



CITY COUNCIL PACKET:

CITY HALL  
PRELIMINARY DESIGN

PARTI DIAGRAM

CONTEXT & MATERIALITY STUDIES

FLOOR PLANS

3D VIEWS

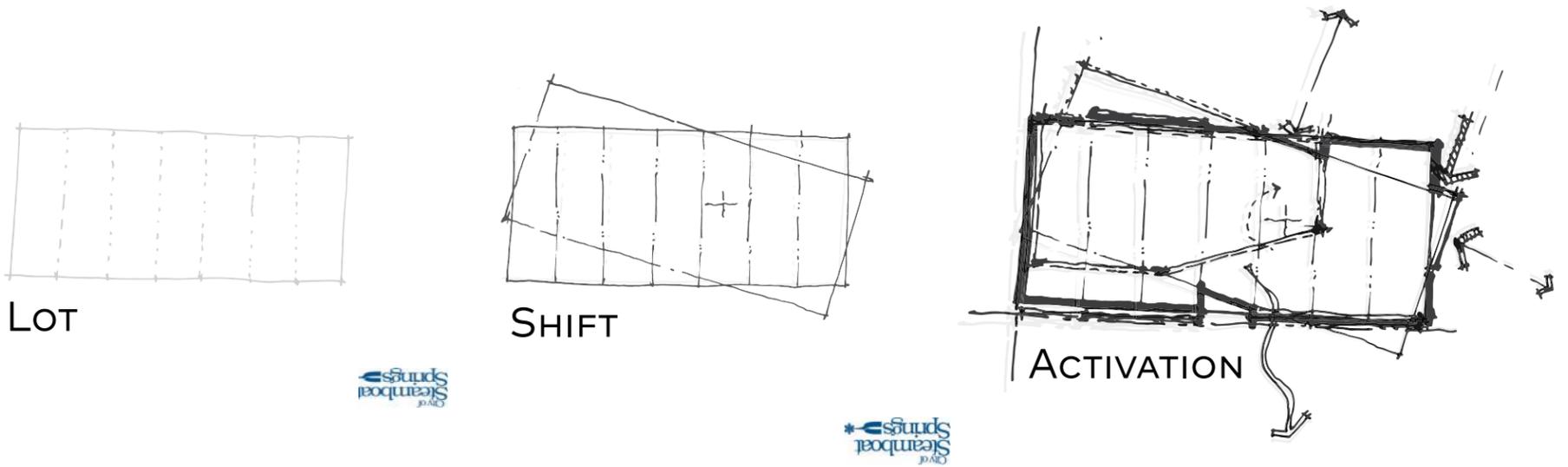
PUD ANALYSIS



ANDERSON  
HALLAS  
ARCHITECTS

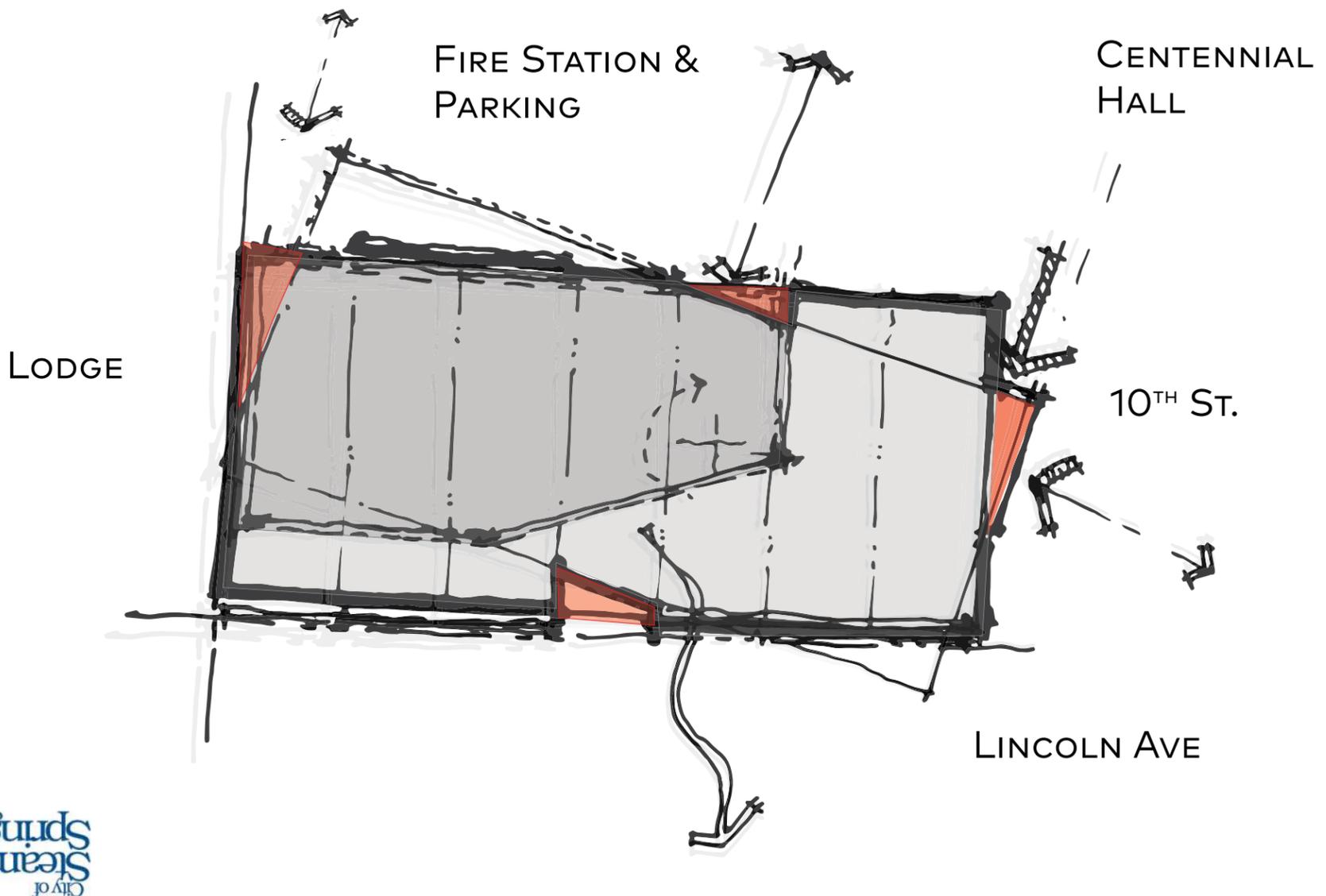


DAVIS  
PARTNERSHIP  
ARCHITECTS



## CONCEPT DIAGRAM

- Lot: Adhering to the development guidelines to create contextually appropriate rhythm of the facade, reinforcing Lincoln Ave, the Lot was split into segments.
- Shift: The shift towards Centennial Hall & the Civic Campus as a whole was made to create a stronger relationship and connectivity to City Government, while also being welcoming for public accessing from parking and Lincoln Ave.
- Activation: To prioritize opportunities to draw in natural light for the health and wellbeing of staff and visiting public, the form was subtracted along shift lines to create openings. These subtractive elements also act to activate the front facade and draw the public further down Lincoln Ave.
- The overall concept for the mass is to have a simple form which economically utilizes optimal structural layouts and modularity while using layering of facade to create contextual depth, shadow, scale, and add whimsy and character to the building through the detailing.



**CONCEPT PART I** Whimsy • Context • Modularity • Rhythm • Layers • Connections



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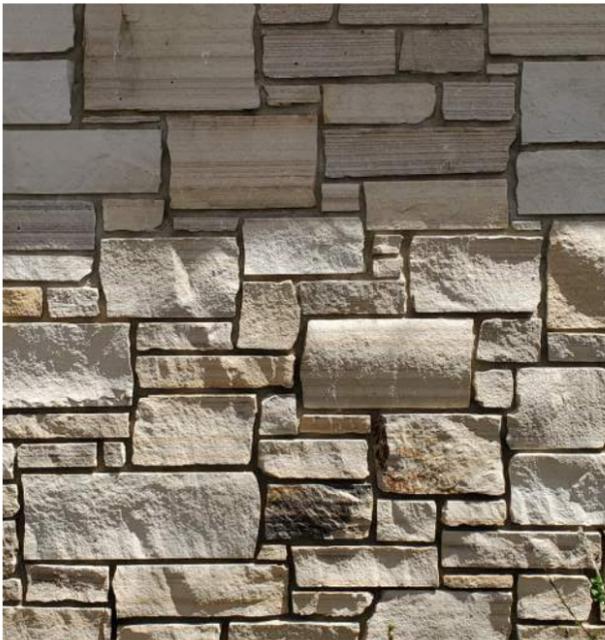
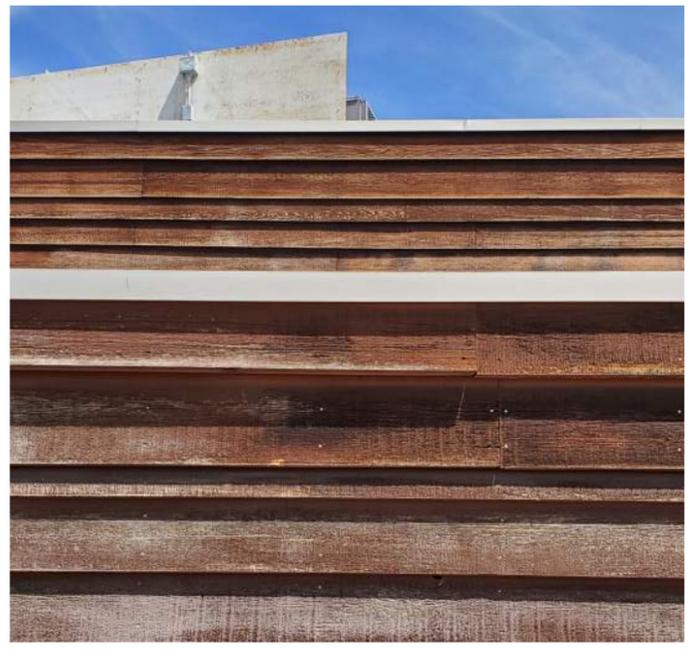


CONTEXT OVERALL • Brick • Steel • Glass • Stone • Arches • Pattern • Rhythm • Textures



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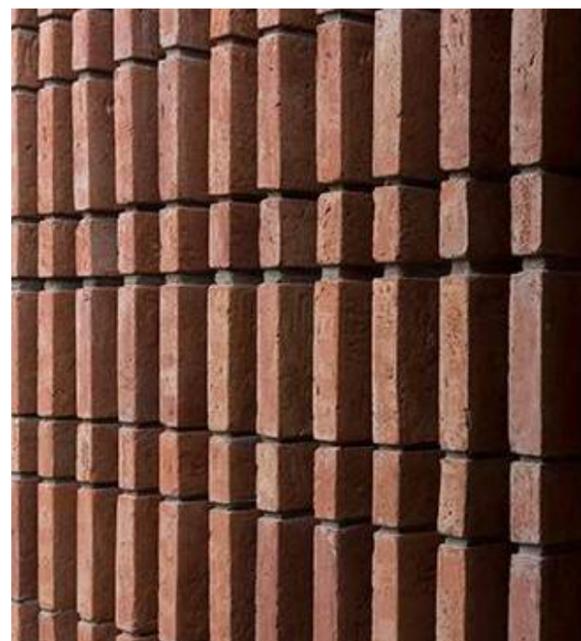
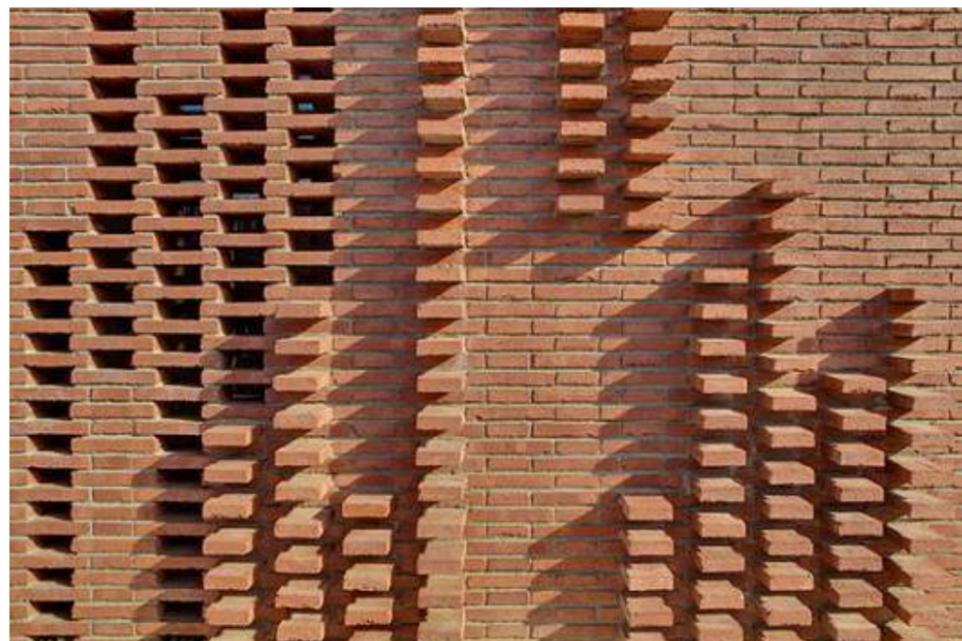
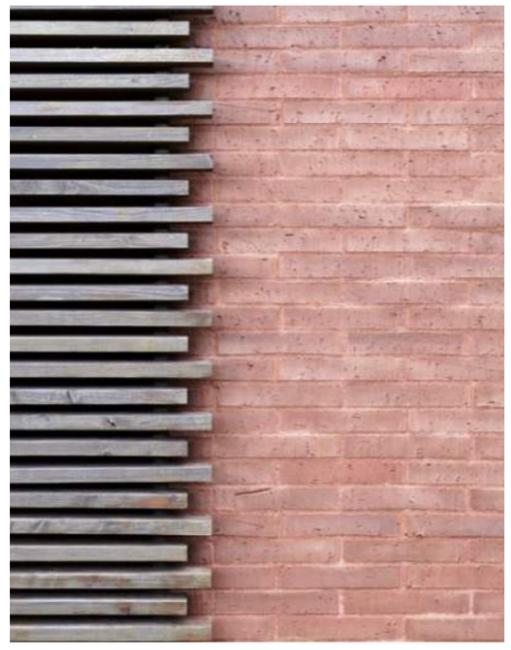
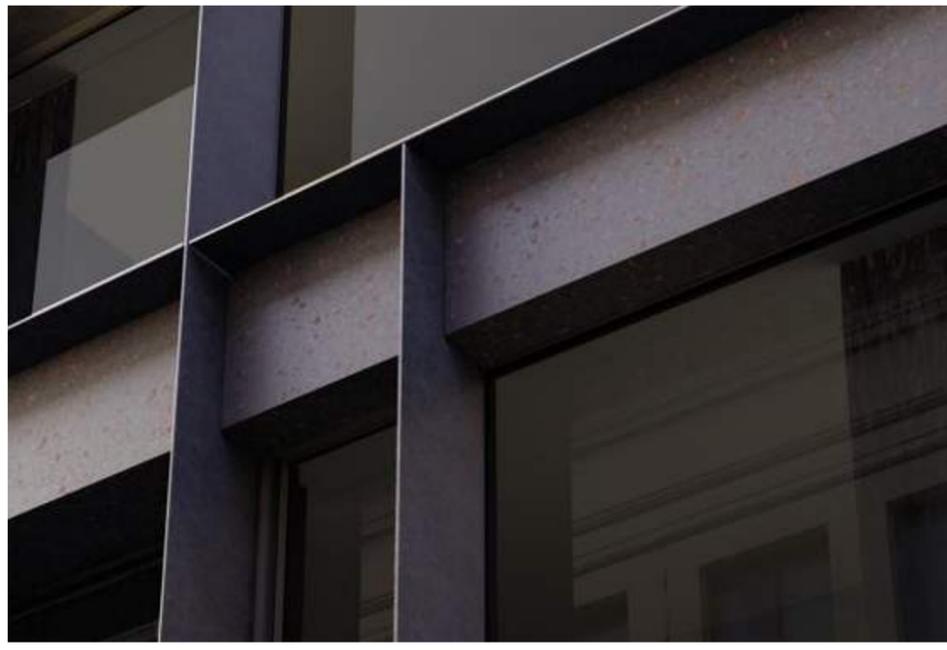


CONTEXT DETAIL • Whimsy • History • Pattern • Rhythm • Layers • Textures • Connections



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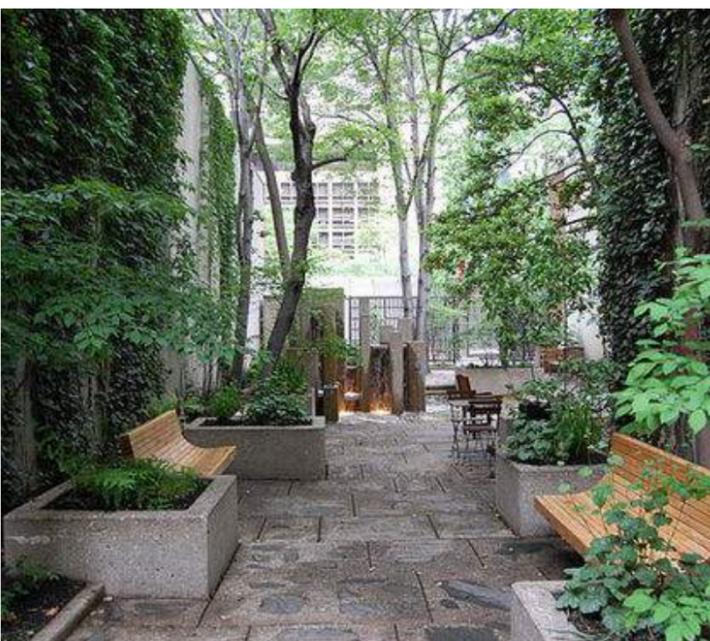
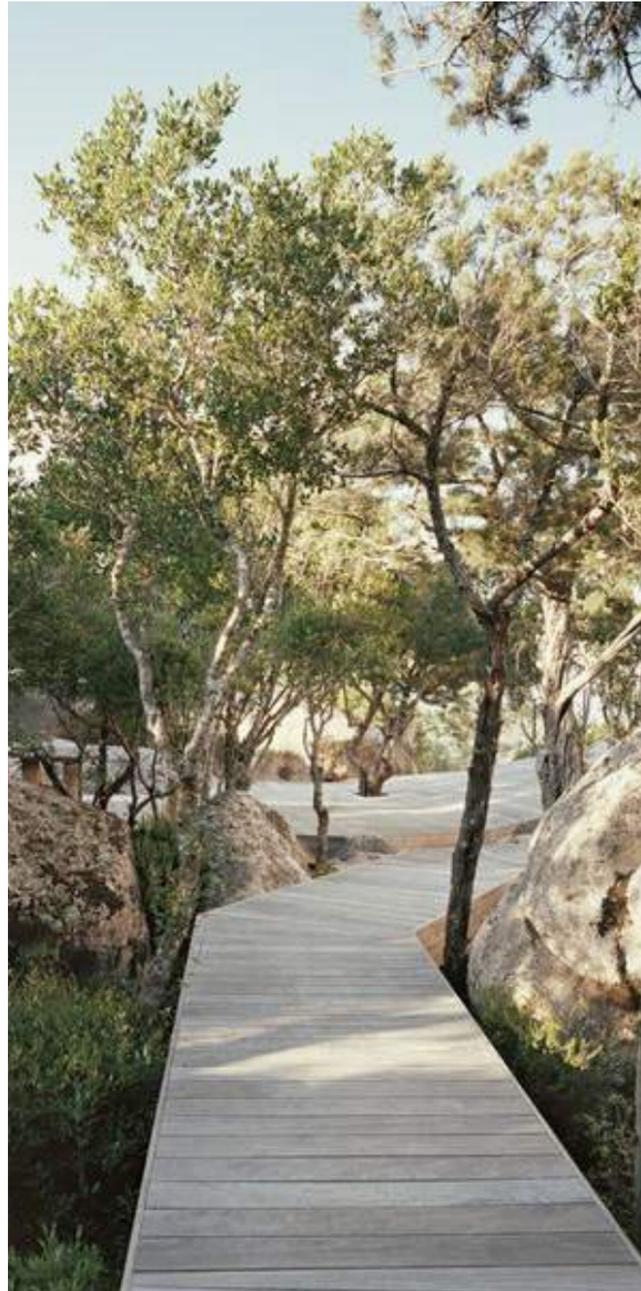


**MATERIALS** • Brick • Steel • Glass • Nature • Pattern • Whimsy • Layers • Textures • Connections



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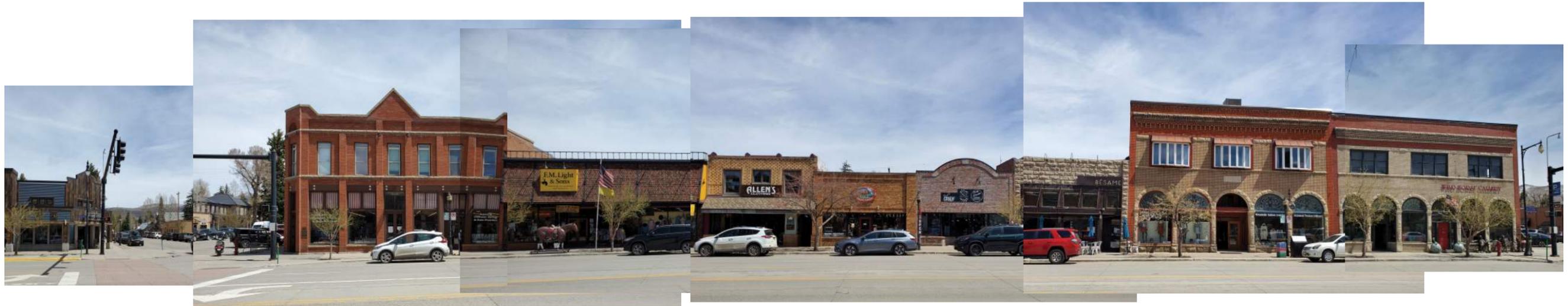
**CONNECTION & SPACES BETWEEN**

Gather • Integration • Connection • Nature • Pocket Parks • Wayfinding • Path • Spaces Between

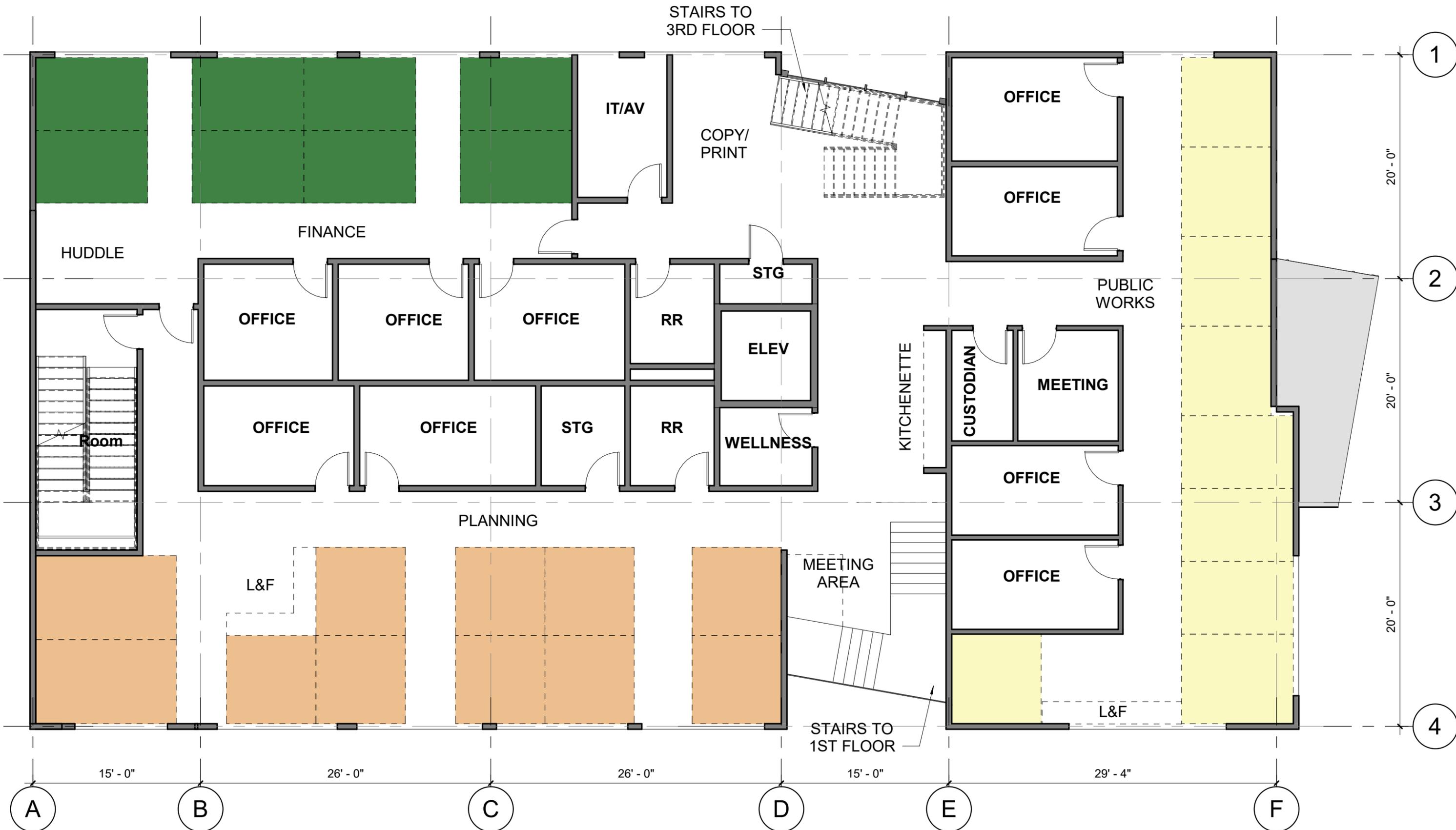


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Looking East on Lincoln Ave.



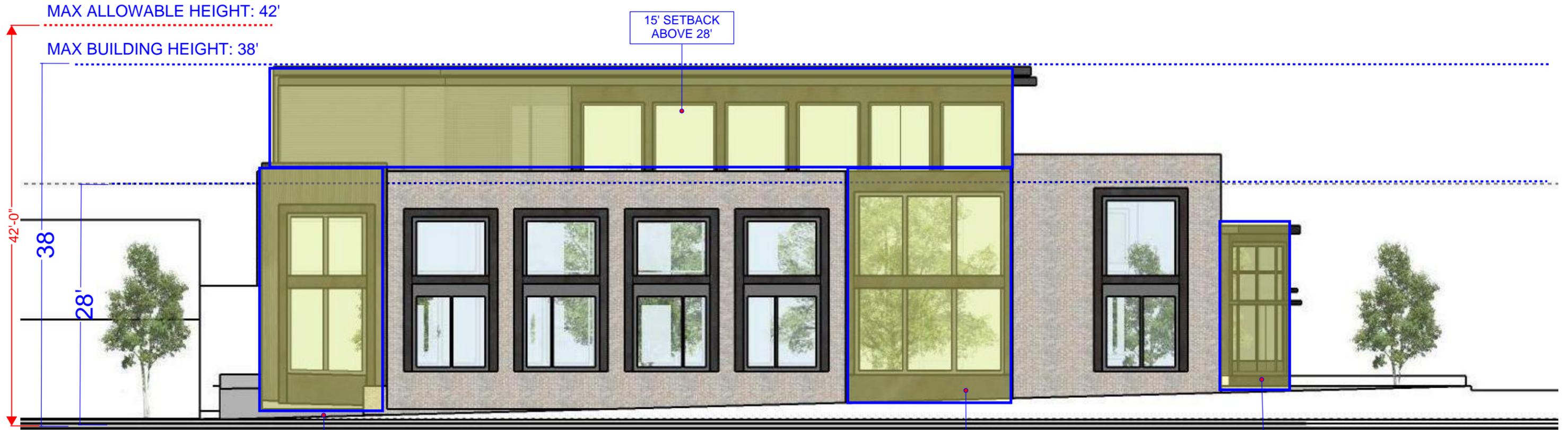
Lincoln Ave. Frontage



Entry View from 10th St.



Southwest View from Alley



AVERAGE SETBACK: 4'

AVERAGE SETBACK: 4'

MAIN ENTRY SET BACK FROM 10TH AND LINCOLN

- Front Setback - Lincoln St - Non-Conforming:**  
The majority of Lincoln St frontage meets the zero lot line. Select sections of the building have been recessed to create modules and break up the facade per Downtown Guideline CO.10.
- Front Setback - 10th St - Non-Conforming:**  
Building is proposed to be set back from 10th street to allow for a pedestrian plaza, and stairs/ramp to accommodate grade changes.
- Front Setback Above 28' - Lincoln - Conforming:**  
Current design proposes a 15' setback for the 3rd floor above 28'.
- Side Setback - Non-Conforming:**  
Current design proposes a 10' setback at the west lot line due to drainage and windows on adjacent property.
- Rear Setback - Conforming:**  
Current design provides a greater than 10' rear setback.

**CO Commercial Old Town** 5 217

**217 ZONE DISTRICT: COMMERCIAL OLD TOWN**

**217.A Purpose**  
The Commercial Old Town zone district is intended to provide for commercial uses and development complementary to and compatible with the traditional character of the downtown area in terms of scale, streetscape, and pedestrian orientation. Commercial Old Town is a mixed-use district that emphasizes active commercial uses on the pedestrian level, such as retail, service, restaurants, and lodging, as well as accommodating office and residential uses that are complementary to and supportive of the active streetscape.

**217.B Dimensional Standards** (See below.)

Building Placement		Building Form	
<b>Lot Line Setbacks</b>			
Front		<b>Building Height<sup>1</sup></b>	
Principal Building up to 28'	0' min. 0' max.	Buildings without Residential on Uppermost Floor	Overall Height 28' max. Average Plote Height 28' max.
Principal Building above 28'	15' min.	Buildings with Residential on Uppermost Floor	Overall Height 38' max. Average Plote Height 38' max.
Side		<b>Public Facilities</b>	
Principal Building	0' max.	Overall Height	42' max.
Accessory Building	0' max.	Average Plote Height	42' max.
Rear		<b>Other Standards</b>	
Principal Building	10' min.	Lot Coverage	no max.
Accessory Building	10' min.	Floor Area Ratio	200% max.
<b>Lot Size</b>		Density	no max.
Width <sup>1</sup>	25' min. 150' max.	Dwelling Units per Lot no max.	
Depth <sup>1</sup>	no min.	<sup>1</sup> The above graphics are not intended to illustrate how building height, lot width, or lot depth is measured. Refer to Section 901 for rules of measurement.	
Area	3,000 sf min. 22,000 sf max.		

Community Development Code  
Steamboat Springs Municipal Code Chapter 26

1	Purpose & Administration
2	Zone Districts
3	Use Definitions & Subdivisions
4	Development & Design Standards
5	Signs
6	Subdivision Standards
7	Development Fees
8	Rules & Ordinances

**Building Overall Height - Conforming:**  
Proposed building height is 38'

**Floor Area Ratio - Conforming:**  
Existing Lot Size = 21,220 sf  
Proposed City Hall Total = 15,600 sf  
FAR = 74%

