## Blue Hill Design Guidelines: Quick Reference for COA Review Elements Project Name: <u>Tarheel Lodging Redevelopment</u>

			Applicable	Criteria for	Applic-	Meets	
Guideline		Page	Code Ref.*	Applicability	able?	Guideline?	Notes
	PUBLIC RIGHT-OF-WAY						
The Public							
2.1	Enhance walkability in the public realm in each project.	24		Widely applicable			
Public Str	eetscape 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	Ground-level residential in the vicinity	$\boxtimes$		
Public Art							
2.19	Incorporating public art in a project is encouraged.	33	2.7.1.3	Public art included to satisfy 2.1 and/or 4.21			
Building P	Placement and Setback Character			BUILDING PROPOSED			
3.1	Place a building to promote a safe, interesting and comfortable pedestrian environment along the street.	36	2.7.2; 2.7.J	Widely applicable	$\boxtimes$		
3.2	Design the street frontage to promote pedestrian activity.	37	2.7.0; 2.7.P; 2.7.Q	Widely applicable	$\boxtimes$		
Connectiv	rity						
	Design a building pass-through to be inviting and in proportion to its associated building - centrally located and/or greater height and width in proportion to building height/pass-through length	43	2.7.5	Pass-through required			
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	Pass-through required			
3.14	Create a consistent streetscape experience within a development.	49		New street(s) included	$\boxtimes$		

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Guideline		Page	Applicable Code Ref.*	Criteria for Applicability	Applic- able?	Meets Guideline?				
Outdoor	Outdoor Amenity Space									
3.19	Locate outdoor amenity space where it will be shaded in summer months.	52	2.7.F	Widely applicable	$\boxtimes$					
3.21	Design an outdoor amenity space to be inviting.	53	2.7.F	Widely applicable						
3.22	Furnish outdoor amenity spaces to encourage passive use and public enjoyment.	53	2.7.F	Widely applicable						
3.23	Create a coordinated design palette for an outdoor open space.	53	2.7.F	Outdoor amenity space interior to site						
Recreatio	n Space									
3.29	Design and furnish a recreation area to fit with the context of its development.	56	2.7.G	Residential proposed						
Structure	Structured Parking									
3.36	Wrapping the parking with an active use is preferred.	60	4.1.B.4	Widely applicable for structured parking						
3.37	Design architectural screens to be an integral part of the building design.	63	4.1.B.4	Structured parking not wrapped by building						
Landscap	e Design									
3.43	Integrate landscaping and stormwater management systems.	64	4.2.B	Widely applicable	$\boxtimes$					
Fences ar	d Site Walls									
3.44	Coordinate a fence or wall with the overall site design.	65	4.2.G	Fence or wall included						
3.45	Use a material that is durable and compatible with that of adjacent buildings and other site features.	65	4.2.G	Fence or wall included	$\boxtimes$					
3.46	Design a retaining wall to minimize impacts on the natural character of the site.	65	4.2.G	Retaining wall included	$\boxtimes$					
3.47	Incorporate design variations in a site wall to create interest.	65	4.2.G	Site wall included						

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C. dala		D	Applicable	Criteria for	Applic-	Meets		
Guideline	e with Topography	Page	Code Ref.*	Applicability	able?	Guideline?		
Working	with ropography							
3.52	Define facade elements to respond to changes in topography.	67	2.3; 2.4	Widely applicable	$\boxtimes$			
3.55	Retaining walls are subject to the same guidance as blank walls.	67	4.2.G	Retaining wall included	$\boxtimes$			
Service A	reas and Utilities							
3.57	Enclose a free-standing utility or service area.	68	4.2.E.2	Free-standing service or utility area included	$\boxtimes$			
3.59	Integrate mechanical equipment into the design of a building.	69	2.7.J; 4.2.E	Widely applicable	$\boxtimes$			
Drive-thr	u Areas							
3.62	Coordinate the design elements of a drive-thru area with the primary structure.	70	4.1.F	Drive-thru included				
Stormwa	Stormwater Management							
3.65	Incorporate and design stormwater management systems as site amenities.	71		Surface stormwater treatment included	$\boxtimes$			
Sensitive	Site Design Transitions							
3.70	Minimize negative impacts of a commercial operation on an adjacent residential property.	79	4.2.H	Commercial proposed; residential on adjacent site	$\boxtimes$			
3.72	Design site transitions to connect to future/ proposed developments.	79		Widely applicable	$\boxtimes$			
	BUILDING DESIGN			BUILDING PROPOSED				
Architect	ural Character							
4.1	Innovative new designs that draw upon local and regional design traditions are preferred.	84		Widely applicable	$\boxtimes$			
4.2	Create a pedestrian-friendly environment with all new projects.	84	2.6	Widely applicable	$\boxtimes$			
Environm	Environmental Performance in Building Elements							
4.10	Minimize the visual impacts of energy devices on the character of the District.	87	4.2.E	Energy devices included				

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Guideline		Page	Applicable Code Ref.*	Criteria for Applicability	Applic- able?	Meets Guideline?			
	Building 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	Based on context					
4.13	Establish a sense of human scale in the design of a new building.	90	2.7.T	Widely applicable	$\boxtimes$				
4.14	Incorporate horizontal expression lines to establish a sense of scale.	92	2.6	Widely applicable to 3+ story buildings					
4.15	Provide vertical articulation in a larger building mass to establish a sense of scale.	92		Widely applicable to long building facades					
4.16	Use materials to convey a sense of human scale and visual interest to pedestrians.	92	2.7.R	Widely applicable	$\boxtimes$				
4.17	Incorporate balconies to create depth and interest on a building facade.	92	2.6.C	Widely applicable to residential buildings	$\boxtimes$				
4.20	Incorporate a roof form that provides a "cap."	93		Widely applicable	$\boxtimes$				
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	Corner lots	$\boxtimes$				
Architect	ural 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	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	$\boxtimes$				
4.26	Use building materials to define the ground floor and add visual interest.	99	2.7.R	Widely applicable	$\boxtimes$				
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					

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	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	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	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	Multiple frontages	$\boxtimes$	
Building E	Elements					
4.33	Include building elements to create a street edge that invites pedestrian activity.	106	2.6	Widely applicable	$\boxtimes$	
4.34	Design a forecourt to enhance the pedestrian experience- engage the street, provide interest and activity.	106	2.6.G	Forecourt included	$\boxtimes$	
4.36	Encourage consistency in arcade design.	107	2.6.E	Arcade included		
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	$\boxtimes$	
Building N	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	$\boxtimes$	
4.42	Use high quality, durable building materials.	108	2.7.R	Widely applicable	$\boxtimes$	
4.44	Utilize traditional masonry materials such as stone, concrete and brick, where feasible.	109	2.7.R	Widely applicable	$\boxtimes$	
4.47	Architectural glass may be considered as a primary material.	109	2.7.R	Architectural glass proposed		

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Guideline	<b>!</b>	Page	Applicable Code Ref.*	Criteria for Applicability	Applic- able?	Meets Guideline?
Windows						<u>'</u>
4.48	Design a window to create depth and shadow on a facade.	110	2.7.0	Widely applicable	$\boxtimes$	
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	Widely applicable to 3+ story buildings/long facades	$\boxtimes$	
4.50	Use durable window materials.	110	2.7.0	Widely applicable	$\boxtimes$	
Exterior L	ighting					
4.52	Use exterior lighting to highlight the distinctive features of a site.	111	4.4.H	Widely applicable	$\boxtimes$	
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	$\boxtimes$	

General Notes	

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