

OVERLAY DESIGN STANDARDS

Downtown

MISSOULA DESIGN EXCELLENCE PROJECT



City of Missoula

Public Review DRAFT | March 7, 2018

Project Lead



Consultant Team



Table of Contents

INTRODUCTION	1
I. DOWNTOWN CONTEXTS	2
Downtown Inner Core	2
Downtown Outer Core	2
Hip Strip	2
Downtown Gateway	3
Downtown North	3
II. DESIGN VARIABLES/INTENT STATEMENTS	6
Siting, Access and Linear Building Dimensions	6
Vertical Scale	9
Facade Design	10
Building Materials	11
III. DOWNTOWN OVERLAY DESIGN STANDARDS	12
Siting, Access and Linear Building Dimensions	12
Vertical Scale	14
Facade Design	15
Building Materials	16

This page intentionally left blank

Introduction

This document provides design standards for all properties included in the Downtown Overlay as indicated on Figure 2 (page 5). This is an interim draft produced as part of the Missoula Design Excellence Project. It recommends a set of new standards that would be incorporated into the City's Development Code. Based on public comment, formal code language will be developed.

- **Applicability.** For more information regarding the applicability of these *Overlay Design Standards* and their relationship to the *Design Excellence Manual* as well as other standards in Title 20 (zoning), please see the **Draft Missoula Design Excellence Tools Executive Summary and Reader's Guide**. Certain projects are also subject to review with the design guidelines in the *Design Excellence Manual*. For more information, see Table 1 in Chapter 1, Part I of the *Design Excellence Manual*.
- **General Intent.** The Downtown Overlay Standards are generally intended to promote design excellence in Missoula's Downtown in keeping with community input provided throughout the Missoula Design Excellence Project process. The standards in this document are customized for the five different Downtown Contexts, which are identified on Figure 2 (page 5).

I. Downtown Contexts

This section describes a design vision for each of Missoula's Downtown Contexts. It provides the overarching design intent for each Context and serves as a baseline for the more detailed design standards that follow. An overall summary is provided in Figure 1. The Downtown Contexts are mapped on Figure 2 (page 5). For more detail on the key design considerations for Downtown, see the Part II, Chapter 3 of the Design Excellence Manual.

Downtown Inner Core

In the future, the Downtown Inner Core should remain the urban center of the community. It should be comparatively higher in density, in terms of building scale and intensity of land use. Compatibility with traditional character is paramount.

Downtown Outer Core

The Downtown Outer Core is an essential part of the urban center and should be experienced as part of it. It contains many historic resources that provide a reference for design, but the area is more diverse in building types than the Downtown Inner Core. Nonetheless, most buildings contribute to an urban street experience, with facades located at the street edge, and activated with storefronts. New designs in the Downtown Outer Core should contribute to this engaging street experience.

Hip Strip

The Hip Strip is a distinctively unique part of Downtown, with a mix of older and newer buildings of a moderate scale. It has a diverse range of building types that are interesting at the street level, and generally built close to the street edge in ways that invite exploration. Public art and creative signage, colors and artistic elements are encouraged.

Downtown Gateway

Gateway areas frame the Downtown and should contribute to a sense of entry into the urban center. These areas are in transition, in some places evolving from an auto-oriented character to a more urban experience. They will include commercial and residential developments with a variety of building forms and street edge characteristics. In each case, a new development should help to establish a more urban feel. The Downtown Gateways often have edges that face established residential neighborhoods and compatible transitions in these locations also will be important.

Downtown North

The Downtown North Context will continue to be home to a variety of building types and forms. It will serve as a transition between the Downtown Gateway Area around Broadway and the residential neighborhood to the north, with moderately scaled buildings. While increases in density and scale are desired, building and sites should be designed to fit in with the residential character.

DOWNTOWN CONTEXTS KEY DESIGN CONSIDERATIONS

	Downtown Inner Core	Downtown Outer Core	Hip Strip	Downtown Gateway	Downtown North
Street Level Interest	Very High	High, with some flexibility	Very High	Medium, with some flexibility	Moderate, flexibility is encouraged
Compatibility with Traditional Character [1]	High	High	Medium	Medium	Moderate
Street Edge Character	Highly Consistent/Urban	Highly Consistent/Urban	Highly Consistent/Urban	Generally Consistent/ More Flexibility appropriate	Generally Consistent/ More Flexibility appropriate
Preferred Maximum Building Height at the Street Edge [2]	6 stories	6 stories	4 stories	4 stories	3 stories
Materials	Focus on Masonry	Focus on Masonry but other Materials as Complementary	Focus on Masonry but Other Materials as Complementary	Greater Diversity of Materials Appropriate, but should ease transition into Core	Greater Diversity of Materials Appropriate

[1]Compatibility with traditional character is particularly critical for development that occurs within or adjacent to a historic property or district.

[2]Maximum building height is established in the zoning code, and may be 40', 50', 65' or 125', depending on the intensity designation. Preferred maximum building height at the street edge refers to the scale of the building at the street, and does not indicate a limit on overall building height on the lot.

Figure 1: Downtown Contexts

Graphic for interpreting Figure 1.

The graphic below indicates the hierarchy of the terms used in Figure 1 to describe relative importance of each design consideration within each Downtown Context.



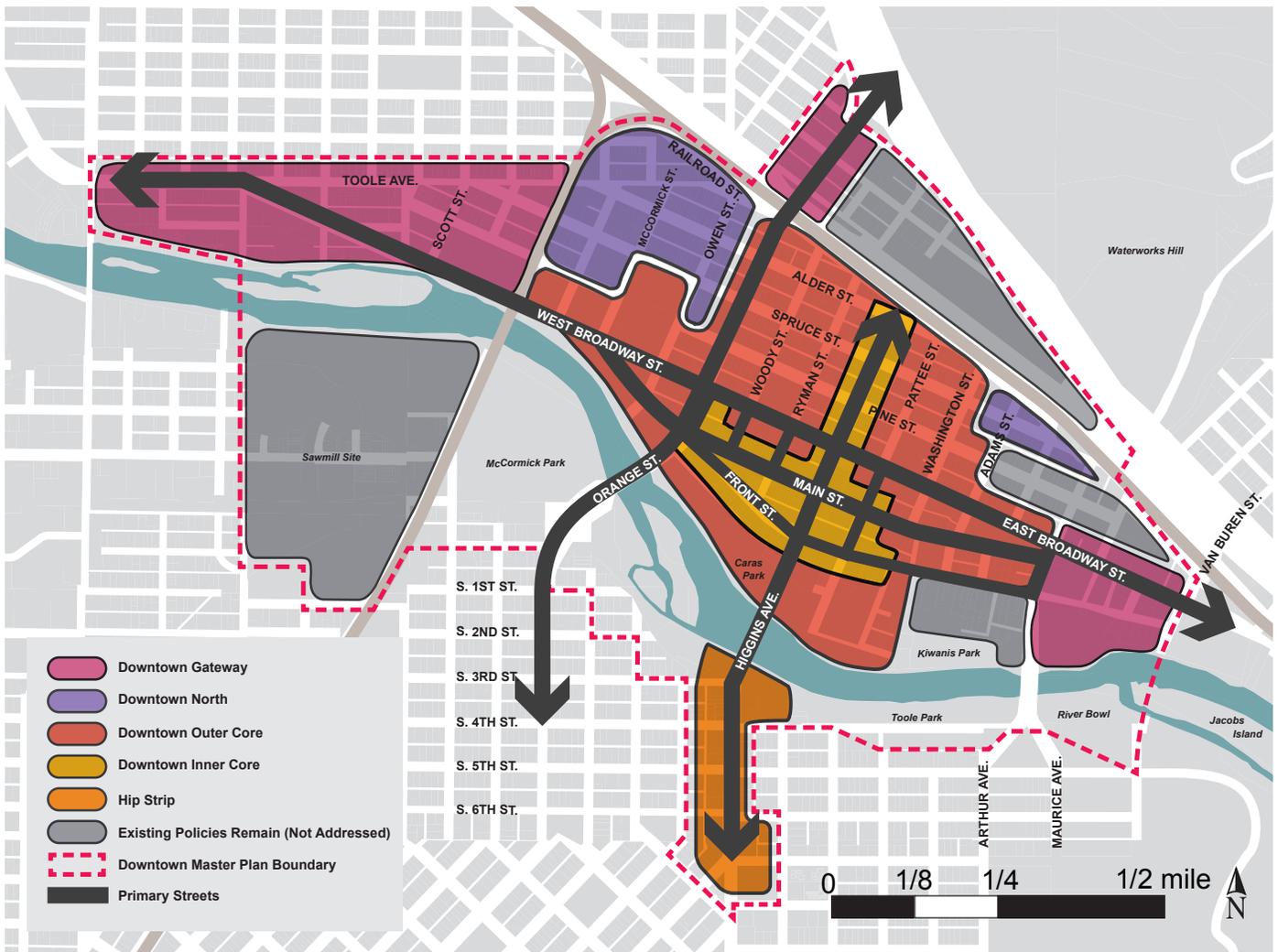


Figure 2: Downtown Contexts Map

II. Design Variables/Intent Statements

This section establishes the intent of each design variable addressed in these Downtown Overlay Design Standards. It should be used in coordination with the specific standards provided in section III. In some cases, the intent statement may be used to consider alternatives to a prescriptive standard.

A. Siting, Access and Linear Building Dimensions

A1: Minimum Street Facing Setback

This standard is the minimum distance that a building may be located from the front parcel line. It is intended to regulate the placement of buildings along a street such that the amount of space provided between a building and the public right-of-way provides a balance of adequate space for light, a comfortable pedestrian experience, separation of a building's ground floor from a busy roadway and preservation of views. In many cases in Downtown, no setback from the street-adjacent parcel line is required and only a limited setback is permitted.

A2: Build-to-Zone

The Build-to-Zone is the range of set-back dimensions permitted along a street. This standard is intended to regulate the placement of buildings along a block such that the street space is framed by vertical building walls. It refers to the distance between street-facing building wall(s) and the edge of the parcel. In areas where compatibility with character is especially important, the Build-to-Zone should promote a highly consistent placement of buildings along a street. The placement of buildings relative to the street and sidewalk can impact the level of visual and physical connection between the private and public realm. A street facing building edge should be placed in the Build-to-Zone such that it creates visual interest, enhances walkability and increases pedestrian comfort; yet also ensures adequate space between ground floor uses and roadway infrastructure. Where compatibility is desired, a building should be placed in the Build-to-Zone to maximize consistency with the placement of traditional buildings.

A3: Vehicular Access

This standard regulates the location of auto driveways onto a property. The number and size of vehicular access points to a property from the street directly affects safety and walkability. This standard is intended to reduce potential conflicts between pedestrians, bicyclists and vehicles by prohibiting or limiting direct auto access from the street to a site. A site's access should be provided from an alley wherever feasible. Where alley access is not feasible, a driveway from the street should be located and designed to reduce conflicts between non-motorized and vehicular circulation modes.

A4: Surface Parking Restriction Zone

This is an area in front of a building in which parking is limited or prohibited. When surface parking is located between a building and the street, it reduces the visual and physical connection between a building and the public realm. Parking can act as a barrier between these elements, reducing pedestrian interest and comfort. Surface parking should be located such that it minimizes the visual and physical separation of a building from the public realm. This is particularly important in Downtown, where parking in front of a building was not seen traditionally.

A5: Minimum Surface Parking Setback (Street Adjacent)

The minimum surface parking setback is an area along a street edge within which surface parking is not permitted. Surface parking that is directly adjacent to and visible from the street can strongly influence the visual character and human experience of the streetscape. Surface parking adjacent to the street can negatively impact walkability of the overall streetscape if not adequately separated from public space. Minimizing the impacts of surface parking on the street is particularly important in Downtown since traditional buildings often did not include parking. The visibility of surface parking from the street should be minimized to promote an engaging, comfortable, safe and attractive streetscape.

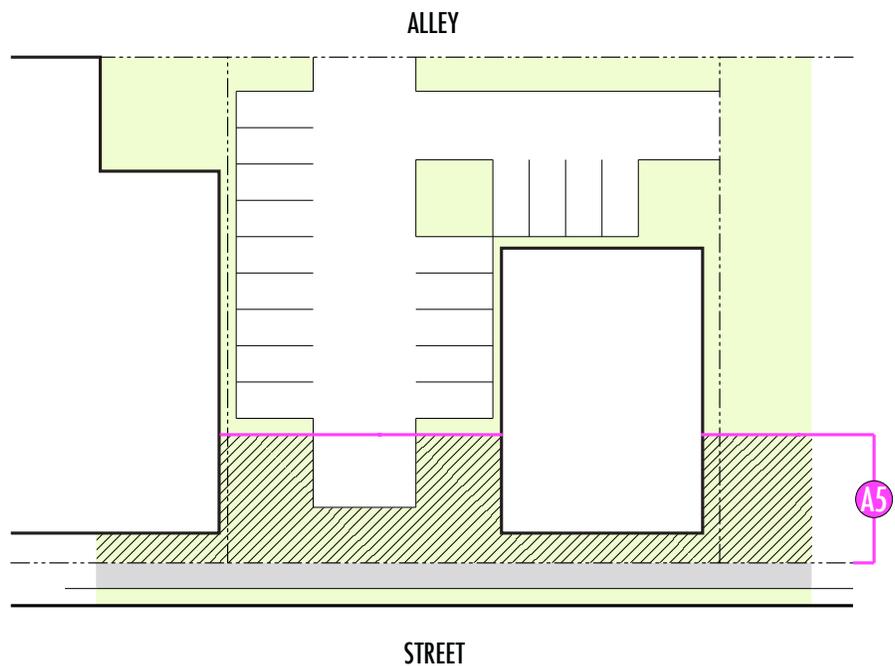


Figure 3: Minimum Surface Parking Setback Diagram

A6: Maximum Building Length

This is the length of a facade, exclusive of minor offsets or jogs, that is permitted. This design standard is intended to prevent overly long buildings that exceed the length of a traditional Downtown block. A building wall along a street should be dimensioned to generally reflect the scale of existing Downtown block lengths.

B. Vertical Scale

B1: Maximum Street Wall Height (street adjacent)

This standard seeks to regulate the height of building walls adjacent to the street in order to facilitate solar access to the street, open up views to topographic features from the public right-of-way and reduce the perceived scale of a building at the street level. In areas where compatibility is especially important, this standard is intended to result in street adjacent building walls that are in the general maximum ranges of those of traditional buildings. A building wall adjacent to a street should be scaled to provide adequate solar access, reduce the perceived height at the street level and, in Contexts where compatibility is especially important, reflect traditional building heights.

B2: Building Height Stepback Area (street adjacent)

The building height stepback area is the distance from the adjacent street parcel line in which the maximum street wall height standard (B1) must be met. This standard is intended to assure an appropriate height along the street while allowing the rest of the building to meet the maximum building height established in the base zoning.

B3: Minimum Floor-to-Ceiling Height (ground floor)

This standard establishes a minimum height for the ground floor of a building. The floor-to-ceiling height (ground floor) standard seeks to ensure ground floor building heights that are adequate in scale to support quality space for tenants and activate the public realm or adjacent private outdoor space. Ground floor building heights can also help to establish compatibility with traditional buildings in Contexts where compatibility is important. A building's ground floor should be scaled to strongly engage the public realm, enhance visibility of ground floor commercial space, and in areas where compatibility is important, reflect the height ranges of nearby traditional buildings.

C. Façade Design

C1: Minimum Ground Floor Glazed Area

This standard establishes a minimum required percentage of windows on a ground floor building wall, as measured between 2' and 10' above grade on the ground floor of a building. The ground floor of a building strongly impacts the experience of an adjacent sidewalk, street or private outdoor space. A building's ground floor should be designed to animate the adjacent sidewalk space, provide visual interest and help to establish a visual connection from the public realm to the inside of a building. In areas where compatibility is important, glazed areas and patterns should reflect those of nearby traditional buildings. In the event that the glazed area requirements conflict with City building (energy) code requirements, the building (energy) code governs.

C2: Maximum Upper Floor Blank-Wall Distance/Minimum Glazed Area

Upper floor blank-wall distance refers to the maximum linear space allowed between windows on an upper building floor. This standard seeks to reduce the perceived mass of a building's upper floors by breaking up a building wall with openings. It is specifically intended to limit expansive wall planes for which there are no windows by stipulating a maximum horizontal linear distance of non-transparent wall space for a visible upper floor. Minimum glazed area is the required percentage of windows on upper floors, as measured on the full height of the floor. In areas where compatibility is important, upper floor transparency patterns should reflect those of nearby traditional buildings.

C3: Maximum Distance Between Entries

This standard establishes a maximum distance between functioning street facing entries along a building front. Ground level entries impact the sense of connection between a building and the street, and help to activate the public realm. This standard seeks to assure that a sufficient number of functional entries exists to engage with the street.

D. Building Materials

D1: Minimum Natural Material Percentage

This standard establishes a minimum amount of building materials that are natural and native to Missoula which are to be used on a building facade. The standards are intended to ensure that a building's design reflects Missoula's location and character by incorporating natural materials (stone, brick or wood). This is particularly important for those walls that face the public realm, while more flexibility and use of other materials is allowed on other walls. A building should be designed to utilize some degree of natural materials as identified in Figure 11 to promote a visual connection within adjacent public spaces and private outdoor spaces.

D2: Minimum Traditional Masonry Material Percentage

This standard establishes a minimum amount of building materials that were traditionally used in Downtown Missoula to be used on a building facade. The permitted materials standards are intended to ensure that a building's design incorporates a traditional Downtown masonry material (stone or brick). This is particularly important for a wall that faces the public realm and for Contexts where compatibility with traditional Downtown character is critical. A building should be designed to utilize traditional Downtown masonry building materials to promote compatibility with its setting.

D3: Maximum Synthetic Stucco Percentage

This standard limits the amount of synthetic stucco that may be used on some walls facing the street. The use of synthetic stucco as a primary building material can create a visually "flat" appearance when not adequately balanced with other building materials. Authentic, or "true" stucco is not considered synthetic. A building should be designed to utilize a variety of materials that balance the presence of synthetic stucco to ensure a building exhibits a level and depth of detail that establishes a sense of visual scale and texture. This is particularly important on building walls that face a public street, and particularly those at the ground level.

III. Downtown Overlay Design Standards

This section provides specific overlay design standards for Corridor properties for the design variables described in outlined in Section II above.

A. SITING, ACCESS and LINEAR BUILDING DIMENSIONS

Figure 4 identifies overlay design standards related to siting, pedestrian and vehicular access, and building length and spacing. Design variables related to these topics are illustrated in the plan-view diagrams on Figure 5.

Design Variable	Downtown Inner Core	Downtown Outer Core	Hip Strip	Downtown Gateway	Downtown North
A1. Minimum Street Facing Setback	0'			5'	10'
A2. Build-to-Zone <i>(Build-to-zone/ percentage of street-facing building wall(s) required within zone)</i>	(0'-5') / 90%	(0'-5') / 75%		(5'-15') / 65%	(10'-20') / 65%
A3. Vehicular Access	<ul style="list-style-type: none"> Alley access required where one is present <i>(if no alley, limit to one curb cut per property)</i> Require side street access wherever feasible <i>(minimize width of access drive where one is provided)</i> 				
A4. Surface Parking Restriction Zone <i>(Street adjacent)</i>	<ul style="list-style-type: none"> Surface parking prohibited between building and street 			<ul style="list-style-type: none"> Limited to one double row or 70 feet whichever is less Primary Streets: Surface parking prohibited between building and street 	
A5. Minimum Surface Parking Setback <i>(Street adjacent)</i>	15'			10'	
A6. Maximum Building Length	325'		275'	325'	160'

Figure 4: Siting, Access and Linear Building Dimension Standards

A. SITING, ACCESS and LINEAR BUILDING DIMENSIONS

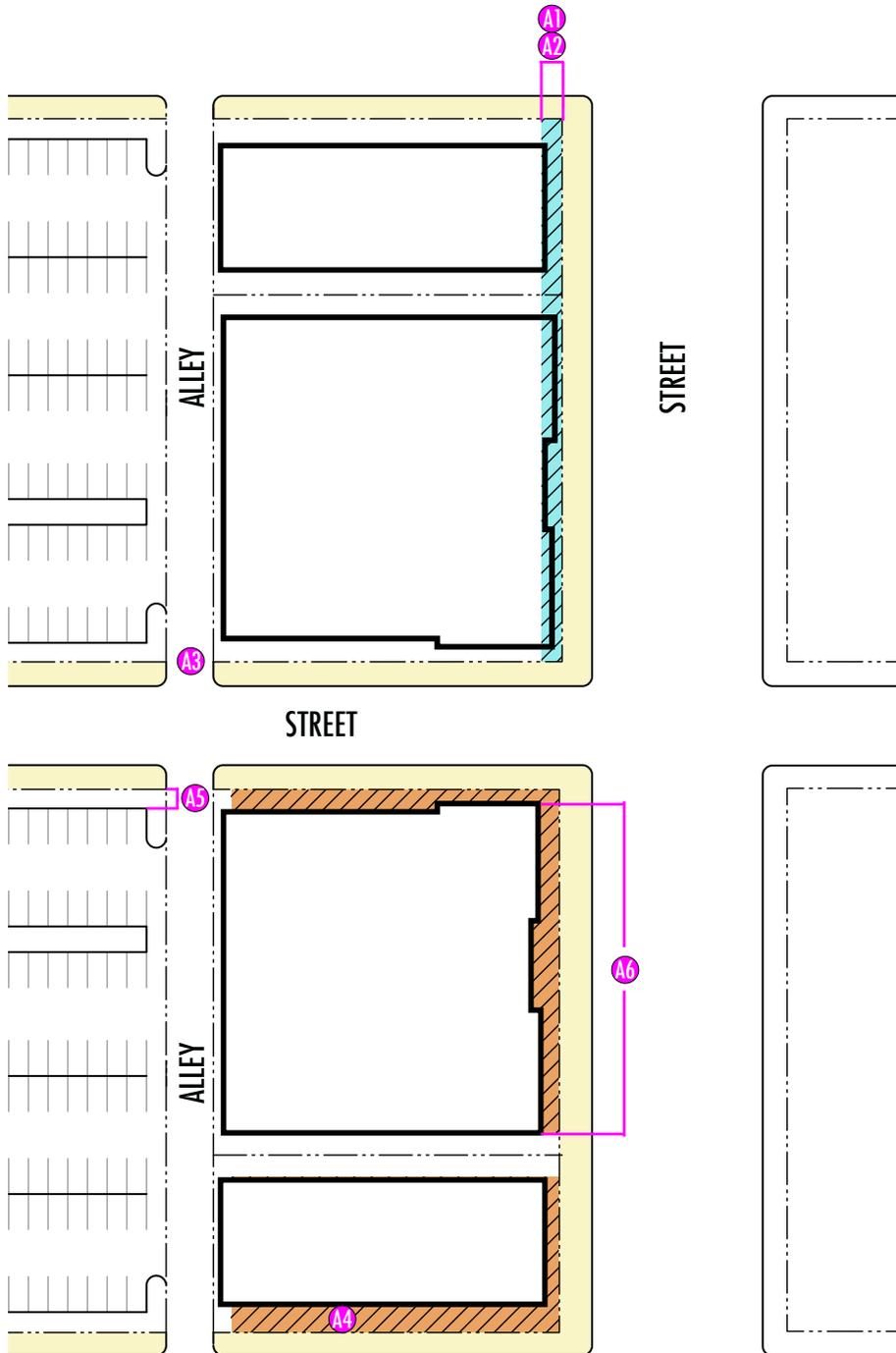


Figure 5: Siting, Access and Linear Building Diagram

B. VERTICAL SCALE

Figure 6 identifies overlay design standards for the maximum height of a building within a specified distance from the public right-of-way and the minimum height of its ground floor. Design variables related to these topics are illustrated in the 3D diagram and cross-section (Figures 7 & 8).

Design Variable	Downtown Inner Core	Downtown Outer Core	Hip Strip	Downtown Gateway	Downtown North
B1. Maximum Street Wall Height <i>(Maximum height in feet / stories; whichever is more restrictive)</i>	a. 85' / 6 stories for minimum 70% of wall length		a. 60' / 4 stories for minimum 70% of wall length		45' / 3 stories
	b. 100' / 7 stories for maximum 30% of wall length		b. 75' / 5 stories for maximum 30% of wall length		
B2. Building Height Stepback Area <i>(Street adjacent)</i>	20'				
B3. Minimum Floor-to-Ceiling Height <i>(Minimum ground floor for a residential building / minimum for all other building types)</i>	10' / 13'				

Figure 6: Vertical Scale Standards

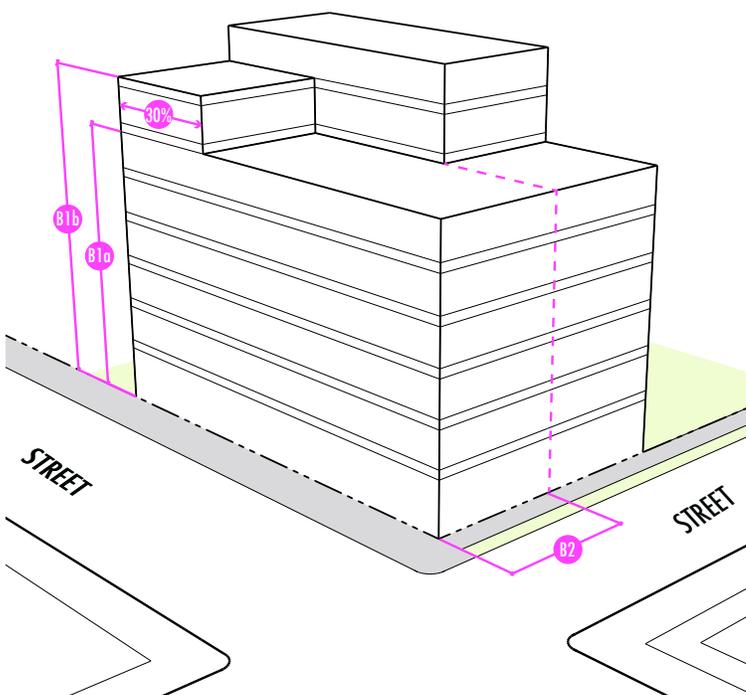


Figure 7: Vertical Scale 3D Diagram

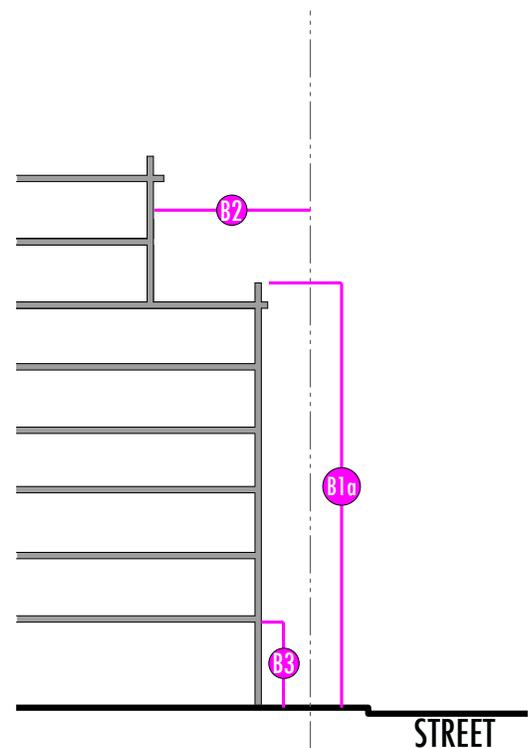


Figure 8: Vertical Scale Section Diagram

C. FAÇADE DESIGN

Figure 9 identifies overlay design standards for the design of street facing building walls, focusing on ensuring adequate glazed area and a rhythm of building entries. Design variables related to these topics are illustrated in the elevation diagram on Figure 10.

Design Variable	Downtown Inner Core	Downtown Outer Core	Hip Strip	Downtown Gateway	Downtown North
C1. Minimum Ground Floor Glazed Area <i>(Primary street/ secondary street)</i>	65% / 50%	Commercial: 65% / 40%; Residential: 30% / 30%		Commercial: 60% / 40%; Residential: 30% / 30%	Commercial: 45% / 30%; Residential: 20% / 20%
C2. Maximum Upper Floor Blank Wall Distance / Minimum Glazed Area	8' / 20%	10' / 20%		12' / 20%	
C3. Maximum Distance Between Entries	50'	70'; Residential: 100'		90'; Residential: 120'	

Figure 9: Façade Design Standards

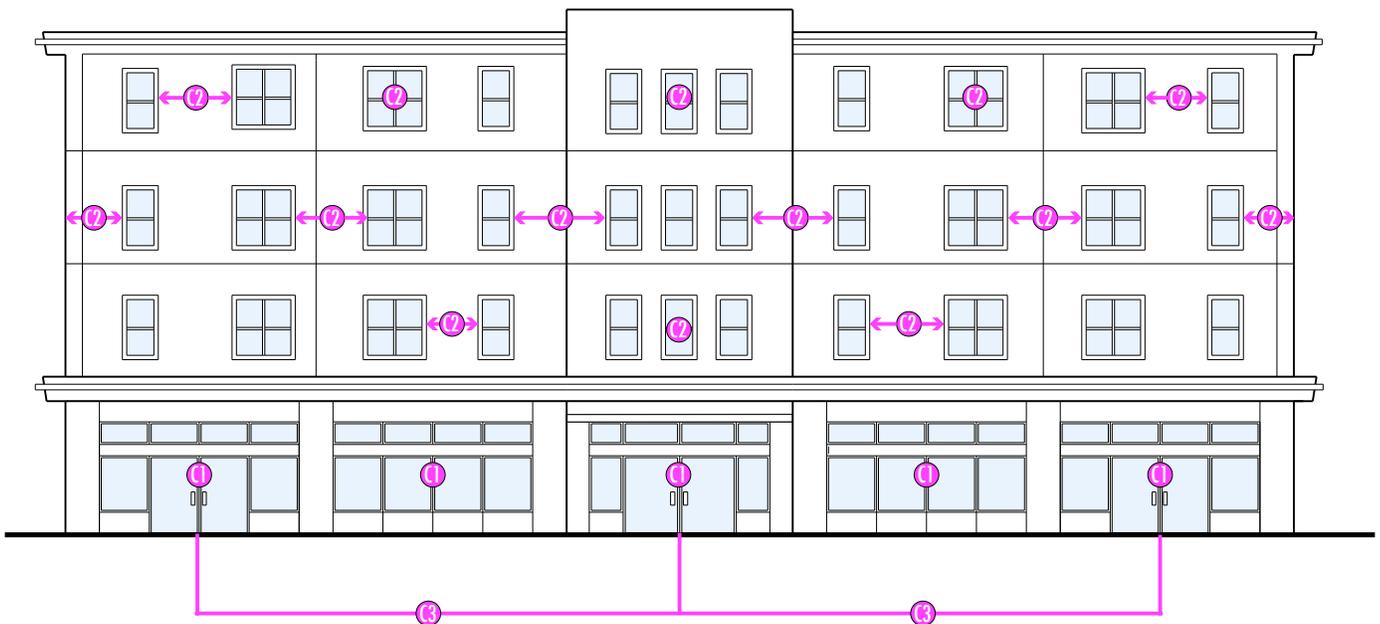


Figure 10: Façade Design Diagram

D. BUILDING MATERIALS

Figure 11 identifies overlay design standards for building materials. “Natural” building materials for Missoula are listed below:

- Stone
- Brick
- Wood (Finished Wood Siding)

Traditional masonry building materials for Missoula are listed below:

- Stone
- Brick

For more information on building materials, see page 71 of the Design Excellence Manual.

Design Variable	Downtown Inner Core	Downtown Outer Core	Hip Strip	Downtown Gateway	Downtown North
D1. Minimum Natural Material Percentage <i>(Street facing wall/non-street facing wall)</i>	-	-	-	25%	
D2. Minimum Traditional Masonry Material Percentage <i>(Street facing wall/non-street facing wall)</i>	70% / 40%	60% / 40%	50% / 40%	-	-
D3. Maximum Synthetic Stucco Percentage <i>(Street facing wall/upper floor street facing wall/non-street facing wall)</i>	20% / 40% / 70%			40% / 60% / 80%	60% / 75% / No Maximum

Figure 11: Building Material Standards