

Division VI

18.40.800 Community Mixed Use (CMU) Architectural Guidelines and Standards

18.40.810 Guidelines – The goals of the Comprehensive Plan include a focus on pedestrian safety, amenities and aesthetics in the areas targeted for CMU zoning implementation. Architectural detailing should be designed in relation to the building height and treatment of windows, doors and other openings. First floor architectural details should vary visually, creating focal points along the building facade. The following recommendations for architectural detailing should be incorporated:

1. Use decorative window and door moldings, corner entries, recessed openings and other treatments to create accents or focal points (Figure 1).
2. Install large ground floor windows that create transparency between the sidewalk and the business (Figure 1).
3. Use color, texture and a variety of materials to help create visual interest (Figure 1).
4. Provide colorful fabric awnings, porticos, patios or other similar architectural features to enhance the pedestrian experience and enliven the street (Figures 2 & 3).
5. Doors should be substantial and well detailed. They should match the materials, design and character of the display window framing.
6. Use of building step backs at upper floors or building overhangs is encouraged to create more visual interest.



Figure 1 Example of Large Ground Floor Windows and Variety of Materials to create Visual Interest



Figure 2 Example of Colorful Fabric Patio Features



Figure 3 Example of Colorful Patio Features: Umbrellas and Cushions

18.40.820 Standards

1. Cornices – This treatment shall be provided at the second floor (or roofline for a one-story building) to differentiate the storefront from upper levels of the building.
2. Blank Wall Areas – Walls without windows or doors are only permitted on internal-block side-property line walls.
3. Window Inset - Glass shall be inset a minimum of three (3) inches from the exterior wall surface to add relief to the wall surface.
4. Recessed Entries – Entries shall be recessed as an element of the main street storefront and to add relief to the wall surface.
5. Glazing - Clear glazing is required on the first floor. Reflective glazing shall not be used. If tinted glazing is used, the tint shall be minimized; green, gray, and blue are recommended (Figure 4).
6. Display Windows - Large pane windows shall be installed on the first floor encompassing a minimum of 60% of the commercial storefront surface area (Figure 4).
7. Residential Uses – where residential uses exist on the first floor of building frontage, windows shall constitute a minimum of 30% of the surface area.



Figure 4 Example of Clear First Floor Glazing for Displays and Street Interaction

18.40.830 Public Space Guidelines:

1. Public Space Design – Public spaces are outdoor areas, whether on publicly or privately owned land, that are open and accessible to the general public.
 - a. Place publicly accessible spaces in a central location in the “Area of Change,” and not in a remote corner.
 - b. Public spaces should be easily visible and accessible from the street and sidewalk, and ideally at a crossroads, where walking paths intersect (Figure 5).
 - c. Size the public space to the scale of the surrounding structures (resist making it too large) in order to provide a more intimate environment for people to congregate.
 - d. Place public spaces in plain view of sidewalks, streets and windows to provide “eyes on the street” to enhance safety.
 - e. Use a variety of materials for pavement, which can include: pavers, brick, colored and patterned concrete and stone. Any public plaza area should have a



Figure 5 Public Assembly Places are Accessible and Easily Visible



Figure 6 Example of Public Space with Different Pavers and Moveable Chairs for Informal Gatherings

distinguishing appearance from the remainder of the commercial area. (Figure 6)

- f. Consider a water feature, whether it is interactive or passive, to help activate the site (Figure 8).
- g. Provide versatile benches and/or chairs in small groupings that allow users to gather informally. Use a variety of options for different functions and visual interest (Figure 6).
- h. Provide small café tables that are not fixed in place as amenities that help to create inviting spaces for people to gather. Tables and chairs should be maintained by the property owner (Figure 7).
- i. Install informal seating, such as low planter walls and broad steps that face public space to provide casual seating.



Figure 7 Example of Moveable Chairs and Tables

- j. Permanent Outdoor Seating - is recommended in and along all publicly-accessible pathways and spaces.

k. Portable Seating - movable chairs, tables for cafes and other furniture should be of substantial materials; preferably metal or wood rather than plastic. Tables used for outdoor dining within the public right-of-way (i.e. in sidewalk areas) shall be a maximum of three (3) feet in diameter if round and three (3) feet along the longest side if rectilinear (Figures 6 & 7).

l. Fountains – and small water features are recommended in open courtyards, plazas and other spaces to serve as a focal point and provide a recreational activity for children (Figure 6).



Figure 8 Example of a Fountain for Children to Play in

m. Public Art - such as sculpture, wall murals and other paintings, lighting displays and special public open spaces are encouraged.

- 1. Location - of public art should be in highly visible places specifically designed or modified for the purpose of accommodating it; public art should not be located in semi-private areas such as the rear of buildings or in courtyards (Figure 9).
- 2. Public art that relates to and represents the rich history of Golden is encouraged.



Figure 9 Example of Public Art along a Visible Sidewalk and Public Park Plaza



n. Surface Parking Lots - should include elements such as arcades, trellises,

columns, walls and railings, stairs and ramps, trees, climbing vines, arbors, and hedges to provide screening and visual interest; use of these elements should be consistent with the principal building and other site features.

18.40.840 Streetscape Standards

1. Sidewalk amenity zone: shall be at least 7 feet in width (to allow appropriate space for tree planting, trash/recycling containers, benches, lampposts) in the area immediately adjacent to the roadway. Specific amenity options and requirements will be defined in the site development entitlement process.
2. Sidewalk pathways: The portion of the sidewalk between the amenity zone and the structure shall be at least 10 feet wide to allow room for pedestrians while also allowing the potential for small tables and benches to occupy areas directly in front of retailers and restaurants.
3. Bus Stops/Shelters: Required where bus stops are placed. Must include seating within a shelter to provide a rest area for transit riders and protect them from inclement weather conditions. A trash/recycling receptacle shall also be included with the shelter (Figure 10).
4. Streetscape palette: Each CMU district shall have its own common set of street amenities, including approved tree species along the streets, common pavement types and treatments, consistent lampposts and signage that are defined. This streetscape palette shall be decided by Planning Commission and made available by City staff.
5. Alleyways and private drives: Alleys and private drives intended to provide primary vehicle access for off street parking shall be paved, maintained and plowed.
6. New utilities shall be installed underground.



Figure 10 Example of Attractive Bus Shelter with Trash Receptacle

18.40.850 Landscape Guidelines

In addition to the applicable landscape standards that are addressed elsewhere in Chapter 18.40 ('Site Development Regulations') of the City of Golden Municipal Code, the following guidelines shall apply:

1. Public Spaces:
 - a. Use canopy trees that will provide shade for users, located near benches or other places where people may gather (Figure 11).
 - b. Provide xeric, ornamental plantings that are low-maintenance and require little water (Figure 12).



Figure 11 Example of Canopy Trees for Shade, and Benches for People to Gather

- c. Landscaping should not create isolated areas or areas that are not visible from adjacent public and private space for safety reasons.
 - d. Plantings should create visual interest and variety for all four seasons, as well as provide shade for seating areas in warmer months along with other functional considerations.
2. Plant Materials in Other Locations: should be selected and placed to reflect both ornamental and functional characteristics.
- a. Deciduous trees - should be the predominant large plant material used. They should be located adjacent to buildings and within parking areas to provide shade in summer and allow sun in winter. Species should be selected to be drought-tolerant, provide fall color and minimize litter and other maintenance problems.
 - b. Evergreen shrubs and trees - should be used as a screening device, for example, along rear property lines, around mechanical appurtenances and to obscure grillwork and fencing associated with subsurface parking garages.
 - c. Flowering shrubs and trees - should be used where they can be most appreciated: adjacent to walks and recreational areas, or framing building entries, stairs, and walks (Figure 12).



Figure 12 Example of Flowering Shrubs and Trees and Some Xeriscape Plants.

18.40.860 Lighting Guidelines

All properties shall adhere to the City of Golden lighting standards in Chapter 18.34 of the City of Golden Municipal Code. Additionally, the following guidelines apply for lighting in public spaces such as plazas and/or parks within the designated area:

- 1. Use functional, decorative and consistent lighting that gives the area a sense of identity (Figure 13).
- 2. Illuminate all accessible paths with low lights or landscape lighting.
- 3. Provide lighting for all seating areas with enough illumination to remain functional for evening activities.



Figure 13 Example of Full Cutoff Light with Decorative intended for Architectural Enhancement and a Sense of Identity