Blue Hill Design Guidelines:Quick Reference for COA Review ElementsProject Name:Sheraton Hotel-Europa Drive

Guideline		Page	Applicable Code Ref.*	Criteria for Applicability	Applic- able?	Meets Guideline?	Notes
	BUILDING DESIGN			BUILDING PROPOSED			
Architect							
4.1	Innovative new designs that draw upon local and regional design traditions are preferred.	84		Widely applicable			
Architect							
4.22 (b)	Design a building facade to enhance community image. Use high-quality building materials on visible facades.	97	2.7.R	Widely applicable			
4.23	Design a building facade to be compatible with its context.	97	2.6; 2.7.0; 2.7.R	Widely applicable			
4.24	Design a building facade to convey visual interest.	97	2.6	Widely applicable			
4.25	Design the ground floor to engage the public realm and promote pedestrian activity.	99	2.6; 2.7.0; 2.7.P	Widely applicable			
4.26	Use building materials to define the ground floor and add visual interest.	99	2.7.R	Widely applicable			
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	Widely applicable			
4.31	Locate an iconic design feature to maximize its visibility and impact.	102	2.7.Q; 2.7.I.3	Iconic design feature included			
Four-side							
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	Multiple frontages			
Building E							
4.34	Design a forecourt to enhance the pedestrian experience- engage the street, provide interest and activity.	106	2.6.G	Forecourt included			
4.36	Encourage consistency in arcade design.	107	2.6.E	Arcade included			

*Numeric references are to subsections of the Form-Based Code, **Section 3.11.xx** of the LUMO.

In addition to references for individual guidelines, Sec. 3.11.4.7.D.1 serves as a reference for all COA Review Elements.

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4.37	Design an arcade to improve the pedestrian experience.	107	2.6.E	Arcade included			
4.39	Incorporate building elements that are visually consistent with elements on adjacent, new buildings.	107	2.6	Widely applicable if adjacent site has redeveloped			
Building Materials							
4.40	Incorporate building materials that contribute to the visual continuity of the District.	108	2.7.R	Widely applicable			
4.41	Develop simple combinations to retain the overall composition of the building.	108	2.7.R	Widely applicable			
4.42	Use high quality, durable building materials.	108	2.7.R	Widely applicable			
4.44	Utilize traditional masonry materials such as stone, concrete and brick, where feasible.	109	2.7.R	Widely applicable			
4.47	Architectural glass may be considered as a primary material.	109	2.7.R	Architectural glass proposed			

Windows							
4.48	Design a window to create depth and shadow on a facade.	110	2.7.0	Widely applicable			
4.50	Use durable window materials.	110	2.7.0	Widely applicable			
Exterior Lighting							
4.52	Use exterior lighting to highlight the distinctive features of a site.	111	4.4.H	Widely applicable			
4.55	Coordinate fixture designs with abutting properties to establish a sense of continuity.	111	4.4.D; 4.4.H	Widely applicable if adjacent site has redeveloped			

General Notes

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General Notes	