

ORDINANCE NO. 796

AN ORDINANCE ESTABLISHING DESIGN STANDARDS FOR NON-RESIDENTIAL DEVELOPMENT IN THE CITY OF DAcono.

BE IT ORDAINED BY THE CITY COUNCIL OF THE CITY OF DAcono, COLORADO:

Section 1. Chapter 16, Zoning, of the Dacono Municipal Code is hereby amended by a new Article 29 to read as follows:

ARTICLE 29

Design Standards for Non-Residential Development

- Sec. 16-700 Purpose and intent**
- Sec. 16-701 Applicability; Application and Review Process**
- Sec. 16-702 Interpretations and Appeals**
- Sec. 16-703 Definitions**
- Sec. 16-704 Building and Site Planning**
- Sec. 16-705 Setbacks**
- Sec. 16-706 Parking, Pedestrian Circulation and Access Standards**
- Sec. 16-707 Architectural Design and Building Character**
- Sec. 16-708 Windows and Doors**
- Sec. 16-709 Other Architectural Features**
- Sec. 16-710 Roof Design and Materials**
- Sec. 16-711 Building Foundations**
- Sec. 16-712 Building Materials and Colors**
- Sec. 16-713 Buffering and Screening**
- Sec. 16-714 Exterior Lighting Standards**
- Sec. 16-715 Gas Stations, Gas Island Canopies and Related Facilities**

Sec. 16-700 Purpose and intent.

(a) The purpose of the design standards set forth in this Article 29 is to promote high quality development and growth within the City of Dacono. It is the intent of the Design Standards to provide a framework that identifies the general elements that Dacono considers important in its definition of high quality design. Site design improvements ensure safe surroundings for the community, enhance the livability of residential neighborhoods, improve the appearance of land and customer attraction to commercial areas, increase property values, enhance the compatibility of adjacent land uses, screen undesirable views, reduce air and noise pollution, and contribute to the image and appeal of the community for both residents and nonresidents.

(b) These Design Standards are intended to provide design professionals, property owners, developers, staff, and residents with a clear and common understanding of the City's expectations for the planning, design, and review of development proposals in Dacono, and to increase the community's awareness and appreciation of design considerations.

(c) Creative designs are encouraged, but care must be taken to maintain design integrity and compatibility with surrounding structures. The City does not advocate a particular architectural style or styles, and will consider all applications on their own merit. All projects will be reviewed against the design standards set forth in this Article. These Design Standards will promote:

(1) High quality architectural and site design that are both visually interesting and promote a comfortable and pleasing relationship between people and buildings/structures through consideration and application of the standards.

(2) Commercial, office and industrial developments that positively influence the community and are compatible with neighboring structures and uses.

(3) Harmonious arrangement of buildings, site landscaping, open space, driveways, access, parking and development amenities.

(4) Well planned, consistent design and landscaping for a cohesive look and feel, while allowing for creativity and expression on individual project sites.

(5) Protection and improvement of property values.

(6) Investor and property owner confidence through design continuity.

(7) A signage program that is designed to be a part of the original building design rather than an afterthought.

Sec. 16-701 Applicability; Application and Review Process

(a) The Design Standards set forth in this Article apply to all projects zoned for non-residential uses, including C-R, that are subject to Planned Unit Development, site plan, industrial use, and special use review approval, as outlined in Chapter 16 of this Code. These Design Standards shall also apply to all non-residential accessory structures related to those uses that may be developed on a particular site. It is intended that the Design Standards continue to be an integral part

of the design review process in Dacono. Compliance with the Design Standards is required in addition to the underlying zoning regulations set forth in Chapter 16. The Design Standards are a component of existing zoning laws.

(b) Existing developments that do not comply with the requirements of the Design Standards shall not be required to be brought into full compliance with the Design Standards at the time the Design Standards are adopted. However, any improvement proposed to an existing development, however, shall be required to comply with the applicable provisions of the Design Standards before a building permit may be issued for such improvements unless a written waiver by the Community Development Director is issued pursuant to subsection (d).

(c) These Design Standards provide performance and design standards for the development and redevelopment of property. They balance individual expense and limitations on preference with community benefits that are derived from safe, functional and aesthetically pleasing site improvements.

(d) The Community Development Director is authorized to issue a written waiver of any requirement set forth in this Article if he or she finds that compliance with such requirement is impracticable or compliance would not further the purpose and intent of this Article.

Sec. 16-702 Interpretations and Appeals

(a) If in the course of administration, a question arises as to the meaning of any phrase, section or chapter of these Design Standards, the interpretation thereof shall be given by the Director of the Community Development Department of City of Dacono and shall be construed to be the official interpretation thereof.

(b) Any appeal of a decision of the Director shall be filed with the Board of Adjustment pursuant to Section 16-403 of this Code within thirty (30) days following the date of the Director's decision.

(c) In the event any provision of these Design Standards is inconsistent with any other regulations adopted by the Dacono City Council, or any state law, the more restrictive provision shall apply.

Sec. 16-703 Definitions

For the purpose of this Article, the following terms shall have the following meanings:

Architectural Character. The composite or aggregate of the characteristics of structure, form, materials, and function of a building, group of buildings, or other architectural composition.

Architectural Feature. A prominent or significant part or element of a building, structure, or site.

Architectural Style. The characteristic form and detail of a building, structure, or site, as of buildings of a particular historic period.

Articulation. Variation in depth of the building plane, roof line, materials and/or height of a structure that breaks up a plain, monotonous area and creates patterns of light.

Architectural or Building Elevation. The perimeter vertical surface of a building

Berm. A mound or wall of earth that may be landscaped to create a screen or barrier.

Buffer. The act of softening or mitigating the effects of one use on another. Usually achieved by a combination of distance, landscaping or physical barriers.

Clerestory Windows. A high wall with a band of narrow windows along the very top. The clerestory wall usually rises above adjoining roofs.

Compatible. A relative term that requires the analysis of site, building, and landscape design in relationship to adjacent or nearby development. Compatibility is established when there are consistent design and functional relationships.

Depth. The depth of a building is the distance measured between the front and rear facades. Maintaining a consistent building depth along a block can provide opportunities for shared parking lots, plazas, courtyards and other seating areas. A consistent building depth can also facilitate the provision of consistent and logical secondary entrances.

Earthtone. Earthtone colors are considered to be various shades of reddish-brown, brown, tan, ochre, umber, flat gold, sand, and flat greens. The following are not ordinarily considered earthtone colors: bright primary colors, blue, canary yellow, red, orange, violet, magenta, bright green, silver, gray, or metallic finishes.

Eaves. The edge of a roof. Eaves usually project beyond the side of the building, serving both a decorative and practical function.

Façade. That portion of any exterior elevation on the building extending from grade to top of the parapet, wall, or to the eaves and the entire width of the building elevation.

Fenestration. Any exterior window or door.

Form. The form of a building is made up of a combination of elements including mass, scale, height, width, depth, rhythm and spacing.

Gable (roof). The triangular portion of a wall defined by the sloping edges of the roof and a horizontal line between the eave line. Can also be a gabled dormer.

Harmony. A combination of balance, proportion and symmetry.

Height. New development and redevelopment should respect the vertical height of existing or approved adjacent buildings and contribute to a pedestrian scale. The apparent height of a building or development can be influenced and augmented by a combination of stepbacks, varying building heights and horizontal features such as colonnades, canopies, awnings, cornice lines, string courses, and wide windows.

Hip (roof). A hip (or hipped) roof slopes down to the eaves on all four sides, forming a horizontal ridge.

Mansard (roof). A mansard roof has two slopes on each of the four sides. The lower slope is so steep that it can look like a vertical wall with dormers. The upper slope has a low pitch and is not easily seen from the ground. A mansard roof has no gables.

Mass. The architectural relationship of the height, width and depth of a building. Mass can be augmented and influenced by design features such as columns, awnings, arcades, recessed bays, doors and windows, which can reduce or increase the apparent mass of a building.

Parapets. The parapet is a low protective wall or railing along the edge of a raised structure such as a roof or balcony.

Rhythm/Spacing. The flow of design elements in one building or the relationship of design elements in two or more buildings through the use of width, height, windows, doors and other architectural elements. The rhythm and spacing of the architectural elements of new buildings should strongly relate to, complement and support the existing and/or desired rhythm and spacing in an area.

Scale. Scale refers to the relative size of a building as it relates to neighboring buildings. The size and proportions of new development should be related to the scale of nearby buildings. Even if much larger than its neighbors in terms of square footage, the building should maintain the same scale and rhythm as the existing buildings. Examples of different levels of scale that can be created in a building include: human scale, the relationship of the building and its design elements to the size of a human being; the size of building elements in relation to the overall size of

the building; the size of a building as a whole in relation to adjacent buildings; and the size of a project in relation to the building site.

Soffits. A term for any kind of “boxed-in” area that hides structural elements, such as beams, or services.

Streetscape. The character or scene observed along a street and as created by natural and man-made components including: width, paving, materials, plantings, street furniture, traffic lights, and the forms of the surrounding buildings.

Stepbacks. A step-like recession in a wall.

Texture. Texture is what gives a design the feeling of a surface. It is the tactile sense of the elements in the design.

Transom. A window above a door that is usually hinged to a horizontal crosspiece over the door

Width. The width of a building is the horizontal distance between the two outer edges along the primary façade measured at the setback or build-to line. The apparent width of a building can be reduced or otherwise influenced by design features such as columns, windows, and doors.

Sec. 16-704 Building and Site Planning

High quality office, commercial and industrial projects are important to the economic stability of Dacono. These uses provide jobs and revenue that allows the City to provide high quality services to its residents. In order to ensure such high quality developments, the following standards shall be met:

(1) Height: Within the permissible limits of the applicable zoning district, the height and scale of each building shall be compatible with its site and existing or anticipated adjoining buildings.

(2) Building Orientation: New buildings within a developed area shall be compatible with existing buildings within the neighborhood such that they reflect the overall bulk, square footage, dimensions, placement of the building on the lot, and rhythm of buildings and spaces along the street edge, and minimize the visual impact on the neighborhood. The visual impact of a building shall be measured by its relationship to other buildings on the lot, design of the front of the building, and the rhythm of buildings and open spaces along the street.

a. Buildings shall not be designed or oriented to expose loading docks, service areas or nonresidential overhead doors to the public right-of-ways.

b. Buildings proposed in commercial districts that are adjacent to residential districts shall not be designed or oriented to expose loading docks, service areas or similar operations toward the adjacent residential district.

c. If it is not feasible to design or orient the loading docks, service areas or similar operations away from and adjacent residential district, additional landscape buffering, screening walls, fences and setbacks may be approved by the Council.

(3) Building Entrances: The main entrance to the building should be oriented to the street unless the parking layout or the grouping of the buildings justifies another approach, and should be clearly identified as such through building and site design, landscaping, and/or signage.

(4) Buildings shall include an arched, gabled, stepped or decorative parapet over the primary customer entrance, integrated with the building's massing and style.

(5) The site design should avoid creating a building surrounded by a parking lot.

(6) The building's orientation and placement shall contribute to a unified streetscape creating a sense of place.

(7) Adjacent buildings of different architectural styles shall be made compatible by such means as landscape screens, sight breaks and materials.

(8) The site shall be planned to accomplish a desirable transition with the streetscape and to provide for adequate planting, safe pedestrian movement, and parking areas.

(9) Newly installed utility services, and service revisions necessitated by exterior alterations, shall be underground.

(10) Attractive landscape transition to adjoining properties shall be provided.

(11) The site plan for the development should reflect the natural capabilities of the site to support development. Environmentally sensitive areas must be maintained and preserved.

Sec. 16-705 Setbacks

(a) The setback of buildings, structures, or parking lots along streets and roadways is an important component in creating a visually pleasing and sensitive edge treatment of development. Variation from a uniform building or parking lot alignment along streets and roadways is generally appropriate to add interest to the streetscape; however, where there is a strong and established character of alignment, it may be more appropriate to align with existing building facades, fences or parking lots. Setbacks can also be used to provide space for buffering structures and/or parking lots from streets and public rights-of-way where needed.

(b) General requirements.

(1) In newly developed areas, building setbacks should be varied to add interest and/or improve the appearance of the streetscape, allow for differences in building height and mass, or to accommodate natural or man-made constraints such as topography, existing trees or utility lines.

(2) In developed areas, where there is an established and identifiable setback, new development shall be designed to align with existing setbacks to the extent practicable.

(3) Setbacks shall be measured from the edge of the future street right-of-way.

(4) Setbacks shall be landscaped and where additional screening is needed, berming shall be incorporated into the setback.

(5) Signage placed within landscaped setbacks shall be integrated into the design of the site's frontage and conform to sign standards.

(6) When above ground utility facilities (i.e. vaults, pedestals, etc.) are proposed with a landscaped setback, such facilities shall be placed in a location and manner that allows for screening of the facilities, while providing adequate access to such facilities.

(c) Required setbacks. The following setbacks from roadways, measured from the edge of existing or future right-of-way, shall apply whether the setback is a front, rear or side setback.

Setbacks from I-25 and the I-25 Frontage Road

	C-1 Commercial	I-1 Industrial	A Agricultural	C-R Commercial Residential	B-1 Business
Buildings	150’*	150’*	150’	150’*	150’*
Parking Lots	50’	50’	50’	50’	50’

* The building setback may be reduced to 100’ if an additional 50’ of landscaping is installed, for a total of 100’ landscape buffer.

Setbacks from Primary Roadway Corridors

(All designated Primary Roadway Corridors in the City, including WCRs 8 and 13 and State Hwy 52.)

	C-1 Commercial	I-1 Industrial	A Agricultural	C-R Commercial Residential	B-1 Business
Buildings	100'	100'*	10'	100'*	100'*
Parking Lots	50'	50'	50'	50'	50'

* Building setbacks may be reduced to 75' if an additional 25' of landscape buffer is installed, for a total of 75' landscape buffer.

Setbacks from Secondary Roadway Corridors

(All designated Secondary Roadway Corridors, including WCRs 11, 15 and 20.)

	C-1 Commercial	I-1 Industrial	A Agricultural	C-R Commercial Residential	B-1 Business
Buildings	50'	50'	50'	50'	50'
Parking Lots	25'	25'	25'	25'	25'

Setbacks from Existing or Planned Residential Areas

(The following setbacks are between new development in the designated zone district and existing or planned residential.)

	C-1 Commercial	I-1 Industrial	A Agricultural	C-R Commercial Residential	B-1 Business
Buildings and Parking Lots	50'	50'	25'	50'	50'

Sec. 16-706 Parking, Pedestrian Circulation and Access Standards

The layout of the site must provide for the safe movement of passenger, service, and emergency vehicles through the site appropriate to the type and scale of development. This system must connect the major building entrances and exits with parking areas and any sidewalks existing or planned in the vicinity of the project.

(1) Pedestrian circulation patterns transitioning from parking areas should be designed to be safe, convenient and attractive.

(2) The layout and design of parking areas must provide for safe and convenient circulation of vehicles throughout the lot.

(3) To maintain a sense of natural surroundings and a consistent streetscape, parking and service areas should be screened from public view or surrounded by landscape buffers.

(4) Parking areas should be organized as a series of small parking bays with planted islands separating them.

(5) Clearly defined, safe, direct, convenient and landscaped pedestrian pathways shall be provided between streets, parking areas and buildings.

(6) Specialized paving design is required where pedestrian and vehicular paths intersect.

(7) Clear routes of access must be provided and maintained for emergency vehicles to and around buildings and must be posted with appropriate signage (fire lane - no parking).

(8) Entrances and exits to the site shall be so located such that parking spaces and traffic aisles do not conflict with entering and exiting traffic.

(9) Properties shall have clearly defined entrances and exits. Unlimited access to parking areas along the entire frontage of a property is prohibited.

(10) All parking areas and loading areas shall be provided with a permanent Portland cement curb. In addition, all landscaped areas that can be encroached upon by a motor vehicle, shall be protected by a wheel stop constructed of Portland cement, appropriately anchored to the pavement, and set a minimum of two (2) feet back from the curb to restrict the destruction of landscape materials by vehicles.

Sec. 16-707 Architectural Design/Building Character

The purpose of building design requirements is to establish design standards so that new construction is compatible with its surroundings. Successful building design is a relationship between form and architecture to visually connect with the existing and/or desired character of the surrounding area. A compatible structure is one that possesses patterns of form and architecture that are found in surrounding buildings creating “points of agreement” between them while retaining the individuality of the building.

(1) Building form should visually relate to surrounding buildings and the desired character of the area with regard to mass, scale, height, width and depth.

(2) The treatment of the building mass, materials and exterior elements shall create an aesthetically pleasing building and site design that is in harmony with or an upgrade from surrounding area.

(3) Buildings should relate to the surrounding or desired and envisioned context and fabric of the neighborhood with regard to size, scale, height, width and depth.

(4) The architectural character of buildings shall portray a high quality image.

(5) Architecture, where adjacent to pedestrian walks and paths, should complement the pedestrian environment to create an aesthetically pleasing image and should be of human scale, show attention to detail, and materials and colors should relate to the natural features of the region.

(6) All building components such as windows, doors, eaves, soffits and parapets shall have good proportions that relate to the facade of the building and shall relate well with one another.

(7) All sides of a building that are open to public view (including views from adjacent residential dwellings or probable location of residential dwellings) shall receive equal architectural design consideration (i.e. windows, doors, architectural treatments, etc.). No such building shall have any blank, flat walls.

(8) Buildings should have visually interesting architectural horizontal and vertical features and patterns that are designed to articulate mass and scale relative to their surroundings.

(9) Long and monotonous wall and roof planes should be avoided. Large uninterrupted expanses of a single material are prohibited.

(10) Low-rise buildings and/or those with long facade widths should accentuate vertical elements such as entrances and columns, or by breaking up the facade plane into a greater number of smaller vertical masses.

(11) Multi-story buildings should utilize horizontal elements that minimize the apparent height of a building such as balconies, banding, cornice and parapet lines.

(12) For multi-story buildings, building stories or stepbacks should be differentiated by architectural features including but not limited to coping, balustrades, cornice lines, and change in materials.

(13) For multi-story buildings, there should be a proportional relationship between the height of a building and the number and dimensions of stepbacks used to mitigate the height of the building.

(14) All buildings within a Planned Unit Development shall possess a similar architectural theme with common (but not identical) architectural elements to create a unified development. Building styles shall also be compatible with existing buildings in the surrounding area.

Sec. 16-708 Windows and Doors

Windows are a vital element which link the private (space within a building) and public (space such as streets, sidewalks, etc.) realms, visually drawing passersby into buildings. Doors are also a vital element, providing visual and physical connections between the public and private realms.

(1) Windows should be appropriately sized for the scale and style of the building on which they are located and create a consistent and cohesive fenestration pattern.

(2) Clerestory windows are suggested to increase natural light in buildings.

(3) Window shapes and sizes shall be so designed to be compatible from building to building or with established and/or desired patterns along the adjoining block faces.

(4) Reflective glass shall not be used. Visual windows shall be used on all facades of buildings for natural light, security and to create a human scale to the building. The use of tinted or reflective glass, blackened out windows, or any other use of material that achieves that effect is inconsistent with these Design Standards.

(5) The use of bulkheads below and transoms above display windows when appropriate for the architectural style of the building are encouraged.

(6) Glass block shall only be used as an accent.

(7) Doors should enhance and support the architectural style of the building and be appropriately sized for the scale of the building façade on which they are located.

(8) Doors with transoms and fan lights are encouraged when appropriate for the architectural style of the building.

Sec. 16-709 Other Architectural Features

The same amount of thought and care should be put into the selection and installation of other architectural features as for more obvious features such as roofs, doors and windows. A variety of other features can provide the perfect accent or finish to a building, or conversely, ruin an otherwise wonderful structure. These may include, for example, door handles and hinges, mail slots, clocks, fire/emergency escapes, shutters, and awnings.

(1) Shutters and canvas awnings should be sized to match the corresponding window openings.

(2) Shutters and awnings should incorporate shapes, materials, proportions, design, color, lettering and hardware that are in character with the style of the building.

(3) Awnings should be made of high quality fire-rated and retardant fabric to protect pedestrians from inclement weather. Awnings made of high-gloss or fabrics which appear to be plastic or backlit awnings are inconsistent with these Design Standards.

(4) First floor awnings should be placed no higher than the midpoint between the top of the first story window and the bottom of the second story windowsill.

(5) Electronic security systems should be utilized as an alternative to security bars.

(6) Fire stairs/egress should be designed to be as unobtrusive as possible by matching the primary structure with regard to materials, design and color of the structure. Where feasible, they should not be visible from the street.

(7) The inclusion of other architectural details and elements such as clocks, railings, and flower boxes are encouraged as appropriate to the style and function of the building and should be architecturally integrated with the design of the building.

(8) Functional elements such as gutters, downspouts, and utility boxes and meters should be located as visually unobtrusively as possible. Where feasible, they should not be visible from the street. In addition, all conduit and piping for heating, air conditioning and other related services shall be located on the interior of the building.

(9) Community amenities such as patio seating areas, water features, art work and sculptures, clock towers, pedestrian plazas with park benches, and other

such features are highly encouraged and should be located adjacent to the primary building entrances.

Sec. 16-710 Roof Design and Materials

Roofs are an integral part of building design and, as such, shall be designed and constructed to add interest to and reduce the massing of buildings. Roof features shall be in scale with the building's mass and complement the character of adjoining structures, developments and neighborhoods. Roofs shall be constructed of durable, high quality materials in order to enhance the appearance and attractiveness of the community. Roofs shall incorporate the design elements and materials listed below.

(1) A roof shall be consistent with the style of the building and utilize architectural elements such as cornice treatments, roof overhangs with brackets, steeped parapets, richly textured materials and/or differently colored materials.

(2) There shall be variations in roof lines to reduce the massive scale of the structure and add visual interest. Roofline offsets shall be provided to lend architectural interest and variety to the building and to relieve the effect of a single, long roof.

(3) Roofs shall be simple hip, shed, true mansard style, or gable configurations.

(4) Roofs shall include overhanging eaves that extend at least two feet beyond the supporting walls, with a minimum fascia of six inches deep.

(5) The portions of building stepbacks that are fully finished and should complement the architectural style of the building and the main roof structure.

(6) Colored stripes/bands on flat roofs should be avoided.

(7) Mansard roofs that are out of scale with the building should be avoided.

(8) Flat roofs shall incorporate a parapet and cornice on all sides of the building. If no roof top equipment exists or is proposed, the parapet shall be a minimum of 18 inches in height of the roof.

Sec. 16-711 Building Foundations

(a) Footings and foundations shall be engineered and constructed of solid materials such as masonry or concrete.

(b) A permanent, well-supported perimeter wall (skirting panels) must enclose the foundation to keep out vermin and water. This wall must be self-supporting and must rest on a concrete footing. An access opening must be constructed in this skirting wall.

(c) All skirting panels must have the appearance of brick, stone, or stacked stone or similar appearance. Wood lattice or metal panels are not an acceptable skirting material.

Sec. 16-712 Building Materials and Colors

(a) Materials. The correct choices of building materials are paramount in the success of any building. Buildings should be constructed of high quality, long lasting materials to contribute to City's stability, and community character. Building materials on the lower levels of buildings are especially important due to their proximity to the pedestrian environment. Materials should also be appropriate to the architectural style of the building to which they belong. Important character defining details such as brick corbelling, bonding pattern, joint spacing and color should be incorporated into the design.

(1) In non-residential zoning districts, including the CR and PUD districts, the architectural material selection shall be dominated with permanency and strength of material in proportion to the aesthetic characteristics of the buildings bulk and shape. Structures in these districts shall incorporate at a minimum, fifty percent (50%) brick, stone, or "architecturally designed" concrete tilt-up panels. The remaining surface shall be finished with split-faced block, architectural tilt-up panels, stucco, or architectural aluminum panels. The percentage requirement shall be calculated on the total exterior surface area exclusive of glazed surfaces or door enclosures.

(2) Building materials should be consistent with and relating to the architectural style of the building. Primary building material should be limited to no more than four types of materials per building.

(3) Materials shall be compatible with the existing and/or desired context of the surrounding area.

(4) Building materials shall be appropriate to the scale of the building.

(5) Materials shall be of high-quality, resulting in buildings that will be as maintenance free as possible and serve as long-term components of the urban fabric.

- (6) Preferred Building Materials
 - a. Quarried stone (i.e. granite);
 - b. Cultured stone;
 - c. Full veneer brick;
 - d. Composite lap siding (i.e. HardiPlank);
 - e. Architectural concrete (with recessed panels and reveal lines);
 - f. Colored CMU block and architectural CMU block (i.e. split face, fluted, scored or honed);
 - g. Architectural metals & standing seam metal roofing; and
 - h. Metal walls (insulated architectural metal panels) (i.e. aluco bond).
- (7) Preferred Accent Materials
 - a. Precast concrete accents;
 - b. Stucco (EIFS) as an accent material (not a major building component). Limited amounts of stucco may be considered for vertical surfaces only, if the quality of the design merits such consideration; and
 - c. Glass accents.
- (8) Discouraged Materials
 - a. Plain, grey, flat faced CMU block (allowed as an accent only, not as a total wall treatment);
 - b. Brick tiles;
 - c. Metal walls (unless it is an insulated architectural metal panel such as aluco bond). The use of corrugated metal siding is prohibited unless used as a decorative element to accent a particular architectural style. The use of metal panels or sheet metal will not be considered an acceptable exterior building or accessory building material in any district; and

d. Stucco (EIFS), wood or glass, as more than an accent.

(b) Colors. The color palette of a building is composed of the colors of the main body of the building, trim and accent colors. The colors chosen for awnings, canopies, shutters and roofs also contribute to the overall color scheme of a building. The overall color scheme of a building or project should reflect a cohesive pattern. These Design Standards recognize that the review of a building's color scheme is a balance between an owner's creativity and individuality, the architectural style of the building and an overall harmonious vision for the City.

(1) The building's exterior color scheme shall utilize primarily muted, neutral, or earth tone type colors. The primary use of bright, intense, or extreme colors not consistent with the adjoining developments shall not be permitted in any zoning district. This regulation is not intended to prohibit the use of these colors for specifically approved architectural detailing.

(2) A single color on all surfaces is prohibited. A two- or three-color scheme shall be used to provide visual appeal.

(3) The main body color should be the predominant color of the building. The color tone of the main body should be guided by the size and height of the building, its location (corner or interior lot), and architectural style.

(4) The trim color is applied to architectural elements such as windows, doors, columns, porches etc. The trim color should be a lighter or darker tone of the main body color, a complimentary color to the main body color, or a neutral color. In a three-color scheme, the accent color should be used sparingly to highlight certain architectural elements such as a front door or awning.

(5) Low reflectance exterior colors shall be used.

(6) Functional elements such as gutters, downspouts, and utility boxes and meters shall painted as part of the overall color scheme.

Sec. 16-713 Buffering and Screening

(a) General. Buffering and screening help define spaces, blocks unsightly yet necessary elements, and preserve and enhance an area's quality and character. Buffering of adjacent uses shall be provided where there is a transition from one type of use to another use and for screening of mechanical equipment and service and storage areas. Buffering will be achieved through the use of design elements such as landscaping, decorative fences, walls, pots, and planters, and shall be consistent with Chapter 16 Article 28 of this Code.

(1) Service yards, refuse and waste-removal areas, loading docks, truck parking areas and other areas that tend to be unsightly shall be integrated into the design of the site, located in the most unobtrusive location possible, buffered and screened from view by the use of a combination of walls, fences and dense planting.

(2) Buffering must be designed to provide a year-round visual screening in order to minimize adverse impacts. It may consist of fencing, evergreens, berms, rocks, boulders, mounds, or a combination thereof.

(b) Screening of storage and loading areas.

(1) To alleviate the unsightly appearance of loading facilities for industrial uses, these areas shall not be located on any side of the building facing a public street. Such facilities shall be located at the rear or side of the site.

(2) All outside storage areas that are visible from a public street or adjacent property shall be screened and comply with Chapter 16, Article 28 of this Code by use of opaque fences, solid masonry walls, berms, and landscaping or a combination of such elements as set forth herein.

(3) The method of screening shall be architecturally integrated with the adjacent building in terms of materials, colors, shape and size.

(4) Long expanses of fence or wall surfaces should be offset and architecturally designed to prevent monotony and in conformance with D.M.C. Chapter 16 Article 28.

(c) Trash area screening.

(1) All trash dumpsters shall be contained within solid enclosures and screened with landscaping.

(2) Trash areas shall be designed to include the screening of large items (e.g. skids and pallets) as well as the trash bin(s) that are needed for the business unless storage is otherwise accommodated behind required screened storage areas.

(3) Enclosure materials and colors shall be consistent with and complimentary to building materials and finishes.

(4) Trash area enclosure material for the above uses shall be constructed using 6 foot high solid masonry or decorative precast concrete

walls with opaque gates and self latching mechanisms, to keep gates closed when not in use. Chain link gates with opaque slats are not acceptable.

(5) Refuse containers should be conveniently located throughout the project, yet sufficiently buffered from project entries, main building entries, and main pedestrian paths.

(6) Enclosures should be located to provide easy accessibility for users, adequate room for servicing by refuse trucks, and should not hinder visibility for vehicle circulation.

(d) Fences and walls.

(1) Fences or walls shall be utilized around service and loading areas and mechanical and utility equipment to buffer these uses from surrounding properties and rights-of-way and to provide security for this equipment.

(2) Fences and walls may be incorporated as a design element to assist in defining property boundaries and entrances, open spaces and to provide a transition between public and private areas.

(3) Fences and walls shall complement and be consistent with the principal structure with regard to materials, texture, size, shape and color.

(4) Vertical elements such as posts or columns. shall be incorporated into the design of the fence or wall, spaced at appropriate intervals in relation to the materials used and overall length in conformance with Chapter 16, Article 28 of this Code.

(e) Mechanical equipment screening.

(1) Mechanical equipment areas shall be integrated into the design of the site, enclosures must be architecturally compatible and predominately of the same material as the building, and located in the most unobtrusive location possible and buffered and screened appropriately.

(2) When located at grade, mechanical and utility equipment shall be placed in the least obtrusive location possible and screened from adjacent properties and rights-of-way with fences or walls and landscaping.

(3) When located on the roof of a building, mechanical equipment shall be integrated into the design of the building through the use of parapet walls, towers or other architectural elements.

(4) If roof mounted mechanical units such as evaporative coolers, HVAC units and vents are necessary, they shall be located or screened so as not to be visible from adjacent public and private streets as well as from adjacent properties, unless grade differences make screening impractical.

(5) Acceptable roof equipment screening shall be accomplished by either raising the parapet on all sides of the building to be as high as the highest mechanical unit or vent on the roof or a secondary roof screening system designed to be as high as the highest mechanical unit or vent on the roof.

(6) In no case shall wooden or vinyl fences or chain link fencing with slats be used for rooftop equipment screening.

(7) All roof equipment screens shall be maintained by the property owner so as not to exhibit signs of disrepair.

(8) All rooftop mechanical equipment shall be shown to scale on all building cross sections and/or architectural building elevations.

Sec. 16-714 Exterior Lighting Standards

(a) Exterior lighting shall be part of the architectural concept. Fixtures, standards, and all exposed accessories shall be harmonious with building design. A lighting plan is required for all developments.

(b) All entrances and exits to both the subject property and any proposed structures shall be lighted.

(c) Private streets, driveways, parking lots, walks and service areas shall be kept properly and adequately lighted when the building(s) are in use so that the area will be safe for occupants and visitors.

(d) All site and building lighting shall be shielded and directed downward so light spill does not adversely affect adjacent properties or streets. Lighting levels should be as even as possible, not exceeding an average of 1.0 footcandles for commercial developments

(e) Pedestrian scaled lighting such as lighted bollards shall be incorporated into lighting design as appropriate.

(f) Color corrected high pressure sodium (white light) shall be as the primary light source on site.

(g) No exterior lighting fixture of any kind shall be so placed or directed such that the direct or reflected light therefrom shall interfere with the operation of automotive vehicles on any adjacent street.

(h) No exterior light shall have any blinking, flashing, or fluttering light, or other illuminating device which has a changing light intensity or brightness of color.

(i) Light that may be confused with warning signals, emergency signals or traffic shall not be permitted.

(j) The use of new energy efficient lighting technology, such as solar powered and LED fixtures, is encouraged.

Sec. 16-715 Gas Stations, Gas Island Canopies and Related Facilities

(a) All building materials and designs shall be consistent with the general standards for commercial businesses.

(b) All structures on the site, including kiosks, car wash buildings, gas pump islands, shall be architecturally consistent with the main structure, including roof design (i.e. sloping roof or cornice treatments).

(c) All building elevations shall be architecturally detailed to avoid the appearance of the "back of the building" and contribute a positive presence to the street scene.

(d) Gas island canopies shall be built of the same high quality materials as the convenience store or kiosk associated with the gas island. These structures shall be designed to create architectural harmony with the primary structure on the site.

(e) Gas island canopy structural columns shall be covered with the same brick veneer or architectural materials as the associated building.

Section 2. The title of Chapter 17, Article 5 of the Dacono Municipal Code is hereby amended to read as follows (words to be deleted ~~stricken~~; words to be added underlined):

ARTICLE 5

~~Design Standards~~ Plat Design Requirements

Section 3. Section 17-1(c) of the Dacono Municipal Code is hereby amended to read as follows (words to be deleted ~~stricken~~; words to be added underlined):

(c) Any application to subdivide a parcel of land zoned commercial, industrial or multi-family residential and containing five (5) or more acres shall be accompanied by an application for a PUD as required by subsection 16-621(c) of this Code and shall meet all design standard requirements set forth in Chapter 16 of this Code.

Section 4. Section 17-4 of the Dacono Municipal Code is hereby amended to read as follows (words to be deleted ~~stricken~~; words to be added underlined):

The City Council shall have the authority to adopt by resolution, and amend from time to time, such ~~design standards~~ requirements and specifications for the construction of public improvements as it deems necessary to provide for the design and installation of public improvements and facilities, including but not limited to, streets and roadways, water and sewer lines and other utility lines and drainage facilities.

Section 5. If any section, paragraph, sentence, clause, or phrase of this ordinance is held to be unconstitutional or invalid for any reason, such decision shall not affect the validity or constitutionality of the remaining portions of this ordinance. The City Council hereby declares that it would have passed this ordinance and each part or parts hereof irrespective of the fact that any one part or parts be declared unconstitutional or invalid.

Section 6. All other ordinances or portions thereof inconsistent or conflicting with this ordinance or any portion hereof are hereby repealed to the extent of such inconsistency or conflict.

INTRODUCED, READ, ADOPTED ON FIRST READING, AND ORDERED PUBLISHED AND POSTED BY TITLE this 22nd day of June, 201~~5~~.

PUBLIC HEARING AND SECOND READING WILL BE THE 13th day of July, 201~~5~~, AT 6:00 P.M. AT DAcono CITY HALL, 512 CHERRY STREET, DAcono, CO.

READ, ADOPTED ON SECOND READING, APPROVED, SIGNED, AND ORDERED PUBLISHED BY TITLE this 13th day of July, 201~~5~~.

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CITY OF DAcono, COLORADO

Charles Sigman, Mayor

ATTEST:

Valerie Taylor, City Clerk

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Summary of Ordinance No. 796, “**AN ORDINANCE ESTABLISHING DESIGN STANDARDS FOR NON-RESIDENTIAL DEVELOPMENT IN THE CITY.**” Establishes design standards for projects zoned for non-residential uses that are subject to PUD, site plan, industrial use and special use review approval.