



CHARACTER DISTRICT DESIGN GUIDE

PLACE TYPES

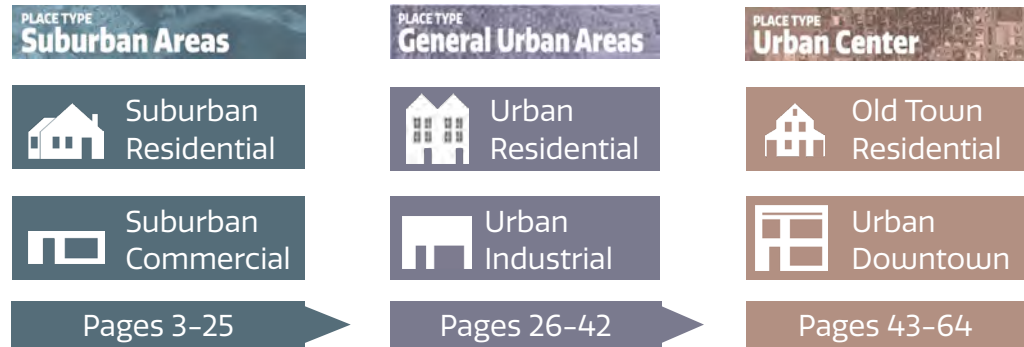
TOWN OF BERTHOUD DESIGN GUIDELINES

*ORIGINALLY ADOPTED IN 2021 THROUGH
RESOLUTION 28 (21) AND UPDATED BY
ORDINANCE 1364 ON NOVEMBER 10, 2025*

INTRODUCTION



These guidelines are intended to assist developers, builders, consultants and the Town of Berthoud in creating a basic guidance for the desired built form. They are organized around the following components from the established character districts in the Berthoud Comprehensive Plan Update:



Organization:

Within each section are a number of design principles and measures that address the different elements of site and building design and environmental sensitivity based on land use. Each section of the town wide Design Guidelines is organized by overarching objectives (e.g., Massing and Form, etc). Each topic includes an objective statement followed by a list of specific implementation strategies. A glossary of key terms specific to each character district is included within the last pages of each individual section.

Guidelines that promote low-impact development and sustainable practices are designated by the leaf symbol.

How To Use the Guidelines:

Property owners, developers, designers, and contractors proposing new development in Berthoud should first review the zoning of the property being developed and familiarize themselves with the Berthoud Municipal Code. They should then proceed to the **Berthoud Comprehensive Plan Update**, the **Mountain Avenue Overlay**, **1st Street Overlay**, and finally, these **Design Guidelines**. The provisions set forth in this document identify the desired level of design quality for all development; however, flexibility is necessary and encouraged to achieve excellent design. Therefore, the use of the words "shall" and "must" have been purposely avoided within the specific guidelines. Each application for development, however, should demonstrate to what extent it incorporates these guidelines. Applications that do not meet specific guidelines applicable to that project should provide rationale for the design and explain how the project will meet the **intent** of the Comprehensive Plan, the Municipal Code, and these Guideline objectives. Whether the design intent is justified will be determined through Planning Department review. Appeals to Planning Department decisions will be made to the Planning Commission.

How the Guidelines are Applied:

The Guidelines are intended for the Planning Department, as well as other town agencies and department staff, developers, architects, engineers, and community members to use in processing and evaluating project designs and applications together with relevant policies from the **Berthoud Comprehensive Plan**, the **Mountain Avenue Overlay**, and **1st Street Overlay**. To achieve the stated purpose, the Guidelines will apply to all new construction and substantial building alterations that require approval by the Town of Berthoud Community Development staff in the Planning Department and Building Department. Each of the Character District Design Guidelines should be considered in a proposed project, although not all will be appropriate in every case, as each project may require a unique approach. The Character District Design Guidelines provide guidance or direction for applying policies contained within the **Berthoud Comprehensive Plan**, the **Mountain Avenue Overlay**, and **1st Street Overlay**. Incorporating these guidelines into a project's design will encourage more compatible architecture, attractive residential districts, pedestrian activity, context-sensitive design, and contribute to place making.



CHARACTER DISTRICT

**SUBURBAN
RESIDENTIAL****Vision:**

The suburban guidelines intend to communicate the overall goals, and describe examples of neighborhood qualities worth emulating without limiting creativity or prescribing style. They seek to ensure construction quality, contextual design character of form and materials, and to provide clear and useful guidance through the building and development process. The intent is to clarify building form, style, and patterns and ask that future residential development provide architectural designs that create diversity and variety along residential streets. Applicable Zoning Districts include: R1, R2, and SR.

Goals:

- Provide street-facing facades to reinforce the entry and primary mass
- Articulate walls on all facades to create variety and secondary masses within the overall form.
- Provide covered porches to help articulate the entry and create space for social integration with the community.
- Bring attention to detail in the connections between the masses and material transitions of the overall building form.
- Add architectural interest by using dormers, overhangs, masonry detailing, belt courses and cornice details to keep visual interest to larger forms.
- Keep a variety in floor plans and building locations within the allowable envelope to prevent commonality across adjacent development lots.

Focus Areas:

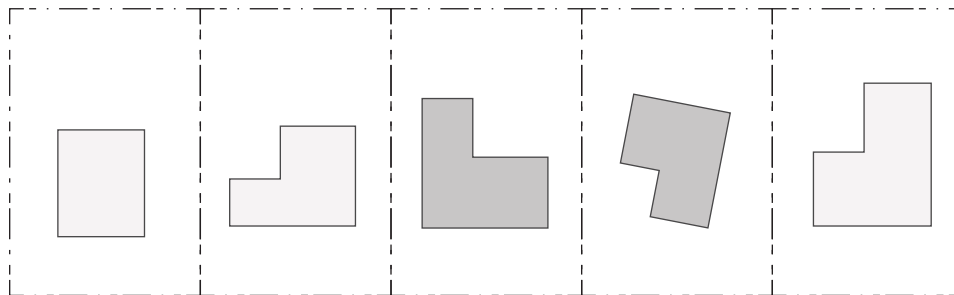
Orientation
Scale & Massing
Architecture Character
Materials
Front Porches & Entry Areas

Roof Design
Facade & Fenestration
Garages & Driveways
Fencing & Landscaping

Orientation:

1. New structures and additions should be compatible with the site arrangement, setback distance and orientation of neighboring houses to reinforce the existing character of the street. (see Graphic 1).
2. The front of the house should face the public street, with the front entry readily visible and identifiable.
3. Front entry walks are encouraged to connect to existing sidewalks, if present.
4. When possible, orient building to maximize passive solar opportunities for solar access to windows.

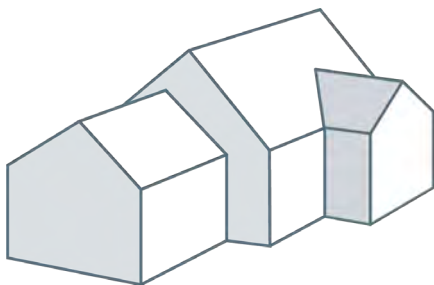
Graphic 1:



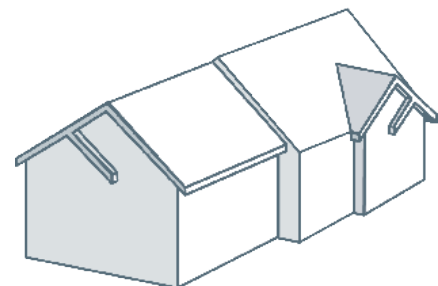
Building not oriented correctly

Scale & Massing:

1. The overall size, scale and massing of new structures or additions should be compatible with the size, scale and massing of neighboring houses. New construction, including infill construction, reconstruction, and homes built on lots that are larger than neighboring lots shall not be significantly larger in size and scale relative to neighboring houses.
2. Changes in massing should be used to avoid flat blank walls, typical on *all sides*. Architectural importance should be placed on each elevation (four sided architecture), with particular importance placed where a building is visible from public right of way or multi use path.
3. The scale of a new addition should be generally similar with the scale of the original structure.
4. The massing of a new addition should generally be subordinate in size and placement to the original structure.
5. New construction should avoid creating overly complicated massing and avoid 'faux massing' facades, such as those with multiple gables within gables.
6. Changes in massing should extend a minimum of several feet out from the plane of the facade in order to create a distinctly different mass.



Appropriate delineation of roof forms that define distinct masses



Avoid minor variations in roof height and faux massing

Architecture Character:

Berthoud seeks to preserve its small-town character and sense of place while accommodating new growth. Housing in new Master Planned Communities should reflect the town's regional and historic traditions, contribute to neighborhood quality, and foster a sense of authentic variety.

- 1. Reflect Local Character:** New Master Planned Communities are expected to include a variety of housing types that represent Berthoud's regional and historic architectural traditions.
- 2. Provide Housing Variety:** Neighborhoods should avoid uniformity by offering diverse floor plans, elevations, and lot sizes. Architectural designs should provide a variety of forms and housing types to promote neighborhood diversity.
- 3. Engage Multiple Builders & Designers:** Large developments are encouraged to use multiple builders and design teams to ensure authentic variety and higher construction quality.



Appropriate use of different housing forms and types provide variety along street frontage



Repetitive facades lack differentiation and individual character. Slight differences in ornament do not constitute change in character

Use Regional Architectural Patterns & Forms

Cottage, Craftsman, American vernacular, Modern, Traditional/Farmhouse



Farmhouse Stick



Craftsman Cottage



American Vernacular



Tudor Cottage




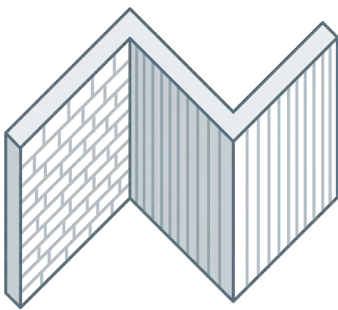
Modern Farmhouse



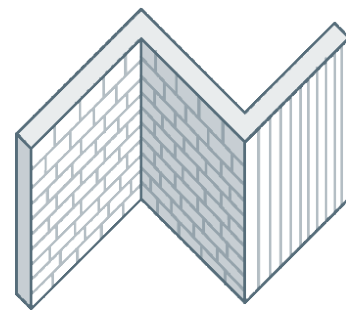
Traditional Cottage

Materials:

1. New construction should not attempt to use only one exterior material on building as the dominant theme. Additional materials should be used for accents or trim.
2. The use of two or more different facade materials is sometimes better utilized at different vertical levels. (e.g. masonry at bottom, wood clapboard above.)
3. Apply changes in material purposefully and in a manner corresponding to variations in building mass. Changes in material should not occur at outside corners; rather, they shall occur at interior corners, as a "return" of at least two feet from an external corner, or at a change in horizontal plane such as floor lines and sills.
4.  Select building materials that convey a sense of permanence. Select materials that are quality, durable, and when possible, minimize embodied carbon. Acceptable materials include:
 - Masonry (Brick and Stone)
 - Board and Batten
 - Stucco
 - Fiber cement siding
 - Architectural metal panel
 - Wood Lap or T&G siding



Material wraps the corner of entire mass



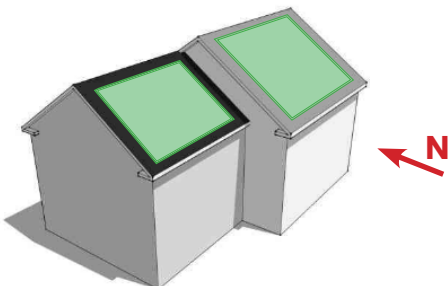
Avoid outside corner material transitions

Front Porches & Entry Areas:

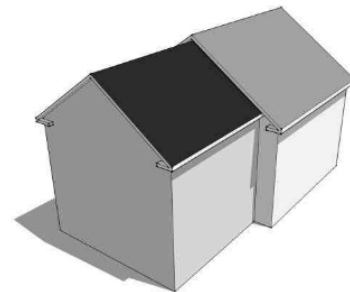
1. Incorporate transitions such as landscaping, paving, porches, stoops, and canopies at individual entrances to residences, and from the sidewalk to the front door.
2. Roof covers for the front door and porch must have a height that relates to the pedestrian scale of the street and fit with the overall form of the building mass.
3. Uncovered wood decks or porches which do not include a permanent roof overhead are prohibited along the front facade.
4. The proportion of columns or posts along a front porch or facade should appear appropriate to the amount of weight they appear to be carrying. Columns which are too thin or too thick for their height are discouraged. Alterations should be designed to match the architectural style and proportion of existing exterior columns and the beams or entablature they support.
5. Front door entry areas should be appropriately scaled to the size of the facade. Two story tall entryways or columns are generally discouraged, especially in neighborhoods where this is not common.
6. Entry Details should be:
 - Located near to grade in order to limit the stair and porch height above street
 - Include overhangs or be covered as a protected marker of entry
 - Create porches that are sized to encourage sitting and socializing with passing neighbors
 - Integrate with the overall building design and be located proud of the garage
 - Visible from the street

Roof Design

1. Additions should match the roof style and roof pitch of the original structure. Additions should match the roofing materials of the original structure, except in cases where the new roof is a very minor element to the overall design, such as roofing over a new bay window or entry vestibule.
2. Any vertical steps or fluctuations in the roof ridge should be a minimum of a few feet in difference.
3. Minor variations in roof heights are discouraged.
4. Avoid the use of fake dormer additions in roof line. Dormers should be appropriate to the scale of the roof and functional.
5. Avoid large continuous roof forms.
6. When possible, provide south facing roof area to maximize opportunities for solar panels



Roof is stepped by several feet



Avoid minor variations in roof height

Facade & Fenestration:

1. The style and proportion of windows should be generally consistent across all facades of the structure. Exceptions to this can be made, however, for the occasional specialty or decorative window as a design accent in the facade.
2. The arrangement of windows on a facade facing the road should generally align with each other in a regular pattern or readily apparent organization. Windows which appear to be randomly arranged on the facade are discouraged.
3. Large areas of blank wall are strongly discouraged along all facades of the house.
4. Variations in window muntins will not be justified as changing the architectural typology.
5. All building facades need to feature building elements that break up the over mass and scale.
6. Windows and Doors should be:
 - Consistent with the overall building style and form.
 - Made of quality materials such as metal, wood, or vinyl.
 - Provide sufficient glazing area for sunlight.
 - Provide natural ventilation with standard operating styles consistent with the home style.
 - Have flashing and trim consistent with quality construction standards.
 - Energy efficient windows encouraged (low U-factor)



Windows are consistent with building type & aligned with building massing



Windows are randomly arranged and inconsistent with one another

Garage & Driveways:

1. Garages facing the street should be set back a minimum 2 feet behind the plane of the front *facade*.
2. Detached garages should be located behind the house and set back from the road so as to appear secondary to the primary structure.
3. Driveways should only be as wide as necessary for egress in and out of the property – typically no wider than 20' at the curb cut. The width of the driveway however may get wider toward the house if necessary, to accommodate required area for garage access or turning.
4. Detached garages set back from the road or alley loaded garages that improve the streetscape are encouraged.
5. Three car garages are discouraged, but if necessary, should have the third car setback and within a different massing than the two car module.



Garage is set back from the street and detached



No garage should be the most prominent feature from the street.

Fencing & Landscaping:

1. Fencing and landscaping shall comply with Town of Berthoud Design Standards, specifically referred to in ***Berthoud Development Code*** and the adopted ***Town of Berthoud Landscape Design Guidelines***.
2. Long expanses of fences should incorporate openings, changes in materials, texture, and/or landscaping. Avoid materials such as chain link, wrought iron spears, and barbed wire.
3. Fences proud of the front setback limited to 42" in height and 50% transparency
4. Retain mature and healthy vegetation and trees when developing the site.
5. Design landscaping to be architecturally integrated with the building and suitable to the functions of the space while selecting plant materials that complement the architectural style and form of the building.
6. Select drought tolerant, native landscaping to limit irrigation needs to conserve water, reduce stormwater runoff, and increase the capacity for groundwater recharge. Climate-friendly plants may be used alongside native species.



Proper use of waterwise, native, and pollinator attractive plantings



Limit the installation of sod grass to help reduce use of water in Colorado climate



Glossary



ALIGNMENT

The terms and images below are defined for the **Suburban Residential** design guidelines only.

Alignment

The symmetrical arrangement of objects.

Alteration

Any act or process, except repair and light construction that changes one or more of the architectural features of a structure or site, including, but not limited to, the erection, construction, reconstruction, relocation of, or addition to a structure.

Appropriate

In some cases, a stated action or design choice is defined as being "appropriate" in the text. In such cases, by choosing the design approach referred to as "appropriate", the reader will be in compliance with the Guideline.



BALUSTERS

Balusters

Small, upright posts that support a railing.



BELT COURSE

Belt (Band) Course

A horizontal band across or around a buildings exterior composition, can be made with masonry, metal or other siding material.

Bracket

A supporting member for a projecting element or shelf, sometimes in the shape of an inverted L and sometimes as a solid piece or a triangular truss.



BRACKET

Building

Any permanent structure built for the shelter or enclosure of persons, animals, chattels, or property of any kind, which is governed by the following characteristics: is permanently affixed to the land; has one or more floors and a roof; and is bounded by open space, yards, or the lot lines of a lot.

Canopy

A roof like shelter projecting horizontally from a building wall and supported by posts, or other devices anchored to the building wall.

Clapboards

Narrow, horizontal, overlapping wooden boards, usually thicker along the bottom edge, that form the outer skin of the walls of many wood frame buildings. The horizontal lines of the overlaps generally are from four to six inches apart in older houses.



CLAPBOARD

Climate Friendly Planting

Landscape planting that is first and foremost water-wise, and also pollinator friendly, soil amending, shade producing, and resilient.

Glossary

(continued)



CORNICE



MASONRY DETAIL



EAVE



FASCIA

Compatible

Performing in harmonious combination with others.

Cornice

The continuous projection at the top of a wall. The top course or molding of a wall when it serves as a crowning member.

Masonry Detail

A projecting or decorative block pattern in masonry, used to form a design feature anywhere on a structure.

Doorframe

The part of a door opening to which a door is hinged. A doorframe consists of two vertical members called jambs and a horizontal top member called a lintel or head.

Eave

The underside of a sloping roof projecting beyond the wall of a building.

Embodied Carbon

The CO₂ released during material extraction, manufacture, and transport, combined with construction emissions. Currently, buildings produce about 40% of the world's fossil-fuel carbon-dioxide emissions (CO₂). That number can be greatly reduced by limiting the embodied carbon of our building materials.

Carbon can be minimized by focusing on top three worst offenders—concrete, steel, and aluminum, which account for 22% of all embodied CO₂. Cutting down on the use of these materials, or using a concrete mix with limited embodied carbon can help reduce CO₂ in building construction.

Facade

Front or principal face of a building, any side of a building that faces a street or other open space (does not include porch face).

Fascia

A flat board with a vertical face that forms the trim along the edge of a flat roof, or along the horizontal, or "eaves," sides of a pitched roof. The rain gutter is often mounted on it.

Fenestration

The arrangement of windows and other exterior openings on a building



Glossary

(continued)

**GABLE****MASONRY****MOLDING****MUNTIN**

Gable

The portion, above eave level, of an end wall of a building with a pitched or gambrel roof. In the case of a pitched roof this takes the form of a triangle. The term is also used sometimes to refer to the whole end wall.

Mass

The physical size and bulk of a structure.

Masonry

Construction materials such as stone, brick, concrete block or tile.

Modillions

Ornamental brackets located beneath a projecting cornice.

Molding

A decorative band or strip of material with a constant profile or section designed to cast interesting shadows. It is generally used in cornices and as trim around window and door openings.

Muntin

A bar member supporting and separating panes of glass in a window or door.

Orientation

Generally, orientation refers to the manner in which a building relates to the street. The entrance to the building plays a large role in the orientation of a building and should face the street.

Parapet

An upward extension of a building wall above the roofline, sometimes ornamented and sometimes plain, used to give a building a greater feeling of height or a better sense of proportion.

Preferred

In some cases, the reader is instructed that a certain design approach is "preferred." In such a case, the reader is encouraged to choose the design option at hand, but all of the other approaches may be considered.

Glossary

(continued)



SIDELIGHT



SIDING



SILL



TRANSOM WINDOW

Scale

The relative size of the building and its elements (such as individual windows or materials) compared to other structures around it and the pedestrian.

Shape

The general outline of a building or its facade.

Sidelight

A usually long fixed sash located beside a door or window; often found in pairs.

Siding

The narrow horizontal or vertical wood boards that form the outer face of the walls in a traditional wood frame house. Horizontal wood siding is also referred to as clapboards. The term "siding" is also more loosely used to describe any material that can be applied to the outside of a building as a finish.

Sill

The lowest horizontal member in a frame or opening for a window or door. Also, the lowest horizontal member in a framed wall or partition.

Size

The dimensions in height and width of a building or its face.

Transom Window

A small window or series of panes above a door, or above a casement or double hung window.

Vernacular

This means that a building does not have details associated with a specific architectural style, but is a simple building with modest detailing and form. Historically, factors often influencing vernacular building were things such as local building materials, local climate and building forms used by successive generations.



CHARACTER DISTRICT

SUBURBAN COMMERCIAL

Vision:

The suburban commercial guidelines intend to communicate the overall goals, and describe examples of suburban commercial center qualities worth emulating without limiting creativity or prescribing style. They seek to ensure construction quality, contextual design character of form and materials, and to provide clear and useful guidance through the building and development process. These guidelines will help enhance the Town of Berthoud's character and image, as well as establish a cohesive sense of place. Applicable Zoning Districts include: C1, C2, and SB/C.

Goals:

- To encourage building forms that provide human scale, interest and orientation as well as reinforce the spatial definition to public spaces.
- Encourage varied building form and profile within large structures or building groups that will help to break up the mass of large buildings when seen in the open context of the town
- Promote project amenities and pedestrian interest within each commercial center
- Provide parking and circulation systems that are safe, efficient and functional for multiple modes of transportation
- Create commonalities across commercial developments to allow for place making and quality design.

Focus Areas:

Site Planning
Pedestrian and Bicycle Circulation
Vehicular Circulation and Parking
Architectural Form and Scale
Architectural Detail

Screening
Landscape
Signage
Lighting
Requirements for larger Developments

Site Planning:

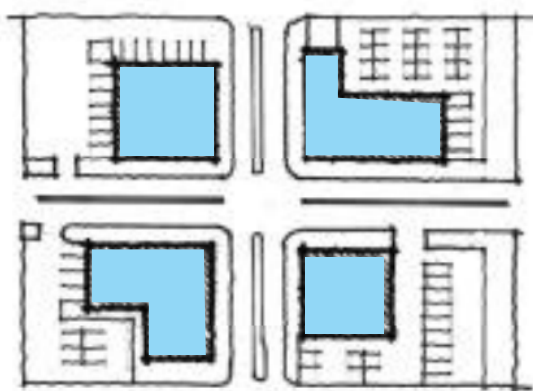
1. Buildings and site development plans shall offer attractive environments with inviting pedestrian scale features, spaces, and amenities. Examples of amenity spaces are plazas, patios, and courtyards with outdoor playground areas, patio seating areas, pavilion, park, and water feature.
2. Pedestrian-ways shall be anchored by special design features such as towers, arcades, porticos, pedestrian light fixtures, bollards, planter walls, and other architectural elements that define circulation ways and lead to outdoor amenities.
3. Avoid erecting walls, fences or berms that act as barriers to adjacent properties. Remove existing barriers and provide cross access for vehicles and pedestrians.
4. Avoid locating amenity spaces at busy intersections unless it will be well buffered by landscape and grade differential.
5. Site design should take into account sun path and the effect of ice and snow buildup in gathering areas. Situate building entries and amenity areas to maximize solar exposure.
6. Building site locations should enhance relationships between buildings and promote pedestrian and vehicular circulation between developments and adjacent lots.
7. Linear 'strip' development is discouraged. Cluster buildings and break up long linear groupings with changes in scale and mass.
8. Smaller out-lot buildings should be placed along the perimeter of the large parking lot to create building street frontage rather than parking spaces in order to hold the street corner.
9. When possible, orient building to maximize passive solar opportunities for solar access to windows.



Buildings should be inviting to the pedestrian and offer amenity/public space and architectural elements that define circulation



Avoid linear strip development, unfriendly to pedestrians



Place buildings, not parking along street and at corners



Avoid large amounts of parking along streets

Pedestrian and Bicycle Circulation:

1. Continuous pedestrian walkways shall be provided to connect the public sidewalk to the principal customer entrances at each tenant space and transit stops. The drive aisle shall not be used as a pedestrian walkway.
2. Sidewalks shall be provided along the full length of the building along any facade abutting streets and parking areas.
3. Sidewalks and pedestrian ways shall be scaled to the use and expectations of pedestrian volumes in any given location with the minimum width of the sidewalk and pedestrian ways no less than 5 feet, and no less than 10 feet where retail frontage is proposed.
4. Pedestrian walkways shall be distinguished from driving surfaces through the use of durable landscape treatments and/or surface materials such as pavers, bricks, scored concrete, or similar materials.
5. Sidewalks shall connect focal areas of pedestrian activity such as transit stops, street crossings, building and store entrances, bike racks and feature adjoining landscaped areas that include trees, shrubs, lighting, signage, benches, flower beds, groundcovers or other similar amenities.
6. Bicycle paths and routes shall be designed to provide continuous circulation through the site separated from vehicle travel ways, wherever feasible.
7. Off-street bicycle parking shall be furnished and conveniently located to encourage use of alternative transportation modes.



☒ Encourage use of raised crossings at major entries to building



☐ Avoid simply painting crosswalks to distinguish pedestrian path



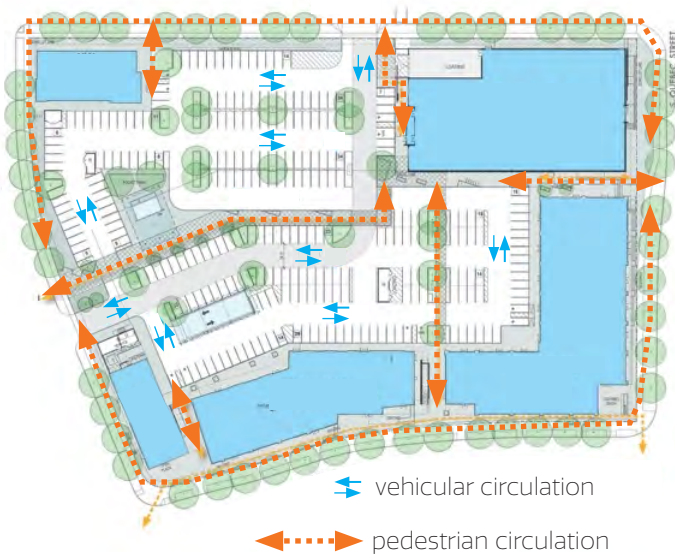
☒ Pedestrian links through the parking lot should include changes in material and design enhancements like planters and decorative lighting



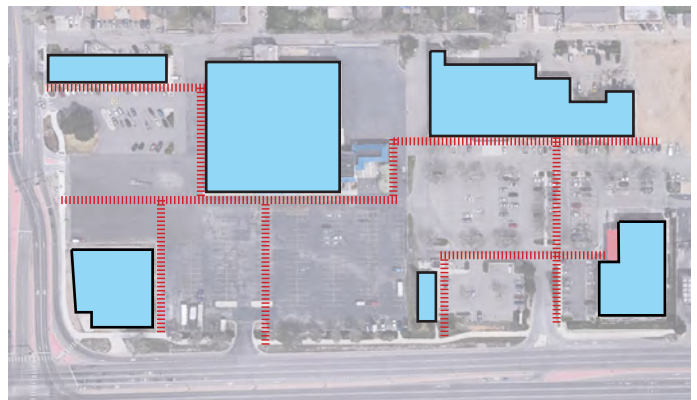
☐ Avoid site design that does not plan for pedestrian connections

Vehicular Circulation and Parking:

1. Design parking lots to avoid dead-end aisles and, where feasible, provide connections to adjacent parking aisles, roads or lots.
2. Parking areas should be separated from buildings by either walkways or landscaped strips, preferably both. Avoid situations where parking spaces directly abut structures.
3. Parking lots are encouraged to provide a well-defined pedestrian circulation system within the site. Protected pedestrian walkways should directly link to entrances and the internal circulation of the buildings and to parking areas, and also to other buildings. Parking layout should minimize the need for pedestrians to cross parking aisles and landscape areas.
4. Use design features such as walkways with enhanced paving, trellises, or special landscape treatments to visibly and physically separate parking from pedestrian circulation.
5. Divide large parking areas into a series of smaller, connected lots by using landscape buffers and other means to reduce the visual impact of large parking areas.
6. The internal vehicular and pedestrian circulation within a development involving multiple buildings or lots must interconnect in an obvious and consistent manner.
7. Internal drives should connect to public streets and/or connect private adjacent drives for a functioning transportation network.



Well organized parking layout with attention to vehicular and pedestrian circulation



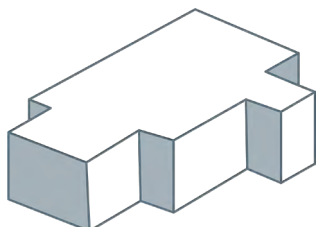
Site is missing critical pedestrian connections between lots and at commercial frontages

Architectural Form and Scale:

1. Buildings shall comply with Town of Berthoud Design Standards, specifically referred to in Berthoud Development Code Commercial and Industrial Standards.
2. Buildings will be visible from great distances, and should fit within their context and the mountain backdrop. Break down the mass of the building into hierarchy of volumes. Avoid monolithic structures. Shifts in massing should be no less than 2' to render sufficient.
3. Four sided design is required. All sides of a building shall display a similar level of quality and architectural interest.
4. Minimize long expanses of wall at a single height or in one plane. Vary buildings with recessed or projecting bays that create pedestrian scale space and variety in form.
5. Strong vertical elements such as windows, pilasters, columns, stairs, and towers should be used to identify individual commercial spaces, with special attention to entries. Fenestration scale should be appropriate to building form and scale.
6. Where practical, gradual transitions in height from adjacent, less intensive land uses, especially residential development, to the maximum height of the new development are desirable.
7. Emphasize building entries through building massing, special architectural features, and changes in the roof line.
8. Provide human scaled architectural features on all sides of the building. The highest level of detail should occur close to pedestrian areas, near streets and entries, and at the ground floor.
9. Buildings should address the street with window frontage and building entries where possible. Glazing within a façade that adjoins a public street, pedestrian walk or bikeway shall be generally transparent as viewed from the exterior during daylight hours. Special design considerations should be given to windows when 'back of house' functions are along the public street or walkway.
10. Provide pedestrian breaks in long buildings (at least every 350 ft). Open air pedestrian passageways are preferable to interior and can be an attractive location for store entries, window displays and restaurant seating.
11. Consider the installation of solar panels in all roof design configurations and site design layout.



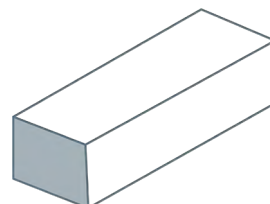
Emphasis on entry and special attention given to the pedestrian level experience and street frontage.



Vertical Articulation



No hierarchy of entries or break up of massing to distinguish interior functions. No attention paid to the pedestrian experience



Monolithic Structure

Architectural Detail:

1. The primary entrance of a building or store should have a clearly defined, visible entrance with distinguishing features. The addition of a canopy, portico, or other prominent element of the architectural scheme is encouraged.
2. No less than 30% of the building material should be full depth masonry. Masonry color should reflect the historic Berthoud style of muted red earth tones.
3. Light to medium intensity colors with low reflectivity are preferred. In general, subdued colors typical of the muted native grasses, wood, rocks, and soil of the high Colorado plains and Berthoud's natural setting are to be used. Brighter colors may be used for accents, trim or highlighting architectural features. Architectural detailing should relate to the Historic Berthoud context.
4. Secondary materials such as stone, brick, precast concrete, cast stone, wood, and architectural metals can be combined to enrich the appearance of a building and highlight architectural features. Select materials that have a human scale and will allow people to relate to the size of the building. Examples include stone and brick. Non-modular exterior materials, such as stucco and concrete will need extra detail to reduce building bulk to create human scale.
5. Select materials that have a human scale and will allow people to relate to the size of the building. Examples include stone and brick. Non-modular exterior materials, such as stucco and concrete will need extra detail to reduce building bulk to create human scale.
6. Apply changes in material purposefully and in a manner corresponding to variations in building mass. Changes in material should not occur at outside corners; rather, they shall occur at interior corners, or at a change in horizontal plane such as floor lines and sills.
7. Energy efficient windows and doors are encouraged (low U-factor).
8. Select building materials that convey a sense of permanence. Select materials that are quality, durable, and when possible, minimize embodied carbon. Acceptable materials include:
 - Masonry
 - Stucco
 - Architectural metal panel
 - Fiber cement siding or panels
 - Wood (protected finish)
 - Wood look finish



Appropriate use of primary and secondary quality materials in a manner corresponding with building massing



Inappropriate use of a secondary architectural material to enhance the design.

Screening:

1. Screening shall comply with Town of Berthoud Design Standards, specifically referred to in Berthoud Development Code.
2. Delivery, loading, trash and other service areas must be screened or integrated into the building.
3. Roof access should be provided from the interior of the building. Exterior roof access ladders are not appropriate.
4. All mechanical equipment must be indicated on the architectural drawings. Roof-mounted mechanical equipment should be concealed from public view on all sides by screening in a manner consistent with the character of the building that **appear as integral elements of the overall building design**.
5. Ground level mechanical equipment shall be screened with landscaping, berms and architectural walls using materials compatible with the building. Fencing materials are not allowed.



Appropriate use of rooftop screening integrated into the architectural form



Inappropriate screening of mechanical equipment

Landscape:

1. Landscape shall comply with Town of Berthoud Design Standards, specifically referred to in Berthoud Development Code Landscape Design. Projects are encouraged to exceed code standards.
2. Landscaping must be incorporated in the design of pedestrian areas along the building fronts. Plantings for pedestrian areas should be designed with attention to color, texture and form. Use a variety of trees, shrubs, perennials, and ground covers. Provide seasonal plantings in planters, pots, hanging pots and beds to add color, beauty and variation.
3. Select drought tolerant, native landscaping to limit irrigation needs to conserve water, reduce stormwater runoff, and increase the capacity for groundwater recharge.
4. Provide outdoor furnishings where they can stimulate pedestrian activity. Chose furniture styles, materials, and colors that will complement each other (and nearby furnishings on adjacent properties), impart a distinctive character, and be durable
5. Rock used as non-living ground cover should be unobtrusive and generally darker in tone.
6. Retaining walls must be constructed of a high quality material such as stone, masonry block with an integral color and exterior texture, concrete with stone, or brick. Material selection should take into account the character and materials of the buildings as well as the landscape theme. The maximum height is 4-feet.

Requirements for Larger Developments

All property owners of large lot commercial development that is a part of a site-specific development plan such as a Site Plan or Use by Special Review are responsible for developing design guidelines that are approved with the development agreement. This requirement is meant to be a quality control on pad development as sites are transferred or sold.

The below guideline checklist should be used to establish a design guideline document, to be submitted to the Town of Berthoud for review.

Introduction

- Provide a description of the development and the area of coverage.
- Provide contact information for specific questions or concerns (names, phone numbers and hours of operation).

Architectural Character

- Provide direction on the architectural character desired.
- Provide precedent imagery that supports the desired character

Materials

- Provide a palette of approved materials for all building elements. Examples include:

Roof

Paint Colors

Masonry

Glazing

Trim Colors

Accent Colors

Signage:

1. Signage shall comply with Town of Berthoud Design Standards, specifically referred to in Berthoud Development Code Signs.
2. Building elements must not function as signage. The appearance of "franchise architecture", where the building functions as signage is discouraged. Incorporation of franchise or business design elements unique or symbolic of particular business must be unobtrusive and secondary to the overall architectural design.
3. All signage shall be coordinated throughout a retail commercial center to give the appearance of a unified, cohesive center, and to contribute to the overall design theme of the center. All signs should be similar in size and materials.
4. Monument signs should be used as an extension of the development style and must incorporate design and materials that match the architecture of the development.



Appropriate scale and signage coordinated with commercial center design



Inappropriate use of colors and symbolic architectural features

Lighting:

1. Lighting shall comply with Town of Berthoud Design Standards, specifically referred to in Berthoud Development Code Outdoor Lighting and Dark Sky Compliant Standards.
2. Design elements that may function as signage, roof lights, exposed neon lighting, illuminated trim of buildings or building elements, translucent awnings or illumination of translucent awnings, is not encouraged.
3. The style and placement of exterior accent lighting should enhance the building's architectural elements such as entry features, pilasters, columns, and landscaping.



Appropriate use of dark sky lighting to enhance the building design



Lighting does not meet dark sky standards

Glossary



ALIGNMENT



AMENITY FEATURE



ARCADE



ARTICULATION



CANOPY

The terms and images below are defined for the **Suburban Commercial** design guidelines only.

Alignment

The arrangement of objects along a straight line.

Amenity Feature

Any item used to enhance the usability and pedestrian experience of a project, including but not limited to: Outdoor seating, public art, recreational facilities, water features, enhanced landscaping, etc.

Amenity Zone

An area along the street curb where trees, planters, furnishings and lighting are arranged. This area is typically a minimum of 5 feet in width with larger areas encouraged where it fits the pedestrian scale.

Arcade

A roofed passageway over a pedestrian walkway.

Architectural Bay

The area between two vertical elements, usually structural supports, that is usually spaced in repetition.

Articulation

A juncture in the face of a building that generally provides relief in an otherwise flat surface.

Belt Course

Referred to in masonry construction as a continuous row of a pattern of masonry around the façade of a building.

Canopy

A roof like shelter projecting horizontally from a building wall and supported by posts, or other devices anchored to the building wall.

Character

A viewer's impression of the elements which make up a particular composition of the landscape, trees, buildings, space, furniture, materials and colors.

Climate Friendly Planting

Landscape planting that is first and foremost water-wise, and also pollinator friendly, soil amending, shade producing, and resilient.

Compatible

Architecture that coexists with its surroundings without trouble or conflict. This would typically involve the physical appearance of buildings, interfacing with planning and landscape goals and objectives.

Glossary (continued)



COMMERCIAL STREET



CORNICE



FACADE



**FRANCHISE
ARCHITECTURE**



HUMAN SCALE

Commercial Street

A street where the primary activity is to provide goods and services to the public. An area of shops, stores, service businesses and offices.

Cornice

The continuous projection at the top of a wall. The top course or molding of a wall when it serves as a crowning member.

Dark-Sky Compliant

Shielded lighting fixtures which protect adjoining properties from lighting spillover and glare.

Embodied Carbon

The CO₂ released during material extraction, manufacture, and transport, combined with construction emissions. Currently, buildings produce about 40% of the world's fossil-fuel carbon-dioxide emissions (CO₂). That number can be greatly reduced by limiting the embodied carbon of our building materials.

Carbon can be minimized by focusing on top three worst offenders—concrete, steel, and aluminum, which account for 22% of all embodied CO₂. Cutting down on the use of these materials, or using a concrete mix with limited embodied carbon can help reduce CO₂ in building construction.

Facade

Front or principal face of a building, any side of a building that faces a street or other open space.

Fascia

A flat board with a vertical face that forms the trim along the edge of a flat roof, or along the horizontal, or "eaves," sides of a pitched roof. The rain gutter is often mounted on it.

Fenestration

The arrangement of windows and other exterior openings on a building.

Form

The overall shape of a structure (i.e., most structures are rectangular in form).

Franchise Architecture

Building design that is trademarked or identified with a particular chain or corporation and is generic in nature

Hardscape

Exterior ground surface areas which are paved with some impervious material.

Glossary (continued)



MASONRY



MIXED USE



MODULE



MOLDING



PILASTER

Heirarchy

The articulation of the importance or significance of a form or space by its size, shape, or placement relative to the other forms and spaces of the organisation.

Human Scale

Proportions of elements that relate to the size of a human body.

Kickplate

Found beneath the display window. Sometimes called bulk-head panel.

Masonry

Construction materials such as stone, brick, concrete block or tile.

Mixed-Use

A project which combines one or more commercial uses and multiple dwelling units in a single building or development.

Module

The appearance of a single facade plane, despite being part of a larger building. One large building can incorporate several building modules.

Molding

A decorative band or strip of material with a constant profile or section designed to cast interesting shadows. It is generally used in cornices and as trim around window and door openings.

Muntin

A bar member supporting and separating panes of glass in a window or door.

Orientation

Generally, orientation refers to the manner in which a building relates to the street. The entrance to the building plays a large role in the orientation of a building and should face the street.

Parapet

An upward extension of a building wall above the roofline, sometimes ornamented and sometimes plain, used to give a building a greater feeling of height or a better sense of proportion.

Pediment

A triangular section framed by a horizontal molding on its base and two sloping moldings on each of its sides. Usually used as a crowning member for doors, windows and mantles.

Pilaster

A pillar or column set into a wall as an ornamental relief.

Glossary

(continued)



PORTICO

Portico

A porch having a roof supported by columns, often leading to the entrance of a building.

Preferred

In some cases, the reader is instructed that a certain design approach is "preferred." In such a case, the reader is encouraged to choose the design option at hand, but all of the other approaches may be considered.



REVEAL

Reveal

A space or an indentation in the surface of a building that defines a transition of separate materials or is used as an accent in the field of the same material.

Scale

The relative size of the building and its elements (such as individual windows or materials) compared to other structures around it and the pedestrian.

Shape

The general outline of a building or its facade.



STOREFRONT

Siding

The narrow horizontal or vertical wood boards that form the outer face of the walls in a traditional wood frame house. Horizontal wood siding is also referred to as clapboards. The term "siding" is also more loosely used to describe any material that can be applied to the outside of a building as a finish.

Storefront

Exterior facade of a commercial building. Includes the following architectural elements: display window, transom, kickplate, entry, cornice molding, and upper story windows.



STREETSCAPE

Streetscape

Generally, the streetscape refers to the character of the street, or how elements of the street form a cohesive environment.

Transom Window

A small window or series of panes above a door, or above a casement or double hung window.

Vernacular

This means that a building does not have details associated with a specific architectural style, but is a simple building with modest detailing and form. Historically, factors often influencing vernacular building were things such as local building materials, local climate and building forms used by successive generations.



CHARACTER DISTRICT
**URBAN
RESIDENTIAL**

Vision:

The urban residential guidelines intend to communicate the overall goals, and describe examples of housing qualities worth emulating without limiting creativity or prescribing style. Multi-family housing can include a variety of forms and densities and these guidelines will provide direction to ensure construction quality, contextual design character of form and materials, and to provide clear and useful guidance through the building and development process. The intent is to clarify building form, style, and patterns and ask that future residential multi family development provide architectural designs that create quality neighborhoods with vehicular and pedestrian connections to connect to the existing fabric. Applicable Zoning Districts include: R3 & R4.

Goals:

- Highlight the role quality building design plays in creating attractive neighborhoods and can contribute to neighborhood character and create a sense of place.
- Encourage architectural design where the massing and design elements create a well-proportioned building form and promote an overall architectural concept.
- Build multi-family housing that has a residential vernacular. Include gable-facing rooflines, façade shifts, varied colors, quality materials, and locating parking in areas where it is not visible from the street
- Bring attention to detail in the connections between the masses and material transitions of the overall building form.
- Allow for a variety of open space in new developments, including courtyards and usable open space.
- Create attractive, walkable streetscapes for the pedestrian.

Focus Areas:

Site Design	Parking and Circulation
Scale & Massing	Roof Design
Architecture Character	Facade & Fenestration
Materials and Color	Fencing & Landscaping

Site Design:

1. Primary building entrances clearly defined and located towards the street is preferred.
2. The depth of front yards should be consistent with adjacent residential areas. Projects should have compatible setbacks to those of their adjacent neighbors. Larger projects with differing setbacks within the project may be necessary and found appropriate by staff review.
3. Developments should extend pedestrian walks to adjacent community streets, trails and open spaces whenever possible. A convenient and continuous system of walkways that connect common outdoor space with public sidewalk is recommended.
4. Alley parking is a minimum requirement for the urban residential district. When parking areas are necessary, they should be located at the rear or internal to the site.
5. Install bike parking near building entrances, especially in projects located along transit lines and near commercial services. Ensure they are safe, well-lit and convenient for residents and visitors.
6. When possible, orient building to maximize passive solar opportunities for solar access to windows.

Scale & Massing:

1. The overall size, scale and massing of new structures or additions should be compatible with the size, scale and massing of neighboring development. New construction should create transitions of appropriate height and scale.
2. Changes in massing should be used to avoid flat blank walls, typical on *all sides*. Design projects to avoid large box like forms with continuous unrelieved surfaces.
3. In low and medium density residential zones, reduce the visual impact of upper stories by
 - locating taller buildings in central areas of development
 - setback upper stories from floors below
 - tuck upper stories within a pitched roof form and utilize dormers for space.
4. Large buildings should be divided into small modules of similar size to adjacent properties.
5. New construction should avoid creating overly complicated massing and avoid 'faux massing' facades, such as those with multiple gables within gables.
6. Changes in massing should extend a minimum of several feet out from the plane of the facade in order to create a distinctly different mass. At a minimum, definitions in building plane should be used along every public and private street frontage and development edges so that bulk seen from neighboring properties is reduced.
7. Minimize bulk of buildings by limiting building length, or designing buildings with two or more of the following:
 - Horizontal and vertical massing changes (instead of a long flat wall)
 - Changes in roof form and height,
 - Major full-height recesses (typically at least 10 feet deep) along the length of the building that successfully break the building into smaller discrete masses.



Appropriate delineation of roof forms that define distinct masses and transition to neighboring scales



Avoid faux massing to break up large masses

Architecture Character:

1. Provide opportunities for craftsmanship, ornament, proportions, and decoration that are consistent with regional historic archetypes.
2. Building designs should provide architectural elements that are substantial in depth to create shadow and relief. Incorporate features, consistent with the design character, that provide articulation and interest
 - Railings with design that reinforces the architectural style of the building
 - Use a variety (but never an abundance) of complementary materials, with special attention to the pedestrian level and the human scale (re: Materials).
 - Use decorative trim elements that add detail and articulation
3. Emphasize building entrances with architectural features and landscape treatments



Appropriate entry feature and cohesive architectural elements



Building entrance not apparent with architectural or landscape features

Materials:

1. New construction should not attempt to use only one exterior material on building as the dominant theme. Up to three complementary materials are encouraged on larger buildings, with additional materials used for accents or trim. Additional materials may be necessary and found appropriate by staff review.
2. Select materials (particularly at the pedestrian scale) that have a human scale and will allow people to relate to the size of the building. Examples include stone and brick. non-modular exterior materials, such as stucco and concrete will need extra detail to reduce building bulk to create human scale.
3. Apply changes in material purposefully and in a manner corresponding to variations in building mass. Changes in material should not occur at outside corners; rather, they shall occur at interior corners, or at a change in horizontal plane such as floor lines and sills.
4. Select building materials that convey a sense of permanence. Select materials that are quality, durable, and when possible, minimize embodied carbon. Acceptable materials include:
 - Masonry
 - Board and Batten
 - Architectural metal panels
 - Stucco
 - Fiber cement siding or panels
 - Wood (protected finish)



Appropriate use of simple, human scale materials at pedestrian level. Material changes occur at inside corners and **not** outside corners



Avoid garish colors and material or color changes within the same building plane

Parking and Circulation:

1. The minimum number of curb cuts into developments is preferred, to preserve sidewalk, landscaping, on street parking, and minimize paving.
2. Combined access drives are encouraged within adjacent developments. If shared access is not possible, then landscape buffering between drives is encouraged.
3. Locate parking to minimize disturbance from public view. Solutions may include internal parking, rear yard parking, below grade parking, tuck under parking and parking wrapped with living space.
4. Parking located between the building and the street is not preferred. Landscaped front yards along the street should be preserved to create attractive street frontage.
5. Large parking areas should be divided into smaller segments with landscaping and common areas.
6. Create buffer zones between pedestrians and moving vehicles with landscape.
7. In larger neighborhoods, incorporate pedestrian connections, or paseos, midblock to facilitate pedestrian access throughout the development.
8. Parking lots should be screened from view of adjacent properties with landscape per Town of Berthoud Design Standards, specifically referred to in Berthoud Development Code Landscape Design.



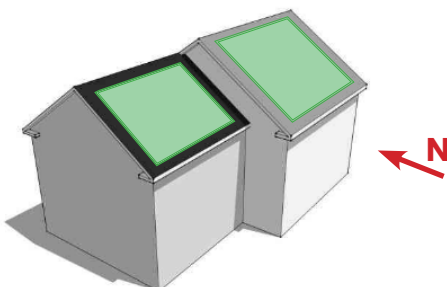
Incorporate pedestrian connections throughout site to break up larger building masses



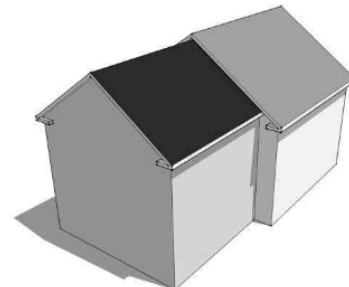
Avoid large parking areas without buffer zones between vehicles and pedestrian walkways.

Roof Design:

1. Variable roof forms are encouraged. Avoid boxy residential buildings by incorporating changes in roof height, offsets, dormers, etc.
2. Any vertical steps or fluctuations in the roof ridge should be a minimum of a few feet in difference. Minor variations in roof heights are discouraged.
3. Avoid large continuous roof forms.
4. Consider the installation of solar panels in all roof design configurations and site design layout.



Roof is stepped by several feet and oriented for solar on site



Avoid minor variations in roof height

Facade & Fenestration:

1. The style and proportion of windows should be generally consistent across all facades of the structure. Differentiations in size and proportion shall be consistent and should reflect different residential components like living space, bedrooms, entrances, etc.
2. The arrangement of windows on a facade facing the road should generally align with each other in a regular pattern or readily apparent organization. Windows which appear to be randomly arranged on the facade are discouraged.
3. Large areas of blank wall are strongly discouraged along all sides of the building.
4. All building facades need to feature building elements that break up the mass and scale.
5. Balconies should have a size and location that maximizes use. Usable balconies that are covered and substantial in size are encouraged. Avoid 'tacked on' balconies with limited purpose.
6. Windows and Doors should be:
 - Consistent with the overall building style and form.
 - Made of quality materials such as metal, wood, or vinyl.
 - Provide sufficient glazing area for sunlight.
 - Provide natural ventilation with standard operating styles consistent with the building style.
 - Have flashing and trim consistent with quality construction standards.
 - Incorporate elements such as recesses, trim and bucking to create shadows and add architectural interest.
 - Energy efficient windows and doors are encouraged (low U-factor).






Balconies are of usable size and protected



Avoid unprotected, exposed balcony space

Fencing & Landscaping:

1. Fencing and landscaping shall comply with Town of Berthoud Design Standards, specifically referred to in Berthoud Development Code Fences and Walls and Landscape Design.
2. Long expanses of fences should incorporate openings, changes in materials, texture, and/or landscaping. Avoid materials such as chain link, wrought iron spears, and barbed wire.
3. Front yard landscaped areas shall be compatible with streetscape improvements on the adjacent properties.
-  4. Whenever possible, retain mature and healthy vegetation and trees when developing the site.
5. Design landscaping to be architecturally integrated with the building and suitable to the functions of the space while selecting plant materials that complement the architectural style and form of the building.
6. Limit the use of privacy plantings such as hedges, and set them back from the property line to avoid overgrowth into the public sidewalks.
-  7. Select drought tolerant, native landscaping to limit irrigation needs to conserve water, reduce stormwater runoff, and increase the capacity for groundwater recharge. Climate friendly plants may be used alongside native species.
-  8. Provide common amenities such as community gardens, park areas and playgrounds. Areas should maintain a balance of landscaping and paved area.

Screening:

1. Screening shall comply with Town of Berthoud Design Standards, specifically referred to in Berthoud Development Code.
2. Delivery, loading, trash and other service areas must be screened or integrated into the building.
3. Roof access should be provided from the interior of the building. Exterior roof access ladders are not appropriate.
4. All mechanical equipment must be indicated on the architectural drawings. Roof-mounted mechanical equipment should be concealed from public view on all sides by screening in a manner consistent with the character of the building. Screening should **appear as and integral element of the overall building design**.
5. Ground level mechanical/utility equipment shall be screened with landscaping, berms and architectural walls using materials compatible with the building. Fencing materials are not allowed.



Appropriate trash screening in a manner consistent with building materials.



Inappropriate screening of trash and service equipment areas from public view



Glossary



ALIGNMENT



BALUSTERS



BELT COURSE



BRACKET

The terms and images below are defined for the **Urban Residential** design guidelines only.

Alignment

The symmetrical arrangement of objects.

Appropriate

In some cases, a stated action or design choice is defined as being "appropriate" in the text. In such cases, by choosing the design approach referred to as "appropriate", the reader will be in compliance with the Guideline.

Balusters

Small, upright posts that support a railing.

Belt (Band) Course

A horizontal band across or around a buildings exterior composition, can be made with masonry, metal or other siding material.

Bracket

A supporting member for a projecting element or shelf, sometimes in the shape of an inverted L and sometimes as a solid piece or a triangular truss.

Building

Any permanent structure built for shelter or enclosure, governed by the following characteristics: is permanently affixed to the land; has one or more floors and a roof; and is bounded by open space, yards, or the lot lines of a lot.

Canopy

A roof like shelter projecting horizontally from a building wall and supported by posts, or other devices anchored to the building wall.

Climate Friendly Planting

Landscape planting that is first and foremost water-wise, and also pollinator friendly, soil amending, shade producing, and resilient.

Compatible

Performing in harmonious combination with others.

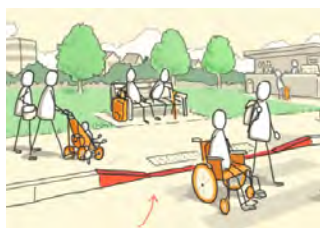
Cornice

The continuous projection at the top of a wall. The top course or molding of a wall when it serves as a crowning member.



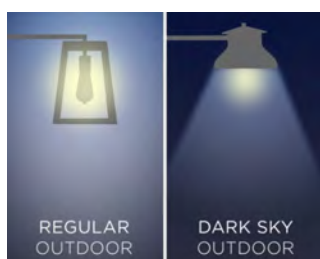
Glossary

(continued)

**CURB CUT**

Curb Cut

A ramp leading smoothly down from a sidewalk into a street. Small curb cuts can be used for pedestrian crossings, wider cuts are vehicular access points into developments from the street.

**DARK SKY COMPLIANT**

Dark-Sky Compliant

Shielded lighting fixtures which protect adjoining properties from lighting spillover and glare.

Eave

The underside of a sloping roof projecting beyond the wall of a building.

Embodied Carbon

The CO₂ released during material extraction, manufacture, and transport, combined with construction emissions. Currently, buildings produce about 40% of the world's fossil-fuel carbon-dioxide emissions (CO₂). That number can be greatly reduced by limiting the embodied carbon of our building materials.

Carbon can be minimized by focusing on top three worst offenders—concrete, steel, and aluminum, which account for 22% of all embodied CO₂. Cutting down on the use of these materials, or using a concrete mix with limited embodied carbon can help reduce CO₂ in building construction.

**EAVE**

Facade

Front or principal face of a building, any side of a building that faces a street or other open space.

Fenestration

The arrangement of windows and other exterior openings on a building

**FENESTRATION**

Ground Floor

The lowest story within a building which is accessible from the street.

Lot Coverage

That portion of a lot which, when viewed from above, is covered by a building.

Mass

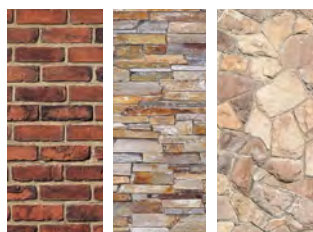
The physical size and bulk of a structure.

Masonry

Construction materials such as stone, brick, concrete block or tile.

Masonry Detail

A projecting or decorative block pattern in masonry, used to form a design feature anywhere on a structure.

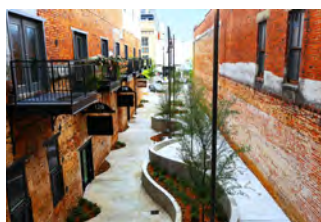
**MASONRY**



Glossary (continued)



MIXED USE



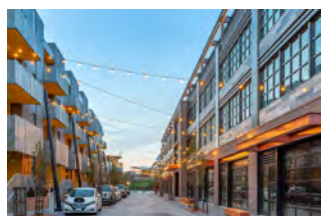
PASEO



PEDESTRIAN AMENITY



PARAPET



PEDESTRIAN LIGHTING

Mixed-use

A project which combines one or more commercial uses and multiple dwelling units in a single building or development.

Modillions

Ornamental brackets located beneath a projecting cornice.

Molding

A decorative band or strip of material with a constant profile or section designed to cast interesting shadows. It is generally used in cornices and as trim around window and door openings.

Orientation

Generally, orientation refers to the manner in which a building relates to the street. The entrance to the building plays a large role in the orientation of a building and should face the street.

Paseo

A walkway, typically open to sky, that provides pedestrian passage between structures, through landscaping, or through parking lots, which is distinguished by pedestrian surface treatments that facilitate ease of movement and pleasurable experience.

Pedestrian Amenities

Outdoor sidewalk faces, public plazas, retail courtyards, water features, kiosks, paseos, arcades, patios, covered walkways, or spaces for outdoor dining or seating that are located on the Ground Floor, and that are accessible to and available for use by the public.

Parapet

An upward extension of a building wall above the roofline, sometimes ornamented and sometimes plain, used to give a building a greater feeling of height or a better sense of proportion.

Preferred

In some cases, the reader is instructed that a certain design approach is "preferred." In such a case, the reader is encouraged to choose the design option at hand, but all of the other approaches may be considered.

Portico

A porch having a roof supported by columns, often leading to the entrance of a building.

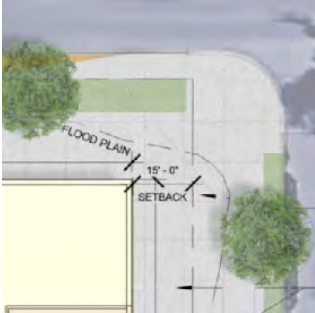
Pedestrian Lighting

Freestanding lighting fixtures not exceeding a height of thirty-six 36 inches from ground/grade level.



Glossary

(continued)

**SETBACK****SIDING****SILL****TRANSOM WINDOW**

Scale

The relative size of the building and its elements (such as individual windows or materials) compared to other structures around it and the pedestrian.

Setback

A placing of a face of a building on a line some horizontal distance from the building line or of the wall below; The distance of a structure or other feature from the property line or other feature.

Shape

The general outline of a building or its facade.

Sidelight

A usually long fixed sash located beside a door or window; often found in pairs.

Siding

The narrow horizontal or vertical wood boards that form the outer face of the walls in a traditional wood frame house. Horizontal wood siding is also referred to as clapboards. The term "siding" is also more loosely used to describe any material that can be applied to the outside of a building as a finish.

Sill

The lowest horizontal member in a frame or opening for a window or door. Also, the lowest horizontal member in a framed wall or partition.

Size

The dimensions in height and width of a building or its face.

Transom Window

A small window or series of panes above a door, or above a casement or double hung window.

Utilities

Uses that provide the transfer or delivery of power, water, sewage, storm water runoff, information, and telephone services.

Vernacular

This means that a building does not have details associated with a specific architectural style, but is a simple building with modest detailing and form. Historically, factors often influencing vernacular building were things such as local building materials, local climate and building forms used by successive generations.



CHARACTER DISTRICT
**URBAN
INDUSTRIAL**

Vision:

The urban industrial guidelines intend to communicate the overall goals and describe examples of industrial center qualities worth emulating while also accounting for economic realities of building in this district. These guidelines are not intended to overburden prospective development with additional building and landscape requirements, but to define a consistent standard of architectural and site design that will ensure quality, long term development. When developing industrial areas, landscape and site design can have a large impact on the appearance of the buildings. These guidelines will seek to emphasize smart landscape design, aesthetically pleasing and cost effective building design, and site layout. Applicable Zoning Districts include: M1 & M2.

Goals:

- Recognize the balance required to provide attractive sites and buildings while minimizing economic challenges to industrial development.
- Provide attractive business environments for industrial users.
- Encourage quality materials and good architectural design.
- Encourage brand identity through quality architecture and placemaking.
- Allow for usable open space in industrial developments, including courtyards and usable open space.
- Create attractive, walkable developments with native landscaping and use of xeriscape.

Focus Areas:

Site Design
Landscape and Screening
Building Design

Site Design:

1. Primary building entrances clearly defined, wherever possible, locate towards the primary entrance street.
2. Provide usable open space for employees and visitors wherever possible.
3. Developments should provide pedestrian and vehicular access to and from adjacent sites. A convenient and continuous system of walkways that connect common outdoor space with public sidewalk is preferred.
4. Whenever possible group buildings around a central delivery courtyard so that loading is screened from view.
5. Locate accessory structures, storage and trash away from public right-of-way and properly screened.
6. When possible, automobile and truck access drives should be separated.
7. Screen service areas from public right-of-way and adjacent differing land uses with buildings, landscape, berming, or fencing.
8. Special attention should be paid to detention areas. When possible, detention should be shared in larger developments. Always consider the appearance of the detention area from the right of way. Buffer and soften detention areas with grading and landscape.
9. Whenever possible, large parking areas should not be located along the street frontage. Lower density visitor parking can be located in view or right of way, with higher density employee parking at the rear of the building.
10. Lighting shall comply with Town of Berthoud Design Standards, specifically referred to in Berthoud Development Code Outdoor Lighting and Dark Sky Compliant Standards.
11. When possible, orient building to maximize passive solar opportunities for solar access to windows.



Appropriate site design, with concealed truck access, pedestrian links and special attention to stormwater detention areas



Poor site planning, buildings are not organized to minimize back of house areas from public right of way

Landscape and Screening:

1. Fencing and landscaping shall comply with Town of Berthoud Design Standards, specifically referred to in Berthoud Development Code Fences and Walls and Landscape Design.
2. Use plants and landscape compatible with the industrial center design. Use coniferous plants as needed for screening to soften the appearance of buildings.
3. Screen (with landscape or fencing) all storage, loading, trash, work operations, and truck loading, particularly when adjacent different land uses.
-  4. Whenever possible, retain mature and healthy vegetation and trees when developing the site.
5. If landscape is limited, group planting in zones at entryways, corners and buffer zones, rather than randomly dispersing throughout the site.
-  6. Select drought tolerant, native landscaping to limit irrigation needs to conserve water, reduce stormwater runoff, and increase the capacity for groundwater recharge. Climate friendly plants may be used alongside native species.
-  7. Shade trees are encouraged in parking areas and usable open spaces (employee break areas).
8. Signage, including corporate, tenant and traffic signage, is an important element for industrial development. Signage should be incorporated into attractive monument signs with landscape used to create attractive entry features to individual developments.






Landscape provides building screening, appropriate use of coniferous plantings and incorporates shade trees at parking and usable areas



Poor use of landscape to soften industrial edge and create pleasant pedestrian experience.

Building Design:

1. Monolithic buildings are discouraged. If building mass cannot be broken up due to constraints of use (manufacturing and warehouse) use vertical and horizontal articulation, architectural detailing, and changes in material and color to create architectural interest.
-  2. Select materials that are quality, durable, and when possible, minimize embodied carbon. Acceptable materials include:
 - Brick or masonry block
 - Stone (natural or faux)
 - Stucco
 - Architectural metal
 - Concrete (tilt up, precast)
3. Special attention should be paid to buildings in high visibility locations such as gateway locations, corner sites, and end view sites.
-  4. Windows shall be used whenever possible, and placed to allow for natural daylighting to occur within interior work areas. Reflective, mirrored, or opaque glass is strongly discouraged.
5. Entrances shall be clearly defined with elements in the building design such as canopies, porticos, color palette, building material or other architectural detail.
6. Light to medium intensity colors with low reflectivity are preferred as the primary building color. In general, subdued colors typical of the muted native grasses, wood, rocks, and soil of the high Colorado plains and Berthoud's natural setting are to be used as the primary color. Brighter colors may be used for accents, trim or highlighting architectural features.
-  7. Consider the installation of solar panels in all roof design configurations and site design layout.



Entrances are clearly defined with architecturally distinctive features



Poor articulation of building entry and very little architectural interest

Glossary



ALIGNMENT



ARCHITECTURAL METALS



BUFFER ZONE



BRAND IDENTITY



CANOPY

The terms and images below are defined for the **Industrial Design** guidelines only.

Alignment

The symmetrical arrangement of objects.

Appropriate

In some cases, a stated action or design choice is defined as being "appropriate" in the text. In such cases, by choosing the design approach referred to as "appropriate", the reader will be in compliance with the Guideline.

Architectural Metal

Metals used for exterior application in buildings for cladding, roofing, and detailing. Architectural metal can be found in old and historic building, as well as modern architecture.

Building

Any permanent structure built for shelter or enclosure, governed by the following characteristics: is permanently affixed to the land; has one or more floors and a roof; and is bounded by open space, yards, or the lot lines of a lot.

Buffer Zone

An area between land uses providing fencing, berms, mounds, plant materials, or any combination thereof to act as visual or noise buffers.

Brand Identity

Using visible elements of a brand, such as color, design, and logo, that identify and distinguish the brand throughout a building or development.

Canopy

A roof like shelter projecting horizontally from a building wall and supported by posts, or other devices anchored to the building wall.

Climate Friendly Planting

Landscape planting that is first and foremost water-wise, and also pollinator friendly, soil amending, shade producing, and resilient.

Compatible

Performing in harmonious combination with others.

Cornice

The continuous projection at the top of a wall. The top course or molding of a wall when it serves as a crowning member.

Glossary

(continued)



FACADE



MASONRY DETAIL



ORIENTATION



PARAPET

Embodied Carbon

The CO₂ released during material extraction, manufacture, and transport, combined with construction emissions. Currently, buildings produce about 40% of the world's fossil-fuel carbon-dioxide emissions (CO₂). That number can be greatly reduced by limiting the embodied carbon of our building materials.

Carbon can be minimized by focusing on top three worst offenders—concrete, steel, and aluminum, which account for 22% of all embodied CO₂. Cutting down on the use of these materials, or using a concrete mix with limited embodied carbon can help reduce CO₂ in building construction.

Facade

Front or principal face of a building, any side of a building that faces a street or other open space.

Fenestration

The arrangement of windows and other exterior openings on a building

Industrial development

Any development involving the use of premises (land and buildings) for manufacturing, processing, bulk storage, warehousing, servicing and repair activities, or if the use of premises is unknown, any development in an industrial zone.

Mass

The physical size and bulk of a structure.

Masonry

Construction materials such as stone, brick, concrete block or tile.

Masonry Detail

A projecting or decorative block pattern in masonry, used to form a design feature anywhere on a structure.

Orientation

Generally, orientation refers to the manner in which a building relates to the street. The entrance to the building plays a large role in the orientation of a building and should face the street.

Parking Lot

An off-street, ground level open area, used for the temporary storage of motor vehicles, including necessary access drives, drive lanes, and parking stalls and excluding sidewalks, carports, garages and driveways that serve detached dwelling units, and parking garages and structures.



CHARACTER DISTRICT

**OLD TOWN
RESIDENTIAL**

Vision:

The old town residential guidelines intend to communicate the overall goal for preserving this special community in Berthoud. The architecture and environment of Berthoud Old Town area create a unique neighborhood. The architecture of the area demonstrates a wide combination of elements, styles, and motifs, that harmonize to create a neighborhood character special to the community. It is this variety, and the mature trees which cover the neighborhood that combine to create the distinctive character of the area. The design guidelines contained in this book are for your use when planning changes within the old town area. The guidelines are intended to be used as an aid to appropriate design and not as a checklist of items for compliance. Applicable Zoning Districts include: R1 & R2.

Goals:

- Maintain the individualism and tradition within residential building types and uses
- Minimize visual impacts of parking from the street
- Maintain the alignment of primary entrances and encourage front porches along the street
- Maintain the traditional two story scale and varied height buildings along each block

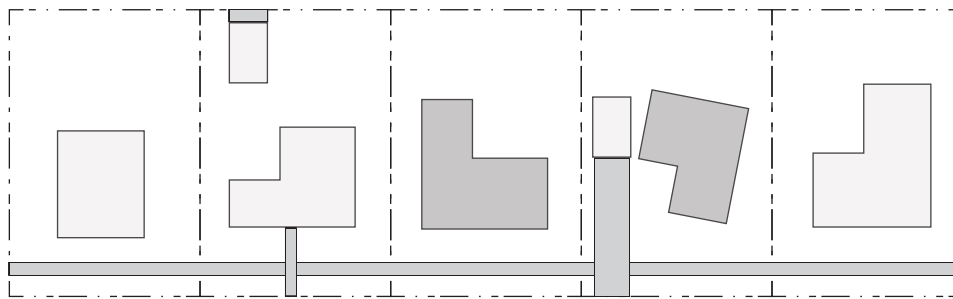
Focus Areas:

Orientation and Site
Front Porches & Entry Areas
Scale and Massing
Materials
Roof Design

Additions and New Construction
Facade & Fenestration
Alleys and Accessways
Garage & Accessory Structures
Fencing & Landscaping

Orientation and Site:

1. New structures and additions should be compatible with the site arrangement, setback distance and orientation of neighboring houses to reinforce the existing character of the street.
2. The front of the house should face the public street, with the front entry readily visible and identifiable.
3. Front entry porches/walks are encouraged to connect to existing sidewalks.
4. Accessory buildings such as sheds and garages, and driveways should be located at the rear of the lot and accessible from alley. Adding them between existing buildings interrupts the rhythm of the spacing.
5. Accessory buildings should generally be small in scale and mass and simply detailed. They should appear secondary in importance to the primary structure.
6. When possible, orient building to maximize passive solar opportunities for solar access to windows.



Correct building orientation, sidewalk connection and alley garage access



Building not oriented correctly, no sidewalk connection, and garage is accessed from the street frontage.

Front Porches and Entry areas:

1. Front porches are preferred in all new construction and additions.
2. Maintain the traditional approach to the house from the street front. When desirable for reasons of internal design and when the entry facing the street is still maintained, other entry points may be considered.
3. Enclosing porches is not preferred. If necessary, care should be taken in the design of the enclosure to maintain the sense of transparency and separation from the structure of the house.
4. When open areas exist below porch floors, they should be skirted with open lattice or dense shrubbery.



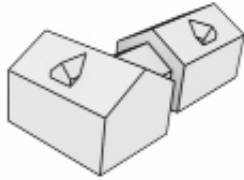
Porch enclosure maintains transparency and visibility as separate structure from the house.



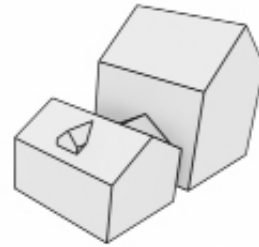
Solid walls should not be added to porches where none exist.

Scale and Massing:

1. Any addition to a building should preserve the existing symmetry or asymmetry. Place additions at the rear of the building or set it back from the front to minimize the visual impacts.
2. The vertical or horizontal proportion of an existing building's mass should be preserved.
3. Provide opportunities for craftsmanship, ornament, proportions, and decoration that are consistent with regional historic archetypes.



Addition is placed in the rear and of a scale and massing appropriate to the existing building.



Addition is inappropriately out of scale with the existing building, thereby detracting from the historic character.

Materials:

1. For additions or repairs, use materials similar in type and scale to those of the existing building.
2. Where modern materials and technologies are used, historic proportions and finishes should be matched or emulated.
3. Finish new materials to match the existing ones.
4. Material colors should not be bright or garish. A single body color with a brighter and/or lighter accent color is preferred.
5. Do not use synthetic materials, such as aluminum, vinyl or panelized brick as replacements for primary building materials.
6. Do not cover original building materials with new materials. If possible, remove coverings that may have been installed previously.
7. Select building materials that convey a sense of permanence. Select materials that are quality, durable, and when possible, minimize embodied carbon. Acceptable materials include:

- Brick
- Board and Batten
- Stucco
- Cedar shake or shingles
- Architectural metal panel
- Fiber cement siding or panels
- Lap or T&G siding



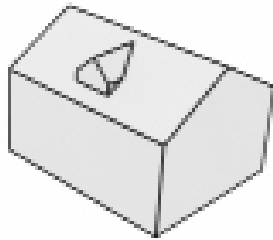
Appropriate preservation and replacement of original material appearance



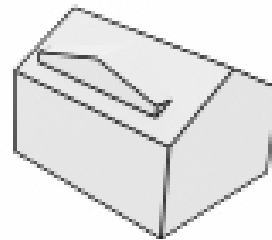
Avoid covering structure with new material incompatible with original

Roof Design:

1. Any alterations to roof lines should be sensitive to the form, pitch and symmetry of the existing roof. The existing roof form, pitch, and material should be used for any additions.
2. Additions should match the roofing materials of the original structure, except in cases where the new roof is a very minor element to the overall design, such as roofing over a new bay window or entry vestibule.
3. The size and scale of dormer(s) should be compatible with the size and scale of the existing or new building.
4. Minimize the visual impacts of skylights and other rooftop devices such as swamp coolers and electronic receiving devices.
5. Rooflines on additions should generally be lower than and secondary to the roof line of the original house.
6. New construction should utilize a roof form found in neighborhood.
7. When possible, maintain or provide south facing roof area to maximize opportunities for solar panels.



Dormer is centered and located below the roof ridge



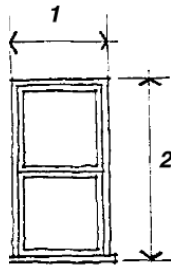
Gable is inappropriate in scale and changes the architectural character

Additions and New Construction:

1. Major renovation or the addition of a full or partial story that affects the character of a historic structure is not appropriate. An addition to the rear, or in some cases to the side, of a historic structure is preferable to raising the height of the original building.
2. New additions should be designed and constructed so that the character-defining features of the historic building are not radically changed, obscured, damaged, or destroyed.
3. New design and construction should be differentiated from older portions of a building; however, the addition should respect the existing roof forms, building scale, and massing.
4. New construction should be in the character of the buildings and streetscape surrounding it.
5. Building elevations visible from streets and alleys need the greatest sensitivity. Front porches are an important visual element and should be incorporated into new construction.
6. New construction should not imitate historic buildings, but should be an expression of its own time. Contemporary expression of traditional architectural elements is encouraged and simplicity is preferred.
7. The mass and scale of new construction should respect neighboring buildings and the streetscape as a whole. Site layout, porch size and placement, entry level and location, roof line, and door and window sizes and patterns should harmonize with the neighborhood.

Facade & Fenestration:

1. Windows should maintain the existing character of a structure in relation to their size; frame material; method of operation; and divided or single panes.
2. The arrangement of windows on a facade facing the road should generally align with each other in a regular pattern or readily apparent organization.
3. New construction, whether a completely new building or an addition, should reflect the window patterns of the district. Openings should indicate floor levels, and should not occur between floors. Symmetry or asymmetry of openings should be maintained.
4. When replacing windows, use materials, sash, and muntins that appear similar to the original.
5. Casement windows are generally inappropriate in the old town district. When used, casements should be of similar proportions to historic windows.
6. Windows and Doors should be:
 - Consistent with the overall building style and form.
 - Made of quality materials consistent with building.
 - Provide sufficient glazing area for sunlight.
 - Provide natural ventilation with standard operating styles consistent with the home style.
 - Have flashing and trim consistent with quality construction standards.
 - Energy efficient windows and doors are encouraged (low U-factor).



Existing opening and sash proportion is kept



Opening reduced in size

Alleys and Accessways:

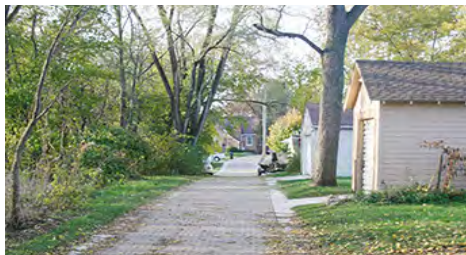
1. The use of alleys to provide access to the rear of properties should be preserved. Driveway access from alleys are encouraged when possible to avoid curb cuts on street frontage.
2. Efforts should be made to protect the variety of shape, size and alignment of buildings along the alleys. Alleys should maintain a human scale and be sensitive to pedestrians.
3. Dumpsters should be screened from alley view by landscaping or a permanent enclosure.
4. Detached garages located towards the rear of the lot and accessible from the alley are encouraged. If driveway from the street is necessary, consider wheel well drive with planting to soften the visual impact from the pedestrian way.



Alley access preferred, if unattainable, soften the drive by including wheel well and landscaping

Garages and Accessory Structures:

1. New garages should be sensitive to both the lot size and the size of the house, and should be clearly secondary in importance to the primary structure.
2. Detached garages are encouraged and should be located behind the house and, when possible, accessible by alley.
3. Driveway connections to the streets are not preferred. Wherever possible connect driveways via alley.
4. When adding a garage on the alley, any front curb cut should be vacated and closed.
5. Accessory buildings should be small in scale and mass, and constructed in a manner which is complimentary to the character of the house and alley. Typically, prefabricated sheds are discouraged.



Garage is accessible by alley, located towards rear of lot



Avoid garages from the street, where possible vacate curb cuts and access through alleys

Fencing & Landscaping:

1. Fencing and landscaping shall comply with Town of Berthoud Design Standards, specifically referred to in Berthoud Development Code Fences and Walls and Landscape Design.
2. Maintain the openness between the street and the house. Front yard fences are not traditional and if used should be open in character and appropriate in material, transparency, and height. Wrought iron and wood pickets are traditional fence materials
3. Fences on the rear portion of corner lots should have some degree of transparency and pattern along the public right-of-way unless the fence is set back far enough to avoid a fortress effect.
4. Fences across the front of a house should be low (36" or less). When connecting fencing to a taller side or rear yard fence, a section which gradually increases in height should be included.
5. Long expanses of fences should incorporate openings, changes in materials, texture, and/or landscaping. Avoid materials such as chain link, wrought iron spears, and barbed wire.
6. The finished side of the fence should face toward the street or sidewalk.
7. Retain mature and healthy vegetation, most importantly, mature trees, when developing the site.
8. Select drought tolerant, native landscaping to limit irrigation needs to conserve water, reduce stormwater runoff, and increase the capacity for groundwater recharge.
9. Limit the use of privacy plantings such as hedges, and set them back from the property line to avoid overgrowth into the public sidewalks.



Low, open picket fencing along the public sidewalk



Long expanse of fence directly adjacent to public sidewalk

Glossary



ALIGNMENT



BALUSTERS



BELT COURSE



BRACKET



CLAPBOARD

The terms and images below are defined for the **Old Town Residential** design guidelines only.

Alignment

The symmetrical arrangement of objects.

Alteration

Any act or process, except repair and light construction that changes one or more of the architectural features of a structure or site, including, but not limited to, the erection, construction, reconstruction, relocation of, or addition to a structure.

Appropriate

In some cases, a stated action or design choice is defined as being "appropriate" in the text. In such cases, by choosing the design approach referred to as "appropriate", the reader will be in compliance with the Guideline.

Balusters

Small, upright posts that support a railing.

Belt (Band) Course

A horizontal band across or around a buildings exterior composition, can be made with masonry, metal or other siding material.

Bracket

A supporting member for a projecting element or shelf, sometimes in the shape of an inverted L and sometimes as a solid piece or a triangular truss.

Building

Any permanent structure built for the shelter or enclosure of persons, animals, chattels, or property of any kind, which is governed by the following characteristics: is permanently affixed to the land; has one or more floors and a roof; and is bounded by open space, yards, or the lot lines of a lot.

Canopy

A roof like shelter projecting horizontally from a building wall and supported by posts, or other devices anchored to the building wall.

Clapboards

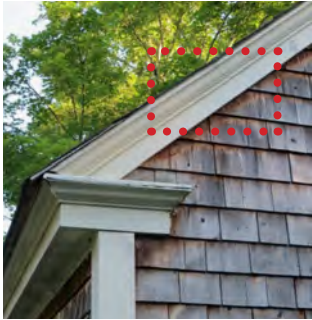
Narrow, horizontal, overlapping wooden boards, usually thicker along the bottom edge, that form the outer skin of the walls of many wood frame buildings. The horizontal lines of the overlaps generally are from four to six inches apart in older houses.

Climate Friendly Planting

Landscape planting that is first and foremost water-wise, and also pollinator friendly, soil amending, shade producing, and resilient.

Glossary

(continued)



CORNICE



MASONRY DETAIL



EAVE



GABLE

Compatible

Performing in harmonious combination with others.

Cornice

The continuous projection at the top of a wall. The top course or molding of a wall when it serves as a crowning member.

Masonry Detail

A projecting or decorative block pattern in masonry, used to form a design feature anywhere on a structure.

Embodied Carbon

The CO₂ released during material extraction, manufacture, and transport, combined with construction emissions. Currently, buildings produce about 40% of the world's fossil-fuel carbon-dioxide emissions (CO₂). That number can be greatly reduced by limiting the embodied carbon of our building materials.

Carbon can be minimized by focusing on top three worst offenders—concrete, steel, and aluminum, which account for 22% of all embodied CO₂. Cutting down on the use of these materials, or using a concrete mix with limited embodied carbon can help reduce CO₂ in building construction.

Eave

The underside of a sloping roof projecting beyond the wall of a building.

Facade

Front or principal face of a building, any side of a building that faces a street or other open space.

Fascia

A flat board with a vertical face that forms the trim along the edge of a flat roof, or along the horizontal, or "eaves," sides of a pitched roof. The rain gutter is often mounted on it.

Fenestration

The arrangement of windows and other exterior openings on a building

Gable

The portion, above eave level, of an end wall of a building with a pitched or gambrel roof. In the case of a pitched roof this takes the form of a triangle. The term is also used sometimes to refer to the whole end wall.

Glossary

(continued)



HISTORIC DOOR



HISTORIC STRUCTURE



MASONRY



MUNTIN

Historic District

A geographically definable area of urban or rural character, possessing a significant concentration or continuity of site, building, structures or objects unified by past events or aesthetically by plan or physical development.

Historic Door

A wood door that dates from the period of significance and is an original feature of the building.

Historic Structure

A building that dates from the period of significance.

Historic Window

A window that dates from the period of significance.

In-Kind Replacement

To replace a feature of a building with materials of the same characteristics, such as material, texture, color, etc.

Integrity

A property retains its integrity if a sufficient percentage of the structure dates from the period of significance. The majority of a building's structural system and materials should date from the period of significance and its character-defining features also should remain intact. These may include architectural details, such as dormers and porches, ornamental brackets and moldings and materials, as well as the overall mass and form of the building.

Mass

The physical size and bulk of a structure.

Masonry

Construction materials such as stone, brick, concrete block or tile.

Modillions

Ornamental brackets located beneath a projecting cornice.

Molding

A decorative band or strip of material with a constant profile or section designed to cast interesting shadows. It is generally used in cornices and as trim around window and door openings.

Muntin

A bar member supporting and separating panes of glass in a window or door.

Glossary

(continued)



RECONSTRUCTION



REHABILITATION



RENOVATION

Parapet

An upward extension of a building wall above the roofline, sometimes ornamented and sometimes plain, used to give a building a greater feeling of height or a better sense of proportion.

Preferred

In some cases, the reader is instructed that a certain design approach is "preferred." In such a case, the reader is encouraged to choose the design option at hand, but all of the other approaches may be considered.

Preservation

The act or process of applying measures to sustain the existing form, integrity and materials of a building or structure, and the existing form and vegetative cover of a site. It may include initial stabilization work, where necessary, as well as ongoing maintenance of the historic building materials.

Protection

The act or process of applying measures designed to affect the physical condition of a property by defending or guarding it from deterioration, or to cover or shield the property from danger of injury. In the case of buildings and structures, such treatment is generally of a temporary nature and anticipates future historic preservation treatment; in the case of archaeological sites, the protective measure may be temporary or permanent.

Reconstruction

The act or process of reproducing by new construction the exact form and detail of a vanished building, structure or object, or part thereof, as it appeared at a specific period of time.

Rehabilitation

The act or process of returning a property to a state of utility through repair or alteration which makes possible an efficient contemporary use while preserving those portions or features of the property which are significant to its historical, architectural and cultural value.

Renovation

The act or process of returning a property to a state of utility through repair or alteration which makes possible a contemporary use.

Restoration

The act or process of accurately recovering the form and details of a property and its setting as it appeared at a particular period of time by means of the removal of later work or by the replacement of missing earlier work.

Glossary

(continued)



SIDELIGHT



SIDING



SILL



TRANSOM WINDOW

Scale

The relative size of the building and its elements (such as individual windows or materials) compared to other structures around it and the pedestrian.

Shape

The general outline of a building or its facade.

Sidelight

A usually long fixed sash located beside a door or window; often found in pairs.

Siding

The narrow horizontal or vertical wood boards that form the outer face of the walls in a traditional wood frame house. Horizontal wood siding is also referred to as clapboards. The term "siding" is also more loosely used to describe any material that can be applied to the outside of a building as a finish.

Sill

The lowest horizontal member in a frame or opening for a window or door. Also, the lowest horizontal member in a framed wall or partition.

Size

The dimensions in height and width of a building or its face.

Transom Window

A small window or series of panes above a door, or above a casement or double hung window.

Vernacular

This means that a building does not have details associated with a specific architectural style, but is a simple building with modest detailing and form. Historically, factors often influencing vernacular building were things such as local building materials, local climate and building forms used by successive generations.



CHARACTER DISTRICT

**URBAN
DOWNTOWN**

Vision:

The urban downtown guidelines purpose is to define and maintain the quality and traditional character of the Downtown. Its intent is to strengthen the character of Downtown and define the Downtown core as a pedestrian-oriented small town village and promote the extension of an existing eclectic charm. This guideline will not promote any one particular style, but it will promote preservation, restoration and rehabilitation of old structures so that architectural integrity is maintained, as well as encourage historic precedent to serve as the inspiration for future development. Applicable Zoning Districts include: C1.

Goals:

- To develop attractive street frontage with pedestrian oriented storefronts.
- Promote mixed-use development with ground floor retail and office or residential uses on the upper stories that is scaled in size to fit the adjacent neighborhood
- Encourage a variety of architectural styles that are complementary to the historic precedents set in the Town.
- Maintain the integrity of historic structures by maintaining architectural details and materials that are a part of the historic character.

Focus Areas:

Site Planning
Pedestrian Areas and Parking
Scale and Massing
Architectural Detail

Screening
Landscape
Signage
Lighting

Site Planning:

1. Building setbacks should correspond to the building type and location. Street level of mixed use buildings should have no setback from the pedestrian edge. Residential uses may provide shallow front yard setbacks to allow for landscaped areas.
2. Developments are encouraged to set back ground level building footprints from the property line to allow for outdoor dining areas, patios, plazas and entrances, as long as facade continuity is maintained.
3. Ground level uses should be retail, entertainment, customer services and other uses that generate activity. Large clear windows, articulated entries, awnings and canopies should be used where possible.
4. New development should respect the scale and massing of adjacent historic structures and attempt to create similarities with site placement to remain compatible with their neighbors.
5. Encourage pedestrian connections through larger developments that connect to the street grid and align with key destinations
6. When possible, orient building to maximize passive solar opportunities for solar access to windows.



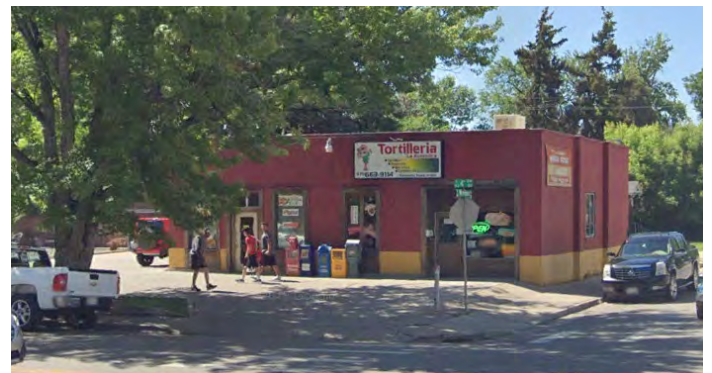
New construction should respect the historic scale and step down to low density residential zones



Inappropriate transition to historic adjacencies.



Appropriate use of building setback to accommodate amenity area



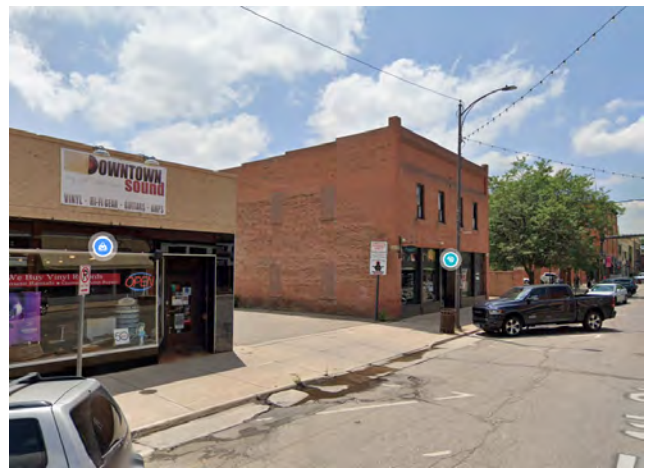
Setback does not engage the pedestrian or provide amenity area to occupants.

Pedestrian Areas and Parking:

1. To maintain consistent and active streetscape and provide a safe pedestrian area, parking should be located behind buildings in an enclosed or landscaped parking area and screened from street view.
2. Large parking lots are discouraged, small parking lots with pedestrian connections between them and to the sidewalk is more compatible with the scale of the Downtown.
3. Parking lots should be screened from view of adjacent properties with landscape per Town of Berthoud Design Standards, specifically referred to in Berthoud Development Code Landscape Design.
4. Vehicular access to a parking area should be provided from an alley or side street, where feasible, not from a commercial street/primary shopping street.



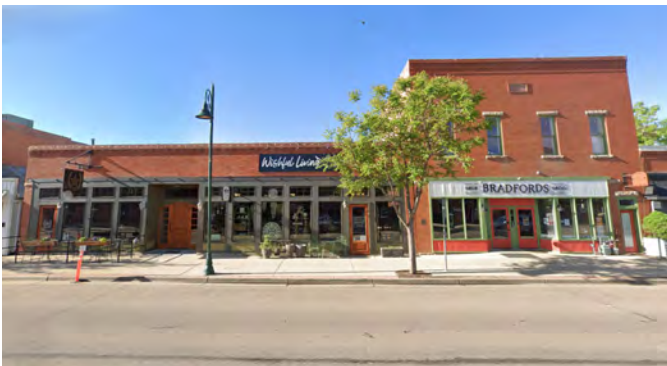
Alley access to building parking



Avoid parking access from a primary street front.

Architectural Form and Scale:

1. Buildings shall comply with Town of Berthoud Design Standards, specifically referred to in Berthoud Development Code Commercial and Industrial Standards, and Mountain Overlay District.
2. New development height and form should be consistent with allowable heights, as well as compatible with adjacent buildings and land uses, particularly in historic districts where adjacent development may be limited by landmark status.
3. Large buildings façades should reflect a module that is compatible to the average historic buildings' pattern along the street. Changes in material, window design, facade height or decorative details are examples of techniques that could be used to reflect historic building widths.
4. Maintain the traditional size of buildings as perceived at ground level. The facade height of any new building should respect traditional proportions of height and width. Floor to floor heights (especially at ground level) should appear similar to buildings within the district.
5. Strong vertical elements such as windows, pilasters, columns, stairs, cornices, lintels, mouldings, dentils, medallions, and towers should be used to express individual modules or units. Fenestration scale should be appropriate to building form and scale. Taller buildings should incorporate a 'Base, Middle, Top' building hierarchy.
6. Principal entrances to buildings or units shall be clearly delineated in building form. Acceptable methods of delineation could include one or more of the following; entryway is covered by a distinctive cap and/or separated building module, the entry is through a porch, entry is defined by sidelights and transom storefront glazing and recessed entry where space is limited along the pedestrian realm.
7. Where practical, gradual transitions in height from adjacent, less intensive land uses, especially residential development, to the maximum height of the new development are desirable. Position the tallest portion of a new structure farthest away from lower density zoned neighbors.
8. Express the distinction in floor heights between street levels and upper levels through detailing, materials and fenestration.
9. Consider the installation of solar panels in all roof design configurations and site design layout.





Facade Modules should reflect traditional spacing of building width on block and use fenestration and brick detailing that reflects historic precedent.



New construction does not continue historic module and fenestration patterns or reflect precedent use of materials.

Architectural Detail:

1. The primary entrance of a building should have a clearly defined, visible entrance with distinguishing features. The addition of a canopy, portico, or other prominent element of the architectural scheme is encouraged.
2. Building materials shall be similar in scale, color, texture and finish to those seen historically in the context. Traditional materials, including brick, stone and wood are preferred. (Wood siding should have a weather protective finish and be maintained for quality).
3. Stucco is discouraged, but could be considered for smaller scale accents on larger buildings.
4. Imitation or synthetic materials, such as aluminum or vinyl siding, imitation brick or imitation stone and plastic, are discouraged
5. No less than 70% of the building material should be full depth masonry. Masonry color should reflect the historic Berthoud style of muted red earth tones.
6. Select materials that have a human scale and will allow people to relate to the size of the building. Examples include stone and brick. Non-modular exterior materials, such as stucco and concrete will need extra detail to reduce building bulk to create human scale.
7. Apply changes in material purposefully and in a manner corresponding to variations in building mass. Changes in material should not occur at outside corners; rather, they shall occur at interior corners, or at a change in horizontal plane such as floor lines and sills.
8. Ground floor commercial frontages should have a minimum of 60% transparent materials, reflective films on glazing is not recommended.
-  9. Energy efficient windows and doors are encouraged (low U-factor).
-  10. Select building materials that convey a sense of permanence. Select materials that are quality, durable, and when possible, minimize embodied carbon. Beyond the required primary brick, acceptable secondary materials include:
 - architectural metal panel · fiber cement
 - wood (protected finish) · stucco
 - wood look · cast concrete
 - stone



Appropriate use of primary traditional materials creating a base, middle and cap. Ground floor storefront expressed with majority glazing, canopy marking entries and kickplate at display zone.



Inappropriate use of materials, no articulation to continue the downtown module through the design.



Masonry selection is not compatible with historic material and module.

Screening:

1. Screening shall comply with Town of Berthoud Design Standards, specifically referred to in Berthoud Development Code.
2. Service, loading and storage areas should be located out of view of the primary shopping streets, and be screened with fences or landscaping. Where feasible, service access and loading areas should be accessible from alleys or from parking lots located at the rear of buildings.
3. All service and loading areas should be screened from adjacent residential uses by means of architectural treatments, walls, or landscaping.
4. Roof access should be provided from the interior of the building. Exterior roof access ladders are not appropriate.
5. All mechanical equipment must be indicated on the architectural drawings. Roof-mounted mechanical equipment should be concealed from public view on all sides by screening in a manner consistent with the character of the building that **appear as integral elements of the overall building design**.
6. Ground level mechanical equipment shall be screened with landscaping, berms and architectural walls using materials compatible with the building. Fencing materials are not allowed.

Landscape:

1. Landscape shall comply with Town of Berthoud Design Standards, specifically referred to in Berthoud Development Code Landscape Design. Projects are encouraged to exceed code standards.
2. Landscaping must be incorporated in the design of pedestrian areas along the building fronts. Plantings for pedestrian areas should be designed with attention to color, texture and form. Use a variety of trees, shrubs, perennials, and ground covers. Provide seasonal plantings in planters, pots, hanging pots and beds to add color, beauty and variation.
3. Select drought tolerant, native landscaping to limit irrigation needs to conserve water, reduce storm-water runoff, and increase the capacity for groundwater recharge. Climate-friendly plants may be used alongside native species.
4. Use of streetscape elements that define the urban palette are encouraged, including tree grates within sidewalk zone, benches and planters with durable materials, decorative paving to define special areas.
5. Wherever possible, street trees should be provided in front of buildings at each primary commercial street frontage for continuation of tree lawn along streetscape.
6. New developments should provide for opportunities for the installation of art in landscaped areas and in front of buildings.



Appropriate use of landscape elements along the street frontage



Inappropriate lack of pedestrian landscape and hardscape design

Signage:

1. Signage shall comply with Town of Berthoud Design Standards, specifically referred to in Berthoud Development Code Signs.
2. Consider history, context and design when determining whether to retain a historic sign.
3. Use sign materials that are compatible with the architectural character and materials of the building and will not damage historic structures.
4. Use simple typeface and colors that will promote legibility and design integrity. Colors should be consistent and complimentary to the existing downtown vernacular.
5. Window signage should minimize the amount of window covered and preserve transparency at the sidewalk edge.



Appropriate areas of signage at the street front and pedestrian zone.



Lack of signage legible from street and the pedestrian zone.

Lighting:

1. Lighting shall comply with Town of Berthoud Design Standards, specifically referred to in Berthoud Development Code Outdoor Lighting and Dark Sky Standards.
2. Design elements that may function as signage, roof lights, exposed neon lighting, illuminated trim of buildings or building elements, translucent awnings or illumination of translucent awnings, is not encouraged.
3. The style and placement of exterior accent lighting should enhance the building's architectural elements such as entry features, pilasters, columns, and landscaping. Choose lighting that is appropriate to the building and its surroundings in terms of style and scale.
4. Provide lighting for a pedestrian way that is appropriately scaled to walking by using light bollards or pedestrian level mounting.

Glossary



ALIGNMENT



AMENITY ZONE



ARCHITECTURAL BAY



ARTICULATION



CANOPY

The terms and images below are defined for the **Urban Commercial** design guidelines only.

Alignment

The arrangement of objects along a straight line.

Amenity Feature

Any item used to enhance the usability and pedestrian experience of a project, including but not limited to: Outdoor seating, public art, recreational facilities, water features, enhanced landscaping, etc.

Amenity Zone

An area along the street curb where trees, planters, furnishings and lighting are arranged. This area is typically a minimum of 5 feet in width with larger areas encouraged where it fits the pedestrian scale.

Arcade

A roofed passageway over a pedestrian walkway.

Architectural Bay

The area between two vertical elements, usually structural supports, that is usually spaced in repetition.

Articulation

A juncture in the face of a building that generally provides relief in an otherwise flat surface.

Belt Course

Referred to in masonry construction as a continuous row of a pattern of masonry around the façade of a building.

Canopy

A roof like shelter projecting horizontally from a building wall and supported by posts, or other devices anchored to the building wall.

Character

A viewer's impression of the elements which make up a particular composition of the landscape, trees, buildings, space, furniture, materials and colors.

Climate Friendly Planting

Landscape planting that is first and foremost water-wise, and also pollinator friendly, soil amending, shade producing, and resilient.

Compatible

Performing in harmonious combination with others.

Glossary

(continued)



COMMERCIAL STREET



CORNICE



FACADE



HARDSCAPE



HUMAN SCALE

Commercial Street

A street where the primary activity is to provide goods and services to the public. An area of shops, stores, service businesses and offices.

Cornice

The continuous projection at the top of a wall. The top course or molding of a wall when it serves as a crowning member.

Embodied Carbon

The CO₂ released during material extraction, manufacture, and transport, combined with construction emissions. Currently, buildings produce about 40% of the world's fossil-fuel carbon-dioxide emissions (CO₂). That number can be greatly reduced by limiting the embodied carbon of our building materials.

Carbon can be minimized by focusing on top three worst offenders—concrete, steel, and aluminum, which account for 22% of all embodied CO₂. Cutting down on the use of these materials, or using a concrete mix with limited embodied carbon, can help reduce CO₂ in building construction.

Fascia

A flat board with a vertical face that forms the trim along the edge of a flat roof, or along the horizontal, or "eaves," sides of a pitched roof. The rain gutter is often mounted on it.

Fenestration

The arrangement of windows and other exterior openings on a building.

Form

The overall shape of a structure (i.e., most structures are rectangular in form).

Gable

The portion, above eave level, of an end wall of a building with a pitched or gambrel roof. In the case of a pitched roof this takes the form of a triangle. The term is also used sometimes to refer to the whole end wall.

Hardscape

Exterior ground surface areas which are paved with some impervious material.

Hierarchy

The articulation of the importance or significance of a form or space by its size, shape, or placement relative to the other forms and spaces of the organization.

Historic Structure/building

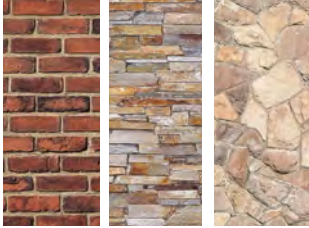
A building that dates from the period of significance.

Human Scale

Proportions of elements that relate to the size of a human body.

Glossary

(continued)



MASONRY



MIXED USE



MODULE



MOLDING



PILASTER

Kickplate

Found beneath the display window. Sometimes called bulk-head panel.

Mass

The physical size and bulk of a structure.

Masonry

Construction materials such as stone, brick, concrete block or tile.

Mixed-Use

A development consisting of one (1) or more principal buildings containing, either individually or collectively, both residential and nonresidential principal uses.

Module

The appearance of a single facade plane, despite being part of a larger building. One large building can incorporate several building modules.

Molding

A decorative band or strip of material with a constant profile or section designed to cast interesting shadows. It is generally used in cornices and as trim around window and door openings.

Muntin

A bar member supporting and separating panes of glass in a window or door.

Orientation

Generally, orientation refers to the manner in which a building relates to the street. The entrance to the building plays a large role in the orientation of a building and should face the street.

Parapet

An upward extension of a building wall above the roofline, sometimes ornamented and sometimes plain, used to give a building a greater feeling of height or a better sense of proportion.

Pediment

A triangular section framed by a horizontal molding on its base and two sloping moldings on each of its sides. Usually used as a crowning member for doors, windows and mantles.

Pilaster

A pillar or column set into a wall as an ornamental relief.

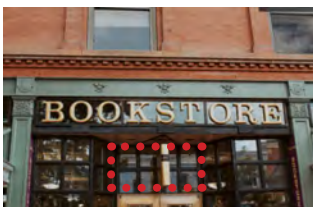
Glossary

(continued)


REVEAL

STREETSCAPE

STOREFRONT

SIDELIGHT

TRANSOM WINDOW

Portico

A structure consisting of a roof supported by columns at regular intervals, typically attached as a porch to a building.

Preferred

In some cases, the reader is instructed that a certain design approach is "preferred." In such a case, the reader is encouraged to choose the design option at hand, but all of the other approaches may be considered.

Reveal

A space or an indentation in the surface of a building that defines a transition of separate materials or is used as an accent in the field of the same material.

Scale

The relative size of the building and its elements (such as individual windows or materials) compared to other structures around it and the pedestrian.

Shape

The general outline of a building or its facade.

Sidelight

A usually long fixed sash located beside a door or window; often found in pairs.

Storefront

Exterior facade of a commercial building. Includes the following architectural elements: display window, transom, kickplate, entry, cornice molding, and upper story windows.

Streetscape

Generally, the streetscape refers to the character of the street, or how elements of the street form a cohesive environment.

Traditional

Based on or established by the history of the area.

Transom Window

A small window or series of panes above a door, or above a casement or double hung window.

Vernacular

This means that a building does not have details associated with a specific architectural style, but is a simple building with modest detailing and form. Historically, factors often influencing vernacular building were things such as local building materials, local climate and building forms used by successive generations.