

TOWN OF MINTURN, COLORADO
ORDINANCE NO. 11 – SERIES 2022

AN ORDINANCE OF THE TOWN OF MINTURN,
COLORADO AMENDING CHAPTER 16 OF THE MINTURN
MUNICIPAL CODE TO AMEND AND REPLACE ZONING,
LAND USE, DEVELOPMENT, AND DESIGN REGULATIONS
AND STANDARDS APPLICABLE TO THE OLD TOWN 100
BLOCK COMMERCIAL ZONE DISTRICT

WHEREAS, the Town of Minturn (“Town”) is a Colorado home rule municipality organized pursuant to Article XX of the Colorado Constitution and with the authority of the Town of Minturn Home Rule Charter for which the Minturn Town Council (“Town Council”) is authorized to act; and

WHEREAS, the Town of Minturn 2021-2023 Strategic Plan (hereinafter the “Strategic Plan”) seeks to “foster the authentic small town character that is Minturn,” and to “Lead Minturn to long-term viability while preserving its unique character and genuine mountain town community,” through specific strategic plan goals and policies;

WHEREAS, the Strategic Plan contains four key strategies for implementation including “Practice fair, transparent and communicative local government,” “Long-term stewardship of the natural beauty and health of Minturn’s environment,” “Sustain and invest in the things that define Minturn as a proud, sturdy mountain town to “keep Minturn Minturn,” and “Advance decisions/projects/initiatives that expand future opportunity and viability for Minturn;” and

WHEREAS, the Strategic Plan contains specific strategies in support of proposed amendments to Chapter 16, Zoning, Appendix B, Design Standards, such as “Sustain and Invest in the Things That Define Minturn as a Proud, Sturdy Mountain Town to ‘Keep Minturn Minturn,” “Implement methods to recognize historic structures,” “Enforce ordinances aimed at maintaining the health, safety, welfare and aesthetic of the town – snow, trash, nuisance abatement and zoning/land use,” and

WHEREAS, the Town is experiencing development pressure in several zoning districts and neighborhoods, particularly in the “100 Block Commercial Zone District” (hereinafter the “100 Block”) and desires to address and update applicable zoning, land use, development and design regulations standards for the 100 Block; and

WHEREAS, in 2021, the Town commenced an update to the 2009 Community Plan (hereinafter “the Community Plan Update Project”); and

WHEREAS, a key objective of the Community Plan Update Project has been to review and update the Town’s zoning, land use, development and design regulations and standards, inclusive of certain chapters and sections of “Appendix B,” Town of Minturn Design Guidelines and Standards; and

WHEREAS, the Town has prioritized the updating of zoning, land use, development and design regulations and standards specific to the 100-Block;

WHEREAS, Town Council has directed staff to draft text amendments to Minturn Municipal Code Chapter 16, the Town Land Use Regulations, in accordance with the Town’s strategic plan and the Community Plan; and

WHEREAS, on June 22, 2022 the Minturn Planning Commission recommended approval of this ordinance; and

WHEREAS, the Minturn Planning Commission and Town Council have determined that the text amendments to the Land Use Regulations Chapter 16 as provided herein are necessary and proper.

NOW THEREFORE, BE IT ORDAINED BY THE TOWN COUNCIL OF THE TOWN OF MINTURN, COLORADO:

SECTION 1. The foregoing recitals are incorporated herein as if set forth in full.

SECTION 2. Chapter 16 of the Minturn Municipal Code is hereby amended read as follows, with additions shown in double underlined text and ~~strike-through language~~ is deleted. Sections of Chapter 16 which are not expressly described in this Ordinance are deemed to continue to be in full effect without change.

ARTICLE 2 - Definitions, Illustrations and Lot Standards

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Sec. 16-2-20. - Definitions.

Active use means a building space at the ground level of a building that is designed for retail or other customer-oriented commercial use. Such space shall not include vehicle parking, service areas, utility facilities, residential uses, or residential support uses such as lobbies, resident laundry rooms and resident work-out facilities.

Building height or height of building means the maximum vertical (plumb) distance measured at any point along the perimeter of the structure from the finished or natural grade (whichever is more restrictive) and a point on the roof depending on the roof type. No portion of any structure shall exceed the applicable building height limitation contained in this Code. (See Illustration No. 16-2.)

Height measurement points specified for the following types of roofs:

Flat roof: Height shall be measured to the highest point of the building, including parapet walls and rooftop appurtenances, but excluding architectural features and chimneys which may be permitted by Planning Director.

~~*Gable, hip, gambrel or shed roof:* Height shall be measured to the mean height level between the highest ridge or wall and its highest associated eave, provided, however, that if any parapet wall equals or exceeds the height of the highest ridge, then vertical~~

distance shall be measured to the highest point of the parapet. Mansard roof height shall be measured to the decline of the roof.

See also [Section 16-3-30](#).

Pitched roof means a gable, hip, gambrel or shed roof where height shall be measured to the mean height level between the highest ridge or wall and its highest associated eave, provided, however, that if any parapet wall equals or exceeds the height of the highest ridge, then vertical distance shall be measured to the highest point of the parapet. Mansard roof height shall be measured to the decline of the roof.

Half stories means habitable space that is located within the pitched roof portion of a structure or where the majority of the habitable space is below-grade. Habitable space within a half story shall have a minimum floor to ceiling height of 5 feet at the lowest point. See Sec. 16-2-65.

Incentive floor means an additional floor of development that is allowed only when additional requirements for the development are met. See Sec. 16-2-65.

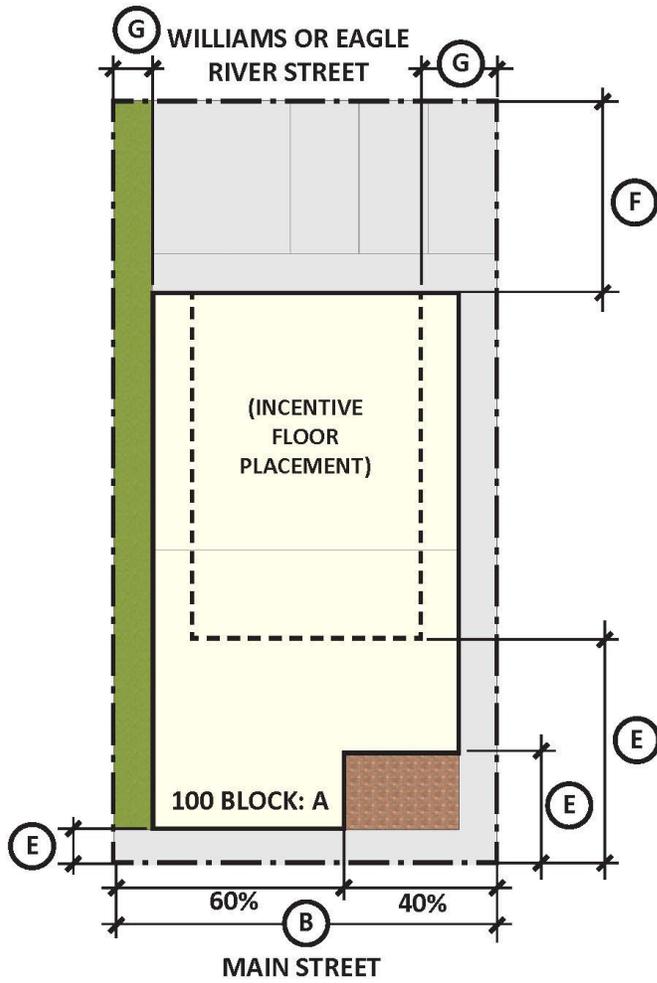
Publicly accessible means a space such as a plaza or sidewalk on private property that is directly accessible from a public right-of-way and use by the general public is allowed.

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Sec. 16-2-30. – Illustrations.

Illustration No. 16-6

LOT REQUIREMENTS AND DIMENSIONAL STANDARDS



LEGEND:

-  LOT LINES
-  BUILDING PLACEMENT
-  PERVIOUS SURFACE
-  IMPERVIOUS SURFACE

$(A) = \text{AREA}$

$(C) = \text{Grey} + \text{Yellow}$

$(D) = \text{Green}$

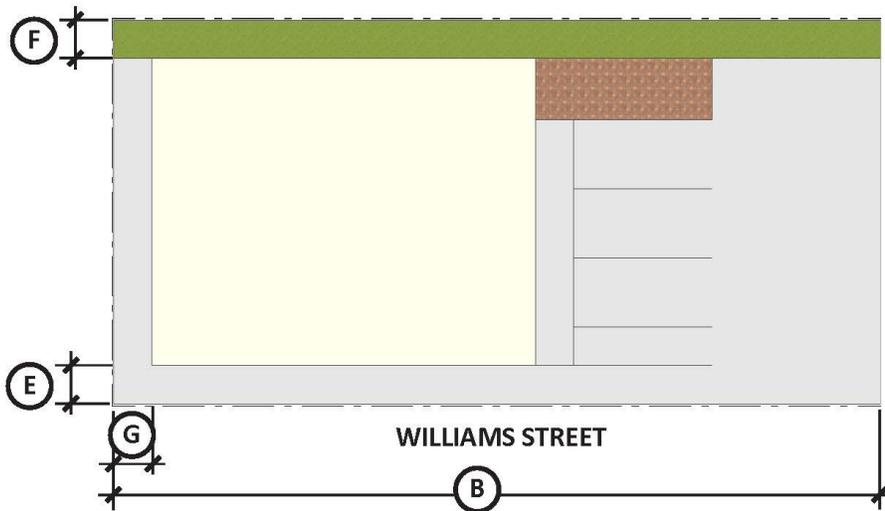
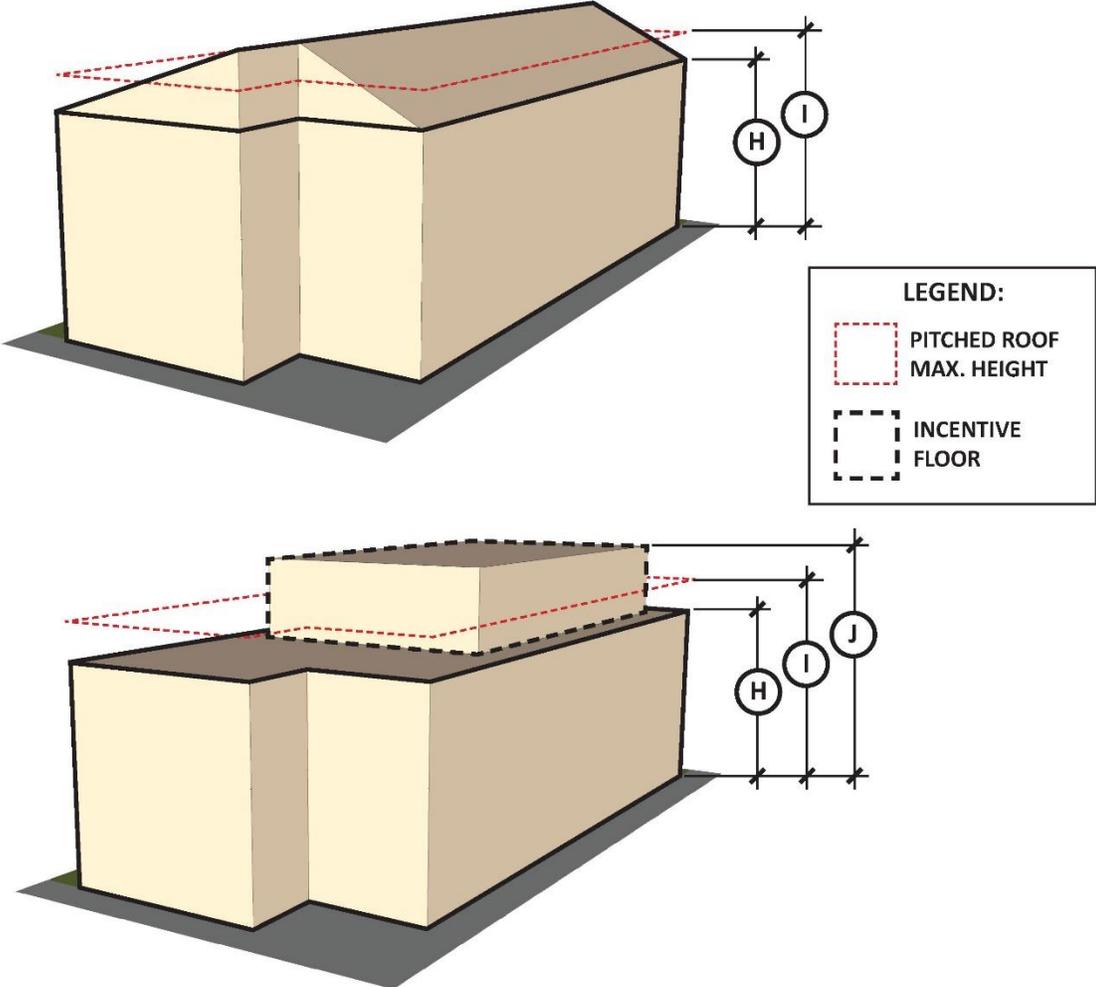


Illustration No. 16-7

**BUILDING HEIGHT
DIMENSIONAL STANDARDS**



Sec. 16-2-40. – General lot requirements and dimensional standards.

Table 16-A
Dimensional Standards

| | | <u>A</u> | <u>B</u> | <u>C</u> | <u>D</u> | <u>E</u> | <u>F</u> | <u>G</u> | |
|-----------------|---------------------------------------|--|--------------------------------------|-----------------------------------|-------------------------------------|--|--|----------|-----------------------------------|
| | | <u>LOT REQUIREMENTS</u> | | | | <u>SETBACKS</u> | | | |
| Character Area | Zones | Min. Lot Area / Max. Lot Area (sq. ft.) | Min. Lot / Max. Lot Dimension (feet) | Maximum Building Lot Coverage (%) | Maximum Impervious Surface Area (%) | Minimum Setbacks (ft) | | | Live Stream Setback (ft) |
| | | | | | | Front | Rear | Side | |
| Meadow Mountain | Fed. reg. land use | N/A | N/A | N/A | | Rec. 50 | N/A | N/A | Rec. 30 |
| Grouse Creek | Commercial | 5,000 | 50 | 70 | 80 | 20 | 10 | 10 | Eagle River=30 Grouse Creek=30 |
| Old Town | Recreation & open space | To be determined as part of conditional review | | | | | | | 30 |
| | Residential | 5,000 | 50 | 45 | 55 | 10 | 10 | 5 | |
| | 100 Block Commercial: <u>A</u> | 2,500 / 7,500 | 25 / 75 | 80% | 90% | 40 / 5 min. / 20 max. | 40 / 25 / 30 (South of Nelson on Williams) | 5 | |
| | 100 Block: <u>A (incentive floor)</u> | | | | | 15 min. / 40% lot frontage / 40 min. parking | | | |
| | 100 Block: <u>B</u> | | | | | 25 | 25 / 30 (South of Nelson on Williams) | 10 | |
| | | | | | | 5 | 40 / 5 | 5 | |

Sec. 16-2-50 – Specific lot requirements and dimensional standards

(g) Encroachments of architectural features—Rear yard. The following architectural features may encroach into the rear yard setback but must be a minimum of five (5) feet from the rear lot line(s):

- (1) Unroofed terraces or patios, not to exceed forty-eight (48) inches above grade.
- (2) Chimneys.
- (3) Awnings of shading devices.

(4) Upper floor(s) in 100 Block: A with rear setbacks to Williams and Eagle River Streets may encroach into the rear yard a maximum of 5 feet for enclosed space and a maximum of 10 feet for terraces or balconies. These dimensions shall not be combined, i.e. 10-feet is the maximum overall encroachment allowed.

~~(m) For structures two (2) or three (3) stories in height, a maximum roof length of sixty (60) feet in one (1) direction is allowed. After sixty (60) feet, the roof height needs to be lowered by a minimum of nine (9) feet for a minimum run of twenty (20) feet in length or change directions a minimum of ninety (90) degrees for a minimum length of twenty (20) feet.~~

~~(n)~~ Sheds.

- (1) To constitute a shed that does not require a building permit, the structure shall be no larger than one hundred twenty (120) square feet in ground floor area and no higher than twelve (12) feet. Sheds in excess of one hundred twenty (120) square feet of ground floor area or twelve (12) feet in height require a building permit.
- (2) Sheds must be located in the rear or side yards, but such structures may not encroach into the side yard setbacks. A shed may encroach in the rear yard setback so long as it is a minimum of five (5) feet from all lot lines.
- (3) Sheds in all character areas and zones require a limited use review permit approved by the Planning Director. The denial of a limited use review permit by the Planning Director may be appealed to the Planning and Zoning Commission.
- (4) Sheds count toward the maximum impervious surface lot requirements.

~~(o)~~ Greenhouses.

- (1) In all zones, a permanent greenhouse (which is not fully deconstructed and removed prior to winter) which exceeds one hundred twenty (120) square feet in the ground floor area or exceeds twelve (12) feet in height must receive a limited use review permit approved by the Planning Director and obtain a building permit. The denial of a limited use review permit by the Planning Director may be appealed to the Planning and Zoning Commission.

(2) Permanent greenhouses shall be counted toward maximum impervious lot coverage requirements.

(3) Non-permanent greenhouses (which are fully deconstructed and removed prior to winter every year) do not count toward maximum impervious lot coverage requirements.

(p0) Any residential structure constructed in a commercial zone district must comply with the applicable residential maximum building lot coverage limitation, the residential maximum impervious structure limitation, the residential building height limitation and residential set back requirements.

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Sec. 16-2-60. – Building height limitations for all zone districts except 100 Block Commercial Zones.

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Sec. 16-2-65. – 100 Block Commercial Zones building height limitations.

~~(a) In the 100 Block Commercial Zone, commercial buildings not fronting or adjacent to Highway 24 can have a maximum building height of thirty five (35) feet with a maximum angle of forty five (45) degree bulk plane from the street front setback or a maximum of twenty eight (28) feet for a flat roof.~~

~~(b) All buildings in the 100 Block Commercial Zone fronting or adjacent to Highway 24 located between Eagle Street and Williams Street can have a maximum building height of twenty-eight (28) feet with a maximum angle of forty five (45) degree bulk plane from the street front setback or a maximum of twenty-eight (28) feet for a flat roof.~~

~~(c) Slope of roof shall be a minimum of 4:12.~~

~~(d) Residential construction in the 100 Block Commercial Zone must follow residential building height limitations.~~

~~(See also Illustration No. 16-2 and Appendix B, Design Standards and Guidelines) The following Table 16-B contains the regulations for building height.~~

(a) New buildings in the 100 Block shall be allowed a maximum height as shown in Table 16-C.

(b) An incentive floor is allowed for 100 Block: A, following dimensional requirements listed in Tables 16-A and 16-C, and based on the provision of the following on-site improvements associated with the development:

i. An enhanced streetscape along Main Street that provides a minimum of (1) street tree per 30 linear feet; (1) bench/seating area per 30 linear feet; and (1) bike rack accessible from a public right-of-way or passage; plus one of the following:

- (1) A publicly accessible plaza or outdoor dining space (area shall be a minimum of 15% of total area of lot) that is visible from a public right-of-way.
- (2) A publicly accessible passage (min. 4-foot wide pathway) is provided between Main Street and Williams Street or Main Street and Eagle River Street. A min. 8-foot side setback shall be required to accommodate this space. Public passages shall be a minimum of 150 feet apart, i.e. if one is already provided 100-feet away, this option shall not be used.
- (3) An active use (min. 50% frontage) is provided along Williams or Eagle River Street.

Table 16-C

| | <u>H</u> | <u>I</u> | <u>J</u> |
|---------------------|--|---|---|
| | <u>100 Block Building Height Limitations</u> | | |
| | <u>Max. height / stories (flat roof)</u> | <u>Max. height / stories (pitched roof)</u> | <u>Incentive floor max. height / stories (any roof)</u> |
| <u>100 Block: A</u> | <u>28' / 2 stories</u> | <u>32' / 2.5 stories</u> | <u>35' / 3 stories</u> |
| <u>100 Block: B</u> | <u>35' / 3 stories</u> | <u>35' / 3 stories</u> | <u>N/A</u> |

* * *

Sec. 16-2-70. -- Specific front, side and rear yard setbacks requirements for 100 Block Commercial Zone.

- (a) ~~No parking spots allowed in the front or side setback on Highway 24 in the 100 Block Commercial Zone.~~
- (b) ~~No asphalt.~~
- (c) ~~Landscaping to include native trees, plants, tables, chairs, benches, decorative hardscape and planters for flowers.~~
- (d) ~~Pedestrian lights to be hung on building for pedestrian lighting. Meet dark sky requirements in Code Section 16-17-180, Exterior Illumination Standards.~~
- (e) ~~Must include irrigation.~~
- (f) ~~Must have exterior power outlets.~~
- (g) ~~All setbacks shall contain an area equal to five (5) percent of the total setback area for temporary snow storage (until snow can be removed off site).~~
- (h) ~~Ten (10) percent of each setback area must be landscaped area.~~
- (i) ~~Properties fronting Williams Street are encouraged to create an attractive, pedestrian friendly streetscape.~~
- (j) ~~Dumpsters, trash, and storage areas shall be properly screened.~~

~~(Ord. 5-2016 §2)~~

* * *

Sec. 16-2-80. -- Block and building site patterns and side yard setbacks for 100 Block Commercial Zone.

- (a) Vacations of or building across originally platted lot lines shall not result in a building greater than seventy five (75) feet in width along Highway 24, Williams Street or Eagle Street.
- (b) Building facades along Highway 24, Williams Street and Eagle Street shall not create the appearance of a single building that is wider than fifty (50) feet. Building facades must maintain the historic platted character of this area with building widths of twenty five (25) feet to fifty (50) feet.
- (c) Maximum lot area (square feet): seven thousand five hundred (7,500).
- (d) Minimum side yard setback is five (5) feet per twenty five (25) foot wide platted lot. For buildings fronting or adjacent to Highway 24 located between Eagle Street and Williams Street, the Planning Commission may require that the side yard setbacks be combined for the purpose of creating a ten (10) to fifteen (15) foot side yard corridor between two (2) buildings.
- (e) Corner lots: ten (10) foot front yard setback facing Highway 24; five (5) foot setback on side facing any new or existing street connecting to Highway 24.

Historic Plat of 100 Block

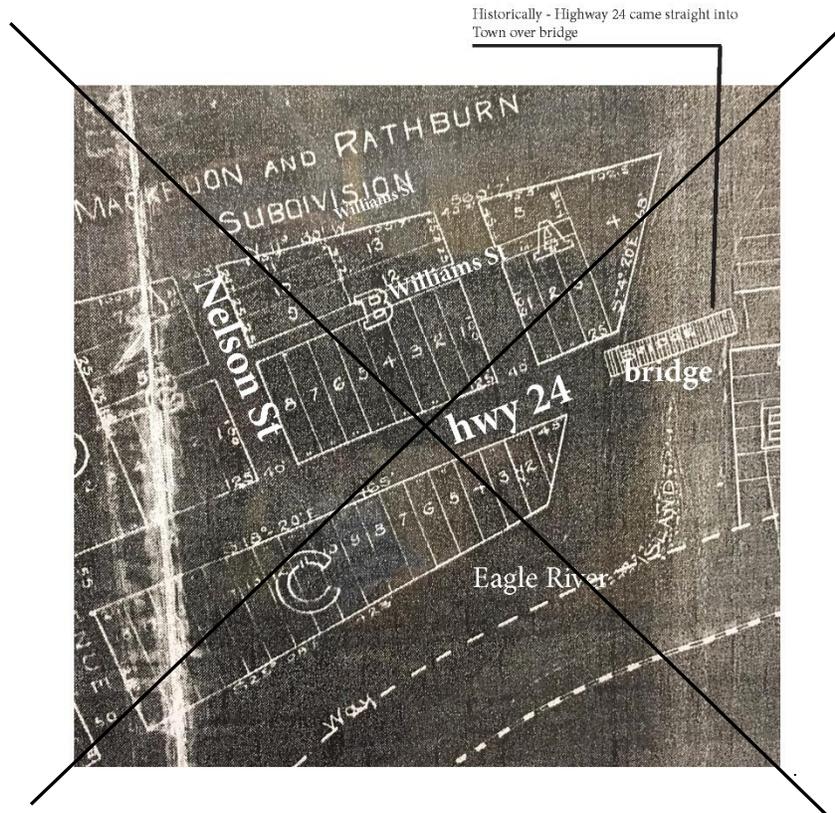
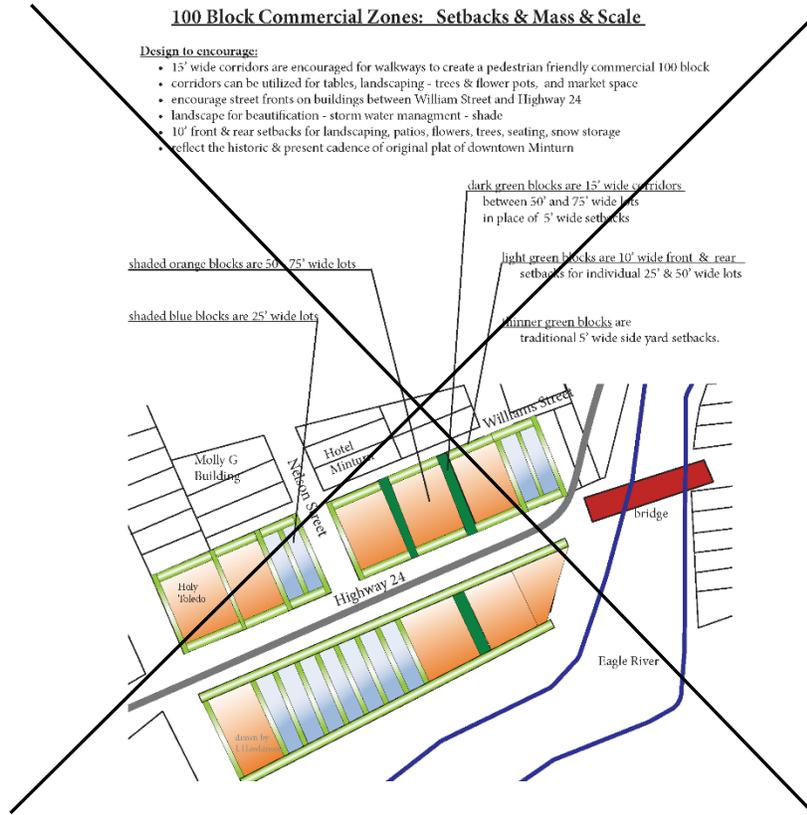


Diagram Example of:

100 Block Commercial Zones: Setbacks & Mass & Scale

Design to encourage:

- 15' wide corridors are encouraged for walkways to create a pedestrian friendly commercial 100 block
- corridors can be utilized for tables, landscaping - trees & flower pots, and market space
- encourage street fronts on buildings between William Street and Highway 24
- landscape for beautification - storm water management - shade
- 10' front & rear setbacks for landscaping, patios, flowers, trees, seating, snow storage
- reflect the historic & present cadence of original plat of downtown Minturn



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ARTICLE 6 - Old Town Character Area

* * *

Sec. 16-6-35. - 100 Block Commercial Zones.

- (a) The 100 Block Commercial Zones ~~is~~are characterized by a compact retail/commercial core area bisected by Highway 24. The area consists of businesses and residences with an identity of the historic commercial core that is distinct from other parts of the community.
- (b) The purpose of this area is to provide convenient commercial services to residents and visitors and to promote the development of the Town's primary retail commercial district. Accommodation of sales tax-generating commercial uses and non-street level residential units can enhance Old Town vitality while maintaining the visual character and scale. Street level space within the 100 Block Commercial Zones shall be dedicated to retail uses. Non-street level space within the 100 Block Commercial Zones may be used for compatible retail, office, and residential uses.
- (c) The 100 Block Commercial ~~z~~Zones should function as a pedestrian shopping corridor. Buildings ~~should be~~shall oriented toward sidewalks and pedestrian areas with storefront windows and main entrance doors. The scale of buildings both in terms of height and width should encourage transparency, pedestrian engagement, and facilitate pedestrian movement not only along Highway 24 but also between Highway 24, Williams Street and Eagle Street and along all streets in the 100 Block.

(d) The small town historic main street character will be maintained by keeping in scale of with the original plat of twenty-five (25) foot by one hundred (100) foot lots and one (1) to two (2) story building heights-frontages along Highway 24. Large monolithic buildings and "strip" retail areas are discouraged-not allowed. New development in the 100 Block shall follow the standards and guidelines provided in Appendix B which seeks to ensure new structures maintain compatibility with historic structures while bringing new uses to increase vitality.

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Sec. 16-6-70. – Old Town Character Area use table.

| Use | All Residential Zones | Commercial Zones | 100 Block Commercial Zone: <u>A</u> | <u>100 Block: B</u> | All Mixed-Use Zones | All Recreation & Open Space Zones | All Federally Regulated Zones | Light Industry and Public Facilities Zone | PUD Holding Zone | Railroad Right-of-Way/Transportation Zone |
|---|-----------------------|------------------|-------------------------------------|---------------------|---------------------|-----------------------------------|-------------------------------|---|------------------|---|
| R – Use by right C – Conditional use L – Limited use N – Not allowed | | | | | | | | | | |
| Accessory apartments (street level) | L | C | N | <u>N</u> | L | N | - | - | - | - |
| Accessory apartments (second floor or above) | L | C | <u>CR</u> | <u>R</u> | L | N | - | - | - | - |
| Accessory dwellings (street level) | L | C | N | <u>N</u> | L | N | - | - | - | - |
| Accessory dwellings (second floor or above) | L | C | <u>CR</u> | <u>R</u> | L | N | - | - | - | - |
| Automotive detail shops | N | C | N | <u>N</u> | C | N | - | - | - | - |
| Automotive parts sales | N | C | N | <u>N</u> | C | N | - | - | - | - |
| Bakeries and confectioneries | N | R | R | <u>R</u> | R | N | - | - | - | - |
| Banks and financial institutions | N | R | N | <u>N</u> | R | N | - | - | - | - |

| | | | | | | | | | | |
|---|---|---|-----------|----------|---|---|---|---|---|---|
| Barbershops | N | R | R | <u>R</u> | R | N | - | - | - | - |
| Beauty Shops | N | R | R | <u>R</u> | R | N | - | - | - | - |
| Business and office services | N | R | <u>NC</u> | <u>C</u> | R | N | - | - | - | - |
| Car washes | N | N | N | <u>N</u> | C | N | - | - | - | - |
| Cocktail lounges, taverns | N | R | R | <u>R</u> | C | N | - | - | - | - |
| Club (street level) | N | N | N | <u>N</u> | N | N | - | - | - | - |
| Club (second floor or above) | N | C | N | <u>N</u> | C | N | - | - | - | - |
| Commercial accommodations | N | R | R | <u>R</u> | C | N | - | - | - | - |
| Convenience stores | N | C | N | <u>N</u> | C | N | - | - | - | - |
| Delicatessens and specialty food stores | N | R | R | <u>R</u> | C | N | - | - | - | - |
| Drive-thru/up establishments | N | C | N | <u>N</u> | N | N | - | - | - | - |
| Drugstores and pharmacies | N | R | R | <u>R</u> | R | N | - | - | - | - |
| Dry cleaners | N | R | N | <u>N</u> | N | N | - | - | - | - |
| Duplexes (street level) | N | C | N | <u>N</u> | C | N | - | - | - | - |
| Duplexes (second floor or above) | N | C | <u>CR</u> | <u>R</u> | C | N | - | - | - | - |
| Garden landscaping supply and seed stores | N | R | N | <u>N</u> | R | N | - | - | - | - |
| Gas stations | N | N | N | <u>N</u> | C | N | - | - | - | - |
| Grocery stores | N | R | C | <u>C</u> | C | N | - | - | - | - |

| | | | | | | | | | | |
|---|---|---|-----------|----------|---|---|---|---|---|---|
| Health/medical offices (street level) | N | C | N | <u>N</u> | C | N | - | - | - | - |
| Health/medical offices (second floor or above) | N | R | R | <u>R</u> | C | N | - | - | - | - |
| Institutional uses (street level) | N | N | N | <u>N</u> | N | N | - | - | - | - |
| Institutional uses (second floor or above) | N | C | N | <u>N</u> | C | N | - | - | - | - |
| Laundries | N | C | N | <u>N</u> | C | N | - | - | - | - |
| Laundromats | N | R | N | <u>N</u> | C | N | - | - | - | - |
| Liquor stores | N | R | R | <u>R</u> | C | N | - | - | - | - |
| Manufacturing, light | N | C | C | <u>C</u> | N | N | - | - | - | - |
| Multi-family dwellings (street level) | N | C | N | <u>N</u> | C | N | - | - | - | - |
| Multi-family dwellings (second floor or above) | N | C | <u>CR</u> | <u>R</u> | C | N | - | - | - | - |
| Pawn shops | N | R | C | <u>C</u> | C | N | - | - | - | - |
| Photographic studios | N | R | C | <u>C</u> | R | N | - | - | - | - |
| *Professional activities (street level) | N | R | <u>NC</u> | <u>C</u> | C | N | - | - | - | - |
| Professional activities (second floor or above) | N | R | R | <u>R</u> | R | N | - | - | - | - |
| *Professional offices, business offices and studios | N | C | <u>NC</u> | <u>C</u> | R | N | - | - | - | - |

| | | | | | | | | | | |
|---|---|---|---|----------|---|---|---|---|---|---|
| (street level) | | | | | | | | | | |
| Professional offices, business offices and studios (second floor or above) | N | R | R | <u>R</u> | R | N | - | - | - | - |
| Radio and television stores and repair shops | N | R | R | <u>R</u> | R | N | - | - | - | - |
| Restaurant | N | R | R | <u>R</u> | C | N | - | - | - | - |
| Single-family residential dwellings | R | C | N | <u>N</u> | R | N | - | - | - | - |
| Retail stores including: Apparel stores; art supply stores and galleries; bookstores; camera stores and photographic studios; candy stores; chinaware and glassware stores; florists; gift stores; hobby stores; household appliance stores; jewelry stores; leather goods stores; luggage stores; music and record stores; newsstands and tobacco stores; sporting goods stores; stationery stores; toy stores; variety | N | R | R | <u>R</u> | R | N | - | - | - | - |

| | | | | | | | | | | |
|--|---|---|---|----------|---|---|--|--|--|--|
| stores; yardage and dry goods stores | | | | | | | | | | |
| Small appliance repair shops, excluding furniture repair | N | R | C | <u>C</u> | R | N | | | | |
| Tailors and dressmakers (street level) | N | R | N | <u>N</u> | R | N | | | | |
| Tailors and dressmakers (second level floor or above) | N | R | R | <u>R</u> | R | N | | | | |
| Theaters | N | R | N | <u>N</u> | C | N | | | | |
| Theaters, meeting rooms and convention centers (<u>street level</u>) | N | N | N | <u>N</u> | N | N | | | | |
| Theaters, meeting rooms and convention centers (second floor or above) | N | C | N | <u>N</u> | C | N | | | | |
| Travel and ticket agencies | N | R | N | <u>N</u> | R | N | | | | |

Refer to BD.2 in Appendix B for Active Use requirements on ground floor.

** Professional activities and offices may be allowed on the street level fronting Williams Street and Eagle River Street in the 100 Block, with conditional approval from Town Council depending on the use and parking demand.*

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ARTICLE 16 - Off-street parking and loading

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Sec. 16-16-150. – 100 Block Incentive-Based Parking Program.

In order to incentivize sales-tax producing uses, the reuse of existing structures, activation of ground floor spaces, and a unique urban design concept of shared streets, parking requirements

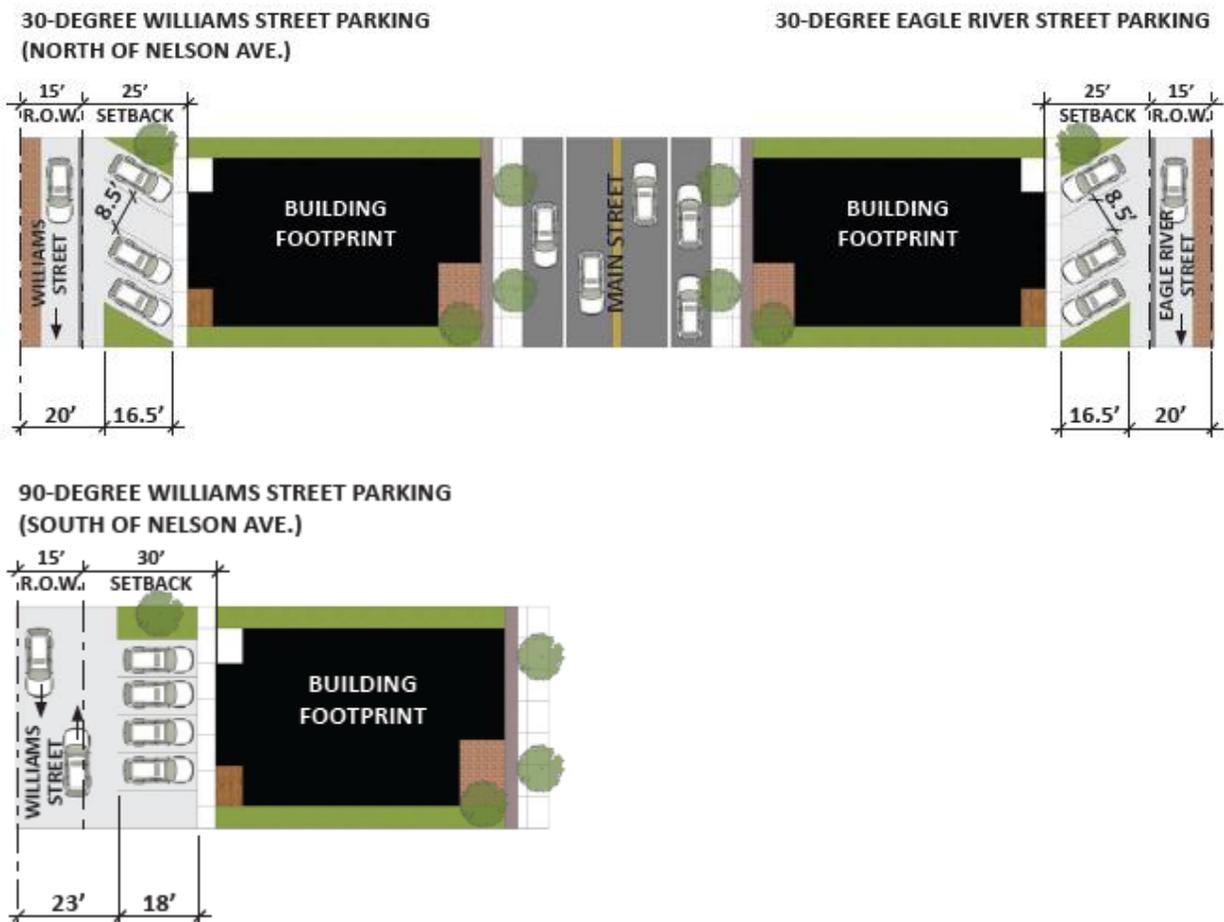
for any new uses on the 100 Block shall be exempt, except that residential parking shall be provided on-site at 1 space per unit.

However, parking spaces shall be provided in the rear setback along Williams and Eagle River Streets for all new developments. When using Williams and Eagle River public rights-of-way for access to parking, the space must be lengthened to provide a total street width of 20-feet for 30-degree parking (Williams Street north of Toledo Street and Eagle River Street) and 23-feet for 90-degree parking (Williams Street south of Toledo Street) – see Illustration 16-16.

Enclosed garages are allowed but must meet setback requirements.

Refer to SD.4 in Appendix B for more detail.

Illustration No. 16-16



APPENDIX B - Design Standards and Guidelines

* * *

Chapter I, Section B - Goals, and Objectives, and Guiding Principles

In order to preserve and enhance the built environment, and to further the character of the community, Minturn has adopted design standards and guidelines for development. The Minturn Community Plan contains the community's vision for the future, a future that is grounded in the character of the past. This character is based on a respect for both the history and environment of the region, a respect that is evident in the existing architectural styles and layout of the Town. The preservation and enhancement of landforms, vegetation, and wildlife habitat are consistent with these objectives.

These standards and guidelines are to be used as a supplement to the Town of Minturn Zoning Code. Review of compliance with these design standards and guidelines will occur for all new development, as well as major restoration and/or renovation of existing structures or developments within the Town boundaries.

New projects should be designed with the following guiding principles in mind:

1. Minturn is Rich with History – all designs should respect and reflect our rich history and help keep our stories alive for future generations.
2. Minturn is Close to Nature – every building in Minturn is steps from nature – we respect and appreciate our environment in all aspects of design.
3. Minturn is Colorful – Minturn is not dull – look around and you will see colorful buildings, roofs, people, and landscapes. New designs should reflect our diversity by implementing a colorful, not dull, palette.
4. Minturn is Authentic – we have never tried to be like other communities – we are uniquely and proudly the one and only “Minturn.” New designs should contribute to our meaning and authenticity.

* * *

Chapter III - Character Areas

* * *

Section 4 - 100 Block Commercial Zones

[This section replaced and amended in its entirety with Exhibit A – see exhibit ‘A’ attached hereto]

INTRODUCED, READ BY TITLE, APPROVED ON THE FIRST READING AND ORDERED PUBLISHED BY TITLE ONLY AND POSTED IN FULL ON THE OFFICIAL TOWN WEBSITE THE 6th DAY OF JULY 2022. A PUBLIC HEARING ON THIS ORDINANCE SHALL BE HELD AT THE REGULAR MEETING OF THE TOWN COUNCIL

OF THE TOWN OF MINTURN, COLORADO ON THE 3rd DAY OF AUGUST 2022 AT 5:30 p.m. AT THE MINTURN TOWN HALL 302 PINE STREET, MINTURN COLORADO 81645.

TOWN OF MINTURN, COLORADO

Earle Bidez, Mayor

ATTEST:

By: _____
Jay Brunvand, Town Clerk

THE TOWN OF MINTURN, COLORADO, ORDAINS THIS ORDINANCE ENACTED ON SECOND READING AND ORDERED PUBLISHED BY TITLE ONLY AND POSTED IN FULL ON THE OFFICIAL TOWN WEBSITE THIS 19th DAY OF OCTOBER 2022.

TOWN OF MINTURN, COLORADO

Earle Bidez, Mayor

ATTEST:

By: _____
Jay Brunvand, Town Clerk



100 BLOCK

Design Standards and Guidelines

APPENDIX B INSERT



November 2022

CONTENTS

This document is organized into three chapters, as described below.

1 100 Block Framework

This chapter provides a framework for the 100 Block, presenting a quick history, key elements and principles for all new development. It provides guidance for how a project should respond to its surroundings and accent 100 Block assets to work toward becoming a cohesive, historic commercial core.

2 Site Design

This chapter provides specific design standards and guidelines as they relate to an individual site. These include the design and treatment of setbacks and other open space on a site as well as parking, screening, landscaping, and lighting.

3 Building Design

This chapter provides specific design standards and guidelines as they relate to an individual building. These include the appropriate scaling of a building and architectural elements, activation of edges, materiality, and roof design.

STRUCTURE OF DOCUMENT

The standards and guidelines herein are structured so that they can be easily followed and referenced. They are written as follows:

XX.1 THIS IS A TOPIC OR PRINCIPLE.

A. This is a standard (rule).

» *This is a guideline (advice) or supplementary information.*

A **topic or principle** explains what the standards and guidelines are about. A **standard** is a rule that shall be met if it applies to a particular site. Standards provide clear expectations for all projects to follow. A **guideline** is advice for a project - it is intended to give ideas for how a standard may be applied.

PURPOSE

This document replaces the former 100 Block Character Area from **Appendix B** of the Minturn Municipal Code. It seeks to provide guidance to property owners, developers, elected officials, and commissioners so that the community's vision for the 100 Block can be realized over-time.

This document will be **used by the Planning Commission**, which serves as the design review body for the town, to review individual projects that are proposed in the 100 Block. All projects must also follow **Appendix B: General Design Standards, Chapter 16** sections of the municipal code that relate to the 100 Block were also updated at the same time so that dimensional standards and other zoning regulations match the standards and guidelines.

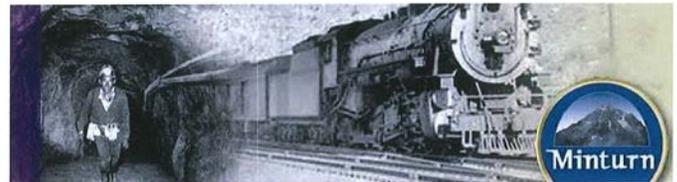
PROCESS

The standards and guidelines were developed using input from the community. Two community **design charrettes** were held (October 2020 and February 2022), as well as **multiple meetings** with stakeholders, the Planning Commission, and Town Council. The community agreed on many aspects of the vision. There was disagreement on the appropriate scale of buildings and whether or not the area (or individual buildings) should be designated historic. Ultimately, this document and the code update seeks to **find a balance** between opposing views while **implementing the desired vision** to create a 100 Block that is allowed to evolve while requiring that new projects contribute to a **sustainable and vibrant future**.

- ▼ APPENDIX B - MINTURN DESIGN STANDARDS AND GUIDELINES
 - I. INTRODUCTION
 - II. GENERAL DESIGN STANDARDS
 - ▼ III. - CHARACTER AREAS
 - 1. - GROUSE CREEK CHARACTER AREA
 - 2. - OLD TOWN CHARACTER AREA
 - 3. - SOUTH TOWN CHARACTER AREA
 - 4. - 100 BLOCK COMMERCIAL ZONE



Design Guidelines
100 Block Commercial Zone



'History meets Present'

This document replaces the former Design Guidelines for the 100 Block Commercial Zone with cover page shown above. Principles from the former guidelines were carried over, as applicable.



MINTURN 100 BLOCK
Design Workshop | February 15, 2022

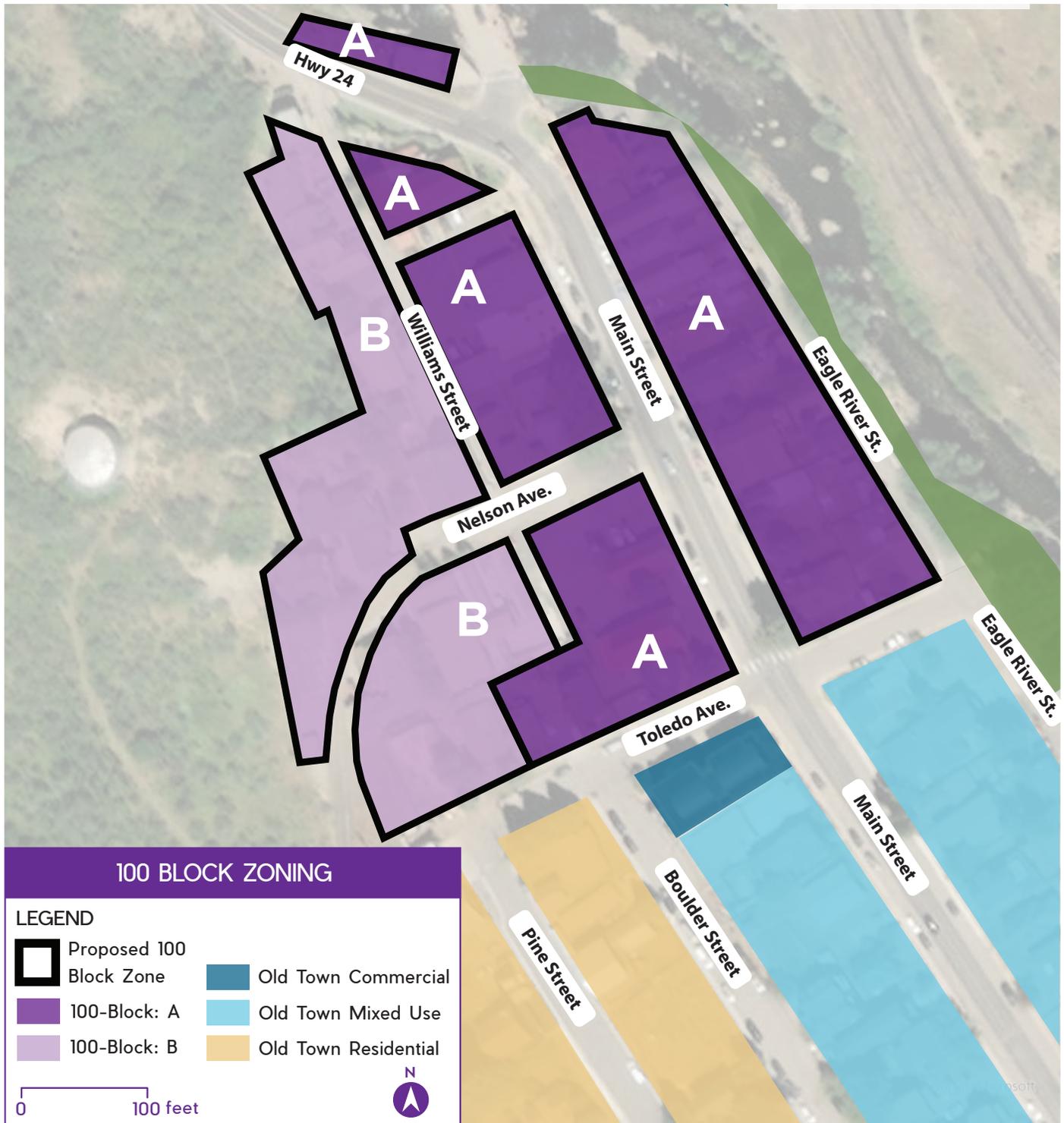


A Public Design Workshop was held on February 15, 2022 to discuss key elements of new development including: building height and frontage, site design and public realm, and parking. There were approximately 40 attendees.

APPLICABILITY

The design standards and guidelines herein apply to all properties outlined in heavy black line below. The new 100 Block Zone includes A and B subareas, which the standards and guidelines may reference if differences apply.

100 Block: A is essentially all properties that face Main Street and **100 Block: B** is all properties that face Williams Street and Nelson Avenue going up the hill.





100 BLOCK FRAMEWORK

1

The 100 Block is the **gateway to Minturn** and the heart of town. It is the **historic center and commercial core**, although over-time commercial uses have extended past the 100 Block along Main Street. The 100 Block should remain the commercial core into the future, where there is ample opportunity for small, local businesses to thrive as well as more opportunity for people to live and visit. It is important to the community that the historic assets be saved and the history and authenticity of Minturn be celebrated. **Main Street** will remain the primary thoroughfare, although public and private improvements will help activate and improve the experience. **Williams Street and Eagle River Street** will become quaint public spaces where pedestrians and cars share the space and active uses breathe new life to these areas. Space between buildings will be used for **pedestrian passages, small gathering spaces and outdoor dining areas**. **Views** of the water tower, Eagle River, and hillsides will be preserved and celebrated.

QUICK HISTORY

Minturn was established in the late 1800s as a railroad town and incorporated in 1904. It originated on **mining, farming, and railroad** industries and jobs. It has maintained a feeling of a **quaint mountain village** amongst great change in Eagle County and surrounding areas with Vail and Beaver Creek resorts developing in the late 1960s to 1980s. Though tourism has picked up in recent years, Minturn remains a **local's place**.

Today, Minturn is still primarily a **working class town** with nearly 40 percent of employment in construction and related trades. Minturn has remained a local, authentic place over the years. It is entirely made up of **small, local businesses**, started from people that have invested their personal time and money to help Minturn prosper. It faces challenges related to growth and affordability as land values have escalated at high rates in recent years, as they have all over Colorado.



The two-and-a-half story Eagle River Hotel includes a simple architectural form with a gabled roof and dormer. A porch on the front defines the entrance.



The Williams Cafe and Bar (now Magustos) is a wood and stucco structure that includes an arcade and storefront.



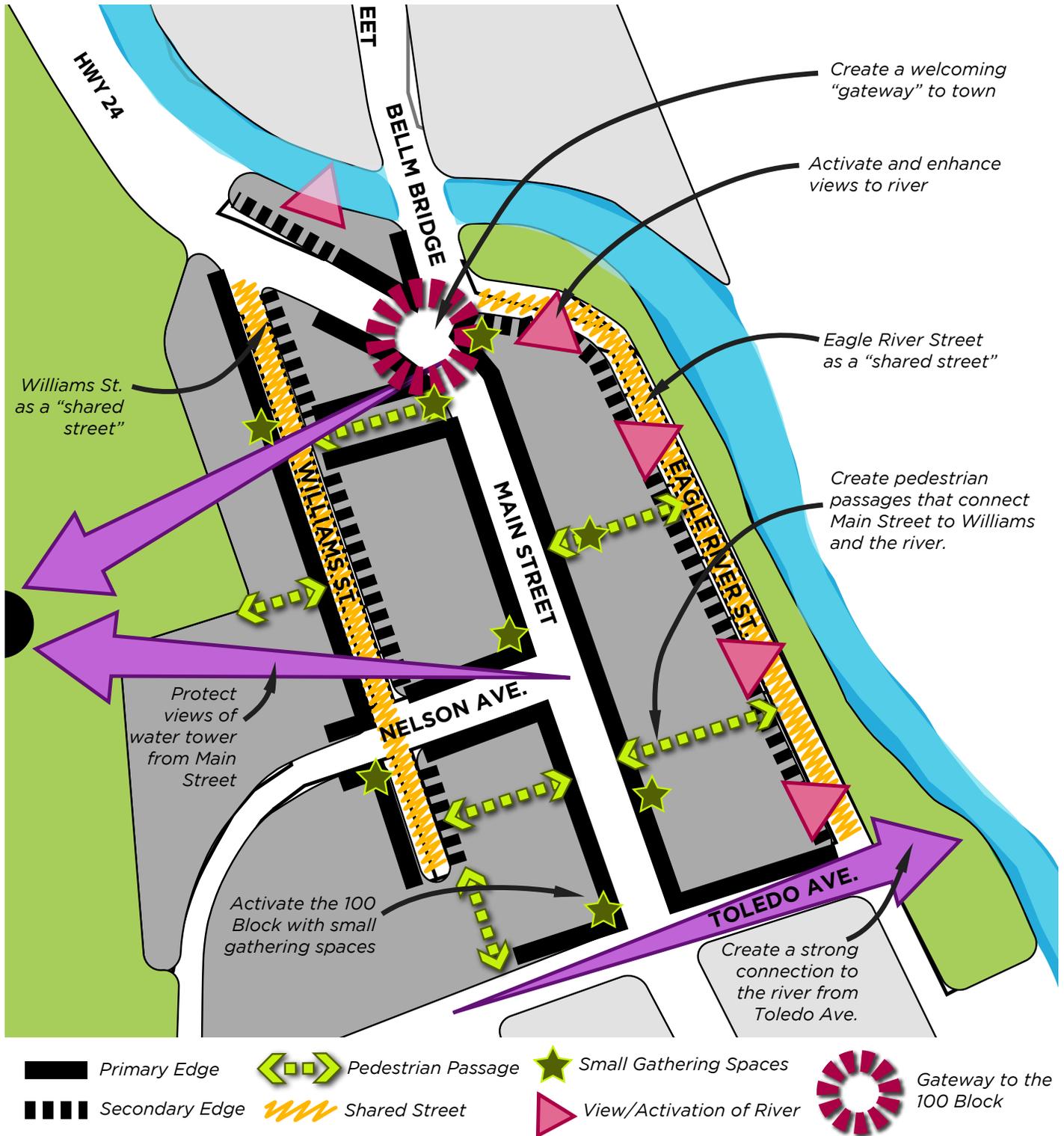
A two-story building with wood siding, sidewalks, and covered arcade includes a storefront and area where people can gather as they watch a carriage being pulled from a ditch on Main Street.



Main Street circa mid-1900s includes 2-story buildings at the sidewalk edge (zero setback) with narrow sidewalks.

100 BLOCK FRAMEWORK

This framework diagram explains key elements for the 100 Block that all projects should follow. Design principles that relate to the 100 Block Framework are provided on the following page.



100 Block Framework Diagram

***Note that pedestrian passages and small gathering spaces would be built on private property but be designed to be publicly accessible.**

FRAMEWORK PRINCIPLES

The following principles describe elements that will help implement the vision for the 100 Block. Each project should meet the following by providing a response to each principle in a project narrative

FP.1 CONTRIBUTE TO AN AUTHENTIC PLACE.

Minturn is known for being **authentic**. It's authenticity has been built over time, where layers of history are reflected in its people, places, and architecture. **What makes 100 Block authentic?**

- **It doesn't have a prescribed style of architecture** - each building seems to have it's own personality.
- **It has a rich history, but also has been built over time**, where buildings from different eras coexist and some have been added onto or modified to respond to new demands and uses.
- **It is made up of local businesses** - they are something you can only find in Minturn.
- **It is not another tourist mountain town** - though people love to visit, Minturn was not built *around* tourism. Design for locals first.

Each new project in Minturn's 100 Block should consider these aspects that make up its authenticity and contribute to it in similar ways, through unique architecture, a nod to history, and as a local's place first and foremost.



Minturn's local businesses is one thing that contributes to its authenticity (and awesomeness.)

FP.2 DESIGN AT A HUMAN SCALE.

The 100 Block is **quaint**. Though new buildings may be larger than traditional buildings, their **scale should be compatible** to their surroundings. Monolithic buildings are not allowed.

Designing at a human scale means designing a building that is **comfortable** for someone to stand by and be in. It is made with materials that are small and modular - that can be carried by a person. They include details that add interest and delight to the human experience. They are designed to be experienced by pedestrians rather than cars.

Design new projects in the 100 Block with these elements in mind where each individual project contributes to a scale that is compatible and comfortable.



Designing at a human scale means designing a building that is comfortable for someone to stand by and be in.



Human scale design is designed to be experienced by pedestrians rather than cars.

FP.3 ACTIVATE EDGES.

The vision of the 100 Block is to continue to be the commercial core and activity center of Minturn with active storefronts and sales tax-generating uses throughout. To create this desired activity, include **active uses**, e.g. businesses that are open the majority of the day and create activity on the street from people coming and going. This includes but is not limited to: coffee shops, cafes, restaurants/bars, retail stores, and ice cream/candy shops.

Primary edges (Main Street, Williams Street, and side streets) shall require active uses on the ground floor.

Secondary edges (east side of Williams and west side of Eagle River Street) should encourage active uses, but may also require access to parking or other back of house uses. Activation of these edges may include enhanced screening, landscaping, or public art - however, if possible, secondary entrances and active uses are also encouraged.



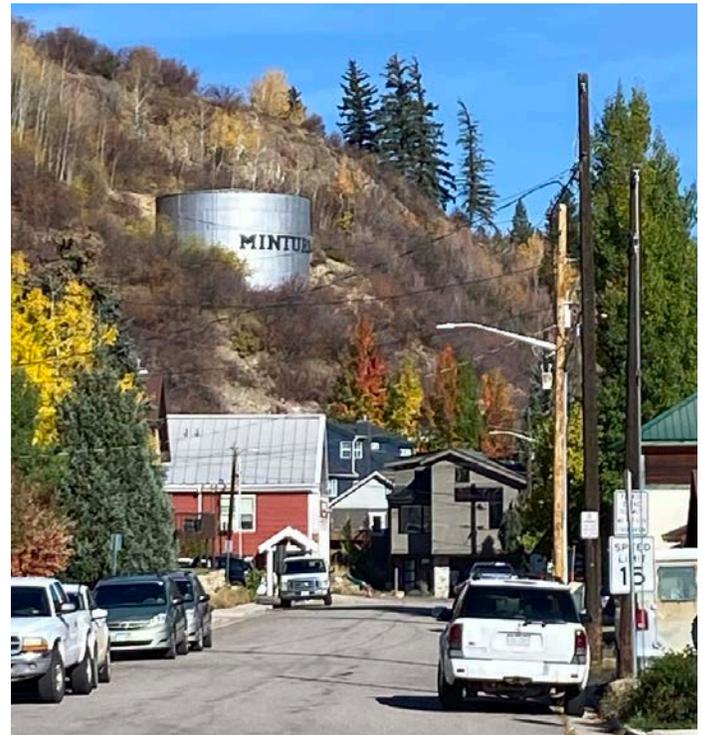
Active storefronts and tax-generating uses that engage the streets and sidewalks are desired.

FP.4 CELEBRATE AND ENHANCE IMPORTANT VIEWS

The **water tower** is iconic to Minturn. Views to the water tower from key intersections should be celebrated. A project at these locations should consider someone taking a picture - where the water tower is visible and part of the composition.

Views of the **Eagle River** are also important. Minturn would like to elevate the river as a key asset, so improving access and views to the river is a key component to achieving the vision.

Secondary uses to Main Street could be placed along Eagle River Street to activate it or **upper floor roof decks** could overlook the river. **Eagle River Street** should be a unique, quaint experience that encourages pedestrians to enjoy time walking along or resting at the edge of the river.



Views to the water tower from key intersections should be maintained.

FP.5 CREATE A WELCOMING PLACE.

The 100 Block is the “gateway” to Minturn and should appear **welcoming**. Activities should orient to Main Street, the public realm should be **well-designed and maintained** year-round, and the experience of navigating to destinations (businesses, parks, parking, etc.) should be very clear.

Projects located near the “gateway,” shall contribute to **provoking a sense of arrival** and an iconic and unique sense of “Minturn.” The public realm should be coordinated and consistent in design. And architecture should be unique to Minturn and of highest quality and attention to detail.

Throughout the 100 Block, each individual project should create **welcoming and inviting places**. This can be achieved by creating interactive places such as: small plazas, pocket parks, outdoor dining and retail, and public passages. These design elements tell people that they are welcome to navigate through the 100 Block with ease and delight.

Note that locations of passages and gathering spaces on the diagram are not exact, but indicate the general amount of these elements needed to create a successful network.

MINTURN GUIDING PRINCIPLES

In addition to the Framework Principles for the 100 Block, new projects should also follow Minturn’s Guiding Principles:

***Minturn is Rich with History** – all designs should respect and reflect our rich history and help keep our stories alive for future generations.*

***Minturn is Close to Nature** – every building in Minturn is steps from nature – we respect and appreciate our environment in all aspects of design.*

***Minturn is Colorful** – Minturn is not dull – look around and you will see colorful buildings, roofs, people, and landscapes. New designs should reflect our diversity by implementing a colorful, not dull, palette.*

***Minturn is Authentic** – we have never tried to be like other communities – we are uniquely and proudly the one and only “Minturn.” New designs should contribute to our meaning and authenticity.*



A concept for Minturn’s “gateway” intersection includes creating a pedestrian-first environment where the street and public spaces are designed to slow down cars, clearly direct them to public parking, and create a beautiful and welcoming atmosphere for all.



SITE DESIGN

2

Site design refers to the arrangement and placement of buildings as well as other site features on a particular lot - such as landscape/hardscape, parking, trash, and snow. The goal is to improve the overall experience and appeal of the 100 Block by having well-organized and inviting spaces as well as clear rules to maintain them.

SITE DESIGN: DEFINING FEATURES

The original plat of 25-foot wide **lots** (right; above) and current ownership **parcels** (right; bottom) highlight how some historic lot patterns exist, but many of the original 25-foot lots were combined to create a larger parcel. The following are defining site features to consider in new designs:

25' TO 75' PARCEL PATTERN

The original plat included a series of lots that orient to Main Street with a 25-foot wide frontage. Today, many of the original lots have been combined to create 50 to 75-foot wide parcels. This allows for multiple businesses to have visibility and access to customers and creates a cadence along the street that changes properties often, creating a welcoming and interesting walking environment.

LINEAR NORTH-SOUTH ARRANGEMENT ALONG MAIN STREET

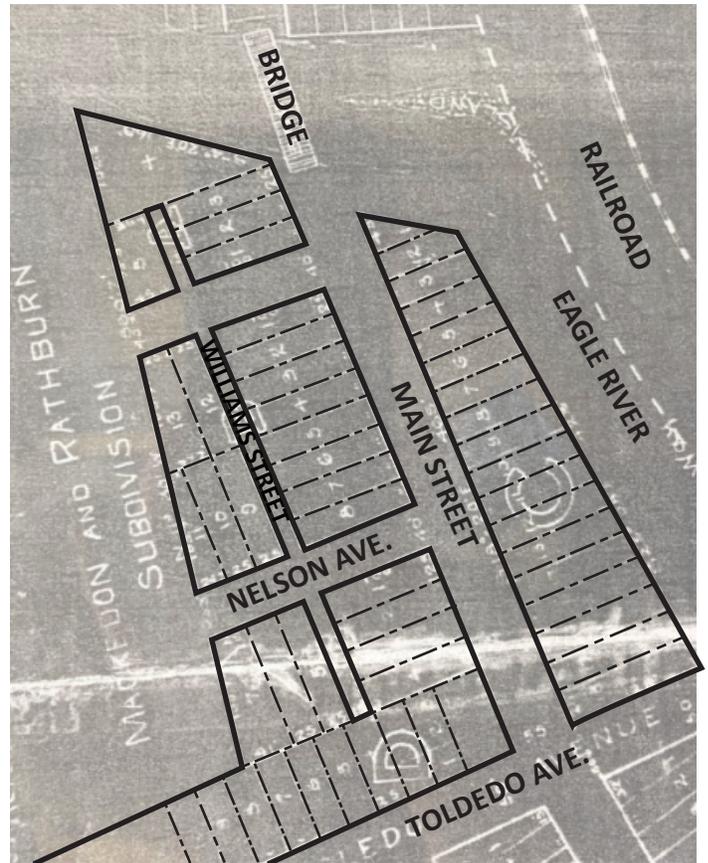
Due to surrounding topography, the arrangement of the 100 Block has remained linear in nature where the focus has always been on Main Street, and other roads are mainly used for access.

EAGLE RIVER AND RAILROAD

The river and railroad are consistent site features of the 100 Block that appear to be in their original alignment and location. Toledo Avenue has always terminated at the river's edge and the Bellm Bridge location is identical. Both elements contribute to the rich history of Minturn.

WATER TOWER

The Minturn water tower is situated above the 100 Block on the hillside to the west. This site feature is iconic to Minturn, as it has the "Minturn" name and can be seen from just about anywhere in the 100 Block due to its position high on the hillside.



Above: historic platting of the 100 Block
Below: current lot layout of the 100 Block



SITE DESIGN: STANDARDS AND GUIDELINES

SD.1 STREET DESIGN

A. **Main Street and Toledo and Nelson Avenues** shall include a minimum **5-foot** public sidewalk adjacent to the curb. This space shall remain free and clear of objects at all times.

B. **Main Street and Toledo and Nelson Avenues** shall include a **5-foot** front setback adjacent to the sidewalk. The first **2-feet** of the setback shall contribute to widening the sidewalk to create a **7-foot** clear walking path.

» *The additional 3-feet of setback may be used for objects such as: sandwich boards, planters, benches, sales racks or other outdoor display of goods, landscaping, cafe seating, etc.*

C. **Main Street** requires that **40%** of a property's frontage include a minimum **15-foot** setback. This area shall be accessible from a public sidewalk.

» *Design these spaces to be welcome and inviting. Consider ambient lighting, cafe seating, or other ways to activate the space.*

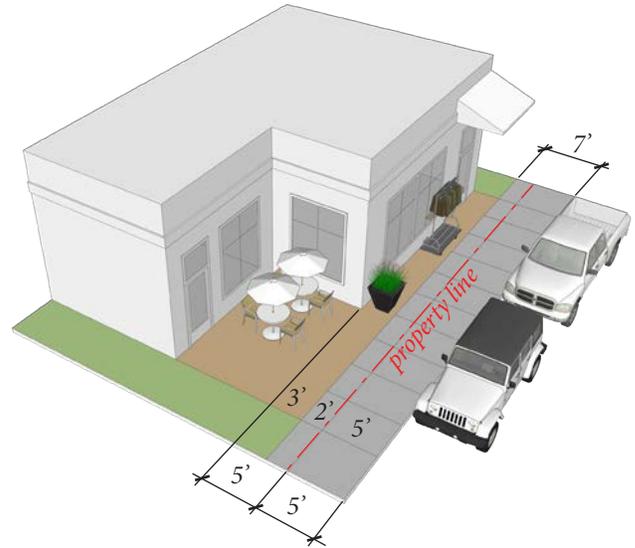
D. **Williams Street and Eagle River Street** shall be designed as a "woonerf" - or shared streets - including a **15-foot** clear public right-of-way that is shared between vehicles and pedestrians.

» *Refer to pages 15-16 for more information on the "woonerf" concept and setbacks.*

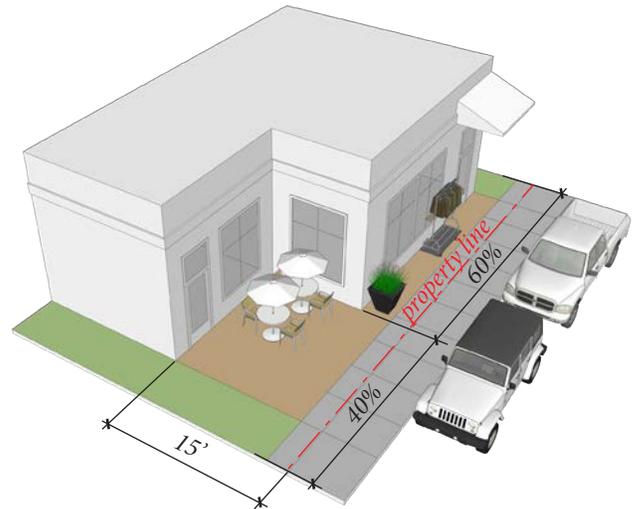
E. **Setbacks** along Williams and Eagle River Street shall be designed to contribute to the placemaking of the street. The area may be used for **parking or activation of the street** with uses like outdoor dining or patio space.

F. **Asphalt** shall not be allowed within any setback.

G. Parking areas shall use concrete, heavy duty pavers, or other **durable material**.



Main Street and Toledo and Nelson Avenues shall maintain a 5-foot sidewalk adjacent to the curb and dedicate an additional 2-feet of setback to the sidewalk to create a 7-foot wide sidewalk.



Along Main Street, 40% of a property's frontage shall be setback a minimum of 15-feet from the property line.



Williams and Eagle River Streets shall be designed as "woonerfs" - or shared streets - where cars, pedestrians, and bikes all share the space equally and the street is designed so cars travel at very low speeds.

“WOONERF” DESIGN

A “woonerf” is a Dutch term for a shared street. Invented in the Netherlands, but widely practiced throughout the world, this type of street is a narrow street that is shared between automobiles, pedestrians, and bicyclists. Typical design elements of a woonerf include:

- **Very narrow space (15-25 feet)** - typically only wide enough for cars to go one-way.
- **Slow speed design** - the space is designed to slow cars down by squeezing the space that a car can drive in. Typically a different material is used (often pavers) to direct cars.
- **Activated** - uses front onto the street and provide activation. Often, access to parking is also required.

This type of street design is desired for **Williams and Eagle River Streets**. The following examples provide similar elements, as desired for Minturn:



- ① Design elements that promote shared use of space
- ② Setback area designed to be inviting and activated
- ③ Allow for parking access



SD.2 ORIENTATION

- A. **Primary orientation**, meaning the “front(s)” of a building where the primary use(s) and entrance(s) are located shall be placed so that they face a primary edge (refer to Framework Diagram on page 7).
- B. **Secondary orientation** shall include entrances to secondary uses or upper floors and shall face secondary edges (refer to Framework Diagram on page 7).
- C. Where a public or semi-public space (plaza, park, sidewalk, street, etc.) is adjacent to a building, orient the building to **interact with and overlook** the outdoor space (i.e. include entrances and/or windows at eye-level.)
- D. Orient a building’s massing and design a site to **maximize sun exposure and minimize shading** on adjacent properties.

» *Defined setbacks in Chapter 16 are designed to maximize sun exposure, but to the extent that a project can modify a design to create more sun access, it is desired.*

» *Utilize architectural features and/or landscaping to assist with seasonal sun control. For example, in the winter when the sun is lower it is important to allow sun deep into the building whereas in the summer when the sun is high, it is important to offer shading, such as through overhangs, awnings, deciduous trees, or other shading device.*



Where a public or semi-public space is adjacent to a building, orient the building to interact with and overlook the outdoor space.

SD.3 PUBLICLY ACCESSIBLE AND PRIVATE OPEN SPACE

- A. Required **publicly accessible open spaces** shall be **visible from and designed to activate** the adjacent right-of-way. If a new development is **adjacent to a low-scale traditional building**, the open space shall be placed closest to the low-scale traditional structure.
 - » *Design these spaces to generate activity. Add elements like: places to sit, public art, dining area, lighting, and signage.*
 - » *If an enclosure is required for a dining space that serves alcohol, design the enclosure to be as open and transparent as possible.*
 - » *Consider the use of special paving to accent this space and differentiate it from the public sidewalk.*
 - » *Locate these spaces to maximize sun exposure.*
- B. A **publicly accessible passage** through a site shall include a minimum **4-foot** wide sidewalk. A minimum **8-foot** setback shall be required for the entire space. Provide **full cut-off light fixtures** to light the pathway.
 - » *The entire space may be paved so long as the site's pervious surface requirement has been met elsewhere.*
 - » *Pavers or other material may be approved by the Design Review Board.*
- C. **Private open space**, such as a patio, balcony, or roof terrace shall be a minimum of **5-feet** deep and **6-feet** wide.



Publicly accessible open spaces and passages shall be visible from an adjacent right-of-way and activated with uses, windows, balconies, etc.

SD.4 SCREENING AND SNOW STORAGE

- A. A **designated area** for trash containers and snow storage shall be provided on a site plan.
 - » *These may be located in separate locations.*
- B. Refuse storage, general storage, loading and mechanical shall be **screened** when visible from a public right-of-way. Screening methods shall be incorporated as part of the landscape and architectural design - using **high-quality materials** that align with the design concept. Any permanent structure shall **meet the setbacks** within Chapter 16.
 - » *Coordination amongst adjacent property owners to share refuse containers and storage facilities is encouraged.*
- C. **Fences** in the front of a lot shall not exceed **3-feet** for opaque and **4-feet** for transparent. Fences in the rear shall not exceed **6-feet**. All fencing and screening associated with refuse storage shall be 6-feet tall if detached from the primary structure.
 - » *Incorporating a permanent space within a covered or fully enclosed garage as part of the primary structure is encouraged.*
- D. **Snow shall be cleared** from public sidewalks by **8am** following a storm event and consistently maintained during typical business hours of 8am to 6pm.
 - » *Consider snow maintenance when designing the site plan for a project. Provide common areas where snow can be placed, ideally pervious locations to allow snow melt to be transferred underground.*

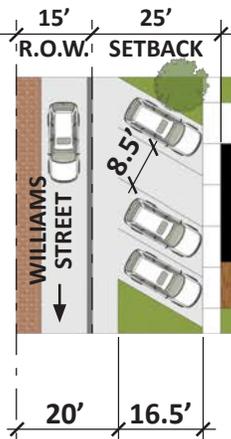


All refuse storage shall be 6-feet tall if detached from the primary structure and designed with high-quality materials.

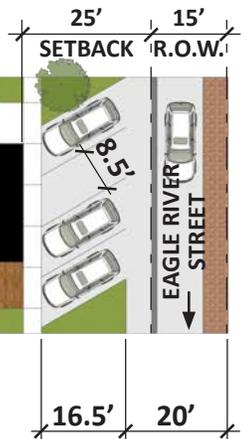
SD.5 PARKING/LOADING

- A. Parking shall not be accessed from Main Street and shall be set back a minimum of **40 feet** from Main Street. Parking shall be accessed from Nelson, Toledo, Williams, or Eagle River Streets.
- B. **Combine access** to parking areas, wherever feasible to reduce the amount of driveways needed and to maximize parking counts.
- C. **Parking shall be provided** along Williams and/or Eagle River Streets within the required building setback area in 100 Block: A. Along Williams (north of Nelson) and Eagle River Streets, a **20-foot space** shall be provided for **30-degree** parking access. Along Williams (south of Nelson) a **23-foot space** shall be provided for **90-degree** parking access.
 - » Refer to diagrams below.
- D. Parking shall be **marked as private parking** and dedicated to residential uses, if applicable. If no residential uses are provided on-site, parking shall be provided for commercial uses.
- E. **Garages** shall be permitted as long as they meet required setbacks. Any spaces within a garage shall not count towards parking requirements.
- F. **Loading** for commercial uses shall occur on Main Street or side streets.
 - » *Loading may be permitted along Williams and Eagle River Streets until redesign of these streets into a “woonerf” or shared street design is completed.*

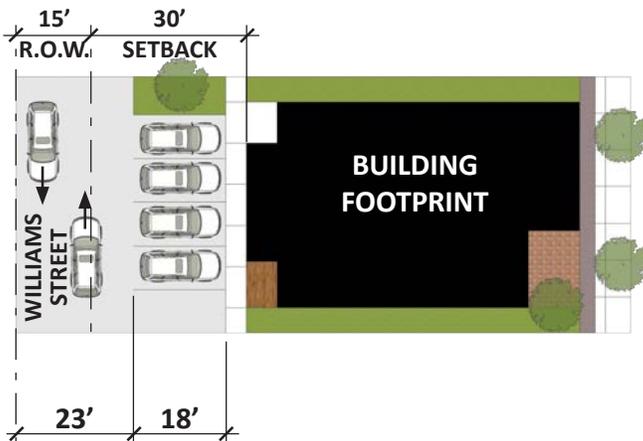
**30-DEGREE WILLIAMS STREET PARKING
(NORTH OF NELSON AVE.)**



30-DEGREE EAGLE RIVER STREET PARKING



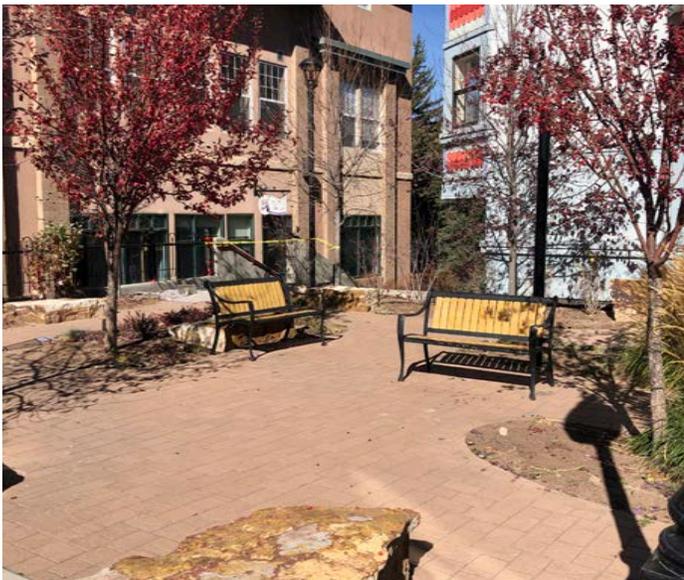
**90-DEGREE WILLIAMS STREET PARKING
(SOUTH OF NELSON AVE.)**



Conceptual design pedestrian-level view of future Williams Street standing at the back corner of Magustos looking south.

SD.6 LANDSCAPE AND HARDSCAPE

- A. **Trees** placed within a setback facing Main Street shall be treated as “street trees” and be placed in a **tree grate** level with paving so that pedestrian space is maximized. These trees shall be **deciduous**.
- B. **Tree species** shall be proven as successful trees in Colorado high mountain climates with ample soil volume for deep root growth. Fruit bearing trees are not permitted.
- » *Seasonal coloring of leaves is desired.*
- C. Landscape plans shall incorporate **drought-tolerant, low maintenance** plants and be coordinated with waterwise landscaping standards in the code.
- » *Plants that need little to no irrigation are desired.*
 - » *Annuals in planters that require more water may be used in prominent locations such as along Main Street.*
 - » *Avoid using planters that may become used as or mistaken for trash containers.*
- D. **Hardscape** (pavers, gravel, mulch, decking) shall be selected so that it blends with the architecture and surrounding context.
- » *Consider materials that were historically used in Minturn such as wood and stone.*
 - » *Consider maintenance and availability of materials when replacement is necessary.*



Hardscape shall be selected so that it blends in with the architecture and surrounding context. Seasonal coloring of leaves is desired.

SD.7 LIGHTING

- A. **Minimize light spill** onto adjacent properties and toward the sky.
- » *Use a fixture that provides even lighting for a plaza, courtyard or patio area.*
 - » *Shield site lighting to minimize off-site glare.*
 - » *Orient fixtures to the ground.*
- B. Lighting shall be provided for all **publicly accessible open spaces** (plazas, pocket parks, passages) and facing **public streets**.
- » *Small-scale fixtures with down-lighting or light bollards may be used to illuminate a pathway.*
 - » *Overhead lights should be pedestrian-scaled (approximately 12-15 feet).*
 - » *Lighting may be affixed to a building and directed toward public spaces as well.*
 - » *All lighting fixture designs should be of a style that is compatible with the architecture and site design.*
 - » *Overhead “twinkle” lights should be allowed.*



Lighting shall be provided for all publicly accessible open spaces.

SITE DESIGN: INSPIRATION



A private passage preserves a public view!



A semi-public courtyard space is accessible and visible from a public sidewalk.



A main street is activated with cafe seating that is comfortable to sit in with landscaping and shade.



Flowers in the summer add vibrancy and let people know a place is cared for.



Recycled bicycles attached to a stair railing adjacent to a public space provides interest and whimsy and celebrates the cycling lifestyle.



BUILDING DESIGN

3

Building design refers to the size, forms, and scale of a building as well as materiality and color, roof form, and architectural details. This chapter does not intend to dictate a particular “style” of architecture. Rather, it is intended to maintain a similar scale and form so that the historic character and charm of the 100 Block remains while allowing progress and change to occur over-time. Each new building should add to Minturn’s uniqueness. Creativity is encouraged though limited boundaries are necessary.

BUILDING DESIGN: DEFINING FEATURES

As shown in the Site Design chapter, the 100 Block was originally platted with 25-foot wide lots. This established a cadence to Main Street with multiple buildings and entrances along a block. Buildings were typically 1-2 stories with pitched roofs (some were one story with a pitched roof that had a faux facade to appear as a large, flat-roof structure.) They were built with simple forms and local materials. Ornate architecture was not common.

A STAGGERED CADENCE

Though lots had a cadence of 25-feet, there has always been a staggered appearance to Main Street, as some buildings were built right up to the street and others were set back. Other lots were used for open space, or not developed leaving “holes” in the streetscape.

SIMPLE FORMS

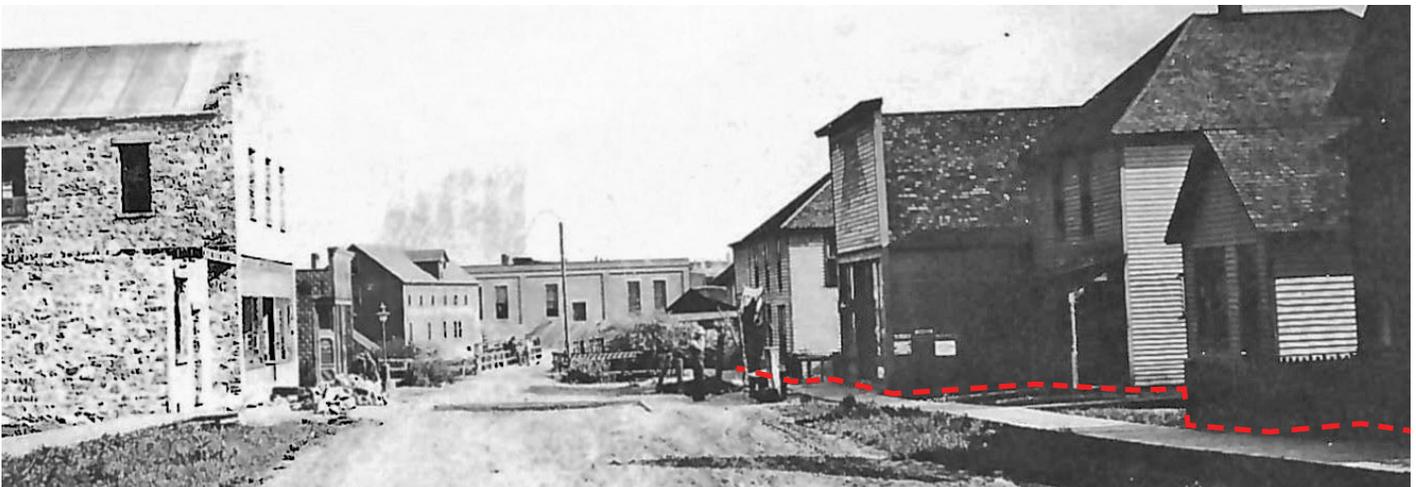
Traditional buildings of Minturn were simple boxes of one to two stories and pitched roofs. Additive features like roof dormers and awnings, or bay windows and porches on residential structures, added more detail. Some included faux facades that looked like a two-story, flat roof structure from Main Street, but had a pitched roof behind. Some, like the Eagle River Hotel, were taller and had a flat roof, but that was not the norm.

NATURAL MATERIALS

Traditional building materials were primarily wood siding, although some stone masonry, brick and stucco were used as well. Roofs were primarily metal or asphalt shingled.

A PATTERN QUILT

Some original buildings remain, but have been updated and others have been demolished and replaced. Regardless, what is left today is a “pattern quilt” with unique “squares” that make up the eclectic spirit that people love and cherish.



A historic photo of Main Street shows the staggered cadence of buildings along the street - some are at the sidewalk edge and others are set back.

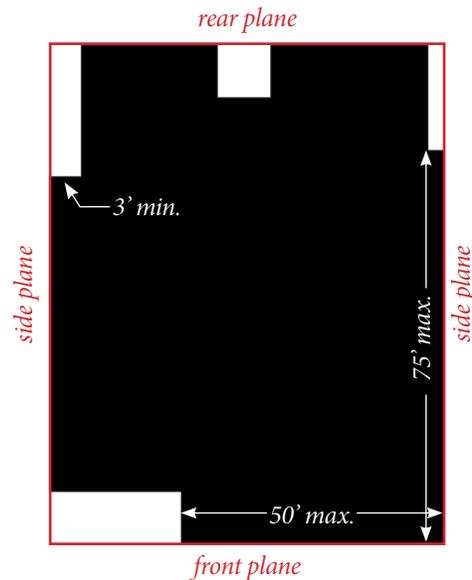


Artist rendering (credit: Beth Levine) of architectural styles in Minturn.

BUILDING DESIGN: STANDARDS AND GUIDELINES

BD.1 BUILDING FORM AND MASSING

- A. The **maximum length** of any wall on the same plane along the front and rear shall be **50-feet** and along the sides shall be **75-feet**. After this dimension, the building wall must shift on a horizontal plane a minimum of **3-feet**.
- B. The upper floor(s) of a building may encroach into the rear setback in 100 Block: A a maximum of **5-feet** for enclosed space and **10-feet** for balconies and terraces. Refer to Section 16-2-50.
- C. **Main Street facades** shall be articulated every **25-feet** to reflect the historic platting of Main Street. Methods of articulation may include:
 - » *A material change, plane change/wall offset, exposed structural detailing, or other architectural detail that provides a shadow line and breaks up the facade to maintain a cadence and scale of 25-foot intervals along Main Street.*
 - » *A change in height.*
- D. New structures shall **maintain a scale and compatibility** with nearby traditional buildings.
 - » *Use similar building heights and/or datum lines (e.g. porch height, window sill/plate height, eave or ridge line, etc.) of adjacent structures.*
 - » *Align windows and use similar scale windows, where feasible.*
- E. Avoid forms that appear monolithic in comparison to the surroundings. **Break down the scale** of a building when adjacent to smaller structure(s). Consider the following:
 - » *Transition a building height to be lower when adjacent to a one-story structure.*
 - » *Add elements like patios/porches, balconies, pergolas, awnings, etc.*
 - » *Use a lower floor-to-floor height or half-stories to maintain desired square footage without appearing monolithic.*
 - » *Also refer to BD.2 Street Level Design*
- F. **Express historic industries** of Minturn in the building form and massing: mining, railroad, farming.



Front and rear planes shall have a maximum wall dimension of 50-feet and side planes shall have a maximum of 75-feet. A 3-foot minimum offset is required to differentiate planes.



New structures shall maintain a scale and compatibility with nearby traditional structures.



Break down the scale of a building when adjacent to smaller structure(s).

BD.2 STREET LEVEL COMMERCIAL DESIGN

- A. Design each street level (ground floor of a building facing a public street) to **be active and engaging** and provide visual interest for pedestrians.
- » *Reflect historic patterns and proportions for new storefront designs.*
 - » *If the use is not compatible with a storefront, an alternative may be approved by the Design Review Board.*
 - » *Alternative options for street-level design include: windows, doors, display windows, landscaping, wall art/mural.*
- B. The street level of a building **facing Main Street** shall include a storefront design with a minimum of **70% transparency**.
- C. **One entrance per 35 feet** is required along **Main Street**.
- » *i.e. (1) entrances on a 25-foot or 50-foot wide lot or (2) entrances on a 75' wide lot are required.*
- D. Active uses shall be required for a minimum of **60% of the street level** of a building.



The street level of a building facing Main Street shall include a minimum of 70% transparency, have an entrance every 35-feet and be designed to provide visual interest.

BD.3 MATERIALS AND COLOR

- A. **Primary materials** shall be selected based upon historic use and compatibility with Minturn's historic industries and built environment.
- » *Natural materials such as wood and stone are preferred primary materials. Contemporary interpretations of wood, such as concrete board may be appropriate.*
 - » *Brick is not a commonly found material in the 100 Block but may be applicable as a primary material due to its durability.*
 - » *Cementitious three-coat stucco may be used as a primary material, except facing Main Street.*
- A. **Secondary materials** shall add color and visual interest.
- » *Consider use of metal or concrete boards or panels, stone veneer, stucco, or other contemporary material.*
- B. Extruded aluminum or vinyl siding and EIFS (exterior insulating finishing system) or other synthetic stucco shall **not be allowed**.
- C. **Color** is welcome in the 100 Block. Color selection shall take into consideration the context.
- D. Utilize materials that are **modules** - such as panels, siding, and masonry - to add human scale to a building.
- E. A **change of material** shall not be allowed on the same plane of a wall surface.
- F. Avoid using too many materials in a single design where a building appears too "busy."



Utilize materials that are modules to add human scale to a building. Color is welcome in the 100 Block.

BD.4 ROOFS

- A. Design **roofs** to **minimize the overall scale** of a building, be **compatible** with traditional forms, and **maximize sun access** to adjoining properties.
- B. **Pitched roofs** (gabled, hipped, and shed) are most common and preferred. **Alternative roof forms** such as mansard, gambrel, domed, curved, etc. are not allowed.
 - » *Utilize pitched roofs for additional indoor space, when feasible.*
 - » *Flat roofs and faux flat roofs are also present in traditional forms and should be permitted.*
- C. Roof shapes shall be made of **simple form(s) with additive features**. Do not over-complicate a roof form with too many forms.
- D. Be cognizant of where **snow** will shed. Do not place a public gathering space in a direct line of steep pitch. Place appropriate snow controls to avoid roof avalanches.
- E. Use **materials** commonly found in Minturn - metal (shingle or standing seam), shingle (asphalt or slate), or other material approved by the design review board.
 - » *Consider the color of a roof, especially when visible from a public street. Alternative colors (i.e. not black or gray) are welcome, so long as they are compatible with their surroundings.*
- F. In general, buildings and roof design should appear to **step up the hillside** when viewed from far away.

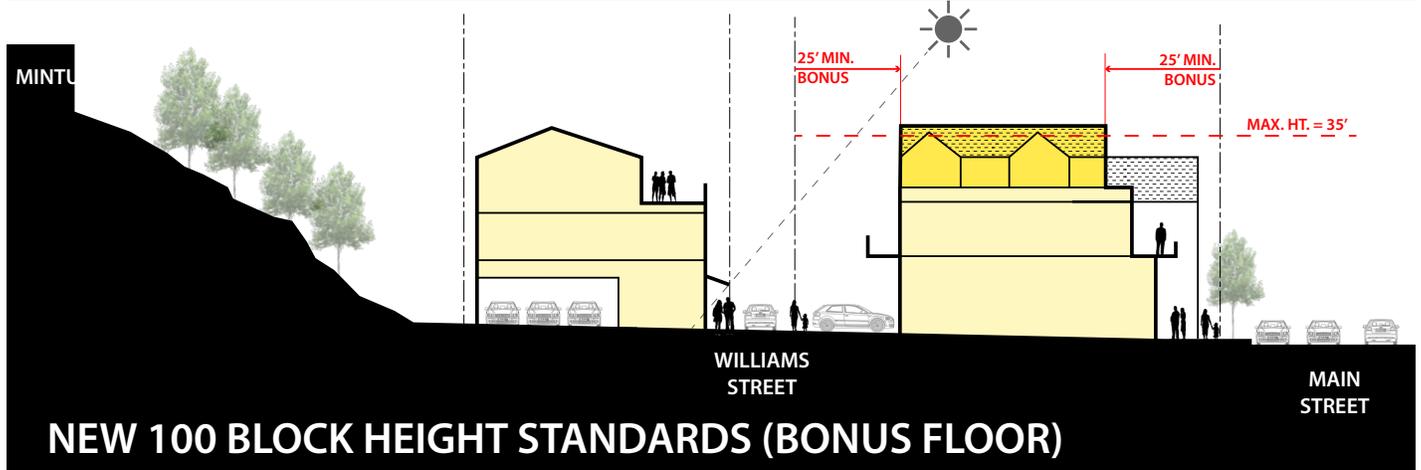


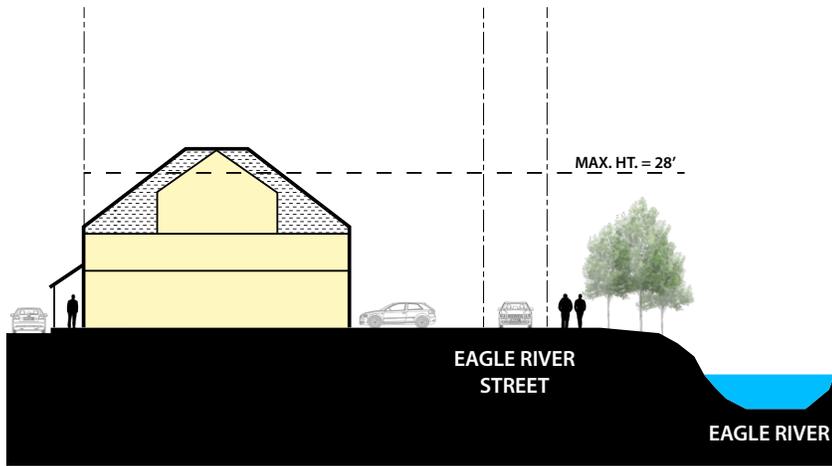
Pitched roofs are most common and preferred. Roof shapes should be made of simple forms with additive features.



Buildings appear to step up a hillside.

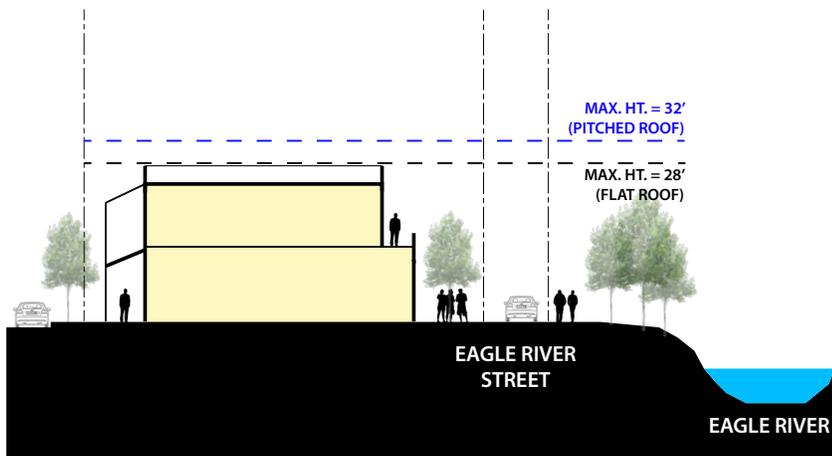
BUILDING DESIGN: BUILDING HEIGHT STANDARDS





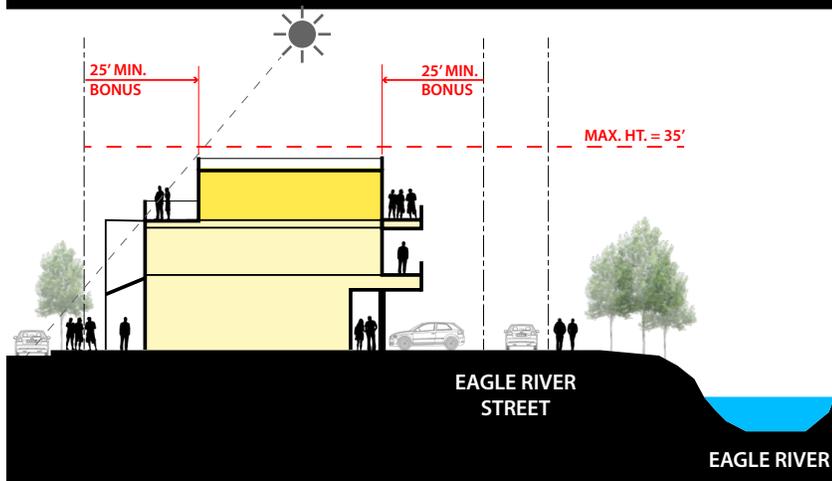
FORMER 100 BLOCK HEIGHT STANDARDS

This diagram shows the existing conditions and former height rules for the 100 Block which included a maximum of **28-feet** for properties with frontage along Main Street (now 100 Block: A) and **35-feet** for properties off of Main (now 100 Block: B.) There was also a bulk plane for Main Street properties that required a setback or pitched roof after 20-feet at the Main Street setback line.



NEW 100 BLOCK HEIGHT STANDARDS

100 Block: B (along Williams) maintains the same rules. 100 Block: A (along Main) keeps a maximum of **28-feet (2-stories)** for flat roof structures. **Pitched roof structures are encouraged** by allowing additional height: up to **32-feet (2.5 stories)**. The diagram to the left shows the potential scale of new structures under these rules.



NEW 100 BLOCK HEIGHT STANDARDS WITH A BONUS FLOOR

An additional floor/story may be added in 100 Block: A if it meets certain dimensional requirements as well as additional site improvement requirements. The maximum height for 100 Block: A is **35-feet (3-stories)**. This option will provide variety in scale and development options while maintaining the scale of traditional structures.

BUILDING DESIGN: INSPIRATION



The rear of a building is activated with doors, windows, product display and a brew kettle to accent its use and brand. The architecture pays homage to historic building types.



A building uses natural materials like wood and stone to blend into a natural setting with large windows to let daylight in.



Hotel Minturn is a local example of a taller-than-average building that fits in nicely due to the massing, roof design, and materials.



Though not new, the Fly Shop is a good example of something that celebrates Minturn's character - using natural materials and red accent color around the trim.



An transparent storefront spills light onto a sidewalk, making it inviting and welcoming.



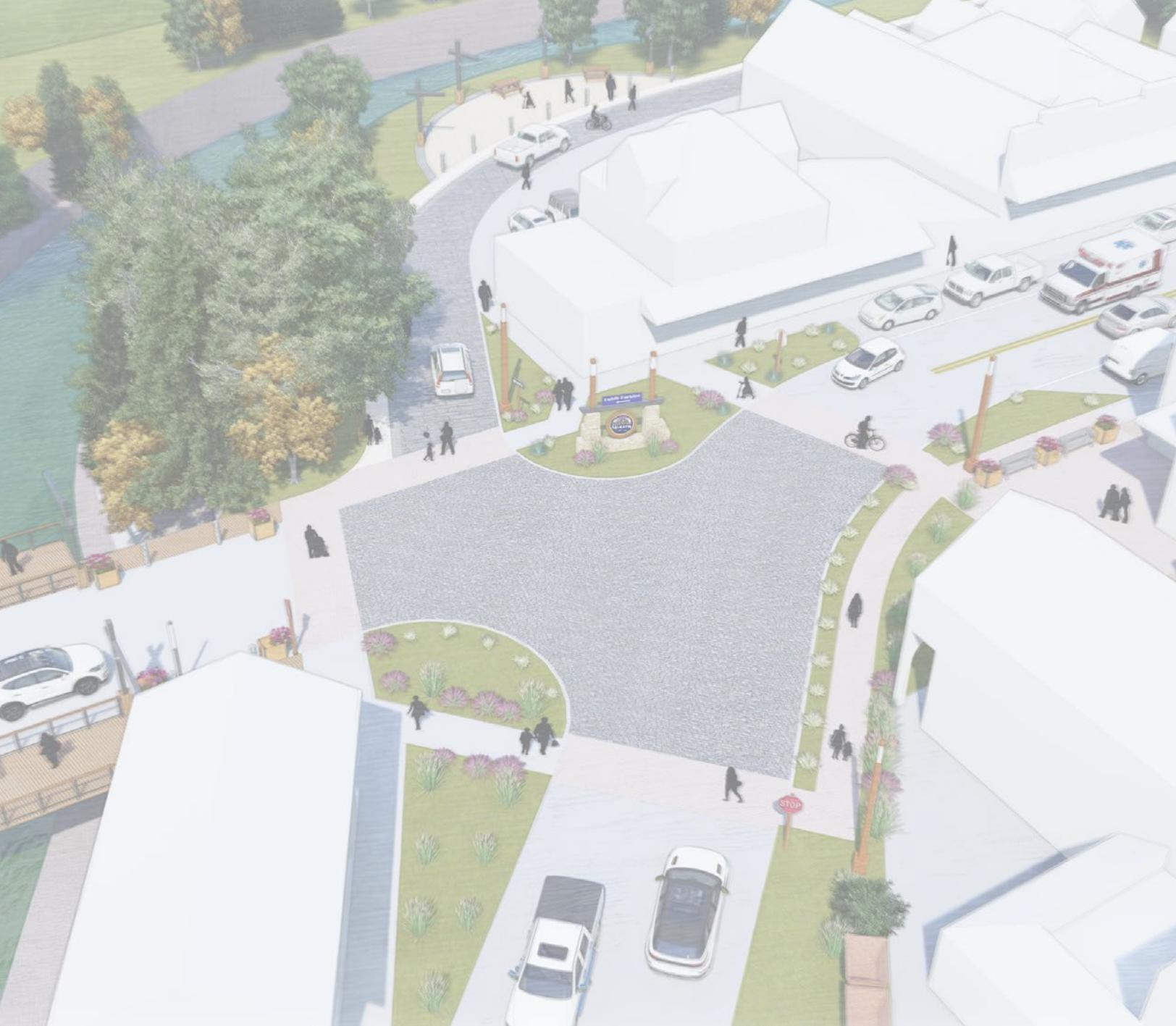
A contemporary building uses wood and metal siding and activates the ground floor with a storefront, multiple entrances, and planters.



A modest 3-story mixed use building.



The “rear” of a building animates an alley by adding an active, tax-generating use. The scale of the building is reduced by stepping back upper floors to create a human scale from the ground.



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