Condos on square - bad
- » Pearl and Willow to close to street on upper floors
- » Pearl and Jackson – OK; scale on upper floors a bit off
- » Gateways need to be greatly improved, celebrate Flat Creek provide green way, public access
- » West Jackson cheaper and easier to build in then downtown; out competing the downtown in redevelopment need to fix
- » Only come to town for commerce or emergency services
- » Only use sporting goods shops and restaurants downtown – shop in West Jackson
- » Use Broadway or Pearl daily depending on traffic.
- » Rustic Inn – same price as Wort – what people come for – economics will work anywhere
- » Barker/Ewing building/Rocky Mountain Bank – good because of green space/ setback
- » More open feel of West Jackson
- » Lodge at Jackson Hole attractive
- » More opportunities for public restrooms
- » Keep soda fountain building but different use (Jackson drug)
- » Nothing bigger than Homewood suites

Are there existing elements in Sub-Area 2.3: Downtown that should disappear or not be repeated?

- » Hodsen buildings bad
- » Downtown currently underutilized – single story/single use
- » No columns in boardwalk
- » Parking in front – bad
- » Residential okay across from Miller Park, but aesthetics not okay
- » Cold northern and western exposures
- » Glenwood truck route White Buffalo/Four Timbers not great
- » No half story parking
- » Alleys are for service, parking, access, trash, etc.
- » Pearl at Jackson should not be repeated on that block
- » Ranch Inn should have been 2 stories or height setback
- » Millward/Karns areas should be redeveloped. Multi-family opportunity
- » White Buffalo area too dense
- » A-3- Height should be setback on south for shade
- » Take qualities of Square, emulate in Downtown; walkability; continuous side walks
- » Have anchors and thread together
- » Town Square, Miller Park could be another Town Square, second anchor.
- » Character of “government row” on North Cache; can have “campus” character on one side of Cache, urban character on other if campus addresses street; perhaps put housing near corridor. Government use needs to address “lights-off” issue
- » If building a roof to maximum height, build it right or do not do it (gables vs. flat roof) give enough height to do it right for both gables and flat roofs
- » Fire station located outside of downtown core- on-street parking needed in the core bad use for downtown

- » Pink Garter-to large poor design
- » Alley ways needed for deliveries but are under utilized for parking- enclosed dumpsters, art?
- » Not Pearl at Jackson
- » No 810 West type development
- » Buildings on stilts to meet parking is not attractive
- » 49'er and Antler lack of landscaping and location of parking should not be repeated
- » White Buffalo good except sidewalks should be wider and building setback to not shade street on northern side
- » Ranch Inn to vertical needs to be broken up; setback not useful for public or businesses
- » No columns in boardwalks
- » Increase density
- » Decrease office increase retail and residential
- » Reduce housing exactions
- » Pearl and Willow needs real balconies
- » Pearl and Jackson good first floor retail/office; 2+3 floors good south facing residential scale seems off; needs western style materials
- » Need a paid parking program to utilize the parking garage
- » Hole in the ground bad
- » Canyon feel on North Millward – no landscaping, no water, barren
- » No trees in barrels – trees should have open space to go with them
- » Not a fan of zero setbacks, setbacks make the property look nice and provide for runoff, don't like the idea of a street wall
- » Units in mixed use buildings aren't for locals
- » We are trending toward more urban character – no setbacks, tall walls – that is not what we came for
- » Don't give density/height/etc. bonus standards for housing or other "public

- purpose" because that just sets the precedent and soon it becomes the base
- » Do not like the building behind E Leaven
- » Do not accept promises from developers who are going to leave town and not have to live with the development
- » Parking lot along Ace Hardware should be building to the street
- » No flat facades on building (no to picture A-10)

Is there a great place you've visited that should be replicated in Sub-Area 2.3?

- » The Kitchen, Boulder, CO
- » Boise, ID good street feel
- » Banff, Canada
- » Not Urban like Portland or Seattle. How do we build up without affecting scenic vistas?
- » Bozeman downtown is nice now
- » Glenwood Springs; buildings taller and feels bigger because taller buildings
- » Redmond Street redevelopment is good
- » Ketchum, ID mixed use development, three stories tall with a variety of height
- » Kaine, CT
- » Steamboat, CO good setbacks on upper floors
- » Aspen, CO uses height well even though 4-5 stories
- » Chamonix, France
- » Simsbury, CT

Capture any trade-offs discussed

- » Reduced landscaping for street trees; hardscape OK downtown for open space
- » Some zoning for two story and some for three to allow variety
- » Enable single lot development – entitlement process not discretionary review
- » Need to continue to limit maximum size of any one retail facility to keep out

- big boxes
- » 3 lots need public review process; 1-2 lots should be administrative review and DRC only
- » Make it easier for people to develop and they will give the community what they want
- » Reduce the uncertainty of the process
- » Teton Village half community, half resort
- » Density downtown makes sense
- » Housing & Lodging downtown, both needed
- » 3 stories is the limit
- » Winter sun shadow big issue. North facing buildings should be setback
- » Setback trade-off & pedestrian realm for increased height
- » Allow underground parking for height trade-off
- » Reward to not fully park
- » Public benefit for:
 - Courtyard
 - Terrace
 - Streetscape
 - Energy savings
- » Accommodate density in town but require adequate sidewalks (10' to 15')
- » Pearl at Jackson not inviting to pedestrian
- » Need greenery in Town too
- » Greenery important
- » Spaces that allow for lingering
- » Should be a minimum of 20 feet clear of pedestrian/amenity space allow for additional height with no setback
- » J-1 Visa residents walk downtown from west Jackson because they don't have cars
- » Parking should be a public utility
- » Stormwater should be limited to pre-development levels on site and captured and treated from the streets
- » Parking drives economics
- » Costs prohibitive to development:
 - Extra width in sidewalk
 - Parking
 - Floor Area determined by use ridiculous
 - Housing impact fees
- » Only way to make a project pencil is retail/parking first floor, flex or office second, residential third with no setbacks from any lot line
- » If you take care of the land it will take care of the economics

Sub-Area 2.5: North Cache

What makes Sub-Area 2.5 different from other places? What is considered special?

- » Just North of Bridge gateway priority
- » Traffic calming needed
- » Make it seem like you are now “in Town”
- » Duck, geese, deer crossing
- » Add bike lanes from North, getting to Town Square hazardous
- » Sidewalks!!
- » Lighting-minimize for residential
- » Parking behind building along N. Cache
- » Police Jurisdiction, who's responsible?
- » Sign Pollution

Sub-Area 2.6: East Broadway/Willow

What makes Sub-Area 2.6 different from other places? What is considered special?

- » Willow is a narrow street
- » Bus routes
- » School children
- » Building right on street with no setback on corner of Pearl and Willow not appropriate needs setback
- » Specialty shops needed; office
- » Home on Willow and Hansen - great
- » 2 story mixed use
- » Parking off the road sheltered with landscaping
- » Parking screened by the building needed
- » Townhomes; good
- » More landscaping
- » Better proportioning
- » Row house could work if setbacks okay
- » Garages better behind
- » Nice transition to single family
- » Fix Redmond
- » Bike lane needed
- » Difficult with bulb-outs
- » Grab existing non/residential outside of 2.6
- » Need to improve pedestrian realm
- » Need to allow mixed use BUT don't push out residential/nonresidential mixed-use needs to have residential character. Let residential develop to higher intensity

- » Nurture existing office & other homes
- » Expand downtown parking district to Willow/Broadway
- » Sidewalk inconsistency
- » Curb cuts- need alley access
- » No street yard needed
- » Office, not retail
- » Retail on Cache not Willow and East Broadway
- » Turn the corner with consolidated lots
- » 3 Deep, allow for flip-encourage vibrant commercial use
- » 2 deep-office/transition to residential
- » Two lots deep, pushes people out

Are there areas you would like to see preserved or enhanced?

- » Photo A-13

Are there places you really enjoy? Places you avoid?

- » Building on corner of Willow & Pearl too big needs setbacks for a transitional property
- » A-9 - good
- » Concrete Canyon avoid
- » No bulb outs
- » No giant buildings
- » Nice stripe of green next to road
- » Move sidewalks need on both sides of street

Are there existing elements in Sub-Area 2.6 that should disappear or not be repeated?

- » Do not repeat Redmond
- » No green space between sidewalks and curb

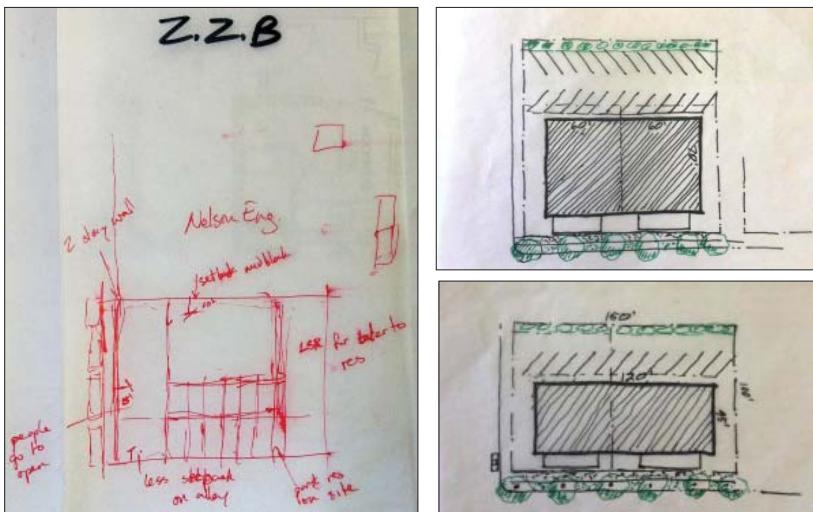
- » Streets are too narrow
- » Sidewalks on west-side
- » Trailer Park gone

Is there a great place you've visited that should be replicated in Sub-Area 2.6?

- » San Francisco with one ways
- » Gabled Roofs- at a greater height
- » Awnings
- » Prugh's Live work across from Powderhorn
- » Capture any trade-offs discussed
- » Willow one-way street
- » Bike lanes added
- » Parking structures at Snow King
- » Sidewalks
- » No one-way from Snow King
- » Covered parking screened by building
- » Restaurants no
- » Home occupation with employees; good
- » Prep Kitchens

EXERCISE #2

Opportunity Site: 2.2B



Building location

- » Ten foot front setback
- » Safety issue in winter
- » Pedestrian-friendly zones
- » Public art amenities (voluntary)
- » Ketchum - similar communities (lots of mixed use)

Location of parking on-site

- » Angle parking along alley
- » No underground, not enough square footage
- » Like the parking at White Buffalo club
- » Parking at Pearl Street Market bad
- » Park once and walk to other destinations downtown
- » Out of sight parking

Street edges (transparency, raised ground floor, sidewalk width, upper-story step back, parking treatments)

- » Allow encroachments into setbacks for porches, decks, windows, etc.
- » Larger sidewalk
- » Sidewalks rule
- » Require front porches
- » No designated pathways they limit commercial
- » 5' green space, 5' sidewalk
- » Angle buildings with courtyards
- » Minimize setbacks on alley
- » Be very careful about height-ex: CCA
- » Setbacks preferred
- » Pedestrian amenities –minor setback without compromising square footage

Open space, landscaping

- » Adequate amount in rear to allow landscaping and buffer with residential properties
- » Green space, irregular between buildings
- » Planters, not just grass
- » Gathering places
- » Setback green spaces along streets + neighbor-10'
- » Keep CCA views/grassy area

Transitions to adjacent sites (setbacks, buffers, step-down/bulk plane)

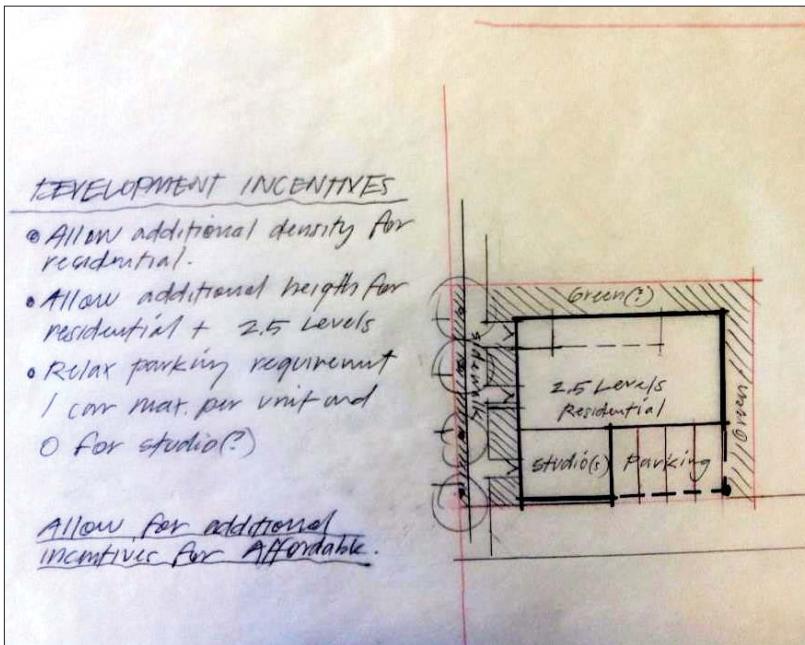
- » Allow enough height to get a good building 30 feet plus; need enough height for gable roofs
- » Residential in scale similar to Fighting Bear but closer to street
- » 10' from neighbors
- » 2 stories without step backs okay (like Hoffman's) if frontage is unique
- » Step back (2nd story) okay
- » Wider sidewalks
- » Setback needed
- » 2 story street wall
- » Park residential on site
- » Less setback on alley

What uses should be allowed

- » All residential types, townhomes, rowhomes, condos, single family, accessory, apartments
- » Housing above lodging/housing in the rear
- » Mixed use with office, galleries, live-work, some limited retail, hours of operation important

- » No commercial, office uses okay
- » Employee housing requirement (2nd story)
- » Need to have retail if want to connect Square to Snow King
- » Restaurant/small retail OK along Snow King
- » Limit commercial based on parking demand
- » Retail may or may not extend up South Cache
- » Limit commercial to coffee shop/artist studio/gallery
- » List only who can be there through conditional use so neighbors can weigh in

Opportunity Site: 2.2.C



Building location

- » Three lots deep important to allow access from alley not street and allow adequate buffer from residential
- » Front setback 5-10 feet
- » Second and third lot needed to provide parking and adequate buffer
- » Bulk and scale less important just need good design

Location of parking on-site

- » Parking needed on-site for residential and some non-residential although on street should be counted as well
- » Relax parking requirement- 1 car maximum per unit

Street edges (transparency, raised ground floor, sidewalk width, upper-story step back, parking treatments)

- » Need to setback second floor
- » Allow more height for flexibility in design

Open space, landscaping

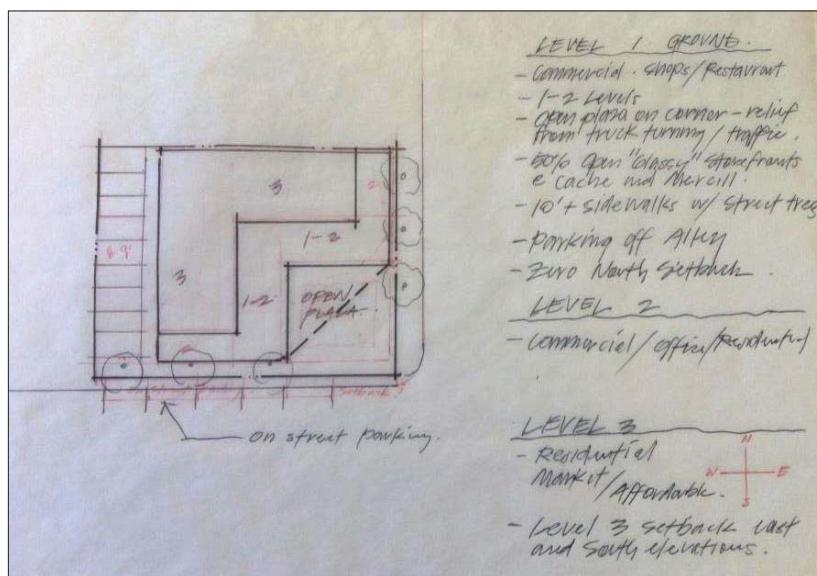
- » Landscaping important to blend into surrounding residential character
- » Transitions to adjacent sites (setbacks, buffers, step-down/bulk plane)
- » Less density is OK more units not always better; quality over quantity, will transition better with residential
- » Need to allow Planned Unit Development option to continue with mixed use allowed
- » Allow additional density for residential
- » Allow additional height for residential; 2.5 Levels

What uses should be allowed

- » Consider VRBO maybe one week minimum similar to Aspen, CO
- » Live/work small spaces desirable
- » Allow people to own as small piece of property and build from there

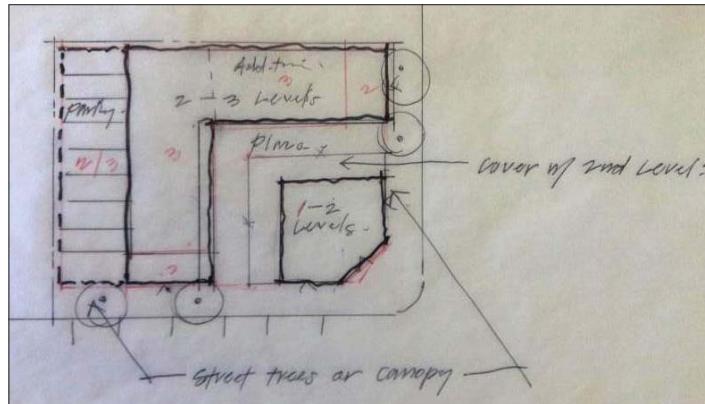
- » Coffee shops, galleries, studios, OK
- » Hours of operation important
- » Small restaurant uses
- » Art galleries
- » Small retail spaces
- » Small office spaces
- » Business incubator space
- » Allow for additional incentives for affordable housing

Opportunity Site: 2.3.A

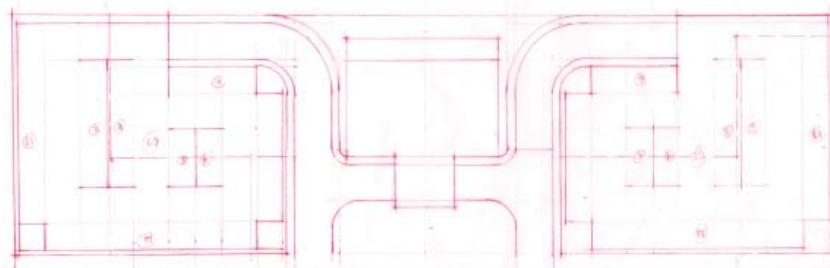
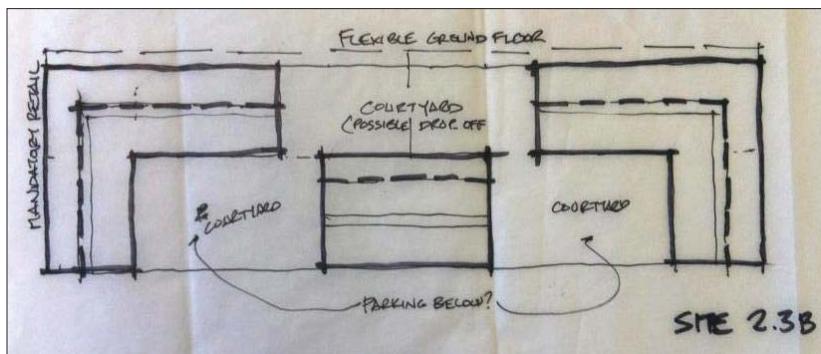


Street edges (transparency, raised ground floor, sidewalk width, upper-story step back, parking treatments)

- » Level 1 Ground:
 - Commercial- shops/restaurant
 - 1-2 levels
 - Open Plaza on corner- relief from truck turning/traffic
 - 50% open "Glassy" store fronts on Cache and Mercill
 - 10' + sidewalks with street trees
 - Parking off alley
 - Zero North Setback
- » Level 2
 - Commercial/Office/Residential
- » Level 3
 - Residential Market/Affordable
 - Level 3 setback east and south elevations
- » Parking underground preferred- park residential on site or park on alley



Opportunity Site: 2.3.B



Building location

- » Existing trees will need to be removed, try to incorporate a few
- » Appearance of multiple buildings will be required
- » Three separate portions of the site with courtyard

Location of parking on-site

- » Underground parking
- » Allow credit for on street parking
- » Residential parking required on site other nonresidential can be provided in public lots and/or off site
- » Maximize on street parking consider angled, etc.
- » Alley accessed only no curb cuts if possible
- » Underground parking
- » No on-site parking on street frontages

Street edges (transparency, raised ground floor, sidewalk width, upper-story step back, parking treatments)

- » Two story on street, third story setback
- » Upper floor setback needed to address large square footage and buildings
- » Porte cohere on street
- » Vegetation needed to soften the north side
- » No need for North/South permeability on this site. Important to not break up big blocks in other contexts
- » No curb cut on Cache
- » Do not be too prescriptive with facade articulation
- » Step up from first floor hotel uses
- » Flexible-could be ground level retail, secondary frontage

Open space, landscaping

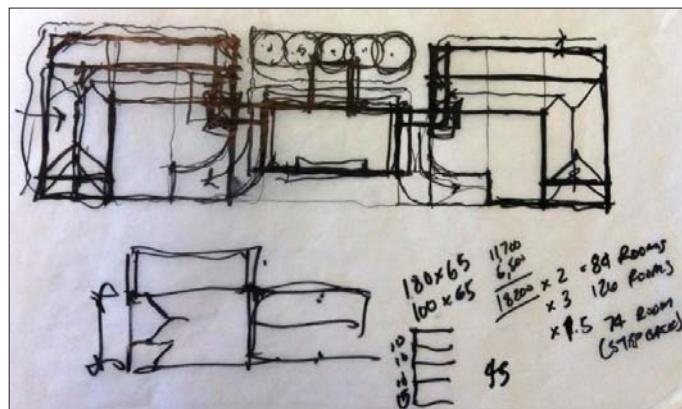
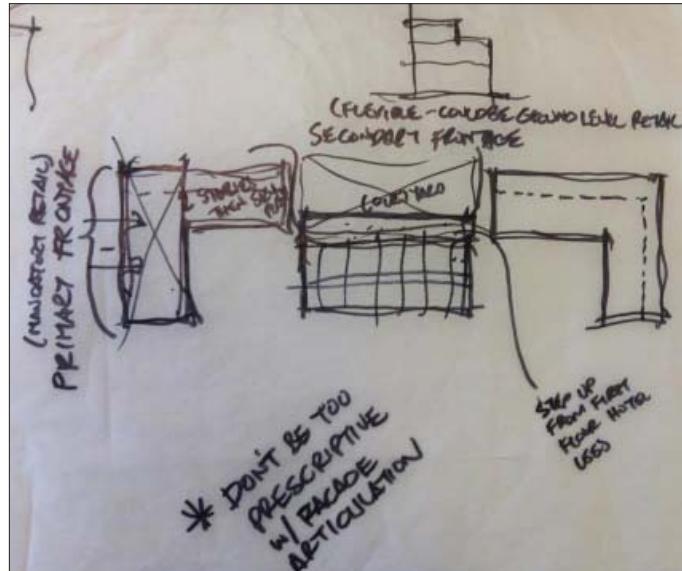
- » Green roofs
- » Courtyards
- » No landscaping (green) requirements hardscape OK
- » Trees are not sacred

Transitions to adjacent sites (setbacks, buffers, step-down/bulk plane)

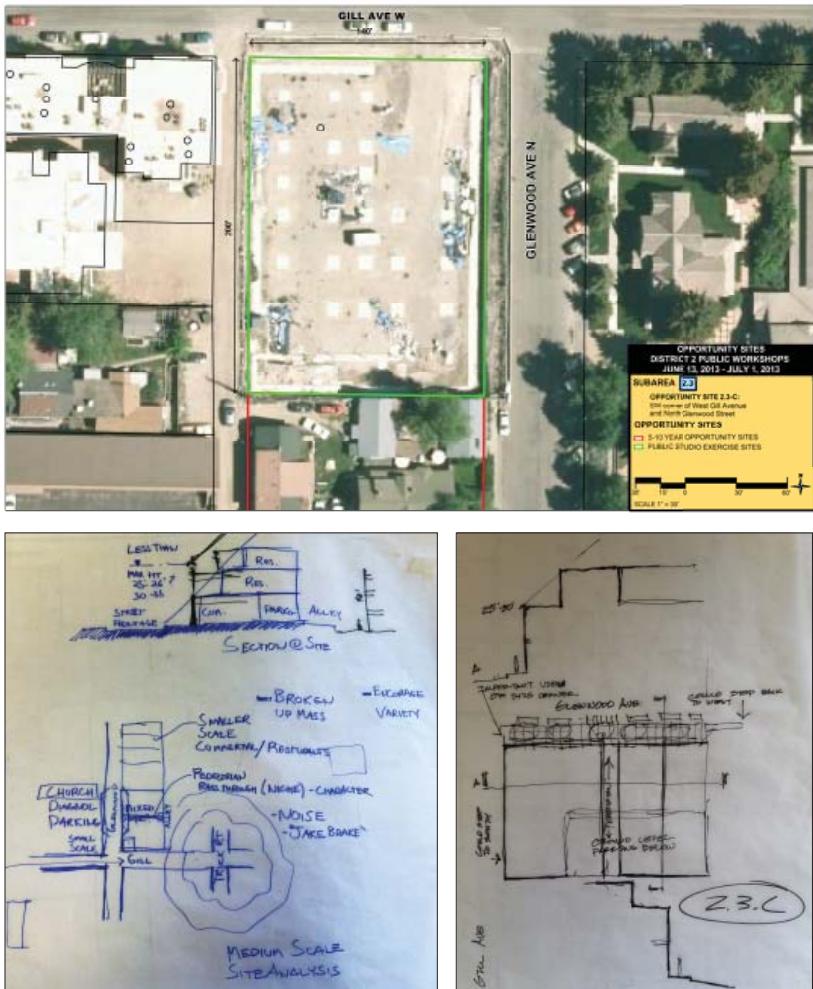
- » Three levels on street
- » Awnings help break up height
- » 45 feet maximum
- » 3:1 ratio height to right of way width
- » Street width important consideration of height and requirements of upper floor setbacks
- » Building articulation not a programmed setback, design guidelines can handle this not a regulation

What uses should be allowed

- » Location may affect use; do not require uses that will not work
- » No requirement for mixed use
- » Horizontal mixed uses OK does not always need to be vertical all in one building
- » Height is trade off for courtyards and pedestrian amenities
- » No hotel rooms on first floor
- » Need restaurant, lobby, etc. on street frontages

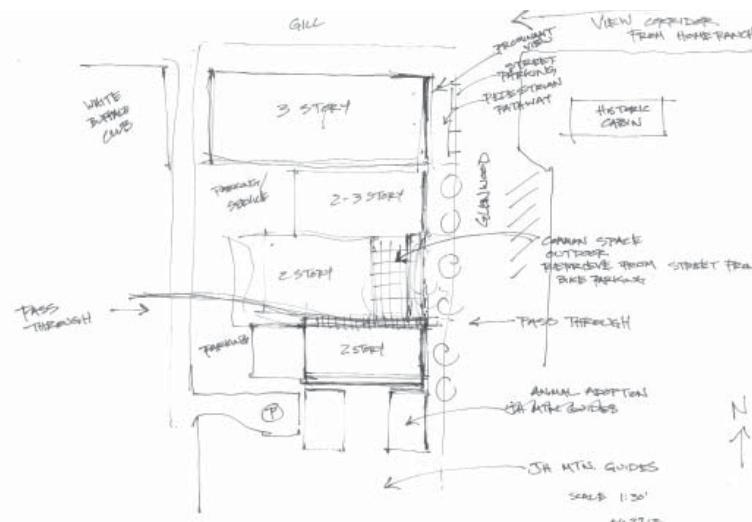
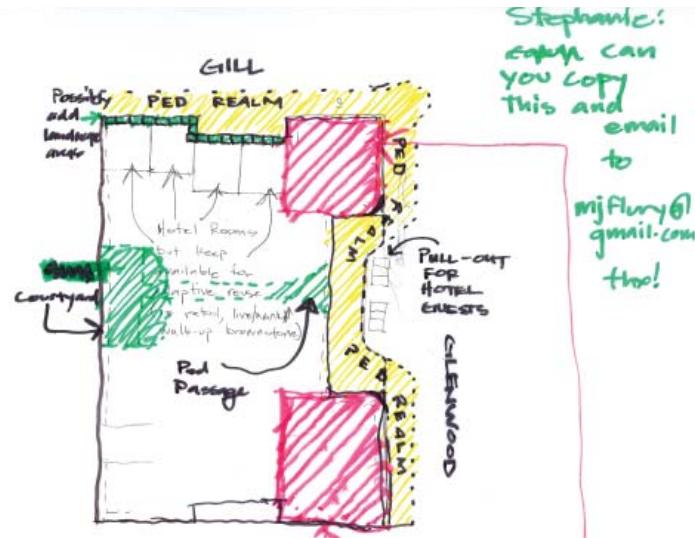


Opportunity Site: 2.3.C



Building location

- » Should never have been an affordable housing project terrible design and use for location
- » Multiple buildings or should appear as multiple preferred to one big building
- » Like examples B1 and B-10 especially the courtyards
- » One large building OK if designed well hard to set a number for maximum building size
- » Bulk and scale important
- » Design guidelines need images and photos
- » DRC to inconsistent
- » Better communication between DRC and applicant and less between each other
- » Courtyard needed to break up building on Glenwood
- » 45' maximum height –should not see the third story
- » Should be able to see mountains in downtown
- » Best solar to the southeast
- » Pavers not concrete cross walks
- » Plan for the future not today 20,000 pop. & 25,000 visitors per day
- » Articulation
- » Do not block sun
- » Visual image of 2 stories
- » More like Rustic Inn
- » Less like White Buffalo
- » Need to conserve historic character
- » Not Park City-too monolithic
- » Sunlight for energy/sustainability (solar gain)



Location of parking on-site

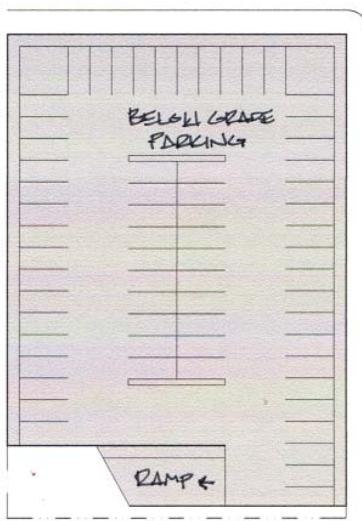
- » Underground
- » On street angled parking to increase amount
- » Underground parking and on street and off alley
- » Angled Parking on street
- » Underground parking
- » Paid parking?
- » Bicycle parking requirements

Street edges (transparency, raised ground floor, sidewalk width, upper-story step back, parking treatments)

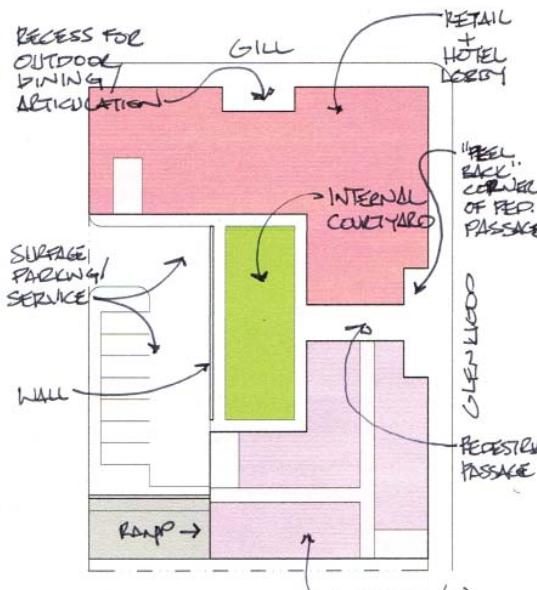
- » Both frontages equally important
- » Need 15 feet clear from curb to front of building minimum
- » Covered sidewalks 10-12 ft wide
- » Height trade-offs for additional amenities
- » Minimum sidewalk width 10'
- » Snow plowing savings for covered walks
- » 3rd story setback green space

Open space, landscaping

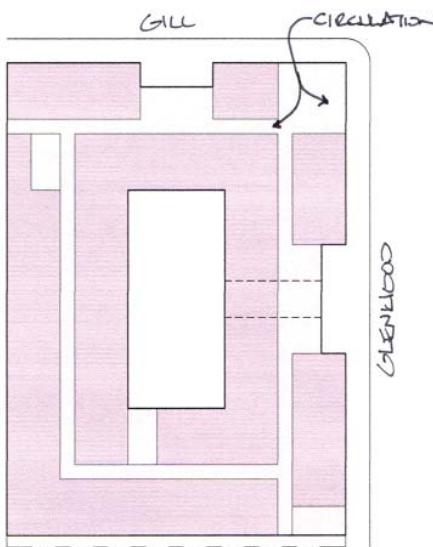
- » Open space not needed provided by St. John's across the street
- » Courtyard break on street wall needed
- » Tree-lined streets
- » G.5-with green spaces
- » Similar width/function on both street facing sides
- » Glenwood frontage may need different treatment
- » Bike share/café
- » Green space may not be needed hardscape might be OK



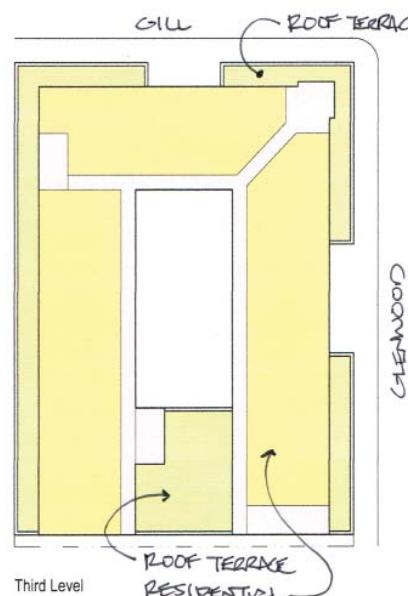
Basement Level



Street Level



Second Level



Third Level

Transitions to adjacent sites (setbacks, buffers, step-down/bulk plane)

- » 46 foot maximum ($16' + 12' + 12'$)
- » Third story step back
- » Balconies can project into right of way
- » Allow service and pickup and delivery in alley
- » 46 feet maximum height with clear definition of allowed 4 feet additional for parapet, screening and HVAC, etc.
- » Skyplane needed over two levels
- » No side setbacks
- » No front setback but requirement for courtyards, break in street wall
- » Locations are limited for increasing density (more 3+ buildings)
- » More public realm as buildings get bigger
- » North end setbacks to address shading
- » Common property lines-don't worry about North boundaries
- » Set back + step backs on shared property lines

What uses should be allowed

- » Reduction in on-site parking to get better building design
- » Retail, office, mixed uses on street level better
- » Lodging uses on first level OK lobby, restaurant, gym, office, etc.
- » Residential and lodging is preferred off the street level
- » Sky bridges for pedestrians
- » Lodging/residential in downtown area
- » No limit to use
- » Coffee/food 1st floor, small scale office
- » Residential best for 2nd floor & 3rd floor if possible
- » 1st floor non-residential

Opportunity Site: 2.3.D



Building location

- » Height tied to street width

Location of parking on-site

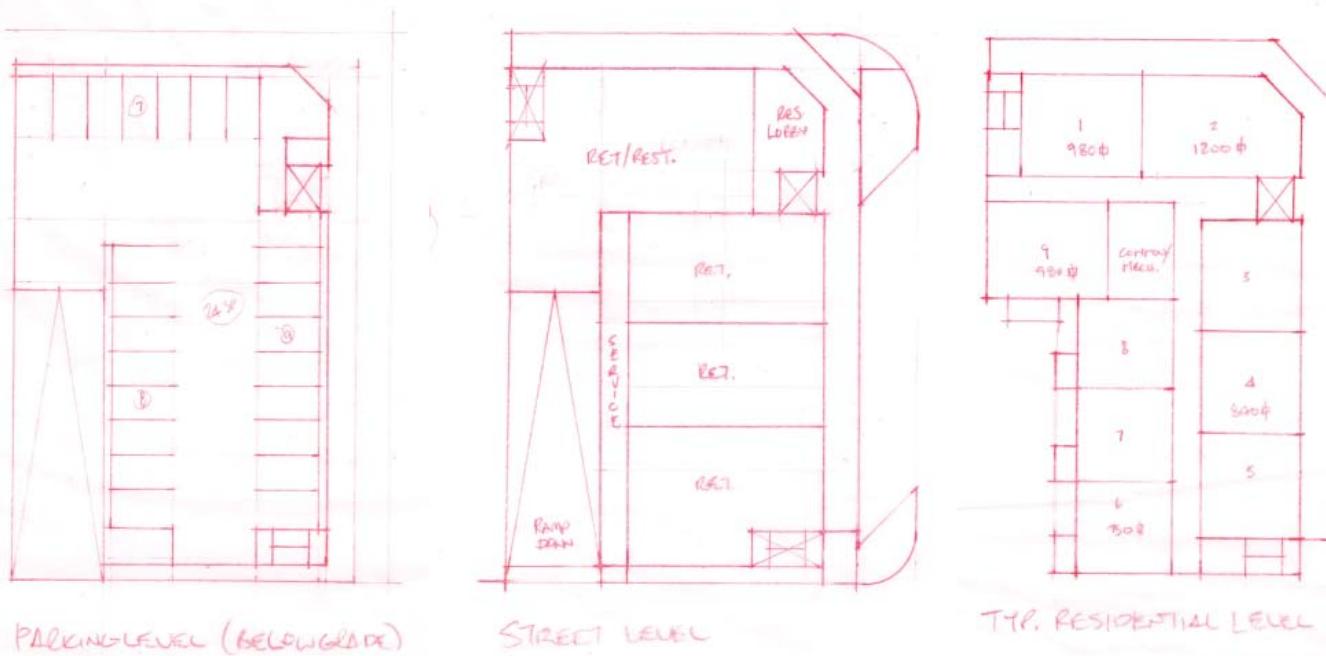
- » No parking on either frontage (look at diagonal on Millward)

Street edges (transparency, raised ground floor, sidewalk width, upper-story step back, parking treatments)

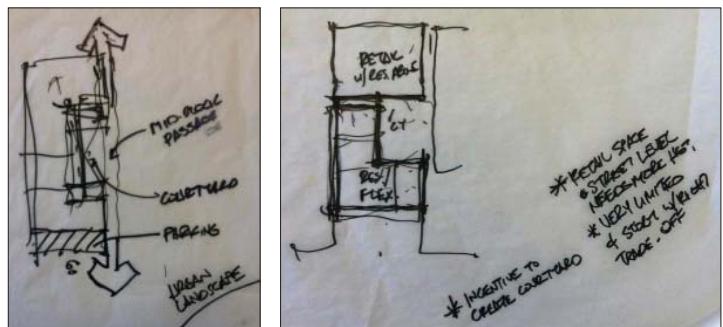
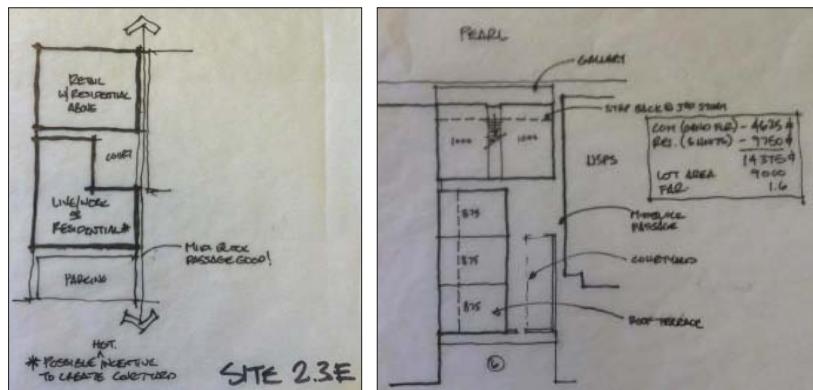
- » Step back on north facing facades based on width of street

Open space, landscaping

- » Green roof-yes
- » Landscaping requirement-no



Opportunity Site: 2.3.E



Building location

- » Building location works well now on street
- » Residential on upper levels
- » Mid-block connection desirable
- » Flexibility allows creativity when you do not need to fill the box to maximize square footage
- » Interior courtyards good
- » Mid-block passage good!

Location of parking on-site

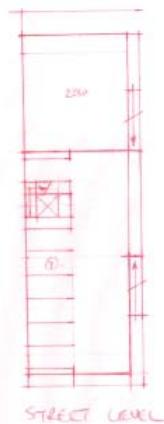
- » Park the alley only
- » Public parking for all nonresidential; use parking garage even for residential in this location
- » Shared parking ramps with adjacent buildings should be encouraged

Street edges (transparency, raised ground floor, sidewalk width, upper-story step back, parking treatments)

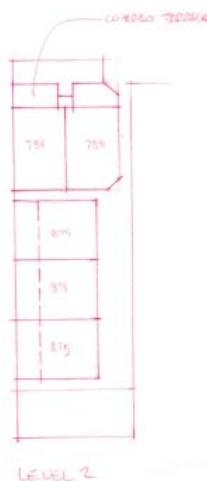
- » Pearl and Jackson the upper floors fall apart articulation off; first floor good
- » Two story no setback on north, third needs significant setback to accommodate sun light in winter on street up to 30 feet
- » Need bike parking make it easy for them
- » Retail/First Floor needs adequate floor to ceiling 13 feet plus
- » Improve pedestrian connectivity
- » Possible height incentive to create courtyard

Open space, landscaping

- » Hardscape OK, needs to be flexible in its use for the overall site
- » Transitions to adjacent sites (setbacks, buffers, step-down/bulk plane)
- » Needs windows on street
- » Good articulation



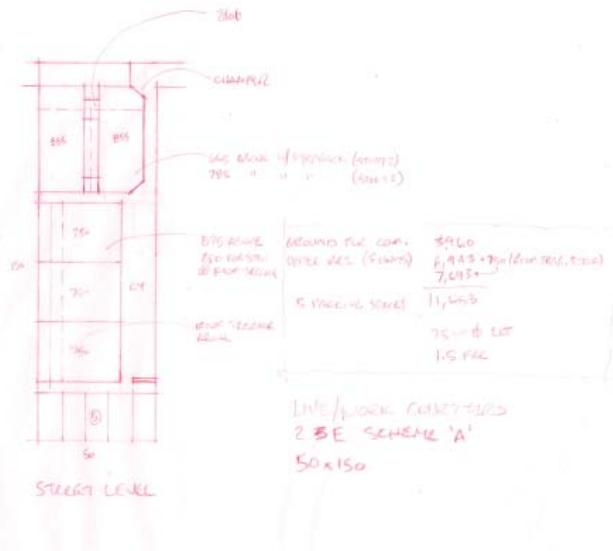
TOWNHOUSE ABOVE RETAIL/BALCONY
2.3E SCHEME 'B'
50x150



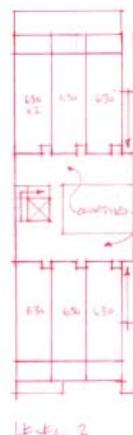
LIVE/WORK COURTYARD
2.3E SCHEME 'A'
50x150

What uses should be allowed

- » Multiple use on upper floors, office or residential
- » South facing office and residential desirable
- » Residential uses preferred on upper floors
- » Pearl Street is Town Main Street
- » Retail Space- Street level needs more height, very limited



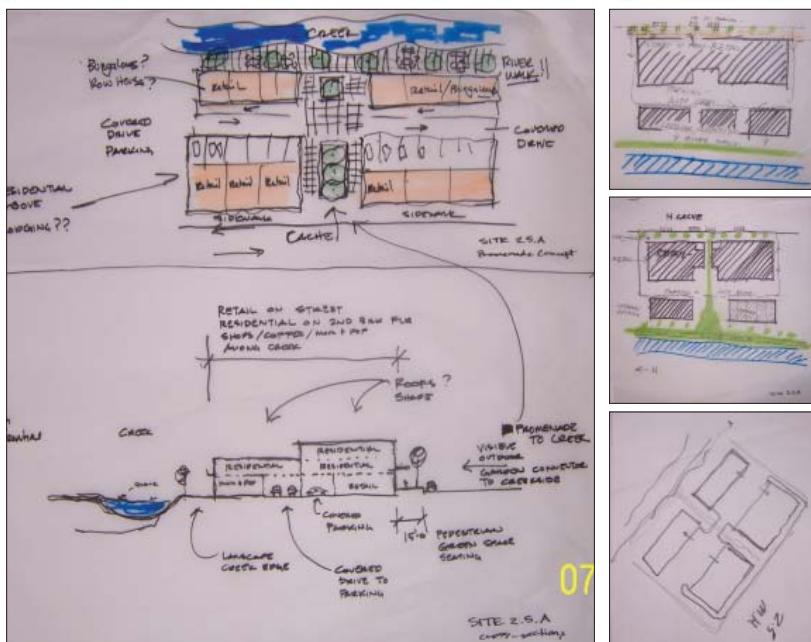
LIVE/WORK COURTYARD
2.3E SCHEME 'A'
50x150



TOWNHOUSE ABOVE RETAIL/BALCONY
2.3E SCHEME 'B'
50x150

DEMOLITION FEE (CUM.)	2,250
PER (6 UNITS)	7,500
	45,104
LOT #	7,500
FEE	1.3

Opportunity Site: 2.5.A



Building location

- » Need to introduce urban form all the way north to the Trumpeter Swan Townhomes, if nothing else, need to slow down traffic near Refuge
- » Night sky lighting considerations on North Cache near Elk Refuge
- » Better coordination amongst Town/County Highway Patrol on enforcement along North Cache
- » Traffic controls/calming
- » Sign pollution must be addressed on North Cache
- » Create a village community in the North Cache Gateway

Location of parking on-site

- » Parking away from street
- » Underground parking if lodging
- » Parking? Could have ramp up to 2nd floor parking, 3rd floor residential

Street edges (transparency, raised ground floor, sidewalk width, upper-story step back, parking treatments)

- » Need to have clear bike/pedestrian realm along North Cache
- » Possibly introduce boulevard with dedicated turns or medians

Open space, landscaping

- » Sidewalk with street trees

Transitions to adjacent sites (setbacks, buffers, step-down/bulk plane)

- » Have a "peek-a-boo" from North Cache to Flat Creek
- » Buildings right at pedestrian realm

What uses should be allowed

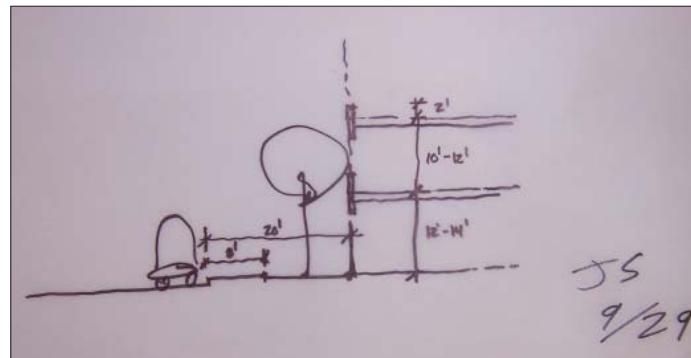
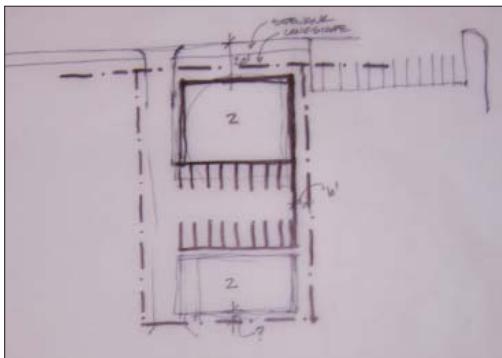
- » Lodging
- » Retail, lodging
- » Housing above lodging/housing in the rear
- » Retail on street
- » Residential on 2nd & 3rd floor
- » Shops/coffee/mom & pop among creek

Opportunity Site: 2.6.B



What uses should be allowed

- » 2-3 units/lot



Opportunity Site: 2.6.D



Location of parking on-site

- » Parking is limiting factor
- » Fee-in lieu too low
- » Needs public parking within distance

