Blue Hill Design Guidelines: Quick Reference for COA Review Elements Project Name: __TARHEEL LODGING____

Guideline		Page	Applicable Code Ref.*	Applicability	Meets Guideline?		
PUBLIC RIGHT-OF-WAY							
The Public	Realm						
2.1	Enhance walkability in the public realm in each project.	24		Streetscapes and Outdoor Amenity Spaces			
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	All Street Frontages except Fordham Service Rd			
Public Art							
2.19	Incorporating public art in a project is encouraged.	33	2.7.1.3	Public art mural, Bldg 3, Street 1 facade			
	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	All buildings			
3.2	Design the street frontage to promote pedestrian activity.	37	2.7.0; 2.7.P; 2.7.Q	All street frontages			
Connectivity							
	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.S	Pass-through(s) on Street 1			
	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	2.7.5	Pass-through(s) on Street 1			
3.14	Create a consistent streetscape experience within a development.	49		All streetscapes			

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Guideline Outdoor Amenity Space 3.19 Locate outdoor amenity space where it will be shaded in summer months. 3.21 Design an outdoor amenity space to be inviting. 52 2.7.F Outdoor Amenity Space 53 2.7.F Outdoor Amenity Spaces Create a coordinated design palette for an outdoor open space. 53 2.7.F Outdoor Amenity Spaces Create a coordinated design palette for an outdoor open space. Spaces Meets Guideline? Applicability Meets Guideline? Outdoor Amenity Space Spaces Count of Recreation Space								
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Recreation Space								
Design and furnish a recreation area to fit with the context of its development. Design and furnish a recreation area to fit with the context of Recreation Space for Residential buildings								
Structured Parking								
3.36 Wrapping the parking with an active use is preferred. 60 4.1.B.4 parking decks; Garage parking for Bldg 5								
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								
Landscape Design								
3.43 Integrate landscaping and stormwater management systems. 64 4.2.B At-ground stormwater facilities								
Fences and Site Walls								
3.44 Coordinate a fence or wall with the overall site design. 65 4.2.G Screening locations								
3.45 Use a material that is durable and compatible with that of adjacent buildings and other site features. 65 4.2.G Screening locations								
3.46 Design a retaining wall to minimize impacts on the natural character of the site. 65 4.2.G Retaining walls								
3.47 Incorporate design variations in a site wall to create interest. 65 4.2.G Site walls/Retaining walls								

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			Applicable		Meets		
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Working with Topography							
3.52	Define facade elements to respond to changes in topography.	67	2.3; 2.4	Areas of grade change			
3.55	Retaining walls are subject to the same guidance as blank walls.	67	4.2.G	Retaining walls along street frontages			
Service A	reas and Utilities						
3.57	Enclose a free-standing utility or service area.	68	4.2.E.2	Dumpsters, Transformers, Ground-level HVAC			
3.59	Integrate mechanical equipment into the design of a building.	69	2.7.J; 4.2.E	Building-mounted mechanical equipment			
Stormwa	ter Management						
3.65	Incorporate and design stormwater management systems as site amenities.	71		At-ground stormwater facilities			
Sensitive	Site Design Transitions						
3.70	Minimize negative impacts of a commercial operation on an adjacent residential property.	79	4.2.H	Block 1 Hotel and Office in relation to Block 2 and Hillstone Multifamily			
3.72	Design site transitions to connect to future/ proposed developments.	79		Site boudnaries			
	BUILDING DESIGN						
Architect	ural Character						
4.1	Innovative new designs that draw upon local and regional design traditions are preferred.	84		All buildings			
4.2	Create a pedestrian-friendly environment with all new projects.	84	2.6	All buildings			
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	Near Legion Rd (edge of district			
4.13	Establish a sense of human scale in the design of a new building.	90	2.7.T	All buildings			

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Guidalia		Dage	Applicable Code Ref.*	Applicability	Meets
Guideline 4.14	Incorporate horizontal expression lines to establish a sense of	Page			Guideline?
4.14	scale.	92	2.6	All >3 story buildings	
4.15	Provide vertical articulation in a larger building mass to establish a sense of scale.	92		Buildings with long facades	
4.16	Use materials to convey a sense of human scale and visual interest to pedestrians.	92	2.7.R	All buildings	
4.17	Incorporate balconies to create depth and interest on a building facade.	92	2.6.C	Buildings with balconies (multifamily portion)	
4.20	Incorporate a roof form that provides a "cap."	93		All buildings	
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	All buildings, where each meets a street corner	
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	All buildings	
4.23	Design a building facade to be compatible with its context.	97	2.6; 2.7.O; 2.7.R	All buildings	
4.24	Design a building facade to convey visual interest.	97	2.6	All buildings	
4.25	Design the ground floor to engage the public realm and promote pedestrian activity.	99	2.6; 2.7.O; 2.7.P	Ground floor of all buildings	
4.26	Use building materials to define the ground floor and add visual interest.	99	2.7.R	Ground floor of all buildings	
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	Main entrance of each building	
	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	Main entrance of each building	

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Four-sided 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	All building facades facing streets and outdoor amenity spaces				
Building	Elements							
4.33	Include building elements to create a street edge that invites pedestrian activity.	106	2.6	Balconies, Stoops, Forecourts				
4.34	Design a forecourt to enhance the pedestrian experience- engage the street, provide interest and activity.	106	2.6.G	Forecourts				
4.39	Incorporate building elements that are visually consistent with elements on adjacent, new buildings.	107	2.6	Balconies and stoops along Novus Ln (facing Hillstone site)				
Building Materials								
4.40	Incorporate building materials that contribute to the visual continuity of the District.	108	2.7.R	All buildings				
4.41	Develop simple combinations to retain the overall composition of the building.	108	2.7.R	All buildings				
4.42	Use high quality, durable building materials.	108	2.7.R	All buildings				
4.44	Utilize traditional masonry materials such as stone, concrete and brick, where feasible.	109	2.7.R	All buildings				
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	All building facades facing streets and outdoor amenity spaces				
4.50	Use durable window materials.	110	2.7.0					

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Exterior L	ighting					
4.52	Use exterior lighting to highlight the distinctive features of a site.	111	4.4.H	Exterior lighting locations		
4.55	Coordinate fixture designs with abutting properties to establish a sense of continuity.	111	4.4.D; 4.4.H	Fixtures along Novus Ln (facing Hillstone site)		

General Notes		

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