

Appendix G

Village Core Design Standards

STREET NETWORK AND STREET DESIGN

- To ensure well-designed streets that can effectively accommodate different modes of transportation while not sacrificing the predominately pedestrian environment needed within the core of the village.
- To create a walking environment composed of urban blocks with a village-like scale.

PEDESTRIAN / BICYCLE NETWORK

- To provide a pedestrian network within the Village Core and to adjacent areas.
- To create links to public plazas, parks, and building entrances.
- To create a bicycle network that links together the Village Core, residential neighborhoods, and off-site

OPEN SPACES, PARKS, AND PLAZAS

- To provide desirable view corridors and access to the mountains and surrounding open lands.
- To maintain or create natural areas as village amenities.
- To interweave a green necklace of linear naturalized open space featuring a watercourse network of natural and manmade drainages through the street block pattern.

BUILDING SITING AND ORIENTATION

- To encourage a pedestrian oriented environment with vital streets.
- To maximize synergies among residential uses, street life, and successful resort businesses and offices.
- To promote activity and safety on the street by providing frequent entries to buildings and uses.

SETBACKS AND BULK

- To create physically well-defined streets.
- To develop an urban form that allows adequate daylight to its buildings and sidewalks.
- To insure that buildings maintain a scale appropriate to a rural ski village.
- To provide a transition between the public realm and the private realm.
- To provide space to locate building appurtenances such as porches, steps, bay windows, and roof overhangs.

PARKING LOTS AND PARKING STRUCTURES

- To provide a vehicular circulation and parking system that provides safe, efficient, and convenient access while minimizing pedestrian/vehicular conflicts.

GENERAL LANDSCAPE CHARACTER

- To support the desired character of the Village Core Expansion, or portions of the Village Core Expansion.

STREETSCAPE

- To reduce the scale and give spatial definition to the street through a consistent tree planting.
- To provide a comfortable zone for walking and other street activities.

BUFFERS

- To provide separation between uses and activities that may conflict with each other.
- To provide visually appealing environments by means of well-designed landscaping.

SURFACE PARKING LOT LANDSCAPING

- To screen parking lots from the street.
- To soften the appearance of parking lots with the addition of landscaping.

ROOFS

- To maintain visual uniqueness of Teton Village and the surrounding natural landscape.
- To maintain the shape of the primary residential roof form.
- To maintain the generally uninterrupted simplicity of a slope roof form, and any attendant architectural forms such as dormers, as seen from the street or public open space.

EXTERIOR CHARACTERISTICS AND MATERIALS

- To avoid large areas of undifferentiated or blank facades.
- To use lasting materials that convey a sense of quality and attention to detail.
- To use materials which reflect regional resources and building traditions.
- To minimize the use of highly reflective metal and glass.

MASSING, BULK AND PROPORTIONS

- To create visually interesting facades.
- To provide human scale and detail.
- To use traditional mountain architecture as a model for new design.

SPECIAL CONDITIONS

- To emphasize important components of a building, such as special interior spaces and corners.
- To border streets and public open space with high quality building facades.

COMMERCIAL/MIXED-USE

- To encourage transparent glazing at the ground floor of retail or food and beverage space to promote visibility of active uses and goods.
- To create human scaled structures with varied forms that define building units and break down the scale of larger buildings.

RESIDENTIAL

- To provide privacy.
- To create both semi public spaces where residents can informally interact with their neighbors, and private spaces where residents can be generally screened from public view.
- To maximize usable spaces.
- To create well proportioned, visually interesting facades with generous amounts and sizes of windows, particularly for facades that face the street or public open spaces.

PARKING GARAGES

- To edge parking garages with active ground floor uses, or locate parking garage so that other buildings with active uses are between them and the street.
- To design a parking garage exposed to a street so that it fits with the character of a village in a rural area.

SERVICE AREAS, LOADING AREAS, AND MECHANICAL EQUIPMENT

- To minimize the visual impact of services areas, refuse storage and mechanical/electrical equipment on streets, open spaces and adjoining development.
- To design rooftop screening elements and penthouses to compliment the architecture, materials and colors of the building.

SIGNAGE

- To respect the 'night sky' lighting objectives of Teton County.
- To provide effective signs that are sensitive to the area's development character.
- To attract and inform visitors without creating sensory overload and clutter.

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I. URBAN DESIGN AND SITE PLANNING

IA. INFRASTRUCTURE FRAMEWORK

IA1. STREET NETWORK AND STREET DESIGN

Objectives:

- To ensure well-designed streets that can effectively accommodate all modes of transportation.
- To create a walking environment composed of regular urban blocks with a village-like scale.

a. Streets and roadways **shall be** designed for efficient and attractive circulation. Grid and/or modified grid patterns are **recommended** street patterns to maximize connectivity. See Illustration IA.a. Within the Village Core, cul-de-sac streets and dead-ends are **discouraged**. See Illustration IA.b.

b. The Master Plan delineates a roughly North South East and West net of public ways, modified to fit existing structures, topography, and connected to existing and planned circulation systems.

IA1.1 Typical street design

- a. Streets **shall** include the following elements:
- Wider moving lanes where more traffic is expected or where buses are present.
 - Two way traffic with no on street parking.
 - Detached sidewalks with street trees and/or other landscaping;
 - Except at major intersections with McCollister, no separate left or right turn lanes at intersections.
- b. All streets **shall** incorporate public vehicular and pedestrian access either by being publicly dedicated ROWs, or by including public access easements on private streets.

IA1.2. Access to existing and future transit routes

Where applicable, site planning for all development projects **shall** accommodate and encourage bus access into or adjacent to the development. Potential START and local bus routes and terminal are illustrated in the Teton Village Expansion Master Plan. See exhibit 4b.

IA2. PEDESTRIAN / BICYCLE NETWORK

Objectives:

- To provide a continuous pedestrian path network within the Village Core and to adjacent areas.
- To create links to public plazas, parks, and building entrances.
- To create a bicycle network that links together the Village Core, residential neighborhoods, and off-site



Village Core Street Patterns

Desired:

Grid or modified grid street patterns maximize connectivity.

Illustration IA.a



Discouraged:

Cul-de-sacs do not provide pedestrian and vehicular connectivity.

Illustration IA.b

bicycle trails.

IA2.1. Typical conditions

Sidewalks

Sidewalks along streets in the Village Core **shall be provided** to improve pedestrian circulation and to maximize pedestrian connectivity. With the exception of Saratoga Road, and Clock Tower Walk, streets **shall** include a minimum 8 feet clear walking zone, buffered from the street by street trees in grates or landscaped street tree cut-outs. The clear walking zone width can be decreased through an Administrative Adjustment by the Planning Director from 8 feet down to no less than 5 feet.

Trails

Off-street bicycle trails **shall** be a minimum of 10 feet wide and be separated from streets by at least an 8 foot planting strip.

- a. Where a bicycle trail runs through the Village Green, it shall be separated by at least 10 feet from the face of any building or porch.
- b. Where a bicycle trail merges with the pedestrian zone of Clock Tower Walk, it shall become a dismount zone for bicyclists.

IA2.2. Special conditions

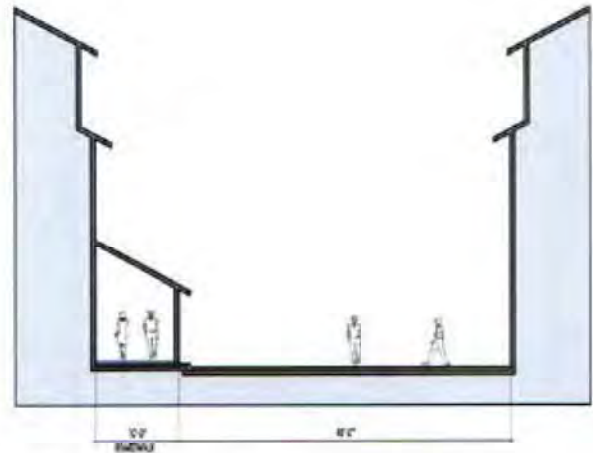
- Clock Tower Walk is primarily a pedestrian street with emergency vehicle access.
- A continuous boardwalk and protective arcade providing uninterrupted pedestrian circulation shall be constructed along building frontages on the south side of Clock Tower Walk. This boardwalk **shall** be a minimum clear width of 10 feet. *See Illustration IA.c.*
- The remainder of the walk shall be composed of paving designed to be both walkable and attractive.
- Outdoor seating for restaurants and cafes may encroach into this space so long as emergency vehicle clearances are maintained.

IA2.3. Pedestrian crossings

Pedestrian crossings at selected intersections **shall** provide special paving treatments in the street to indicate that pedestrians have priority. These intersections are: Clock Tower Walk at Crystal Springs Road; and McCollister Road at Crystal Springs Road. In addition, the pedestrian paving treatment at the Clock Tower Walk/Crystal Springs Road intersection helps to unify the existing Teton Village with the Teton Village Expansion. These elements shall be detailed at the sketch plan submittal stage.

IA2.4. Pedestrian connections

Pedestrian connections **shall** be made to adjacent



Clock Tower Drive showing covered boardwalk adjacent to the R.O.W.

Illustration IA.c



Pedestrian corridor connects to adjacent neighborhoods and ski resort area.

Illustration IA.d

neighborhoods, the ski resort area, and county path system. *See Illustration IA.d.*

IA2.5. Pedestrian access to structured parking

Easy and clear pedestrian access shall be provided to and from parking structures that serve the public.

IA3. OPEN SPACES, PARKS, AND PLAZAS

Objectives:

- *To integrate open areas (parks, plazas, greenways, etc.) with the adjoining developments in order to maximize the use of the open space, to provide informal oversight and security; and to take advantage of the open space as an amenity.*
- *To provide desirable view corridors and access to the mountains and surrounding open lands.*
- *To maintain natural areas as village amenity.*
- *To locate Fish Creek and an irrigation ditch along McCollister Road to add to the rural feel of the entry.*
- *To maintain a more rural and regional character along McCollister Road by providing substantial setbacks and landscaping.*
- *To create a more rural and regional sense of place at the entry of the village and resort by locating riding stables at the intersection of McCollister Road and Highway 390.*
- *To interweave a green necklace of linear naturalized open space featuring a watercourse network of natural and manmade drainages through the street block pattern.*
- *To create a linked set of special public open spaces: Clock Tower Walk and Village Green.*

IA3.1. Open spaces in the Village Core

These areas include Clock Tower Walk and Village Green. *See Illustration IA.e.*

Clock Tower Walk

- a.** Clock Tower Walk **shall** make a pedestrian/bicycle connection to the resort pedestrian network across Crystal Springs Road. It **shall** also provide a view of the tram tower at least by the half-way point between Crystal Springs Road and Saratoga Road.
- b.** The bicycle portion of the connection shall be a dismount zone.
- c.** Clock Tower Walk shall be designed to accommodate programmed activities such as small outdoor musical events, farmers markets, art and craft shows and other similar activities. *See IA2.2, and section c1.c1*

Village Green

- a.** A neighborhood park (Village Green) **shall** be provided within the Village Core. The Village

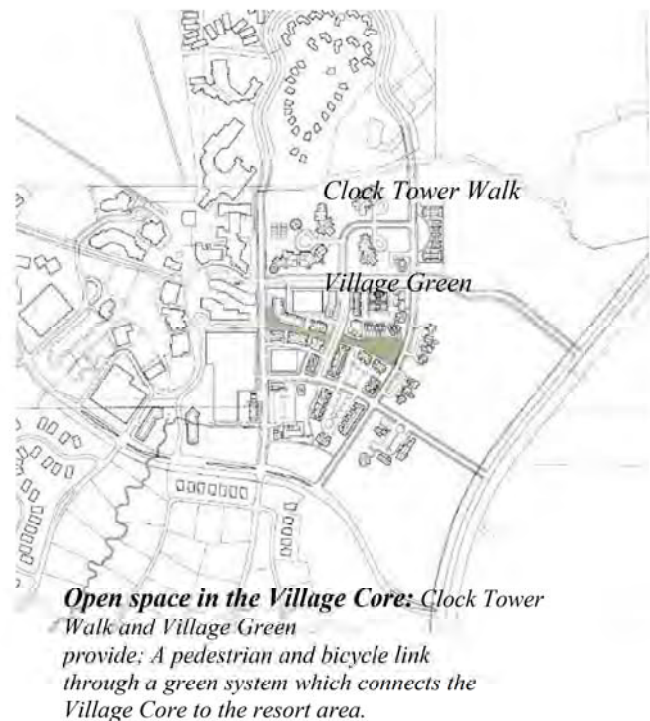


Illustration IA.e

Green shall be bordered by predominantly residential units which orient their entries and primary facades toward it. It **shall** also be easily accessible from other

residential uses via the village core's pedestrian and bicycle network.

b. The Village Green shall be visible to the retail/commercial area centered on Clock Tower Walk.

Activities encouraged in the Village Green are;

- 1) Informal recreation
- 2) Picnicking
- 3) Walking
- 4) Sitting, reading, etc.

IA3.2. Open space along McCollister Drive

Fish Creek Parks

a. Two small open spaces focused on a realigned Fish Creek **shall** be provided along McCollister Road.

b. These parks primarily provide a publicly accessible natural open space zone along McCollister Road. They **shall** include a continuous pedestrian/bicycle trail, and some outdoor seating opportunities.

IB. SITE DESIGN

IB1. BUILDING SITING AND ORIENTATION

Objectives:

- *To encourage a pedestrian oriented environment with vital streets.*
- *To maximize synergies among residential uses, street life, and successful resort businesses and offices.*
- *To promote activity and safety on the street by providing frequent entries to buildings and uses.*

IB1.1. General siting

a. Within the Village Core, buildings **shall** be sited to create meaningful outdoor spaces.

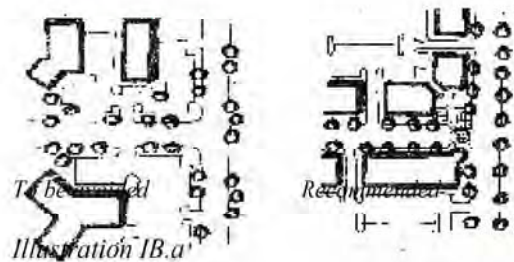
b. Streets, plazas, and parks **shall** not be "left over" areas, but **shall** be of useable size and well defined by buildings.

c. All buildings **shall** have facades, access, and primary landscaping that reinforces the street as the organizing element in the area.

d. In general, buildings **should** be oriented toward the street or public open space, except buildings in parcels G, H, and parcel M. *See Illustration IB.a.*

IB1.2. Distances to transit route and centers

In the Village Core, the transit center **shall** be located to be within a short walking distance of both the ski resort facilities and the Village Core commercial / mixed use area. Other transit stops (if any) **should** be located near higher residential concentrations within the Village Core. *See Illustration IB.b.*



IB1.3. Building orientation and entrances

Front façade and main doors of all buildings **shall** be oriented towards streets, parks, or pedestrian plazas.

a. Ground floor businesses and stores **shall** have their own entrances opening directly from the sidewalk.

Businesses that are not on the ground floor **shall** have their own entrances from the sidewalk whenever possible. Indoor malls and indoor shopping arcades are **discouraged** because they tend to reduce pedestrian activity on the street.

b. Views into leased ground floor businesses and offices should remain unobstructed. Blank walls are strongly **discouraged** on ground floors.

c. For residential uses and mixed-use buildings with residential units, separate entrances from the sidewalk are required.

IB2. SETBACKS AND BULK

Objectives:

- *To create physically well-defined streets.*
- *To develop an urban form that allows adequate daylight to its buildings and sidewalks.*
- *To insure that buildings maintain a scale appropriate to a rural ski village.*
- *To provide a transition between the public realm and the private realm.*
- *To provide space on private property to locate building appurtenances such as porches, steps, bay windows, and roof overhangs.*

IB2.1. Building and parking setbacks from streets

a. In general, purely residential buildings **shall** be set back from the street R.O.W. enough to provide a transition from the public realm of the street to the private realm of the residence, to provide shelter over the front door of the building, and to provide space for steps or ramps from entries. *See the Schedule of Dimensional Limitations for setback requirements per Parcel.*

b. In general, commercial or mixed use buildings with commercial uses on the ground floors **shall** be set back only a minimum distance from the R.O.W. or public pedestrian way to allow for door swings to occur within private property. A minimum setback maintains a strong relationship between pedestrians on the sidewalk, and the commercial uses on the ground floor. *See the Schedule of Dimensional Limitations for setback requirements per Parcel.*

c. Parking lots **shall not** occur between the front of a building and a street R.O.W. or open space.

Clock Tower Walk

a. Along the northern boundary of Parcel B, buildings

shall be set back from Clock Tower Walk (a public pedestrian way described in A1.3) enough to allow for a covered board walk along and between buildings.

See the Schedule of Dimensional Limitations for setback requirements per Parcel.

b. Along the southern boundary of Parcel C, buildings **shall** be set back at only the minimum distance to ensure that door swings do not extend into the public pedestrian way. *See the Schedule of Dimensional Limitations for setback requirements per Parcel.*

c. In general (with some exceptions), at least 65% of a building's frontage along Clock Tower Walk **shall not** be set back further than 5 feet from the minimum front setback. in order to maintain informal oversight of the street from the uses that adjoin it, and in order to spatially define the street so that it provides a sense of place. *See Illustration IB.c.*

d. Front doors to commercial uses that adjoin the covered boardwalk along the northern boundary of Parcel B **shall** be set back at least 3 feet to ensure that door swings do not extend into the boardwalk.

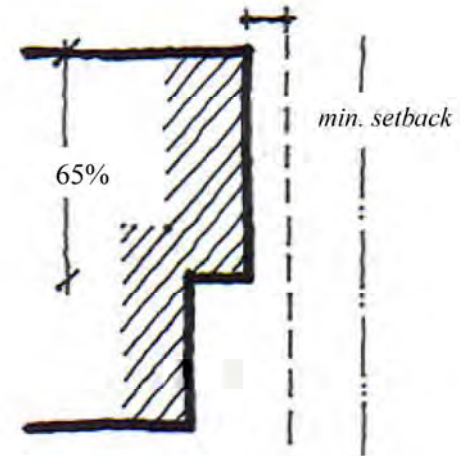


Illustration IB.c

IB2.2. Building separation

If two or more separate buildings are built on the same lot, the minimum separation between these buildings **shall** be 10 feet. Minor building appurtenances such as chimneys and fireplaces, pilasters, roof overhangs and eaves, gutters and downspouts **may** encroach into the separation by 1 (one) foot.

IB2.3. View corridors

a. Views toward the Tetons and the Jackson Hole Mountain Resort from the Village Core **shall** be respected by placing higher buildings to the western edge of the Village Core, and by spacing buildings to reduce view conflicts. *See Illustration IB.d.1.*

b. Views toward Sleeping Indian and down the valley from the Village Core **shall** be respected by locating lower buildings along the eastern edge of the Village Core, and spacing buildings to reduce view conflicts. *See Illustration IB.d.2.*

c. A view of the Tram Tower **shall** be preserved for at least the western half of the Clock Tower Walk pedestrian space. *See Illustration IB.d.3.*

d. View corridors along McCollister Road **shall** emphasize the rural architecture of the horse riding center and information center. *See Illustration IB.d.4.*



View of Tetons

Illustration IB.d.1



View of Sleeping Indian

Illustration IB.d.2



View toward Clock Tower

Illustration IB.d.3



View down the valley

Illustration IB.d.4

IB3. PARKING LOTS AND PARKING STRUCTURES

Objective:

- To provide a vehicular circulation and parking system that provides safe, efficient, and convenient access while minimizing pedestrian/vehicular conflicts.

IB3.1. Parking siting

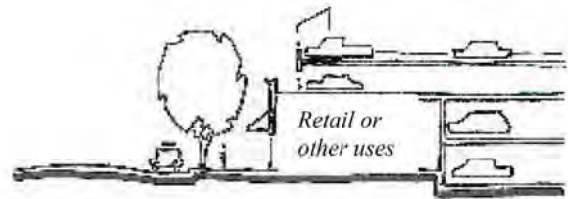
a. Parking garages and large surface parking lots **shall** be screened from the street as much as possible by retail, residential or mixed uses in order to provide desirable activities along the sidewalks.

b. Wrapping the exterior of parking garages with retail, mixed-use buildings or residential buildings is highly encouraged. *See Illustration IB.e.*

c. Where it is not possible to entirely surround a parking lot or garage with buildings or to line the garage with other uses, the lot or garage **should** be placed on the least important street in terms of character or pedestrian activity.

IB3.2. Parking location

Parking garages or off-street surface parking lots shall not adjoin Clock Tower Walk.



Surrounding parking garages with other uses on ground floors encourages walking and increases the value of the street frontage.

Illustration IB.e

II. LANDSCAPE DESIGN

IIA. GENERAL LANDSCAPE CHARACTER

Objective:

- To support the desired character of the Village Core, or portions of the Core.

- Within the Village Core, landscaping **shall** be more formal in order to accentuate the urban character of the built environment. Plant materials, massing, spacing, and height characteristics **shall** complement the urban character of the village. *See Illustration II.a.*
- Along the perimeter of the Village Core, landscaping **shall** be less formal. Street trees and buffer landscaping in front of buildings **may** follow informal western landscaping schemes. *See Illustration II.b.*
- Native materials **shall** be used wherever possible and shall be planned and designed to have a natural appearance.

IIA1. PLANT MATERIALS

Plant materials that can tolerate harsh climatic conditions **are preferred** over other plant materials. The use of native, drought-tolerant plant materials that optimize water conservation **are recommended**, especially in less visible and lower traffic areas.

IIB. INFRASTRUCTURE

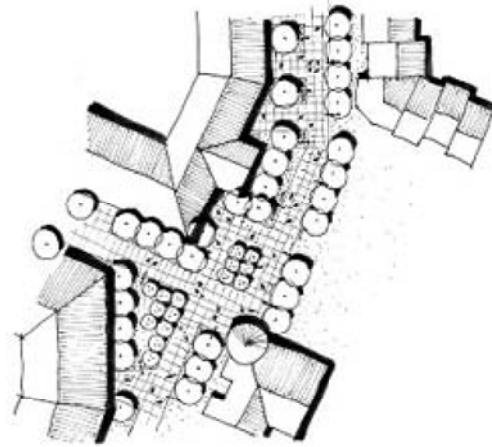
IIB1. STREETSCAPE (See also I.A.1.)

Objectives:

- To reduce the scale and give spatial definition to the street through a consistent tree planting.
- To provide a comfortable zone for walking and other street activities.

IIB1.1. Street trees

- Within the Village Core, streets without covered boardwalks **shall** have a minimum of one tree per 35 linear feet of street frontage unless a better alternative is approved by special review.
- When street trees are planted in tree grates or other creative devices, the un-paved surface **shall** be a minimum of 36 square feet. *See Illustration II.c.*
- Street trees **shall** be strong wooded and able to endure pollution, compacted soils, minimal water, and low maintenance. The type of street tree **shall** meet Teton Village Association standard.
- Street trees in tree lawns **shall** be a minimum of 2.5 inch caliper at time of planting. Larger trees **are encouraged** at key locations.
- Trees and irrigation techniques, requiring minimal water **are recommended**. Irrigation **shall** be designed and installed for street trees to deliver the appropriate amount of water to each tree with minimal waste.



Formal landscape approach.

Illustration II.a

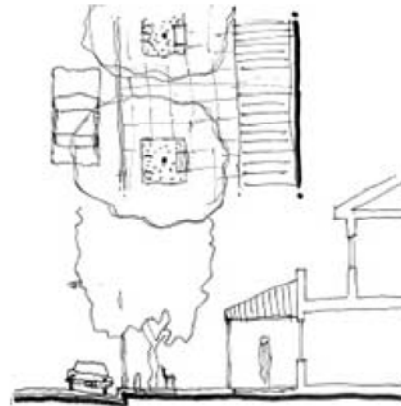


Natural landscape approach.

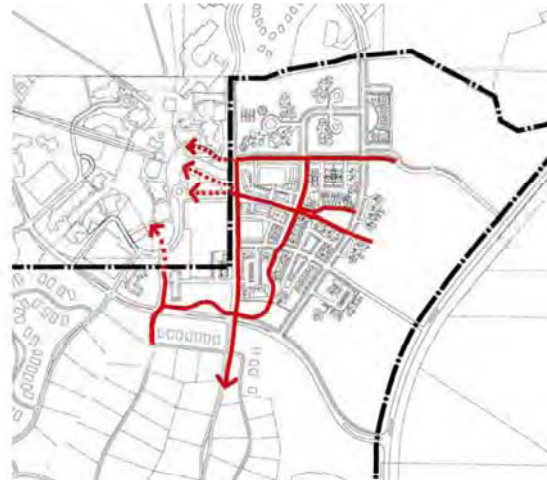
Illustration II.b

IIB1.2. Lighting

- a. Free standing pedestrian lights along pedestrian ways **shall** be no higher than 15 feet from the ground to the bottom of the light fixture.
- b. Lighting for public areas **shall** be incorporated into buildings where possible (see III Architecture, Building Lighting III.G4). *See Illustration III.v.*
- c. Free standing light fixtures **shall** be limited to those locations and areas where buildings are not close enough to paths and spaces to provide effective lighting.
- d. Lighting standards **shall** use the minimum number of fixtures necessary for safety.
- e. No “up-lighting” **shall** be permitted. All lighting **shall** be downcast. Light spillover and glare **shall** be minimized, and **shall** conform to Teton County Land Development Regulations, Sec. 49370.
- f. Light sources **shall** be shielded (indirect). High density flood lights or light sources directed at the viewer are prohibited.
- g. Fixture selection **shall** be unified throughout the Village, using materials such as timber and dark metal. No reflective surfaces **shall** be allowed.
- h. Within the Village Core, the following streets **shall** have pedestrian lights - free standing and/or sharp cutoff wall mounted fixtures: Clock Tower Walk through the Village Green; Saratoga Road; Apres Vous Road; Crystal Springs Road between McCollister Road and Apres Vous Road. *See Illustration II.d.* Wherever possible, pedestrian lighting **shall** be provided by wall mounted sharp cut-off fixtures. A detailed plan for these elements **shall** be provided at the sketch plan submittal phase.
- i. Free standing pedestrian lights and posts in the Teton Village Expansion Area **shall** match the existing Teton Village pedestrian lights and posts unless the existing pedestrian lights do not meet Sec. 49370 A of the Teton County LDRs. If the existing lights do not meet this section, the pedestrian lights of the expansion area **shall** meet Sec. 49370 A and be designed to match the existing Teton Village lights as closely as practicable.
- j. Parking lot lighting **shall** be provided only to ensure safe conditions at pedestrian/vehicular crossings. Such lighting **shall** be provided by sharp cut-off, low bollard type fixtures.
- k. The color of the light source **shall** be the same for pedestrian, and parking lot lighting. A white light such as that provided by metal halide and fluorescent sources is preferred.



*Street tree planting approaches. Tree grate concept.
Illustration II.c*



Pedestrian lighting concept.

Illustration II.d

IIB2. PARKS AND OPEN SPACE LANDSCAPING

IIB2.1. Village Green

- a. Landscaping **shall** support this space's passive and informal recreation activities through the provision of irrigated sod, and formally aligned shade trees edging the space.
- b. The character of this space **should** be that of a town park, specifically designed to fit and support the urban character of the surrounding village.
- c. Pedestrian lighting **shall** be provided along the perimeter of the park, matching that of the existing Teton Village.
- d. Seating and trash receptacles **shall** be provided along the perimeter of the park.
- e. Bicycle racks **shall** be provided along the bicycle path adjoining the park.

IIB2.2. Clock Tower Walk

- a. Hardscape and power outlets **shall** support this space's function as a pedestrian way and location for programmed activities such as musical events, farmer's markets, art and craft fairs, merchant displays, and other special events. This space may be punctuated by a carefully placed landscaped element, kiosk, or art piece.
- b. The design of this space **shall** accommodate emergency vehicles, and delivery trucks.
- c. The character of this space **should** feel like an old street closed to vehicular traffic, and reclaimed entirely for the pedestrian.
- d. While part of the bicycle system, this street **shall** be a bicycle dismount zone with ample bicycle racks.
- e. Pedestrian lighting **shall** be provided, either matching the lighting within the existing Teton Village, or specially designed to accentuate this central space.
- f. Movable seating, or informal seating built-in around a special landscape feature, kiosk or art piece is **preferred** rather than fixed benches in order to maximize the flexibility of the space.

IIB3. BUFFERS

Objectives:

- *To provide separation between uses and activities that may conflict with each other.*
- *To provide visually appealing environments by means of well-designed landscaping.*

IIB3.1. Perimeter landscaping along office, retail, or mix use setbacks

All street setbacks **shall** either be landscaped or developed with pedestrian amenities such as sidewalks and plazas.

IIB3.2. Perimeter landscaping along parking lots and parking structures

- a. When surface parking lots and parking structures face the street, the street yard setbacks **shall** be landscaped to screen the parking.
- b. Within these setbacks a minimum one tree per 200 square feet **shall** be provided.
- c. Within these setbacks a minimum of three layers of plant materials **should** be provided, including shade, evergreen, and/or ornamental trees; shrubs; and ground covers.

IIB3.3. Ground floor residential buffers

The entire street yard setback between ROW and buildings with ground floor residential units **shall** be landscaped and designed with appropriate walks, stoops, or porches. *See Illustration II.e.*

IIB4. SURFACE PARKING LOT LANDSCAPING

Objectives:

- To screen parking lots from the street.
- To reduce the scale of surface parking lots.
- To soften the appearance of parking lots with the addition of landscaping.

IIB4.1. Landscaped area percentage

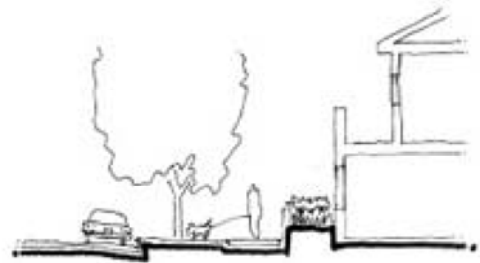
- a. For surface parking lots 90 spaces to 200 spaces, 5% of the interior of the lot **shall** be landscaped excluding landscaping within the perimeter setbacks.
- b. For surface parking lots over 200 spaces, 7.5 % of the interior lot **shall** be landscaped excluding landscaping within perimeter setbacks.
- c. Street trees and landscaping within the ROW **may not** be counted to meet parking lot landscaped area percentage requirements.

IIB4.2. Landscaped islands and medians

- a. Landscaped islands and medians **are encouraged to** be used in order to define circulation patterns, provide shading of paved areas, and visually break up continuous rows of parking.
- b. Minimum 8-foot-wide landscaped islands **are encouraged to** be provided at the ends of parking aisles.

IIB4.3. Landscaping within setback areas

Use shrubs, landscaped berms or low garden walls to screen parking from peripheral streets



When a residential unit occupies a ground floor of the building along a sidewalk the plantings between the building and the sidewalk become a crucial buffer element. Additionally, consider raising the ground floor to raise windows above eye level from the sidewalk to provide greater privacy, security and livability.

Illustration II.e

III. ARCHITECTURE

IIIA. ROOFS

Objectives:

- To maintain visual uniqueness of Teton Village and the surrounding natural landscape.
- Teton Village, as a family of buildings nestled into its setting at the point where the open valley rises into the mountains, has a prominent visual identity from a great distance away. From those distances, its aggregate roof forms and their basic harmonious nature are critical to the Village's visual uniqueness and cohesion. See III. III.a.
- To enhance the existing Teton Village character.
- To maintain the shape of the primary residential roof form.
- To maintain the generally uninterrupted simplicity of a slope roof form, and any attendant architectural forms such as dormers, as seen from the street or public open space.

IIIA1. ROOF FORMS AND PROPORTIONS

- a.** All buildings **shall** have a simple gable as their principal roof form. No flat roofs or hipped roof forms **shall** be allowed, with the exception of the deck surfaces of balconies, parking garages and small rooftop mechanical areas of 200 square feet or less.
- b.** Shed roofs **shall** be allowed by special review; review will consider the extent to which the application of the shed form supports the overall intent to create a village of roofs.
- c.** The main gable **shall** have the same slope angle in each direction.
- d.** Gable ends **should** continue the siding material of the highest habitable story continuously to the rake to avoid the appearance of a hat-like roof perched on a box. See Illustration III.b.
- e.** The main gable pitch **may** vary from a minimum of 5:12 to a maximum of 12:12. See Illustration III.c.
- f.** Shed and hipped roof forms **may** be allowed on secondary roofs. Secondary roofs are defined as the sheltering forms provided for articulations of the main building mass (bays, niches, porches, vestibules, balconies, and projections). See Illustration III.d.
- g.** Long unbroken expanses of roof **shall** be articulated with cross-gable and shed dormers or changes in the ridge line. Dormers are **preferred** over flat skylights where light and ventilation are required. See Illustration III.e.
- h.** To maintain a consistent preeminence of the roof vocabulary, the projection of the eave beyond the main building face **should** have a minimum proportional relationship to the building height at the eave of 1:7. The rake projection/building height ratio **should** be a minimum of 1:10 at the eave where the eave ratio is



Illustration III.a

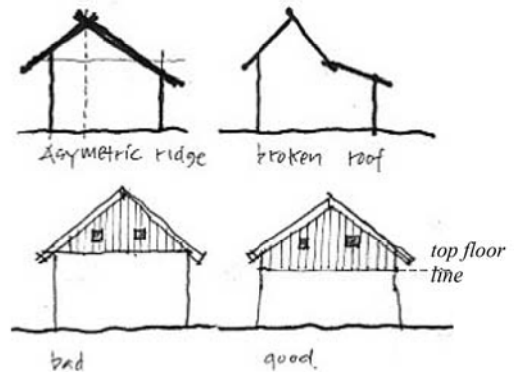


Illustration III.b

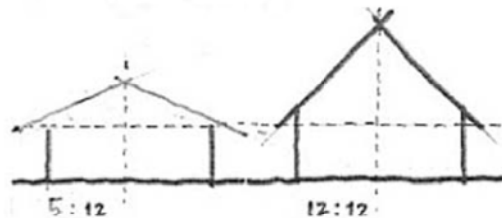


Illustration III.c



Illustration III.d

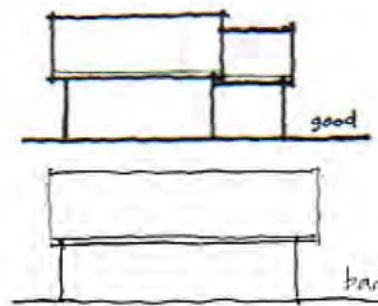


Illustration III.e

established. *See Illustration III.f.*

i. Buildings with asymmetric ridge locations are **encouraged**, as are buildings with broken roofs, where both forms grow out of changes in building story height or volume.

IIIA2. CHARACTER AND MATERIAL

a. The essential character of the buildings that compose this "Village of Roofs" derives from a traditional vocabulary of heavy timber framing and detailing.

b. Accordingly, the utilization of exposed dimensional timber larger than a nominal 2 inches is **encouraged**, especially in the detailing of roof overhangs, porches, arcades, trellises, balconies, open stairs, and guardrails.

c. **Primary** roof materials **shall** be made of wood or from materials having the appearance of wood; metal or alternative materials that does not have the appearance of wood is allowed for minor or non-primary roof areas.

IIIB. EXTERIOR CHARACTERISTICS AND MATERIALS

Objectives:

- To avoid large areas of undifferentiated or blank facades.
- To use lasting materials that convey a sense of quality and attention to detail.
- To use materials which reflect regional resources and building traditions.
- To avoid the use of highly reflective metal and glass.

a. Wood siding and cladding is the **preferred** standard for general elevation treatment.

b. Special treatment areas include the lower 2/3 of the ground-to-eave height of a building, columns at ground level, exposed retaining walls, and miscellaneous site walls. These special treatment areas **shall** utilize wood siding, wood shingles, natural stone, cultured stone, heavy timbers or alternative treatments approved by special review. *See Illustration III.g.*

c. Windows and French doors **shall** be wood frame, either painted or clad for all residential units.

Window exterior trim should be based on traditional methods and proportions.

d. The use of architectural metalwork **shall not** constitute the primary material in any major architectural element..

e. 'Synthetic stucco' or External Insulated Finish System (EIFS) **shall not** be used. The use of a hard coat cement stucco system in lieu of EIFS is preferred.

IIIC. MASSING, BULK AND PROPORTIONS

Objectives:

- To create visually interesting facades.
- To provide human scale and detail.
- To use traditional mountain architecture as a model

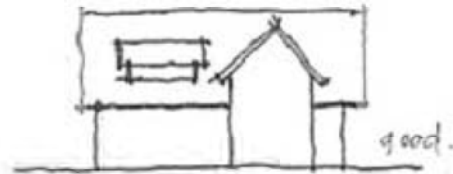
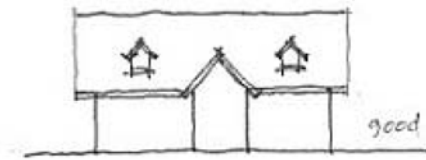


Illustration III.e

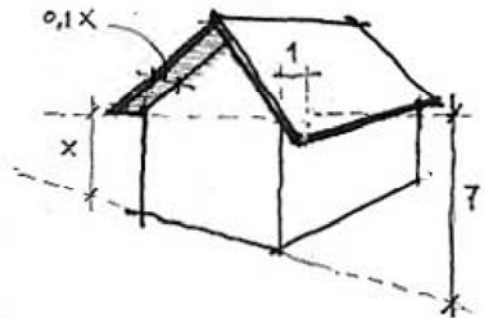


Illustration III.f

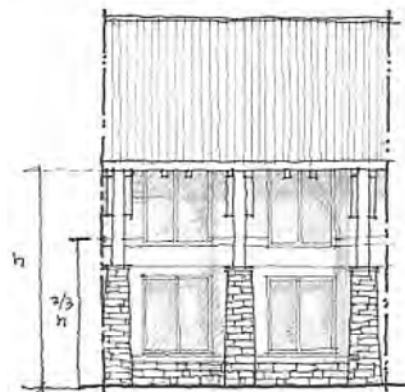
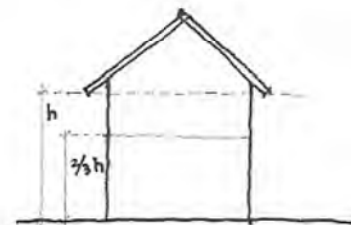


Illustration III.g

for new design. Traditional Alpine architecture and many other cold-weather vernacular buildings tend to be cubic in general massing. Cubic forms, when applied to buildings of multiple stories, can produce imposing bulk and dramatically massive roofs.

a. Simple plan forms are encouraged, they **should** be carefully articulated and detailed to maintain a human scale whenever a structure's plan and elevation dimensions are greater than 24 feet in any two of three main dimensions. See Illustration III.h.

b. Attached elements such as projected bay windows, long balconies, porches, and galleries are **encouraged** generally and required under certain conditions. See Illustration III.i.

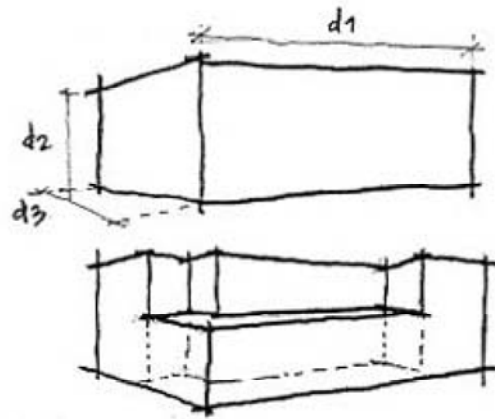


Illustration III.h General massing approach

IIIC1. SPECIAL CONDITIONS

Objectives:

- To emphasize important components of a building, such as special interior spaces and corners.
- To border streets and public open space with high quality building facades.

IIIC1.1. Corner buildings

a. Buildings that occupy corner sites, with frontages on two streets, **shall** provide appropriate facades on both sides that extend the continuity of the street character and that animate the facades with windows, doors, and other architectural features to create an interaction between the interior spaces and the street.

b. In addition, building features located at the corner, such as projected bays, corner entries, and balconies, are **encouraged**, especially in the case of buildings with ground-floor retail spaces. See Illustration III.i.



Illustration III.i Expression of the general massing approach in building architecture

IIIC1.2. Buildings fronting onto open space

a. Buildings that adjoin Clock Tower Walk and The Village Green **shall** orient high quality facades to these spaces.

b. Those buildings that adjoin Clock Tower Walk and the Village Green **shall** incorporate primary public entries for the building's commercial space or residential units within the length of façade fronting the spaces.

c. A 'corner building' relationship **shall** be required for residential buildings along the Village Green where the secondary façade faces the open spaces.

d. Buildings **shall** reduce their bulk by incorporating at least two of the following approaches:

- 1) Design significant changes in form, ridge lines or wall alignments so that larger buildings appear to be composed of multiple buildings, or wings.
- 2) Varying the height of the building.
- 3) Enclose the top floor largely within the roof form.

See Illustration III.r.

IIIC1.3. Upper level building setbacks

In order to reduce the bulk of buildings higher than three stories or 35 feet to the eave line of the roof, **shall** step back a minimum of 50% of the fourth and higher floors at least 5 feet from the lower wall plane of the building. *See Illustration III.j.*

IIID. COMMERCIAL/MIXED-USE

Objectives:

- To provide transparent glazing at the ground floor that ensures visibility of active uses and goods.
- To design retail storefronts and other pedestrian active buildings with integrated architectural features that shield pedestrians from sun and adverse weather conditions.
- To create human scaled structures with varied forms that define building units and break down the scale of larger buildings. Larger footprint buildings with potentially long street frontages characterize this building type. These buildings are associated primarily with the creation of the main urban streetscapes in the Village Core, and will accommodate most of the street related commercial and retail activities.

IIID1. BUILDING TRANSPARENCY

a. Commercial/Mixed-use buildings **shall** provide a ground floor with a high degree of transparency between their interior and the adjacent pedestrian zones.

b. Glazed areas of commercial uses at the ground floor level **shall** be no less than 60% of any secondary bay area measured between fin. floor, fin. ceiling, and centerline of bay division.

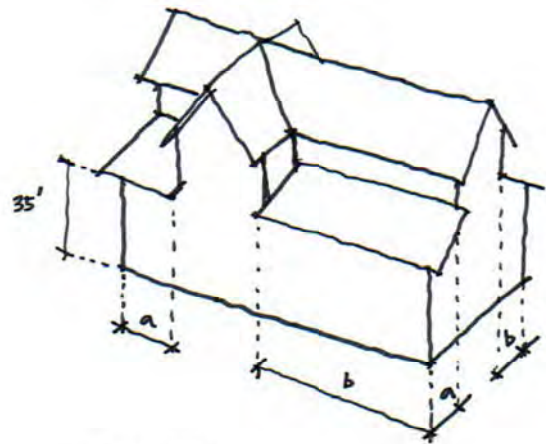
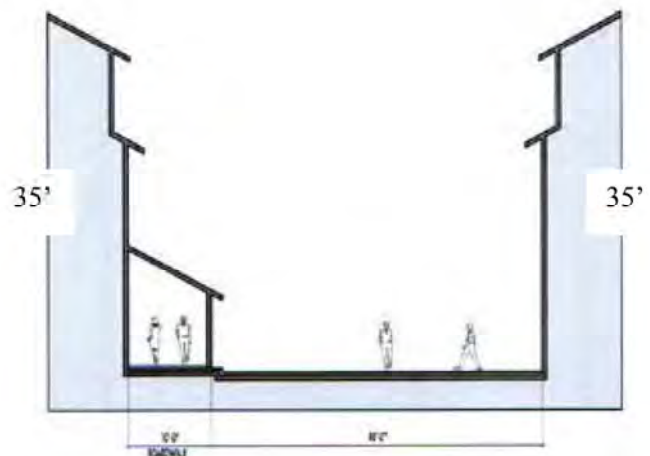
IIID2. BOARDWALK

The provision of a fixed, permanent, covered public pedestrian way **shall** be required for the entire length of all buildings fronting the south side of Clock Tower Walk. This covered way **shall** incorporate a raised boardwalk, guardrails where required by building codes, and all necessary devices to accommodate level changes at points of entry and at transitions between adjacent buildings, including steps and ramps as required by building codes and ADA requirements. *See Illustration III.k.*

IIID3. BUILDING PROPORTION

In order to achieve an appropriate level of articulation and scale, derived from that of old commercial vernacular buildings, the following proportional system **should** be applied for all mixed-use buildings with ground floor commercial space in the Village Core;

- a.** In no instance **shall** a building exceed 62'-6" from ground level to the top of the roof.



$a + b > 50\%$
minimum upper level setbacks

Illustration III.j

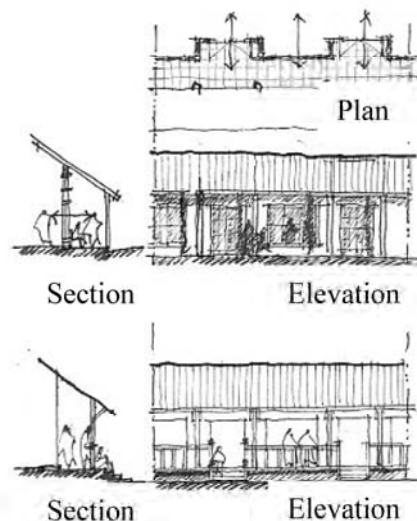


Illustration III.k

b. The minimum height from ground floor finish floor to second floor finish floor for commercial mixed use buildings **should** be at least 9 feet.

See Illustration III.l.

c. The façade **should** be divided into horizontal bay modules of $(0.5-2.5) \times$ height. This bay module **should** be the basis for developing building massing offsets, façade detailing and material articulation, opening placement and division, and signage configuration.

See Illustration III.m.

d. Each ground floor bay module **should** be subdivided into at least two secondary bays, with a maximum width of $0.5 \times$ module width. See Illustration III.n.

e. All glazed opening subdivisions at ground floor level shall have a width to height proportion no greater than 1:3.

f. All window and door openings at upper floor levels of Village Core mixed use buildings **should** have a width to height proportion no greater than 1:3. True subdivided lights are encouraged but no window sash **should** have more than four individual lights.

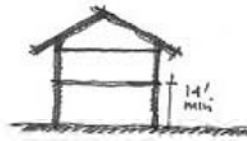


Illustration III.l

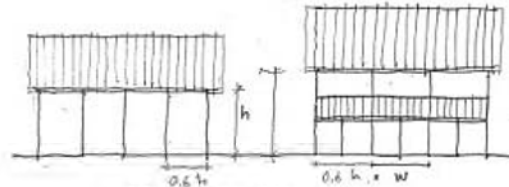


Illustration III.m

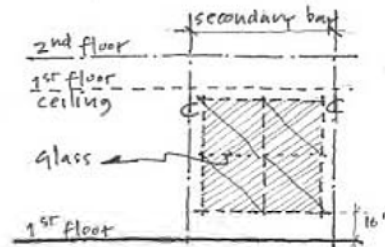


Illustration III.n

III.E. RESIDENTIAL

Objectives:

- To provide privacy.
- To create both semi public spaces where residents can informally interact with their neighbors, and private spaces where residents can be generally screened from public view.
- To maximize usable spaces.
- To create well proportioned, visually interesting facades with generous amounts and sizes of windows, particularly for facades that face the street or public open spaces.

III.E1. BUILDING SITING

Residential buildings within the Village Core are **encouraged** to have their ground-attached units raised above adjacent public sidewalk level by at least three steps, in order to provide a degree of privacy. Covered stoops or porches **shall** be provided for building or unit entries. See Illustration III.o.

III.E2. BUILDING ENTRANCES

Ground-attached unit entries are encouraged to the maximum extent possible. Where a multi-unit residential building requires a common street entry for more than two units, this common entry **shall** incorporate a covered porch or stoop regardless of ground-floor relationship to grade. See Illustration III.p.

III.E3. BUFFER

Where ground floor levels incorporate one-level residential units, these units **shall** be

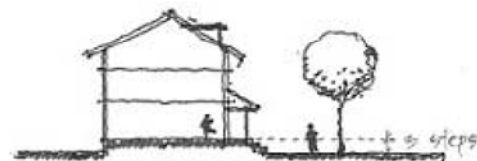


Illustration III.o

buffered from adjacent public ROWs by porches, balconies, or a minimum 10 feet wide landscaped buffer for at least 25% of its ROW frontage. *See Illustration III.q.*

III.E4. USABLE SPACES

The utilization of the space developed under large gable roof forms for living space is **encouraged**, whether in the form of an additional level of living space or as part of a vaulted high space on the level below. *See Illustration III.r.*

III.E5. WINDOW PROPORTION

Window and door proportional relationships **should** conform to a maximum width/height ratio of 1:3 for all unit, sub-unit, and glazing light units. Basic units of these proportions **may** be ganged into multiple units. Window proportions of greater than 1:3 **should** be allowed for window units with a width of less than 1.5 feet. These windows **should** constitute less than 20% of the total building window count.

See Illustration III.s.

III.F. PARKING GARAGES

Objectives:

- To edge parking garages with active ground floor uses, or locate parking garage so that other buildings with active uses are between them and the street.
- To design a parking garage exposed to a street so that it fits with the character of a village in a rural, ranching area.

III.F1. DESIGN

a. Any parking garage that adjoins a street **shall** incorporate one of the following approaches:

- 1) Locate ground floor uses within the parking garage where it adjoins a street.
- 2) Design the parking garage so that it appears to be a commercial building with window-like openings, and at least one bay with display windows providing information or art.

b. Parking garages **shall** not be required to incorporate sloped roofs or mansard roofs.

III.F2. MATERIALS

Wall materials for parking garages **shall** match or be closely related to the materials used in the adjoining buildings. In no case **shall** finished garage walls be composed or tilt-up concrete, poured-in-place concrete, or precast concrete.

III.G. SERVICE AREAS, LOADING AREAS, AND

Objectives:

- To minimize the visual impact of services areas, refuse storage and mechanical/electrical equipment on streets, open spaces and adjoining development.



Illustration III.p

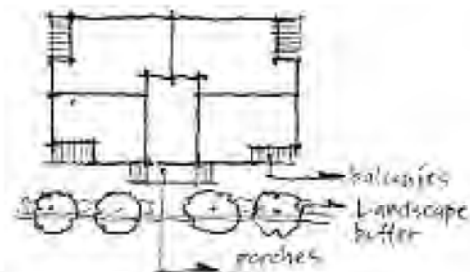


Illustration III.q

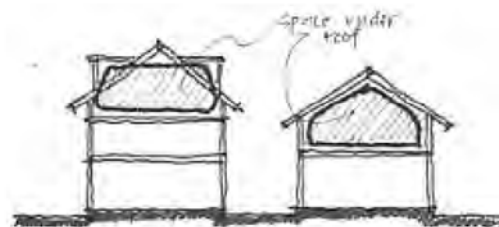


Illustration III.r

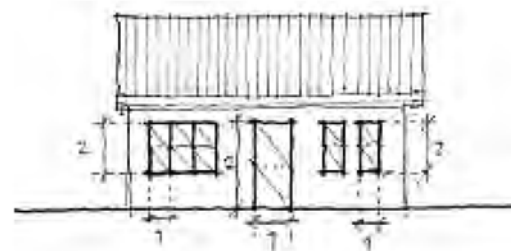


Illustration III.s

• To design rooftop screening elements and penthouses to compliment the architecture, materials and colors of the building. The intrusion of the sights, sounds, and functions of building services into the public realm can discourage and disrupt the commercial and social activities it is meant to support, as well as distract from the general visual character of the Village.

IIIG1. SERVICE AND LOADING AREAS

Refuse storage and collection areas, service areas, and loading docks **shall** not be located along street frontage and **shall** be screened from view from public streets, open areas, and pedestrian corridors.

IIIG2. MECHANICAL EQUIPMENT

a. Rooftop mechanical units **shall** be screened. See *Illustration III.1*.

b. Architectural screening, including wall or roof forms, **shall** be required to be at least 1 foot higher than the height of the equipment so that the equipment is not visible from distant viewpoints as well as street level.

c. Vents, flues, exhaust ports, and electrical equipment mounted to or penetrating walls **shall** either be screened by architectural details consistent with the Exterior Characteristics and Materials section, or painted to blend in with adjacent finished surfaces.

d. These mechanical elements **shall** not visually compromise the architectural character of the building through their number, size, or position.

IIIG3. BUILDING LIGHTING

a. Lighting **shall not** be directed upon the building. Indirect/concealed lighting **shall** be used such that its light source is not visible. All building lighting **shall** follow Sec. 49370 of the Teton County LDRs.

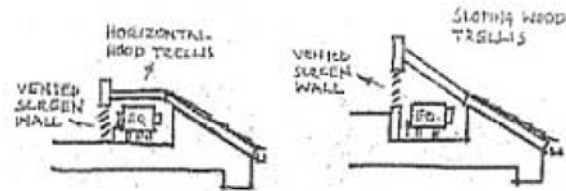
b. No neon **shall** be used externally, **nor shall** any light fixtures be located on buildings above the eaves.

c. Interior garage lighting **shall** be baffled to eliminate the visibility of the light source from the garage exterior. No pole lighting **shall** be allowed on the rooftop garage level. All lighting at this level **shall** only be provided by wall lights embedded into the garage parapet.

d. Lighting **shall** be provided within any arcade over a boardwalk or sidewalk in such a way as to eliminate glare. See *Illustration III.u*.

e. Porch lighting at the front entry is encouraged particularly if it is located within the porch roof structure where the light source is shielded from the street.

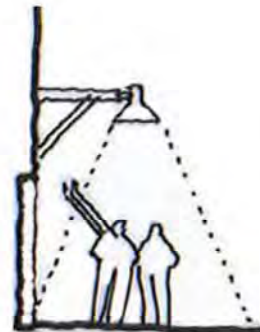
f. Residential garage door lighting **shall** be downcast, with the light source shielded from view.



Screening rooftop mechanical equipment by means of pitched roof forms or penthouses is encouraged.
Illustration III.1



Boardwalk or Porch Lighting
Illustration III.u



Wall mounted lighting for public ways

Illustration III.v

IV. SIGNAGE

IV.1. GENERAL CONDITIONS

Objectives:

- To fit with the signs and graphic programs of the existing Teton Village.
- To respect the existing Teton County Sign Ordinance.
- To respect the 'night sky' lighting objectives of Teton County.

The Teton Village expansion area sign standards **shall** match or closely follow the sign standards of the existing Teton Village, or follow any revisions to these standards.

IV.2. FREESTANDING SIGNS

Objectives:

- To provide effective signs that are sensitive to the area's development character.
- To attract and inform visitors without creating sensory overload and clutter.

Where not specified here the Teton County Land Development Regulations standards shall apply.

IV.2.1. Monument signs

- Only monument signs are **allowed** for free standing signs.
- Freestanding monument signs on pedestals **shall** be used instead of freestanding signs on poles.
- Only one monument sign is **allowed** for each commercial or mixed use building.
- Monument signs **are prohibited** along Saratoga Road and Clock Tower Walk.

IV.2.2. Landscaping

Monument signs **should** be combined with landscaping in order to provide attractive compositions whenever possible.

IV.2.3. Dimensions

- Unless otherwise approved by the Teton Village Association and Board of County Commissioners, the sign face or text area **shall** be no higher than 4 feet, no wider than 8 feet and no bigger than 32 square feet per side.
- The overall height of a monument sign **shall not** exceed 6 feet. See *Illustration IV.a*.

IV.2.4. External illumination

If signs are externally illuminated, the lighting **shall** be shielded to avoid glare and over-spill, **shall** be oriented downward onto the sign face rather than upward, and **shall** comply with Teton County Land Development Regulations. See *Illustration IV.b*.



Illustration IV.a



Opaque letters on transparent internally illuminated panels cause glare and over-spill.

Illustration IV.b

IV3. ATTACHED SIGNS

Objective:

- *To provide signs that enhance the architectural quality and pedestrian interest.*

IV3.1. Signs permitted along Clock Tower Walk

Only attached signs **are permitted** adjacent to Clock Tower Walk. Signage along these pedestrian areas **shall** utilize one or a combination of canopy sign, projecting sign, wall sign or window sign up to a maximum of three signs per commercial establishment. Corner locations may be allowed up to 5 signs subject to the approval of the Planning Director. *See Illustration IV.c.*

IV3.2. Scale

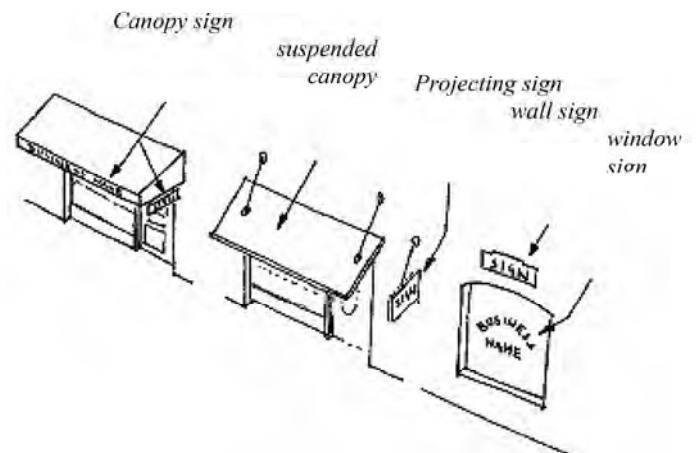
Signage attached to buildings **shall** be pedestrian scaled and located for viewing by pedestrians, cyclists, and drivers.

IV3.3. Types and dimensions

- Awning signs **shall** be no taller than 8 inches and no longer than 8 feet.
- Projecting signs **shall** be no larger than 12 square feet with a maximum projection of 4 feet.
- Wall signs **shall** be no larger than 10 square feet.

IV3.4. Unique signs

Individual and unique signage **is encouraged**.



Awning signs, bracket signs, wall signs and window signs, when arranged artfully, increase the quality of the sidewalk experience. Illustration IV.c