



LAND USE AND URBAN DESIGN

A Mix of Uses

The new downtown is envisioned as a center of activity, culture and life in Westminster. Public spaces, streets and parks will create distinct settings for development. These public spaces will be made vibrant with a mix of land uses that will bring people to downtown to live, work and spend time.

There are three ways that we are able to plan for an active, engaging public space.

1. Land Use
2. Accommodate a wide range of uses and activities in the public spaces and public areas.
3. Form Based Regulations



Mixed-Use Building



Office Building



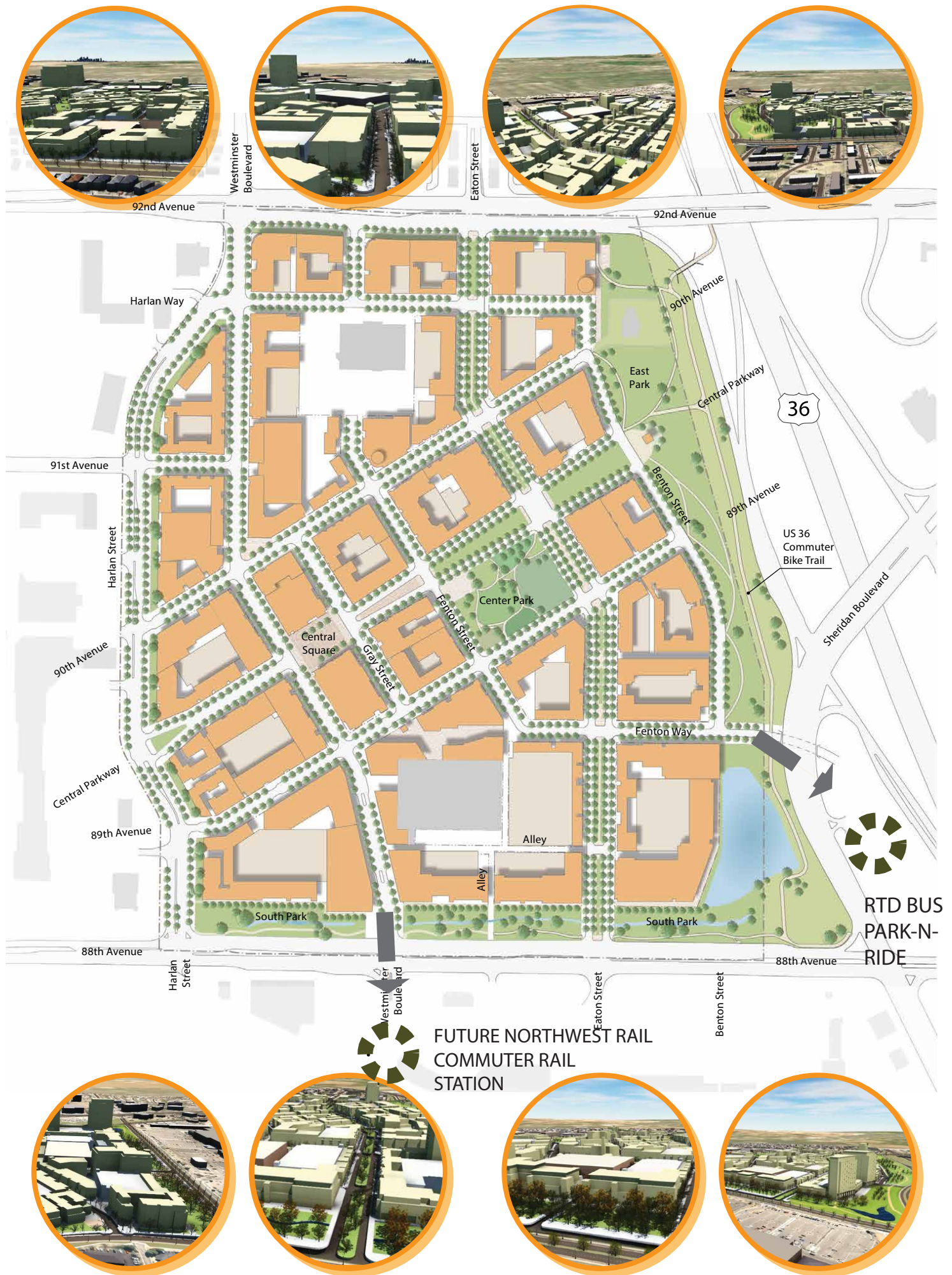
Retail



Residential

An Urban Scale

To ensure compatibility of land uses within downtown and adjacent neighborhoods, basic regulations for land uses and intensity have been developed. The types of uses you will see in downtown include retail, office, business, hotel, commercial and residential. The likely intensity of development is similar to the model shown below:





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Planning for an active, engaging public realm

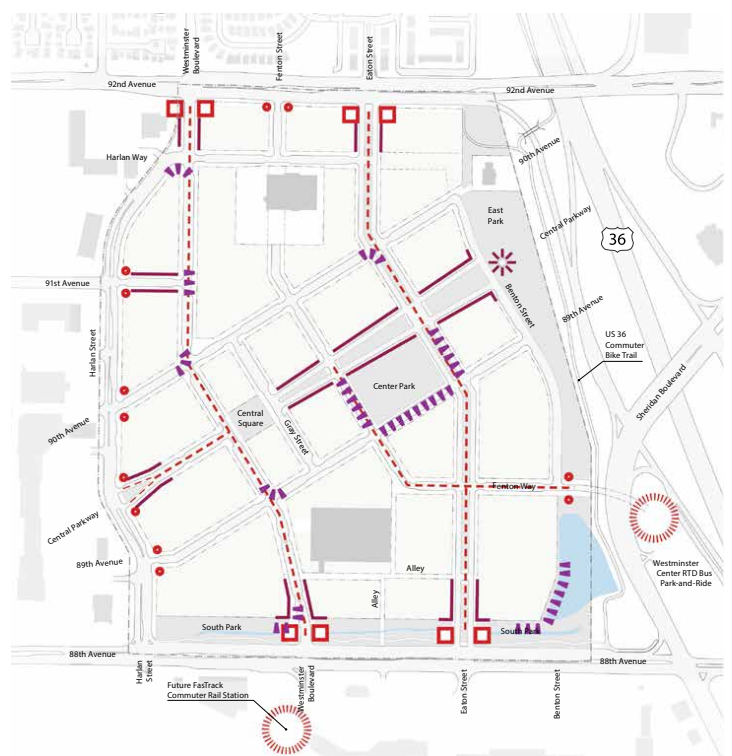
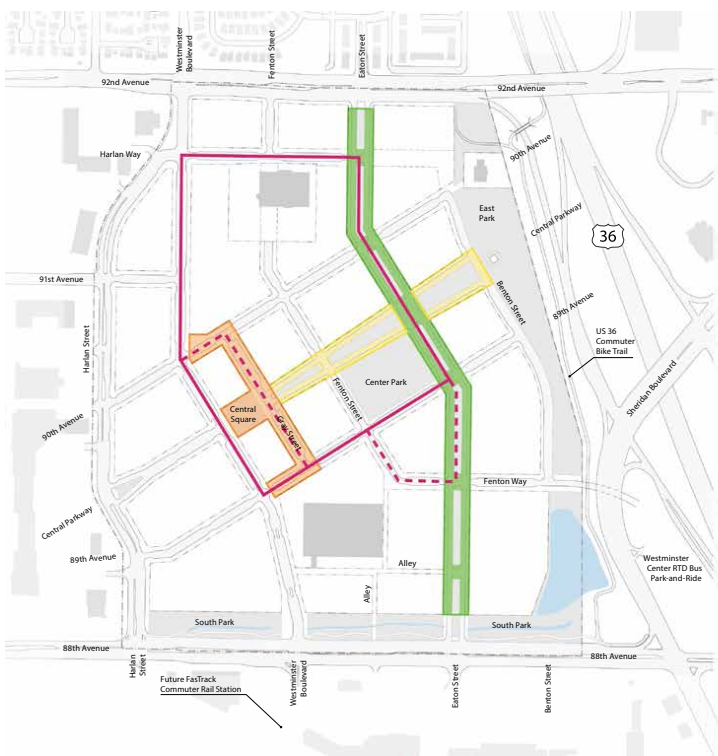
Planning for Multiple Uses and Activities

The plan for Westminster's new downtown focuses on creating connections to and from the surrounding area, establishing an exciting and unique place, and fostering a mix of vibrant, active uses where you can work, live, recreate and shop.



The Plaza

The hardscape and center plaza is designed to activate the streetscape and will provide space for cultural and entertainment events.



Event Routes

Central Square - Located in the heart of downtown, Central Square is ideally positioned to host a variety of events that may include farmers' markets, fairs or special seasonal activities.

Eaton Street Median - Stretching the entire length of downtown, the 35 foot wide Eaton Street median could be the perfect location for a temporary street fair.

Parade Route - Potential future parade celebrations could wind through the center of the new downtown.

Wayfinding Signage

Wayfinding signage in the new downtown will provide a distinct identity and make it easy to navigate the area. This could include gateway markers to indicate arrival in downtown or signage to help find the parking garage or destinations such as Central Square or Center Park.

Wayfinding can also create a graphic identity and sense of place through the complementary design of signs, flags, street furniture and other landmarks.



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Form Based Regulations *Controlling for an urban environment*

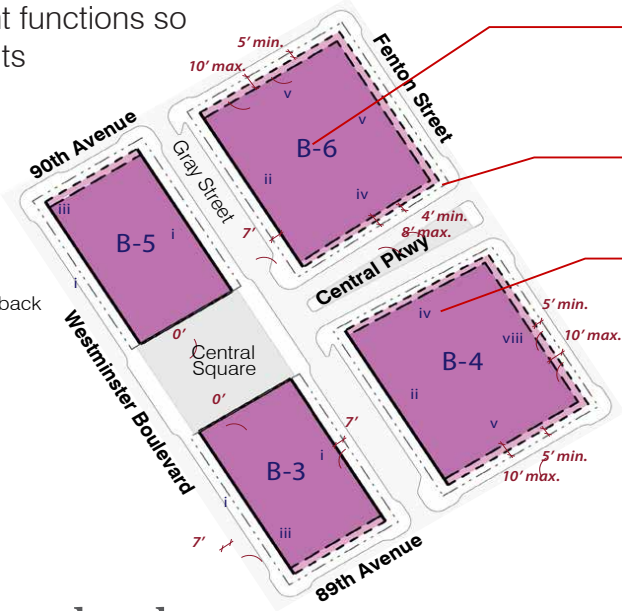
In order to ensure that downtown achieves a high-quality, urban and diverse environment, we have begun to develop regulations that will guide the design of all new buildings. These regulations include:

Block Standards:

Different blocks have different functions so they have unique requirements

Key

- Developable area
- Developable area between minimum and maximum setback
- X-# Block designation
- ii Blockfront designation
- X' Distance in feet
- - - Property line
- Build-to line
- - - Minimum setback line
- - - Maximum setback line
- ||||| Alley, suggested location



Block Designation:

These designations identify the individual downtown blocks and are numbered A-1 through D-5.

Property Line:

The property line is shown in relationship to the setback or build-to lines.

Blockfront Designation:

These numbers identify the different block front types within a group of blocks. The standards for each blockfront designation are consistent within one block group but may be different in another block group.

Building Type Standards:

Westminster's new downtown will have a variety of housing and commercial buildings that support the Plan's vision. These structures will ensure a high-quality, truly mixed-use (horizontal and vertical), transit supportive and walkable neighborhood. Individual building types and their key features are identified below.

Green Space:

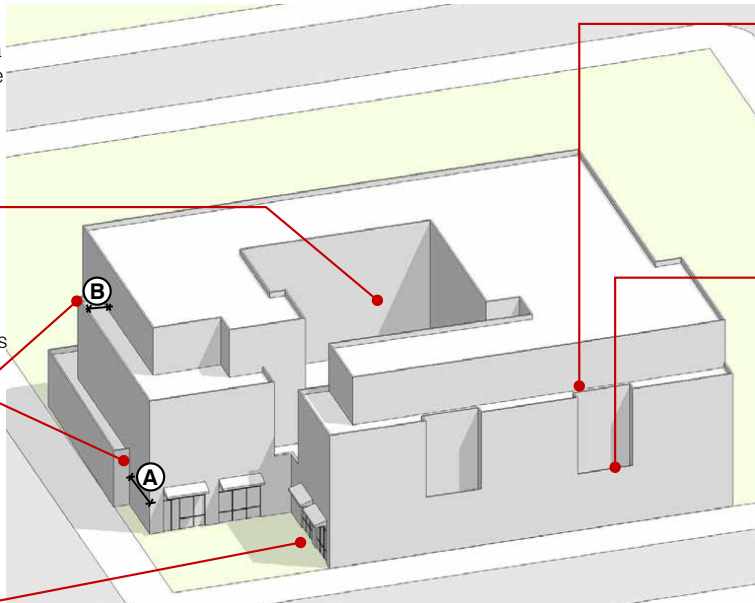
Each building type requires the lot area to be occupied by a certain percentage of green space area, which can be accommodated in a variety of ways for instance through gardens, yards, patios, courtyards, etc. as described for each building type.

Plane Break:

The area of the building where the plane of the facade varies in depth, A represents a plane break. Plane breaks can be horizontal (see A) or vertical (see B).

Frontage Type:

Each building has certain facade conditions that are called frontage types. Each frontage interacts differently with the street and therefore is appropriate for different areas and building types.



Maximum Footprint per Story:

The floor area of upper stories should be less than the area of the building footprint at grade as indicated by the maximum allowed footprint per story charts for each building type.

Maximum Upper Level Building Frontage Occupancy:

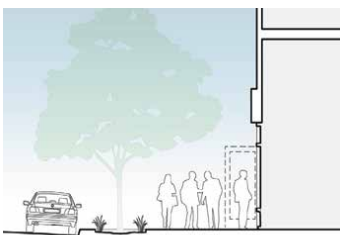
Certain building types have limitations on the percentage of the building front (as determined by the ground-floor plan) that can be occupied above 45 feet in height. These standards are included in order to provide more variety and visual interest at the upper levels.

Building Frontage Standards:

How the Buildings will relate to the street

Storefront

Ground floor uses open directly to the sidewalk.



Storefront cafe

Outdoor seating is located immediately adjacent to a ground-floor use.



Dooryard

A small landscaped yard separates the building from the sidewalk.



Stoop

Stoops are small staircases leading to an entrance of a building.

