Appendix G

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

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

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

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

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

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

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

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

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

SURFACE PARKING LOT LANDSCAPING
- To screen parking lots from the street.
- To soften the appearance of parking lots with the addition of landscaping.

ROOFS
- To maintain visual uniqueness of Teton Village and the surrounding natural landscape.
- To maintain the shape of the primary residential roof form.
- To maintain the generally uninterrupted simplicity of a slope roof form, and any attendant architectural forms such as dormers, as seen from the street or public open space.
EXTerior Characteristics and Materials
- To avoid large areas of undifferentiated or blank facades.
- To use lasting materials that convey a sense of quality and attention to detail.
- To use materials which reflect regional resources and building traditions.
- To minimize the use of highly reflective metal and glass.

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

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

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

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

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

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

Signage
- To respect the ‘night sky’ lighting objectives of Teton County.
- To provide effective signs that are sensitive to the area’s development character.
- To attract and inform visitors without creating sensory overload and clutter.
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I. URBAN DESIGN AND SITE PLANNING

1A. INFRASTRUCTURE FRAMEWORK

1A1. STREET NETWORK AND STREET DESIGN

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

a. Streets and roadways shall be designed for efficient and attractive circulation. Grid and/or modified grid patterns are recommended street patterns to maximize connectivity. See Illustration 1A.a. Within the Village Core, cul-de-sac streets and dead-ends are discouraged. See Illustration 1A.b.

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

1A1.1 Typical street design

a. Streets shall include the following elements:
   - Wider moving lanes where more traffic is expected or where buses are present.
   - Two way traffic with no on street parking.
   - Detached sidewalks with street trees and/or other landscaping;
   - Except at major intersections with McCollister, no separate left or right turn lanes at intersections.

b. All streets shall incorporate public vehicular and pedestrian access either by being publicly dedicated ROWs, or by including public access easements on private streets.

1A1.2. Access to existing and future transit routes

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

1A2. PEDESTRIAN / BICYCLE NETWORK

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

Village Core Street Patterns

Desired:
Grid or modified grid street patterns maximize connectivity.

Illustration 1A.a

Discouraged:
Cul de sacs do not provide pedestrian and vehicular connectivity.

Illustration 1A.b
bicycle trails.

1A2.1. Typical conditions

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

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

a. Where a bicycle trail runs through the Village Green, it shall be separated by at least 10 feet from the face of any building or porch.

b. Where a bicycle trail merges with the pedestrian zone of Clock Tower Walk, it shall become a dismount zone for bicyclists.

1A2.2. Special conditions

• Clock Tower Walk is primarily a pedestrian street with emergency vehicle access.

• A continuous boardwalk and protective arcade providing uninterrupted pedestrian circulation shall be constructed along building frontages on the south side of Clock Tower Walk. This boardwalk shall be a minimum clear width of 10 feet. See Illustration 1A.e.

• The remainder of the walk shall be composed of paving designed to be both walkable and attractive.

• Outdoor seating for restaurants and cafes may encroach into this space so long as emergency vehicle clearances are maintained.

1A2.3. Pedestrian crossings
Pedestrian crossings at selected intersections shall provide special paving treatments in the street to indicate that pedestrians have priority. These intersections are: Clock Tower Walk at Crystal Springs Road; and McColister Road at Crystal Springs Road. In addition, the pedestrian paving treatment at the Clock Tower Walk/Crystal Springs Road intersection helps to unify the existing Teton Village with the Teton Village Expansion. These elements shall be detailed at the sketch plan submittal stage.

1A2.4. Pedestrian connections
Pedestrian connections shall be made to adjacent...
neighborhoods, the ski resort area, and county path system. See Illustration IA.d.

1A2.5. Pedestrian access to structured parking
Easy and clear pedestrian access shall be provided to and from parking structures that serve the public.

1A3. OPEN SPACES, PARKS, AND PLAZAS
Objectives:
- To integrate open areas (parks, plazas, greenways, etc.) with the adjoining developments in order to maximize the use of the open space, to provide informal oversight and security; and to take advantage of the open space as an amenity.
- To provide desirable view corridors and access to the mountains and surrounding open lands.
- To maintain natural areas as village amenity.
- To locate Fish Creek and an irrigation ditch along McCollister Road to add to the rural feel of the entry.
- To maintain a more rural and regional character along McCollister Road by providing substantial setbacks and landscaping.
- To create a more rural and regional sense of place at the entry of the village and resort by locating riding stables at the intersection of McCollister Road and Highway 390.
- To interweave a green necklace of linear naturalized open space featuring a watercourse network of natural and manmade drainages through the street block pattern.
- To create a linked set of special public open spaces: Clock Tower Walk and Village Green.

1A3.1. Open spaces in the Village Core
These areas include Clock Tower Walk and Village Green. See Illustration IA.e.

Clock Tower Walk
a. Clock Tower Walk shall make a pedestrian/bicycle connection to the resort pedestrian network across Crystal Springs Road. It shall also provide a view of the tram tower at least by the half-way point between Crystal Springs Road and Saratoga Road.
b. The bicycle portion of the connection shall be a dismount zone.
c. Clock Tower Walk shall be designed to accommodate programmed activities such as small outdoor musical events, farmers markets, art and craft shows and other similar activities. See IA2.2, and section c.1.c1

Village Green
a. A neighborhood park (Village Green) shall be provided within the Village Core. The Village...
Green shall be bordered by predominantly residential units which orient their entries and primary facades toward it. It shall also be easily accessible from other residential uses via the village core’s pedestrian and bicycle network.

- The Village Green shall be visible to the retail/commercial area centered on Clock Tower Walk. Activities encouraged in the Village Green are:
  1) Informal recreation
  2) Picnicking
  3) Walking
  4) Sitting, reading, etc.

### IA3.2. Open space along McCollister Drive

**Fish Creek Parks**

- Two small open spaces focused on a realigned Fish Creek shall be provided along McCollister Road.
- These parks primarily provide a publicly accessible natural open space zone along McCollister Road. They shall include a continuous pedestrian/bicycle trail, and some outdoor seating opportunities.

### IB. SITE DESIGN

#### IB1. BUILDING SITING AND ORIENTATION

**Objectives:**

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

**IB1.1. General siting**

- Within the Village Core, buildings shall be sited to create meaningful outdoor spaces.
- Streets, plazas, and parks shall not be “left over” areas, but shall be of useable size and well defined by buildings.
- All buildings shall have facades, access, and primary landscaping that reinforces the street as the organizing element in the area.
- In general, buildings should be oriented toward the street or public open space, except buildings in parcels G, H, and parcel M. See Illustration IB.a.

**IB1.2. Distances to transit route and centers**

In the Village Core, the transit center shall be located to be within a short walking distance of both the ski resort facilities and the Village Core commercial / mixed use area. Other transit stops (if any) should be located near higher residential concentrations within the Village Core. See Illustration IB.b.
IB1.3. Building orientation and entrances

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

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

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

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

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

IB2. SETBACKS AND BULK

Objectives:

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

IB2.1. Building and parking setbacks from streets

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

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

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

Clock Tower Walk

a. Along the northern boundary of Parcel B, buildings
shall be set back from Clock Tower Walk (a public pedestrian way described in A1.3) enough to allow for a covered board walk along and between buildings. See the Schedule of Dimensional Limitations for setback requirements per Parcel.

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

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

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

**IB2.2. Building separation**

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

**IB2.3. View corridors**

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

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

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

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

**IB3. PARKING LOTS AND PARKING STRUCTURES**

Objective:

- To provide a vehicular circulation and parking system that provides safe, efficient, and convenient access while minimizing pedestrian/vehicular conflicts.
IB3.1. Parking siting
a. Parking garages and large surface parking lots shall be screened from the street as much as possible by retail, residential or mixed uses in order to provide desirable activities along the sidewalks.
b. Wrapping the exterior of parking garages with retail, mixed-use buildings or residential buildings is highly encouraged. See Illustration IB.e.
c. Where it is not possible to entirely surround a parking lot or garage with buildings or to line the garage with other uses, the lot or garage should be placed on the least important street in terms of character or pedestrian activity.

IB3.2. Parking location
Parking garages or off-street surface parking lots shall not adjoin Clock Tower Walk.

Illustration IB.e

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

IIA. GENERAL LANDSCAPE CHARACTER

Objective:
* To support the desired character of the Village Core, or portions of the Core.

a. Within the Village Core, landscaping shall be more formal in order to accentuate the urban character of the built environment. Plant materials, massing, spacing, and height characteristics shall complement the urban character of the village. See Illustration II.a.

b. Along the perimeter of the Village Core, landscaping shall be less formal. Street trees and buffer landscaping in front of buildings may follow informal western landscaping schemes. See Illustration II.b.

c. Native materials shall be used wherever possible and shall be planned and designed to have a natural appearance.

IIA1. PLANT MATERIALS

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

IIB. INFRASTRUCTURE

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

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

IIB1.1. Street trees

a. Within the Village Core, streets without covered boardwalks shall have a minimum of one tree per 35 linear feet of street frontage unless a better alternative is approved by special review.

b. When street trees are planted in tree grates or other creative devices, the unpaved surface shall be a minimum of 36 square feet. See Illustration II.c.

c. Street trees shall be strong wooded and able to endure pollution, compacted soils, minimal water, and low maintenance. The type of street tree shall meet Teton Village Association standard.

d. Street trees in tree lawns shall be a minimum of 2.5 inch caliper at time of planting. Larger trees are encouraged at key locations.

e. Trees and irrigation techniques, requiring minimal water are recommended. Irrigation shall be designed and installed for street trees to deliver the appropriate amount of water to each tree with minimal waste.
IIIB1.2. Lighting
a. Free standing pedestrian lights along pedestrian ways shall be no higher than 15 feet from the ground to the bottom of the light fixture.
b. Lighting for public areas shall be incorporated into buildings where possible (see III Architecture, Building Lighting IIIG4). See Illustration III.v.
c. Free standing light fixtures shall be limited to those locations and areas where buildings are not close enough to paths and spaces to provide effective lighting.
d. Lighting standards shall use the minimum number of fixtures necessary for safety.
e. No “up lighting” shall be permitted. All lighting shall be downcast. Light spillover and glare shall be minimized, and shall conform to Teton County Land Development Regulations, Sec. 49370.
f. Light sources shall be shielded (indirect). High density flood lights or light sources directed at the viewer are prohibited.
g. Fixture selection shall be unified throughout the Village, using materials such as timber and dark metal. No reflective surfaces shall be allowed.
h. Within the Village Core, the following streets shall have pedestrian lights - free standing and/or sharp cutoff wall mounted fixtures: Clock Tower Walk through the Village Green; Saratoga Road; Apres Vous Road; Crystal Springs Road between McCollister Road and Apres Vous Road. See Illustration II.d. Wherever possible, pedestrian lighting shall be provided by wall mounted sharp cut-off fixtures. A detailed plan for these elements shall be provided at the sketch plan submittal phase.
i. Free standing pedestrian lights and posts in the Teton Village Expansion Area shall match the existing Teton Village pedestrian lights and posts unless the existing pedestrian lights do not meet Sec. 49370 A of the Teton County LDRs. If the existing lights do not meet this section, the pedestrian lights of the expansion area shall meet Sec. 49370 A and be designed to match the existing Teton Village lights as closely as practicable.
j. Parking lot lighting shall be provided only to ensure safe conditions at pedestrian/vehicle crossings. Such lighting shall be provided by sharp cut-off, low bollard type fixtures.
k. The color of the light source shall be the same for pedestrian and parking lot lighting. A white light such as that provided by metal halide and fluorescent sources is preferred.

IIIB2. PARKS AND OPEN SPACE LANDSCAPING

IIIB2.1. Village Green

Street tree planting approach, Tree grate concept, Illustration II.c

Pedestrian lighting concept, Illustration II.d
Teton Village Expansion Resort Master Plan
Teton County, Wyoming

LANSCAPE DESIGN STANDARDS

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

IIB2.2. Clock Tower Walk
a. Hardscape and power outlets shall support this space's function as a pedestrian way and location for programmed activities such as musical events, farmer's markets, art and craft fairs, merchant displays, and other special events. This space may be punctuated by a carefully placed landscape element, kiosk, or art piece.
b. The design of this space shall accommodate emergency vehicles, and delivery trucks.
c. The character of this space should feel like an old street closed to vehicular traffic, and reclaimed entirely for the pedestrian.
d. While part of the bicycle system, this street shall be a bicycle dismount zone with ample bicycle racks.
e. Pedestrian lighting shall be provided, either matching the lighting within the existing Teton Village, or specially designed to accentuate this central space.
f. Movable seating, or informal seating built-in around a special landscape feature, kiosk or art piece is preferred rather than fixed benches in order to maximize the flexibility of the space.

IIB3. BUFFERS
Objectives:
• To provide separation between uses and activities that may conflict with each other.
• To provide visually appealing environments by means of well-designed landscaping.

IIB3.1. Perimeter landscaping along office, retail, or mixed use setbacks
All street setbacks shall either be landscaped or developed with pedestrian amenities such as sidewalks and plazas.

IIB3.2. Perimeter landscaping along parking lots and parking structures
a. When surface parking lots and parking structures face the street, the street yard setbacks shall be landscaped to screen the parking.
b. Within these setbacks a minimum one tree per 200 square feet shall be provided.
c. Within these setbacks a minimum of three layers of plant materials should be provided, including shade, evergreen, and/or ornamental trees; shrubs; and ground covers.

II.B3. Ground floor residential buffers
The entire street yard setback between ROW and buildings with ground floor residential units shall be landscaped and designed with appropriate walks, stoops, or porches. See Illustration II.e.

II.B4. SURFACE PARKING LOT LANDSCAPING
Objectives:
• To screen parking lots from the street.
• To reduce the scale of surface parking lots
• To soften the appearance of parking lots with the addition of landscaping.

II.B4.1. Landscaped area percentage
a. For surface parking lots 90 spaces to 200 spaces, 5% of the interior of the lot shall be landscaped excluding landscaping within the perimeter setbacks.
b. For surface parking lots over 200 spaces, 7.5% of the interior lot shall be landscaped excluding landscaping within perimeter setbacks.
c. Street trees and landscaping within the ROW may not be counted to meet parking lot landscaped area percentage requirements.

II.B4.2. Landscaped islands and medians
a. Landscaped islands and medians are encouraged to be used in order to define circulation patterns, provide shading of paved areas, and visually break up continuous rows of parking.
b. Minimum 8-foot-wide landscaped islands are encouraged to be provided at the ends of parking aisles.

II.B4.3. Landscaping within setback areas
Use shrubs, landscaped berms or low garden walls to screen parking from peripheral streets.
III. ARCHITECTURE

III.A. ROOFS

Objectives:

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

III.A.1. ROOF FORMS AND PROPORTIONS

a. All buildings shall have a simple gable as their principal roof form. No flat roofs or hipped roof forms shall be allowed, with the exception of the deck surfaces of balconies, parking garages and small rooftop mechanical areas of 200 square feet or less.

b. Shed roofs shall be allowed by special review; review will consider the extent to which the application of the shed form supports the overall intent to create a village of roofs.

c. The main gable shall have the same slope angle in each direction.

d. Gable ends should continue the siding material of the highest habitable story continuously to the rake to avoid the appearance of a hat-like roof perched on a box. See Illustration III.b.

e. The main gable pitch may vary from a minimum of 5:12 to a maximum of 12:12. See Illustration III.c.

f. Shed and hipped roof forms may be allowed on secondary roofs. Secondary roofs are defined as the sheltering forms provided for articulations of the main building mass (bays, niches, porches, vestibules, balconies, and projections). See Illustration III.d.

g. Long unbroken expanses of roof shall be articulated with cross-gable and shed dormers or changes in the ridge line. Dormers are preferred over flat skylights where light and ventilation are required. See Illustration III.e.

h. To maintain a consistent preeminence of the roof vocabulary, the projection of the eave beyond the main building face should have a minimum proportional relationship to the building height at the eave of 1:7. The rake projection/building height ratio should be a minimum of 1:10 at the eave where the eave ratio is.
established. See Illustration III.f.

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

IIIA. CHARACTER AND MATERIAL

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

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

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

IIIB. EXTERIOR CHARACTERISTICS AND MATERIALS

Objectives:

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

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

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

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

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

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

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

IIIC. MASSING, BULK AND PROPORTIONS

Objectives:

- To create visually interesting facades.
- To provide human scale and detail.
- To use traditional mountain architecture as a model.
for new design. Traditional Alpine architecture and many other cold-weather vernacular buildings tend to be cubic in general massing. Cubic forms, when applied to buildings of multiple stories, can produce imposing bulk and dramatically massive roofs.

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

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

IIIC1. SPECIAL CONDITIONS
Objectives:
• To emphasize important components of a building, such as special interior spaces and corners
• To border streets and public open space with high quality building facades.

IIIC1.1. Corner buildings
a. Buildings that occupy corner sites, with frontages on two streets, shall provide appropriate facades on both sides that extend the continuity of the street character and that animate the facades with windows, doors, and other architectural features to create an interaction between the interior spaces and the street.

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

IIIC1.2. Buildings fronting onto open space
a. Buildings that adjoin Clock Tower Walk and The Village Green shall orient high quality facades to these spaces.

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

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

d. Buildings shall reduce their bulk by incorporating at least two of the following approaches:
   1) Design significant changes in form, ridge lines or wall alignments so that larger buildings appear to be composed of multiple buildings, or wings.
   2) Varying the height of the building.
   3) Enclose the top floor largely within the roof form. See Illustration III.r.
IIIC1.3. Upper level building setbacks
In order to reduce the bulk of buildings higher than three stories or 35 feet to the eave line of the roof, shall step back a minimum of 50% of the fourth and higher floors at least 5 feet from the lower wall plane of the building. See Illustration III.i.

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

IIID1. BUILDING TRANSPARENCY
a. Commercial/Mixed-use buildings shall provide a ground floor with a high degree of transparency between their interior and the adjacent pedestrian zones.
b. Glazed areas of commercial uses at the ground floor level shall be no less than 60% of any secondary bay area measured between 1st floor, 2nd story, and centerline of bay division.

IIID2. BOARDWALK
The provision of a fixed, permanent, covered public pedestrian way shall be required for the entire length of all buildings fronting the south side of Clock Tower Walk. This covered way shall incorporate a raised boardwalk, guardrails where required by building codes, and all necessary devices to accommodate level changes at points of entry and at transitions between adjacent buildings, including steps and ramps as required by building codes and ADA requirements. See Illustration III.j.

IIID3. BUILDING PROPORTION
In order to achieve an appropriate level of articulation and scale, derived from that of old commercial vernacular buildings, the following proportional system should be applied for all mixed-use buildings with ground floor commercial space in the Village Core:
  a. In no instance shall a building exceed 62'-6" from ground level to the top of the roof.
b. The minimum height from ground floor finish floor to second floor finish floor for commercial mixed use buildings should be at least 9 feet. 
See Illustration III.1.
c. The façade should be divided into horizontal bay modules of (0.5-2.5) x height. This bay module should be the basis for developing building massing offsets, façade detailing and material articulation, opening placement and division, and signage configuration. See Illustration III.m.
d. Each ground floor bay module should be subdivided into at least two secondary bays, with a maximum width of 0.5 x module width. See Illustration III.n.
e. All glazed opening subdivisions at ground floor level shall have a width to height proportion no greater than 1:3.
f. All window and door openings at upper floor levels of Village Core mixed use buildings should have a width to height proportion no greater than 1:3. True subdivided lights are encouraged but no window shall have more than four individual lights.

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

III.E1. BUILDING SITING
Residential buildings within the Village Core are encouraged to have their ground-attached units raised above adjacent public sidewalk level by at least three steps, in order to provide a degree of privacy. Covered stoops or porches shall be provided for building or unit entries. See Illustration III.o.

III.E2. BUILDING ENTRANCES
Ground-attached unit entries are encouraged to the maximum extent possible. Where a multi-unit residential building requires a common street entry for more than two units, this common entry shall incorporate a covered porch or stoop regardless of ground-floor relationship to grade. See Illustration III.p.

III.E3. BUFFER
Where ground floor levels incorporate one-level residential units, these units shall be
buffered from adjacent public ROWs by porches, balconies, or a minimum 10 feet wide landscaped buffer for at least 25% of its ROW frontage. See Illustration III.q.

III.E4. USABLE SPACES
The utilization of the space developed under large gable roof forms for living space is encouraged, whether in the form of an additional level of living space or as part of a vaulted high space on the level below. See Illustration III.r.

III.E5. WINDOW PROPORTION
Window and door proportional relationships should conform to a maximum width/height ratio of 1:3 for all unit, sub-unit, and glazing light units. Basic units of these proportions may be ganged into multiple units. Window proportions of greater than 1:3 should be allowed for window units with a width of less than 1.5 feet. These windows should constitute less than 20% of the total building window count. See Illustration III.s

III.F. PARKING GARAGES
Objectives:
• To edges parking garages with active ground floor uses, or locate parking garage so that other buildings with active uses are between them and the street.
• To design a parking garage exposed to a street so that it fits with the character of a village in a rural, ranching area.

III.F1. DESIGN
a. Any parking garage that adjoins a street shall incorporation one of the following approaches:
1) Locate ground floor uses within the parking garage where it adjoins a street.
2) Design the parking garage so that it appears to be a commercial building with window-like openings, and at least one bay with display windows providing information or art.
b. Parking garages shall not be required to incorporate sloped roofs or mansard roofs.

III.F2. MATERIALS
Wall materials for parking garages shall match or be closely related to the materials used in the adjoining buildings. In no case shall finished garage walls be composed of tilt-up concrete, poured-in-place concrete, or precast concrete.

III.G. SERVICE AREAS, LOADING AREAS, AND
Objectives:
• To minimize the visual impact of services areas, refuse storage and mechanical/electrical equipment on streets, open spaces and adjoining development.
• To design rooftop screening elements and penthouses to complement the architecture, materials and colors of the building. The intrusion of the sights, sounds, and functions of building services into the public realm can discourage and disrupt the commercial and social activities it is meant to support, as well as distract from the general visual character of the Village.

IIIG1. SERVICE AND LOADING AREAS
Refuse storage and collection areas, service areas, and loading docks shall not be located along street frontage and shall be screened from view from public streets, open areas, and pedestrian corridors.

IIIG2. MECHANICAL EQUIPMENT
a. Rooftop mechanical units shall be screened. See Illustration III.t.
b. Architectural screening, including wall or roof forms, shall be required to be at least 1 foot higher than the height of the equipment so that the equipment is not visible from distant viewpoints as well as street level.
c. Vents, flues, exhaust ports, and electrical equipment mounted to or penetrating walls shall either be screened by architectural details consistent with the Exterior Characteristics and Materials section, or painted to blend in with adjacent finished surfaces.
d. These mechanical elements shall not visually compromise the architectural character of the building through their number, size, or position.

IIIG3. BUILDING LIGHTING
a. Lighting shall not be directed upon the building. Indirect/concealed lighting shall be used such that its light source is not visible. All building lighting shall follow Sec. 49370 of the Teton County LDRs.
b. No neon shall be used externally, nor shall any light fixtures be located on buildings above the eaves.
c. Interior garage lighting shall be baffled to eliminate the visibility of the light source from the garage exterior. No pole lighting shall be allowed on the rooftop garage level. All lighting at this level shall only be provided by wall lights embedded into the garage parapet.
d. Lighting shall be provided within any arcade over a boardwalk or sidewalk in such a way as to eliminate glare. See Illustration III.u.
e. Porch lighting at the front entry is encouraged particularly if it is located within the porch roof structure where the light source is shielded from the street.
f. Residential garage door lighting shall be downcast, with the light source shielded from view.

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

Boardwalk or Porch Lighting Illustration III.u

Wall mounted lighting for public ways Illustration III.v
IV. SIGNAGE

IV1. GENERAL CONDITIONS
Objectives:
• To fit with the signs and graphic programs of the existing Teton Village
• To respect the existing Teton County Sign Ordinance
• To respect the ‘night sky’ lighting objectives of Teton County.

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

IV2. FREESTANDING SIGNS
Objectives:
• To provide effective signs that are sensitive to the area’s development character.
• To attract and inform visitors without creating sensory overload and clutter.

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

IV2.1. Monument signs
a. Only monument signs are allowed for free standing signs.
b. Freestanding monument signs on pedestals shall be used instead of freestanding signs on poles.
c. Only one monument sign is allowed for each commercial or mixed use building.
d. Monument signs are prohibited along Saratoga Road and Clock Tower Walk.

IV2.2. Landscaping
Monument signs should be combined with landscaping in order to provide attractive compositions whenever possible.

IV2.3. Dimensions
• Unless otherwise approved by the Teton Village Association and Board of County Commissioners, the sign face or text area shall be no higher than 4 feet, no wider than 8 feet and no bigger than 32 square feet per side.
• The overall height of a monument sign shall not exceed 6 feet. See Illustration IV.a.

IV2.4. External illumination
If signs are externally illuminated, the lighting shall be shielded to avoid glare and over-spill, shall be oriented downward onto the sign face rather than upward, and shall comply with Teton County Land Development Regulations. See Illustration IV.b.
IV3. ATTACHED SIGNS
Objective:
• To provide signs that enhance the architectural quality and pedestrian interest.

IV3.1. Signs permitted along Clock Tower Walk
Only attached signs are permitted adjacent to Clock Tower Walk. Signage along these pedestrian areas shall utilize one or a combination of canopy sign, projecting sign, wall sign or window sign up to a maximum of three signs per commercial establishment. Corner locations may be allowed up to 5 signs subject to the approval of the Planning Director. See Illustration IV.c.

IV3.2. Scale
Signage attached to buildings shall be pedestrian scaled and located for viewing by pedestrians, cyclists, and drivers.

IV3.3. Types and dimensions
a. Awning signs shall be no taller than 8 inches and no longer than 8 feet.

b. Projecting signs shall be no larger than 12 square feet with a maximum projection of 4 feet.

c. Wall signs shall be no larger than 10 square feet.

IV3.4. Unique signs
Individual and unique signage is encouraged.