

Exhibit D – Summary of Stakeholder Comments, Technical Committee Recommendation, and Current Policy & Code

Topic: Policy & Code	Stakeholder’s Comments	Technical Committee Recommendation	Current Policy & Code
Policy and Vision	1. Enhance clarity, conciseness, and terminology including geographic boundaries for application of the Historic Core policy and code.	1. Agree.	1. Recommendation is for new policy
	2. Clarify intent & goal of the Historic Core – intent should be architecture and design for new development that is compatible with the Historic Core as a district and does not mimic historic design to portray a false sense of history.	2. Agree.	2. DT-25 Ensure that development and redevelopment in Old Town retain this area’s historic village character and complement the character and scale of existing historic buildings. Maintain height limits appropriate to this character and the pedestrian environment. DT-28 Maintain and enhance the traditional Downtown “main street” character, which includes continuous pedestrian-oriented storefronts and pedestrian-scaled streetscapes, through specific attention to architectural detail, components of the streetscape, and the relationships between them.
	3. Policies should call for design standards that result in economically viable buildings, preserve opportunities for employment uses such as at the second floor, and maintain encouragement for pedestrian-oriented uses at ground floor.	3. No policy change - Existing and previously proposed policies already emphasize economic vitality for the Downtown, the Old Town zone, and for the Historic Core. Economic considerations are also addressed in the proposed amendments to the Materials section and will be carefully considered as refinements are addressed in subsequent packages (2 & 3). Agree with maintaining currently allowed Old Town uses that include opportunity for employment uses and encouraging pedestrian-oriented uses at the first story.	3. DT-27 Actively support economic development measures that retain and promote existing businesses and attract new businesses compatible with the scale and vision for Old Town. Encourage a variety of economic activities, such as boutiques and other unique stores, restaurants, residences and offices that promote Old Town as a destination and provide for active uses during the day and evening hours.
	4. Remove the inserted word “potentially” from the Historic Property definition	4. Agree. - Revised recommendation matches definition in the Comprehensive Plan.	4. Comprehensive Plan definitions: Historic Landmark - A physical property that has been formally designated and listed on a register of historic places by an agency of government in a process defined by the laws, policies, and procedures adopted by a particular governmental agency, including local, regional, state, and federal agencies. A landmark can be a building, a structure, a site (including an archaeological site), a district with a number of buildings, or an object such as a ship or a railway locomotive. Historic Property - Any prehistoric or historic district, site, building, structure, or object included in, or eligible for inclusion on the local, regional, state or national register.

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Downtown Density Limit	<p>1. Remove outright the Downtown residential density requirement within the Historic Core to allow for unlimited density as currently permitted for 12,000 sq ft or larger site area.</p>	<p>1. Agree.</p> <ul style="list-style-type: none"> - Within the Historic Core, recommend eliminating the residential density requirement and maintaining the remaining code requirements to meet bulk, height, parking, and other design standards. 	<p>1. In the Old Town zone, density is regulated by a site’s minimum size area and width:</p> <table border="1" data-bbox="2038 479 2899 721"> <thead> <tr> <th>Site Area</th> <th>Site Width</th> <th>Minimum Dwelling Units per Net Acres</th> </tr> </thead> <tbody> <tr> <td>2,400 – 3,199</td> <td>Less than 26</td> <td>1 unit per lot</td> </tr> <tr> <td>2,400 – 3,199</td> <td>27 – 43</td> <td>2 units per lot with alley access only. Otherwise one unit per lot.</td> </tr> <tr> <td>3,200 – 5,999</td> <td>44 – 49</td> <td>30 du/ac</td> </tr> <tr> <td>6,000 – 11,999</td> <td>50 – 119</td> <td>36 du/ac</td> </tr> </tbody> </table> <p>For sites that are 12,000 sq ft or more in area and 120 feet or more in width, the following applies:</p> <p>Density shall not be regulated by a maximum number of dwelling units per acre, but by the application of bulk, height, parking, and all other development standards. For example, developments may achieve as many dwellings as possible when the development provides all of the necessary parking, open space, etc., for the number of units proposed, and the building(s) meet all of the prescribed standards. All developments with proposed densities exceeding 66 dwelling units per acre, inclusive of density bonuses allowed per RZC 21.10.130.B.4, Residential Density Bonus, shall be required to have at least one level of semi-subterranean or subterranean parking, structured parking hidden behind ground floor commercial space, or other pedestrian amenities along the street front</p>	Site Area	Site Width	Minimum Dwelling Units per Net Acres	2,400 – 3,199	Less than 26	1 unit per lot	2,400 – 3,199	27 – 43	2 units per lot with alley access only. Otherwise one unit per lot.	3,200 – 5,999	44 – 49	30 du/ac	6,000 – 11,999	50 – 119	36 du/ac
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Building’s Exterior Material	<p>1. Clarify whether design is compatible and complementary, or uses exact traditional materials.</p> <p>The building base should be limited to the first vertical 20’ of the building, where design would demonstrate highly complementary character. In doing so, requirement for use of masonry should be limited to first 20’ of the building or to the first floor.</p> <p>The middle portion of the building could serve as a transition between the ground floor and the upper floors. The code should allow for flexibility by permitting use of a variety of materials including requirements for a portion to include masonry.</p> <p>Request allowance for vertically-oriented designs as well as horizontally-oriented designs that transition between ground floor and upper floors.</p>	<p>1. Partially agree.</p> <ul style="list-style-type: none"> - Clarify intent: Material, particularly at the first story (the building base) and including the second and third floor shall enhance and support the pedestrian’s visual experience, contribute to the Historic Core character, and provide a timeless sense of character over these floors. When a building steps back from the first story, agree with providing additional flexibility for exterior building materials. - Agree with transitioning through the use of material between the first floor and upper floors. However, require use of a traditional approach and horizontal orientation. - A menu of allowed primary materials, accent materials, and prohibited materials clarifies uses over the building’s exterior, story by story. 	<p>1. Buildings should incorporate materials similar to those used on existing historic structures. This includes brick, stucco that is used in the Art Deco style, wood, and stone.</p> <p>Additions and other remodeling to existing buildings should closely match or complement the historic architectural styles reflected in the zone.</p> <p>Buildings shall incorporate details prevalent in the architecture reflected in the zone.</p> <p>Preferred colors are those that reflect the historic patterns of the zone; however, other colors, particularly on non-historic structures, will be allowed if they are complementary to surrounding structures and do not detract from the prominence of historic buildings in the zone.</p>															

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	<p>Brick, other masonry, and terra cotta are good examples of traditional material; masonry should be required to cover concrete at the building’s plinth.</p>		
	<p>2. Allow supplemental modern building materials that are durable, sustainable, and address the users’ visual experience. Request allowance to use substitute materials that have a natural appearance, are durable, and require less maintenance. Consider opportunity for location-specific or use-specific allowances for substitute material.</p>	<p>2. Agree.</p> <ul style="list-style-type: none"> - Allow additional material above the building’s third story or when building steps back from the first story, allow additional building materials. - Distinctive, textural, and detailed material used at the first story and over the second and third stories contributes to a high-quality pedestrian experience. - The additional material shall meet the requirements for the Old Town zone. 	<p>2. Administrative Design Flexibility. All other site requirements and standards except density, number of stories, and FAR may be modified within the development to provide superiority in site design; i.e., greater amounts of privacy, maintenance of views, greater environmental benefit, distinctive and high quality of design, improved pedestrian access, preservation of vegetation, provision of usable open space, and adequate light, air, and security.</p>
	<p>3. Provide allowance for use of concrete, polished concrete block, use of material as window framing, and use of material around utilitarian façades, such as extending for 20’ along facade.</p>	<p>3. Partially agree.</p> <ul style="list-style-type: none"> - A menu of allowed material, accent material, and prohibited material clarifies use over the building’s exterior by floor. - Window frames and flanges shall be permitted to be constructed of material such as vinyl. However, the window shall be framed and trimmed with material that is allowed within the Historic Core. - Allow the extension of traditional material along 20 horizontal feet for utilitarian facades such as service corridors and private alleyways. - Administrative design flexibility shall include guidance for use of substitute material. 	<p>3. Recommendation is for new code.</p> <p>Details, such as soldier course or solid lintels and sills, shall be used around windows in brick and stone structures.</p>