Blueprint SILVERTHORNE

Design Standards & Guidelines

Gateway District

April 2015

SILVERTHORNE COLORADO

Gateway District

Design Standards and Guidelines

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Thanks are due to those who contributed to the development of these Design Standards and Guidelines.

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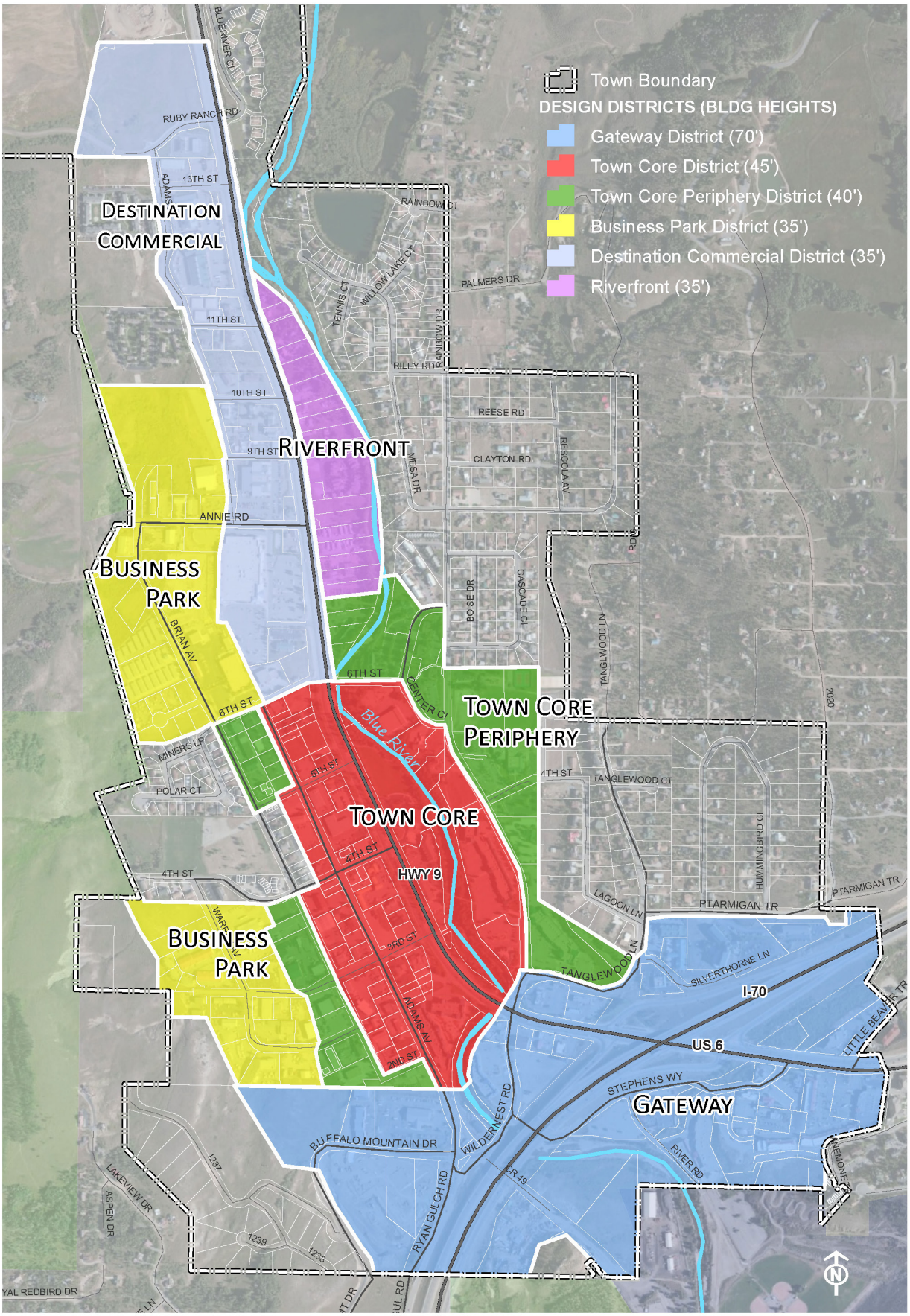


Blueprint Silverthorne Design Districts

May 2014

1. Gateway 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 Gateway District to the surrounding environment. The boundaries of the Gateway 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 Gateway District to be the 'front door' of the community due to its high visibility to highway travelers. The Gateway District is a critical component in the image of Silverthorne, and developments in this area should enhance the image of quality and uniqueness of the Town, and create an inviting environment to encourage travelers and visitors to explore the community further. Interstate and highway tourist oriented land uses that include restaurants, lodging, and service facilities are the focus of this District.

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 may be relieved from strict compliance with these Standards and Guidelines, 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 Gateway 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 Gateway District consists of a mix of structures, uses and activities, all of which contribute to the Town's unique identity. 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 elements to express contemporary mountain architecture that responds to vehicular traffic along a visible thoroughfare.

2.1.2. The Gateway District is bisected by I-70 and State Highway 9. The large volume of vehicular traffic on these routes is acknowledged. The District aims to have vehicular oriented businesses, which cater to the traveler/tourist, and to provide safe spaces for pedestrians

Goals

2.2.1. The primary goals for the Gateway District are to:

a. Encourage development that presents an image of high quality and value, and is welcoming to travelers and visitors;

b. Promote services that cater to travelers and visitors;

c. Set minimum quality standards for site design and building architecture;

d. Develop attractive street facades with gateway elements and buildings scaled and oriented toward vehicular traffic along Blue River Parkway/Highway 9, Highway 6, and I-70;

e. Encourage infill development and the redevelopment of dated or nonconforming buildings and sites

f. Reduce the negative visual impact of parking lots with attractive and appropriately sized landscaping;

g. Encourage energy conservation in building design and materials through solar exposure, appropriate orientation and other measures;

g. Promote a sense of permanence and richness in the area by requiring the use of high quality materials;

h. Require exterior colors to be subtle yet rich colors rather than intense, bright colors and color schemes to tie building elements together and to enhance the architectural form of the building;

i. Provide for integrated lighting into building and site design;

j. Create a compatible landscape scheme within the Gateway District that is consistent with civic improvements made by the Town in Gateway entry areas; and

k. Safely 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 create a coordinated and visually attractive streetscape that celebrates the entrance into Town, and contributes to a positive visitor experience.

STANDARDS

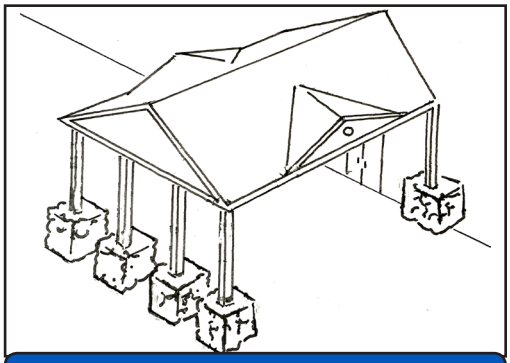
3.1.1. Buildings within the Gateway District shall be oriented toward the street, and shall respect the relationship to existing adjacent development.

3.1.2 When a building is located adjacent to a street, there must be a distinct architectural feature along the street facing façade to create a strong presence.

3.1.3. Buildings shall have a clearly defined primary pedestrian entrance.

3.1.4. Accessory structures or uses shall not front on the Blue River Parkway, and shall be oriented away from public rights-of-way, open space and residential areas.

3.1.5. Drive-through elements shall be architecturally integrated into the building, and have efficient circulation patterns.



Architecturally integrated drive-through

GUIDELINES

3.1.6. Front facades that are aligned with adjacent buildings and that promote visual continuity along street edges, internal drives, and other traffic corridors are encouraged.

3.1.7. Sites should be organized so that building locations frame and preserve attractive views of the mountains.

3.1.8. 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, such as locating pedestrian areas to take advantage of solar access, is encouraged.

GOAL 3.2: PEDESTRIAN ACCESS AND CIRCULATION

Opportunities exist in the Gateway District to create, enhance, or connect to existing pedestrian systems. Developments should create a safe, continuous pedestrian network that minimizes conflict with vehicular traffic, and that promotes 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. Continuous internal pedestrian walkways within a development site, not less than six feet in width, shall be provided from the primary building entrance to adjacent sidewalks, trails, and public rights-of-way, or to other focal points of pedestrian activity.

3.2.3. Walkways shall be provided to separate pedestrians and vehicles, and shall link ground level uses within the site.

Guidelines

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

3.2.5. Contiguous developments are discouraged from installing physical barriers between projects unless necessary for safety, storage, or mitigation of adverse impacts.

GOAL 3.3: VEHICULAR AND SERVICE AREA ACCESS AND CIRCULATION

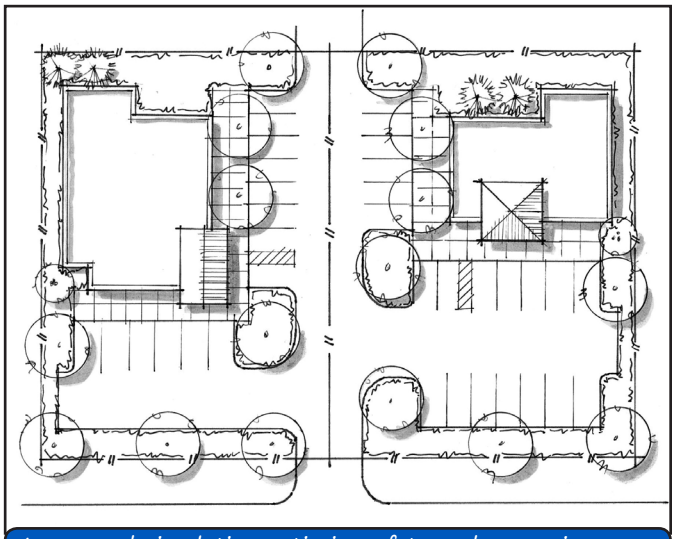
Create a vehicular circulation system that is safe, convenient, and efficient, and that is easily maneuverable by residents and visitors.

Standards

3.3.1. Vehicle circulation on-site shall be clearly organized to facilitate movement into, throughout, and out of parking areas. Parking drive 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. Potential adverse impacts to the surrounding roadways must be mitigated in accordance with the findings of a Traffic Study.

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.



Access and circulation optimize safety and convenience

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 within the Gateway District are adequate and convenient, and enhanced with landscaping

Standards

3.4.1. Parking areas shall be located so as to minimize negative visual and noise impacts to 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.

Guidelines

3.4.3. 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.

3.4.4. 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.

3.4.5. Underground or under structure parking, integrated with the building's architectural design, is encouraged.

3.4.6. Snow melt systems or snow hauling offsite should be considered to maximize use and functionality of development sites.

GOAL 3.5: LANDSCAPE

Utilize landscaping to create an attractive environment within and along the edges of each development parcel, screen parking and service areas, and provide inviting gathering spaces for the public.

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. Multi-use developments on properties equal to or greater than 2 acres must provide a minimum of one community gathering space. Such community gathering spaces may include public benches, kiosks, gazebos, public seating/eating areas, mini parks, water features, art forms, or other public gathering spaces. On a case by case basis, the Town may consider locating such community gathering spaces offsite, if alternate locations are found to be more suitable for this purpose.

Community Gathering Space

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.

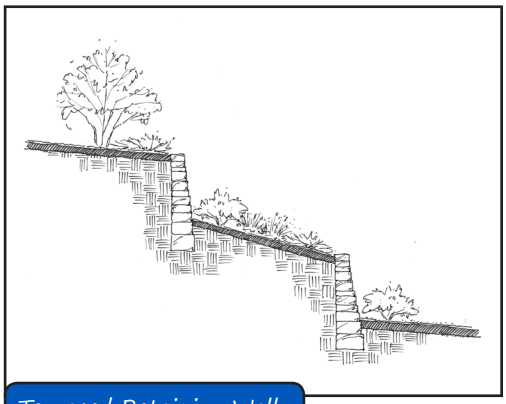
3.5.5. Visible retaining walls must be constructed of high quality materials such as stone, masonry block with an integral color and exterior texture, brick, or stucco facing. Materials for retaining walls should be in character with the building materials and the landscape design.

Guidelines

3.5.6. Alternative forms of landscaping, including street furniture, planter boxes, hardscape patios, and art forms are encouraged within the Gateway District.

3.5.7. Where sloping terrain requires retaining walls, terraced or stepped retaining walls are encouraged. Consideration should be given to whether buildings, or portions of buildings, can function as retaining walls.

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



Terraced Retaining Wall

GOAL 3.6: LIGHTING

Create a safe and secure pedestrian environment within the Gateway District through the use of adequate site and building lighting design.

Standards

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

Guidelines

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. When necessary, screening enclosures shall be designed in the same architectural style, and be constructed in similar materials and colors, as 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.

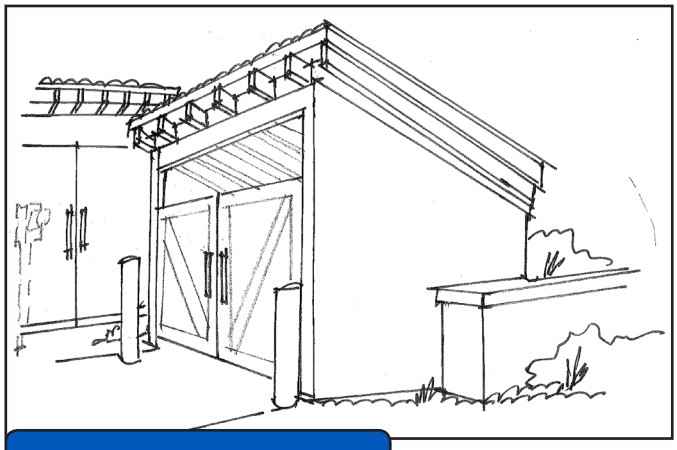
3.7.2. Refuse, Recycling, Storage and Service Areas

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, 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 is prohibited within the Gateway District.



Dumpster Enclosure with a Roof

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..

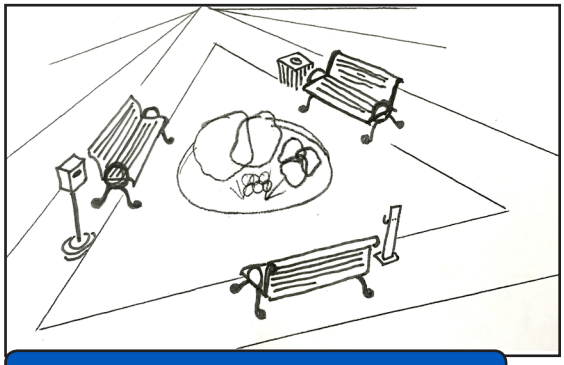
3.7.6. Vegetative screening should be primarily evergreen plants that will form a solid opaque screen at least as tall as the object to be screened.

GOAL 3.8: SITE FURNISHINGS AND ART

Create a clean and comfortable active pedestrian streetscape environment that invites the pedestrian to linger.

Standards

3.8.1. Permanent site furnishings such as benches, tables and other pedestrian amenities shall be made of durable, weather resistant materials and shall be consistent with the overall design character of the District.



Community Gathering Space with benches

Guidelines

3.8.2. Site furnishings are encouraged to be provided at main pedestrian walkways, building entrances, plazas, open space, and other pedestrian areas, without impeding pedestrian movement on the sidewalk.

3.8.3. Two-dimensional or three-dimensional art works displayed for public view that enhance the overall district character are highly encouraged. Publicly donated art proposed to be located on land dedicated to the Town will be considered on a case by case basis in accordance with the Art in Public Places policies.

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 captivating design elements that invite highway travelers into Silverthorne.

STANDARDS

4.1.1 The maximum building height in the Gateway District is seventy (70) feet. Increased building heights for iconic design elements, and for appropriate uses that establish a critical mass of amenities and services may be considered on a case by case basis. The definition of building height shall be as stated in the Silverthorne Town Code.

4.1.2. Buildings shall be designed to relate directly to and reinforce the pedestrian and vehicular scales, and the quality of the primary street frontage and/or the river. The following techniques may be used to meet this objective:

a. Shifts in or stepping of the building mass;

b. Variations in the height, length, and profile of the wall planes and roof forms;

c. Projecting elements or recessed design elements; and

d. Group elements to provide balanced facade composition.

4.1.3. Reduce the bulk of a tall single story building (over 15 feet in height) or a multi-story building to be on a vehicular and pedestrian scale, emphasize 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 "middle" of the building shall be made distinct by a change in material or color, windows, balconies, step-backs, and signage.

c. 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.

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 distinct 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.

4.1.6. High quality corporate or franchise prototype designs that relate to the mountain setting and complement surrounding buildings are encouraged.

GOAL 4.2: BUILDING FACADES AND ARCHITECTURAL ELEMENTS

Promote quality, iconic, and engaging designs that enhance the Town's appeal and identity. 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 Gateway District shall:

a. Provide large areas of glass at the ground level to display the goods and services offered inside;

b. Provide distinct or unique architectural elements that contribute to a sense of place and arrival; and

c. Articulate front facades to provide visual interest and reduce the impersonal appearance of commercial buildings.

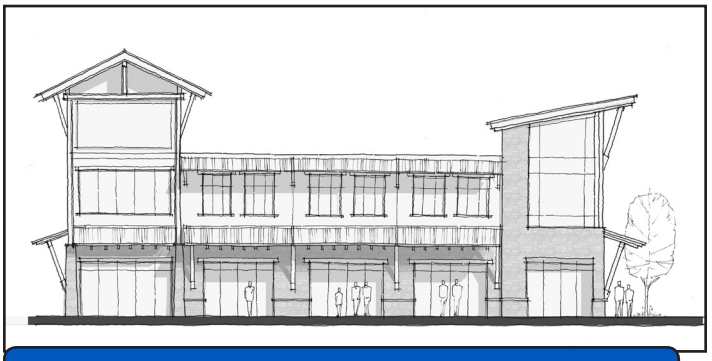
4.2.2. Buildings shall be designed to provide interest and variety, and with elements scaled to the pedestrian. The following techniques shall be used to meet this objective, with consideration to preventing the shedding of snow onto pedestrian areas:

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. Provide distinct and strong architectural elements at the ground level to add emphasis to the pedestrian portion of the building.



Articulated wall planes and roof lines, distinct architecture

4.2.3. Provide human scale through change in plane, contrast and intricacy of form. Avoid large areas of undifferentiated or blank building facades, and long expanses of wall at a single height or in a single plane.

4.2.4. Buildings shall be designed with consistent and/or compatible details on all sides visible from public right-of-ways.

4.2.5. 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 architecturally distinguished from employee or service area entrances.

4.2.6. 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.

4.2.7. 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.

4.2.8. Applicants are required to submit a three dimensional representation of a proposed development project within the Gateway District. Such representation may be an accurate three-dimensional model or a three dimensional computer simulation showing the proposed development.

Guidelines

4.2.9. Design elements that complement other buildings in the Gateway District, including angled braces and timbers, post and beam elements, covered porches, and port cochères are encouraged.

4.2.10. Creative approaches to signage and land-marking are encouraged in the Gateway District.

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 Gateway District, and shall contain a combination of materials.

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 are prohibited in the Gateway District.

- 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 Gateway 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. Changes in material should occur where the transition is accommodated through an architectural detail. As a general practice, changes in exterior materials should not occur at exterior corners, but should be wrapped around the corner to give the material depth and the appearance of a structural function.

4.3.7. Details such as sills and belt courses are suggested where material transitions occur across horizontal divisions.

4.3.8. 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 Gateway 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

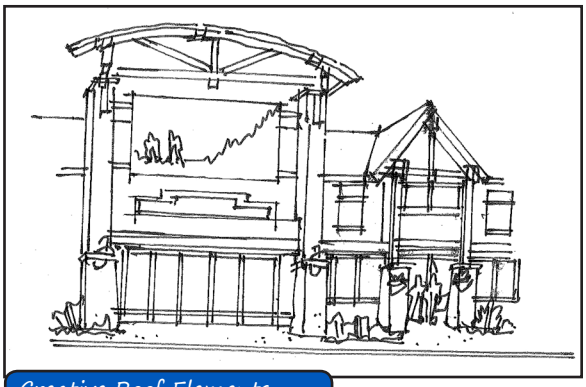
Roof forms shall contribute to the overall image of high quality and permanence, and shall be used to screen roof top equipment.

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.



Creative Roof 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

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

4.5.7. Membrane systems that are visible from the public right-of-way are discouraged.

4.5.8. Ridgelines and roof forms are encouraged to change in relationship to changes that occur in the wall planes.

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.

Photo Examples of Desired Gateway Character *(for illustrative purposes only)*

Top Left: *Shopping Center, Colorado*
Bottom Left: *Hotel, Boulder, Colorado*
Top Right: *Solaris Residences, Vail, Colorado*
Bottom Right: *Oz Architecture - Silverthorne Gateway*