



2005
REGULATORY PLAN

HUNING HIGHLAND ED_o
URBAN CONSERVATION OVERLAY ZONE (UCOZ)
ALBUQUERQUE, NEW MEXICO

Adopted March 2005

This version of this Regulatory Plan document was prepared by the Planning Department, City of Albuquerque. It is an amended version of the plan that was produced for the Broadway and Central Corridors Partnership by Moule & Polyzoides, Architects/Urbanists and Denish & Kline, Urban Consultants.

This document compiles additions and changes to the Regulatory Plan as reviewed by the Landmarks and Urban Conservation Commission and the Environmental Planning Commission, and as adopted by the City Council in 2005. The Council was assisted in their plan review and amendments by Ferrell Madden Associates. The relevant City Council resolutions are appended.

Moule & Polyzoides, Architects/Urbanists
Denish + Kline Associates, Urban Consultants
for Broadway + Central Corridors Partnership, Inc.



This document represents the REGULATORY PLAN for the HUNING HIGHLAND EAST DOWNTOWN URBAN CONSERVATION OVERLAY ZONE or UCOZ. The INTENT of the UCOZ is to assist in the revitalization of the commercial core of the Huning Highland Sector Plan area, specifically concentrating on the Central Avenue and Broadway Boulevard Corridors. To do so it proposes a mix of uses, including housing and neighborhood services of a variety that can persuade people to return to the life and excitement of the center of the city. It draws on traditional urban and architectural principles to rebuild Huning Highland East Downtown in the spirit and image of its past.

**INTRODUCTION | PRINCIPLES FOR GREAT STREETS & URBAN VILLAGES
 CHARACTER-DEFINING FEATURES FOR HUNING HIGHLAND ED_o UCOZ**

The master plan was guided by the following principles which lead to the character defining elements appropriate for corridors such as Central Avenue and Broadway Blvd. The Urban Regulations given in this document translate the principles into design standards for street & sidewalk widths and design, building setbacks from public rights of

way, building forms [heights, proportions, setbacks, openings, & articulation], and building materials. Existing standards regarding existing historic structures remain in place as is. Thus, new buildings and additions/alterations to existing buildings will help to revitalize the corridor with a fabric of similar character-defining elements.

Pedestrian First

- Wide sidewalks
- Buildings framing streets — An “Outdoor Room” feeling
- Clean, safe and friendly inviting storefronts
- Street trees and shade
- Appropriate street furniture
- On-street parking
- Outdoor dining
- Street lighting properly scaled and directed

Traffic Speeds Compatible with Urban Villages

- Slower car speeds, but higher vehicle capacity, higher trip quality & more equitable access thru the area
- Cars moving at proper speeds—retail power and residential comfort makes streets great
- More pedestrians
- Increased retail sales
- More housing
- Higher tax base
- Fewer accidents and injuries
- Citizen and tourist destinations

Park Once and Walk

- Parking structures
 - well-located
 - wrapped with retail space along side walk
- On-street parking
 - parallel
 - diagonal
 - metered
- Parking behind buildings
- Three block walking radius from structure for retail district
- Quality signage, wayfinding

Daily Needs within Walking Distance

- Appropriate retail tenant mix and sizes
- Balance of local, regional and national tenants
- Market, lease, and manage retail spaces as a district
- Civic buildings at honored locations



Traditional Building Types for a Mix of Uses

- Residential over retail and commercial
- Frame the street
- Build on the architectural heritage of the area

Variety of Housing Choices

- Lofts
- Live/Work Buildings
- Apartments and Condominiums
- Courtyard Housing
- Duplexes, Triplexes, Quadplexes
- Single Family Detached
- Garage apartments

Live Above Stores and Businesses

- Provides built-in customer base
- Extends day into night
- Eyes on the street

Beautiful Public Spaces, Constantly Occupied

- Great Streets
- Plazas
- Squares
- Pocket Parks
- Roundabouts
- Monuments
- Gateways

Quality Transit

- Attractive, clean vehicles
- Attractive, dignified, well-located stops
- Timely, efficient, safe, enjoyable
- Proper speeds for pedestrian comfort
- On-street parking between transit vehicle and the pedestrian

Character Defining Features

1. Architectural styles represented by significant and contributing buildings located within the Huning Highland Historic District.
2. Neighborhood meeting places, community markers and signs, and special structures such as the Coal Avenue Viaduct.
3. Street Context: street widths, planting strips, sidewalks, setbacks from the curb, and street trees.
4. Lot size, grain of commercial lot sizes in context with adjacent residential lots, lot setbacks and topography, notably the 10 foot rise in every block along Central Avenue.
5. Business variety; Main Street scale commercial, institutional, and office.
6. Building styles and elements: Brick Commercial, Queen Anne, Streamline Moderne; unique architectural elements in Huning Highland EDo such as roof forms from the Route-66 Era buildings, storefronts with recessed entries and large glass windows facing the street, (with some transoms).
7. Building materials: cast stone, brick, stucco/texture, block, adobe, wood.
8. Building forms, both demolished and existing: size, height, proportions, window/door openings, rhythms, patterns, etc.
9. Setbacks and Insets, such as those found at 519-523 Central and 202 Central Avenue SE.



This booklet is derived from the *Master Plan for Huning Highland East Downtown Albuquerque, New Mexico*, April 2004. That document reviews the context, history, and other existing conditions of the project area and proposes a new development plan based on the existing character-defining elements found in the area.

This booklet provides the development regulations for the new Huning Highland EDo Urban Conservation Overlay

Zone [UCOZ] shown on page 4. The UCOZ boundaries, shown on page 4, focus on the Central and Broadway corridors. The plan shows the form and location of streets, blocks, and buildings. The three development categories Corridor Preservation, Corridor General, Street General and three building designations in the plan are organized by the degree of preservation of existing buildings and by the relationship of new buildings to existing buildings and streets.

HOW TO USE THIS DOCUMENT:

- 1. **Development Category** - find the property & its development category [map page 4].
- 2. **Development Category description** - read the development or building category descriptions [see below].
- 3. **Implementation Process Matrix** - read the development category's review process [page 4] and follow the designated review process.
- 4. **Urban Regulations** - find the development category's code & regulation page as indicated in the Implementation Process Matrix [page 4]. Follow the Regulation standards for setbacks, heights, encroachments, frontages, parking, landscape, etc.
- 5. **Architectural Standards** - provide the parameters for the external building materials and architectural configurations.



Corridor Preservation



Corridor General



Corridor General

Corridor Preservation

Corridor Preservation category protects existing properties that are considered significant or contributing within the Huning Highland Historic District and establishes building standards for new buildings to ensure the building pattern is maintained and to complement the architectural character-defining features of the UCOZ as identified herein.

Corridor General

Corridor General category protects existing properties that are considered significant or contributing within the Huning Highland Historic District and includes those areas that are appropriate for new development. The setback, heights, massing, encroachments, and parking arrangements are appropriate for new, vibrant mixed-use buildings, and are only subject to review for their conformity with the corresponding development code.

Street General

Street General category allows for new development of an intensity that is compatible in form, use, and historic fabric with adjacent buildings.

Parks & Open Space

Parks & Open Space category allows for new landscaping in plazas, parks, and open space areas accessible to the public. Huning Highland EDo's landscape should be distinct from the existing and proposed prototypical standards currently being developed by the City Municipal Development Department. The landscape design reflects the more urban character of this area in its programming, detailing, and planting intensity.

Significant, Contributing & City Landmark Properties

Significant and Contributing status properties [established by the Huning Highland Historic District] will be preserved within the project area. Alterations, demolition, and/or new construction to said buildings shall comply with existing LUCC procedures.

Buildings of Note

Buildings of note are recognized as buildings that retain distinctive character defining features of the UCOZ but which are not considered significant or contributing to the Huning Highland Historic District. Attempts should be made to preserve those character-defining features when considering alterations to these buildings. Demolition plans shall not be approved for these buildings until a redevelopment plan has been approved which considers incorporating these features into the proposed new construction.

Non-contributing properties (not shown on this plan)

Any property that is NOT designated as a Significant or Contributing property within the Huning Highland Historic District or have not been designated as a City Landmark or a Building of Note, based on the most current survey of the Historic District.

IMPLEMENTATION PROCESS MATRIX

Development Category	A.R.C. + L.U.C.C. Staff Reviews*	L.U.C.C. Reviews	D.R.C. + S.H.P.O. Reviews
 Corridor Preservation [see pg. 5 & 6, Appendix]	●		
 [Corridor General [see pg. 7, Appendix]	●		
 Street General [see pg. 8]	●		
 Significant, Contributing & City Landmarks [see pg. 4]		●	
 Buildings of Note [see approp. devel. category page]	●		
 Parks & Open Space (reserved)	●		
 Public Right of Way [see pg. 4]		●	●

* Appeals - Appeals of Staff decisions shall be sent to L.U.C.C.

ARC - Architectural Review Committee - a standing advisory committee of the LUCC to review proposals for non-contributing properties. It shall consist of one LUCC Member & one member from each city-recognized neighborhood association within the boundaries of the HHHOZ and the Huning Highland EDO UCOZ. One staff person shall act as facilitator of the committee and shall have the sole authority to render administrative rulings and issue Certificates of Compliance for approved proposals. Selection of the Committee's representatives and terms of service shall be determined by the LUCC.

LUCC - Landmarks & Urban Conservation Commission, distinct from LUCC staff.

HHHOZ - Huning Highland Historic Overlay Zone

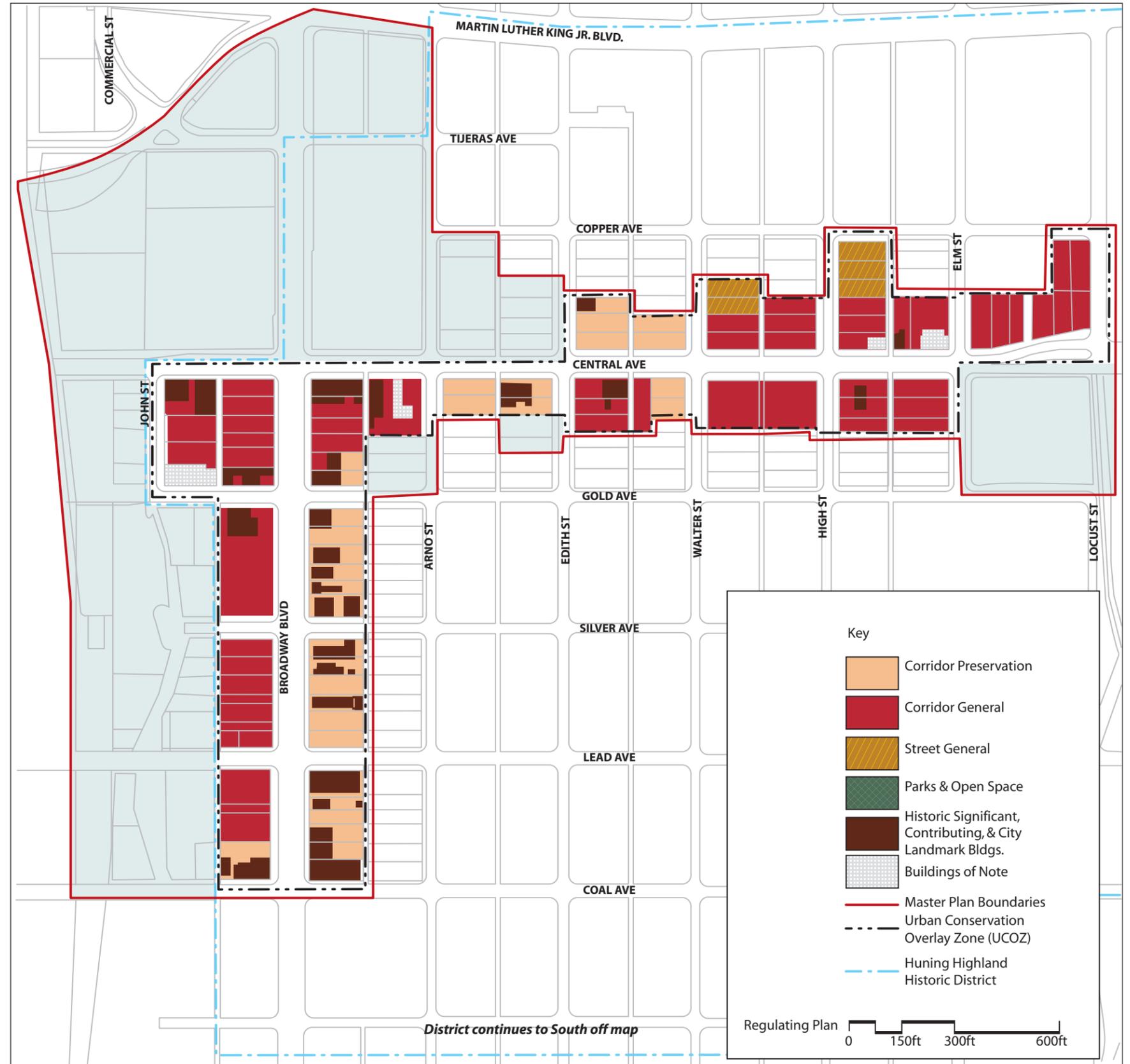
UCOZ - Urban Conservation Overlay Zone

SHPO - State Historic Preservation Office

DRC - Design Review Committee with City Municipal Development Department

NON-CONTRIBUTING PROPERTIES: Any property that is not designated as a Significant or Contributing property within the Huning Highland Historic District or is not designated as a City Landmark or a Building of Note based on the most current survey of the Historic District.

NOTE: Landscape Regulation - should be distinct from the existing and proposed prototypical standards currently being developed by the City Municipal Development Department. The landscape design should reflect the more urban character of this area in its programming, detailing, and planting intensity.



Key

-  Corridor Preservation
-  Corridor General
-  Street General
-  Parks & Open Space
-  Historic Significant, Contributing, & City Landmark Bldgs.
-  Buildings of Note
-  Master Plan Boundaries
-  Urban Conservation Overlay Zone (UCOZ)
-  Huning Highland Historic District

Regulating Plan 0 150ft 300ft 600ft



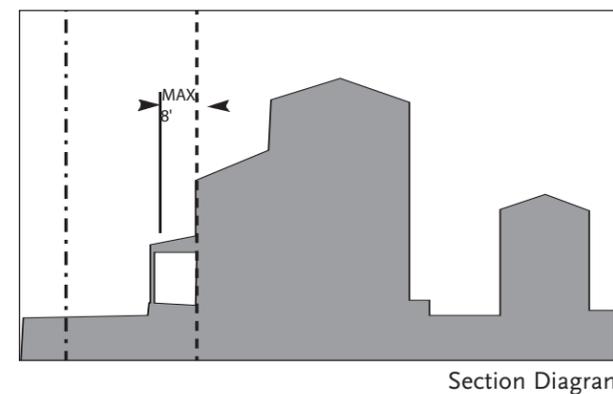
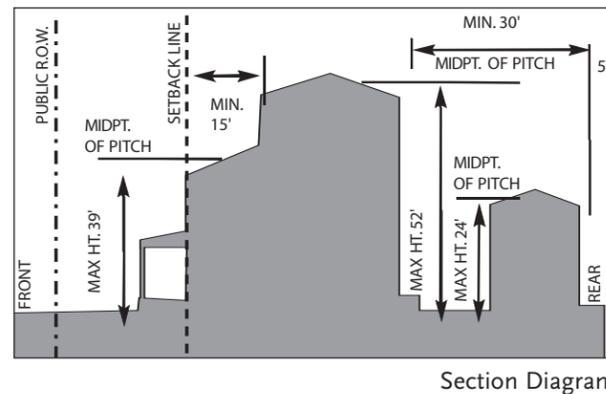
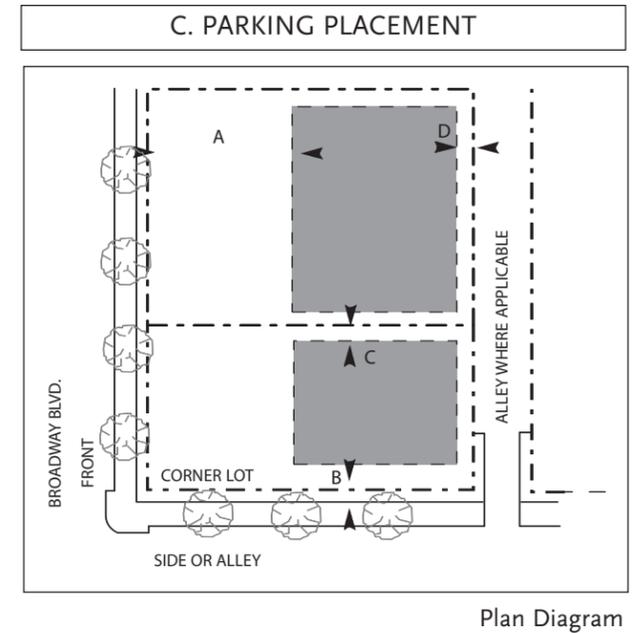
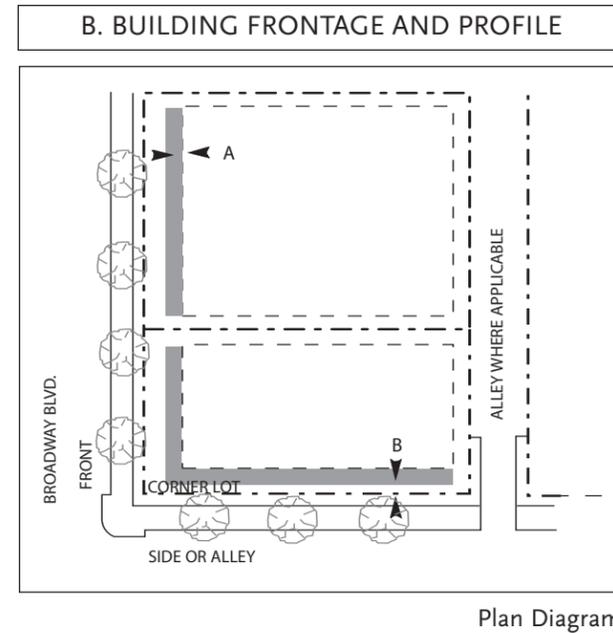
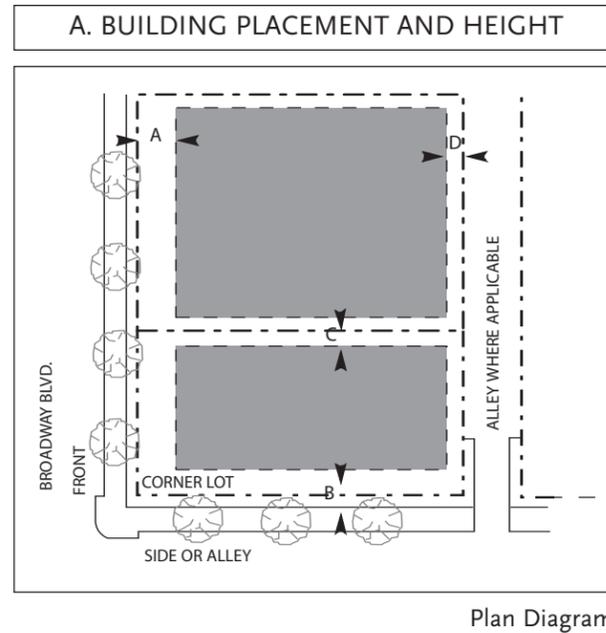
The CORRIDOR PRESERVATION category protects existing properties that are considered significant or contributing within the Huning Highland Historic District and establishes building standards for new buildings to ensure the building pattern is maintained and to complement the architectural character-defining features of the UCOZ as identified herein.

1. GENERAL RULES: USES & MISC.

Potential building typologies and frontages are available in the Appendix.

2. ARCHITECTURE: FORM & ELEMENTS

- A. See the Architectural Standards for specific requirements and parameters for architectural materials and configurations.
- B. Ground floor building frontage shall be designed with 30-80% of the building frontage glazed, with the window sill no higher than thirty inches (30") above the finished floor.
- C. Placement— openings shall occur along Broadway & side-street façades at thirty feet (30') on center minimum; openings to be three (3') wide minimum.
- D. Entrance— each ground floor use shall have 1 entrance minimum for each thirty feet (30') or less of building frontage length.
- E. Articulation— building façade at front and side street shall change each fifty feet (50') minimum in height, or setback, or material.
- F. Property walls & fences— as allowed in current City regulations at fronts, sides & rears of buildings. See Architectural Standards for specific requirements and parameters.
- G. Drive-thru type buildings not allowed in this category.



1. SETBACKS

Buildings shall be placed within the shaded area as shown in the above diagram.

- A. Front Setback: per historic setbacks per lot
- B. Side Street Setback: same as above
- C. Side-yard Setback: five foot (5') minimum.
- D. Rear Setback: five foot (5') minimum.

2. HEIGHT

Building height shall be measured in feet from grade as defined in the zoning code [on site] to top of parapet or midpoint of pitch.

Maximum: 4 stories/52'-0" high.

1. ENCROACHMENTS ALLOWED

Porches may encroach into the setback as shown in the shaded area. Encroachments into Public Right of Way [ROW] shall follow existing City regulations.

- A. Front encroachment: eight foot (8') maximum
- B. Side street encroachment: eight foot (8') maximum

Maximum encroachment height is 1 story.

1. PARKING REQUIREMENTS

On-site parking allowed only in shaded areas as shown.

- A. Front setback: 50% of lot depth minimum
- B. Side street setback: twenty feet (20') minimum
- C. Side setback: ten feet (10') minimum
- D. Rear setback: five feet (5') minimum

Parking requirements below are subject to reductions due to mixed-uses and location on transit corridor:

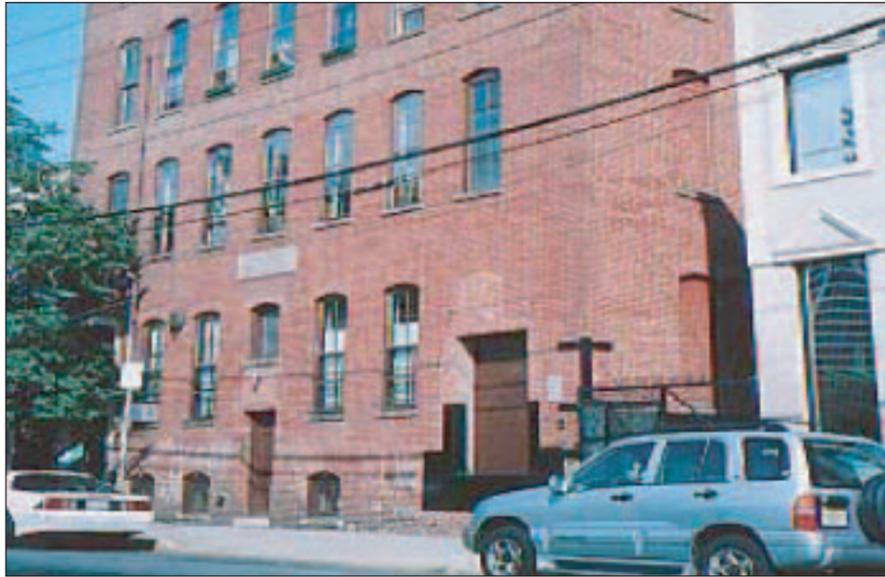
- 1.5 parking spaces: residential or live/work [1 bathroom]
- 2 parking spaces: residential or live/work [2-3 bathrooms]
- 3 parking spaces: commercial or retail per 1000 s.f.
- 1 parking space: restaurants, per each 4 seats
- 1 parking space: per hotel room

Vehicular access is permitted only from side street or alley. Parking garages shall have liner buildings along all side street frontages and solid 3'-0" minimum high walls [all levels] or solid landscape at side and rear property lines; provided, however, if the side or rear property line is adjacent to a residentially-zoned lot, the wall of the parking structure must be entirely solid, without opening. (Solid landscaping or substantial screening required on rear and side lot lines of off street parking areas, parking lots and structures abutting a SF residential district lot.)

2. LANDSCAPE REQUIREMENTS

The landscape design should reflect the more urban character of this area in its programming, detailing, and planting intensity.

The landscape should be distinct from the existing and proposed prototypical standards currently being developed by the City.



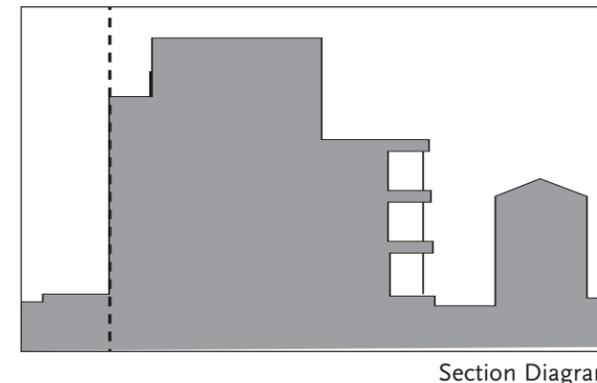
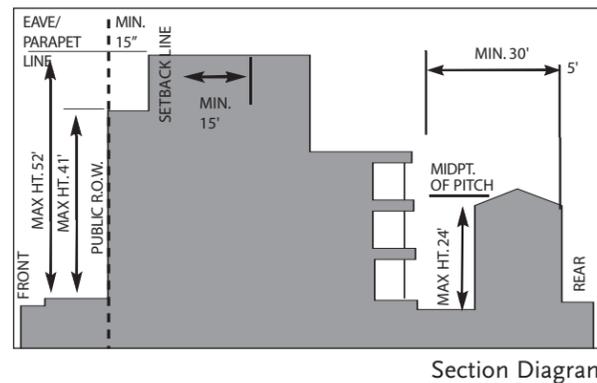
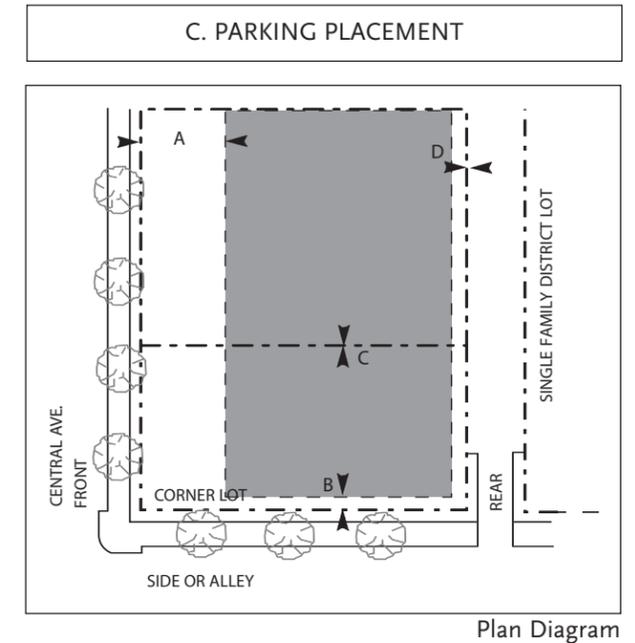
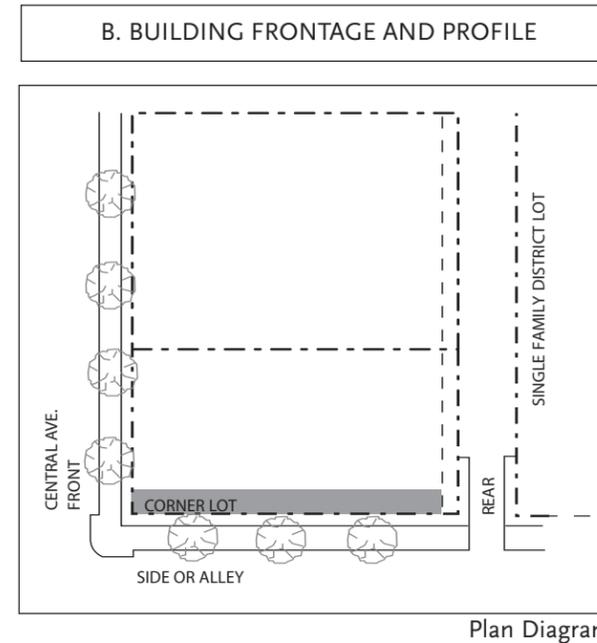
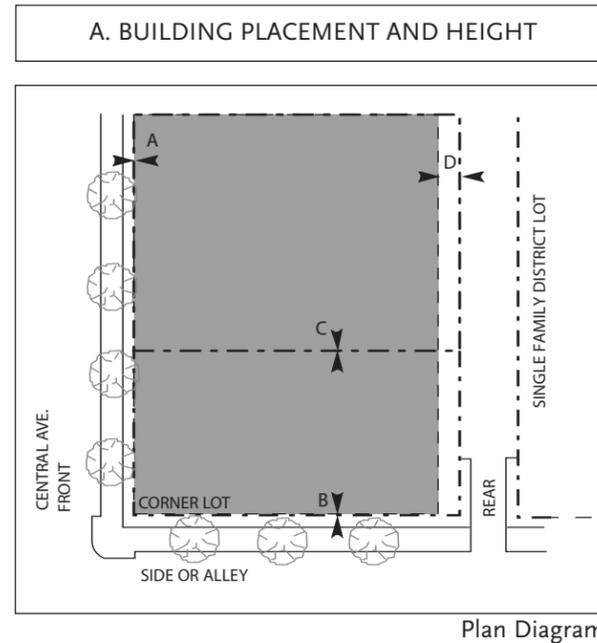
The CORRIDOR PRESERVATION category protects existing properties that are considered significant or contributing within the Huning Highland Historic District and establishes building standards for new buildings to ensure the building pattern is maintained and to complement the architectural character defining features of the UCOZ as identified herein.

1. GENERAL RULES: USES & MISC.

Potential building typologies and frontages are available in the Appendix.

2. ARCHITECTURE: FORM & ELEMENTS

- A. See Architectural Standards for specific requirements and parameters for architectural materials and configurations.
- B. Ground floor building frontage shall be designed with 40-90% of the building frontage length glazed, with the window sill no higher than thirty inches (30") above the finished floor.
- C. Placement— openings shall occur along Central and side street façades at thirty feet (30') on center minimum; openings to be three feet (3') wide minimum
- D. Entrance— each ground floor use shall have 1 entrance minimum for each thirty feet (30') or less of building frontage.
- E. Articulation— building façade at front and side street shall change each fifty feet (50') minimum in height, or setback, or material.
- F. Property walls & fences— as allowed in current City regulations at fronts, sides & rears of buildings. See Architectural Standards for specific requirements and parameters.
- G. Drive-thru building type not allowed in this category.



1. SETBACKS

Buildings shall be placed within the shaded area as shown in the above diagram.

- A. Front Setback: 0'
- B. Side Street Setback: 0'
- C. Side yard Setback: 0'
- D. Rear Setback: five feet (5')

2. HEIGHT

Building height shall be measured in feet from grade as defined in the zoning code [on site] to top of parapet or midpoint of pitch.

Maximum: 4 stories/52'-0" height. Except that between Arno and High Streets on Central Avenue the maximum height is 4 stories/54'-0" high and the maximum height of the first three floors is 41'-0".

1. ENCROACHMENTS ALLOWED

Arcades may encroach over the Public Right of Way [ROW] at side streets. Encroachments into Public ROW shall follow existing City regulations.

1. PARKING REQUIREMENTS

On-site parking is allowed only in shaded area as shown.

- A. Front Setback: 30% of lot depth minimum
- B. Side Street Setback: ten feet (10') minimum
- C. Side yard Setback: 0' minimum
- D. Rear Setback: five feet (5') minimum

Parking requirements below are subject to reductions due to mixed-uses and location on transit corridor:

- 1.5 parking space: residential or live/work [1 bathroom]
- 2 parking spaces: residential or live/work [2-3 bathrooms]
- 3 parking spaces: commercial or retail per 1000 s.f.
- 1 parking space: restaurants, per each 4 seats
- 1 parking space: per hotel room

Vehicular access is permitted only from side street or alley. Parking garages shall have liner buildings along all side street frontages and solid 3'-0" minimum high walls [all levels] or solid landscape at side and rear property lines; provided, however, if the side or rear property line is adjacent to a residentially-zoned lot, the wall of the parking structure must be entirely solid, without opening. (Solid landscaping or substantial screening required on rear and side lot lines of parking lots and structures abutting a SF residential district lot.)

2. LANDSCAPE REQUIREMENTS

The landscape design should reflect the more urban character of this area in its programming, detailing, and planting intensity.

The landscape should be distinct from the existing and proposed prototypical standards currently being developed by the City.



The CORRIDOR GENERAL category protects existing properties that are considered significant or contributing within the Huning Highland Historic District and includes those areas that are appropriate for new development. The setback, heights, massing, encroachments, and parking arrangements are appropriate for new, vibrant mixed-use buildings, and are only subject to review for their conformity with the corresponding development code.

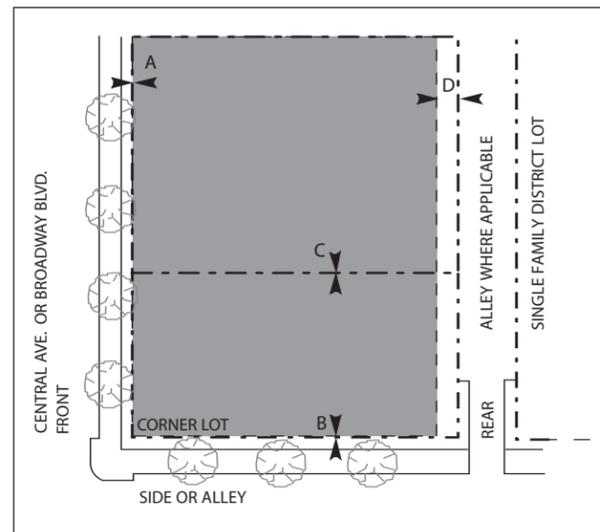
1. GENERAL RULES: USES & MISC

Potential building typologies and frontages are available in the Appendix.

2. ARCHITECTURE: FORM & ELEMENTS

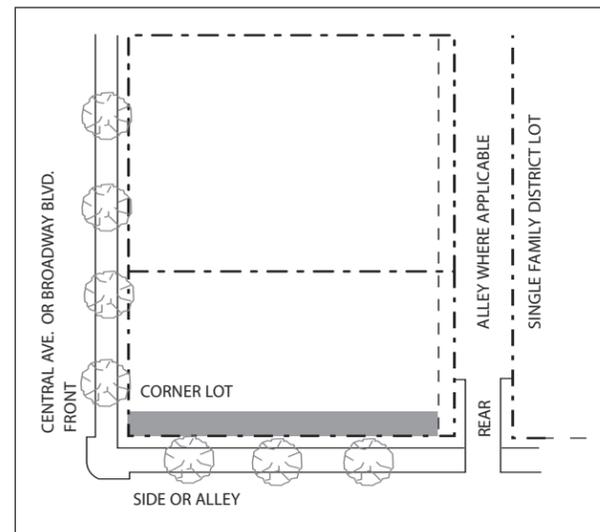
- A. See Architectural Standards for specific requirements and parameters for architectural materials and configurations.
- B. The ground stories along Central between Arno and High Streets shall be built as shop-front/flex space. The ground story shall:
 - Have a clear height of between fifteen feet (15') and twenty-five feet (25') for a minimum depth of twenty feet (20') from the façade.
 - Have façade fenestration of not less than 60%
- C. All other ground floor building frontage shall be designed with 40-90% of the building frontage length glazed, with the window sill no higher than thirty inches (30") above the finished floor.
- D. Placement- openings shall occur along street façades at thirty feet (30') on center minimum; openings to be three foot (3') wide minimum.
- E. Entrance - each ground floor use shall have 1 entrance minimum for each thirty feet (30') or less of building frontage length.
- F. Articulation - building façade at front and side street shall change each fifty feet (50') minimum in height, or setback, or material.
- G. Property walls & fences - as allowed in current City regulations at fronts, sides & rears of buildings. See Architectural Standards for specific requirements and parameters.
- H. Drive-thru type buildings allowed only in rears of properties or on sides of properties provided that the service window and any associated order board located at least fifty feet (50') from any residential zone and screened by a structure or wall at least six feet (6') in height.

A. BUILDING PLACEMENT AND HEIGHT



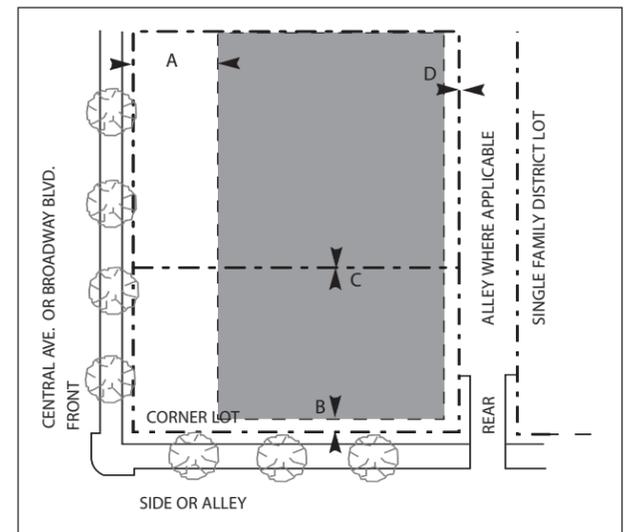
Plan Diagram

B. BUILDING FRONTAGE AND PROFILE

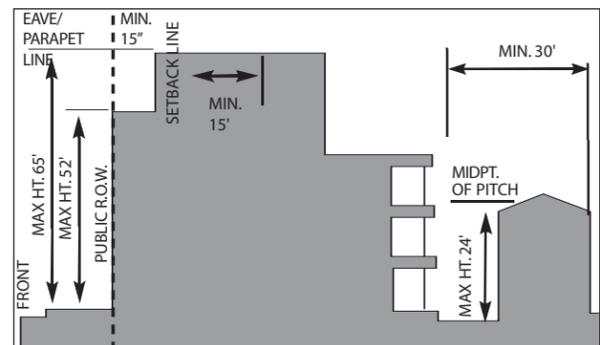


Plan Diagram

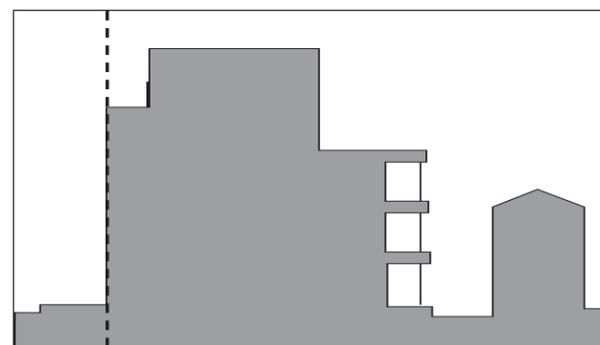
C. PARKING PLACEMENT



Plan Diagram



Section Diagram



Section Diagram

1. SETBACKS

Buildings shall be placed within the shaded area as shown in the above diagram.

- A. Front Setback: 0" to twelve inches (12")
- B. Side Street Setback: 0"
- C. Side yard Setback: 0"
- D. Rear Setback: five feet (5')

2. HEIGHT

Building height shall be measured in feet from grade as defined in the zoning code [on site] to top of parapet or midpoint of pitch.

Maximum: 4 stories/52'-0" or 5 stories/65' 0", as designated on the Height Overlay Plan. Except that between Arno and High Streets on Central Avenue the maximum height is 4 stories/54'-0" high.

1. PARKING REQUIREMENTS

On-site parking is allowed only in the shaded areas as shown.

- A. Front Setback: 30% of lot depth minimum.
- B. Side Street Setback: ten foot (10') minimum.
- C. Side Setback: 0" minimum
- D. Rear Setback: five foot (5') minimum

Parking requirements below are subject to reductions due to mixed-uses and location on transit corridor:

- 1.5 parking space: residential or live/work [1 bathroom]
- 2 parking spaces: residential or live/work [2-3 bathrooms]
- 3 parking spaces: commercial or retail per 1000 s.f.
- 1 parking space: restaurants, per each 4 seats
- 1 parking space: per hotel room

Vehicular access is permitted only from side street or alley. Parking garages shall have liner buildings along all side street frontages and solid 3'-0" minimum. high walls [all levels] or solid landscape at side and rear property lines; provided, however, if the side or rear property line is adjacent to a residentially-zoned lot, the wall of the parking structure must be entirely solid, without opening. (Solid landscaping or substantial screening required on rear and side lot lines of off street parking areas, parking lots and structures abutting a SF residential district lot.)

2. LANDSCAPE REQUIREMENTS

The landscape design should reflect the more urban character of this area in its programming, detailing, and planting intensity.

The landscape should be distinct from the existing and proposed prototypical standards currently being developed by the City.



The STREET GENERAL category allows for new development of an intensity that is compatible in form, use, and historic fabric with adjacent buildings.

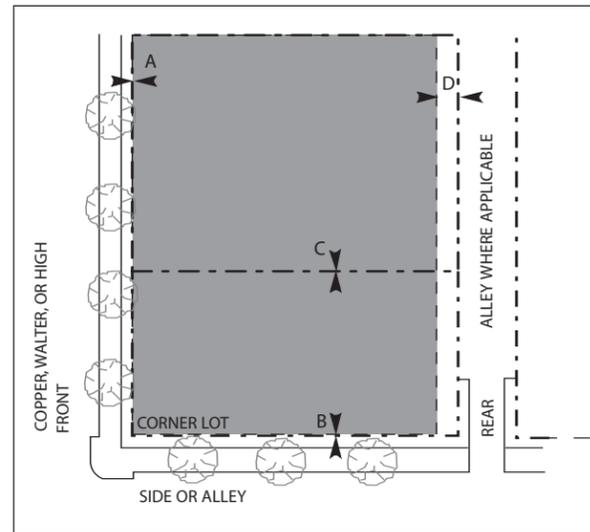
1. GENERAL RULES: USES & MISC

- A. Potential building typologies and frontages are available in the Appendix.
- B. Commercial uses, except parking, are not allowed. Parking shall be configured according to the parking requirements for this development category. (see right hand column)

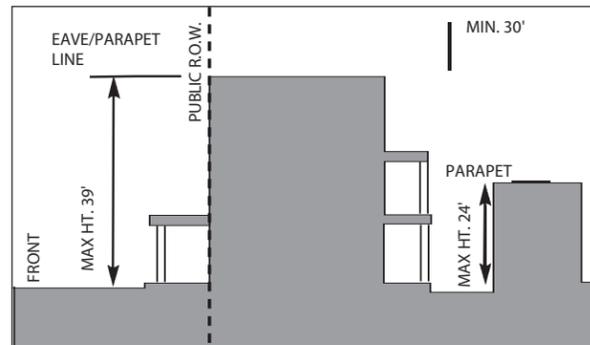
2. ARCHITECTURE: FORM & ELEMENTS

- A. See Architectural Standards for specific requirements and parameters for architectural materials and configurations.
- B. Placement- openings shall occur along street façades at thirty feet (30') on center minimum; openings to be three feet (3') wide minimum.
- C. Ground floor building frontage shall be designed with 30-70% of the building frontage length glazed, with the window sill no higher than thirty inches (30") above the finished floor.
- D. Entrance - There shall be at least 1 functioning entry door for every sixty feet (60') of building frontage length.
- E. Articulation - building façade at front and side street shall change each fifty feet (50') minimum in height, or setback, or material.
- F. Property walls & fences - as allowed in current City regulations at fronts, sides & rears of buildings. See Architectural Standards for specific requirements and parameters.
- G. Drive-thru type building type not allowed in this category.

A. BUILDING PLACEMENT AND HEIGHT



Plan Diagram



Section Diagram

1. SETBACKS

Buildings shall be placed within the shaded area as shown in the above diagram.

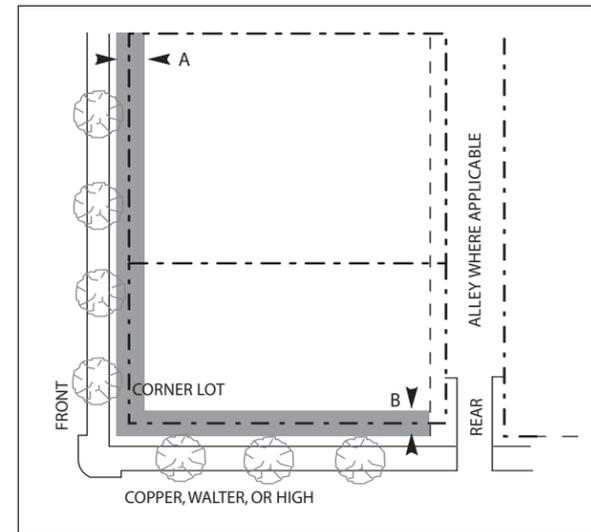
- A. Front Setback: five feet (5') or historic setbacks per lot
- B. Side Street Setback: five feet (5')
- C. Side yard Setback: 0'
- D. Rear Setback: four feet (4')

2. HEIGHT

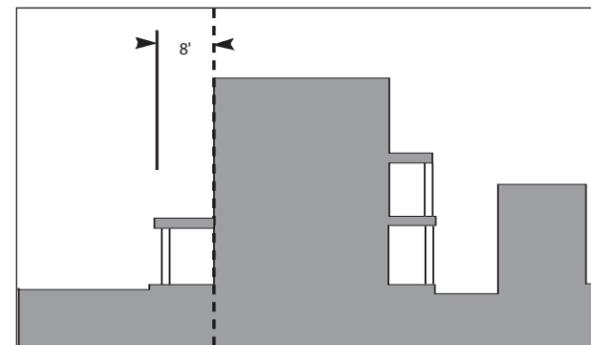
Building height shall be measured in feet from grade as defined in the zoning code [on site] to top of parapet or midpoint of pitch.

Maximum: 3 stories/thirty-nine feet (39') high maximum.

B. BUILDING FRONTAGE AND PROFILE



Plan Diagram



Section Diagram

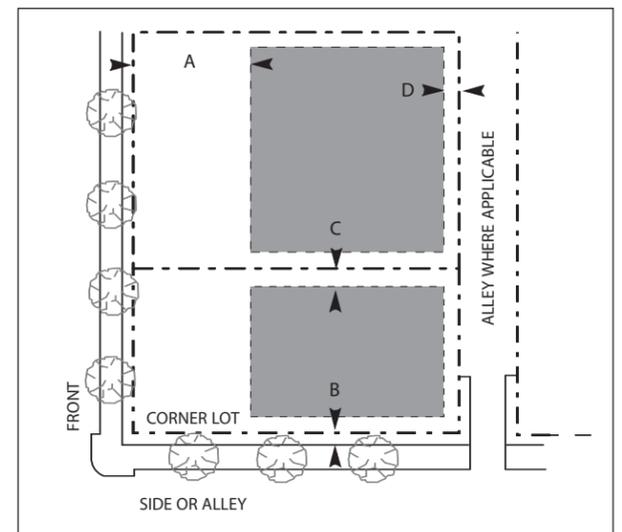
1. ENCROACHMENTS ALLOWED

Porches, stoops, and balconies may encroach into the setback as shown in shaded area. Encroachments into Public Right of Way [ROW] shall follow existing City regulations.

- A. Front encroachment: eight feet (8') maximum
- B. Side street encroachment: eight feet (8') maximum

Maximum encroachment height is 1 story.

C. PARKING PLACEMENT



Plan Diagram

1. PARKING REQUIREMENTS

On-site parking is allowed only in the shaded areas as shown above and defined in the text below.

- A. Front Setback: twenty feet (20'), unless below grade
- B. Side Street Setback: twenty feet (20') unless below grade
- C. Side yard Setback: five feet (5') minimum
- D. Rear Setback: five feet (5') minimum

Parking requirements below are subject to reductions due to mixed-uses and location on transit corridor:

- 1.5 parking space: residential or live/work [1 bathroom]
- 2 parking spaces: residential or live/work [2-3 bathrooms]
- 3 parking spaces: commercial or retail per 1000 s.f.
- 1 parking space: restaurants, per each 4 seats
- 1 parking space: per hotel room

Vehicular access is permitted only from the alley. Parking garages shall have liner buildings at all street frontages and solid 3'-0" minimum high walls [all levels] or solid landscape at side and rear property lines; provided, however, if the side or rear property line is adjacent to a residentially-zoned lot, the wall of the parking structure must be entirely solid, without opening. (Solid landscaping or substantial screening required on rear and side lot lines of off street parking areas, parking lots and structures abutting a SF residential district lot.)

2. LANDSCAPE REQUIREMENTS

The landscape design should reflect the more urban character of this area in its programming, detailing, and planting intensity.

The landscape should be distinct from the existing and proposed prototypical standards being developed by the City.

IMPLEMENTATION | HISTORIC PRESERVATION

DESIGN GUIDELINES FOR SIGNIFICANT OR CONTRIBUTING PROPERTIES WITHIN THE HUNING HIGHLAND HISTORIC DISTRICT OR CITY LANDMARKS, LOCATED WITHIN THE HUNING HIGHLAND EDO UCOZ BOUNDARIES.

These design guidelines for LUCC review pertain only to significant or contributing buildings and City Landmarks located within the Huning Highland EDO UCOZ.

The Huning Highland EDO UCOZ is contained in the Huning Highland Sector Development Plan as a plan element. These design guidelines are based upon an appendix in the Huning Highland Sector Development Plan. (As amended.)

The following Guidelines shall be applied to Significant, Contributing Buildings & City Landmarks in the Huning Highland EDO UCOZ:

A. General Guidelines

1. Height, mass, and scale - shall be maintained as is, or as in relationship to other buildings on the block in the case of additions/alterations.
2. Setbacks - shall be maintained as is to preserve the pattern of building fronts and setbacks from the street.
3. Profiles - shall maintain the geometry created by similar shapes and sizes; for example, by pitched roofs.
4. Streetscape - buildings shall form, emphasize, protect and enhance the public realm of the street.
5. Significant, Contributing buildings & City Landmarks per implementation Matrix page.
6. Materials [exposed] - shall comply with material codes on pages 5-8, 12-19
 - a. If an addition or alteration to historic building, all materials shall be compatible with materials on that building.
 - b. Original exposed materials should not be covered by other materials.
7. Special attention should be given to set-back, mass and scale in relation to adjacent buildings.

B. Existing Residential Building- Rehabilitation/ Renovation/ Alteration

1. Significant, Contributing Buildings or City Landmarks listed in the Huning Highland National District on the National Register of Historic Places shall:
 - a. Preserve unusual and irreplaceable architectural details;
 - b. Keep original building materials [i.e. wood, brick] whenever possible;
 - c. Avoid the use of inappropriate materials [i.e. plastic, metal];
 - d. Not necessarily attempt literal duplication of historic architectural styles in additions to existing structures;
 - e. Keep original door, window, and roof shapes and arrangements; use of wooden window elements is encouraged; if metal frames must be used, a shiny metallic appearance must be avoided.
2. Additions to these buildings shall be:
 - a. Oriented to the alley, or setback from the front facade, if placed on the side.
 - b. Related to the rest of the building in scale, mass, and shape;
 - c. Appropriate in material and color;
 - d. Compatible with the original structure in window design;
 - e. Compatible with the original structure in terms of roof slope and shape.
3. Outbuildings:

If the outbuildings are listed as significant or contributing, they shall be treated as main buildings. If they are neither significant nor contributing, they shall be treated as non-contributing buildings.

C. Existing Commercial Building - Rehabilitation/Renovation/Alteration

1. Setbacks - existing setback shall be maintained;
2. Frontages - Storefronts shall be oriented towards the main pedestrian way. Blank façades are not allowed; window openings should encourage and enhance pedestrian traffic.
3. Parking - On-site parking shall be located in the rear of the property or to the side of the building when adjacent to a side street.
4. Materials - shall comply with material codes in the Architectural Standards.
5. Altered façades shall closely resemble the architectural style of the original façade - the alteration of façades to resemble architectural styles not common to the era when the structure was built is not allowed.

D. New Construction: not applicable; see Huning Highland EDO UCOZ Development Codes

E. Public Right of Way

1. Street - LUCC shall review all plans for sidewalk & street changes. Street design shall contribute to the safety, convenience and walkability of the pedestrian first and foremost.
2. Building Orientation - main entrances of buildings shall be oriented to the pedestrian approaching from the sidewalk on the most-utilized street adjacent to the facade of the building. Parking for cars shall be at the rear of the building, on existing streets, or in shared parking structures.
3. Street furniture - LUCC shall review all plans for street furniture which shall comply with the historic character of the area. Such items include benches, waste containers, bollards, lighting for pedestrians [shall be pedestrian-scaled], lighting for roadways, banner standards, & bike racks.
4. Landscape - installation of new trees and retention of existing healthy trees is encouraged. New trees should be disease-resistant and similar in shape, type, and size at maturity to those existing in the area.
5. Misc. - patterns of existing walls, steps, and raised entrances shall be maintained on existing historic properties. New fences on these properties shall be wood, stone, brick, adobe, or wrought iron. Chain link is not allowed.

F. Signage: Per SU-2/CRZ Zone

G. Energy Efficient Design

Additions to existing structures of these building types to allow the use of solar energy to increase energy efficiency are allowed. The design of such elements must be integrated into the overall building pattern with particular emphasis on preserving façades and roof slope/shape. The Secretary's Standards for Rehabilitation shall be used.

ADDITIONAL INFORMATION

A. Interiors

No interior elements are governed by these standards. However, if the structure is a City Landmark, interior guidelines may be applicable to that structure only, according to the guidelines for that Landmark.

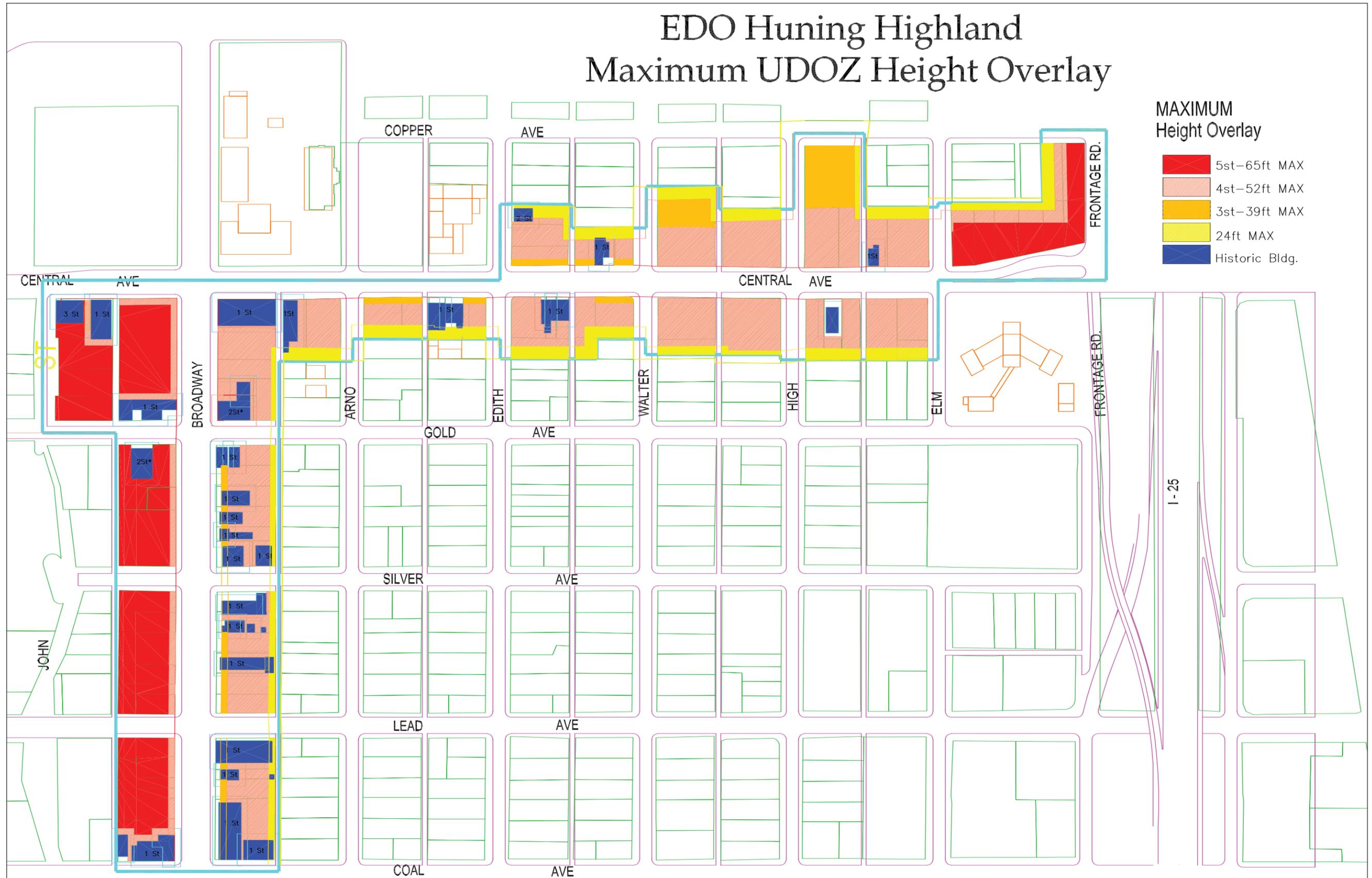
B. Landmarks

If a building within the boundaries of this U.C.O.Z. area is also a City Landmark, the Landmark Guidelines shall take precedence over these guidelines.

EDO Huning Highland Maximum UDOZ Height Overlay

**MAXIMUM
Height Overlay**

- 5st-65ft MAX
- 4st-52ft MAX
- 3st-39ft MAX
- 24ft MAX
- Historic Bldg.



STANDARDS RELATED TO UCOZ

OVERARCHING HEIGHT AND STEP BACK STANDARDS

Corridor General structures shall be not more than four (4) stories and fifty-two feet (52') in height, except as otherwise designated in this code (e.g. northeastern block in UCOZ adjacent to Central Avenue. and Locust Street). Except that between Arno and High Streets on Central Avenue the maximum height is 4 stories/54'-0" Ht.

West of Broadway, **Corridor General** structures shall be not more than five (5) stories and sixty-five feet (65') in height, and within fifteen feet (15') of the side of the lot adjoining Broadway or Central Avenue the height limit is four (4) stories and fifty-two feet (52'), except as otherwise designated in this code.

Corridor Preservation Central structures shall be not more than four (4) stories and fifty-two feet (52') in height, and within fifteen feet (15') of the side of the lot adjoining the corridor Central Avenue the height limit is three (3) stories and thirty-nine feet (39'), except as otherwise designated in this code. Except that between Arno and High Streets on Central Avenue the maximum height is 4 stories/54'-0" Ht and the maximum height of the first three floors is 41'-0".

Corridor Preservation Broadway structures shall be not more than four (4) stories and fifty-two feet (52') in height, and within fifteen feet (15') of the front setback of the side of the lot adjoining Broadway the height limit is three (3) stories and thirty-nine feet (39'), except as otherwise designated in this code. The setback for these lots is established by the adjacent designated Historic Building or is fifteen feet (15') from the Broadway ROW, whichever is greater.

Street General structures shall be not more than three (3) stories and thirty-nine (39) feet in height, except as otherwise designated in this code. The setback for these sites is established by the adjacent designated historic building.

Single Family District Protection Step-back: Any portion of a UCOZ structure that is within thirty-five (35) feet of any lot that is part of a Single Family District (*intent: properties with single family houses in the adjacent Huning Highland Historic District*) shall have a maximum height limit of twenty four (24) feet. On the east side of Broadway, the distance is measured to the adjoining lot across the alley.

Historic Building Step-Back: the height limit for the portion of any UCOZ structure within fifteen feet (15') of a designated Historic Building is three (3) stories more than the Historic Building – or – the code designated height limit for that site, whichever is less.

Historic Building Side Step-Back: the side setback for any UCOZ structure is zero feet(0') when alongside the party-wall of a designated Historic Building and is five feet (5') minimum when alongside a designated Historic Building with a side lot line wall intended to be kept exposed (having windows).

Historic is defined as significant or contributing structures within the Huning Highland Historic District or city landmarks within the Huning Highland EDO UCOZ boundaries.

All new structures that front on Central Avenue and Broadway Boulevard within the UCOZ shall be no less than 2 stories in height.

OVERARCHING DESIGN AND USE STANDARDS

Focused shop-front/Flex Space Section of Central: the ground stories of buildings along Central Avenue between Arno and High Streets shall be built as shop-fronts. The ground story shall have a clear height of fifteen feet (15') to twenty-five feet (25') for a minimum depth of twenty feet (20') from the façade and the fenestration for these façades shall be not less than 60%.

Alleys along Central Avenue: the alleys along Central Avenue allowing vehicular and pedestrian access shall not be vacated.

Forecourts on Central Avenue between High and Elm Streets: One forecourt between High and Elm Streets is allowed on each side of Central, setback to the following specifications: between ten (10') and twenty (20') feet deep (from ROW), between twenty-five (25') and seventy-five (75') feet wide (parallel to ROW), and sited not less than fifty feet (50') from any block corner.

Mixed Use within UCOZ Boundary: For the purposes of this requirement, the UCOZ area is divided into three parts: (1) on Central Avenue between John Street and Edith Street; (2) on Central Avenue between Edith Street and Locust St.; and (3) on Broadway (beginning one parcel south of Central). A minimum of 25% of the square footage of all new development combined within each of these parts shall be residential. Hotel use shall not be considered residential for the purpose of this requirement. Mixed use development including residential uses is encouraged, but not required, within each new development throughout the UCOZ. Administrative review requirements shall be developed by the Planning Department to implement this requirement.

Private Open Space: The private open space requirement within the UCOZ shall be thirty (30 sq') square feet per dwelling unit, which may be satisfied in balconies, shared private roof top gardens, and so on.

Commercial Use Parameters: Commercial uses, including commercial parking entrances, are allowed only within one hundred and fifty feet(150') of the ROW of Central and/or Broadway. Parking spaces are allowed within the remainder of the block but shall not front (face across a street) any lot that is part of a Single Family District unless the parking is behind residential units. Parking areas sharing rear or side lot lines with a Single Family District lot shall substantially screen them with solid landscaping and other means.

STREET TREE STANDARDS ON CENTRAL AVENUE AND BROADWAY BLVD WITHIN THE UCOZ

Street Trees A deciduous canopy shade tree is required and shall be of a proven hardy and drought tolerant species, large enough to form a canopy with sufficient clear trunk to allow traffic to pass under unimpeded. Street Trees shall be planted at an average spacing not to exceed twenty-eight feet (28') on center (measured per block face), parallel with the street right of way and, unless otherwise specified in this Regulatory Plan, three feet (3') from the back of the curb. (Existing trees are not required to be relocated by this requirement). Spacing allowances may be made to accommodate alley curb cuts, street intersections, fire hydrants and other infrastructure elements but the average tree spacing shall not exceed twenty eight feet (28') on center. At no time may spacing exceed forty five feet (45') on center.

ARCHITECTURAL STANDARDS

The architectural standards for the Huning Highland East Downtown Regulatory Plan serve to establish a coherent character for the district and encourage a high caliber, lasting quality development. Buildings must be reviewed by the City Planning Staff, Architectural Review Committee, or Landmarks and Urban Conservation Commission as guided by the Regulatory Plan, to verify that they meet the architectural standards (as well as the balance of the Code). The City Planning Staff will also work with the developer and/or designer to show them how to work within the Regulatory Plan.

A. GENERAL PRINCIPLES AND INTENT

TRADITION

- These standards favor an aesthetic that is traditional in a broad sense. They specify an architectural aesthetic of load-bearing walls and regionally appropriate materials. The standards also specify certain details, such as window proportions, roof or cornice configurations, shop-fronts, and overhangs.
- The intent behind these standards is to foster a coherent Huning Highland EDo Corridor.
- All building materials to be used shall express their specific properties. For example, stronger and heavier materials (masonry) support lighter materials (wood).

EQUIVALENT OR BETTER

- While only materials, techniques, and product types prescribed here are allowed, equivalent or better practices and products are encouraged. They shall be submitted to the City Planning Staff, Architectural Review Committee, or Landmarks and Urban Conservation Commission, as guided by the Regulatory Plan, for review.

WHERE CLEARLY VISIBLE FROM THE PUBLIC RIGHT OF WAY

- Many of these standards apply only in conditions where clearly visible from the Public Right of Way. Note that the definition of Public Right of Way includes, but is not limited to streets, parks, civic squares, and civic greens. These controls therefore, concentrate on the public space/views from the public space and minimize interference in the private realm. For example, an architectural element that is visible only through an opening in a street or courtyard wall is not clearly visible from the Public Right of Way.

ARCHITECTURAL STANDARDS

B. BUILDING WALLS (EXTERIOR)



INTENT AND GUIDING ILLUSTRATIONS FOR BUILDING WALLS

Building walls should reflect and complement the traditional materials and techniques of the Albuquerque region. They should express the construction techniques and structural constraints of traditional, long-lasting, building materials and the specific climate of Albuquerque. Simple configurations and solid craftsmanship are favored over complexity and ostentation in building form and the articulation of details. All building materials to be used shall express their specific properties. For example, heavier more permanent materials (masonry) support lighter materials (wood).

The illustrations on this page and statements in this column are advisory only. Refer to the Code standards next for the specific prescriptions of this section.

STANDARDS FOR BUILDING WALLS

Where clearly visible from the Public Right of Way

Materials

The following materials are permitted.

Primary Materials:

- Stucco (cementation finish)
- Brick and tile masonry
- Native stone (or synthetic equivalent)
- Wood lap siding – including Hardie-Plank™ equivalent or better cementation siding

Secondary Materials:

- Terra cotta tiles
- Pre-cast masonry (for trim and cornice elements only)
- Gypsum reinforced fiber concrete (GFRC—for trim elements only)
- Metal (for beams, lintels, trim elements and ornamentation only)
- Split-faced block (only for piers, foundation walls and chimneys)
- Wood lap siding
- Wood trim

Configurations and Techniques

The following configurations and techniques are permitted.

Walls

- Wall openings: the horizontal dimension of the opening shall not exceed the vertical dimension except where otherwise prescribed in this Code.
 - Wall openings shall not span vertically more than one story.
 - Wall openings shall correspond to interior space and shall not span across building structure such as the floor structural and mechanical thickness.
 - Wall materials shall be consistent horizontally (i.e. joints between different materials must be horizontal and continue around corners) except for panel inserts (15% maximum of façade) and/or chimneys and piers.
 - Material changes shall be made within a constructional logic—as where an addition (of a different material) is built onto the original building.
- Wood Siding and Wood Simulation Materials
 - Lap siding (horizontal) configuration
 - Smooth or rough-sawn finish (no faux wood grain)
 - Brick, Block and Stone must be detailed and in an appropriate load-bearing configurations.
 - Stucco smooth or sand finish only, no roughly textured (including Brocade) finish (approximations of traditional hand-applied stucco are encouraged).
 - Colors Permitted: warm colors, tone of 30% minimum (grayscale measurement).

ARCHITECTURAL STANDARDS

C. ROOFS AND PARAPETS



INTENT AND GUIDING ILLUSTRATIONS FOR ROOFS AND PARAPETS

Roofs and parapets should demonstrate a common-sense recognition of the climate by utilizing appropriate pitch, drainage, and materials in order to provide visual coherence to the Huning Highland EDo Corridor.

The illustrations on this page and statements in this column are advisory only. Refer to the Code standards next for the specific prescriptions of this section.

STANDARDS FOR ROOFS AND PARAPETS

(Where clearly visible from the Public Right of Way)

Materials

The following materials are permitted.

- Clay or concrete (faux clay)
- Tile (barrel or flat roman)
- Slate (equivalent synthetic or better)
- Metal (standing seam 5-v crimp, equivalent or better)
- Dimensional asphalt shingles
- Cornices and soffits may be a combination of wood, vinyl, and/or metal

Configurations and Techniques

The following configurations and techniques are permitted.

Pitched Roofs

- Overhang
 - Eaves must overhang 18 to 30 inches on the primary structure.
 - Rakes (gable end) must overhang 12 to 24 inches on the primary structure.
 - Eaves and rakes on accessory buildings, dormers, and other smaller structures must overhang at least six (6") inches.
 - Open eaves and simple traditional soffits and fascia are allowed.
 - Soffits shall be placed perpendicular to the building wall, not sloping in plane with the roof (except for gable end rakes).
 - Timber eaves, vigas, and balcony brackets shall be a minimum of 7.5 inches (nominal 'eight-by') in dimension.

Parapet Roofs (Cornice & Coping Standards)

- Allowed only in a configuration where the roof material is not visible from any adjacent Public Right of Way.
- Cornices and Other Features
 - Buildings without visible roof surfaces and overhanging eaves may satisfy the overhang requirement with a cornice projecting horizontally between 6 and 12 inches beyond the building walls of the primary structure.
 - Skylights and roof vents are permitted only on the roof plane opposite the primary street or Right of Way or when shielded from Public Right of Way view by the building's parapet wall.

ARCHITECTURAL STANDARDS

D. STREET WALLS



INTENT AND GUIDING ILLUSTRATIONS FOR STREET WALLS

Street walls establish a clear edge to the Public Right of Way where the buildings do not. The Huning Highland EDo Code requirements include masonry walls that define outdoor spaces and separate the Public Right of Way from the private realm (parking lots, trash cans, gardens, and equipment). All street wall façades shall be as carefully designed as the building façade, with the finished side out, i.e. the “better” side facing the street.

The illustrations on this page and statements in this column are advisory only. Refer to the Code standards next for the specific prescriptions of this section.

STANDARDS FOR STREET WALLS

(Where clearly visible from the Public Right of Way)

A street wall is a masonry wall set back not more than 8 inches from the ROW or adjacent building façade-alignment. A vehicle entry gate (opaque, maximum eighteen (18') feet wide) and a pedestrian entry gate (maximum six (6') feet wide) are both allowed as limited substitutions within any street wall length.

Materials

The following materials are permitted.

- Native/regional stone and equivalent imitation stone
- Metal (wrought iron, welded steel and/or aluminum [electro-statically plated black])
- Brick
- Stucco
- A combination of materials (e.g. stone piers with brick infill panels)

Configurations and Techniques

The following configurations and techniques are permitted.

- Metal work may additionally be treated to imitate a wrought-iron or copper patina.
- Copings shall project between one (1") inch and four (4") inches from the face of the wall.
- Other configurations and techniques as per Building Walls Standards.

ARCHITECTURAL STANDARDS

E. WINDOWS AND DOORS



INTENT AND GUIDING ILLUSTRATIONS FOR WINDOWS AND DOORS

The placement, size, and type of windows and doors help to establish the scale of the Public Right of Way and create visual interest for the pedestrian. In commercial buildings, they allow interplay between the shops and sidewalk activity. For residences, they provide the “eyes on the street” which increases the sense of security and safety for the area. Windows shall be divided by multiple panes of glass. This helps the window “hold” the surface of the façade, rather than appearing like a “hole” in the wall (an effect produced by a large single sheet of glass).

The illustrations on this page and statements in this column are advisory only. Refer to the Code standards next for the specific prescriptions of this section.

STANDARDS FOR WINDOWS AND DOORS

(Where clearly visible from the Public Right of Way)

Materials

The following materials are permitted.

- Windows shall be of anodized aluminum, wood, clad wood, vinyl, or steel.
- Window glass shall be clear, with light transmission between exterior and interior:
 - at least 90 percent for the ground story (within nine feet (9) of the sidewalk elevation)
 - at least 75 percent for the upper stories (modification permitted as necessary to meet any applicable building and energy code requirements).
- Window screens shall be black or gray.
- Screen frames shall match window frame material or be dark anodized.
- Doors shall be of wood, clad wood, or steel and may include glass panes.

Configurations and Techniques

The following configurations and techniques are permitted.

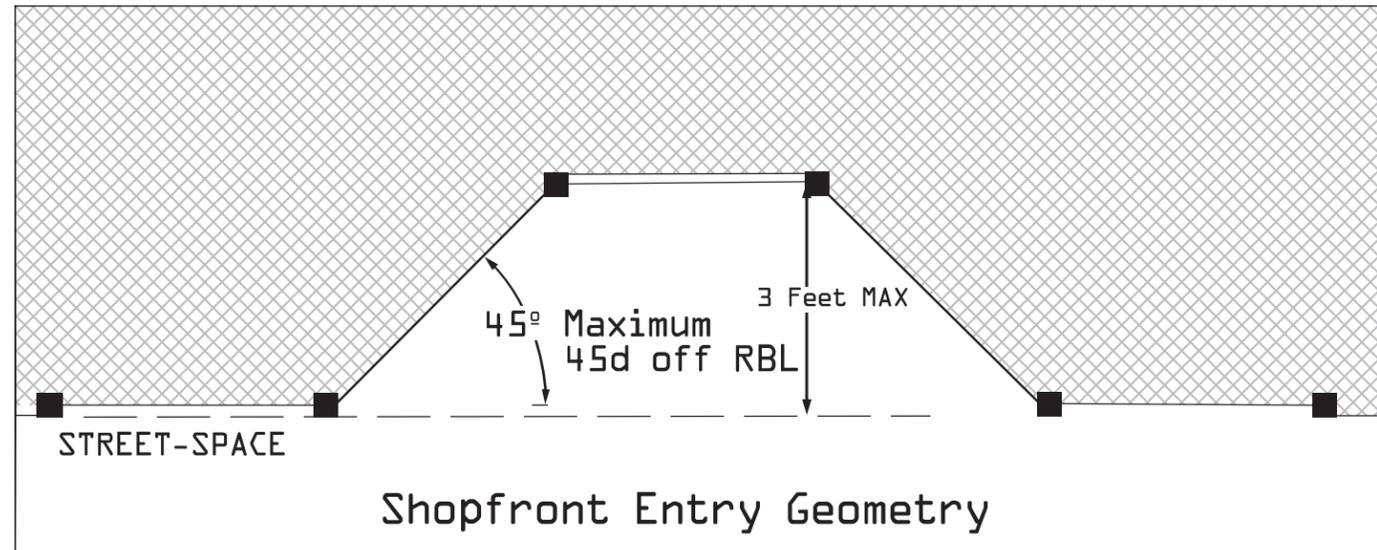
- The following requirements apply to all windows:
 - The horizontal dimension of the opening shall not exceed the vertical dimension except where otherwise prescribed in this Code.
 - Windows may be ganged horizontally (maximum 5 per group) if each grouping is separated by a mullion, column, pier or wall section that is at least seven inches (7”) wide.
 - Windows shall be no closer than thirty inches (30”) to building corners (excluding bay windows) unless otherwise prescribed.
 - Exterior shutters, if applied, shall be sized and mounted appropriately for the window (one-half the width), even if inoperable.
- The following requirements apply to all upper-story windows:
 - Windows shall be double-hung, single-hung, awning, or casement windows.
 - Fixed windows are permitted only as a component of a system including operable windows within a single wall opening.
 - Residential buildings/floors: panes of glass no larger than forty-eight inches (48”) vertical by thirty inches (30”) horizontal.
 - The maximum pane size for office uses is forty-eight inches (48”) vertical by forty inches (40”) horizontal.
 - Egress windows may be installed according to the appropriate building code.

ARCHITECTURAL STANDARDS

SHOP-FRONT (GROUND FLOOR COMMERCIAL) WINDOWS AND DOORS:

WINDOWS AND DOORS

- Single panes of glass not larger than eight feet (8') in height by five feet (5') wide.
- Ground floor windows shall not be made opaque by window treatments and shall allow a minimum sixty percent (60%) of window surface view into the building for a depth of at least twenty feet (20').
- Sills shall be not more than thirty inches (30") above the fronting sidewalk elevation.
- Window screens (including security screens, bars & other such devices) shall be located behind the window surface (interior).
- shop-fronts may extend up to twelve inches (12") beyond the façade.



DOORS

- Double-height entryways (those that span more than one story) are not allowed.
- Doors shall not be recessed more than three feet (3') behind the shopfront windows and, in any case, shall have a clear view and path to a 45-degree angle past the perpendicular from each side of the door.

ARCHITECTURAL STANDARDS

F. SIGNAGE



INTENT AND GUIDING ILLUSTRATIONS FOR SIGNAGE

Signs along the Huning Highland EDo commercial frontages should be clear, informative to the public and should weather well. Signage is desirable for advertising Huning Highland EDo shops and offices, and as decoration. Signs should be scaled to the desired nature of the district: mixed-use, pedestrian-oriented, with slow-moving automobile traffic. Signage that is glaring or too large creates distraction, intrudes into and lessens the Huning Highland EDo experience, and creates visual clutter.

The illustrations on this page and statements in this column are advisory only. Refer to the Code standards on the next page for the specific prescriptions of this section.



Standards for Signage

(Where clearly visible from the Public Right of Way)

General

- Wall signs are permitted within the area between the second story floor line and the first floor ceiling, within a horizontal band not to exceed two feet (2') in height. In no case shall this band be higher than eighteen feet (18') or lower than twelve feet (12') above the adjacent sidewalk.
- Letters shall not exceed eighteen inches (18") in height or width and three inches (3") in relief. Signs shall not come closer than 2 feet to an adjacent private lot line.
- Additionally, company logos or names may be placed within this horizontal band or placed or painted within ground floor or second story office windows. Company logos or names shall not be larger than a rectangle of eight (8) square feet.
- A masonry or bronze plaque bearing an owner's or building's name may be placed in the building's cornice/parapet wall or under the eaves, and above the upper story windows. Any such plaque shall be no larger than a rectangle of eighteen (18) square feet.
- Street addresses may be placed at between six feet (6') and twelve feet (12') above grade using six (6) to twelve (12) inch tall, non-cursive type lettering.

- Projecting signs (not more than twenty-four inches (24") by forty-eight inches (48") and minimum ten feet (10') clear height above the sidewalk) may be hung below the third story level, perpendicular to the ROW or from an overhang or awning. Signs shall not project more than thirty-six inches (36"), perpendicular to the ROW, beyond the façade.
- If a sign is angled from the façade, as shown in the "Organic Market" sign, the maximum perpendicular distance of the sign from the façade to the ROW is thirty-six inches (36").
- Prohibited Signs: Billboards, free-standing, marquees, any kind of animation, roof and painted window signs, and signs painted on the exterior walls of buildings are prohibited. No flashing, traveling, animated, or intermittent lighting shall be on the exterior of any building whether such lighting is of temporary or long-term duration. Portable or wheeled signs and advertising devices located outside any building are not allowed, pursuant to City regulations.
- Neon signs are permitted only on Central and Broadway and are permitted on the exterior of the first floor of the building provided that the illumination from the signs is shielded from the second and higher floors to the lumen standard established by the city.

Awnings/Overhangs

When an awning or overhang is incorporated into a building, the following requirements must be met:

- Minimum 10 feet clear height above sidewalk, minimum six feet (6') depth out from the building façade (maximum to curb or tree-planting strip, whichever is closer).
- Canvas cloth or equivalent (no shiny or reflective materials), metal or glass.
- No internal illumination through the awning/overhang.
- Lettering on awnings limited to nine inches (9") high on vertically hanging fabric at curb side of awning.
- No one-quarter cylinder configurations.

ARCHITECTURAL STANDARDS

G. LIGHTING AND MECHANICAL EQUIPMENT

INTENT AND GUIDING ILLUSTRATIONS FOR LIGHTING AND MECHANICAL EQUIPMENT

Materials and equipment chosen for lighting fixtures should be durable and weather well. Appropriate lighting is desirable for nighttime visibility, crime deterrence, and decoration. However, lighting that is too bright or intense creates glare, hinders night vision, and creates light pollution.

The illustrations on this page and statements in this column are advisory only. Refer to the Code standards next for the specific prescriptions of this section.

Standards for Lighting and Mechanical Equipment

(Where clearly visible from the Public Right of Way)

Lighting

- Site lighting shall be of a design and height and shall be located so as to illuminate only the lot. Up-lighting is not permitted. An exterior lighting plan must be approved as consistent with these standards by the City.
- Street lights: The Style Pole and Style Luminaire standard shall be established by the City to be used throughout the Huning Highland EDo Plan area.
- Street lights shall be located between thirteen feet (13') and eighteen feet (18') above grade with a maximum average spacing (per block face) of sixty feet (60') on center along Central Avenue and Broadway Blvd. frontage sites (seventy-five feet (75') on side street frontage sites) placed two feet (2') from the back of curb on each side of the street and travel lanes (unless otherwise indicated on the regulating plan).
- At the front of the building, exterior lights shall be mounted between six feet (6') and fourteen feet (14') above adjacent grade.
- All lots with alleys shall have lighting fixtures within five feet (5') of the alley right of way. This fixture shall illuminate the alley, shall be between thirteen (13') and sixteen (16') feet in height, and shall not cause glare into adjacent single family district lots.
- Lighting elements shall be incandescent, metal halide, or halogen only. No HID or

- fluorescent lights (excepting compact fluorescent bulbs that screw into standard sockets) may be used on the exterior of buildings.
- Floodlights or directional lights (maximum 75-watt bulbs) may be used to illuminate alleys, parking garages and working (maintenance) areas, but must be shielded or aimed in such a way that they do not shine into other lots, the street, or direct light out of the Huning Highland EDo Corridor.
- Floodlighting shall not be used to illuminate building walls (i.e. no up-lighting).
- No flashing, traveling, animated, or intermittent lighting shall be visible on the exterior of any building whether such lighting is of temporary or long-term duration.
- Neon signs are permitted only on Central and Broadway and are permitted on the exterior of the first floor of the building provided that the illumination from the signs is shielded from the second and higher floors to the lumen standard established by the city.
- Lighting for parking garages shall satisfy Crime Prevention Through Environmental Design (CPTED) standards.



Mechanical Equipment

- The following shall be placed behind and away from any ROW, not be stored or located within any street-space, and be screened from view from the Public Right of Way-space:
 Air compressors, mechanical pumps, exterior water heaters, water softeners, utility and telephone company transformers, meters or boxes, garbage cans, storage tanks, and similar equipment shall not be stored or located within any area considered Public Right of Way except alleys under this Regulatory Plan.
- Roof mounted equipment shall be placed behind and away from any Public Right of Way and be screened from view from the Right of Way.

ADDITIONAL PHOTOS FOR ARCHITECTURAL STANDARDS

Windows, Walls and Doors

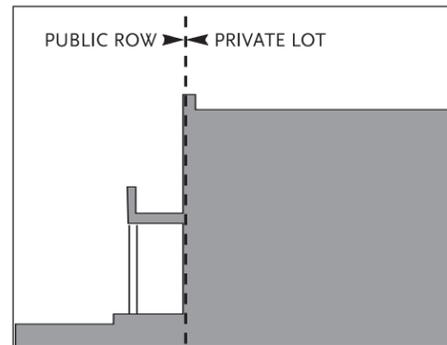


APPENDIX

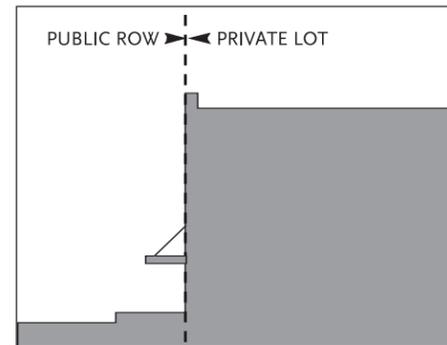
Potential Building Frontages and Typologies.

The material that follows on pages 21-27 is illustrative of types of frontages and building types that are consistent with the UCOZ standards. The illustrations and statements on the following pages are advisory only.

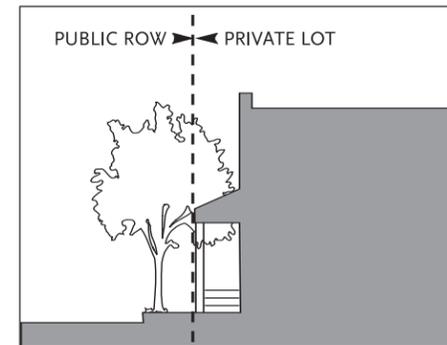
Frontage Types are applied to each zone (Corridor Preservation, Corridor General, Street General). These represent a range of additions to the basic façade of the building. In the following illustrations, “ROW” means the public street right-of-way.



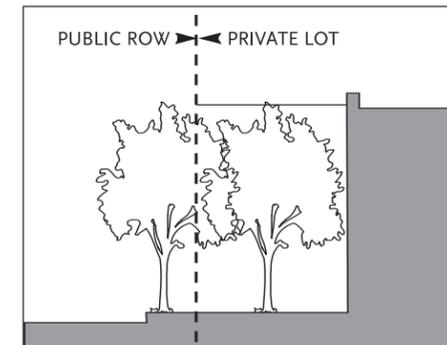
A. Arcade: the façade of a building with an attached colonnade. Balconies may overlap the sidewalk while the ground floor remains set at the lot line. This type is ideal for retail use, but only when the sidewalk is fully absorbed within the arcade so that a pedestrian cannot bypass it. An easement for private use of the right-of-way is usually required. To be useful, the arcade should be no less than eight feet (8') wide clear in all directions.



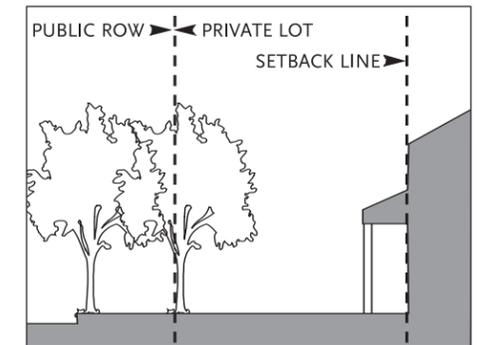
B. Shop front: the façade is placed at or close to the right-of-way line, with the entrance at sidewalk grade. This type is conventional for retail frontage. It is commonly equipped with cantilevered shed roof or awning. The absence of a raised ground floor story precludes residential use on the ground floor facing the street, although this use is appropriate behind and above.



C. Stoop: the façade is placed close to the frontage line with the ground story elevated from the sidewalk, securing privacy for the windows. This type is suitable for ground floor residential uses at short setbacks. This type may be interspersed with the shop front. A porch may also cover the stoop.



D. Forecourt: the façade is aligned close to the frontage line with a portion of it set back. The resulting forecourt is suitable for gardens, vehicular drop offs, and utility off-loading. This type should be used sparingly and in conjunction with the stoops and shop fronts. A fence or wall at the property line may be used to define the private space of the yard. The court may also be raised from the sidewalk, creating a small retaining wall at the property line with entry steps to the court.



E. Front yard: the façade is setback from the frontage line with a front yard. An encroaching porch may also be appended to the façade. A great variety of porch designs are possible, but to be useful, none should be less than eight feet (8') deep and twelve feet (12') wide. A fence or wall at the property line may be used to define the private space of the yard. The front yard may also be raised from the sidewalk, creating a small retaining wall at the property line with entry steps to the yard.



DEVELOPMENT CODE I BUILDING TYPES

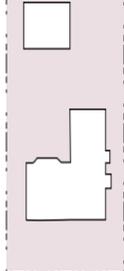
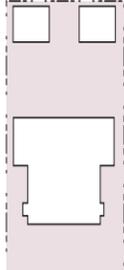
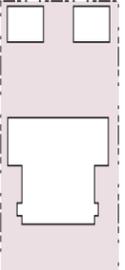
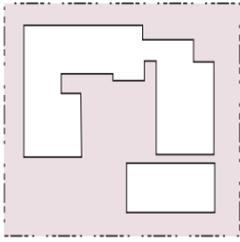
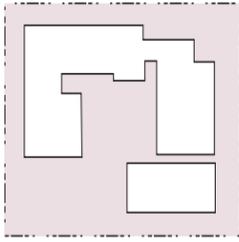
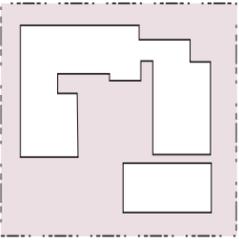
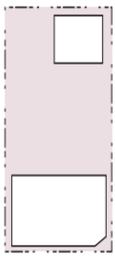
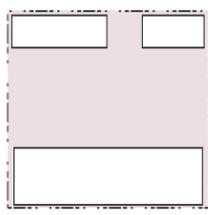
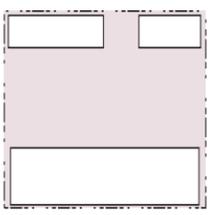
The residential strategy for the redevelopment of Huning Highland EDo depends on the introduction of a variety of housing types appropriate to each development area: Corridor Preservation, Corridor General, and Street General. Each building type will also be designed in a variety of dwelling configurations, as lofts, condos, apartments, or work/live units and in a variety of sizes to fit different family configurations and market preferences.

Corridor General is the portion of the plan where the most intense development is expected. Lofts, condos, and apartments, in stacked perimeter block and tower configurations, will be the most typical buildings here, while liner buildings around parking or retail boxes and the densest forms of courtyard housing, up to 45 dwelling units/acre will also be allowed.

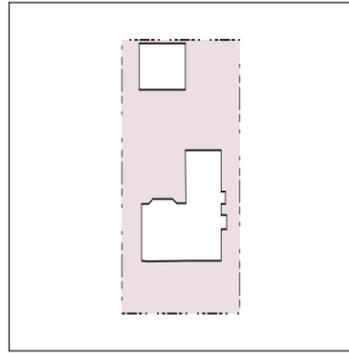
The building height along Corridor General frontage will not exceed five stories and will be appropriately modulated in its profile against existing houses in its rear to guarantee proper transition from new buildings to old.

Under the Corridor Preservation designation, buildings will not exceed three stories in height. Their form will be single family house derivative and compatible: Duplexes, Triplexes and Quadruplexes, less dense courtyard housing, up to 30 dwelling units/acre, and Work/Live dwellings in row house and detached house configurations.

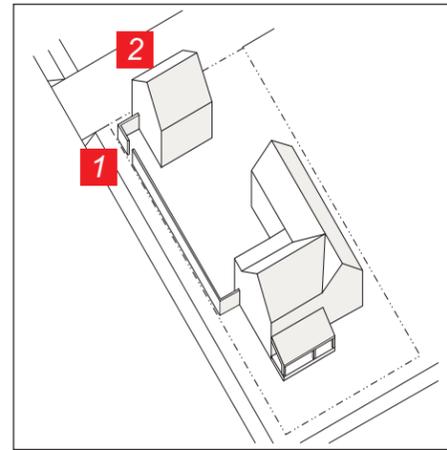
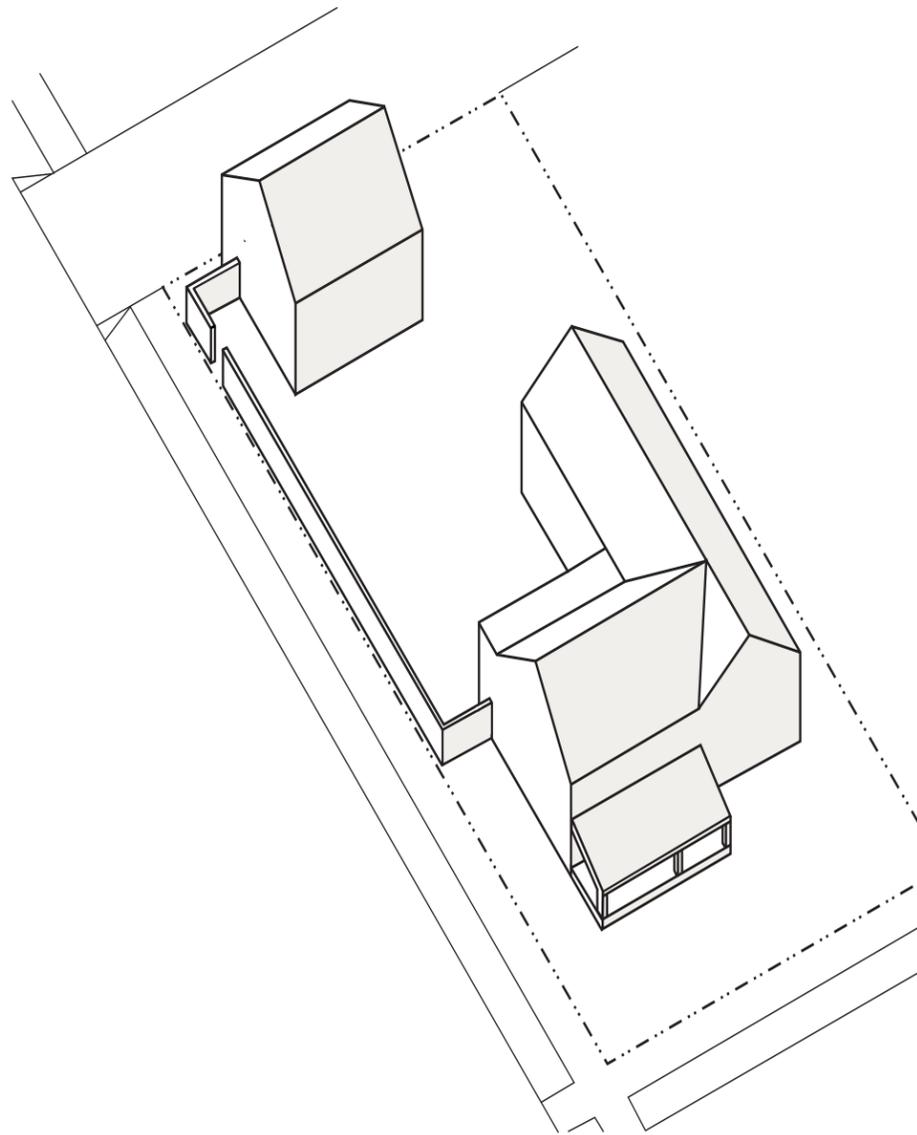
The buildings to be located within the Street General area both off Central and Broadway will aim to provide an appropriate transition from new projects to existing houses along the historic side streets of the Huning Highland neighborhood. Perpendicular to Central, the preferred types will be Duplexes, Triplexes and Quadruplexes, Work/Live dwellings in row house and detached house configurations, and courtyard housing up to 35 dwelling units/acre. Parallel with Broadway, the preferred types will be denser, with Lofts in stacked perimeter block configurations and courtyard housing up to 45 dwelling units/acre predominating.

		CORRIDOR PRESERVATION	CORRIDOR GENERAL	STREET GENERAL
CARRIAGE HOUSE				
DUPLEX/TRIPLEX/QUADRUPLEX				
COURTYARD HOUSING				
WORK/LIVE				
RESIDENTIAL LOFTS OVER FLEX				

DEVELOPMENT CODE | ARCHITECTURAL TYPES
CARRIAGE HOUSE



A carriage house is an architectural type consisting of a stacked dwelling unit over a garage. It is typically located on an alley at the back 20% of a lot that includes a main house.

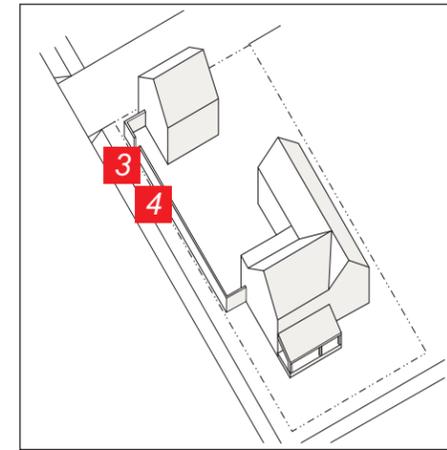


1. ACCESS:

- a. The main entrance to the unit shall be accessed from the side yard of the main house.
- b. Parking and service shall be accessed from an alley.

2. PARKING:

- a. Parking shall be located at the alley.
- b. 1.5 parking spaces per residence [1 bathroom]; 2 parking spaces per residence [2-3 bathrooms].

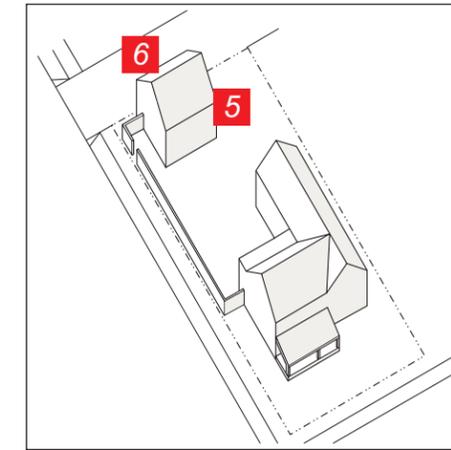


3. OPEN SPACE:

- a. Side yards shall be a minimum of five feet on the ground level and twenty feet (20') on the upper level.
- b. One of the side-yards shall be no less than twenty feet (20') and shall include the stairs to the unit and same as its private space.

4. LANDSCAPE:

- a. The garden entrance to the guest house shall contain one canopy tree.

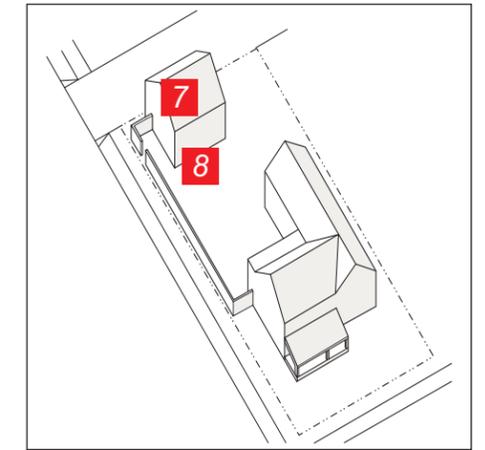


5. FRONTAGE:

- a. As carriage house units are located on top of the garage, their stairs shall be located on the side-yard.
- b. Balconies, loggias, bay windows are allowable frontage types at the alley.

6. BUILDING LENGTH:

- a. Thirty feet (30') maximum along the alley.



7. MASSING:

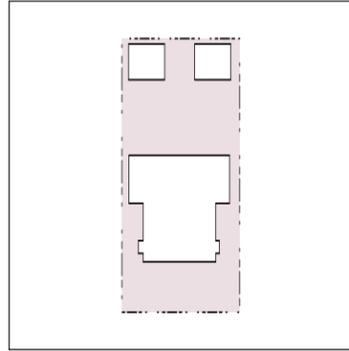
- a. Carriage houses shall be designed as flats located above garages.
- b. They can be no taller than 2 stories.

8. EXPOSURE TO LIGHT AND AIR:

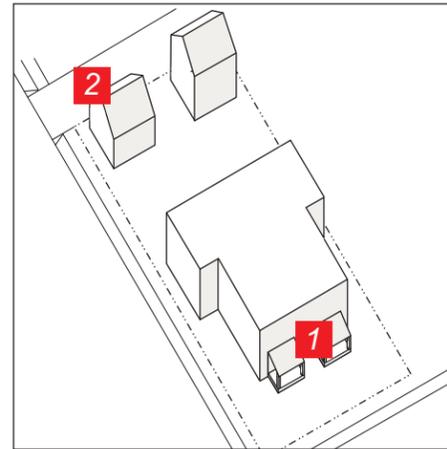
- a. Each unit shall have four sides exposed to the outdoors.



DEVELOPMENT CODE | ARCHITECTURAL TYPES
DUPLEX, TRIPLEX & QUADRUPLEX



Duplexes, triplexes, and quadruplexes are multiple dwelling forms that are architecturally presented as large single-family houses in their typical neighborhood setting



1. ACCESS:

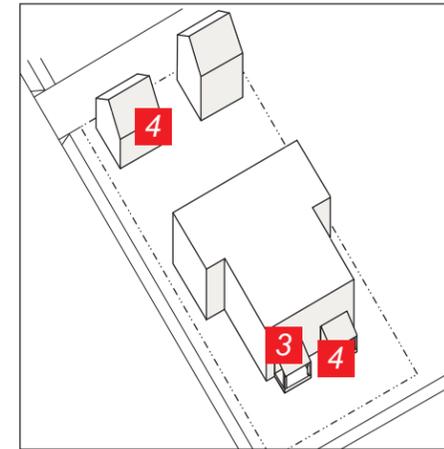
- a. The main entrance to each individual unit shall be accessed directly from a porch or from a common porch facing the street.
- b. Parking and service shall be accessed from an alley.

2. PARKING:

- a. Parking shall be located behind each building and shall be accommodated in garages.
- b. 1.5 parking spaces per 1 bathroom; 2 parking spaces per 2-3 bathrooms.

3. OPEN SPACE:

- a. Front yards shall align with the historic buildings in place, but be no less than fifteen feet (15').



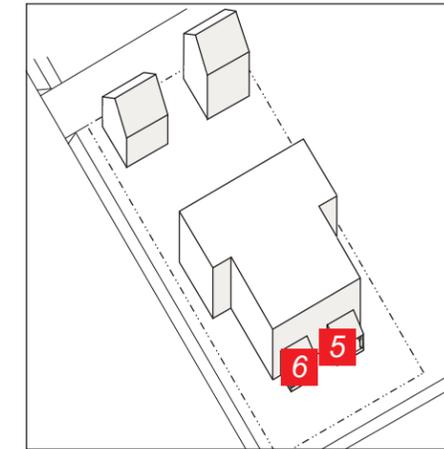
- b. Side-yards shall be a minimum of five feet (5') for a one-story building and eight feet (8') for a two story building.
- c. Backyards shall be a minimum of twenty-five feet (25') in depth by twenty-five feet (25') in width.

4. LANDSCAPE:

- a. Each building will be responsible for planting two street trees and one backyard tree chosen from the approved project list.
- b. The setback shall be landscaped at a scale not to exceed that of the front porch.

5. FRONTAGE:

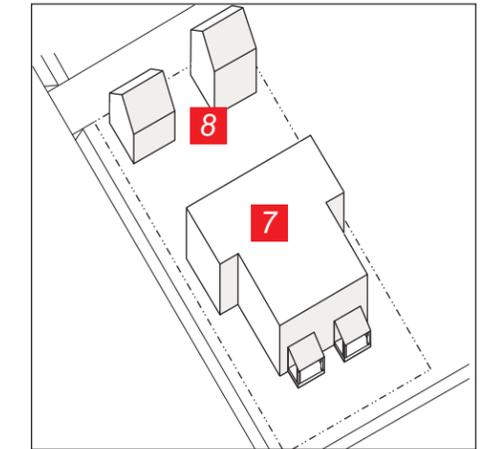
- a. Public rooms, such as living-rooms and dining rooms shall, be oriented towards the street.



- b. Stoops and porches shall be provided to form a transition from public to private/indoor to outdoor at the entrance of the unit.
- c. Private patios fronting the street are permitted if they are defined by a low wall (thirty-six inches (36") maximum) or hedge.

6. BUILDING LENGTH:

- a. Buildings facing a public street may not be longer than fifty feet (50').

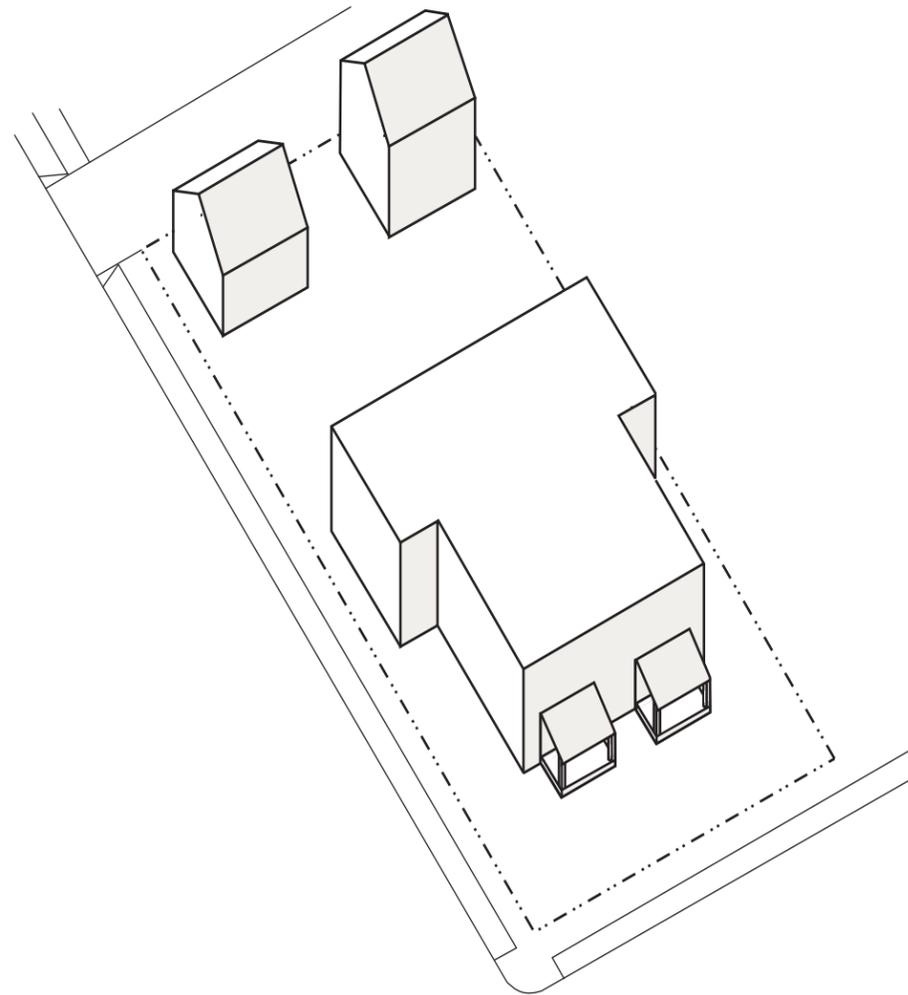


7. MASSING:

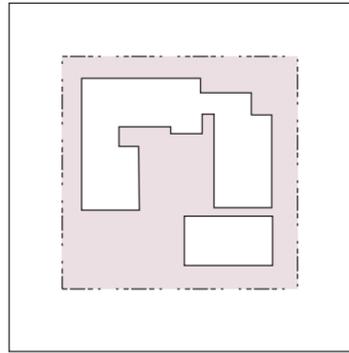
- a. All duplexes shall be articulated as large single family homes
- b. Duplexes, triplexes, and quadruplexes can be designed either as stacked flats or abutting town houses.
- c. Roof volumes (1.e. attic spaces) may be occupied by habitable space.

8. EXPOSURE TO LIGHT AND AIR:

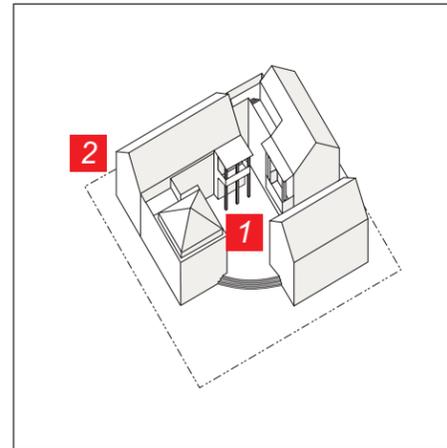
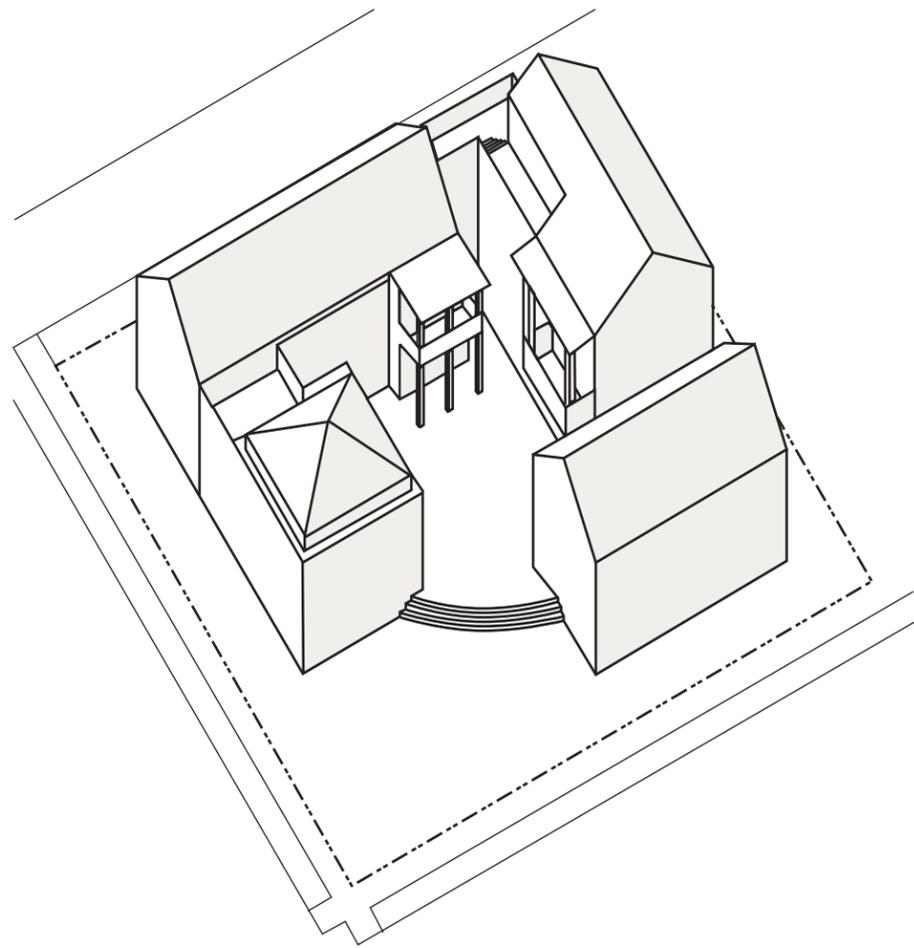
- a. Each unit shall have a minimum of three sides exposed to the outdoors.



DEVELOPMENT CODE | ARCHITECTURAL TYPES
COURTYARDS



Courts are an architectural type consisting of dwelling units that can be arranged in four possible configurations: town houses, town houses over flats, flats, and flats over flats. These are arrayed next to each other to form a shared type that is partly or wholly open to the street.

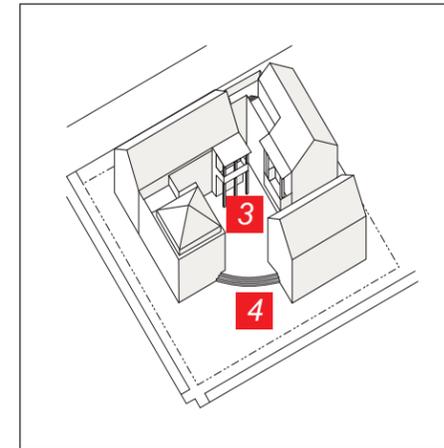


1. ACCESS:

- a. The main entrances to each individual unit shall be accessed directly from a porch or from a common porch facing the courtyard.
- b. Units facing the street shall be accessed directly from a porch or a common porch facing the street.
- c. Second story flats and town houses shall be accessed directly through exterior or interior stairs. No more than three (3) dwellings shall be accessed per stair.
- d. The entrance way to a courtyard from the street shall be at least fifteen feet (15') wide.

2. PARKING:

- a. Parking shall be located behind, under or on the side of the court.
- b. Parking courts shall be fully secure and not visible from the street.
- c. 1.5 parking spaces per residence [1 bathroom]; 2 parking spaces per residence [2-3 bathrooms].
- d. Parking access shall be through the courtyard. Elevators/stairs to

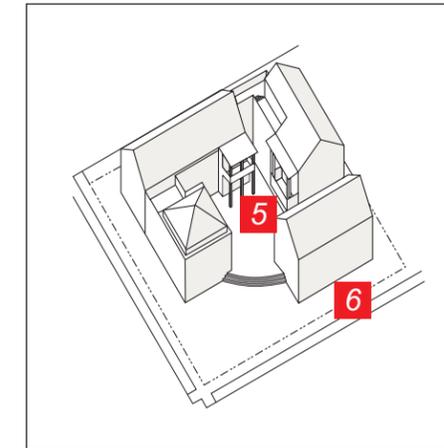


3. OPEN SPACE:

- a. Courtyards shall be a minimum of 30 feet wide and a minimum of forty-five feet (45') long. Porches may protrude up to five feet (5') maximum into the courtyard space.
- b. Full courtyards shall be defined on all four sides by building. Partial courtyards shall be defined by building on three sides.

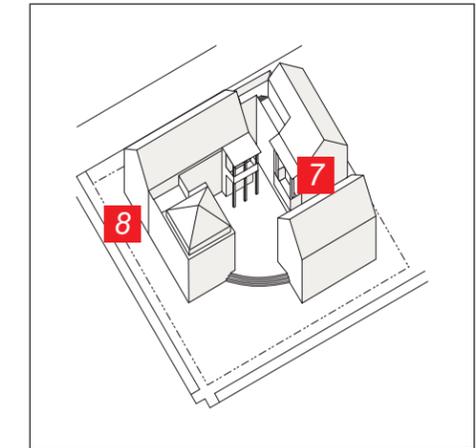
4. LANDSCAPE:

- a. Partial courtyards adjacent to parking lots shall be screened by a minimum five feet (5') wide landscape zone.
- b. Courtyards shall be visible from the street.
- c. Courtyards shall be landscaped with at least one tree (minimum forty-eight (48") box) that grows taller than the buildings.
- d. Fences and gates separating the courtyard from the street and/or



5. FRONTAGE:

- a. Public rooms, such as living room and dining rooms shall be oriented towards the courtyard.
- b. Units that face the street shall have public rooms oriented towards the street.
- c. Stoops, porches, and arcades are allowable frontage types to provide a transition from public to private/indoor to, outdoor at the entrance to units in the courtyard.
- d. Porches, stoops, forecourts, front yards are allowable frontage types to provide a transition from public to private/indoor to outdoor space at the entrance to units on public streets.
- e. Patios can be located in the courtyard if the courtyard exceeds sixty feet (60') in width. Patios can also be located on the service side of each unit.
- f. Private patios fronting the street are permitted if they are defined by a low wall (thirty-six inches (36") maximum) or hedge.



6. BUILDING LENGTH:

- a. Buildings facing a public street may not be longer than sixty feet (60'). Buildings facing the courtyard may not be longer than eighty feet (80').

7. MASSING:

- a. All buildings shall be single family house derivative and compatible.
- b. Units or parts of units can be incorporated into one house form.
- c. Roof volumes may be occupied by habitable space.
- d. Two-story buildings shall be located to maximize the reach of sunlight into courtyards and patios.

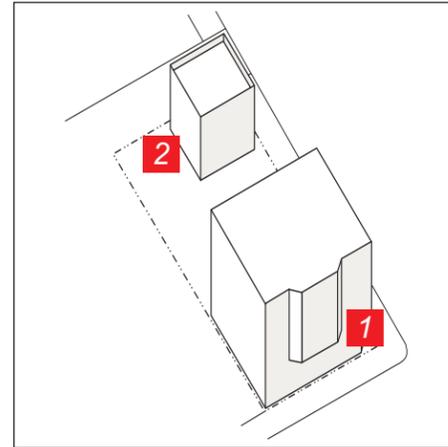
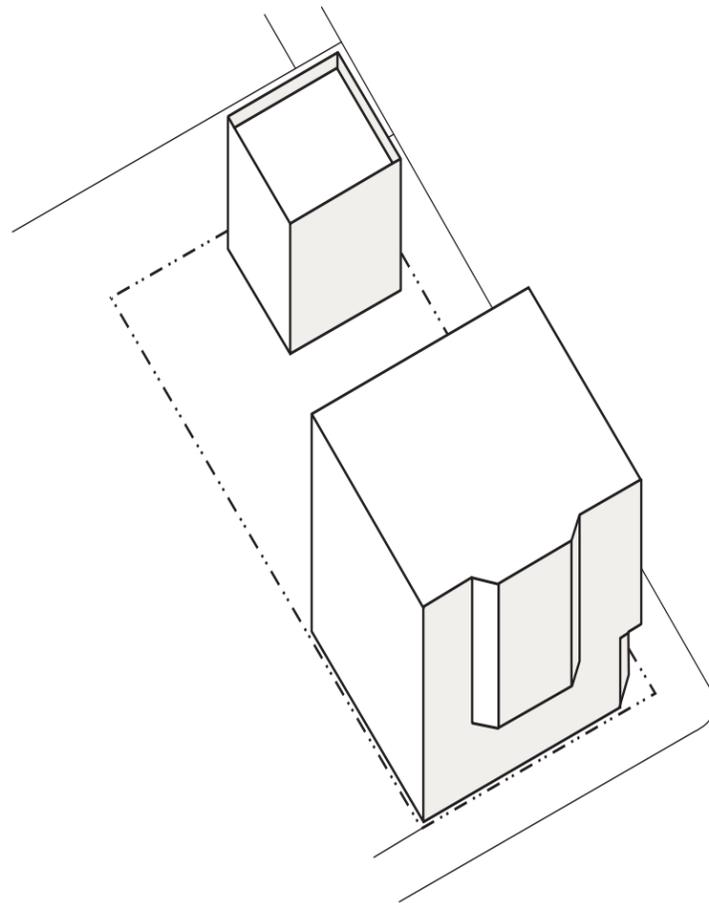
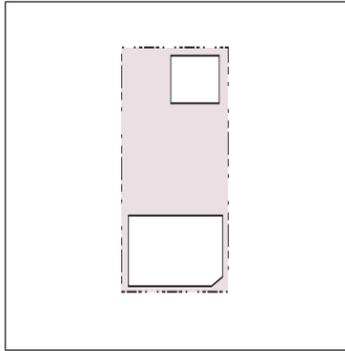
8. EXPOSURE TO LIGHT AND AIR:

- a. Each unit will have two sides exposed to the outdoors.
- b. Courtyards shall be oriented to receive maximum southern exposure.
- c. Courts shall be massed to maximize the exposure of neighboring buildings to light and air.



DEVELOPMENT CODE: ARCHITECTURAL TYPES
LIVE-WORK

Loft buildings that can be designed as parts of projects that include reused historic buildings. These can be used flexibly for work/live, work/work, and live/live purposes.

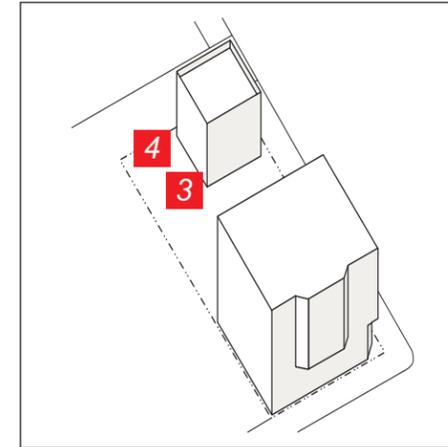


1. ACCESS:

- a. The main entrance into all parts of the building shall be accessed directly from the street-side.
- b. Parking and service shall be accessed from an alley.

2. PARKING:

- a. Tuck under or underground parking shall be provided for each building adjacent to the alley.
- b. 1.5 parking spaces per residence [1 bathroom]; 2 parking spaces per residence [2-3 bathrooms]; 3 parking spaces per 1000 sf commercial or retail area; 1 parking space per each 4 seats at restaurants.

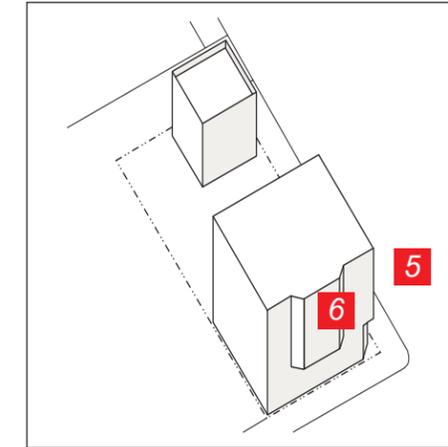


3. OPEN SPACE:

- a. Front-yards, courtyards, and backyards can be designed as part of both the work and live part of the building.

4. LANDSCAPE:

- a. Courtyards and backyards shall receive at least one tree each from the approved project list.

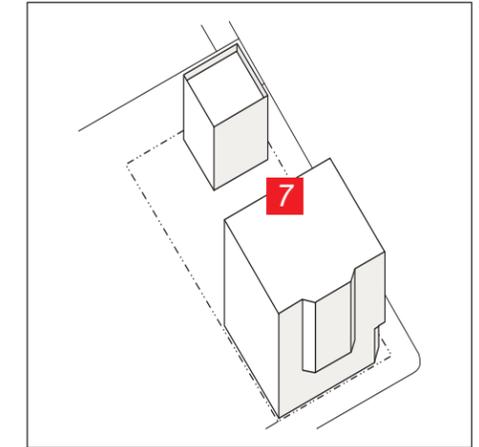


5. FRONTAGE:

- a. Porches, shop-fronts, and front-yards shall be provided to form an acceptable transition between the building and the public space of the street.
- b. Forecourts are permitted if they are defined by garden walls (thirty-six inches (36") maximum).

6. BUILDING LENGTH:

- a. Buildings facing a public street may not be longer than forty feet (40') to express the residential scale of the existing condition.

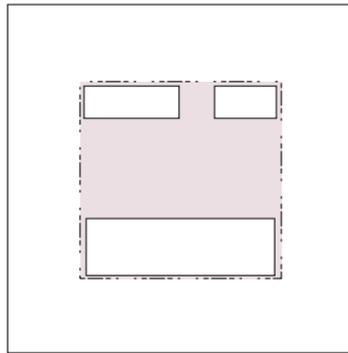


7. MASSING:

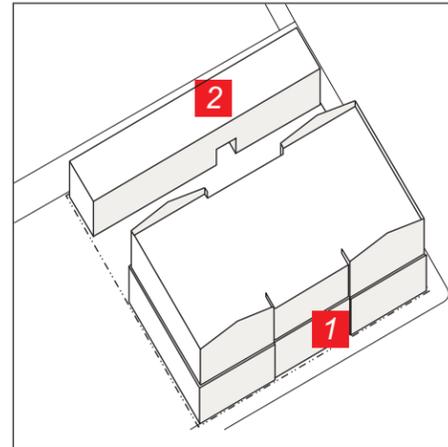
- a. The buildings shall be no taller than three (3) stories plus the roof volume.
- b. The buildings can be both attached and detached to historic buildings on their lots.
- c. The buildings shall endeavor to enlarge the presence and importance of their adaptively reused historic parts.



DEVELOPMENT CODE: ARCHITECTURAL TYPES
STACKED LOFTS OVER FLEX



Stacked lofts are an architectural type in two parts: a ground floor story dedicated to flex uses over time, but principally dedicated to commercial purposes, and a stacked loft superstructure that can also be used flexibly for loft living or office uses.

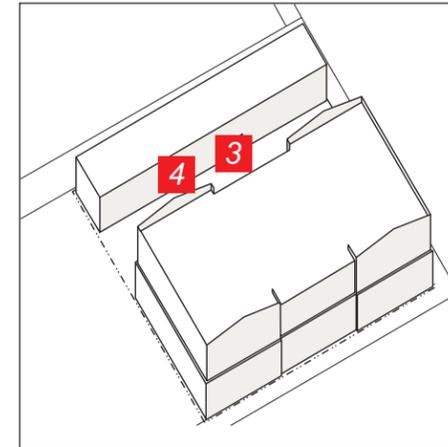


1. ACCESS:

- a. The entrance shall be through a common lobby at the front setback.
- b. The entrance to individual units shall be through an elevator and corridor.
- c. Service to the building shall be through an alley.
- d. Parking access shall be through secondary streets.

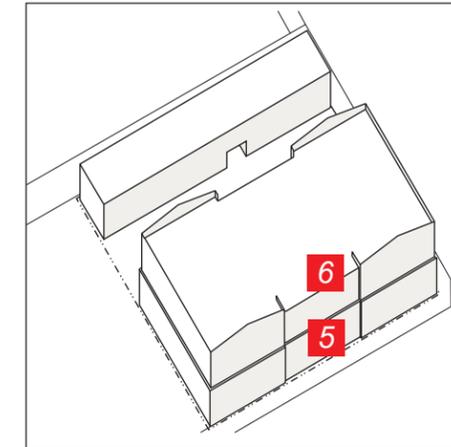
2. PARKING:

- a. Parking shall be located in garages underneath buildings and/or in joint use park-once garages.
- b. 1.5 parking spaces per residence [1 bathroom]; 2 parking spaces per residence [2-3 bathrooms]; 3 parking spaces per 1000 sf com-



3. OPEN SPACE:

- a. Internal courtyards shall be a minimum of fifty feet (50') in either direction.
- b. Internal light well space is prohibited.
- c. Common and recreational activities can be provided within courtyards if such facilities are located a minimum of twenty (20') feet from any dwelling.
- d. Private patios can be provided within courtyards at a minimum depth of twelve feet (12').

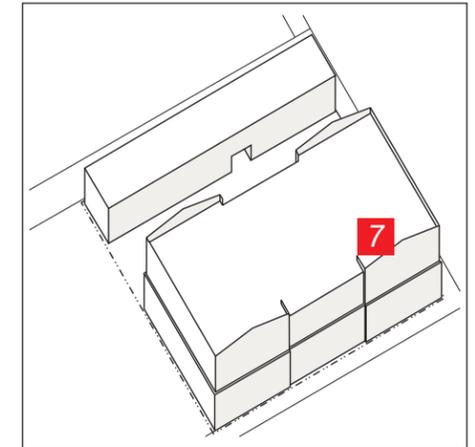


4. LANDSCAPE:

- a. Internal courtyards shall be landscaped at the scale of the buildings themselves, including in the case when courtyards are built over parking.

5. FRONTAGE:

- a. The ground floor shall be dedicated to flex space and detailed to retail-use standards.
- b. The ground floor shall be directly accessible every twenty-five feet (25') at a minimum.
- c. Arcades, porches, stoops, and shop-fronts are allowable frontage types that transition from public space to the potential ground floor uses of these buildings.



6. BUILDING LENGTH:

- a. Maximum one-hundred-fifty feet (150') along a public street.

7. MASSING:

- a. Buildings shall be no taller than five (5) stories and shall provide an articulate ground floor story scaled to the street and public use.
- b. Upper story lofts will be stacked and setback from side and back yards by a 30% reduction of the 5th floor.
- c. In the case of the gateway sites at Interstate 25 and the railroad crossings buildings can rise over the four story base.

