

ORDINANCE NO. 994

AN ORDINANCE OF THE CITY OF KETCHUM, IDAHO, REPLACING THE KETCHUM MUNICIPAL CODE, TITLE 17, LAND USE CODE, CHAPTER 17.64 COMMUNITY CORE DISTRICT (CC) IN ITS ENTIRETY WITH A FORM-BASED CODE INCLUDING REGULATIONS FOR LAND USE, BUILDING FORM, DESIGN REGULATIONS, AFFORDABLE WORKFORCE HOUSING INCLUSIONARY ZONING REQUIREMENTS; PROVIDING FOR A SEVERABILITY CLAUSE; PROVIDING FOR A CODIFYING CLAUSE; PROVIDING FOR A REPEALER CLAUSE; PROVIDING FOR PUBLICATION BY SUMMARY; AND PROVIDING AN EFFECTIVE DATE.

WHEREAS, Goal 1 of the City of Ketchum 2001 Comprehensive Plan in Part 3, Economic Development, states: Maintain and improve economic opportunities for residents of Ketchum, while respecting the quality of life including natural and human resources; and

WHEREAS, Goal 2 of the City of Ketchum 2001 Comprehensive Plan in part 3, Economic Development, states: Foster a business climate that will allow local businesses to survive and prosper; and

WHEREAS, Goal 3 of the City of Ketchum 2001 Comprehensive Plan in Part 3, Economic Development, states: Minimize the additional burdens on City residents caused by growth and development; and

WHEREAS, Policy 3.1 of the City of Ketchum 2001 Comprehensive Plan states: Foster a diverse and year-round economic base, including retaining key services within City limits; and

WHEREAS, Policy 3.2 of the City of Ketchum 2001 Comprehensive Plan states: Increase the involvement of local businesses in the development of City wide programs related to economics, community housing, community character, downtown design, transportation, pedestrian improvements, environmental protection, impact fees and other issues; and

WHEREAS, Policy 3.3 of the City of Ketchum 2001 Comprehensive Plan states: Maintain and promote the Community Core as the primary business district; and

WHEREAS, Policy 3.4 of the City of Ketchum 2001 Comprehensive Plan states: Recognize the importance and impacts of tourism and second homeowners on our year round economy; encourage adequate tourist accommodations; provide services and transportation to meet the needs of tourists and part time residents; and

WHEREAS, Policy 3.5 of the City of Ketchum 2001 Comprehensive Plan states: Encourage efficient and orderly development, allowing both public services and amenities to keep pace; and

WHEREAS, Policy 3.7 of the City of Ketchum 2001 Comprehensive Plan states: Recognize that local businesses are threatened by a diminishing available employee work force and a shortage of housing for employees; and

WHEREAS, Policy 3.8 of the City of Ketchum 2001 Comprehensive Plan states: Ensure the development of housing for all income levels including seasonal workers and full time employees; and

WHEREAS, Policy 3.11 of the City of Ketchum 2001 Comprehensive Plan states: Seek alternative forms of revenue to support public services; and

WHEREAS, Policy 3.13 of the City of Ketchum 2001 Comprehensive Plan states: Support the Chamber of Commerce in its efforts to provide important economic development programs that benefit local businesses, such as marketing, visitor information, special events and business education; and

WHEREAS, Policy 3.14 of the City of Ketchum 2001 Comprehensive Plan states: Encourage an alliance with state wide or national organizations to benefit Ketchum's businesses; and

WHEREAS, Goal 1 of the City of Ketchum 2001 Comprehensive Plan, Chapter 4.1, General Land Use Policies, states: To strategically plan for present and future land use needs thereby establishing a well thought out pattern of development, including but not limited to the following:

- Encourage land uses in harmony with existing natural resources
- Prohibit detrimental alteration of existing topography and terrain
- Protect natural land features and wildlife habitat
- Prohibit alteration of hilltops, rock outcrops, knolls, ridges, river banks, marshes and river channels through development standards and other regulations
- Ensure new development fits in with Ketchum's small mountain town character
- Establish land use policies that ensure orderly development relative to public services and facilities
- Consider incentives and/or land use regulations that promote energy efficiency and reduce over consumption of resources
- Concentrate densities within the existing community to most efficiently provide services and commercial necessities; and

WHEREAS, Goal 2 of the City of Ketchum 2001 Comprehensive Plan, Chapter 4.1, General Land Use Policies, states: Actively strive for high quality design, architecture and buildings that "fit" with the neighborhood in terms of bulk, scale and style; ensure all elements of the "built" environment such as signage, lighting, accessory features and landscaping meet quality design standards; and, strive for a "built" environment that respects Ketchum's uniqueness as a small mountain resort town; and

WHEREAS, Policy 4.1.3 the City of Ketchum 2001 Comprehensive Plan states: Reassess building heights in all zones to determine whether or not the current standards are having a negative impact on Ketchum's small mountain town character; and

WHEREAS, Policy 4.1.7 the City of Ketchum 2001 Comprehensive Plan states: Strengthen the Design Review process to ensure that building bulk is more sensitive to the surrounding neighborhood; and, in particular, pedestrian friendly design shall be emphasized; and

WHEREAS, Policy 4.1.10 the City of Ketchum 2001 Comprehensive Plan states: Continue to develop pedestrian amenities that are unified in their design through the Ketchum Streetscape Program; and

WHEREAS, Goal 1 of the City of Ketchum 2001 Comprehensive Plan, Chapter 4.5 Downtown Planning Area: Ketchum's Community Core, states: Make the Community Core a place that fosters the friendly atmosphere integral to our community, which:

- Reflects its "small mountain town character" through the design and scale of the buildings, mature trees, vistas and open spaces
- Supports local businesses and civic activities
- Focuses on pedestrian safety and travel, while allowing cars to circulate but not dominate
- Addresses a long term solution to increasing demands for parking
- Incorporates regular capital spending to implement the goals and policies for the Community Core; and

WHEREAS, Goal 2 of the City of Ketchum 2001 Comprehensive Plan, Chapter 4.5 Downtown Planning Area: Ketchum's Community Core, states: Maintain a single concentrated Community Core permitting only limited commercial uses outside the core; and

WHEREAS, Goal 3 of the City of Ketchum 2001 Comprehensive Plan, Chapter 4.5 Downtown Planning Area: Ketchum's Community Core, states: Actively promote housing in the core, including the development of new housing of all types; and

WHEREAS, Policy 4.5.1 of the City of Ketchum 2001 Comprehensive Plan states: Permit limited commercial development outside the Community Core and no strip commercial along Highway 75, encourage stores and services that fill primarily local needs (grocery stores, pharmacies and similar uses) to stay downtown; and

WHEREAS, Policy 4.5.2 of the City of Ketchum 2001 Comprehensive Plan states: Keep office uses focused in the Community Core by limiting their development in other zones based upon the policies contained in the respective sections of this Plan; and

WHEREAS, Policy 4.5.3 of the City of Ketchum 2001 Comprehensive Plan states: Make Main Street and Sun Valley Road more attractive and safe for pedestrians; and

WHEREAS, Policy 4.5.4 of the City of Ketchum 2001 Comprehensive Plan states: Widen sidewalks on Main Street, recognizing the need for a landscape buffer at the curb line due to the high traffic volume; and

WHEREAS, Policy 4.5.5 of the City of Ketchum 2001 Comprehensive Plan states: Parking should be paid for by the users; and

WHEREAS, Policy 4.5.6 of the City of Ketchum 2001 Comprehensive Plan states: The City recognizes that there is not enough land area in the Community Core to meet the parking demand by having on-street parking primarily for short term use for the visiting public and secondarily for employees which requires the private sector address the true parking impacts and needs of new development in the downtown area; and

WHEREAS, Policy 4.5.7 of the City of Ketchum 2001 Comprehensive Plan states: Implement parking management, circulation and traffic reduction strategies that will improve pedestrian travel and vehicular circulation, including, but not limited to the following:

- Improving pedestrian walkways by widening sidewalks, pavement, material or color changes at crosswalks and curb extensions for pedestrians at corners;
- Completing the sidewalk system in the core and ensuring they are kept cleared in the winter;
- Creating 4-way stops at intersections;
- Relocating employee parking out of key downtown locations;
- Developing carpool incentives;
- Integrating paid parking in conjunction with other parking/circulation strategies requiring new development to address their overall parking impacts and needs, even though the City does not require all of the needed parking on-site;
- Establishing underground parking for larger projects as a requirement, not an incentive;
- Encouraging the development of underground parking in a location near any future central civic space, in conjunction with full traffic analysis;
- Explore funding options such as utilization of the Option Tax in support of parking programs;
- Develop a specific program for spending of in-lieu funds or other funding sources collected for parking; and

WHEREAS, Policy 4.5.8 of the City of Ketchum 2001 Comprehensive Plan states: Investigate the development of a “shuttle” bus system in the downtown core which connects key locations in the core, peripheral parking lots and areas adjacent to the core; and

WHEREAS, Policy 4.5.9 of the City of Ketchum 2001 Comprehensive Plan states: Focus service delivery in alleys or on private property to encourage service delivery off the public streets, particularly Fifth Street; and

WHEREAS, Policy 4.5.10 of the City of Ketchum 2001 Comprehensive Plan states: Alleys are the primary access for private parking and for service delivery which address the following issues in downtown alleys:

- Designing for adequate service delivery within alleys including coordination and timing of delivery schedules so that delivery does not interfere with parking access off of alleys;
- Developing an overall plan indicating which alley rights-of-way are suitable for parking and delineating their maintenance and improvement needs throughout the downtown;
- Allowing for infrastructure in alleys, including surface-mounted (or below grade) power facilities where width is sufficient to accommodate such uses
- Snow plowing and maintenance;
- Collecting trash and location of dumpsters; and,
- Enforcing and cleaning up; and

WHEREAS, Policy 4.5.11 of the City of Ketchum 2001 Comprehensive Plan states: Develop a Master Plan for the Community Core which delineates a central civic space, ties in key streets such as Fourth Street, Sun Valley Road and Main Street and outlines a public investment strategy to implement the Master Plan; and

WHEREAS, Policy 4.5.12 of the City of Ketchum 2001 Comprehensive Plan states: Recognize the importance of Fourth Street for local travel, connecting the Community Library to

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the new Post Office; and create a pedestrian and bicycle-friendly boulevard with wider sidewalks, landscaping and parallel parking; and

WHEREAS, Policy 4.5.14 of the City of Ketchum 2001 Comprehensive Plan states: Encourage creation of pedestrian gathering areas or small parks in the Community Core; and

WHEREAS, Policy 4.5.15 of the City of Ketchum 2001 Comprehensive Plan states: The Design Review Standards for the Community Core Zone should be revised to address key issues identified in this Plan, including but not limited to:

- Designing buildings in the Community Core to be in scale with the lot(s) being developed and with the surrounding area without appearing oversized;
- Setting upper stories further back from the street to reduce bulk and minimize winter shading;
- Varying rooflines as well as facades, both to bring light to the street level and to provide visual interest;
- Maintaining a “pedestrian scale” as larger buildings replace smaller ones, requiring more specific standards for breaking lengthy facades into smaller – roughly one lot width – elements, reducing the vertical appearance of tall buildings and addressing the number of entrances and the percent of a façade occupied by display windows;
- Ensuring that multiple lot developments are not overly massive in scale;
- Using design to stimulate street life, including window shopping and outdoor dining; and,
- Providing adequate open space and sidewalks for pedestrian circulation, landscaping and other amenities; and

WHEREAS, Policy 4.5.16 of the City of Ketchum 2001 Comprehensive Plan states: Encourage the development of housing of all types in the Community Core by developing a system of incentives and regulations directed at maintaining and/or expanding the amount of housing in the Core; and

WHEREAS, Policy 4.5.17 of the City of Ketchum 2001 Comprehensive Plan states: Encourage the development of housing for long term, working residents in the Community Core; and

WHEREAS, Goal 1 of the City of Ketchum 2001 Comprehensive Plan, Part 5, Community Housing, states: Ensure the long term supply of desirable housing of all types in Ketchum; and

WHEREAS, Goal 2 of the City of Ketchum 2001 Comprehensive Plan, Part 5, Community Housing, states: Promote the development and maintenance of affordable housing in Ketchum; and

WHEREAS, Policy 5.1 of the City of Ketchum 2001 Comprehensive Plan states: The City will take the lead in the development of affordably priced housing using, but not limited to, the following means:

- Land acquisition
- Development contracts
- Incentives
- Regulatory strategies
- Tax treatments
- Zoning and density modifications
- Voluntary contributions

- Coordination with the Blaine County Housing Authority
- Use of the City's Planned Unit Development Ordinance
- Use of Transfer of Development Rights, if feasible
- Require affordably priced housing units where the size and scope of the project could make this requirement appropriate; and

WHEREAS, Policy 5.7 of the City of Ketchum 2001 Comprehensive Plan states: Require the provision of affordable housing units as a condition of approval for rezoning to higher densities when such rezone is appropriate; and

WHEREAS, Policy 5.9 of the City of Ketchum 2001 Comprehensive Plan states: The City of Ketchum will work to provide additional housing for its employees while improving and maintaining existing City housing; and

WHEREAS, Goal 1 of the City of Ketchum 2001 Comprehensive Plan, Part 6, Transportation, states: Strive for the safe and efficient movement of people, goods and services; and

WHEREAS, Goal 2 of the City of Ketchum 2001 Comprehensive Plan, Part 6, Transportation, states: Design safe roads and other transportation systems that support the Wood River Valley and maintain Ketchum's small town mountain character; and

WHEREAS, Goal 3 of the City of Ketchum 2001 Comprehensive Plan, Part 6, Transportation, states: Develop a valley wide mass transit system with other jurisdictions for the employees, residents and tourists of Blaine County; and

WHEREAS, Goal 4 of the City of Ketchum 2001 Comprehensive Plan, Part 6, Transportation, states: Reduce the number of single occupancy vehicles (SOV) and vehicle trips and promote alternative modes of transportation; and

WHEREAS, Policy 6.4 of the City of Ketchum 2001 Comprehensive Plan states: Accept longer commute times on the highway if safety, aesthetics and the small town mountain character are jeopardized by proposals to increase vehicle capacity; and

WHEREAS, Policy 6.8 of the City of Ketchum 2001 Comprehensive Plan states: Place a high priority on developing safe, convenient and attractive bicycling and walking systems that are integrated with other transportation systems; and

WHEREAS, Policy 6.10 of the City of Ketchum 2001 Comprehensive Plan states: Wherever possible reduce the lane width for vehicular travel to promote traffic calming and to allow room in the rights-of-way for alternative modes of transportation to preserve the small mountain town character of Ketchum; and

WHEREAS, Goal 3 of the City of Ketchum 2001 Comprehensive Plan, Part 8, Open Space, Recreation and Heritage, states: To retain and highlight the history and areas of special interest within the community; and

WHEREAS, Goal 4 of the City of Ketchum 2001 Comprehensive Plan, Part 8, Open Space, Recreation and Heritage, states: To preserve sites or buildings with historical value to the community; and

WHEREAS, Goal 5 of the City of Ketchum 2001 Comprehensive Plan, Part 8, Open Space, Recreation and Heritage, states: To encourage the development and expansion of facilities available for public use for the arts and humanities, including theatre, public art, conference space, a convention hall, visitors' center and library; and

WHEREAS, Policy 8.12 of the City of Ketchum 2001 Comprehensive Plan states: Support improvements to other passive public open space, such as pocket parks, along public rights-of-way including intersections and other areas; and

WHEREAS, Policy 8.20 of the City of Ketchum 2001 Comprehensive Plan states: Promote the development of public gathering spaces throughout the City in public and private development.

WHEREAS, Policy 8.21 of the City of Ketchum 2001 Comprehensive Plan states: Support improvements to public streets, parking lots and plazas that provide public spaces for street fairs, festivals and other gatherings; and

WHEREAS, Policy 8.22 of the City of Ketchum 2001 Comprehensive Plan states: Develop incentives to protect those sites and buildings that are of historic significance to the community; and

WHEREAS, Policy 8.23 of the City of Ketchum 2001 Comprehensive Plan states: Promote the inclusion of art in public spaces; and

WHEREAS, Policy 9.1.4 of the City of Ketchum 2001 Comprehensive Plan states: This Plan recognizes the importance of healthy, mature trees to the character of Ketchum by actively preserving mature landscaping, particularly healthy mature trees during development and redevelopment of property; and by encouraging replanting to replace dying old growth trees, taking view corridors into consideration; and

WHEREAS, Policy 9.5.1 of the City of Ketchum 2001 Comprehensive Plan states: Protect the views of the surrounding mountains and landscape as seen from salient view corridors on important public roadways, rights-of-way, trails and open spaces; and

WHEREAS, Goal 1 of the City of Ketchum 2001 Comprehensive Plan, Part 10, Growth Management, states: Ensure quality of life is not diminished by the rate of growth; and

WHEREAS, Policy 10.1 of the City of Ketchum 2001 Comprehensive Plan states: Strive for an equitable balance between market-driven new development, the character of the town, the quality of life, and the city's ability to provide public facilities and services; and

WHEREAS, Policy 10.2 of the City of Ketchum 2001 Comprehensive Plan states: Examine the impacts of growth and construction on the quality of life, including consideration of growth management strategies; and

WHEREAS, Goal 1 of the City of Ketchum 2001 Comprehensive Plan, Part 11, Property Rights, states: Protect private property rights when balancing development impacts on adjoining private properties and the general community; and

WHEREAS, the economic vitality and well-being of the citizens of the City of Ketchum is dependent upon a reasonable supply of affordable deed restricted workforce housing, and that persons employed in providing visitor and residential services, as well as persons such as medical personnel, peace officers, emergency personnel, fire personnel, and providers of other professional services, which are vital to the community, are dependent upon the availability of affordable workforce housing; and

WHEREAS, the City of Ketchum has reviewed and concurs with findings of the *2002 Blaine County Residential Job Generation* study which demonstrates the health, safety and welfare of the citizens of the City of Ketchum is dependent upon a reasonable supply of affordable deed restricted workforce housing being made available to ensure that critical professional workers, essential services personnel, and service workers live within proximity to their work to provide municipal and private sector services; and

WHEREAS, the health, safety and welfare of the citizens of the City of Ketchum is dependent upon a reasonable supply of affordable deed restricted workforce housing being made available to ensure that critical professional workers, essential services personnel, and service workers live within proximity to their work to provide municipal and private sector services; and

WHEREAS, the *July 2006 Blaine County Housing Needs Assessment Update* conducted a household survey and found that 81.5% of people living in the North Valley felt that employees finding affordable housing was the most critical problem or one of the more serious problems in the region; and

WHEREAS, the construction or development of new residential and nonresidential buildings or the expansion of residential and nonresidential development in the City of Ketchum will result in new workers being needed for uses in the new buildings and/or for the maintenance of the new buildings; and

WHEREAS, the City of Ketchum concurs with the desires to utilize the Blaine-Ketchum Housing Authority (BKHA) *Community Housing Guidelines 2005-2006* (Guidelines) which identifies a range of income categories for households who earn up to 140% of the Area Median Income (AMI); and

WHEREAS, the City of Ketchum will give consideration to and desires to use these income categories for determining the target income levels for workforce housing development, the estimation of affordable prices for workforce housing and for data necessary to construct reasonable methodologies for the provision of workforce housing; and

WHEREAS, the Ketchum City Council initiated a community-based Downtown planning process in October 2006 to begin defining appropriate strategies to accomplish the policy directions of the Comprehensive Plan related to the Community Core; and

WHEREAS, the Ketchum City Council adopted the Framework of the Downtown Master Plan in February 2006 and adopted the Downtown Master Plan in September 2006; and

WHEREAS, the Framework of the Downtown Master Plan and the Downtown Master Plan establish a new approach to regulating development in the downtown; and

WHEREAS, Section 2, of the Downtown Master Plan, Master Plan Framework, Vision and Guiding Principles prioritizes the development of community housing and accepts higher densities and height within the Community Core as necessary to achieve community housing priorities; and

WHEREAS, Section 3.C., of the Downtown Master Plan, Form-Based Code Overview, places primary emphasis on the form and design of buildings and less emphasis on the use of property and density/intensity of the use, to regulate development to achieve a specific urban form that is compatible with the overall vision for a specified area; and

WHEREAS, a mechanism for regulating ground floor uses within buildings was desired to increase the retail vibrancy of the central part of downtown; and

WHEREAS, purpose of the Community Core District is to promote a compact and cohesive center of commerce and culture, to promote an attractive and safe pedestrian environment; and

WHEREAS, amendments to the Community Core District are necessary to implement the new approaches established in the Downtown Master Plan; and

WHEREAS, the City of Ketchum has determined that the herein changes to Title 17 of the City of Ketchum Municipal Code are consistent with achieving the previously cited goals; and

WHEREAS, the Planning and Zoning Commission for the City of Ketchum has recommended the herein changes to Title 17 of the City of Ketchum Municipal Code based upon its analysis of collected data, its public work sessions and public hearing, as well as suggestions from property owners; and

WHEREAS, the City Council has reviewed the Planning and Zoning Commission recommendation and made modifications based on their own analysis, and public input at Council workshop sessions and public hearings; and

WHEREAS, the Mayor and City Council for the City of Ketchum hereby adopts the above findings so as to further the Purpose and Intent of the Zoning District regulations in the City, consistent with the *Comprehensive Plan*.

NOW, THEREFORE, BE IT ORDAINED by the Mayor and City Council of the City of Ketchum, Idaho, that Title 17, Chapter 64 of the Ketchum Municipal Code is hereby replaced in its entirety as follows:

Chapter 17.64

COMMUNITY CORE DISTRICT (CC)

Sections:

- 17.64.010 CC - Community Core District.
17.64.020 Design Review Regulations and Guidelines.

17.64.010 CC - Community Core District.

- A. Purpose. The purpose of the CC - Community Core District is to promote a compact and cohesive center of commerce and culture, to promote an attractive and safe pedestrian environment which includes sidewalks, gathering spaces, streetscape amenities and landscaping, to retain the unique small town scale and character and to encourage buildings which respect Ketchum's historical and geographic context while providing diversity. Compatible mixed uses including retail, office, residential and cultural uses are encouraged. Commercial uses are concentrated in the CC district which is consistent with the City's Comprehensive Plan.
- B. Exceptions. The regulations of this chapter are intended to facilitate the implementation of the Ketchum Downtown Master Plan. The purpose of an exception is to allow for a degree of design flexibility within the Community Core. An exception to section 17.64.020, Design Regulations, may be granted by the Planning and Zoning Commission and the City Council if all of the following criteria are met:
1. The granting of an exception will be for the public good.
 2. The granting of an exception will not be detrimental to the health, safety, or general welfare of persons residing or working in the neighborhood of the proposed use
 3. The granting of the exception will not be detrimental or injurious to property or to the general welfare of the City.
- C. Uses Permitted.
1. Table 1 identifies uses that are permitted by right within the Community Core, uses that are permitted subject to the approval of a Conditional Use Permit and prohibited uses.
 2. For a permitted use to be established, it must also be compatible with the Use Specifications of the specific building on the property. Use Specifications for each allowed building type within the Community Core are provided in Section K Development Specifications for Site Design and Building Form.

3. The US Census Bureau, provides comparability in statistics about business activity across North America. NAICS codes are used by the City of Ketchum in the issuance of business licenses allowing the types of businesses in operation within the city to be tracked for economic development and planning purposes. Not all of the industries listed under NAICS are allowed in downtown.
4. All uses not listed in Table 1 shall be prohibited unless otherwise determined by the Planning and Zoning Commission to be similar in nature to a use listed.

Table 1: Permitted Land Uses within the Community Core

<u>Use</u>	<u>Permitted Use</u>	<u>Permitted with CUP</u>	<u>Prohibited Use</u>
Retail Trade and Retail Service Uses:			
<u>Mercantile</u>	X		
<u>Grocery store</u>		X	
<u>Personal service establishments</u>	X		
<u>Restaurants, bars, cafes</u>	X		
<u>Restaurants, bars, cafes with drive-thrus</u>			X
<u>Bakeries and delis</u>	X		
<u>Art galleries</u>	X		
<u>Indoor entertainment, recreation, and cultural uses</u>	X		
<u>Service stations (auto repair, gas station, etc.)</u>			X
<u>Day care center</u>	X		
<u>Mortuary</u>		X	
<u>Lobby/access to upper/lower floors</u>	X		
<u>Making of goods in conjunction with retail provided that it does not create noise, odor, dust, fumes, or require outside storage</u>	X		
Professional Service Uses:			
<u>Finance and Insurance</u>	X		
<u>Health Care (medical and dental)</u>	X		
<u>Real Estate and Property Management</u>	X		
<u>Professional, Scientific and Technical Services</u>	X		
<u>Management of Companies and Enterprises</u>	X		
<u>Administration and Support Services</u>	X		
<u>Office within a Multifamily Home Building or Urban Residential Building (either connected or not connected to a residential unit)</u>		X	
Residential Uses:			
<u>Single family dwelling</u>			X
<u>Addition to existing non-conforming single family dwelling (20 percent of existing square footage)</u>		X	
<u>Multi Family Dwellings and Duplexes</u>	X		
<u>Assisted living facility</u>		X	
<u>Home occupations and artist studios within a residential unit</u>	X		
Accommodation:			
<u>Hotel/motel</u>	X		
Public/Semi-Public Uses:			
<u>Civic center / government offices</u>	X		
<u>Post office</u>	X		
<u>Hospital, religious institution, or school</u>		X	
<u>Parks, recreation, plazas, cultural uses</u>	X		
Outdoor Uses on Private Property:			
<u>Outdoor dining</u>	X		
<u>Outside displays of merchandise</u>	X	X	
<u>Outdoor entertainment</u>		X	
Other Uses:			
<u>Manufacturing/Industrial/Warehouses/Outdoor Storage Uses</u>			X
<u>Adult-only businesses</u>			X
<u>Accessory use to a permitted use identified above</u>	X		
<u>Curb cuts/driveway access from streets where no alley exists</u>		X	
<u>Other uses that are similar to those permitted (or permitted with a use permit) above, as determined by the Planning Director</u>	X	X	

D. On-Site Parking Requirements.

1. Development shall be required to meet the parking demand generated for each use within a building. When the calculation of the number of parking spaces demanded results in a fractional number, fractions equal to or greater than one-half shall be adjusted up to the next whole number.

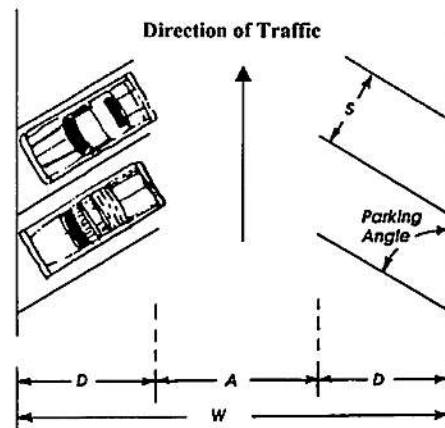
<u>Parking Demand Generated by Use</u>	
<u>Residential</u>	<u>1.0 space per 1500 net square feet</u>
<u>Community Housing Units</u>	<u>No parking is required</u>
<u>Accommodation</u>	<u>0.75 space per rental room</u>
<u>Retail Trade and Retail Service</u>	<u>2.0 spaces per 1000 gross square feet</u>
<u>Professional Service</u>	<u>2.0 spaces per 1000 gross square feet</u>
<u>Government</u>	<u>1.0 space per 1000 gross square feet</u>

2. The minimum number of parking spaces provided on-site shall be four (4) spaces per 5,500 square feet of lot area.
3. Four (4) on-street parking spaces per 5,500 square feet of lot area may be counted toward the required parking demand.
4. The number of on-site parking spaces required for medical/dentist office uses; indoor entertainment, recreation and cultural uses; and Public/Semi-Public uses (as listed in Table 1) shall be determined based on either the requirements in Section 17.124.060 of the Ketchum Zoning Ordinance (Off-Street Parking) or based on a project-specific parking solution that is approved by the Planning and Zoning Commission. The applicant shall submit a parking analysis and plan that demonstrates how parking demand is addressed.
5. An adequate number of handicapped parking spaces shall be provided to meet the requirements of the International Building Code.
6. On-site parking stalls may be located directly off the alley if the width of the alley can adequately accommodate the parking. No parking stall shall project into an alley, sidewalk, or street.
7. All parking lots shall be surfaced with asphalt, concrete, pavers, or similar hard surface. Hard surface parking spaces shall be striped. Temporary parking areas may be gravel-surfaced. Temporary parking may be allowed for up to two years and are subject to Planning and Zoning Commission approval. Such parking areas are intended to provide units in locations that are temporarily undeveloped. Except for surfacing, temporary parking areas are subject to the same City design and regulatory requirements set for other surface parking lots in the Community Core.

8. The owner or manager of the property shall maintain parking lots so that they are in good, safe and useable condition and free of public nuisances such as trash and weeds.
9. All parking lots shall be designed with adequate on-site drainage facilities to prevent the drainage of water onto adjacent properties, walkways, or into the public right-of-way.
10. All parking and service areas that are adjacent to a street shall be buffered from public views by a combination of landscaping and fences/walls. Such improvements will be for the purpose of beautification. For safety purposes, views of the parking and services areas from the sidewalk and street should not be obscured.
11. All surface parking lots shall be designed with either an underground heating system to facilitate the removal of snow, or a storage area for plowed snow. The storage area shall be 150 square feet for every 55 feet of lineal lot width.
12. The dimensions of on-site parking spaces shall be based on the following standards. Back-in angle parking configurations are encouraged.

On-Site Parking Dimensions:			
<u>Parking Angle</u>	<u>Stall Width (S)</u>	<u>Stall Depth (D)</u>	<u>Aisle Width (A)</u>
90	8	18	22
30	8	20	10
45	8	20	11
60	8	20	18
Parallel	8	20	
ADA	13.5	Same as above	

Back-In Angle Parking (shown for an on-site parking lot with one aisle)



13. An applicant may propose a project-specific parking solution to address parking demand unmet by on-site parking spaces for approval by the City. The applicant shall submit a parking analysis and plan that demonstrates how parking demand is addressed.
14. Except as provided in D.13 above, one hundred percent (100%) of the parking demand unmet by on-site parking spaces may be met with a payment in-lieu.
 - a. The in-lieu fee amount shall be determined annually by City Council based on the cost of land, the construction cost of structured parking above, on or below ground, the amount of land needed for each parking space and access, landscape areas and other amenities, the cost of physical improvements to the property including grading, compaction, drainage, asphalt, concrete, landscaping, lighting, striping and other amenities as may be considered appropriate.
 - b. Payment of in-lieu fees must be made to the City at the time of issuance of a building permit;
15. All in-lieu funds received under this Section shall be placed into a special and separate transportation improvement and acquisition fund to be used primarily for transit improvements and parking management programs, such as paid parking, that address the demand for physical parking on-site in the CC district and secondarily for the purchase, construction and improvement of public parking facilities.

E. Sidewalk, Curb and Gutter. Sidewalks, curbs and gutters shall be required as an accessory use in accordance with standards as established by the City as to type, location and grade. Sidewalks, curbs and gutters shall be required within the public right-of-way when there is new construction or when an existing building classified as a commercial use is altered or changed and such modifications require a building permit and the cost of such construction exceeds twenty thousand dollars (\$20,000.00). Sidewalk widths shall comply with the widths as determined by the City in street sections developed for each street.

F. Lot Dimensions.

1. Minimum Lot Area - five thousand five hundred (5,500) square feet. Townhouse subplot area shall be at minimum equal to the perimeter of an individual townhouse unit measured at the foundation and along any common party wall, and shall be in compliance with the Uniform Building Code;
2. Minimum Lot Width - fifty-five (55) feet;
3. Lot Configuration - all side lot lines shall run perpendicular to the alley and/or Avenue.

G. Maximum Floor Area Ratio.

1. All new buildings and alterations or additions to existing buildings shall be subject to the maximum floor area ratio described below.

	<u>Permitted</u>	<u>Community Housing Incentive</u>
<u>Gross FAR</u>	<u>1.0</u>	<u>2.25</u>

2. Floor Area Ratio (FAR) Community Housing Incentive: An increased FAR above 1.0 for Community Housing Units may be permitted up to a maximum of 2.25, subject to design review approval and provided that all the following conditions are met:
 - a. Twenty (20) percent of the total gross floor area of the building minus any ground floor retail trade, retail service, professional service and public/semi-public uses is deed restricted in perpetuity as Community Housing Unit(s), pursuant to the definition in Chapter 17.08.
 - b. The maximum floor area applies to three story buildings, the fourth floor of buildings may exceed the 2.25 FAR maximum.
 - c. Community Housing units shall be generally targeted for half of the required Community Housing shall be within income Categories 4 and 6, with an average of Category 5 and half of the required Community Housing shall be within income Categories 7 and

above, with an average of Category 8. The definition of who may qualify to purchase affordable housing shall be maintained in the Governing Housing Authority Guidelines and adopted by the City Council.

- d. Of the gross square footage of Community Housing required, a fifteen percent (15%) reduction will be allowed as a standard discount from the gross square footage required to net liveable square footage of the Community Housing units.
- e. For hotels, Community Housing calculations apply to residential units that do not meet the definition of hotel.
- f. Any fraction of Community Housing requirements may be paid via a fee-in-lieu of housing. The fraction of Community Housing units times the fee equals the amount due to the City. The fee-in-lieu shall be recommended by the Governing Housing Authority on an annual basis and adopted by the City Council. The developer has the option of providing a full housing unit rather than paying the fee-in-lieu or working with the City or other non-profit entity to purchase the balance of the Community Housing unit with additional funds.
- g. All Community Housing units, either for sale or rental, shall be administered by the Governing Housing Authority. The Governing Housing Authority shall recommend the types, locations and categories of all proposed Community Housing units for approval by the City. The City may approve alternatives to the administration of units at their discretion.
- h. The City's goal is to encourage the construction of whole units and not to create a program for fee in lieu for whole units. However, the City Council may consider a request by the property owner to pay a fee in lieu of constructing a complete community housing unit or provide other considerations as the City Council deems appropriate. The City Council has full discretionary power to determine said request. Said in lieu payment is not bound by any adopted fee schedule and is subject to negotiation on a case by case basis.

H. Hotel Uses

- 1. Hotels may build a fourth floor anywhere in designated receiving areas, as may be adopted by the City Council, without purchase of Transfer of Development Rights. If a hotel developer has the option of building a fifth floor (i.e. in a

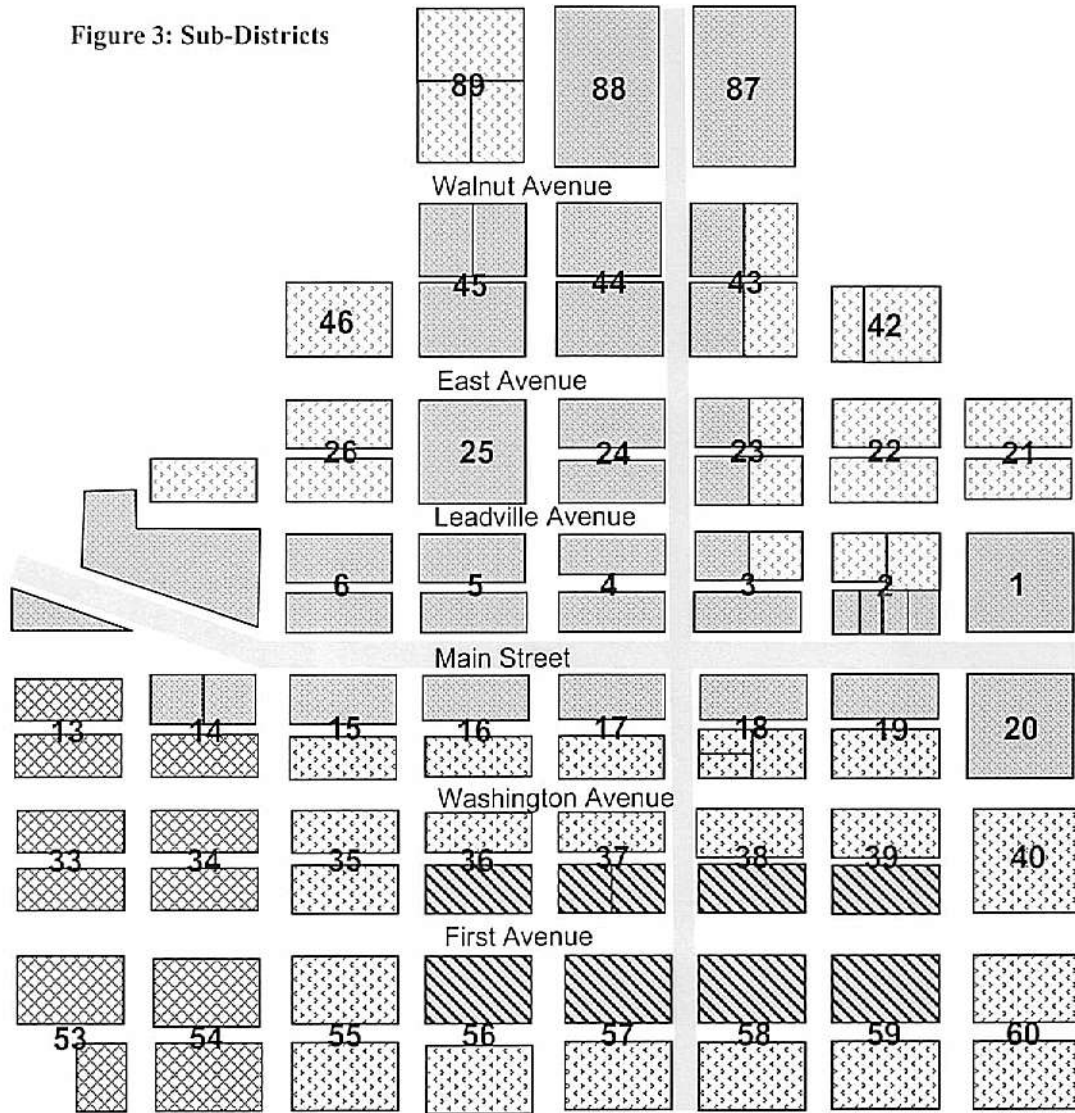
- designated zone), the fifth floor may be built without the purchase of Transfer of Development Rights.
2. Without exception, hotels cannot build fourth or fifth floors in designated sending areas, as may be adopted by the City Council.
 3. Hotels are not subject to the Floor Area Ratio Inclusionary Housing Incentive of twenty percent (20%) for all hotel uses and hotel sleeping rooms. The twenty percent (20%) Inclusionary Housing Incentive is required for all residential units within a hotel that are not available for short term rental.
 4. The City Council may consider a request by the hotel developer to satisfy any required workforce housing square footage by alternate means. Off site mitigation, payment of in lieu fees, land in lieu of units or other considerations may be proposed by the hotel developer. The City Council has full discretionary power to deny said request. Said in lieu payments are not bound by any adopted fee schedule and is subject to negotiation on a case by case basis.
 5. Hotels shall enter into a hotel use agreement with the City as part of the approval process. Said hotel use agreement shall address at a minimum the following subjects: Community housing, hotel room uses and restrictions, public access on the property, alternatives and remedies if the hotel use ceases, and any other issue the Planning and Zoning Commission or City Council deems appropriate. Said hotel use agreement shall follow the public hearing process as outlined in Section 17.154.040.E, Public Hearing, Section 17.154.040.F, Additional Hearing and Section 17.154.040G, Recordation, Title 17, Land Use Code. Said hotel use agreement shall be subject to Section 17.154.060, Enforcement and Section 17.154.070, Modification and Termination, Title 17, Land Use Code.

I. Transfer of Development Rights (TDR) [Reserved]

J. Sub-Districts

1. Sub-Districts designate areas within the Community Core District for six (6) types of buildings (Figure 3).
2. The sub-districts define which building type or types are allowed within each sub-district of the Community Core. There are a total of six permitted building types:
 - a. Traditional Mixed-Use
 - b. Mixed-Use With Cellar
 - c. Neighborhood Mixed-Use
 - d. Multifamily Home
 - e. Urban Residential
 - f. Hotel
3. Uniform standards are applied to each building type provided in section 17.64.101.K and section 17.64.020.

Figure 3: Sub-Districts



**Sub-District A:
Retail Core**

Building Types Allowed:

- Traditional Mixed-Use (Building Type 1)
- Mixed-Use with Cellar (Building Type 2)
- Hotel (Building Type 6)



**Sub-District B:
Arts District**

Building Types Allowed:

- Mixed-Use with Cellar (Building Type 2)
- Neighborhood Mixed-Use (Building Type 3)
- Traditional Mixed-Use (Building Type 1)
- Hotel (Building Type 6)



**Sub-District C:
Urban Residential**

Building Types Allowed:

- Mixed-Use with Cellar (Building Type 2)
- Neighborhood Mixed-Use (Building Type 3)
- Multifamily Home (Building Type 4)
- Urban Residential (Building Type 5)



**Sub-District D:
Traditional Neighborhood**

Building Types Allowed:

- Multifamily Home (Building Type 4)

K. Development Specifications for Site Design and Building Form

1. Development specifications are provided for each building type permitted within the Community Core. The development specifications are the regulations for site design, building setback, height, mass, roof forms, façade elements, open space, and the location of uses within a building.
 - a. Building Type 1 Traditional Mixed-Use
 - b. Building Type 2 Mixed-Use with Cellar
 - c. Building Type 3 Neighborhood Mixed-Use
 - d. Building Type 4 Multifamily Home
 - e. Building Type 5 Urban Residential
 - f. Building Type 6 Hotel

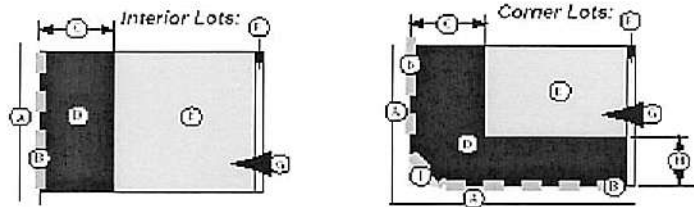
2. Civic buildings are of special public importance to the Community Core. Civic buildings are allowed in all of the sub-districts of the Community Core. In order to provide maximum flexibility for the design of civic buildings, this section does not prescribe specific development specifications for civic buildings. The City Council has the discretion to determine that a building intended solely for public use and/or semi public use may be considered a Civic building for the purposes of design review. Civic buildings shall be designed to meet the following site design and building form criteria:
 - a. Be compatible in form and character to other buildings that are allowed within the applicable sub-district
 - b. Be of exceptional and innovative design
 - c. Comply with applicable design review regulations and design guidelines

3. Changes or additions to existing non-conforming buildings in addition to not increasing the degree of non-conformity shall meet the following setbacks and height regulations:
 - a. Front yard setback: minimum of 5 feet
 - b. Rear yard setback: minimum of 3 feet
 - c. Height: maximum of 35 feet

K.1.a. Building Type 1: Traditional Mixed-Use

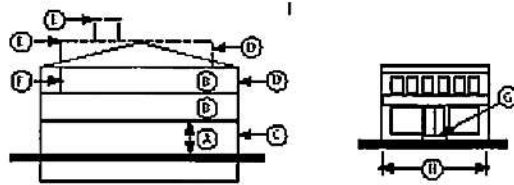
i. Applicable Sub-Districts: A, B

ii. Building Type 1 - Site Specifications:



- A. Sidewalk
- B. Setback line: The building façade shall be setback an average of 5 feet from the front property line, and from the side property line of a corner lot, except in sub-district A where no setback is required.
- C. Minimum building depth of 20 feet as measured from the front setback line.
- D. Building Zone: 100 percent of this area shall be occupied by one (or more) building(s), except up to 50 percent of the building may be setback to create a courtyard or plaza. If an entire block is developed with this building type, the building zone shall extend along all four streets, excluding access points. Storefronts, building entrances, and upper floor balconies may be recessed into the facade.
- E. Multi-Functional Zone: This area may be occupied by building, rear yard, courtyard, plaza, parking lot, and/or loading and unloading zones.
- F. Alley Setback: The building shall be setback a minimum of 3 feet from an alley.
- G. Access to parking and loading and unloading facilities shall be provided by the alley.
- H. Minimum building depth of 12 feet as measured from the side setback line on a corner lot.
- I. Building Corner: The building corner on a corner lot may be angled, curved, or recessed, but only if a building entrance or display window, outdoor seating or art display is created at the corner.

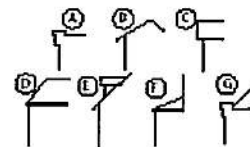
iii. Building Type 1 - Mass and Height Specifications:



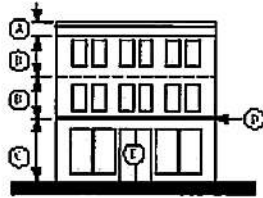
- A. First Floor Ceiling Height: 12 feet to 15 feet.
- B. Upper Floor Ceiling Heights: 8 feet minimum and up to 80 percent of the height of first floor ceiling.
- C. Minimum Number of Floors: One
- D. Maximum Number of Floors: Three
 - 1. A fourth floor is permitted with transfer of development rights or if all uses above the ground floor are exclusively affordable residential units.
 - 2. The fourth floor shall step back from the property line adjacent to any street, avenue or alley a minimum of 5 feet, with an average of 10 feet, on each façade.
- E. Maximum Building Height:
 - 1. Two and three story buildings 40 feet.
 - 2. Four story buildings 48 feet.
 - 3. An additional 2 feet may be permitted if the additional height will contribute meaningfully to the building character or function.
 - 4. A stairway/elevator shaft providing access to a roof garden may exceed the maximum height by up to 10 feet provided it is stepped back at least 20 feet from the front and rear property line.
- F. The third floor may be stepped back.
- G. At building entrances, the elevation of the ground floor shall be within 0 to 12 inches above the adjacent sidewalk grade.
- H. Building Width: 16 feet minimum

iv. Building Type 1 – Roof Forms

- A. Flat Roof with Parapet or Cornice
- B. Hip Roof
- C. Gabled Roof
- D. Full Mansard Roof
- E. Dormers
- F. Shed Roof: Only allowed where building step backs occur.
- G. Appropriate combinations of the above roof forms

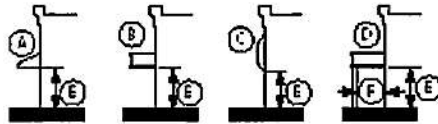


v. Building Type 1 -Façade Specifications:



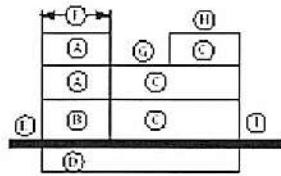
- A. Building Cap: The top of the building shall be defined by a cap, such as a cornice or eaves.
- B. Upper Floor Façade Window Fenestration: 30 to 70 percent of each upper floor facade shall be occupied by windows or doors, except where sloped roofs forms are used.
- C. Ground Floor Façade Window Fenestration: 60 to 90 percent of each ground floor facade shall be occupied by transparent windows and doors.
- D. A horizontal design element is required to differentiate between the ground floor and upper floors. Examples include a cornice line, awning, balcony, or change in the building material.
- E. Entry Door: At least one entry door is required for each business with ground floor street frontage.

vi. Building Type 1 -Façade Elements:



- A. Awnings/Marquees may project 3 feet to 6 feet from the facade.
- B. Balconies/Decks may project up to 6 feet from the facade.
- C. Bay windows may project up to 3 feet from the facade.
- D. Colonnades (supporting either a shed roof or balcony) may project up to 6 feet from the facade. Supporting posts shall have a diameter or square width between 6 inches to 12 inches.
- E. Vertical Clearance: 8 feet minimum.
- F. Clearance from inside of post/column to façade: 5 feet minimum.
- G. Prohibited façade elements include external chimneys, external staircases, garage doors, window security bars, and security roll-up doors are prohibited on facades that front a street, park, and/or plaza.

vii. Building Type 1 - Use Specifications



- A. Upper Floor with Street Frontage: All uses as permitted by Table 1 are allowed. Parking is prohibited.
- B. Ground Floor with Street Frontage: All Retail Trade, Retail Service uses as permitted by Table 1 and Professional Service Uses with a CUP as permitted by Table 1. Parking is prohibited.
- C. Floors without Street Frontage: All uses as permitted by Table 1 are allowed. Structured parking is allowed.
- D. Basement: Parking, storage, and accessory uses associated with ground floor and upper floor principle building uses are permitted. Additional space for a permitted ground floor use is also permitted. A minimum of 50 square feet of storage space is required for each community housing unit within a building.
- E. Street frontage.
- F. Minimum Depth of Street Frontage Uses: 20 feet as measured from the front facade. On a corner building, the depth shall be 12 feet from the side facade adjacent to the street.
- G. Private Outdoor Space: All residential uses shall have a private outdoor space (such as a deck, balcony, or private porch). The area of each private outdoor space shall be at least 50 square feet, with no dimension less than 6'.
- H. Roof Gardens (private and public) are allowed.
- I. Utility meters, garbage disposal areas, surface parking lots, and loading and unloading facilities shall be located to the rear of the. Utility meters are allowed in the setback zone if they are enclosed within a utility box.

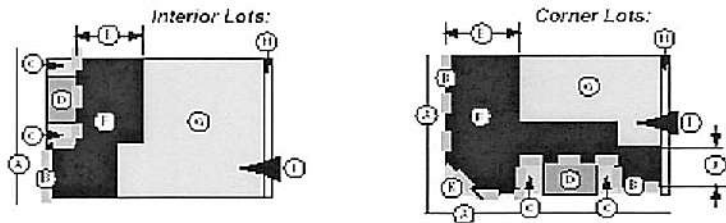
viii. Building Type 1 - Example Photographs



K.1.b. Building Type 2: Mixed-Use with Cellar

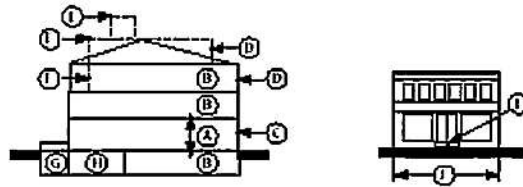
i. Applicable Sub-Districts: A, B, C

ii. Building Type 2 - Site Specifications:



- A. Sidewalk
- B. Setback Line: The building facade shall be setback an average of 5 feet from the front property line, and from the side property line of a corner lot, except in sub-district A where no setback is required and as provided in D.
- C. The portion of the facade that is within 10 feet of the sub grade open space shall be a minimum of 12 feet from the front property line, or from the side property line of a corner lot.
- D. Sub grade open space: minimum length 20 feet, minimum depth 12 feet.
- E. Minimum building depth of 20 feet as measured from the front setback line.
- F. Building Zone: 100 percent of this area shall be occupied by one (or more) building(s).
- G. Multi-Functional Zone: This area may be occupied by building, rear yard, courtyard, plaza, parking lot, and/or loading and unloading zones.
- H. Alley setback: The building shall be setback a minimum of 3 feet from an alley.
- I. Access to parking and loading and unloading facilities shall be provided by the alley.
- J. Minimum building depth of 12 feet as measured from the side setback line of a corner lot.
- K. Building Corner: The building corner on a corner lot may be angled, curved, or recessed, but only if a building entrance, display window, outdoor seating or art display is created at the corner.

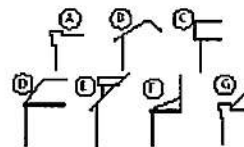
iii. Building Type 2 – Mass and Height Specifications



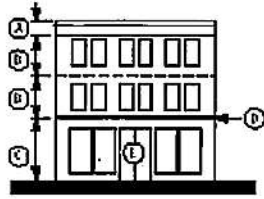
- A. First Floor Ceiling Height: 12' to 15'.
- B. Upper Floor and Cellar Ceiling Heights: 8' minimum and up to 80% of the height of first floor ceiling.
- C. Minimum Number of Floors: One
- D. Maximum Number of Floors: Three
 - 1. A fourth floor is permitted with transfer of development rights or if all uses above the ground floor are exclusively affordable residential units.
 - 2. The fourth floor shall step back from the property line adjacent to any street, avenue or alley a minimum of 5 feet, with an average of 10 feet, on each façade.
- E. Maximum Building Height:
 - 1. Two and three story buildings 40 feet.
 - 2. Four story buildings 48 feet.
 - 3. An additional 2 feet may be permitted if the additional height will contribute meaningfully to the building character or function.
 - 4. A stairway/elevator shaft providing access to a roof garden may exceed the maximum height by up to 10 feet provided it is stepped back at least 20 feet from the front and rear property line.
- F. The third floor may be stepped back.
- G. Sub grade Open Space
- H. Cellar
- I. At building entrances, the elevation of the ground floor shall be within 0 to 12 inches above the adjacent sidewalk grade.
- J. Building Width: 40 feet minimum

iv. Building Type 2 – Roof Forms

- A. Flat Roof with Parapet or Cornice
- B. Hip Roof
- C. Gabled Roof
- D. Full Mansard Roof
- E. Dormers
- F. Shed Roof: Only allowed where building step backs occur
- G. Appropriate combinations of the above roof forms

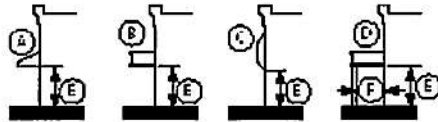


v. Building Type 2 – Façade Specifications



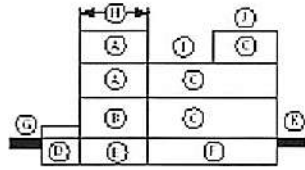
- A. Building Cap: The top of the building shall be defined by a cap, such as a cornice or eaves.
- B. Upper Floor Façade Window Fenestration: 30 to 70 percent of each upper floor facade shall be occupied by windows or doors, except where sloped roof forms are used.
- C. Ground Floor Façade Window Fenestration: 60 to 90 percent of each ground floor facade shall be occupied by transparent windows and doors
- D. A horizontal design element is required to differentiate between the ground floor and upper floors. Examples include a cornice line, awning, balcony, or change in the building material.
- E. Entry Door: At least one entry door is required for each business with ground floor street frontage.

vi. Building Type 2 – Façade Elements



- A. Awnings/Marquees may project 3 feet to 6 feet from the facade.
- B. Balconies/Decks may project up to 6 feet from the facade.
- C. Bay windows may project up to 3 feet from the facade.
- D. Colonnades (supporting either a shed roof or balcony) may project up to 6 feet from the facade. Supporting posts shall have a diameter or square width between 6 inches to 12 inches.
- E. Vertical Clearance: 8 feet minimum.
- F. Clearance from inside of post/column to façade: 5 feet minimum.
- G. Prohibited façade elements include external chimneys, external staircases, garage doors, window security bars, and security roll-up doors are prohibited on facades that front a street, park, and/or plaza.

vii. Building Type 2 – Use Specifications



- A. Upper Floor with Street Frontage: All uses as permitted by Table 1 are allowed. Parking is prohibited.
- B. Ground Floor with Street Frontage: All Retail Trade, Retail Service and Professional Service uses as permitted by Table 1 are allowed. Parking is prohibited.
- C. Floors without Street Frontage: All uses as permitted by Table 1 are allowed. Structured parking is allowed.
- D. Sub grade open space (for uses in the adjacent cellar).
- E. Cellar: All uses as permitted by Table 1 are allowed. Parking is prohibited.
- F. Basement: Parking, storage, and accessory uses associated with ground floor and upper floor principle building uses is permitted. A minimum of 50 square feet of storage space is required for each community housing unit within a building.
- G. Street frontage.
- H. Minimum Depth of Street Frontage/Cellar Uses: 20 feet as measured from the front facade. On a corner building, the depth shall be 12 feet from the side facade adjacent to the street.
- I. Private Outdoor Space: All residential uses shall have a private outdoor space (such as a deck, balcony, or private porch). The area of each private outdoor space shall be at least 50 square feet, with no dimension less than 6 feet.
- J. Roof Gardens (private and public) are allowed.
- K. Utility meters, garbage disposal areas, surface parking lots and loading and unloading facilities shall be located to the rear of the building. Utility meters are allowed in the setback zone if they are enclosed within a utility box.

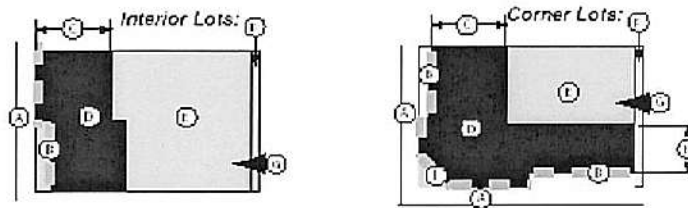
vii. Building Type 2 – Example Photographs



K.1.c. Building Type 3: Neighborhood Mixed-Use

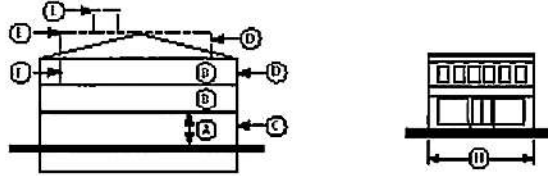
i. Applicable Sub-Districts: B, C

ii. Building Type 3 - Site Specifications:



- A. Sidewalk
- B. Setback Line: The building facade shall be setback an average of 5 feet from the front property line, and from the side property line of a corner lot.
- C. Minimum building depth of 20 feet as measured from the setback line.
- D. Building Zone: 100 percent of this area shall be occupied by one (or more) building(s), except up to 50 percent of the building may be setback to create a courtyard or plaza. Storefronts, building entrances, and upper floor balconies may be recessed into the facade.
- E. Multi-Functional Zone: Zone may be occupied by building, rear yard, courtyard, plaza, parking lot, and/or loading and unloading zones.
- F. Alley Setback: The building shall be setback a minimum of 3 feet from an alley.
- G. Access to parking and loading and unloading facilities shall be provided by the alley.
- H. Minimum building depth of 12 feet as measured from the side setback line on a corner lot.
- I. Building Corner: The building corner on a corner lot may be angled, curved, or recessed, but only if a building entrance, display window, outdoor seating or art display is created at the corner.

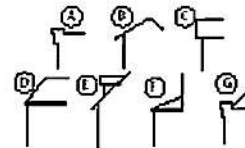
iii. Building Type 3 – Mass and Height Specifications



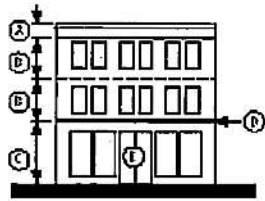
- A. First Floor Ceiling Height: 10 feet to 15 feet.
- B. Upper Floor Ceiling Heights: 8 feet minimum and up to 80 percent of the height of first floor ceiling.
- C. Minimum Number of Floors: One
- D. Maximum Number of Floors: Three
 - 1. A fourth floor is permitted with transfer of development rights or if all uses above the ground floor are exclusively affordable residential units.
 - 2. The fourth floor shall step back from the property line adjacent to any street, avenue or alley a minimum of 5 feet, with an average of 10 feet, on each façade.
- E. Maximum Building Height:
 - 1. Two and three story buildings 40 feet.
 - 2. Four story buildings 48 feet.
 - 3. An additional 2 feet may be permitted if the additional height will contribute meaningfully to the building character or function.
 - 4. A stairway/elevator shaft providing access to a roof garden may exceed the maximum height by up to 10 feet provided it is stepped back at least 20 feet from the front and rear property line.
- F. Upper floors may be stepped back.
- G. Building Width: 16 feet minimum

iv. Building Type 3 – Roof Forms

- A. Flat Roof with Parapet or Cornice
- B. Hip Roof
- C. Gabled Roof
- D. Full Mansard Roof
- E. Dormers
- G. Shed Roof: Only allowed where building step backs occur.
- H. Appropriate combinations of the above roof forms.

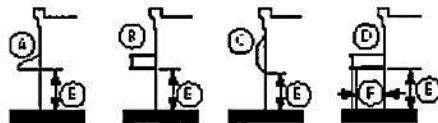


v. Building Type 3 – Façade Specifications



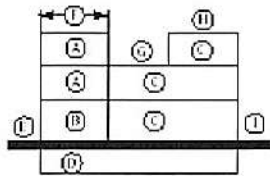
- A. Building Cap: The top of the building shall be defined by a cap, such as a cornice or eaves.
- B. Upper Floor Façade Window Fenestration: 30 to 70 percent of each upper floor facade shall be occupied by windows or doors, except where sloped roof forms are used.
- C. Ground Floor Façade Window Fenestration: 60 to 90 percent of each ground floor facade shall be occupied by transparent windows and doors
- D. A horizontal design element is required to differentiate between the ground floor and upper floors. Examples include a cornice line, awning, balcony, or change in the building material.
- E. Entry Door: At least one entry door is required for each business with ground floor street frontage.

vi. Building Type 3 – Façade Elements



- A. Awnings/Marquees may project 3 feet to 6 feet from the facade.
- B. Balconies/Decks may project up to 6 feet from the facade.
- C. Bay windows may project up to 3 feet from the facade.
- D. Colonnades (supporting either a shed roof or balcony) may project up to 6 feet from the facade. Supporting posts shall have a diameter or square width between 6 inches to 12 inches.
- E. Vertical Clearance: 8 feet minimum.
- F. Clearance from inside of post/column to façade: 5 feet minimum.
- G. Prohibited façade elements include external chimneys, external staircases, garage doors, window security bars, and security roll-up doors are prohibited on façades that front a street, park, and/or plaza.

vii. Building Type 3 – Use Specifications



- A. Upper Floor with Street Frontage: All uses as permitted by Table 1 are allowed. Parking is prohibited.
- B. Ground Floor with Street Frontage: All Retail Trade, Retail Service and Professional Service uses as permitted by Table 1 are allowed. Parking is prohibited.
- C. Floors without Street Frontage: All uses as permitted by Table 1 are allowed. Structured parking is allowed.
- D. Basement: Parking, storage, and accessory uses associated with ground floor and upper floor principle building uses are permitted. Additional space for a permitted ground floor use is also permitted. A minimum of 50 square feet of storage space is required for each community housing unit within a building.
- E. Street Frontage
- F. Minimum Depth of Street Frontage Uses: 20 feet as measured from the front facade. On a corner building, the depth shall be 12 feet from the side facade adjacent to the street.
- G. Private Outdoor Space: All residential uses shall have a private outdoor space (such as a deck, balcony, or private porch). The area of each private outdoor space shall be at least 50 square feet, with no dimension less than 6 feet.
- H. Roof Gardens (private and public) are allowed.
- I. Utility meters, garbage disposal areas, surface parking lots and loading and unloading facilities shall be located to the rear of the building. Utility meters are allowed in the setback zone if they are enclosed within a utility box.

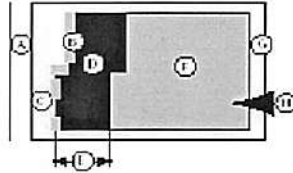
viii. Building Type 3 – Example Photographs



K.1.d. Building Type 4: Multi-Family Home

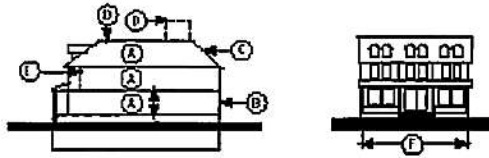
i. Applicable Sub-Districts: C

ii. Building Type 4 - Site Specifications:



- A. Sidewalk
- B. Setback Line: The building façade shall be setback an average of 5 feet from the front property line.
- C. Setback Zone: The portion of the lot between the building and the front and side property lines shall be landscaped.
- D. Building Zone: 75 to 100 percent of this area shall be occupied by one or more building. Portions of this area not occupied by a building shall be occupied by landscaping, a courtyard, pedestrian walkway, or other space.
- E. Minimum building depth of 20 feet as measured from the front setback line.
- F. Multi-Functional Zone: This area may be occupied by building, rear yard, courtyard, parking lot, and/or parking garage.
- G. Alley Setback: The building shall be setback a minimum of 3 feet from an alley. If there is no alley, then a minimum 5 feet rear setback is required.
- H. Access to parking and loading and unloading facilities shall be provided by the alley.

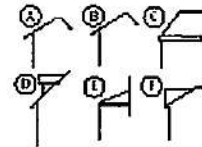
iii. Building Type 4 – Mass and Height Specifications



- A. Ceiling Height: 8 feet to 12 feet
- B. Minimum Number of Floors: One
- C. Maximum Number of Floors: Three
- D. Maximum Building Height:
 1. Two and three story buildings 40 feet.
 2. An additional 2 feet may be permitted if the additional height will contribute meaningfully to the building character or function.
 3. A stairway/elevator shaft providing access to a roof garden may exceed the maximum height by up to 10 feet provided it is stepped back at least 30 feet from the front and rear property line.
- E. Upper floors may be stepped back.
- F. Building Width: 32 feet minimum

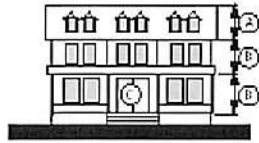
iv. Building Type 4 – Roof Forms

- A. Hip Roof
- B. Gabled Roof
- C. Full Mansard Roof
- D. Dormers
- E. Shed Roof: Only allowed where backs occur.
- F. Appropriate combinations of the above roof forms



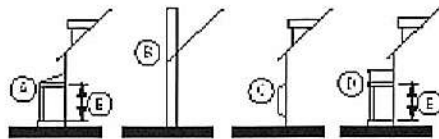
building step

v. Building Type 4 – Façade Specifications



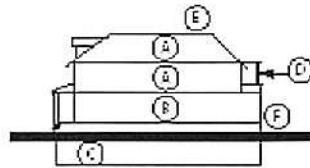
- A. Roof: The top floor shall consist of a sloped roof form with dormer or gable end windows.
- B. Ground Floor and Second Floor Window Fenestration: 15 to 50 percent of each floor facade shall be occupied by windows, except where gable end or dormer windows are used.
- C. Entry Door: At least one entry door is required on the front facade of the building. Multiple entry doors are allowed on all facades.

vi. Building Type 4 – Façade Elements



- A. A front porch is required for all building entrances fronting a street, avenue, park, or public plaza.
- B. External chimneys may extend up to 2 feet into the side and rear yard setback zone. External chimneys are prohibited on all facades fronting a street, avenue, park, or public plaza.
- C. Bay Windows may project up to 3 feet from the facade. Bay windows may extend into the front setback zone. Windows shall be required on each side of the bay window.
- D. Balconies, decks and porches shall not extend into the public right-of-way.
- E. Vertical Clearance: 8 feet minimum
- F. Prohibited façade elements include external chimneys, external staircases to upper floors, window security bars, roll-up security doors, and "scissor style" security grilles are prohibited on facades that front a street, avenue, park, and/or plaza. Garage doors that front a street, plaza, or park are prohibited, unless the lot is not served by an alley.

vii. Building Type 4 – Use Specifications



- A. Upper Floors: All residential uses as permitted by Table 1 are allowed. Parking is prohibited.
- B. Ground Floor: All residential and Professional Service uses as permitted by Table 1 are allowed. Parking is prohibited.
- C. Basement: Parking, storage, and accessory uses associated with ground floor and upper floor principle building uses are permitted. A minimum of 50 square feet of storage space is required for each community housing unit within a building.
- D. Private Open Space: All residential uses shall have a private outdoor space (such as a deck, balcony, or private porch). The area of each private outdoor space shall be at least 50 square feet, with no dimension less than 6'.
- E. Roof Gardens (private and public) are allowed.
- F. Utility meters, garbage disposal areas, surface parking lots, attached or detached garages, and loading and unloading facilities shall be located to the rear of the building. Utility meters are also allowed in the rear setback zone if they are enclosed within a utility box.

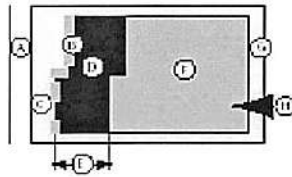
viii. Building Type 4 – Example Photographs



K.1.e. Building Type 5: Urban Residential

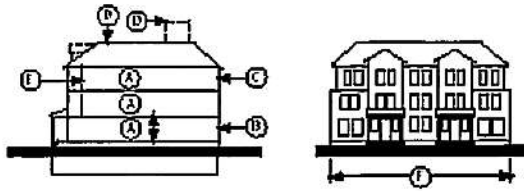
i. Applicable Sub-Districts: C

ii. Building Type 5 - Site Specifications:



- A. Sidewalk
- B. Setback Line: The building façade shall be setback an average of 5 feet from the front property line.
- C. Setback Zone: The portion of the lot between the building and the front and side property lines shall be landscaped.
- D. Building Zone: 75 to 100 percent of this area shall be occupied by one or more building. Portions of this area not occupied by a building shall be occupied by landscaping, a courtyard, pedestrian walkway, or other space.
- E. Minimum building depth of 20 feet as measured from the front setback line.
- F. Multi-Functional Zone: This area may be occupied by building, rear yard, courtyard, parking lot, and/or parking garage.
- G. Alley Setback: The building shall be setback a minimum of 3 feet from an alley. If there is no alley, then a minimum 5 feet rear setback is required.
- H. Access to parking and loading and unloading facilities shall be provided by the alley.

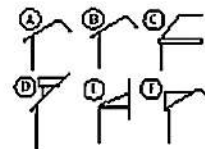
iii. Building Type 5 – Mass and Height Specifications



- A. Ceiling Height: 8 feet to 12 feet
- B. Minimum Number of Floors: One
- C. Maximum Number of Floors: Three
 - 1. A fourth floor is permitted if the building is using transfer of development rights or if all uses are exclusively affordable residential units.
 - 2. The fourth floor shall step back from the property line adjacent to any street, avenue or alley a minimum of 5 feet, with an average of 10 feet, on each façade.
- D. Maximum Building Height:
 - 1. Two and three story buildings 40 feet.
 - 2. Four story buildings 48 feet.
 - 3. An additional 2 feet may be considered if the additional height will contribute meaningfully to the building character or function.
 - 4. A stairway/elevator shaft providing access to a roof garden may exceed the maximum height by up to 10 feet provided it is stepped back at least 30 feet from the front and rear property line.
- E. Upper floors may be stepped back
- F. Building Width: 32 feet minimum

iv. Building Type 5 – Roof Forms

- A. Hip Roof
- B. Gabled Roof
- C. Full Mansard Roof
- D. Dormers
- E. Shed Roof: Only allowed where backs occur.
- F. Appropriate combinations of the above roof forms



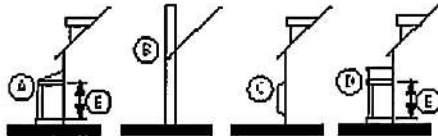
building step

v. Building Type 5 – Façade Specifications



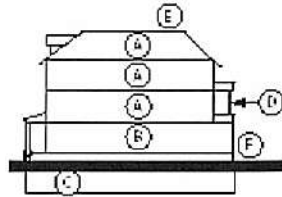
- A. Roof: The top floor shall consist of a sloped roof form with dormer or gable end windows.**
- B. Ground Floor and Upper Floor Window Fenestration: 15 to 50 percent of each ground floor and upper floor facade that fronts a street, park, and/or plaza shall be occupied by windows, except where gable end or dormer windows are used.**
- C. Entry Door: At least one entry door is required on the front facade of the building. Multiple entry doors are allowed on all facades.**

vi. Building Type 5 - Façade Elements



- A. A front porch or stoop is required for all building entrances fronting a street, park, or public plaza.**
- B. External chimneys may extend up to 2 feet into the side and rear yard setback zone. External chimneys are prohibited on all facades fronting a street, park, or public plaza.**
- C. Bay Windows may project up to 3 feet from the facade. Bay windows may extend into the front setback zone. Windows shall be required on each side of the bay window.**
- D. Balconies, decks and porches shall not extend into the public right-of-way.**
- E. Vertical Clearance: 8 feet minimum.**
- F. Prohibited façade elements - External chimneys, external staircases, window security bars, and security roll-up doors are prohibited on facades that front a street, park, and/or plaza. Garage doors that front a street, avenue, plaza, or park are prohibited, except where no alley exists.**

vii. Building Type 5 – Use Specifications



- A. Upper Floors: All residential uses as permitted by Table 1 are allowed. Parking is prohibited.
- B. Ground Floor: All residential and Professional Service uses as permitted by Table 1 are allowed. Parking is prohibited.
- C. Basement: Parking, storage, and accessory uses associated with ground floor and upper floor principle building uses are permitted. A minimum of 50 square feet of storage space is required for each community housing unit within a building.
- D. Private Outdoor Space: All residential uses shall have a private outdoor space (such as a deck, balcony, or private porch). The area of each private outdoor space shall be at least 50 square feet, with no dimension less than 6 feet.
- E. Roof Gardens (private and public) are allowed.
- F. Utility meters, garbage disposal areas, surface parking lots, attached or detached garages, and loading and unloading facilities shall be located to the rear of the building. Utility meters are allowed in the rear setback zone if they are enclosed within a utility box.

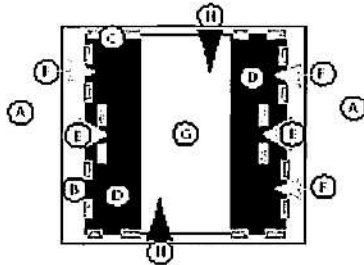
viii. Building Type 5 – Example Photographs



K.1.f. Building Type 6: Hotel

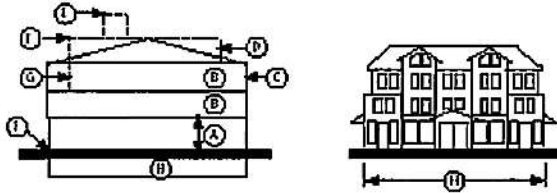
i. Applicable Sub-Districts: A, B

ii. Building Type 6 - Site Specifications:



- A. Main Street or an avenue**
- B. Sidewalk**
- C. Setback Line: Minimum average setback of 5 feet from the front property line, except in sub-district A where no setback is required.**
- D. Building Zone: 60 to 100 percent of this area shall be occupied by one or more buildings.**
 - 1. The minimum building depth shall be 50 feet as measured from the front and rear property line, except a portion of the building may be built anywhere within 30 feet of the front property line.**
 - 2. Portions of this area not occupied by a building shall be occupied by courtyards, landscaping, hotel entryways, a porte-cochere, or other open space.**
 - 3. Storefronts, building entrances, and upper floor balconies may be recessed into the facade.**
- E. Pedestrian Entrance: The main pedestrian entrance(s) shall be from Main Street or an avenue.**
- F. All ground floor uses that are intended to serve both hotel guests and the general public (such as a restaurant or retail store) shall have a pedestrian entrance directly from the street.**
- G. Multifunctional Zone: This area may be occupied by buildings, useable open space, porte-cochere, loading and unloading zone, valet parking service area, and access to parking facilities. Garbage disposal facilities shall be located in the Multi-Functional Zone.**
- H. Vehicle Access Points: Access to parking and loading and unloading facilities shall be provided by the alley, except where the development is on a whole city block, then vehicle access, including driveways to a porte-cochere, parking facilities, and loading and unloading zones may be from the side property lines.**

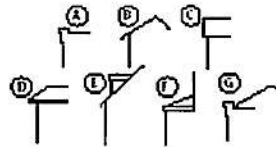
iii. Building Type 6 – Mass and Height Specifications



- A. First Floor Ceiling Height: 12 feet to 20 feet.
- B. Upper Floor Ceiling Heights: 8 feet minimum and up to 80 percent of the height of first floor ceiling.
- C. Minimum Number of Floors: Three
- D. Maximum Number of Floors: Four
 - 1. Five floors may be allowed in locations as designated by City Council.
 - 2. The fourth floor and, if permitted, fifth floor shall step back from the property line adjacent to any street, avenue or alley a minimum of 5 feet, with an average of 10 feet, on each façade and shall contain a dormer roof form.
- E. Maximum Building Height:
 - 1. Three story hotel 48 feet.
 - 2. Four story hotel 58 feet.
 - 3. Five story hotel 68 feet.
 - 4. All buildings greater than 48 feet shall require final approval from the City Council.
 - 5. A stairway/elevator shaft providing access to a roof garden may exceed the maximum height by up to 10 feet provided it is stepped back at least 20 feet from the front and rear property line.
- F. If the building is not setback from the sidewalk, then the entrance shall be at the grade of the sidewalk. If the building is setback from the sidewalk, then the entrance may be elevated above the sidewalk grade by up to 4 feet.
- G. Third floors may be stepped back.
- H. Building Width: 55 feet minimum

iv. Building Type 6 – Roof Forms

- A. Flat Roof with Parapet or
- B. Hip Roof
- C. Gabled Roof
- D. Full Mansard Roof
- E. Dormers.
- F. Shed Roof: Only allowed where building step backs occur.
- G. Appropriate combinations of the above roof forms.



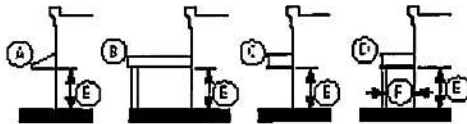
Cornice

v. Building Type 6 – Façade Specifications



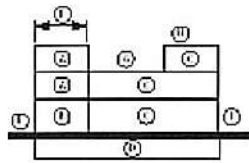
- A. Building Cap: The top of the building shall be defined by a cap, such as a cornice or eaves.
 - 1. The top floor of a four or five story hotel shall consist of a sloped roof form with dormer or gable end windows.
- B. Upper Floor Façade Window Fenestration: 30 to 70 percent of each upper floor facade shall be occupied by windows or doors.
- C. Ground Floor Façade Window Fenestration: 60 to 90 percent of each ground floor facade shall be occupied by transparent windows and doors. This specification does not apply to ground floor facades within the Multifunctional Zone
- D. Entry Door: At least one entry door is required for each business with ground floor street frontage. The following specifications apply to facades that front a street, avenue, park, and/or plaza:

vi. Building Type 6 – Façade Elements



- A. Awnings/Marquees may project 3 feet to 6 feet from the facade. At major pedestrian entrances to the hotel, marquees may extend between 6 feet and up to two-thirds the distance between the front facade and the curb line of the sidewalk. Supporting posts are permitted at these entrances.
- B. Porte-cocheres may project up to 32 feet from the facade. They are not allowed to project over the public sidewalk.
- C. Balconies/Decks may project 3 feet to 6 feet from the facade.
- D. Colonnades (supporting either a shed roof or balcony/deck) may project from 5 feet to 6 feet from the facade. Supporting posts shall have a square width or diameter of 6 inches to 12 inches.
- E. Vertical Clearance: 8 feet minimum.
- F. Clearance from inside of post/column to façade: 5 feet minimum.
- G. Prohibited façade elements - external chimneys, external staircases, window security bars, and security roll-up doors are prohibited on facades that front a street, avenue, park, and/or plaza.

vii. Building Type 6 – Use Specifications



- A. Upper Floor with Street Frontage: Accommodation, retail trade and retail service uses as permitted by Table 1. Parking is prohibited.
- B. Ground Floor with Street Frontage: Active uses shall occur on the street frontage of ground floors within the Building Zone (refer to Site Specifications). Active uses include, but are not limited to, lobby space, guest registration, restaurants, bars, business center, workout facilities, conference facilities, office space and retail stores. This specification does not apply to ground floor uses within Multifunctional Zone (refer to Site Specifications).
- C. Floors without Street Frontage: Accommodation, retail trade and retail service, and residential uses as permitted by Table 1. Structured parking is permitted.
- D. Basement: Parking, storage, and accessory uses associated with ground floor and upper floor principle building uses are permitted. A minimum of 50 square feet of storage space is required for each community housing unit within a building.
- E. Street Frontage
- F. Depth for street frontage uses: minimum 20 feet.
- G. Private Outdoor Space: All residential uses shall have a private outdoor space (such as a deck, balcony, or private porch). The area of each private outdoor space shall be at least 50 square feet, with no dimension less than 6'.
- H. Roof Gardens (private and public) are allowed.
- I. Utility meters, garbage disposal areas, surface parking lots, and loading and unloading facilities shall be located to the rear of the building. Utility meters are allowed in the setback zone if they are enclosed within a utility box.

viii. Building Type 6 – Example Photographs



17.64.020 Design Review Regulations and Guidelines

1. This section contains design review regulations and guidelines for all new development projects, changes to the exterior of existing buildings and changes of use in existing buildings within the Community Core.
2. Design Regulations are minimum or baseline standards for the design of development projects within the Community Core. Development shall comply with all applicable design regulations. Design Regulations are denoted by DR.
3. Design Guidelines are recommendations that are intended to further define the desired image and character of development within the Community Core. Design guidelines provide additional guidance to architects, landscape architects, engineers, and other designers. Compliance with design guidelines is not required, but is strongly encouraged. Design Guidelines are denoted by DG.
4. The design regulations and guidelines in this section are organized in the following categories:

 - a. All Building Facades
 - b. Mixed-Use/Hotel Building Facades
 - c. Multi-Family and Urban Residential Building Facades
 - d. Historic Building Facades
 - e. Roofs
 - f. Awnings and Marquees
 - g. Balconies
 - h. Colonnades
 - i. Bay Windows
 - j. Front Porches/Stoops
 - k. Outdoor Open Space
 - l. Service Areas
 - m. Mechanical and Electrical Equipment
 - n. Landscaping
 - o. Fences, Walls, and Gates
 - p. Site Lighting
 - q. Plazas/Pedestrian Walkways/Courtyards
 - r. Parks
 - s. Bicycle Parking
 - t. Streets and Streetscapes

17.64.020.4.A. All Building Facades

Design Regulations:

DR.A-1: Facades shall be designed with both solid surfaces and window openings to avoid the creation of blank walls and glass curtain walls. Blank walls on all facades that front a park, street, avenue, alley, plaza, or other public spaces are prohibited.

DR.A-2: On all facades, a clear visual distinction between each floor shall be provided.

DR.A-3: Stairways shall have a design that is compatible with overall structure. Stairs shall not have a tacked-on appearance or look like their design was an addition or afterthought.

DR.A-4: All sides of the facade shall be designed with similar architectural elements, materials, and colors as the front facade. However, the design of side and rear facades may be simpler, more casual, and more utilitarian in nature.



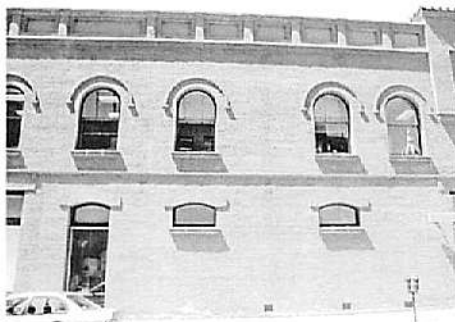
A clear visual distinction between each floor is provided

Window openings and solid surfaces are balanced on the facade, which avoids the creation of blank walls and glass curtain walls



Appropriate relationship between front facade (above) and rear facade (below): The rear facade has similar materials and treatments, but the design is more utilitarian and less formal.

Blank walls and facades that do not clearly delineate each floor of the building are prohibited:



DR.A-5: If a portion of an existing building is modified, it shall use the same building materials, details, and color applications as the rest of the building. For example, if a portion of a brick facade with wood-framed windows and doors is modified, the modified portion of the facade shall use bricks, details, and wood-frame windows and doors that are compatible with the other parts of the building.

DR.A-6: Additions to existing buildings shall be designed with a style, materials, colors, and details that are compatible with the existing structure.

Original Structure:



Prohibited Addition to Structure:



Allowed Addition to Structure:



Design Guidelines

DG.A-1: Limit the number of building materials used on the facade. As a general rule, use no more than 3 different types of materials on a single facade.

DG.A-2: Materials that are consistent with local vernacular architecture, as well as those that are indigenous to the region are desired such as:

- Brick (in an unglazed finish and earth tone)
- Painted or stained lap horizontal siding and vertical board and batten wood siding
- Painted, stained, or natural finish shingles
- Stained or natural finish wood logs
- Wrought iron
- Fiber cement siding
- Finished and painted wood trim
- Wood, aluminum, copper, steel, and vinyl clad wood frames for windows and doors
- Wood, metal, and glass doors

DG.A-3: Secondary materials should generally be limited to no more than 30% of a facade.

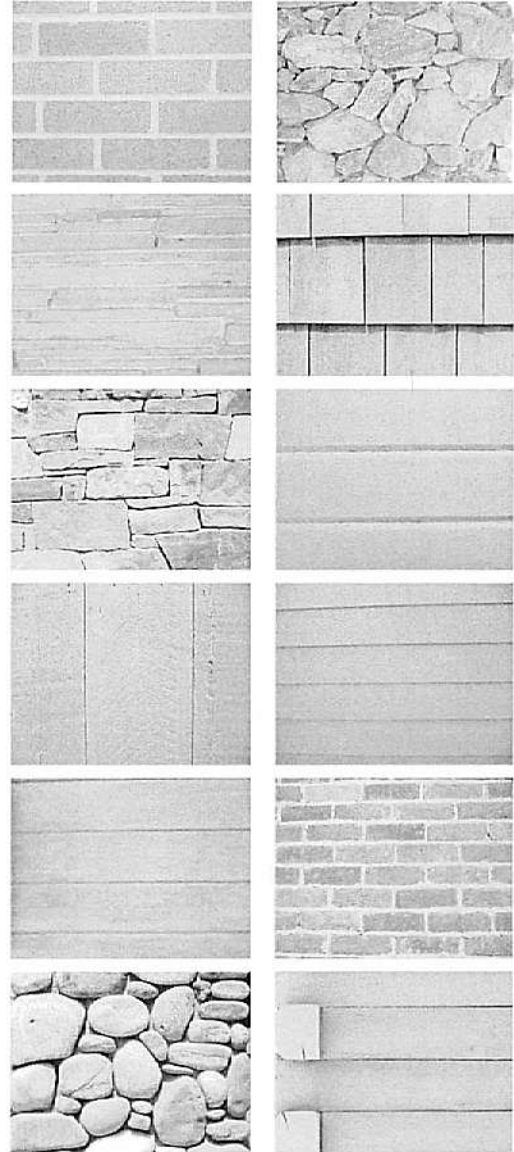
Secondary materials may include:

- Heavy timber
- Plaster or stucco
- Rustic masonry block
- Corrugated metal that is non-reflective
- Natural stone or river rock (should be avoided in large vertical rows)

DG.A-4: Building materials that are discouraged on facades include:

- Plywood
- Hardboard
- Unfinished lumber
- Corrugated fiberglass
- Vinyl or lap aluminum siding
- Sheet metal or tin siding
- Textured T-11 siding
- Reflective materials
- Manmade building materials (other than fiber cement siding) that are intended to simulate natural products/materials unless made from 100% recycled content.

Examples of appropriate building materials on facades:



DG.A-5: Changes in material should generally occur when there is a change in the plane of the facade. If possible, the change in materials and color should occur on inside corners of the building. If a change is proposed along the line of a single plane, a pronounced expansion joint should be used to define a clear separation.

DG.A-6: Facades should have finishes and colors that are similar to those found on traditional buildings in Ketchum. Painted building surfaces should have a matte finish. Trim work may have a glossy finish. Consideration should be given to how certain colors and finishes withstand weather.

DG.A-7: The natural colors of brick and stone material should be maintained. These materials should not be painted or glazed.

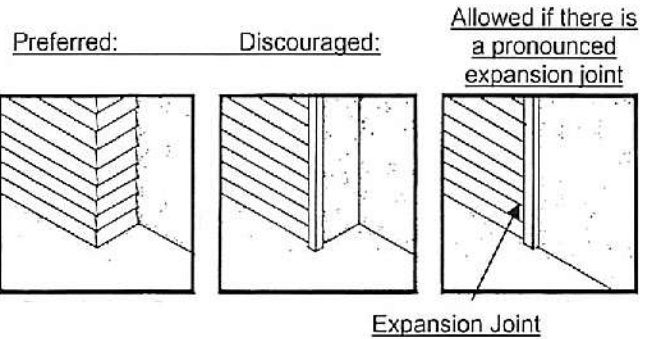
DG.A-8: Muted and soft colors are encouraged. Extensively bold, bright, fluorescent, and neon colors should be avoided. If used, extensively bold, bright, fluorescent, and neon colors should only be used as accent colors on window and door frames, building trim, and details.

DG.A-9: Color applications on a facade should generally be limited to one or two main colors and two to three accent colors that compliment the main color(s) of the structure.

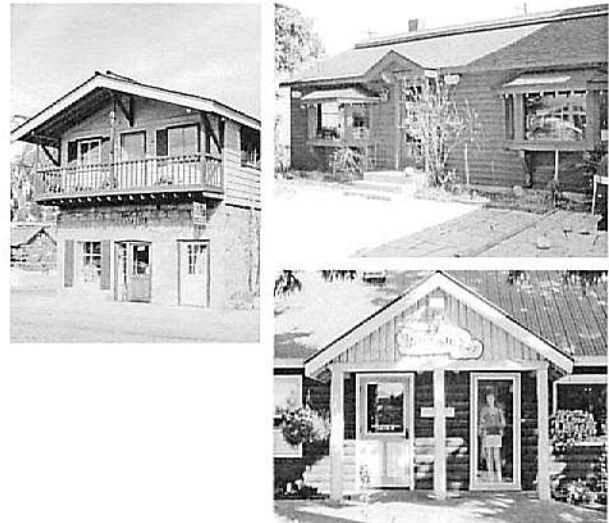
DG.A-10: Window openings should have a vertical orientation and proportion.

DG.A-11: Basic and simple window shapes are encouraged.

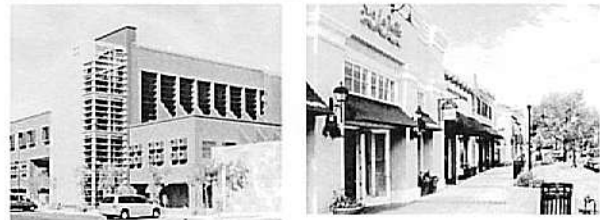
DG.A-12: Shutter width to window and door width should look in proportion.



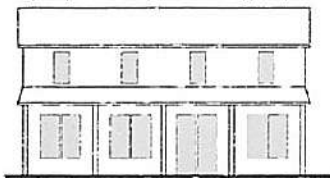
Examples of appropriate use of color on buildings:



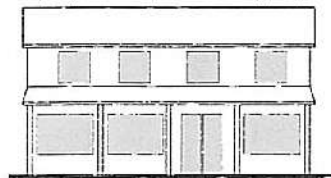
Examples of Inappropriate use of color on buildings:



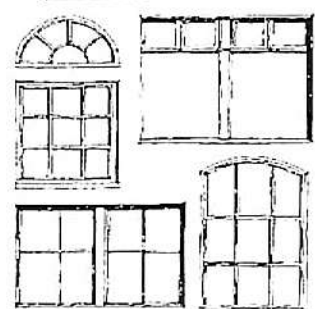
Windows with vertical orientation and proportion (Encouraged):



Windows with horizontal orientation and proportion (Discouraged):



Basic and Simple Windows:



17.64.020.4.B. MIXED-USE/HOTEL BUILDING FACADES

Design Regulations:

DR.B-1: Front building facades, as well as all facades that front a plaza, or pedestrian walkway, shall be designed with:

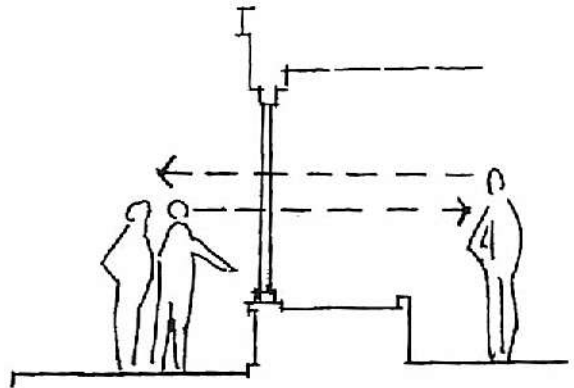
- Ground floor storefront windows and doors that utilize clear transparent glass in order to provide clear views of storefront displays from the street, and/or to allow natural surveillance of the street and adjacent outdoor spaces. Mirror and tinted glass, including solar bronze and interior film, is prohibited.
- Upper floor window openings that have a vertical orientation and proportion. Mirror and tinted glass is prohibited on upper floor facades.

DR.B-2: Elements of traditional “Main Street” storefronts shall be used in the facades of traditional mixed-use buildings. These elements include recessed entry door(s), display windows, the kickplate or bulkhead, transom windows, cornice and pediment.

Example of appropriate storefront windows

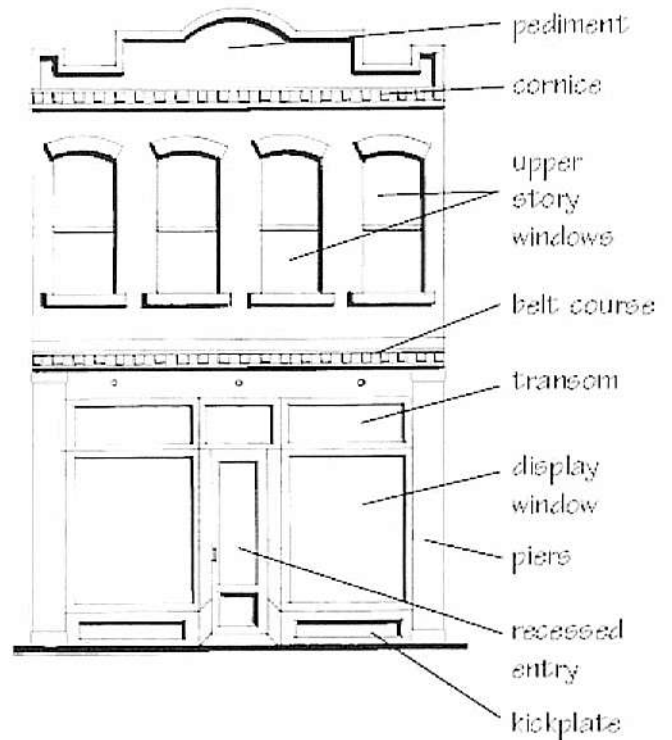


Mirror and tinted glass is prohibited on facades.



Transparent windows and doors provide clear views of storefront displays and natural surveillance of the street and adjacent public spaces

Traditional Main Street Storefronts



Design Guidelines

DG.B-1: Street facing building facades, as well as all facades that front a plaza or pedestrian walkway, should be articulated to improve the quality of the design. Appropriate methods of articulation include, but are not limited to, the following:

- Increasing the number and/or size of window openings.
- Creating a defined building cap or roofline.
- Providing stylized windows and doors.
- Creating a defined base for the building.
- Providing three-dimensional expression lines (vertical and horizontal) between the floors of the structure and around storefronts and window openings.
- Adding depth and detail to the cornice or roof parapet.
- Recessing storefronts and windows into the façade to create depth and cast shadow patterns.

DG.B-2: A single building on a lot wider than 55' is permitted if it is designed to look like multiple buildings; each segment of the building shall have a maximum width of 55'.

DG.B-3: The ground floor façade should have more area dedicated to transparent window and door openings than the upper floors.

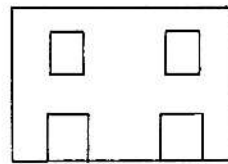
DG.B-4: Three-dimensional wall projections, horizontal expression lines, building columns, details and cornice treatments are encouraged on facades.

DG.B-5: The ground floor of buildings facades should be divided into structural bays for storefront openings. The width of the structural bay or the storefront should not exceed its height.

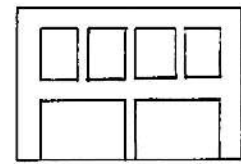
DG.B-6: Finish materials that give a feeling of permanence and quality and that have relatively low maintenance costs should be used on façades.

DG.B-7: Secondary entrances and windows are strongly encouraged on rear facades that are adjacent to parking facilities.

Building facades shall be appropriately articulated:



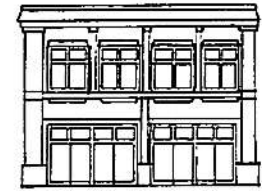
**Unarticulated
Facade**



Facade articulation is improved by increasing the number and size of window openings



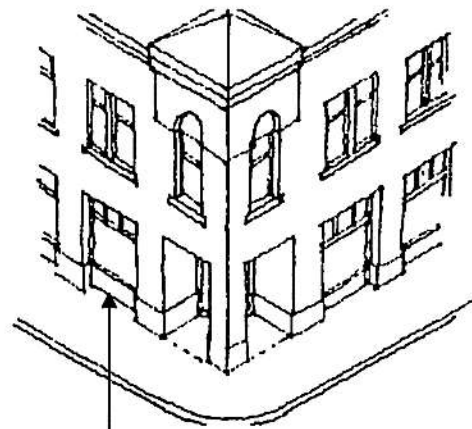
Facade articulation is improved by adding a defined building cap or roofline with depth and detail, and by adding stylized windows and doors



Facade articulation is improved by providing a building base and three-dimensional horizontal and vertical expression lines



Appropriate relationship between window openings on ground floor and upper floors

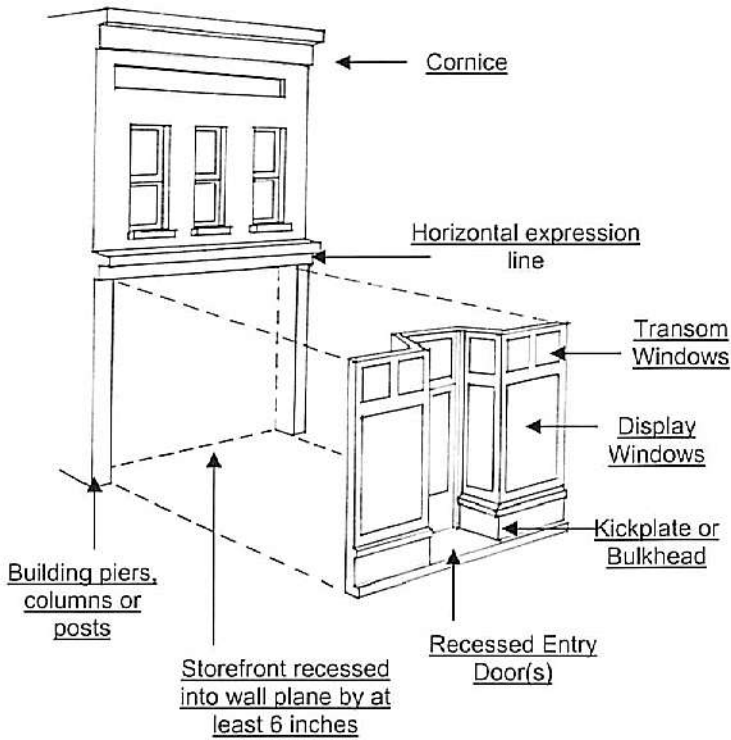


Structural bays for storefronts

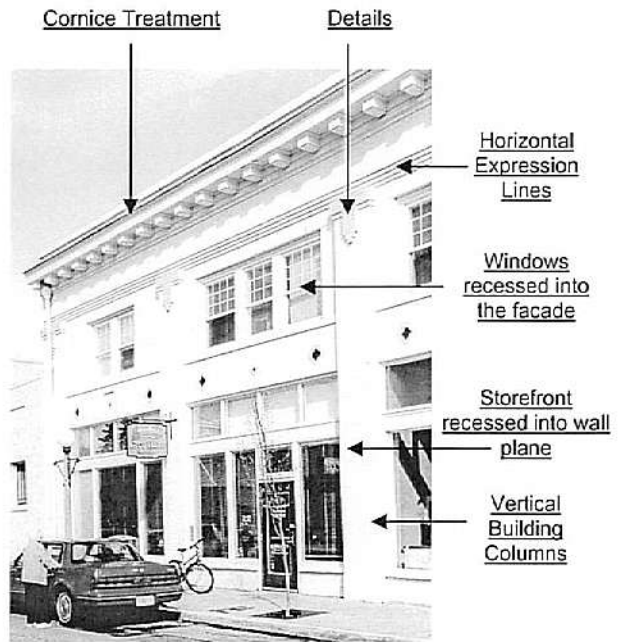
DG.B-8: Storefronts should be recessed into the wall plane by at least 6 inches and should be framed by building piers or columns and a cornice or horizontal expression line.

DG.B-9: A horizontal expression line (also referred to as a belt course) should be between half and one quarter the height of the building cornice.

Traditional Main Street Storefronts



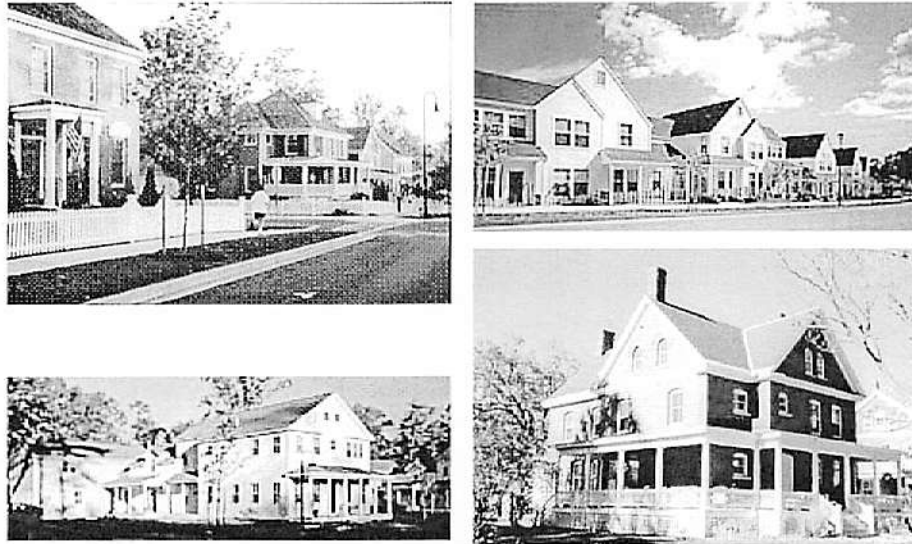
Traditional Main Street Storefronts



17.64.020.4.C. MULTI-FAMILY HOME AND URBAN RESIDENTIAL BUILDING FACADES

Design Regulations:
None

Examples of Multi-Family Home Building Class



Examples of Urban Residential Building Class



Design Guidelines:

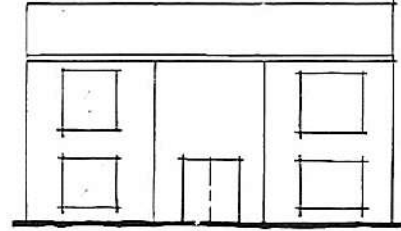
DG.C-1: Building facades that face streets and avenues, as well as all facades that face a plaza, park, or public space, shall be articulated to improve the quality of the design. Appropriate methods of articulation include, but are not limited to, the following:

- Offsetting or changing the direction of the wall plane by adding a building wing.
- Increasing the number of window openings on the façade.
- Balancing window openings on the façade to avoid blank areas on the wall surface
- Using more than one material, texture, or color to break up the mass of the façade
- Stepping back upper stories.
- Using traditional building forms, such as bay windows and dormers.
- Utilizing compatible architectural details to reduce the scale and mass of buildings.
- Providing overhanging roof eaves that created depth and cast shadow.

DR.C-2: Overhanging roofs or three-dimensional cornices are required to delineate the top of the façade and to cast shadow patterns on residential buildings.

DG.C-3: Building styles, forms, materials, and colors that reflect the region's vernacular residential architecture are encouraged on residential buildings, particularly for the multi-family home building type. Appropriate building forms include balconies, hipped and gabled roofs, porches, and dormers. Traditional building materials include brick, timber and horizontal and vertical wood siding, and wood framed windows and doors. The intent of this guideline is not to recreate exact replicas of historic or traditional building, but rather to create new buildings that reflect and honor the character and image of the region.

DG.C-4: The facades of detached garages and other accessory buildings should be designed with similar materials, colors, and details as the main residential building.

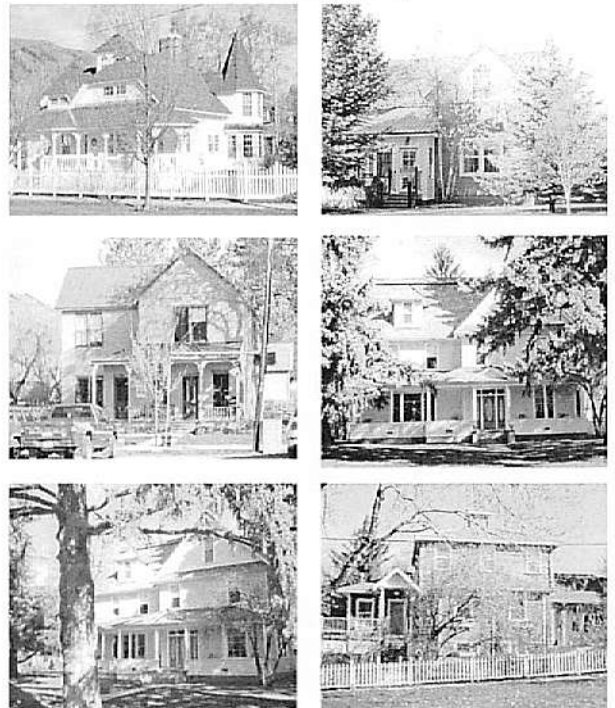


Residential façade with poor articulation (discouraged)



Residential façade with appropriate level of articulation

Examples of the region's vernacular residential architecture for Multi-Family Home building type:



17.64.020.4.D. HISTORIC BUILDINGS

Design Regulations

DR.D-1: Owners of properties that have entered into the TDR program by establishing TDRs are required to meet the Secretary of Interior's Standards for the Treatment of Historic Properties when renovating or modifying their building.

Design Guidelines:

DG.D-1: When renovating or modifying historic buildings listed on the National Register of Historic Places or designated a Local Heritage Site, Landmark, or Block and those properties listed in the Ketchum Archaeological and Historic Survey Report (refer to the Ketchum Historic Preservation Commission list), the Secretary of Interior's Standards for the Treatment of Historic Properties with Guidelines for Preserving, Rehabilitating, Restoring, and Reconstructing Historic Buildings should be used. Secretary of Interior's Standards for the Treatment of Historic Properties

The Secretary of the Interior is responsible for establishing standards for advising Federal agencies on the preservation of historic properties listed in or eligible for listing in the National Register of Historic Places. The Standards for Rehabilitation are used as the national standard to determine if a rehabilitation qualifies as a Certified Rehabilitation for federal tax purposes. In addition, the Standards are used by Federal agencies in carrying out their historic preservation responsibilities for properties in Federal ownership or control; and State and local officials in reviewing both Federal and nonfederal rehabilitation proposals. The standards are also adopted by local historic district and planning commissions.

The Standards (Department of Interior regulations, 36 CFR 67) pertain to historic buildings of all materials, construction types, sizes, and occupancy and encompass the exterior and the interior, related landscape features and the building's site and environment as well as attached, adjacent, or related new construction. The Standards are to be applied to specific rehabilitation projects in a reasonable

manner, taking into consideration economic and technical feasibility.

1. A property shall be used for its historic purpose or be placed in a new use that requires minimal change to the defining characteristics of the building and its site and environment.

2. The historic character of a property shall be retained and preserved. The removal of historic materials or alteration of features and spaces that characterize a property shall be avoided.

3. Each property shall be recognized as a physical record of its time, place, and use. Changes that create a false sense of historical development, such as adding conjectural features or architectural elements from other buildings, shall not be undertaken.

4. Most properties change over time; those changes that have acquired historic significance in their own right shall be retained and preserved.

5. Distinctive features, finishes, and construction techniques or examples of craftsmanship that characterize a property shall be preserved.

6. Deteriorated historic features shall be repaired rather than replaced. Where the severity of deterioration requires replacement of a distinctive feature, the new feature shall match the old in design, color, texture, and other visual qualities and, where possible, materials. Replacement of missing features shall be substantiated by documentary, physical, or pictorial evidence.

7. Chemical or physical treatments, such as sandblasting, that cause damage to historic materials shall not be used. The surface cleaning of structures, if appropriate, shall be undertaken using the gentlest means possible.

8. Significant archeological resources affected by a project shall be protected and preserved. If such resources must be disturbed, mitigation measures shall be undertaken.

9. New additions, exterior alterations, or related new construction shall not destroy historic materials that characterize the property. The new work shall be differentiated from the old and shall be compatible with the massing, size, scale, and architectural features to protect the historic integrity of the property and its environment.

10. New additions and adjacent or related new construction shall be undertaken in such a manner that if removed in the future, the essential form and integrity of the historic property and its environment would be unimpaired.

In addition to these standards, there are illustrated guidelines that describe in more detail how the standards can be implemented for specific types of projects. These guidelines can be obtained from the National Park Service.

17.64.020.4.E. ROOFS

Design Regulations:

DR.E-1: Roofing forms and materials shall be compatible with the overall style and character of the structure. Reflective materials are prohibited.

DR.E-2: A relatively consistent roof design (including overhangs, pitch, fascia, materials, and eaves) shall be provided on all sides of the building.

DR.E-3: All roofs shall be designed with snow clips, gutters, and downspouts to prevent water damage and stains on building facades, and to protect pedestrians and adjoining properties from dripping water and sliding snow.

DR.E-4: Mechanical equipment on roofs shall be screened from public views from all sidewalks, plazas, parks, public spaces, and pedestrian walkways.

DR.E-5: Roof overhangs, such as cornices, and eaves, may extend out from the façade of the building. However, roof overhangs shall not extend over a neighboring parcel or more than 3 feet over a public sidewalk.

Design Guidelines

DG.E-1: Appropriate types of roof materials that are encouraged on buildings include:

- Galvanized metal
- Copper
- Non-reflective Aluminum and Zinc Alum
- Asphalt shingles
- Metal “dimensional”-type shingles
- Slate shingles
- Cedar shake shingles
- EPDM for flat roofs
- Other materials of similar quality, durability, and character to those listed above and approved by the Planning Commission

DG.E-2: Snow clips should be painted steel.

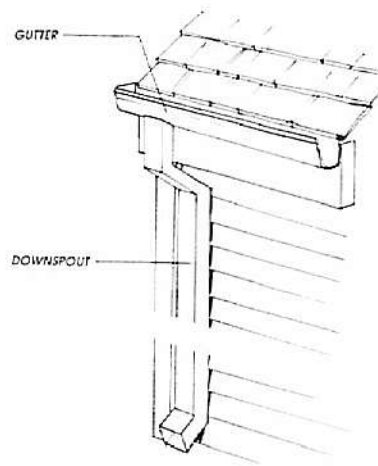
DG.E-3: Gutters and downspouts may be constructed with copper, aluminum, painted galvanized steel, or PVC. The Planning

Commission may also approve other materials of similar quality and character.

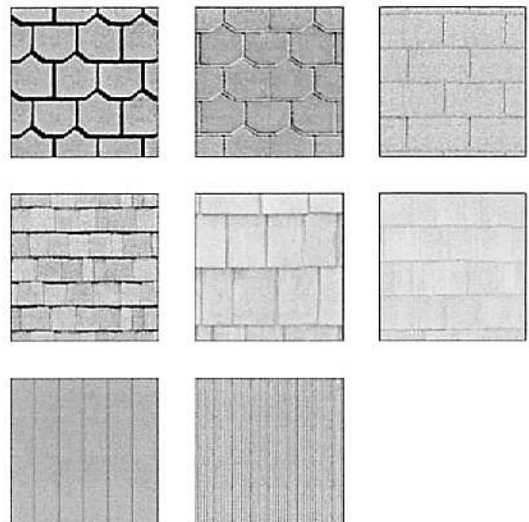
DG.E-4: Gutters and downspouts shall match either the trim or body color of the structure.

DG.E-5: Vent pipes that are visible from streets, sidewalks, parks, plazas, and pedestrian walkways shall be painted to match the color of the roof to make them less conspicuous.

DG.E-6: Whenever possible, downspouts should be located in the least conspicuous location, such as the rear or side facades of the building.



Examples of appropriate roofing materials:

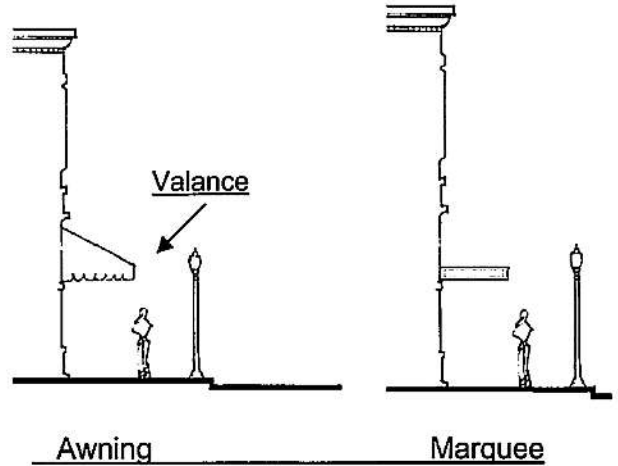


17.64.020.4.F. AWNINGS AND MARQUEES

Design Regulations:

DR.F-1: The following standards apply to projecting awnings and marquees:

- The valance, or front face, of an awning shall not exceed 18 inches in height
- Awnings and marquees shall not obscure views into storefront display windows or cover architectural expression lines or details
- Awnings may have signs (refer to Sign Ordinance).
- High gloss or plastic materials are prohibited



Design Guidelines:

DG.F-1: The awning covering should be made of canvas or fabric.

DG.F-2: Marquees should be constructed of finished and painted wood, wrought iron, or other materials of similar durability, quality, and character that are approved by the Planning Director.

DG.F-3: Multiple awnings located above storefronts are encouraged rather than a single awning that covers all storefront openings on the building. All awnings on a building should have a consistent design, color, and placement pattern.



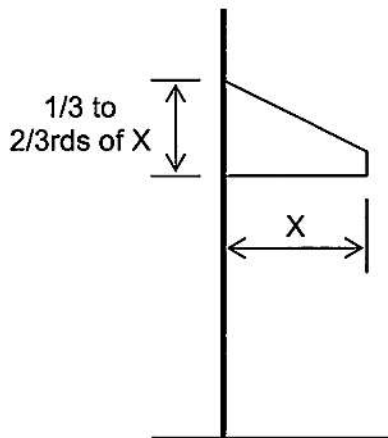
Multiple awnings are located within the structural bays of storefronts (Encouraged)

DG.F-4: Awnings should have basic and simple color patterns, such as one solid color or a vertical striping pattern with two colors.

DG.F-5: The height of the awning should be approximately 1/3rd to 2/3rds the depth of the awning.



Single awning overlapping the structural bays of storefronts (Discouraged)



17.64.020.4.G. BALCONIES

Design Regulations:

DR.G-1: The following standards apply to projecting balconies:

- Balconies may be open or covered with a roof or upper story balcony.
- The distance between roof-supporting columns, piers, or posts on balconies shall not exceed their height.

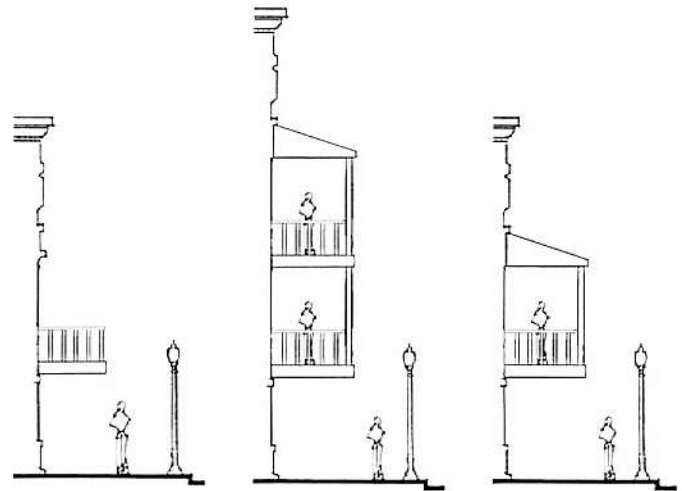
Design Guidelines:

DG.G-1: Balconies should be constructed of one of the following materials:

- Wrought iron
- Wood trim
- Finished and painted wood and wood trim
- Other materials of similar quality, durability, and character to those listed above and approved by the Planning Commission.

DG.G-2: The sides of balconies should be designed with posts, railings, and balustrades rather than a solid wall plane.

DG.G-3: The design of balconies, including railings, balustrades, posts, columns, details, and roof covering, should be compatible with the overall style and form of the building. The balcony should not have a tacked-on appearance or look like it was an addition or afterthought.



Open balcony

Balcony covered by balcony

Balcony covered by roof

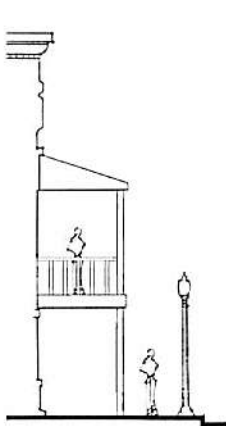


17.64.020.4.H. COLONNADES

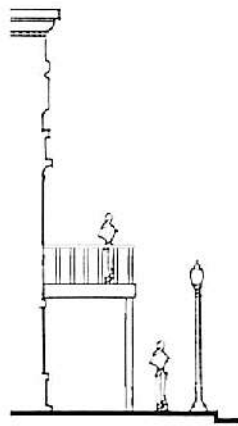
Design Regulations:

DR.H-1: The following standards apply to projecting colonnades:

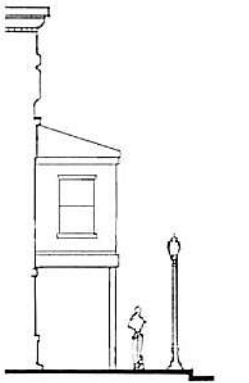
- Colonnades may be covered with a roof or a balcony. An enclosed habitable space may occur above the colonnade, as long as it does not occur over the public sidewalk.
- Supporting columns and posts shall be spaced and sized so that they do not block views of storefront windows from the street.



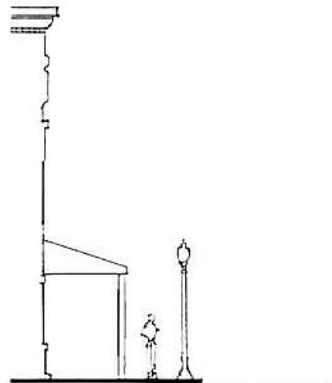
Colonnade covered balcony



Colonnade covered by open balcony



Colonnade covered by habitable space (not allowed over the sidewalk)



Colonnade covered by roof

Colonnades offer pedestrians protection from the elements, shadows created by the colonnade that may block views into storefronts should be avoided (as demonstrated in the two pictures below)



Design Guidelines:

DG.H-1: Colonnades should be constructed of one of the following materials:

- Brick
- Natural stone
- Concrete masonry
- Wrought iron
- Finished and painted wood and wood trim
- Other materials of similar quality, durability, and character to those listed above and approved by the Planning Commission.

DG.H-2: If used, colonnades should extend along the entire width of the building façade.

DG.H-3: For corner buildings, the colonnade may turn the corner and extend along the side façade.

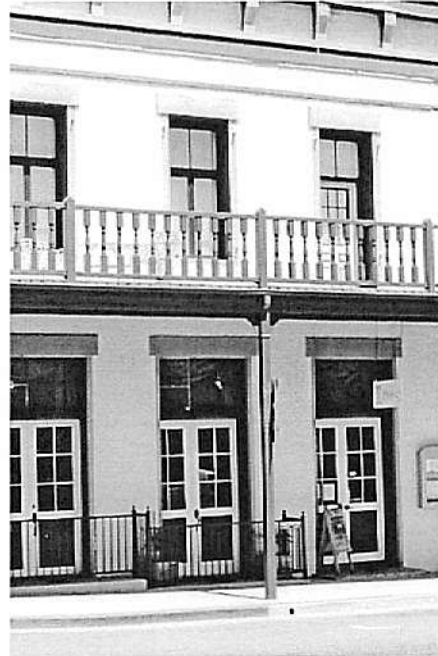
DG.H-4: The design of the colonnade, including railings, balustrades, posts, columns, details, and roof covering, should be compatible with the overall style and form of the building. The colonnade should not have a tacked-on appearance or look like it was an addition or afterthought.

DG.H-5: The sides of balconies above colonnade should be designed with posts, railings, and balustrades rather than a solid wall plane.

DG.H-6: The diameter of a round column or post should be in proportion to the height of the column and building.

DG.H-7: The size of a square column or post should be in proportion to the height of the column and building.

DG.H-8: The sides of square columns or posts should be equal.



Unequal sides of columns are discouraged



17.64.020.4.I. BAY WINDOWS

Design Regulations:

None

▪

Design Guidelines

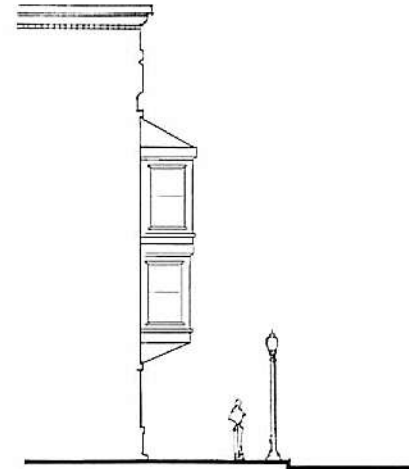
DG.I-1: Bay windows should be constructed of one of the following materials:

- Brick
- Concrete masonry
- Wrought iron
- Finished and painted wood and wood trim
- Wood, aluminum, copper, steel, and vinyl clad wood frames for windows
- Other materials of similar quality, durability, and character to those listed above and approved by the Planning Commission.

DG.I-2: All sides of the bay window should have window panes.

DG.I-3: Window panes should have a vertical orientation and be in proportion.

DG.I-4: The size and spacing of bay windows should be in proportion to the building.



Example of bay windows on mixed-use buildings:

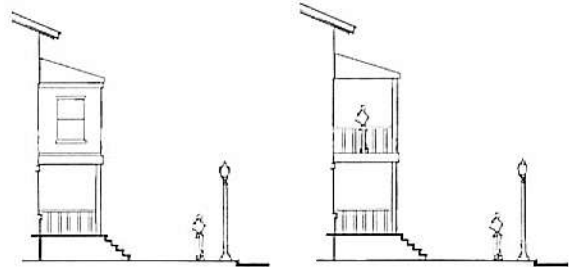


17.64.020.4.J. FRONT PORCHES/STOOPS

Design Regulations:

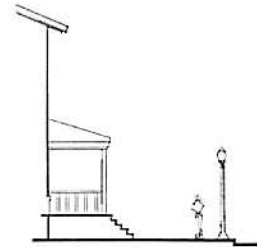
DR.J-1: The following standards apply to front porches and stoops:

- Front porches and stoops may be covered with a roof, a balcony, or an enclosed habitable space. However, an enclosed habitable space may not occur within the setback zone.
- Front porches and stoops shall not be enclosed on the ground floor by permanent or temporary walls, windows, window screens, or plastic or fabric materials.
- The raised platform of a front porch (not including stairways) shall be at least 50 square feet in size with no one dimension less than 6 feet in length.
- The raised platform of a stoop (not including stairways) shall be at least 25 square feet in size with no dimension less than 5 feet in length.



Enclosed habitable space over front porch

Balcony over front porch



Shed roof over porch

Design Guidelines:

DG.J-1: Porches and stoops are encouraged to be constructed of one of the following materials:

- Granite rock or stone
- Granite slab or tile
- Brick
- Concrete masonry with plaster or stucco
- Wrought iron
- Finished and painted wood and wood trim
- Other materials of similar quality, durability, and character to those listed above and approved by the Planning Director

DG.J-2: The design of the front porch and stoop, including railings, balustrades, posts, columns, stairs, details, and roof covering, should be compatible with the overall style and form of the building. The front porch and railings should not have a tacked-on appearance or look like it was an addition or afterthought.

DG.J-3: The spacing of supporting columns, piers, or posts on front porches and stoops should not exceed their height.

Example of building with front porch



Example of building with stoops



17.64.020.4.K. PUBLIC OPEN SPACE

Design Regulations

DR.K-1: Public open spaces shall be designed to enhance the site and/or building as a place for pedestrians and shall include the following:

- Trash receptacles.
- A combination of landscaping and paved surfaces.
- Pedestrian scaled lighting.
- Amenities or features that encourage people to gather. Such features include (but are not limited to) outdoor seating, spas/hot tubs, pools, barbeque facilities, outdoor fireplaces, public art, fountains, kiosks, planters, and outdoor dining areas.

DR.K-2: Public open spaces shall be useable throughout the year. These spaces shall either be heated for snow removal or maintained to remove snow during the winter months.

Design Guidelines

DG.K-1: If provided or required in the specifications of a building type, outdoor open spaces should be located on the site or building to take advantage of scenic views and vistas. Roof gardens are encouraged to provide views of the surrounding mountains.

DG.K-2: Public open spaces should be designed with a sense of enclosure. Enclosure can be provided by locating the space between buildings or by defining the space with landscaping and wall features. Out door structures, such as pergolas and gazebos can also create a sense of enclosure within the space.

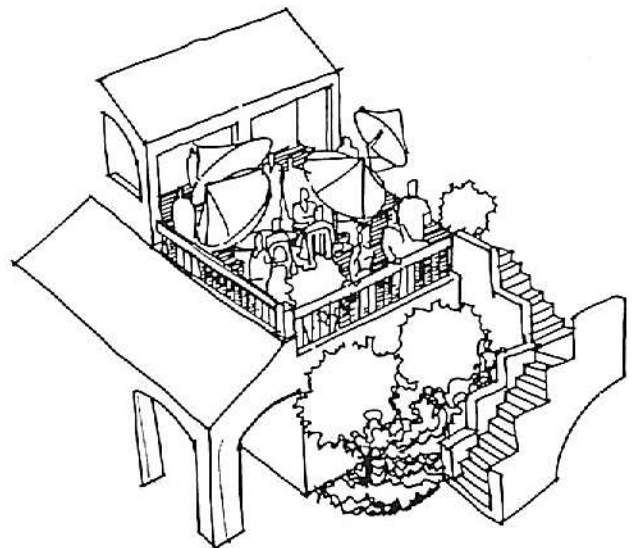
DG.K-3: Public open spaces on adjacent parcels should be connected and shared to create a large more attractive space.

DG.K-4: Public open spaces should be located and oriented to encourage pedestrian activity, to provide views of cultural resources and natural resources, and/or to preserve and protect mature and healthy trees and landscaping on the site.

Outdoor open spaces should be located to take advantage of scenic views and vista



Roof gardens are encouraged:



17.64.020.4.L. SERVICE AREAS

Design Regulations

DR.L-1: Trash disposal areas and shipping and receiving areas shall be located within parking garages or to the rear of buildings. Trash disposal areas shall not be located within the public right-of-way and shall be screened from public views from streets, avenues, alleys, pedestrian walkways, sidewalks, plazas, and public spaces. Trash disposal areas with appropriately designed enclosures or screens may be allowed within rear parking lots, but in no case shall the disposal area be allowed along the street frontage.

DR.L-2: Trash disposal areas shall be screened from public views from all sidewalks, streets, plazas, and public spaces. Trash enclosures shall be used to store outdoor garbage containers or dumpsters.

DR.L-3: Garbage containers or dumpsters shall be kept in enclosures at all times, except when being emptied.

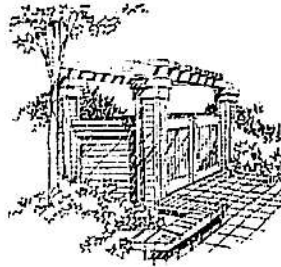
DR.L-4: Trash enclosures shall be maintained and the surrounding area kept free of debris.

DR.L-5: The location of trash enclosures shall not interfere with vehicular and pedestrian access and movement.

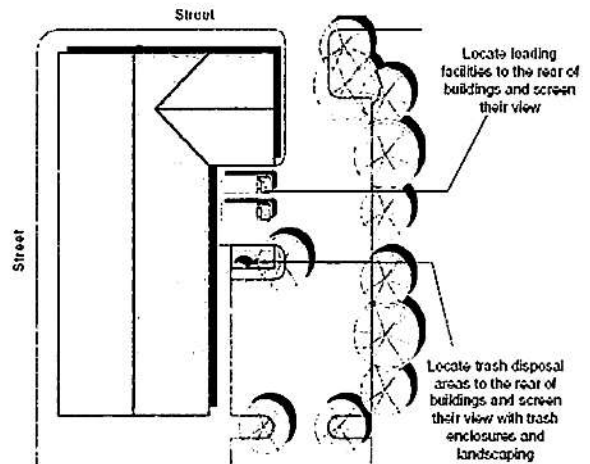
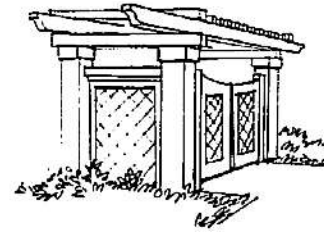
DR.L-6: The number of trash receptacles per unit shall be provided based on formulas provided by trash disposal companies.

Design Guidelines:

DG.L-1: The design of trash enclosures should be architecturally compatible with the other buildings on the site and their design should use similar forms, materials, and colors.



Trash disposal area shall be located to the rear of buildings and screened from public view by enclosures or landscaping



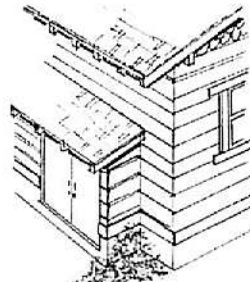
17.64.020.4.M. MECHANICAL AND ELECTRICAL EQUIPMENT

Design Regulations:

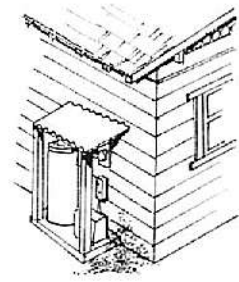
DR.M-1: The following shall not be located within the public right-of-way and shall be screened from public views from streets, pedestrian walkways, sidewalks, plazas, and public spaces:

- Electric and water utility meters
- Power transformers and sectors
- Heating/ventilation/cooling equipment
- Irrigation and pool pumps
- Satellite dishes greater than 18" in diameter
- Antennas
- Rooftop mechanical equipment
- Other mechanical equipment

Appropriate methods of screening include fencing, landscaping, roof parapets, and equipment enclosures. The design of screening devices shall be compatible with the main structure and conform to other sections of this Code. Noise levels of mechanical equipment shall be minimized. All utility and communication lines serving the site shall be underground.



APPROPRIATE



INAPPROPRIATE

17.64.020.4.N. LANDSCAPING

The regulations and guidelines in this section apply to private property, including parking lots. Regulations and guidelines for the landscaping of streets are provided in Section 4.T. Streets and Streetscapes.

Design Regulations:

DR.N-1: The following areas shall be landscaped and regularly maintained to be free of weeds, overgrown vegetation, and litter:

- Unpaved portions of the site visible from public streets, sidewalks, plazas, parks, and other public spaces.
- Common outdoor areas within any development
- Private and public surface parking lots.

DR.N-2: Landscaping treatments shall include a combination of trees, grasses, shrubs, flowering plants, and flowers.

DR.N-3: All landscaped areas shall be irrigated with automatic drip irrigation systems that do not produce over-spray on surfaces outside the planting area.

DR.N-4: All new trees planted in the Community Core shall be species that are recommended and approved by the City Arborist. All new trees shall have a caliper size of 3 inches measured 12 inches from the ground. If the species is not available in this size, a caliper of 2 ½ inches measured 12 inches from the ground will be acceptable. Evergreen trees shall be at least 8 feet tall when planted. All trees shall have a minimum height of 14 feet when fully grown.

DR.N-5: In order to provide adequate pedestrian clearance, trees shall be pruned regularly so that there is at least 7 feet of vertical clearance between the lowest branches of the tree and the grade of the adjacent sidewalk or pedestrian walkway. They shall also be pruned to maintain the health, vigor, and natural shape of the tree, and to maintain vehicular clearance and sight lines.

DR.N-6: All trees shall have an adequately sized planting area. The size of the planting

area shall be based on the amount of room needed for tree roots. Root barriers shall be used when trees are planted near pedestrian walkways and sidewalks.

DR.N-7: Shrubs shall have a minimum 5-gallon container size.

DR.N-8: An exception to a development specification or design regulation (such as the built-to-line specification) is allowed if the exception will protect and preserve an established, healthy, and mature tree on the site. In cases where such a tree is protected and preserved, the exception to the development specification or design regulations shall be granted with verification of the City Arborist, and shall not require approval by the Planning and Zoning Commission or City Council. When proposed underground parking prohibits the preservation of mature and healthy trees, an assessment of alternatives shall be made by the Planning Department, City Engineer, City Arborist and the applicant. Such an assessment will include consideration of a parking demand plan.

DR.N-9: When a healthy and mature tree is removed from a site, it shall be replaced with a new tree. Replacement trees may occur on- or off-site.

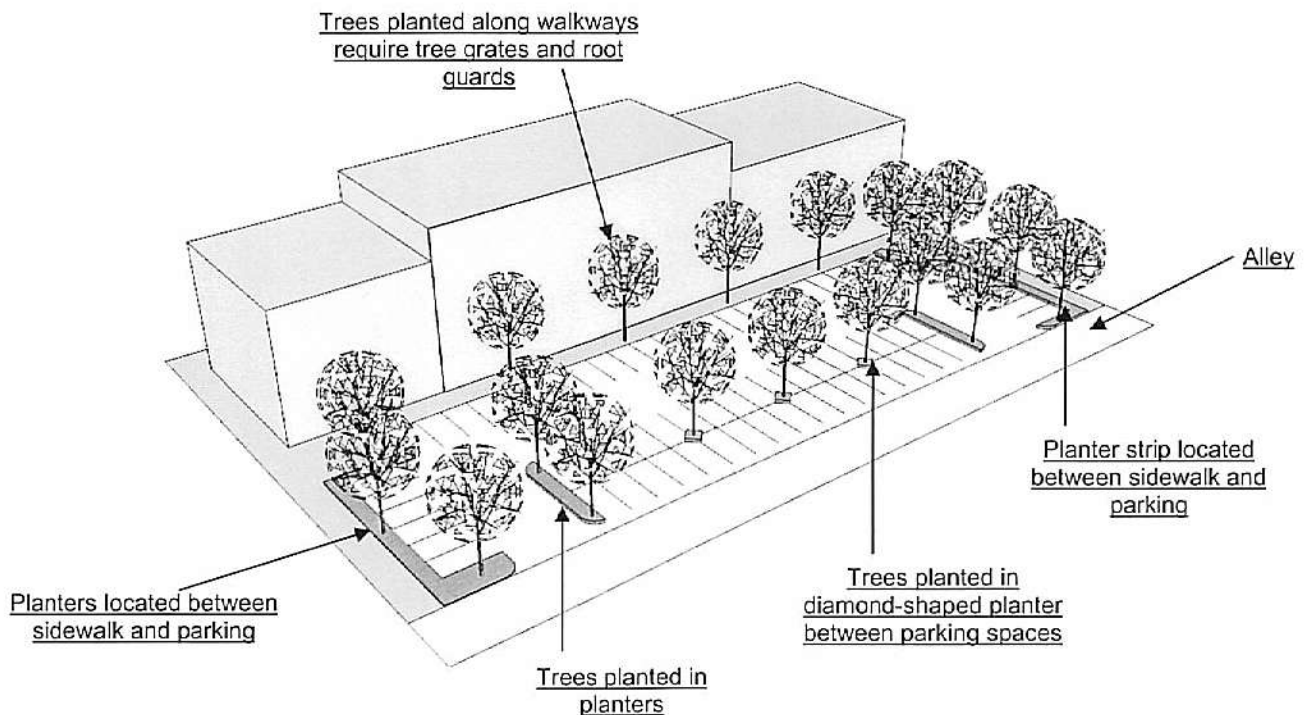
DR.N -10: All landscaping shall be maintained in a healthy and attractive state and shall be watered, weeded, generally maintained, and replaced (if necessary) by the property owner/property manager.

DR.N-11: Trees that are placed within a courtyard, plaza, or pedestrian walkway shall be placed within a tree wells that are covered by tree grates.

DR.N-12: The City Arborist shall approve all parking lot trees. Trees that do not drop heavy cones, sap, fruit, and seedlings shall be selected to minimize potential damage to cars in the parking lot.

DR.N-13: All surface parking lots shall be designed with the following landscaping features:

- The use of porous or pervious surfaces in the parking lot design. These surfaces reduce the volume and rate of storm water runoff and can add to the visual character of the parking lot
- Landscaped planters: Landscaped planters shall be located between public sidewalks and parking lots. Landscaped planters shall be at least 5 feet wide and shall be planted with a combination of shrubs, trees, and flowering plants. Planter walls shall be limited to a height of 24".
- Trees: Trees may be planted in landscaped planters, tree wells in pedestrian walkways, and/or diamond shaped planter boxes located between parking rows. Diamond-shaped planter boxes and tree wells shall be at least 5 feet square. Tree grates and root guards shall be required for trees planted within pedestrian walkways.
- Ground cover, low-lying shrubs, and trees shall be planted within the planters and planter boxes. Tree grates or landscaping may be used in tree wells located within pedestrian walkways.



Design Guidelines:

DG.N-1: Public art and interpretative heritage plaques should be incorporated into landscaped areas to highlight Ketchum's unique history and heritage.

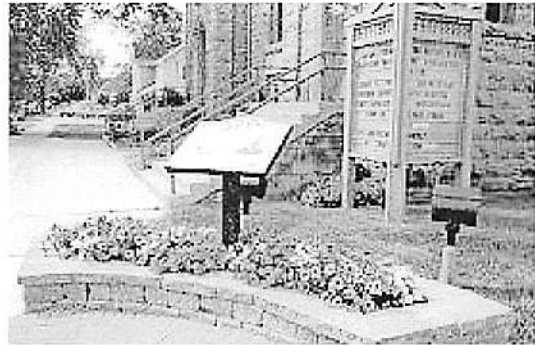
DG.N-2: Flowerpots and planter boxes are encouraged to add color and variety to the landscape. Flowerpots and planters are encouraged on porches, second-story balconies, and below windows. Flowerpots may also hang from porch overhangs and columns of posts. All flowerpots and planter boxes should be compatible with the architecture style of the building.

DG.N -3: Properties should be landscaped with indigenous or drought-tolerant plants and trees that can grow in the microclimate of Downtown Ketchum. Plants and trees should be adaptable to the site's microclimate, soil, and orientation/aspect.

DG.N-4: Mature and healthy trees, landscaping, and natural site features should be preserved and incorporated into the design of the site and building.

DG.N-5: Special design features should be incorporated into the design of parking lots. Features could include:

- Decorative paving at parking lot entrances and pedestrian walkways.
- The use of porous or pervious surfaces in the parking lot design. These surfaces reduce the volume and rate of storm water runoff and can add to the visual character of the parking lot.
- Flowering plants and shrubs.
- Public art.



Example of an interpretive heritage plaque



Example of landscaped planter located between sidewalk and parking lot.

17.64.020.4.O. FENCES, WALLS, AND GATES

Design Regulations:

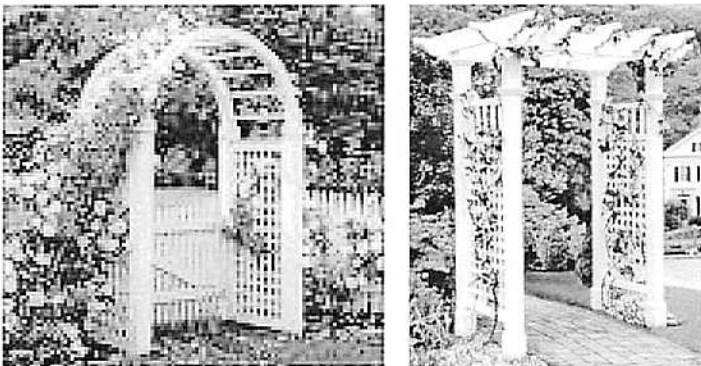
DR.O-1: The design of fences and walls shall be compatible with the architecture of the building.

DR.O-2: Entrance arbors are allowed on fences/walls.

DR.O-3: Fences and walls shall have an articulated design. Articulation can be created by having regularly spaced posts, changing the height of the fence/wall, and by using different building materials at the base, posts, or the cap of the fence/wall. Flat walls, chain link fences, and barbed wire fences are prohibited.

DR.O-4: The maximum fence and wall height is 4 feet within 30 feet of the front property line and 6 feet beyond 30 feet of the front property line.

Examples of entrance arbors



Design Guidelines

DG.O-1: Fences and walls may be constructed of the following materials:

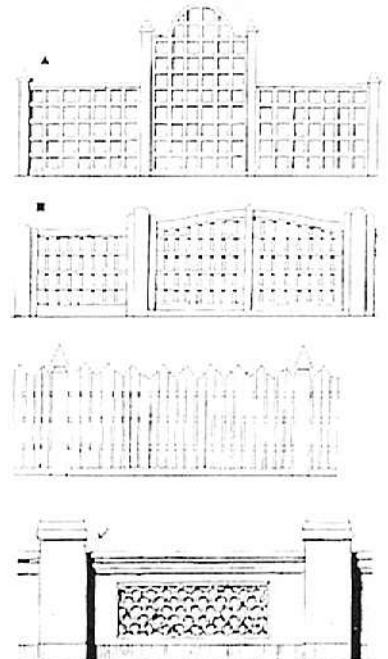
- Wood
- Natural stone
- Wrought iron
- Concrete masonry
- Brick
- Other materials of similar quality, durability, and character to those listed above and approved by the Planning Director.

DG.O-2: Fences and walls should match or compliment the color of the building. Walls constructed with brick and stone should not be painted in order to display the natural color of the materials.

DG.O-3: Front yard fences and gates should have opacity of at least 50 percent. Walls (not including retaining walls for terraces) should be avoided in front yards.

DG.O-4: The top 2 feet of a side or rear yard fence should have opacity of at least 50 percent.

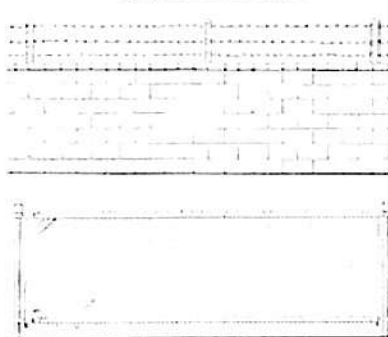
Example of appropriate fence/wall design:



Example of a fence with opacity (you can see through it)



Example of inappropriate fence/wall design:



Example of a fence without opacity (it is solid and you cannot see through it)



17.64.020.4.P. SITE LIGHTING

Design Regulations:

DR.P-1: The following areas shall be illuminated at night to insure the safety of users and to minimize opportunities for crime. Illumination shall conform to the City of Ketchum Dark Sky Ordinance.

- Intersection of streets.
- Intersection of alleys and streets.
- Surface parking lots.
- Parking structures, including access points elevators, and stairwells.
- Pedestrian walkways and paths.
- Plazas.
- Sidewalks.
- Automated Teller Machines (ATMs).
- All entrances to buildings, including rear and service entrances.
- Garbage disposal areas.
- Alleys.
- Other areas that are routinely used by pedestrians.

DR.P-2: Site, building, and sign lighting shall be located and directed to light the intended area of illumination and to prevent off-site glare impacts on adjacent buildings or properties.

Design Guidelines:

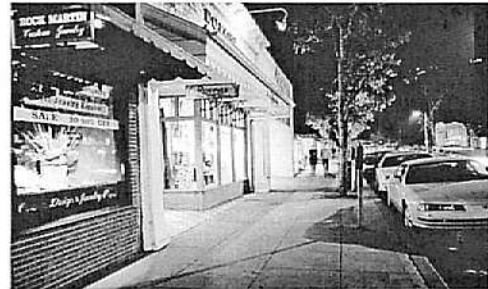
DG.P-1: Lighting should be provided at regular intervals to prevent the creation of light and dark pockets. Dark pockets can create uncomfortable areas for pedestrians and provide opportunities for criminals to hide in dark shadows. Light pockets can create a “fish bowl” affect. Within the light pocket (or the “fish bowl”), pedestrians may be observed, but their ability to see outside of the light pocket is limited, which creates discomfort and insecurity.

DG.P-2: Over-lighting of buildings and sites should be avoided. Over-lighting can create an environment that feels like a prison-yard and can ruin desired night-time ambience.

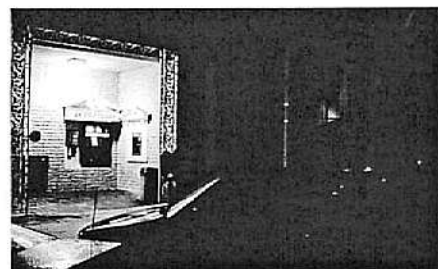
DG.P-3: All lighting poles and fixtures should have a decorative/ornamental design that complements the structures on the site.

DG.P-4: Lighting within storefront windows is encouraged to illuminate the sidewalk and create a desirable nighttime ambience.

Examples of safe and desirable night-time lighting:



Examples of poor and undesirable night-time lighting that creates dark and light pockets:



17.64.020.4.Q. PLAZAS, PEDESTRIAN WALKWAYS, AND COURTYARDS

Design Regulations:

DR.Q-1: All plazas, pedestrian walkways, and courtyards shall be designed with an ornamental surface that is differentiated from the sidewalk and asphalt streets and parking lots. Appropriate types of ornamental paving include:

- Natural stone.
- Turf block.
- Brick.
- Concrete unit pavers.
- Concrete with special textures, colors, and patterns.

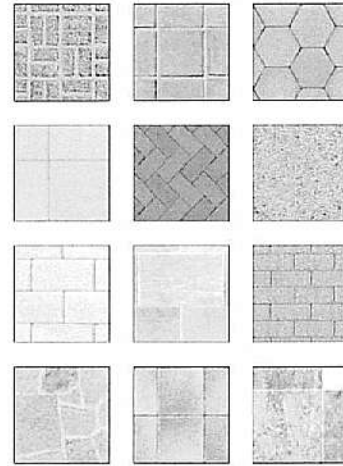
DR.Q-2: At least two sides of a plaza or courtyard shall be defined by building facades with active ground floor uses (such as restaurants, retail stores, cafes, bars, etc.). Edges that are not defined by building facades shall be defined with landscaping features, such as trees, low planters, seating, a pergola with vines, or sculptures.

DR.Q-3: All plazas and courtyards shall be designed with pedestrian amenities, such as seating, outdoor dining tables with umbrellas, winter ice rinks, planters, trees, vine covered pergolas, pedestrian scaled lighting, public artwork, outdoor fireplaces, and fountains.

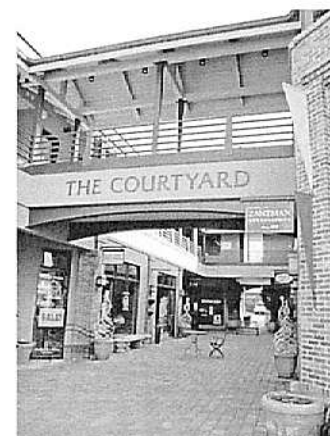
DR.Q-4: Plazas shall be illuminated from dusk to dawn. A combination of overhead lighting and lighted bollards shall be used.

DR.Q-5: Plazas, pedestrian walkways, and courtyards that are paved shall be heated to melt snow and to ensure that the space is useable throughout the year.

Examples of appropriate paving surfaces and patterns for public plazas



Examples of a public plaza and pedestrian walkway that is improved with pedestrian amenities:



Design Guidelines

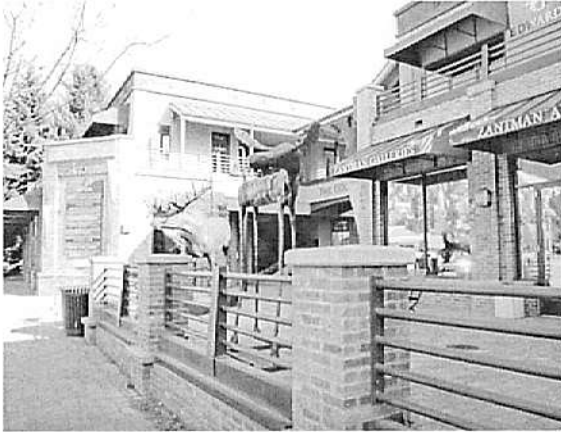
DG.Q-1: Fountains, geothermal springs, ice skating rinks, and/or other water features should be incorporated into the design of larger public plazas.

DG.Q-2: A combination of hard and soft surfaces shall be incorporated into the design of plazas and courtyards to add visual interest and variety.

DG.Q-3: Public art and interpretive heritage plaque should be incorporated into the design of plazas to highlight Ketchum's unique history and heritage.

DG.Q-4: Energy efficient sources and technologies to melt snow are preferred and encouraged.

Example of an outdoor open space with public art as an amenity:



Public art is encouraged in public spaces:



Water features are encouraged in courtyards and plazas:



17.64.020.4.R. PARKS

Design Regulations:

DR.R-1: Park improvements shall be designed to preserve mature trees, natural topographic features, rock outcroppings, and riparian and floodplain features.

DR.R-2: All parks shall be designed with pedestrian amenities, such as shaded trails and paths, seating areas, picnic tables, barbeque areas, planters, trees, vine-covered pergolas, gazebos, drinking fountains, pedestrian scaled lighting, public artwork, and fountains.

DR.R-3: Parks shall be visible from streets, sidewalks, and adjacent uses to facilitate informal surveillance of the park and to increase safety and security. Edge treatments, such as landscaping and fencing shall not block public views into the park. Parks shall not be isolated or walled off from the surrounding community.

DR.R-4: Lighting shall be provided for pedestrian paths, parking lots, restrooms, picnic areas, gazebos, and other structures within parks. Lighting shall be located and directed to control off-site glare.

DR.R-5: Parks shall be designed with a combination of shaded areas to create cool areas during warm summer months and open space for solar access during the colder months. Canopy trees, trellises, gazebos, and/or other structures shall be provided to shade pedestrian paths, picnic areas, outdoor seating areas, and playgrounds.



Design Guidelines:

DG.R-1: Parks should be designed with an attractive path and trail system that provides convenient access to and from the internal features of the park (picnic areas, playgrounds, sitting areas, grass areas, etc.). Public access to waterways, specifically Trail Creek, should be enhanced.

DG.R-2: Downtown parks should be designed for informal or passive recreation. Grass areas that can accommodate a range of informal recreational activities should be provided.

DG.R-3: Playground equipment and interactive play features should have a theme that represents an element of Ketchum's history.

DG.R-4: When possible, paths should be aligned with important viewpoints, such as mature trees, fountains, or a statue, to create a vista within the park.

DG.R-5: Grass, landscaping, and permeable surfaces should be used within parks to the maximum extent feasible. The use of impervious surfaces, such as concrete and asphalt, should be limited to paths, parking lots, and sports courts (if provided).

DG.R-6: Public restrooms should be provided in each park, where feasible. Restrooms should be conveniently located near heavily-used areas and should be visible from public streets, sidewalks, pedestrian paths, and adjacent land uses to provide informal surveillance of the facility.

DG.R-7: Public art and interpretive heritage plaques should be incorporated into the design of parks to highlight Ketchum's unique history and heritage.



17.64.020.4.S. Bicycle Parking

Design Regulations:

DR.S-1: All developments within Downtown are required to have bicycle parking. The minimum number of bicycle racks shall be determined by whichever of the following is greater:

- 2 bicycle racks per use or business.
- A number of bicycle racks that equal 20% of the required auto parking.
- 2 bicycle racks per lot.

Schools are required to provide a minimum of 1 bicycle rack per 10 students or 10% of required auto parking, whichever is greater.

Recreation uses are required to provide a minimum of 5 bicycle racks or 10% of required auto parking, whichever is greater.

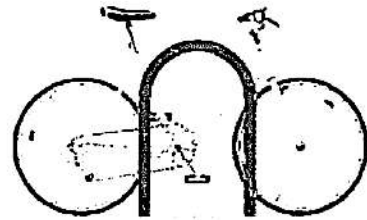
DR.S-2: A single bicycle rack shall meet the following criteria:

- Support the bicycle upright by its frame in two places.
- Prevent the wheel of the bicycle from tipping over.
- A U-lock should be able to lock the front wheel and the down tube of an upright bicycle or lock the rear wheel and seat tube of the bicycle.

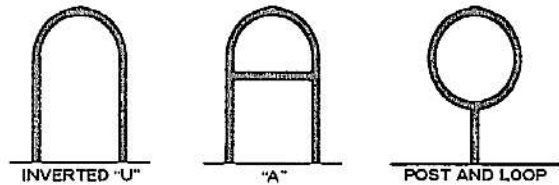
DR.S-3: Two or more single racks may be mounted in a row on a common base or attached in a row to a frame.

DR.S-4: Inverted "U" racks mounted in a row should be placed 30 inches apart (on center) allowing enough room for two bicycles to be secured to each rack and providing easy access to each bicycle.

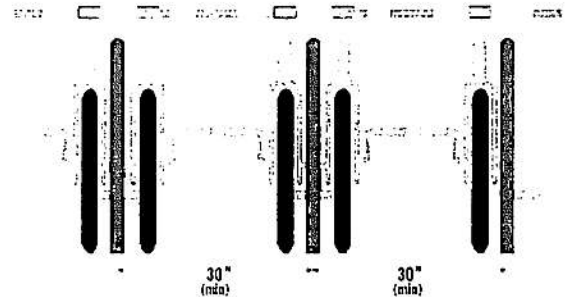
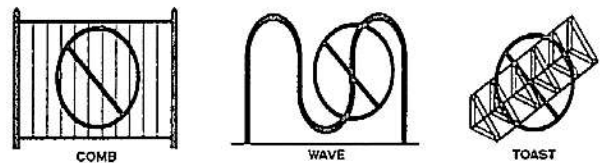
DR.S-5: The rack should be anchored so that it cannot be stolen with the bikes attached. Racks that are large and heavy enough such that the rack cannot be easily moved or lifted with the bicycles attached do not have to be anchored.



Appropriate designs for bicycle racks:



Inappropriate designs for bicycle racks:



Adequate spacing shall be provided between bicycle racks

DR.S-6: Bicycle racks may be placed on private property and public sidewalks. In both cases, the racks shall not be placed so that they block the entrance or inhibit pedestrian flow in or out of the building. If placed on a sidewalk or pedestrian walkway, they should be placed so that at least 5 feet of sidewalk width is maintained.

DR.S-7: Where multiple racks are installed in rows with aisles separating the rows the following dimensions apply:

- Minimum aisles width should be 48 inches. The aisle is measured from tip to tip of bike tires across the space between racks.
- Minimum depth should be 72 inches for each row of parked bicycles.
- Areas with a high turnover rate should have a minimum aisle width of 72 in and should have more than one entrance.

DR.S-8: Racks shall be mounted within 50 feet of the entrance it serves, or as close as the nearest car parking space, whichever is closer.

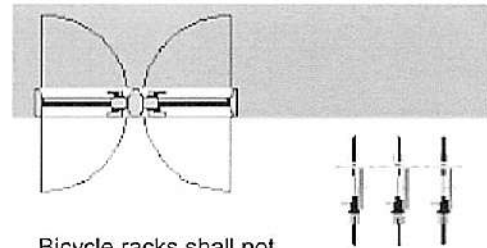
DR.S-9: Racks shall be clearly visible from the entrance it serves.

Design Guidelines:

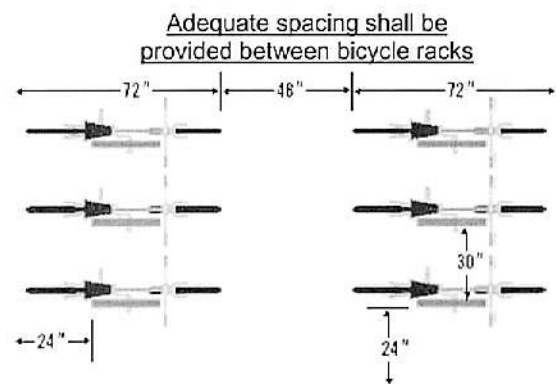
DG.S-1: Creative, three-dimensional bicycle-parking racks are allowed provided the criteria of the rack design are met. Creative designs should carefully balance form with function. For example, the “croquet set” rack shown has a smaller effective capacity because one or more rack is not accessible.

DG.S-2: When possible, bicycle parking areas should be protected from the elements (rain, snow, etc.).

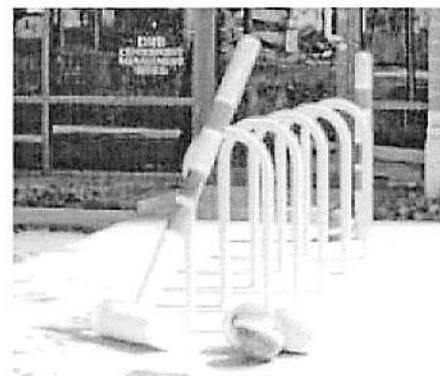
DG.S-3: Bicycle racks should resist being cut or detached using common hand tools, such as bolt cutters, pipe cutters, wrenches, and pry bars.



Bicycle racks shall not block building entrances



Adequate spacing shall be provided between bicycle racks



Example of creative bicycle rack

17.64.020.4.T. Streets and Streetscapes

Design Regulations:

DR.T-1: Streetscape improvements shall be designed in compliance with the City approved cross-sections for Downtown Streets.

DR.T-2: On-street parallel parking spaces shall have a dimension of 8 feet by 20 feet (for non ADA accessible spaces). On-street angled parking spaces shall be provide at a 45- to 60-degree angle. Angled parking spaces shall have a depth of 18' (as measured perpendicular from the curb face), and a width of 9' (as measured perpendicular to the stripes of the parking stall). A minimum distance of 20 feet is required from the crosswalk or stop sign line to the first parking space.

DR.T-3: The sidewalk radius at street intersections shall be minimized to shorten the length of pedestrian crossings and to prevent vehicles from making turns at high speeds. The City of Ketchum Streets Department and Fire Department shall determine the minimum sidewalk radius when designing streetscape improvement plans.

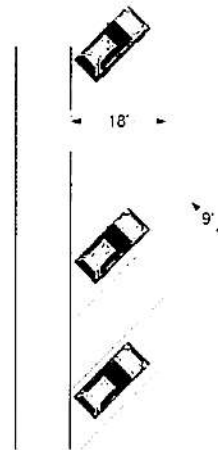
DR.T-4: All streetlight fixtures, traffic signals, traffic and directional signs, pedestrian wayfinding signs, parking signs, bicycle racks, and parking meters, and fire hydrants shall be located within one to three feet of the curb face.

DR.T-5: All streets shall be designed with streetlights. Streetlights shall be provided along all sidewalks at spacing intervals not to exceed 60 feet.

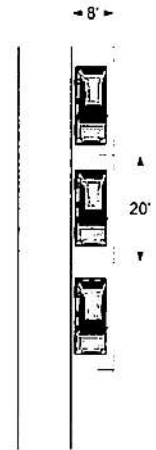
DR.T-6: Streetscape furniture and amenities shall be located to maintain a clear pedestrian path of at least five feet in width.

DR.T-7: If permitted, tables, chairs, and other obstructions used for sidewalk dining shall be located to maintain at least five feet of unobstructed sidewalk width.

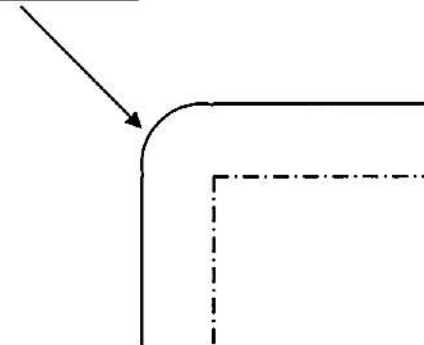
Angled Parking Dimensions:



Parallel Parking Dimensions:



Sidewalk Radius



DR.T-8: All streetlights, streetscape furniture, and amenities shall be consistent with a City approved list of approved furniture.

DR.T-9: Streetlights shall be scaled to pedestrians and shall be no taller than 14 feet.

DR.T-10: Streetlights shall be equipped with hardware to allow flowerpots and banners to hang from the streetlight. At least 7 feet of vertical clearance shall be provided from the sidewalk to the bottom of the flowerpot or banner.

DR.T-11: Community organizations are allowed to hang banners from public streetlights with the approval of a sidewalk use permit. The Planning Director shall approve all banners that are hung from public streetlights. The Ketchum Streets Department shall be responsible for hanging all streetlight banners. The City reserves the right to charge a fee for the banners.

DR.T-12: All new public sidewalks shall be heated to facilitate the removal of snow.

DR.T-13: All sidewalks shall be constructed of concrete pavers. Special paving features may be allowed on the sidewalks of unique streets within the Downtown, such as Fourth Street and First Avenue.

DR.T-14: The project applicant shall be required to pay for new sidewalk, curbs, and gutters within the public right-of-way adjacent to the project site when the value of construction exceeds \$20,000.



Concrete pavers to be used on Downtown Sidewalks:



DR.T-15: Root guards shall be installed for each street tree to minimize damage to the sidewalk.

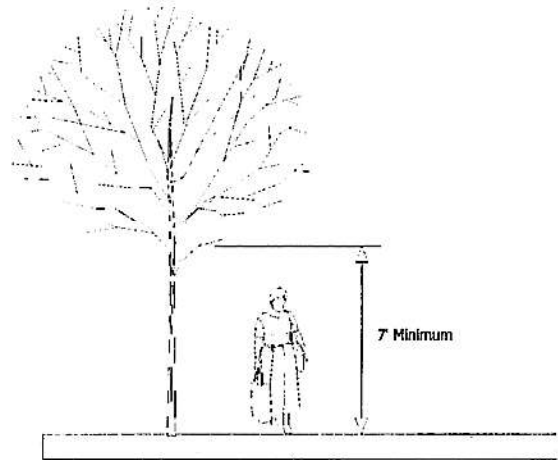
DR.T-16: All street trees shall be irrigated with automatic drip irrigation systems that do not produce over-spray on the sidewalk.

DR.T-17: All new trees shall have a caliper size of 3 inches measured 12 inches from the ground. If the species is not available in this size, a caliper of 2 ½ inches measured 12 inches from the ground will be acceptable. Evergreen trees shall be at least 8 feet tall when planted. All trees shall have a minimum height of 14 feet when fully grown.

DR.T-18: In order to provide adequate pedestrian clearance, trees shall be pruned regularly so that there is at least 7 feet of vertical clearance between the lowest branches of the tree and the grade of the adjacent sidewalk or pedestrian walkway. They shall also be pruned to maintain the health, vigor, and natural shape of the tree, and to maintain vehicular clearance and sight lines.

DR.T-19: All trees shall have an adequately sized planting area. The size of the planting area shall be based on the amount of room needed for tree roots. Root barriers shall be used when trees are planted near pedestrian walkways and sidewalks.

DR.T-20: All street trees planted in the Community Core shall be species that are recommended and approved by the City Arborist.



Design Guidelines

DG.T-1: Trees that are planted in front of mixed-use and hotel buildings should be planted in tree wells that have metal tree grates. Trees that are planted in front of residential buildings should be planted in a parkway (a grass strip located between the sidewalk and the curb). The parkway should be at least 5 feet wide.

DG.T-2: Bulb-outs (or extensions of the sidewalk into the street at pedestrian crosswalks) are encouraged at street intersections. Trees, shrubs, and flowering plants may be planted in bulb-out planters.

DG.T-3: Benches and trash receptacles should be provided on every block face at intervals no greater than 200 feet. Drinking fountains, planter boxes, and other streetscape amenities are allowed and encouraged.

DG.T-4: Pedestrian crossings should be provided at all street and alley intersections. Pedestrian crosswalks should be designed with a special pavement that has a differentiated texture and color than the sidewalk and the street.

DG.T-5: Alleys are encouraged on blocks within Downtown Ketchum. Existing alleys should be maintained and improved to provide access to parking and service areas behind buildings and to minimize the need for curb cuts along street frontages. Multi-functional alleys that serve as pedestrian walkways or corridors lined with storefronts are also encouraged. Alleys may also be used for alternate bike routes.

DG.T-6: Alleys should be improved to have two travel lanes (one in each direction) and a width of 20 to 30 feet.

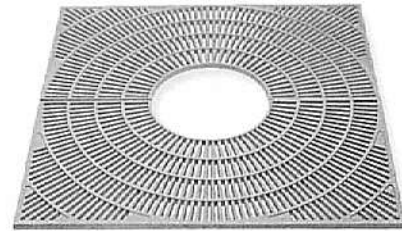
DG.T-7: Existing and new utilities should be placed underground in the right-of-ways of public or private streets and/or alleys.

DG.T-8: All streets should be designed to balance pedestrian safety, aesthetics and the supply of on-street parking. All streets in

downtown are designed to keep traffic traveling at safe speeds and to be pedestrian and bicycle friendly.

DG.T-9: Back-in angled parking spaces are encouraged. Back-in parking gives more protection to pedestrians and shoppers because it allows them to load bags and merchandise into the trunk of their car without walking into the street.

Tree grates should be used in front of mixed-use and hotel buildings:



Grass parkways should be used in front of urban residential and multifamily home buildings:



SECTION 2. SAVINGS AND SEVERABILITY. If any section, subsection, paragraph, subparagraph, item, provision, regulation, sentence, clause or phrase is declared by a court to be invalid, such actions shall not affect the validity of this Ordinance as a whole or any part thereof other than the part declared invalid.

SECTION 3. CODIFICATION. The City Clerk is instructed pursuant to Section 1-1-3 of the City of Ketchum Municipal Code to immediately forward this ordinance to the codifier of the official municipal code for proper revision of the code.

SECTION 4. REPEALER CLAUSE. All City of Ketchum Ordinances or parts thereof which are in conflict herewith are hereby repealed.

SECTION 5. PUBLICATION. This Ordinance, or a summary thereof in compliance with Section 50-901A, Idaho Code, substantially in the form annexed hereto as Exhibit "A," shall be published once in the official newspaper of the City, and shall take effect immediately upon its passage, approval, and publication.

SECTION 6: EFFECTIVE DATE. This Ordinance shall be in full force and effect upon the date of its publication as provided by law.

PASSED BY THE CITY COUNCIL OF THE CITY OF KETHUM, IDAHO, and approved by the Mayor on this 30th day of October, 2006.

APPROVED:



Randy Hall, Mayor

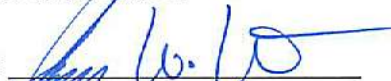
ATTEST:



Sandra E. Cady, CMC
City Treasurer/Clerk

APPROVED AS TO FORM
AND CONTENT:

By:



Benjamin W. Worst,
City Attorney



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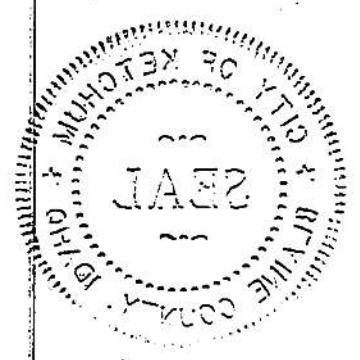


EXHIBIT A

**PUBLICATION OF SUMMARY OF ORDINANCE NO. 994
CITY OF KETCHUM, IDAHO**

AN ORDINANCE OF THE CITY OF KETCHUM, IDAHO, REPLACING THE KETCHUM MUNICIPAL CODE, TITLE 17, LAND USE CODE, CHAPTER 17.64 COMMUNITY CORE DISTRICT (CC) IN ITS ENTIRETY WITH A FORM-BASED CODE INCLUDING REGULATIONS FOR LAND USE, BUILDING FORM, DESIGN REGULATIONS, AFFORDABLE WORKFORCE HOUSING INCLUSIONARY ZONING REQUIREMENTS; PROVIDING FOR A SEVERABILITY CLAUSE; PROVIDING FOR A CODIFYING CLAUSE; PROVIDING FOR A REPEALER CLAUSE; PROVIDING FOR PUBLICATION BY SUMMARY; AND PROVIDING AN EFFECTIVE DATE.

A summary of the principal provisions of Ordinance No. 994 of the City of Ketchum, Blaine County, Idaho, adopted on October 30, 2006, is as follows:

Section 1: Replaces Title 17, Chapter 64 of the Ketchum Municipal Code in its entirety. The new KMC Section 17.64 Community Core District (CC) includes the following:

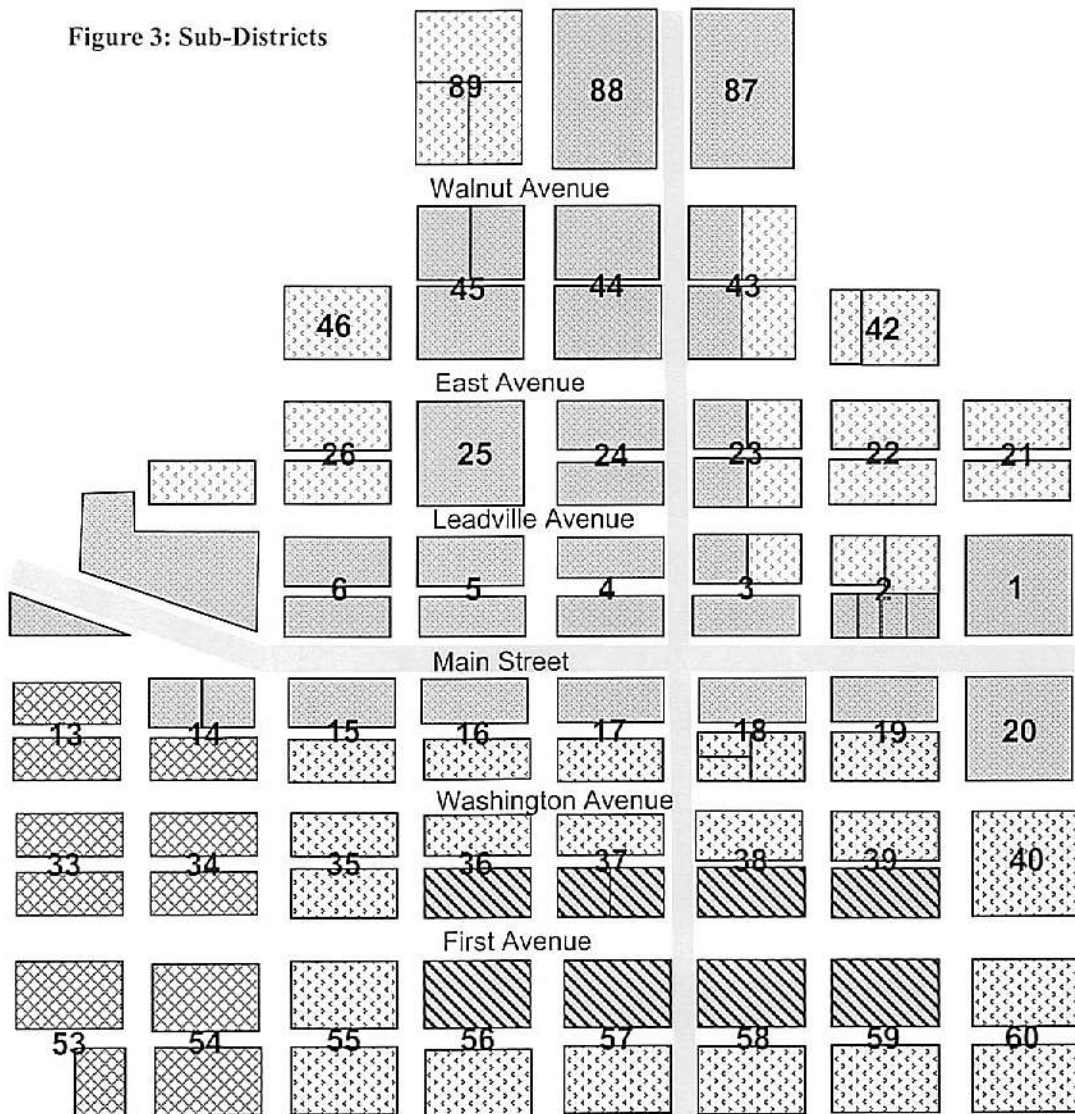
- 17.64.010**
- A. Sets forth the purpose which is to promote a compact and cohesive center of commerce and culture, to promote an attractive and safe pedestrian environment which includes sidewalks, gathering spaces, streetscape amenities and landscaping, to retain the unique small town scale and character and to encourage buildings which respect Ketchum's historical and geographic context while providing diversity and concentrating commercial uses in the commercial core.
 - B. Creates certain exceptions to the new CC District regulations.
 - C. Sets forth in table format which uses are permitted, which uses are permitted with a conditional use permit and which uses are prohibited.
 - D. Establishes on-site parking requirements based upon the demand for parking generated by each category of use. Establishes dimensions for various types of parking. Establishes regulations for allowing on-site parking requirements to be met off-site through in lieu payments.
 - E. Establishes sidewalk, curb and gutter regulations including a requirement that the owner install the same within the public right-of-way with construction in excess of \$20,000.
 - F. Establishes Lot dimensions including a minimum lot area of five thousand five hundred (5,500) square feet, minimum lot width of fifty-five (55) feet; and requiring all side lot lines to run perpendicular to the alley.
 - G. Establishes maximum floor area ratios. All new buildings and alterations or additions to existing buildings shall be permitted a 1.0 Gross FAR by right or may increase to a 2.25 gross FAR if twenty (20) percent of the total gross floor area of the building minus any ground floor retail trade, retail service, professional service and public/semi-public uses is deed restricted in perpetuity as Inclusionary Housing Unit(s). The fourth floor of buildings, if permitted, are exempt from the 2.25 maximum. Allows a fifteen percent (15%) reduction as a standard discount from the gross square footage required to net liveable square footage of the Community Housing units. For hotels, Community Housing calculations apply to residential units not available for hotel use. Allows for payment in lieu of fractions of affordable units.

H. Establishes regulations for hotel uses. Hotels may build a fourth floor anywhere in designated receiving areas, as may be adopted by the City Council, without purchase of Transfer of Development Rights. If a hotel developer has the option of building a fifth floor (i.e. in a designated zone), the fifth floor may be built without the purchase of Transfer of Development Rights. Hotels are not subject to the Floor Area Ratio Inclusionary Housing Incentive of twenty percent (20%) for all hotel uses and hotel sleeping rooms. The City Council may consider a request by the hotel developer to satisfy any required workforce housing square footage by alternate means. Hotels shall enter into a hotel use agreement with the City as part of certain approval processes.

I. Transfer of Development Rights [Reserved].

J. Establishes six subdistricts each of which allowing for some or all of the following building types: Traditional Mixed-Use, Mixed-Use With Cellar, Neighborhood Mixed-Use, Multifamily Home, Urban Residential.

Figure 3: Sub-Districts



**Sub-District A:
Retail Core**

Building Types Allowed:

- Traditional Mixed-Use (Building Type 1)
- Mixed-Use with Cellar (Building Type 2)
- Hotel (Building Type 6)



**Sub-District B:
Arts District**

Building Types Allowed:

- Mixed-Use with Cellar (Building Type 2)
- Neighborhood Mixed-Use (Building Type 3)
- Traditional Mixed-Use (Building Type 1)
- Hotel (Building Type 6)



**Sub-District C:
Urban Residential**

Building Types Allowed:

- Mixed-Use with Cellar (Building Type 2)
- Neighborhood Mixed-Use (Building Type 3)
- Multifamily Home (Building Type 4)
- Urban Residential (Building Type 5)



**Sub-District D:
Traditional Neighborhood**

Building Types Allowed:

- Multifamily Home (Building Type 4))

K. Establishes the development specifications for each of the six building types through the use of illustrations and tables establishing location of uses, set backs, height, mass, roof forms, facade and site specifications.

17.64.020 Design Review Regulations and Guidelines. Through extensive use of illustrations and examples, this section establishes design review regulations and guidelines for all new construction addressing facades, windows, awnings, stairways, construction materials, colors, textures, roof designs, colonnades, porches, decks and other general design elements as generally applicable and as applied to the six building forms. Both the guidelines and the recommendations are intended to further define the desired image and character of development and to provide additional guidance to architects, landscape architects, engineers, and other designers. Compliance with design guidelines is not required, but is strongly encouraged. Compliance with the design regulations is required. "DG" denotes design guideline. "DR" denotes design regulation. The following sections set forth the respective design guidelines and design regulations for the following design elements:

DRA/DGA - building facades. DRB/DGB - mixed-use/hotel building. DRC/DGC - multi-family home and urban residential buildings. DRD/DGD historic buildings. DRE/DGE - roofs. DRF/DGF - awnings and marquees. DRG/DGG - balconies. DRH/DGH columns. DRI/DGI - bay windows. DRJ/DGJ - front porches and stoops. DRK/DGK - public open spaces. DRL/DGL - service areas. DRM/DGM - mechanical and electrical equipment. DRN/DGN - landscaping. DRO/DGO - Fences, walls and gates. DRP/DGP - lighting. DRQ/DGQ - Plazas and courtyards. DRR/DGR - Parks. DRS/DGS - bicycle parking. DRT/DGT - streets and streetscapes.

Section 2: Provides a savings and severability clause.

Section 3: Provides a codification clause.

Section 4: Provides a repealer clause.

Section 5: Provides for publication of a summary of the Ordinance.

Section 6: Establishes the effective date.

The full text of this Ordinance is available at the City Clerk's Office, Ketchum City Hall, 480 East Avenue North, Ketchum, Idaho 83340 and will be provided to any citizen upon personal request during normal office hours.

CITY OF KETCHUM, IDAHO



Randy Hall, Mayor

ATTEST:

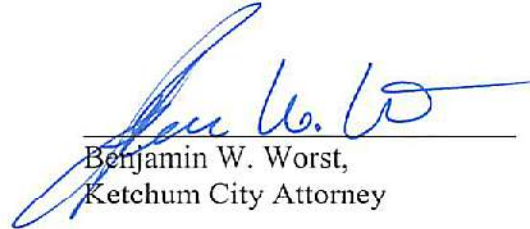
A handwritten signature in blue ink that reads "Sandra E. Cady". The signature is written in a cursive style with a long, sweeping underline that extends to the right.

Sandra E. Cady, CMC
City Treasurer/Clerk

STATEMENT OF LEGAL ADVISOR

I, the undersigned attorney at law, duly licensed in the State of Idaho and serving as City Attorney to the City of Ketchum, Idaho, hereby certify that I have read the attached Summary of Ordinance No. 994 of the City of Ketchum and that the same is true and complete and provides adequate notice to the public of the contents of said Ordinance.

Dated this 1st day of November, 2006.


Benjamin W. Worst,
Ketchum City Attorney

Publish: Idaho Mountain Express
Date: _____