Blue Hill Design Guidelines: Quick Reference for COA Review Elements

Project Name: * Millenium *

Guideline		Page	Applicable Code Ref.*	Meets Guideline?	Notes
PUBLIC RIGHT-OF-WAY					
The Public	Realm				
2.1	Enhance walkability in the public realm in each project.	24			
Public Str	Public Streetscape Character				
2.18	Use site furnishings to accommodate both active and passive pedestrian activity along a residential street frontage - benches or other furnishings located in landscaped areas.	32	2.7.J		
Public Art					
2.19	Incorporating public art in a project is encouraged.	33	2.7.1.3		[Public art elements proposed. Can be used to help satisfy 2.1 and/or 4.21]
	SITE DESIGN				
Building P	lacement and Setback Character				
3.1	Place a building to promote a safe, interesting and comfortable pedestrian environment along the street.	36	2.7.2; 2.7.J		
3.2	Design the street frontage to promote pedestrian activity.	37	2.7.0; 2.7.P; 2.7.Q		
Connectiv	rity				
3.9	Provide pedestrian and bicycle connections into and between properties.	41	2.7.D; 2.7.F.4; 2.7.S		
3.12 (a)(c)(e)	Promote pass-through designs that keep "eyes on the street." Activate a pass-through wall to provide a pedestrian-friendly experience. If parking is allowed in a pass-through, it must be screened and the pedestrian route must be separated.	43	2.7.S		[Apply guidance to Pedestrian Connectivity routes in lieu of pass-throughs]
3.14	Create a consistent streetscape experience within a development.	49			
Outdoor A	Amenity Space				
3.19	Locate outdoor amenity space where it will be shaded in summer months.	52	2.7.F		

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Guideline		Page	Applicable Code Ref.*	Meets Guideline?
3.21	Design an outdoor amenity space to be inviting.	53	2.7.F	
3.22	Furnish outdoor amenity spaces to encourage passive use and public enjoyment.	53	2.7.F	
3.23	Create a coordinated design palette for an outdoor open space.	53	2.7.F	
Recreation Space				
3.29	Design and furnish a recreation area to fit with the context of its development.	56	2.7.G	
Structured Parking				
3.36	Wrapping the parking with an active use is preferred.	60	4.1.B.4	
3.37	Design architectural screens to be an integral part of the building design.	63	4.1.B.4	
Fences and Site Walls				
3.44	Coordinate a fence or wall with the overall site design.	65	4.2.G	
3.45	Use a material that is durable and compatible with that of adjacent buildings and other site features.	65	4.2.G	
3.46	Design a retaining wall to minimize impacts on the natural character of the site.	65	4.2.G	
3.47	Incorporate design variations in a site wall to create interest.	65	4.2.G	
Working with Topography				
3.52	Define facade elements to respond to changes in topography.	67	2.3; 2.4	
3.55	Retaining walls are subject to the same guidance as blank walls.	67	4.2.G	
Service Areas and Utilities				
3.56	Locate a service area or utility to minimize visual impacts from the street and sidewalk.	68	4.2.E.2	
3.59	Integrate mechanical equipment into the design of a building.	69	2.7.J; 4.2.E	

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Guideline		Page	Applicable Code Ref.*	Meets Guideline?
	Site Design Transitions			
3.70	Minimize negative impacts of a commercial operation on an adjacent residential property.	79	4.2.H	
3.72	Design site transitions to connect to future/ proposed developments.	79		
BUILDING DESIGN				
Architectural Character				
4.1	Innovative new designs that draw upon local and regional design traditions are preferred.	84		
4.2	Create a pedestrian-friendly environment with all new projects.	84	2.6	
Environm	ental Performance in Building Elements			
4.10	Minimize the visual impacts of energy devices on the character of the District.	87	4.2.E	
Building N	Mass and Scale			
4.12	Locate the taller portion of a structure away from neighboring residential buildings of lower scale or other sensitive edges.	89	4.2.H	
4.13	Establish a sense of human scale in the design of a new building.	90	2.7.T	
4.14	Incorporate horizontal expression lines to establish a sense of scale.	92	2.6	
4.15	Provide vertical articulation in a larger building mass to establish a sense of scale.	92		
4.16	Use materials to convey a sense of human scale and visual interest to pedestrians.	92	2.7.R	
4.17	Incorporate balconies to create depth and interest on a building facade.	92	2.6.C	
4.20	Incorporate a roof form that provides a "cap."	93		
4.21	Utilize one of the following methods to design a building that is located on the corner.	93	2.1.D.5; 2.7.F; 2.7.I.3	

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Guideline Page Code Ref.* Guideline? Architectural Features (Design Elements)				
4.22 (b)	Design a building facade to enhance community image. Use high-quality building materials on visible facades.	97	2.7.R	
4.23	Design a building facade to be compatible with its context.	97	2.6; 2.7.0; 2.7.R	
4.24	Design a building facade to convey visual interest.	97	2.6	
4.25	Design the ground floor to engage the public realm and promote pedestrian activity.	99	2.6; 2.7.0; 2.7.P	
4.26	Use building materials to define the ground floor and add visual interest.	99	2.7.R	
4.27 (a)	Design the main entrance to be clearly identifiable. Use an architectural element(s) to highlight an entrance, and to provide weather protection, where feasible.	101	2.7.Q	
4.28 (a)(b)	Orient the primary entrance of a building to face a street, plaza or pedestrian way. Use a "double-fronted" design that provides an entry to the street and another to an outdoor amenity space, plaza or a parking lot, when present.	101	2.1.D	
4.31	Locate an iconic design feature to maximize its visibility and impact.	102	2.7.Q; 2.7.I.3	
Four-side	d Building Design			
4.32	Design a building to provide interest on all sides that will be viewed from the public realm.	103	1.1; 4.1.B.4	
Building E	lements	,		
4.33	Include building elements to create a street edge that invites pedestrian activity.	106	2.6	
4.34	Design a forecourt to enhance the pedestrian experience- engage the street, provide interest and activity.	106	2.6.G	
4.36	Encourage consistency in arcade design.	107	2.6.E	
4.37	Design an arcade to improve the pedestrian experience.	107	2.6.E	
4.39	Incorporate building elements that are visually consistent with elements on adjacent, new buildings.	107	2.6	

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Building N		i uge	code nen	- Cuiuciiiic.
4.40	Incorporate building materials that contribute to the visual continuity of the District.	108	2.7.R	
4.41	Develop simple combinations to retain the overall composition of the building.	108	2.7.R	
4.42	Use high quality, durable building materials.	108	2.7.R	
4.44	Utilize traditional masonry materials such as stone, concrete and brick, where feasible.	109	2.7.R	
4.47	Architectural glass may be considered as a primary material.	109	2.7.R	
Windows				_
4.48	Design a window to create depth and shadow on a facade.	110	2.7.0	
4.49	Locate and space windows to express individual modules of a large facade, to express scale and to create rhythm along the block.	110	2.7.0	
4.50	Use durable window materials.	110	2.7.0	
Exterior Lighting				
4.52	Use exterior lighting to highlight the distinctive features of a site.	111	4.4.H	
4.55	Coordinate fixture designs with abutting properties to establish a sense of continuity.	111	4.4.D; 4.4.H	
General Notes				

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