

Blue Hill Design Guidelines: General Guidance for Design Alternatives

Project Name: _TARHEEL LODGING

Design Guidelines listed below represent good design practice, but cannot be considered requirements based on the current framework of the Form-Based Code (Some may only be suitable in certain contexts and/or may limit the opportunity to achieve other community benefits) When an applicant is seeking a Design Alternative, the CDC may encourage them to meet guidelines on this list so that the project still satisfies the intent of the Blue Hill District, even with variation(s) to Code standards.

Guideline	Page	Applicable Code Ref.*	Applicability	Meets Guideline?	Notes
PUBLIC RIGHT-OF-WAY					
The Public Realm					
2.2	Promote “greenness” throughout the Blue Hill District.	24	4.2	Widely applicable	<input type="checkbox"/>
View from the Public Right-of-Way					
2.3	Enhance views from the public right-of-way to natural features and landmarks.	26		Landmarks or prominent natural features nearby	<input type="checkbox"/>
2.4	Define the corner of a property at a key intersection with a distinctive design element.	26	2.7.I.3	Corner lots with use of Iconic features/ Primary entrance/ Public art	<input type="checkbox"/>
Public Streetscape Character					
2.6	Use landscape materials to enhance the “green” experience in the public right-of-way.	28	4.2.D	Widely applicable	<input type="checkbox"/>
2.8	Integrate an “urban” approach to landscaping.	29	4.2	Widely applicable	<input type="checkbox"/>
2.9 (a)	“Fingers” of green should be developed to connect internal pathways to greenways throughout the Blue Hill District.	29	4.2	Greenways or multi-use paths nearby	<input type="checkbox"/>

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In addition to references for individual guidelines, **Sec. 3.11.1.2.H** serves as a reference for all Design Alternatives.

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Public Art						
2.19	Incorporating public art in a project is encouraged.	33		Widely applicable	<input type="checkbox"/>	
2.20	Locate public art strategically.	33		Widely applicable	<input type="checkbox"/>	
2.21	Design considerations for public art.	33		Widely applicable	<input type="checkbox"/>	
SITE DESIGN						
Connectivity						
3.11 (d)	Design a building pass-through to be inviting and in proportion to its associated building. Provide variation in massing to create visual interest.	43	2.7.S	Pass-throughs	<input type="checkbox"/>	
3.12 (b)(d)	Align a building pass-through to frame a clear view of an outdoor amenity space and buildings beyond. Incorporate lighting in the design of a pass-through that is visually interesting and creative.	43	2.7.S	Pass-throughs	<input type="checkbox"/>	
Outdoor Amenity Space						
3.17	Locate an outdoor amenity space to provide a focal point on a site.	52	2.7.F.4.i	Widely applicable	<input type="checkbox"/>	
3.18 (b-d)	Orient an outdoor amenity space to link with other cultural resources, natural features or greenways and to extend existing view corridors. Orient an outdoor amenity space to views of active spaces or architectural landmarks to provide visual interest. Consider locating outdoor amenity spaces along active pedestrian circulation paths such as a greenway, as opposed to the interior of a property.	52	2.7.F.4.i	Widely applicable	<input type="checkbox"/>	
3.24	Promote a “green” experience in all outdoor amenity spaces.	54	1.2.A	Widely applicable	<input type="checkbox"/>	
3.27	Design outdoor amenity space to incorporate Low Impact Development (LID) principles for stormwater management.	55	4.2.B	Widely applicable	<input type="checkbox"/>	

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Surface Parking						
3.34	Design a surface parking lot for sustainability by incorporating one or more of the following features.	59	1.2.A	Block 1 parking, if designed as surface lot	<input type="checkbox"/>	
Structured Parking						
3.39	Design a parking structure to promote sustainability.	63	1.2.A	Widely applicable for structured parking	<input type="checkbox"/>	
3.40	Design a parking structure to be adaptable for future non-vehicular uses.	63		Widely applicable for structured parking	<input type="checkbox"/>	
Landscape Design						
3.41 (a)	Include existing vegetation as part of a landscape design scheme when feasible.	64	1.2.A	Widely applicable	<input type="checkbox"/>	
Working with Topography						
3.48 (b)(c)	Design a site to integrate with existing topography. Use a series of landscaped terraces or stepped walls where a taller cut or change in grade is necessary. Incorporate an existing topographic landform as a natural or open space amenity.	66	2.3; 2.4	Widely applicable for challenging grades	<input type="checkbox"/>	
3.51 (b)	Design a building to step with the existing topography of a site. "Terrace" a building into a hillside to minimize site disturbance and create private outdoor spaces and site features.	66	4.2.E.2	Widely applicable for buildings with challenging grades	<input type="checkbox"/>	
3.53	Step outdoor amenity spaces to follow changes in topography.	67	2.7.F	Widely applicable	<input type="checkbox"/>	
BUILDING DESIGN						
BUILDING PROPOSED						
Energy Efficiency and Building Performance						
4.3	Utilize sustainable building design solutions throughout the Blue Hill District.	85	1.2.A	Widely applicable	<input type="checkbox"/>	
4.4	Design with energy efficiency and use of renewable energy as top priorities.	85	1.2.A	Widely applicable	<input type="checkbox"/>	
4.5	Locate a new building, or an addition, to take advantage of micro-climatic opportunities for energy conservation.	86	2.7.L	Widely applicable	<input type="checkbox"/>	

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4.6	Design an addition to take advantage of energy-saving and energy-generating opportunities.	86	4.7.E	Widely applicable to building additions	<input type="checkbox"/>	
4.7	Maximize solar access for all properties.	86	2.7.L	Widely applicable	<input type="checkbox"/>	
Environmental Performance in Building Elements						
4.8	Use sustainable building materials whenever possible.	87	2.7.R	Widely applicable	<input type="checkbox"/>	
4.9	Incorporate building elements that allow for natural environmental control.	87	1.2.A	Widely applicable	<input type="checkbox"/>	
Building Mass and Scale						
4.11	Provide variation in building heights.	89	2.7.T	Widely applicable to 3+ story buildings	<input type="checkbox"/>	
4.18	Vary cornice lines to create visual interest.	92	2.7.T	Widely applicable to long building facades	<input type="checkbox"/>	
4.19	Create a sense of visual interest by using a variety of roof heights along the street.	93	2.7.T	Widely applicable	<input type="checkbox"/>	
Architectural Features (Design Elements)						
4.22 (a)	Design a building facade to enhance community image. Incorporate design features that add depth and detail, such as deep roof eaves and changes in the facade plane that create patterns of light and shadow.	97	2.6	Widely applicable	<input type="checkbox"/>	
4.27 (b)	Design the main entrance to be clearly identifiable. Use variation in building mass and height to highlight a main entrance.	101	2.7.T	Widely applicable	<input type="checkbox"/>	
4.30	Use an iconic design feature to foster a unique sense of place.	102	2.7.L	Widely applicable	<input type="checkbox"/>	

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General Notes

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