



DURANGO[™]
MOUNTAIN RESORT
C O L O R A D O

Purgatory Village

Supplemental Design Guidelines for Mixed Use, Lodge, and High Density Residential

December 2003

- I. INTRODUCTION (Refer to Residential Design Guidelines)**
- II. THE DURANGO MOUNTAIN RESORT VISION (Refer to Residential Design Guidelines)**
- III. ADMINISTRATIVE PROCEDURES AND REVIEW PROCESS (Refer to Residential Design Guidelines)**
- IV. SITE PLANNING (Refer to Residential Design Guidelines, plus add the following)**

IV.1 General Considerations: The following site design standards shall be added for Mixed Use, Lodge and High Density Residential Uses:

- Ground floor space within adjoining the Purgatory Village plaza, and in designated “lodge” buildings should include commercial uses to attract and retain pedestrians and create “village vitality”. These commercial uses shall be allowed to incorporate non-traditional design elements to create “Attitude”, in an attempt to enliven and diversify their architectural character.
- The Purgatory Village Plaza and adjoining pedestrian connectors shall be tied together by lively, colorful, coordinated, urban design elements, including banners and street furniture, interactive water features, community art and landscape pockets.
- Pedestrian systems will be given prominence, both within the Purgatory Village core and on connecting pedestrian-ways, promoting walking, biking, roller-blading, people-watching, street performances, retail and food carts and seasonal entertainment.
- Views to the surrounding mountains, ski slopes and plaza features are an inseparable part of Durango Mountain Resort’s image and identity and serve, in a practical sense, as orientation reference points. New buildings should not obstruct existing vistas, but rather frame them. Care should also be taken to avoid blocking views from neighboring properties and to preserve privacy zones where necessary.
- Grading requirements of a development must be resolved within the property boundary unless an easement is secured for grading on adjoining property.
- Enclosed garbage storage and recycling space shall be provided within each mixed use, lodge and high-density residential building in Purgatory Village. All garbage containers shall be stored on-grade, within the building or in underground parking lots away from public view. Adequate

ventilation must be provided (exhaust to roof). Containers must be easily accessible to garbage trucks.

- Purgatory Village developers should confirm utility/transformer and service area locations at an early stage of design process in order to minimize its visual impact, especially with reference to adjacent properties.
- Purgatory Village buildings shall incorporate fire hose connections and utility meters in the building design, with due consideration for protection against snow accumulation/removal.

IV.12 Driveways: Mixed use, lodge and high-density residential driveways shall comply with the Shared Accessway Standards specified in the Durango Mountain Resort Land Use Regulations (Section 5.22 – first Amendment).

IV.14 Vehicular Parking: Mixed use, lodge and high-density residential parking areas and parking spaces shall comply with the standards specified in the Durango Mountain Resort Land Use Regulations.

V. LANDSCAPE (Refer to Residential Design Guidelines, plus add the following)

V.4 Landscape Zones: Mixed use, lodge and high-density residential uses shall be exempt from the 500 square foot limit on Enhanced Landscape Zone and turf. Instead the siting of mixed use, lodge and high density residential structures shall attempt to minimize the disruption of existing native vegetation and all areas of the site which have been disturbed by development and are not occupied by buildings or paving shall be treated as an Enhanced Landscape Zone. Landscape design within this Enhanced Zone shall focus on creating a dramatic sense of arrival, mitigating or buffering service areas and blank facades, and creating diverse and interesting pedestrian spaces.

VI. ARCHITECTURE (Refer to Residential Design Guidelines, plus add the following)

VI.1 General Overview: The architectural theme for mixed use residential/commercial building adjoining and near the Purgatory Village plaza should be consistent with the existing scale and proportion of the Village Center, Kendall and Eolus buildings, but with architectural design and treatments that are more consistent with the San Juan Mountain setting and mountain lodge architectural precedents. Since the nature of a mountain village is that buildings will be close together, it is important that they are good neighbors, working together to create a village fabric...but protecting the views and privacy of other residents as much as is practicable. Wherever possible, buildings are encouraged to relate and connect to adjoining

pedestrian spaces by providing animation and comfort zones. Delight residents and guests with the unexpected. Design building masses that visually unfold as approached. Use level changes and corner sites to create excitement. Add “treats” on buildings and “follies” in pedestrian areas. Maximize orientations to the magnificent mountain views and vistas! Understand that good design is an investment rather than an expense, in the knowledge that Durango Mountain Resort Village guests are here to relax and be entertained

VI. 6 Building Elevations: Ground floor facades of buildings incorporating retail uses should be differentiated from upper stories, allowing for flexibility and change of retail tenants. Retail features, which make up the ground floor façade shall include: retail storefronts; awnings and canopies; sign bands; and cornices. Retail storefronts should be at least 75% glazing and the glazing should be non-tinted and unreflective.

VI.9 Stepped Massing: Purgatory Village buildings should be designed to minimize building bulk, particularly at building ‘ends.’ Stepped roof forms keep the building close to the ground and help to visually ‘turn the corner’ around principal facades and between adjacent buildings. Selective use of full gable ends may be acceptable when designed in combination with hipped roofs.

VI.11 Scale, Proportion and Planar Offsets: Large buildings should be divided into smaller, more visually comfortable pieces. This can be accomplished by designing the building footprint as a series of smaller modules.

The building walls of mixed use, lodge and high-density residential structures in Purgatory Village may extend a maximum of 50 feet in height without a offset in the vertical plane.

VI.12 Roof Design: To reduce the bulk and perceived visual height of buildings, building roofscapes should employ hip and pitched roof forms with different slopes and eaves lines. Dormers, cross-gables, upper level deck areas, chimney projections, cupolas, etc., should be used freely in combination to enrich the building architecture. The building’s silhouette against a mountain backdrop should harmonize with those of surrounding buildings to create a pleasing roofscape when viewed from ground level and vantage points from upper floor units within Purgatory Village.

Mechanical exhaust vents, chimneys, etc., should be grouped and bundled in enclosures reminiscent of the traditional fireplace chimney. These chimney stacks should be limited in number, proportioned to the building form and located at or near the roof peak in the middle of large roof planes or as building ‘bookends.’

Mechanical equipment rooms must be contained within the building envelope below the roof. Exposed 'roof top' equipment that is visible from other residential units is not permitted. Solar collectors may be permitted only if installed directly on the roof plane.

The effects of snow management and ice build-up are potentially destructive to buildings and can be dangerous for pedestrians and vehicles alike. Designers unfamiliar with snow country design should engage a snow management consultant early in the design process.

The basic building form must be conducive to snow management. The upper floors of plaza-front buildings and building frontages along pedestrian ways shall be set back from the building 'base' in order to create a safe pedestrian environment. Snow should be able to fall upon the level over the shop fronts avoiding pedestrian pathways on the ground level. Roof snow dump areas must avoid pedestrian areas, especially entrances.

Snow must be positively shed or positively retained. Consider the effects of snow retainers, roof pitch and roof materials. Use of the 'cold roof' concept will help retain snow at the roof level. The potential hazard of icicles in these areas must be addressed. The 'cold roof' concept should be considered for roof detailing. Adequate roof ventilation at the eaves, and 'exhaust' vents at gable ends or ridgeline, is the key to this concept. These vents also present decorative opportunities as part of the building form.

Where snow is being retained on the roof, special consideration should be given to the suitability and durability of wall finishes adjacent to roof areas in contact with the snow. Snowsplitters should be fitted to all projections or sloped roofs, which are not located close to the roof ridge (i.e., vents, chimneys, skylights, eaves, etc).

VI.14 Windows and Skylights: Consider the placement of window elements in the building façade as a first priority. Design from the outside in, not the other way around.

VI.15 Entrances: In the village environment, building entrances should identify themselves as focal points along the streetscape. Signs and color shall be used to signal all main entrances in the village. Main building entrances can be combined with canopies and porticos to provide shelter and an enhanced 'sense of arrival. Large canopy soffits should be detailed to incorporate beam elements or coffering and accent lighting. Proportion doorways scaled to the building elevation. Often building's are also approached from the parking area, i.e. the back door. Make these back doors more like front doors to avoid the 'second rate welcome mat' syndrome.

VI.16 Porches, Terraces and Patios: Ground floor pedestrian level treatments fronting on the Purgatory Village plaza should receive special design attention with an arcade treatment that is consistent with the existing buildings along the plaza and other design elements including recesses, canopies, and awnings to provide shelter and draw people into the building. Balconies that are recessed with roof overhangs provide protection from the elements. Consider these outdoor spaces as porches complete with decorative railings and gates (for ground level patios) or glazed panels (in lieu of gates) above grade. Balconies, either singly or grouped, can also help to vary form and define smaller buildings-within-the-building reflecting a residential scale.

VI.25 Solar Design: In Purgatory Village, every effort should be made to ensure a comfortable pedestrian environment, particularly during the winter months. Building forms should be designed to maximize solar access particularly in high-intensity pedestrian activity zones. As a general practice, buildings should be oriented so that a majority of primary living spaces receive direct sunlight

VII. DETAILS (Refer to Residential Design Guidelines, plus add the following)

VII.12 Outside Speakers: Commercial uses within mixed use and lodge buildings in Purgatory Village may have outside speakers and play music and informational messages provided that the volume and content are not offensive or intrusive. Functions are to be arranged to ensure acoustical privacy for all residents, whether or not they are directly adjacent to a noise producing use.

VIII. CONSTRUCTION REGULATIONS (Refer to Residential Design Guidelines)

IX. APPENDIX A - Exterior Materials and Colors (Refer to Residential Design Guidelines)

X. APPENDIX B – Plants (Refer to Residential Design Guidelines)

XI. APPENDIX C – Construction Policies and Procedures (Refer to Residential Design Guidelines)

XII. APPENDIX D – Definitions (Refer to Residential Design Guidelines)

XIII. APPENDIX E – Forms (Refer to Residential Design Guidelines)