

ARTICLE 6 - Old Town Character Area

Sec. 16-6-10. – Character Area Characteristics.

The intent of the Community Plan is that the Old Town Character Area maintain its unique and friendly small town character while providing for a compatible mix of retail/commercial and residential uses. Old Town provides for low-impact retail/commercial and residential uses that support and enhance the friendly small town character. Small town main street characteristics such as walkability, window fronts, main entrances fronting sidewalks, and smaller scale buildings are to be promoted. The intent is to concentrate commercial uses on Main Street and Williams Street and discourage commercial uses on secondary streets when they would conflict with existing residential uses. The Old Town Character Area is to function as the primary retail/commercial core that encourages compatible retail/commercial activity and economic vitality. Subdivisions and planned unit developments occurring within the Old Town Character Area need to comply with the zoning code and promote the objectives in the Design Guidelines.

The small town main street characteristics for the Old Town Character Area are set forth in the Minturn Design Standards and Guidelines. The Design Guidelines are the foundation underlying the Design Review process and are essential for the Town in its efforts to maintain the eclectic small town atmosphere, character and the over-all charm of our community. The Guidelines are a great starting point when considering building or remodeling in Town. Please visit the Planning Department Staff with any questions about your project after consulting the Design Guidelines.

***Review Design Guidelines Appendix B**

Sec. 16-6-30. - 100 Block Commercial Zone.

1. The 100 Block Commercial Zone is characterized by a compact retail/commercial core area bisected by Highway 24. The area consists of businesses and residences with an identity of the historic commercial core that is distinct from other parts of the community.
2. The purpose of this area is to provide convenient commercial services to residents and visitors and to promote the development of the Town's primary retail commercial district. Accommodation of sales tax-generating commercial uses and residential units can enhance Old Town vitality while maintaining the visual character and scale. An objective is to facilitate small business development and economic vitality with land uses that are compatible and supportive, such as retail, office, institutional and residential uses, while maintaining the community scale.
3. The 100 Block Commercial zone should function as pedestrian shopping corridor. Buildings should be oriented toward sidewalks and pedestrian areas with storefront windows and main entrance doors. The scale of buildings both in terms of height and

width should encourage pedestrian engagement and facilitate pedestrian movement not only along Highway 24 but also between Highway 24, Williams Street and Eagle Street.

4. The small town main street character will be maintained by keeping scale of original plat of 25' x 100' lots and 1-2 story building heights. Large monolithic buildings and "strip" retail areas are discouraged.

Sec. 16-6-40. - Old Town 100 Block Commercial Zone.

(a) The Old Town Commercial Zone is located on either end of the 100 Block Commercial Zone. The Old Town Commercial Zone is also characterized by a compact commercial core area bisected by Main Street or Highway 24. The Old Town Commercial Zone, however, is adjacent to primary residential areas and does not extend off of the Highway 24/Main Street corridor. The area consists of businesses and residences with an identity of the historic commercial core that is distinct from other parts of the community.

(b) The purpose of this area is to provide convenient commercial services to residents and visitors and to promote the development of the Town's retail commercial district along Highway 24 and Main Street. Accommodation of sales tax-generating commercial uses and residential units can enhance Old Town vitality while maintaining the visual character and scale. An objective is to facilitate small business development and economic vitality with land uses that are compatible and supportive, such as retail, office, institutional and residential uses, while maintaining the community scale.

Sec. 16-6-50. - Old Town Mixed-Use Zone.

No changes

Sec. 16-6-60. - Old Town Recreation and Open Space Zone.

No changes

Sec. 16-6-70. - Old Town Character Area map.

Add a new zone district map defining the boundaries of the 100 Block Commercial Zone

Sec. 16-6-80. - Old Town Character Area use table.

Create a special category for the 100 block commercial zone.

NOTE: Specify

+Are there any uses by right / or conditional uses that you would want/not want in the 100 block that would be appropriate in the remaining Old Town Commercial Zone?

Sec. 16-2-40. - General lot requirements and dimensional standards.

The following Table 16-A sets forth general lot requirements and dimensional standards:

**TABLE 16-A
Dimensional Standards**

Character Area	Zones	Min. Lot Area (sq. ft.)	Min. Lot Dimension (feet)	Maximum Building Lot Coverage (%)	Maximum Impervious Surface Area (%)	Minimum Setbacks			River/Creek Setback (ft) <small>Not to be included in lot square footage for purposes of Maximum Building Lot Coverage and Maximum Impervious Surface Area</small>
						Front	Rear (feet)	Side	
Old Town	Recreation & open space			To be determined as part of conditional review					30
	100 block commercial	2,500	25	80	10	10	10	0-15'	
	Commercial	2,500	25	80		0	10	5	
	Mixed-use	5,000	50	(Note 1)		10	10	5	
South Town	Residential	5,000	50	40	50	20	10	5	30
	Commercial	7,500	50	70		20	10	5	
	Fed. reg. land use	N/A	N/A	N/A		Rec. 50	Rec. 20	Rec. 10	

Sec. 16-2-60. –Building Height Limitations

1. In the Old Town Commercial Zone, commercial buildings can have a maximum roof height of thirty-five (35) feet with a maximum angle of forty-five (45) degree bulk plane from the street front setback or a maximum of twenty-eight (28) feet for a flat roof.
2. All buildings in the 100 Block Commercial Zone fronting or adjacent to Highway 24 located between Eagle Street and Williams Street have a maximum building height of 28’ for a flat roof and 28’ maximum mid-roof line.
3. All buildings in the 100 Block Commercial Zone not located between Eagle Street and Williams Street have a maximum of 35’ mid- roof line
4. Slope of roof shall be a minimum of 4:12. h) No building shall exceed three (3) stories in height.

Sec. 16-2-70. - Specific Front Set-backs for 100 Block Commercial Zone

1. No parking spots allowed in the front setback on Highway 24 in the 100 Block Commercial Zone.

NOTE: Specify

Sec. 16-17-150 Old Town 100 Block Commercial Landscaping Requirements

NOTE: Specify

Sec. 16-2-80. – Block and Building Site Patterns and Side yard Setbacks for 100 Block Commercial

1. Vacations of lot lines shall not create a lot greater than 75' (seventy-five feet) in width. All building facades must maintain 25-50' historic plotted cadence.
2. Minimum lot area: (2,500) two-thousand five hundred square feet.
3. Cannot abandon lot lines greater than 75' – encourage to keep lot size 25'-50'
4. Maximum lot area: seventy-five (75) thousand square feet.
5. Minimum lot width: twenty-five (25) feet.
6. Minimum front yard ten (10) feet.
7. Minimum side yard: seven and a half-feet for every 50-75' feet of connected buildings fronting or adjacent to highway 24 located between Eagle Street and William Street. (total of 15 foot corridor between 2 buildings to create a landscape pedestrian corridor. There are no side setbacks on lots connecting buildings of maximum width of 75' feet.
8. Minimum rear yard previous surface requirement: to meet 5% of pervious, landscape surface – around foot print of both front and back of building and lot.
9. Horizontal building façades are not to be greater than 50' (fifty feet) - historically building widths were 25-50' – must keep this cadence on buildings facing Highway 24.
10. Corner lots: must provide the 10 front setback on both the lot facing highway 24 and any new or existing street – this does not include the side set-backs with 15' wide side-yard corridors

*****see attachments for diagram examples**

Addition to Design Guidelines – Appendix B

5. Eclectic Design Definition/ Guidelines:
 - (a) Goal: derive ideas, style and taste from a broad and diverse range of sources.
 - (b) Adjective: 17th century Greek Philosophy: to pick-out and to choose
 - (c) Philosophy: Design does not belong to one architectural school: such as: 'Victorian' 'mountain industrial' 'historic' 'modern'
 - (d) Values: keep architecture and design reflecting the nature and tastes of the owner – growing in science, building standards, environmental stewardship, architectural style, techniques – not to get stuck in one dimension of design - freedom
 - (e) Historic Town meets Modern Times – history of mining, railroad and farming are reflected in the modern construction – does not need to be a literal read – modern technology (environmental stewardship) reflects history
 - (f) Design works with the surrounding Community: eclectic design to reflect the surrounding environment, history, architecture and pedestrian scale of the town.
 - (g) Functional Art: buildings, structures, homes, are artistic yet have a function – not art for the sake of art.

