

# Blueprint

# SILVERTHORNE

## Design Standards & Guidelines



## Business Park District

September 2015



SILVERTHORNE  
Business Centre

100 Travis Construction, Inc.

101 GO FAST PARTS

SPACE  
FOR RENT

102 Sunshine Painting

103 Agency Auto Glass/Pika Glass

104 Central Rockies Supply Co.

105 Someday Enterprises, inc.

106 Summit Auto Services, inc.

107 Unity Snowboard Manufacturing

109 A-1 Shock Absorber

110 Snake River Development



# Business Park District

## *Design Standards and Guidelines*

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#### Town of Silverthorne Town Council

Bruce Butler, Mayor  
Ann-Marie Sandquist, Mayor Pro Tem  
Russ Camp  
Derrick Fowler  
Peggy Long  
JoAnne Nadalin  
Stuart Richardson

#### Town of Silverthorne Planning Commission

Robert Kieber, Chairman  
Tanya Shattuck, Vice Chairman  
Susan Byers  
Jenny Gloudemans  
Stan Katz  
Donna Pacetti  
Brian Wray

#### EDAC Subcommittee

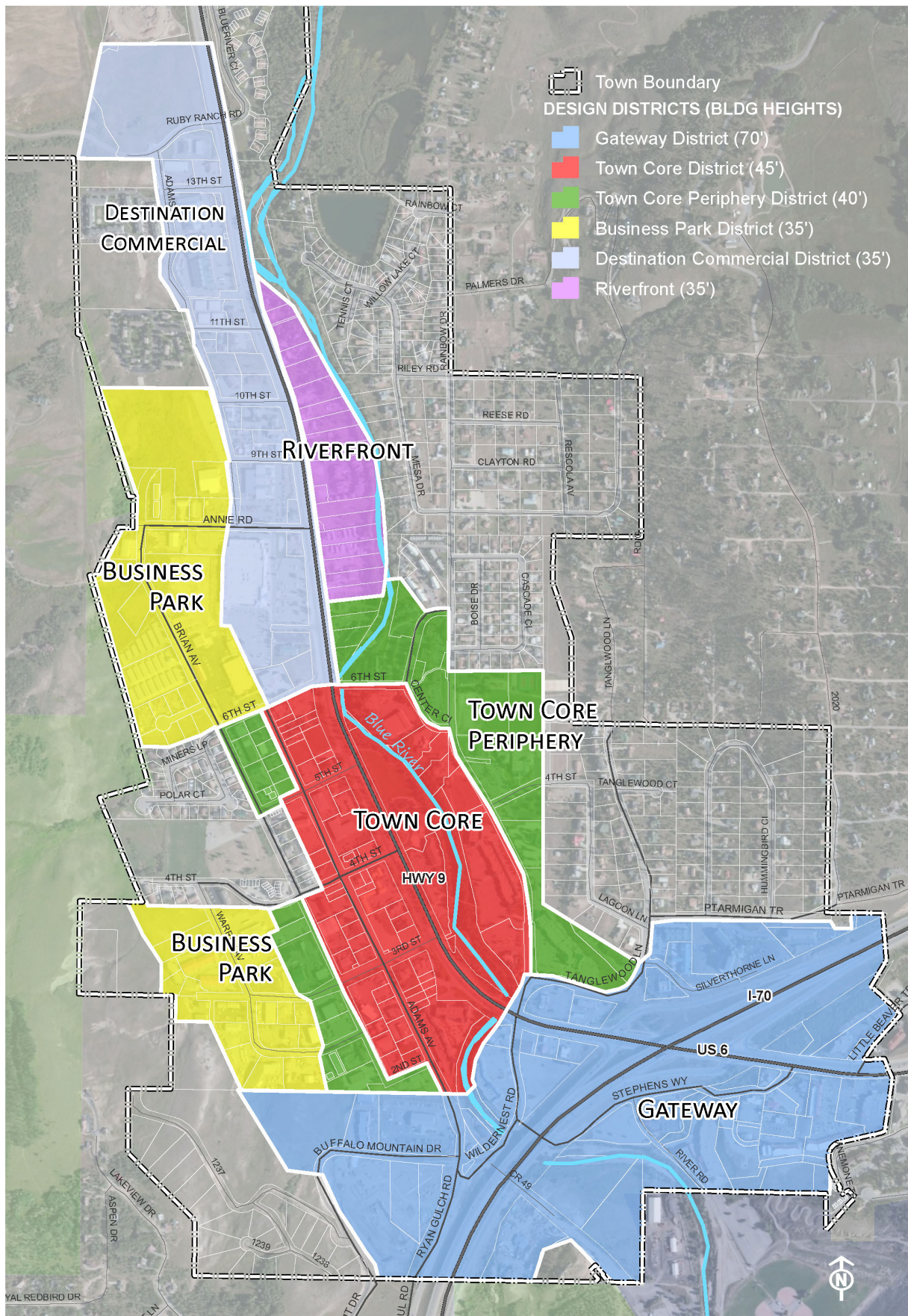
Bruce Butler, Mayor  
Les Boeckel  
Warren Buettner  
Russ Camp  
Ken Gansmann  
Marc Hogan  
Seth Lyons

#### Town of Silverthorne Staff

Ryan Hyland, Town Manager  
Mark Leidal, AICP, Assistant Town Manager  
Lina Lesmes, AICP, Senior Planner

#### Graphic Illustrations

Marc Hogan, BHH Partners  
Brock Reimer, Norris Design



# Business Park

## Design District

### SECTION 1: INTRODUCTION

#### PURPOSE AND APPLICABILITY

1.1.1. The purpose of these Design Standards and Guidelines is to guide the general form and relationship of the buildings within the Business Park District to the surrounding environment. The boundaries of the Business Park District are as shown on the Design District Overlay Map, adopted on May 28, 2014 by the Silverthorne Town Council.

1.1.2. The Town believes the Business Park District to be an area where regional commercial uses, including contractor trades, wholesalers, light manufacturing, artisan shops, warehousing and distribution, and auto repair should be encouraged. Design compatibility within the Business Park District can be achieved through consideration of building scale, design, proportions, site planning, landscaping, materials and colors and compliance with the standards contained herein.

1.1.3. The Design Standards and Guidelines apply to all new buildings, additions, or major alterations to exteriors of buildings, including changes to color schemes and materials. No development shall be approved by the Town unless all relevant standards are met. On a case-by-case basis, proposed modifications to existing buildings or structures may be relieved from strict compliance with these design standards dependent on site and/or building constraints.

1.1.4. Standards are baseline requirements for the design of development projects. Guidelines are recommendations that are intended to further define the desired image and character of development within the Business Park District. Compliance with the Design Guidelines is strongly encouraged.

#### RELATIONSHIP TO OTHER PLANNING DOCUMENTS

1.2.1. These Standards and Guidelines reflect the goals for the Town of Silverthorne as set forth in the Comprehensive Plan, and as adopted and referenced as 'Design Districts' in Town Code Section 4-6-2(h). These Standards address site design through building location and orientation, access, parking, landscaping, lighting, and screening; and building design through building height, form, mass, architectural elements, materials, colors, and roofing.

1.2.2. These Design Standards and Guidelines are in addition to the standards and requirements identified in the Town Code. While the Standards are intended to be consistent with the Town Code, there may be occurrences where there is a conflict between the two documents. In the event of a conflict, the stricter of the two standards shall apply.

#### HOW TO USE THE DESIGN STANDARDS AND GUIDELINES

1.3.1. The intent of these Design Standards and Guidelines is to provide clear and concise direction to developers and property owners in order to promote quality and preserve value. The Standards will be used as a tool in evaluating submittals for all new projects, and any significant remodels or renovations of existing developments.

1.3.2. Property owners, developers, and architects should use these Standards and Guidelines when preparing site and architectural plans for new development and for improvements to existing development. All Standards and Guidelines contained within this document should be reviewed, and special care shall be taken to address all situations where standards apply to a specific project.

## SECTION 2: THEME AND CHARACTER

### PURPOSE

2.1.1. The Business Park District consists of a mix of structures with regional commercial and light manufacturing uses, which are unique and an important part of the Town. There is not one dominant architectural style and this document does not advocate any one particular style. It does, however, provide a guideline for creative development using innovative elements to mitigate adverse impacts within a commercial area.

2.1.2. The Business Park District is one of Summit County's primary sources of service businesses. The Town desires to protect suitable space for regional commercial and light manufacturing enterprises that might typically locate in the Business Park District.

### GOALS

2.2.1. The primary goals for the Business Park District are to:

- a. Support regional and service uses that serve drive-to customers;
- b. Protect suitable space for regional commercial and light manufacturing development from encroachment by incompatible land uses;
- c. Encourage 'cottage industry' and business incubators within the Business Park District.
- d. Encourage development that presents an image of high quality and value, and is attractive and welcoming to residents and regional shoppers;
- e. Set minimum quality standards for site design and building architecture;

- f. Develop attractive building facades visible from public rights-of-way.
- g. Reduce the negative visual impact of parking lots with attractive and appropriately sized landscaping;
- h. Encourage energy conservation in building design and materials through solar exposure, appropriate orientation and other measures;
- i. Promote a sense of permanence and richness in the area by requiring the use of high quality materials;
- j. Require exterior colors to be subtle yet rich colors rather than intense, bright colors;
- k. Provide for integrated lighting into building and site design;
- l. Create a compatible landscape scheme within the Business Park District that advances the continuity of the streetscape; and
- m. Screen storage areas, mechanical equipment and loading areas from public rights-of-way to the extent practical.

## SECTION 3: SITE DESIGN STANDARDS AND GUIDELINES

### GOAL 3.1: BUILDING ORIENTATION AND LOCATION ON THE SITE

*Ensure that building placement and orientation contribute to a coordinated and visually attractive streetscape.*

#### STANDARDS

3.1.1. Buildings within the Business Park District shall be oriented toward the street, and shall respect the relationship to existing adjacent development.

3.1.2. Buildings shall have a clearly defined primary pedestrian entrance along the primary street-facing facade.

#### GUIDELINES

3.1.3. Front facades that are aligned with adjacent buildings, and that promote visual continuity along the street edge are encouraged.

3.1.4. Accessory structures or uses should not front onto public rights-of-way, open space, and/or residential areas to the greatest extent feasible.

3.1.5. Silverthorne's high alpine climate should be taken into consideration in all building designs to prevent ice and snow buildup. In particular, north-facing main entries are discouraged. Passive solar design is encouraged.

### GOAL 3.2: PEDESTRIAN ACCESS AND CIRCULATION

*Create a safe, continuous pedestrian network that minimizes conflict with vehicular traffic, while providing a convenient option for pedestrian circulation within and between developments.*

#### STANDARDS

3.2.1. Where a public sidewalk (attached or detached from the adjacent public street) is deemed necessary by the Town, it shall be installed in the public right-of-way as part of the proposed development.

3.2.2. Where applicable, walkways shall be provided to separate pedestrians and vehicles, and shall link ground level uses within the site.

#### GUIDELINES

3.2.3. Continuous internal pedestrian walkways within a development site are encouraged from the primary building entrance to adjacent sidewalks, trails, and public rights-of-way.

3.2.4. Where pedestrian walks cross drive aisles, they should be clearly marked with signage, special paving, landscaping, or other similar methods.

### GOAL 3.3: VEHICULAR AND SERVICE AREA ACCESS AND CIRCULATION

*Create a vehicular circulation system that is safe, convenient, and efficient, and that minimizes the impacts of commercial vehicle circulation.*

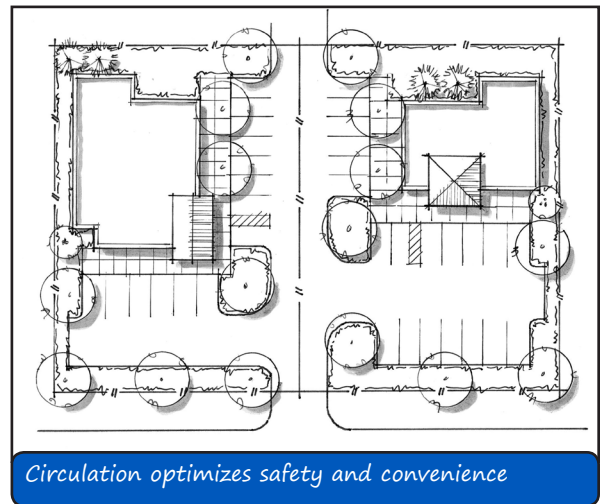
#### STANDARDS

3.3.1. Vehicle circulation on-site shall be clearly organized to facilitate movement into, throughout, and out of parking areas. Parking drives lanes and intersections shall align wherever practical.

3.3.2. Access in and out of a development site shall be designed to optimize safety, convenience, and maneuverability.

3.3.3. Service and delivery areas shall be located to the side or rear of buildings, or in other inconspicuous locations, where they are generally not noticeable from public rights-of-ways or pedestrian walkways. Where possible, adjacent parcels or buildings should share service and delivery areas, and/or access to such areas.

3.3.4. Circulation and parking for service areas shall be designed to minimize disruption to the flow of vehicular and pedestrian traffic, and to provide efficient turning movements



#### GUIDELINES

3.3.5. Contiguous developments are encouraged to combine access points to minimize curb cuts, and to provide connections between adjacent properties.

3.3.6. Development projects that require multiple or frequent deliveries should provide separate customer and service access drives where possible.

### GOAL 3.4: PARKING

*Ensure that parking areas in the Business Park District are adequate and convenient, and located to minimize negative visual impacts from public rights-of-way.*

#### STANDARDS

3.4.1. Parking areas shall be located so as to minimize negative visual and noise impacts on adjacent properties and the public rights-of-way.

3.4.2. Parking areas shall be enhanced with landscaping to provide screening, reduce the appearance of large amount of pavement, soften edges, and create an inviting environment for users.



3.4.3. All drives, parking, and vehicular and pedestrian circulation area shall be paved and properly marked.

## **GUIDELINES**

3.4.4. The Town encourages new developments to minimize surface parking wherever possible by considering parking reductions, shared parking provisions, and providing facilities for alternative forms of transport.

3.4.5. To the maximum extent feasible, parking should be located to the side of or behind a building in a landscaped parking area and screened from view from pedestrian walkways. Underground or under structure parking, integrated with the building's architecture, is encouraged.

## **GOAL 3.5: LANDSCAPE**

*Utilize landscaping to create an attractive environment within and along the edges of each development parcel, and to screen parking and service areas.*

## **STANDARDS**

3.5.1. Landscaping shall complement buildings, accent building entries, serve as a decorative element, screen parking and service areas, and define onsite circulation. Landscaping shall not interfere with the line of sight of vehicle drivers, or impede the visibility of businesses.

3.5.2. Landscaping shall be clustered into feature areas, such as corners, entryways, buffer zones and screening for service areas, rather than distributed thinly throughout the site.

3.5.3. All trees shall have an adequately sized planting area. The size of the planting area shall be based on the amount of room needed for tree roots, and the estimated size of the fully mature tree. Root barriers shall be used when trees are planted near pedestrian walkways and sidewalks.

3.5.4. Significant landscape materials such as trees shall be located outside of utility easements. Planting trees over utility lines is prohibited.

## **GUIDELINES**

3.5.5. Landscaping should be utilized to screen parking areas, service and delivery areas, and utility, mechanical, and telecommunications equipment to the extent practical.

3.5.6. Any drainage system with the potential to collect sand, trash, or other contaminants should be designed with a treatment or separation system. All drainage areas should be well maintained, and free of trash and other unintended debris.

## **GOAL 3.6: LIGHTING**

*Create a safe and welcoming environment within the Business Park District through the use of adequate site and building lighting design.*

## GUIDELINES

3.6.1. Lighting should be designed as an integral part of the building in a manner that enhances the facade, architectural features and the site design. Light fixtures should be compatible with the colors and materials of the building architecture, site furnishings and landscape of the project.

3.6.2. Lighting should be coordinated to provide uniform light levels and an organized appearance through the use of consistent fixtures, lamp types, and placement.

3.6.3. Light retrofits and replacements in situations where existing light fixtures cause light trespass, glare, or consume excessive energy are encouraged.

## GOAL 3.7: SCREENING OF SERVICE AREAS AND MECHANICAL EQUIPMENT

*Screening shall effectively mitigate negative visual and acoustic impacts of site uses, and shall be integrated into each project's overall site design.*

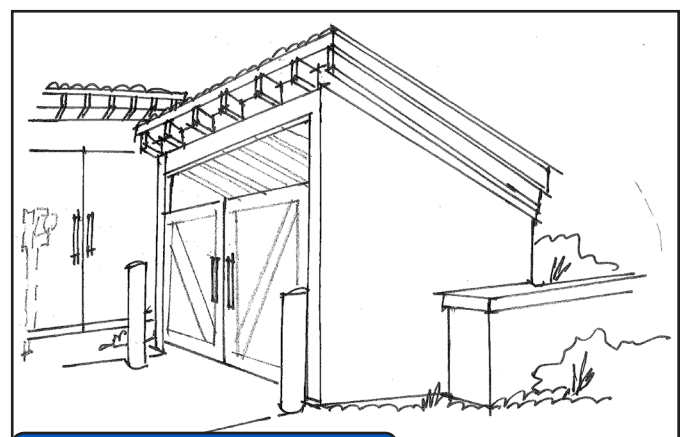
## STANDARDS

### 3.7.1. General

- a. All utility, telecommunications, ground mounted and roof-top mechanical equipment shall be shown on the final site plan for the proposed development project.
- b. Service, storage, refuse, and equipment areas shall be located within buildings, or combined with other such areas, to the greatest degree practical.
- c. Screening enclosures shall be designed in the same architectural style, and be constructed of materials and colors complementary to the primary building onsite. Fences shall be permanent, solid, and opaque; and at least as tall as the object to be screened.
- d. All screening enclosures must be designed in a manner that optimizes the safety, longevity, and performance of the screening enclosure and the equipment being screened.

### 3.7.2. Refuse, Recycling, Storage and Service Areas

- a. Refuse, recycling, and service areas shall be located to the rear or side of buildings, or in other inconspicuous locations, where they are generally not noticeable from public rights-of-way, residentially zoned property, pedestrian walkways, or open spaces.
- b. All outdoor refuse, recycling containers, and dumpsters shall be screened from view from adjacent properties and public rights-of-way by enclosure in a permanent, four-sided, solid, and opaque structure with a roof.
- c. Refuse, recycling, storage, and service structures shall be designed in the same architectural style and be constructed of materials and colors complementary to the primary building on site.
- d. All outdoor storage of materials, vehicles, and/or ancillary equipment shall be screened from public view with



Dumpster Enclosure with a Roof

a permanent, solid, opaque fence. Fences shall be designed to complement the architecture of the primary structure.

### 3.7.3. Utility, Telecommunications and Mechanical Equipment

- a. Avoid locating telecommunications equipment, mechanical equipment, utility connections and service boxes on the primary facade of the building.
- b. Ground-mounted mechanical equipment units, including switch boxes, and electrical and gas meters, shall be screened in a manner that minimizes visual impacts and optimizes safety.
- c. Minimize the visual impact of telecommunications equipment, mechanical equipment, utility connections, and service boxes on buildings by painting them to match the primary building color.

### 3.7.4 Roof-top Mechanical

- a. Roof top mechanical equipment shall be low-profile, non-reflective units, and screened such that they are not visible from the public right-of-way. Provide screening with materials that are compatible with the building to which they are mounted. Screening heights shall be at least as tall as the equipment to be screened.
- b. Minimize the visual impact of telecommunications equipment, mechanical equipment, utility connections and service boxes on roof-tops by painting them to match the roof color.
- c. Roof and wall mounted solar panels must be architecturally integrated into the roof or building form.

## GUIDELINES

3.7.5. Reinforced concrete aprons are recommended in front of refuse and recycling storage areas to accommodate refuse and recycling removal trucks.

3.7.6. Vegetative screening should be primarily evergreen plants that will form a solid opaque screen at least as tall as the object to be screened.

## SECTION 4: ARCHITECTURAL STANDARDS AND GUIDELINES

### GOAL 4.1: BUILDING HEIGHT, FORM, AND MASS

*Buildings should provide visual interest at the pedestrian and vehicular scales, with appealing architecture and design elements that are inviting to drive up customers.*

## STANDARDS

4.1.1. The maximum building height in the Business Park District is thirty five (35) feet. The definition of building height shall be as stated in the Silverthorne Town Code.

4.1.2. Buildings shall incorporate shifts in or stepping of the building mass, and variations in the roof forms.

4.1.3. Reduce the bulk of buildings and emphasize the vehicular and pedestrian scale by providing a “base” and a “top”.

- a. A distinctive “base” at the ground level that is weightier in appearance than the rest of the building, with heavier,

larger, or darker building materials. In addition, “base” elements may include windows, awnings, canopies, bays, overhangs, or other architectural features.

- b. The “top” of the building shall emphasize a distinct profile or outline with elements such as: A projecting parapet, cornice, upper level stepback, or creative roofline.



*Distinct Base and Top*

4.1.4. The mass of the pedestrian portion of the building shall be broken down to a human scale with a strongly marked primary entry at the “base”, and architectural features at the ground level.

## GUIDELINES

4.1.5. Developments are encouraged to create visual continuity by designing buildings to exhibit height and massing complementary to adjacent, conforming buildings.

## GOAL 4.2: BUILDING FACADES AND ARCHITECTURAL ELEMENTS

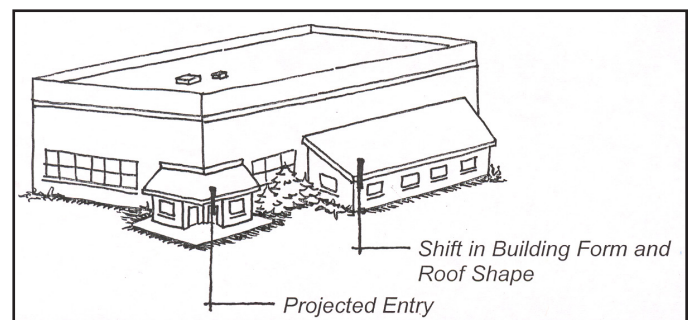
*Create an image of high quality development. Encourage a variety of architectural elements that avoid featureless design and uninterrupted repetition of building materials.*

## STANDARDS

4.2.1. Regardless of the specific style, new buildings in the Business Park District shall have articulated front facades to provide visual interest and reduce the impersonal appearance of commercial buildings.

4.2.2. Buildings shall be designed to provide interest and variety. The following techniques shall be used to meet this objective, with consideration to preventing the shedding of snow onto pedestrian areas:

- a. Break up large building components with significant articulation of wall planes and roof lines;
- b. Create patterns, using window size and/or shape, that relate to interior functions;
- c. Emphasize building entries through projecting or recessed forms; and
- d. Avoid large areas of undifferentiated or blank building facade.



*Building Elements*

4.2.3. Each principal building on a site shall have clearly defined, highly visible, primary pedestrian entrance, featuring one of the following: Canopies or porticos, overhangs, recesses/projections, raised corniced parapets over the door, peaked roof forms, arches, or other unique architectural detail. Pedestrian entrances shall be oriented towards the street, and shall be architecturally distinguished from employee or service area entrances.

4.2.4. Building façades shall not exceed 75 feet in length along the same geometric plane, at which time there shall be wall plane projections or recesses having a depth of at least 2 feet for a distance of not less than 6 feet.

4.2.5. Each building façade shall have a repeating pattern that includes no less than three instances of either: color change, texture change, material change, or repeated expression of a structural, architectural feature.

## GUIDELINES

4.2.6. Buildings should be designed with consistent and/or compatible details on all sides visible from public rights-of-way.

### GOAL 4.3: BUILDING MATERIALS AND FINISHES

*Building materials and finishes shall present an image of high quality and permanence.*

## STANDARDS

4.3.1. Buildings shall be designed in a manner and constructed of materials that are compatible and complementary to the surrounding buildings in the Business Park District.

4.3.2. To break up large building forms and wall surfaces, buildings shall incorporate a variation or combination of materials, surface relief, and texture.

4.3.3. Predominant exterior building materials shall be high-quality durable materials that retain their appearance over time, and that can be economically maintained. Buildings shall be predominantly clad in Class I and Class II materials. Class III materials may not exceed 30% of any building facade visible from the public right-of-way.

- Class I materials include timber, log and wood siding, clay fired brick, natural stone, masonry, cement stucco, and glass.
- Class II materials include architectural metal, fiber cement siding, concrete brick, manufactured stone, and integrally colored split face block.
- Class III materials include EIFS, smooth-face concrete block, tilt-up concrete panel systems, metal panel systems, and vinyl and aluminum siding.

4.3.4. Clear glass shall be used for windows. Tinted, colored or opaque glass may be approved on a case by case basis when shown by the applicant to be compatible with the purpose of the Business Park District Design Standards and Guidelines. The use of mirrored or reflective glass is prohibited.

4.3.5. Applicants are required to submit a sample board of materials, finishes and colors of all proposed exterior materials.

## GUIDELINES

4.3.6. Building materials and details used on the facade of the primary structure may be transitioned to a lesser degree of detail on service sides of the building.

### GOAL 4.4: BUILDING COLORS

*Exterior building colors shall be aesthetically pleasing and compatible with colors of nearby conforming structures.*

## STANDARDS

4.4.1. Color choices for all buildings shall be made within the range delineated by these Design Standards and Guidelines in relation to the Munsell color notation system. The Munsell Book of Color is available for reference at the Town of Silverthorne Community Development Department.

4.4.2. The Munsell color notation system is broken into three characteristics: hue (color), chroma (brightness), and value (shade). In the Town of Silverthorne, chroma is the only Munsell color characteristic that is regulated.

- a. The primary body colors of the building shall not exceed a chroma of four on the Munsell Color Chart.
- b. The trim accent colors of the building shall not exceed a chroma of six on the Munsell Color Chart. The term trim in this standard is interpreted to mean those elements of a building which frame, surround or join different building materials. The trim accent colors are limited to an area of no greater than 10% of the building façade.
- c. The roof color of the building shall not exceed a chroma of four on the Munsell Color Chart. Roof color shall be compatible and complementary to the surrounding buildings in the Business Park District.
- d. The use of black, white and neutral gray colors proposed for any portion of the exterior building features shall be reviewed on a case by case basis based on the appropriateness to the proposed building design.

4.4.3. All exterior metal elements of a building, such as flues, flashings, etc., shall be painted a flat color that is compatible with the exterior building color and shall not be exposed metal. Exterior metal elements on building roofs shall be painted a flat, dark color that is compatible with the roof color.

4.4.4. A color palette board shall be submitted and reviewed by the Community Development Department showing all proposed primary body, trim and accent colors and intensities for the exterior walls of the building.

## GUIDELINES

4.4.5. Exterior building colors should be complementary to adjacent conforming buildings and the natural mountain surroundings. Colors should be those that copy the earth tones found in nature within and around Silverthorne.

4.4.6. Color should be used to enhance the architectural form of the building. The style, material, and detailing of the structure should be considered when selecting color schemes. Color should not be used to gain attention, and should be subordinate to the architecture of the structure.

4.4.7. The same or substantially similar colors used on the primary structure should be used on any accessory structures on the site.

### **GOAL 4.5: BUILDING ROOFS**

*Roof forms shall contribute to the overall image of high quality and permanence, and shall be used to screen roof top equipment.*

## STANDARDS

4.5.1. The character of buildings shall be enhanced with creative roof elements, and with consideration of the impact of the pitch, materials, size, and orientation of the roof form.

4.5.2. Where pitched roofs are utilized, appropriately oriented gables, dormers, and shed roof elements shall be used to break up large expanses of roof, and to add architectural interest.

4.5.3. Where flat roofs are utilized, they shall be screened with parapets and cornices, or with peaked, sloped, or arched façade elements.

4.5.4. Roofs shall be designed in a manner in which they do not deposit snow onto required parking areas, sidewalks, refuse storage areas, stairways, decks, balconies, or entryways. Where snow guards are needed they shall be architecturally integrated into the roof design.

4.5.5. Visible roof surfaces shall be made of durable materials such as concrete tile, metal, other pre-finished architectural metals or architectural grade asphalt shingles.

4.5.6. Both highly visible and non-visible roof structures shall be a natural subdued color which is complementary to the architecture and its natural surroundings.

## **GUIDELINES**

4.5.7. Roofs designed as attention-getting devices, elements that serve as signage, or as an identifiable corporate image are discouraged.

4.5.8. Membrane systems that are visible from the public right-of-ways are discouraged.

4.5.9. Whenever possible, gutters and downspouts should be located in the least conspicuous location, such as in the rear or side facades of the building, and painted to match either the trim or primary color of the structure. Gutters and downspouts should not drain onto walkways or sidewalks.