



Old Town Scottsdale Checklist

Urban Design & Architectural Guidelines

This checklist summarizes the Primary and Supporting Guidelines found in the Old Town Scottsdale Urban Design and Architectural Guidelines – online at www.scottsdaleaz.gov – search “UDAG”. At your pre-application meeting, your project coordinator will identify design considerations expected of your specific development. This checklist may not represent every potential design-related consideration related to a project as other considerations may arise after more details are provided during the submittal process.

PART I – Old Town Scottsdale

The applicant’s submittal shall specify, through narrative and/or graphical exhibits, how the proposal addresses the Old Town Primary and Supporting Guidelines marked below.

Human Connectivity

Enhance the Pedestrian Environment

1. Create an interconnected, walkable downtown.

- 1.1 Enhance interconnectivity to, from, and within the site
- 1.2 Incorporate pedestrian links to neighboring developments
- 1.3 Maintain pedestrian grid pattern of each District
- 1.4 Design street-spaces/amenities that support the pedestrian
- 1.5 Minimize pedestrian interruption and pedestrian-vehicular conflicts

2. Maintain a consistent street edge and continuity of street-spaces.

- 2.1 Align new buildings with existing buildings – minimize space between buildings
- 2.2 Majority of building frontage at common setback line
- 2.3 Create a defined streetspace where building frontage does not currently exist
- 2.4 Unified street appearance through the provision of complementary street furniture, landscaping, etc.
- 2.5 Linear/rhythmic landscape planting at street edge
- 2.6 Outdoor dining – not to impede public / pedestrian realm
- 2.7 Outdoor dining – low, predominantly transparent fencing
- 2.8 Accommodate outdoor dining / entertainment venues / features, on private land
- 2.9 Outdoor dining – when separate from building, minimize conflict with the pedestrian clear width

Open Spaces

3. Incorporate open landscaped spaces in Old Town to encourage human interaction.

- 3.1 Support special events / day-to-day activities with open space and temporary/permanent infrastructure
- 3.2 Utilize a cohesive palette of design elements in public spaces
- 3.3 Complement / reinforce the design of adjacent public spaces
- 3.4 Reduce noise impacts on sensitive uses

4. Connect Old Town open spaces to the surrounding context.

- 4.1 Visually / physically connect open spaces to adjacent spaces
- 4.2 Connect private open space / buildings to public open spaces
- 4.3 Connect open spaces of neighboring developments
- 4.4 Distinguish between public and private spaces
- 4.5 Provide open space at intersections
- 4.6 Direct residential access to adjacent open space

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Site & Surrounding Context

Integration Into the Natural Environment

5. Manage access and exposure to sunlight; provide shade.

- 5.1 Design for filtered or reflected daylighting
- 5.2 Manage seasonal solar exposure – orientation, vegetation, design
- 5.3 Provide shade for pathways, outdoor spaces, and as part of building design
- 5.4 Minimize, or shade, materials that absorb/retain heat

6. Design with context-appropriate vegetation.

- 6.1 Emphasize a variety of drought tolerant plants
- 6.2 Plan for mature vegetation size and maintenance requirements
- 6.3 Relate landscaping palette to site architecture and neighboring properties
- 6.4 Multi-purpose vegetation – shade, wayfinding, heat relief, screening, etc.
- 6.5 Incorporate low impact development practices into site design

Incorporation Into the Built Environment

7. Ensure continuity of site development.

- 7.1 Orient buildings and active uses to public areas
- 7.2 Incorporate courtyards/outdoor spaces into site design – link to neighboring sites and the street
- 7.3 Integrate historic resources into development
- 7.4 Plan for public art in site / streetscape design

8. Design new development to be compatible and complementary to existing development.

- 8.1 Reflect / enhance the existing character of an area
- 8.2 Balance new design elements and existing architectural features and materials
- 8.3 Design for compatibility with historic resources
- 8.4 Discouraged: corporate or user branding in building design

9. Minimize the visual and physical impacts of utility equipment and building service areas.

- 9.1 Minimize visibility and on-site circulation conflicts of utility equipment/service areas
- 9.2 Conceal utility equipment
- 9.3 Locate utility equipment and building service/delivery areas along the alley or within the site interior
- 9.4 Incorporate rideshare queuing / drop off into site planning
- 9.5 Lighting and signage on alleyway-facing façade

10. Contribute to the ambiance, character, and safety of Old Town through architectural and site lighting.

- 10.1 Utilize exterior decorative lighting fixtures that reinforce design and the surrounding context
- 10.2 Illuminate / emphasize architectural features
- 10.3 Minimize glare, brightness, and visual hot spots
- 10.4 Contribute to pedestrian lighting through exterior and interior building lights
- 10.5 Provide pedestrian scale lighting
- 10.6 Provide evenly-distributed, warm lighting beneath covered walkways
- 10.7 Utilize lighting to emphasize artwork in the public realm

11. Utilize signage that supports Old Town character and function.

- 11.1 Complement development design and the surrounding area
- 11.2 Coordinate sign locations with building / landscape design
- 11.3 Permanent business signage at the primary street frontage
- 11.4 Shingle signs under covered walkways in the Downtown Core
- 11.5 Illuminate wall signs with indirect, shielded lighting
- 11.6 Discouraged: illuminated cabinet signs
- 11.7 Prohibited: monument signs in the Downtown Core – and strongly discouraged throughout Old Town

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Building Design

Building Mass, Form, & Scale

12. Design buildings to complement the existing development context.

- 12.1 Compatible transition in building scale, height, and mass
- 12.2 Design the first few stories to visually relate to adjacent buildings / surrounding context
- 12.3 Locate more intense building mass, height, and activity away from Old Town boundary
- 12.4 Building form as the primary method to make compatible transitions between Development Types

13. Reduce apparent building size and mass.

- 13.1 Reduce apparent size / mass of buildings – subdivide into base, middle, and top
- 13.2 Incorporate setbacks and stepbacks
- 13.3 Subdivide large building mass through architectural features and material articulation
- 13.4 Avoid long / continuous blank wall planes
- 13.5 Physical / visual access points every 100-300 feet – subdivide building mass at regular intervals

High-Rise Building Design

14. Design high-rise buildings to reflect design excellence and fit within the surrounding context.

- 14.1 Design the base/podium to visually support the middle/tower and top/penthouse sections
- 14.2 Distinguish the middle/tower component from the base/podium with pronounced setback
- 14.3 Design the top/penthouse as a signature building element
- 14.4 Provide horizontal separation between multiple high-rise towers
- 14.5 Consider the potential for roof-top amenities
- 14.6 Utilize compact floorplates - avoid floorplate where the length is more than three times greater than the building width
- 14.7 High-rise building design / placement to support and reinforce Old Town wayfinding

Parking

15. Design parking facilities that fit within the surrounding context.

- 15.1 Below-grade parking is preferred – provide natural air and light
- 15.2 Design above-grade structures to integrate into the neighborhood context
- 15.3 Disguise structural components of above-grade structures by incorporating architectural features
- 15.4 Incorporate active uses at the ground floor of above-grade structures
- 15.5 Locate at- and above-grade parking at the rear or interior of the development site
- 15.6 Orient short edge of parking facilities along street frontage
- 15.7 Incorporate rhythm / pattern of adjacent architectural design

Architectural Elements & Detail

16. Design building façades and architectural features to fit with the surrounding context.

- 16.1 Design similar floor-to-floor building heights with adjacent, existing development
- 16.2 Align architectural features with adjacent, existing development
- 16.3 Repeat architectural elements to link existing and new development
- 16.4 Within the Downtown Core – provide continuous covered walkway or shallow courtyard behind walkway
- 16.5 Outside the Downtown Core – provide continuous shaded walkway along pedestrian corridors
- 16.6 Utilize variety in building design elements that enrich character, visual interest, shadow, contrast, and color

17. Design buildings that are inviting.

- 17.1 Activate the ground floor of buildings
- 17.2 Provide a clearly defined public entrance
- 17.3 Orient main entrance toward the street
- 17.4 Provide frequent building entrances
- 17.5 Within Type 1 areas – ground floor window-to-wall percentage of 80% to 20%

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Materials

18. Use context-appropriate materials, colors, and textures in Old Town development.

- 18.1 Utilize materials with colors / coarse textures associated with the desert southwest
- 18.2 Use materials that complement the existing area
- 18.3 Use colors / materials that emphasize shadow patterns
- 18.4 Discouraged: Reflective materials that create glare and façades that are more than 80% glass
- 18.5 Emphasize muted desert colors – intense, saturated colors only encouraged as accents
- 18.6 Exterior finish materials such as concrete, brick, and tile to be left in their natural color or colored integrally
- 18.7 Natural materials are preferred over simulated materials
- 18.8 Changes in paint color, building material, and/or texture should occur with a change in horizontal wall plane
- 18.9 Vertically-stacked materials to be ordered by perceived material weight – heaviest at bottom / lightest at top

PART II – Specialty Districts

Specialty Districts provide additional design direction, specific to the following areas within Old Town Scottsdale – Historic Old Town, Civic Center, and Arizona Canal. If applicable, the applicant’s submittal shall specify, through narrative and/or graphical exhibits, how the proposal addresses the Specialty District Primary and Supporting Guidelines marked below.

Historic Old Town Design District

Building Design

HOT 1. Reinforce the Frontier Town, Western character of Historic Old Town through architectural design.

- HOT 1.1 Incorporate Frontier Town, Western architectural elements and design details
- HOT 1.2 Reinforce Historic Old Town character in design of buildings within 100-foot transition area
- HOT 1.3 Design buildings with a gable, flat, or shed roof
- HOT 1.4 Design two- and three-story buildings to maintain low, human scale
- HOT 1.5 Design covered walkways to include shed or flat roof form, wood post/beam structure, rhythmic column spacing, wood shake shingles, wide walkways, etc.

Storefront Design

HOT 2. Design building storefronts for merchandise display and pedestrian appeal.

- HOT 2.1 Running building elevation of no more than 75 feet
- HOT 2.2 At least one storefront entrance per building – maximum 50 feet between entrances
- HOT 2.3 Design storefronts with clear glass openings equal to 50 - 70% of the storefront area
- HOT 2.4 Storefront windows – sills at least 10 inches, but no more than 36 inches above the sidewalk
- HOT 2.5 Align horizontal architectural elements with adjoining buildings
- HOT 2.6 Utilize transparent, single or multilight wood frame door within a solid wall
- HOT 2.7 Encouraged: Security features that contribute to building design
- HOT 2.8 Discouraged: Exterior-mounted, roll-down security shutters on street-facing building façades
- HOT 2.9 Exterior-mounted, roll-down security shutters may be considered on the rear of a building

Colors, Materials, & Site Furnishings

HOT 3. Select colors, materials, and site furnishings that reinforce the Frontier Town, Western character of Historic Old Town.

- HOT 3.1 Materials with natural or integral coloring are preferred
- HOT 3.2 Materials may be protected through the use of compatible paints, stains, and clear coatings
- HOT 3.3 Utilize opaque or semi-transparent desert tones for the main color of a building, accented by darker or lighter colors – flat finishes are generally preferred
- HOT 3.4 Utilize colors, materials, and finishes already in use on the block
- HOT 3.5 Materials with smaller-scale units are preferred
- HOT 3.6 Finish stucco surfaces with a steel trowel or sponge float method
- HOT 3.7 Incorporate Western-style details into building and site design
- HOT 3.8 Provide broom finish, wood-plank texture pattern or brick-look pavement treatments

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Signs

HOT 4. Design signage to be compatible with building architecture and overall neighborhood character.

- HOT 4.1 Parapet wall signs to be flat to the wall surface, with cut-out, Western-style typeface, and indirectly lit
- HOT 4.2 Maintain a daylight contrast between sign copy and background of 40 - 70%
- HOT 4.3 Provide shingle signs under covered walkways – indirectly lit
- HOT 4.4 Discouraged: illuminated cabinet signs
- HOT 4.5 Prohibited: monument signs in Type 1 areas – and strongly discouraged throughout Old Town

Civic Center District

District Identity

CC 1. Promote the character and identity of the Civic Center District through open space, landscape, and urban design.

- CC 1.1 Incorporate gateway / urban design features at Key Entry Points
- CC 1.2 Design to promote a unified district aesthetic
- CC 1.3 Limit visual conflict between signage, lighting, and landscape placement
- CC 1.4 Design canopies/shade structures to maintain views

Building Design

CC 2. Activate the Civic Center primary open space area through building and site design.

- CC 2.1 Relate design to Bennie Gonzales’ architectural style
- CC 2.2 Incorporate stepbacks, recesses, and projections into the horizontal wall plane
- CC 2.3 Break up building massing at regular intervals and step height away from the primary open space area
- CC 2.4 Type 2 adjacent to primary open space area: follow specific stepback plane found in Guidelines (pg. 76)
- CC 2.5 Type 3 adjacent to primary open space area: follow specific stepback plane found in Guidelines (pg. 76)
- CC 2.6 Provide pedestrian access along the primary open space area at 100- to 300-foot intervals
- CC 2.7 Locate outdoor dining areas along the primary open space area – may extend 25 feet from building façade
- CC 2.8 Design canopies/shade structures to maintain views and sight lines outward onto the primary open space area
- CC 2.9 Outdoor dining patios – low, transparent fencing, with access provided through the restaurant
- CC 2.10 Encouraged: building design that incorporates terraces along the primary open space area
- CC 2.11 Strengthen the base of buildings that front the primary open space area
- CC 2.12 Screen and/or locate refuse containers away from the primary open space area

CC 3. Reduce the impacts of noise at the source, in spaces where sound travels, and at locations with noise-sensitive land uses.

- CC 3.1 Analyze noise compatibility / minimize noise impacts
- CC 3.2 Exterior site improvements to block, deflect, and attenuate noise
- CC 3.3 Incorporate sound attenuation in building design
- CC 3.4 Design outdoor dining patios and their audio/sound systems so as not to create undesirable noise

Public Art

CC 4. Strengthen the Civic Center District identity through integrated public art.

- CC 4.1 Incorporate permanent public art
- CC 4.2 Accommodate temporary public art

Arizona Canal District

District Identity

AC 1. Promote the character and identity of the Arizona Canal District through open space, landscape, and urban design.

- AC 1.1 Relate project design to district themes
- AC 1.2 Utilize landscape / open space design to reinforce district themes
- AC 1.3 Incorporate gateway / urban design features at Key Entry Points
- AC 1.4 Design to promote a unified district aesthetic
- AC 1.5 Utilize landscape design to convey a desert water oasis

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Building Design

AC 2. Activate the Arizona Canal District and corridor through building and site design.

- AC 2.1 Incorporate stepbacks, recesses, and projections into the horizontal building wall plane
- AC 2.2 Strengthen the base of buildings that front the canal corridor
- AC 2.3 Break up building massing at regular intervals and step height away from the canal
- AC 2.4 Provide pedestrian canal corridor access at 100- to 300-foot intervals
- AC 2.5 Provide a public entrance at the canal level and at Old Town street level
- AC 2.6 Visually reduce the distance between opposing canal banks
- AC 2.7 Type 2 adjacent to canal: follow specific stepback plane found in Guidelines (pg. 85)
- AC 2.8 Type 3 adjacent to canal: follow specific stepback plane found in Guidelines (pg. 85)
- AC 2.9 Locate outdoor dining areas along the canal corridor and adjoining public open spaces
- AC 2.10 Outdoor dining patios adjacent to canal corridor to maintain a pedestrian clear width and occupy no more than 50% of linear building frontage
- AC 2.11 Encouraged: building design that incorporates terraces along the canal corridor

AC 3. Reduce the impacts of noise at the source, in spaces where sound travels, and at locations with noise-sensitive land uses.

- AC 3.1 Analyze noise compatibility / minimize noise impacts
- AC 3.2 Exterior site improvements to block, deflect, and attenuate noise
- AC 3.3 Incorporate sound attenuation in building design

Public Art

AC 4. Strengthen the Arizona Canal District identity through integrated public art.

- AC 4.1 Incorporate permanent public art
- AC 4.2 Accommodate large-scale temporary public art

PART III – City Contact

If you have any questions regarding this Old Town Scottsdale Urban Design and Architectural Guidelines Checklist, please contact your Project Coordinator.

Coordinator Name (print): _____

Phone Number: 480-312- _____

Coordinator Email: _____

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