



CENTRAL CITY COMPREHENSIVE PLAN UPDATE 2026 Public Meeting # 2

August 4, 2025



OBERMEIER•SHEYKHET
ARCHITECTURE

AGENDA HIGHLIGHTS: MEETING – Intro & Purpose

I. PUBLIC MEETINGS OVERVIEW

II. PROPOSED DESIGN CONCEPTS

A. Village Concepts & Character

B. Urban Connectivity

i. Pedestrian

ii. Vehicular

a) Private Traffic

b) Public Transit

c) First Responders

iii. Multi-modal

B. Historic Building Case Studies

V. Q&A

V. EXHIBITS

A. Team Composition (from Meeting #1
7.29.2025)

B. Links to Preservation Standards

III. KEY RECOMMENDATIONS

IV. HISTORIC PRESERVATION & MODERNITY

V. SELECTED CASE STUDIES

A. Historic District Case Studies



The background of the slide is a composite image. It features a detailed architectural line drawing of a city street scene with various building facades, windows, and trees. Overlaid on this drawing is a grayscale photograph of a modern city skyline, including a prominent curved skyscraper. The text 'PUBLIC ENGAGEMENT' is centered over the image in a large, bold, purple font.

PUBLIC ENGAGEMENT



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PUBLIC MEETINGS SCHEDULE

PRODUCTION DURATION

<input checked="" type="checkbox"/>	I. Analysis & Work Sessions	4.0 weeks
<input checked="" type="checkbox"/>	II. Public Engagement: Session 1 (7.29.2025)	1.0 week
<input checked="" type="checkbox"/>	III. Public Engagement: Session 2 (8.4.25)	1.0 week
<input type="checkbox"/>	IV. Public Engagement: Session 3 (8.18.25)	1.0 week
<input type="checkbox"/>	V. Design Updates for Final Recommendations (Aug-Nov '25)	9.5 weeks
<input type="checkbox"/>	VI. Planning Commission Presentation (Dec '25-Jan '26)	3.5 weeks
<input type="checkbox"/>	VII.City Council Presentation (Feb '26 – Mar '26)	4.0 weeks

- Durations are exclusive of approvals.
- Compliance with schedule depends on active involvement of the city administration and staff, stakeholders and public.



PUBLIC MEETINGS CONTENT

1. PUBLIC MEETING 1: 7.29.2025

- A. Introductions & Process
- B. Goals & Objectives
- C. Key Concepts & Ideas

2. PUBLIC MEETING 2: 8.4.2025

- A. Formal Presentation of the
proposed Design
- B. Key Recommendations
- C. Historic Preservation and
Modernity
- D. Case Studies

3. PUBLIC MEETING 3: 8.18.2025

- A. Engineering & Infrastructure
- B. Roads & Transportation
- C. Public comments



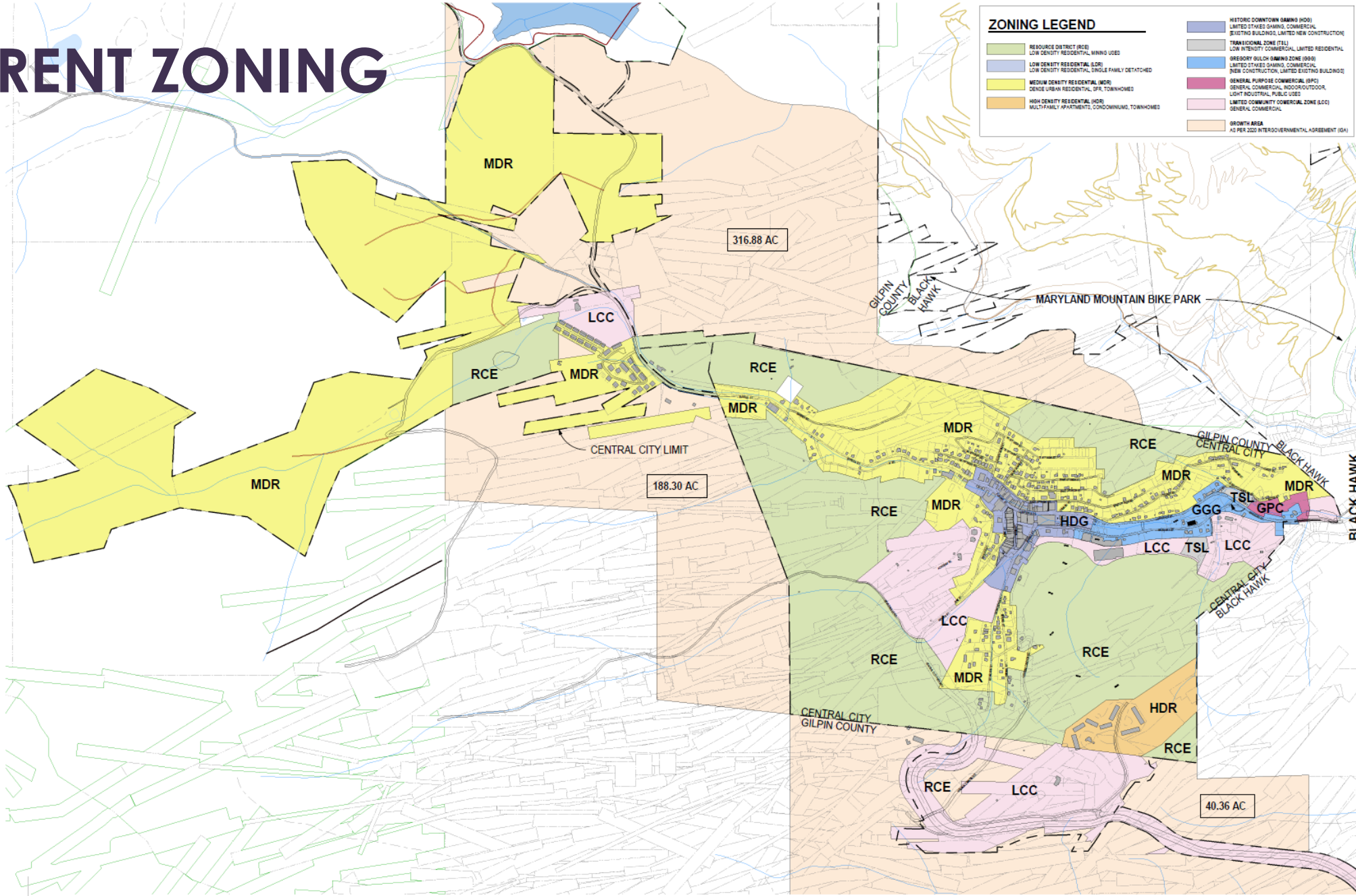


CONCEPTS OVERVIEW



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CURRENT ZONING



PROPOSED LAND USE CONCEPTS

AREAS OF STABILITY

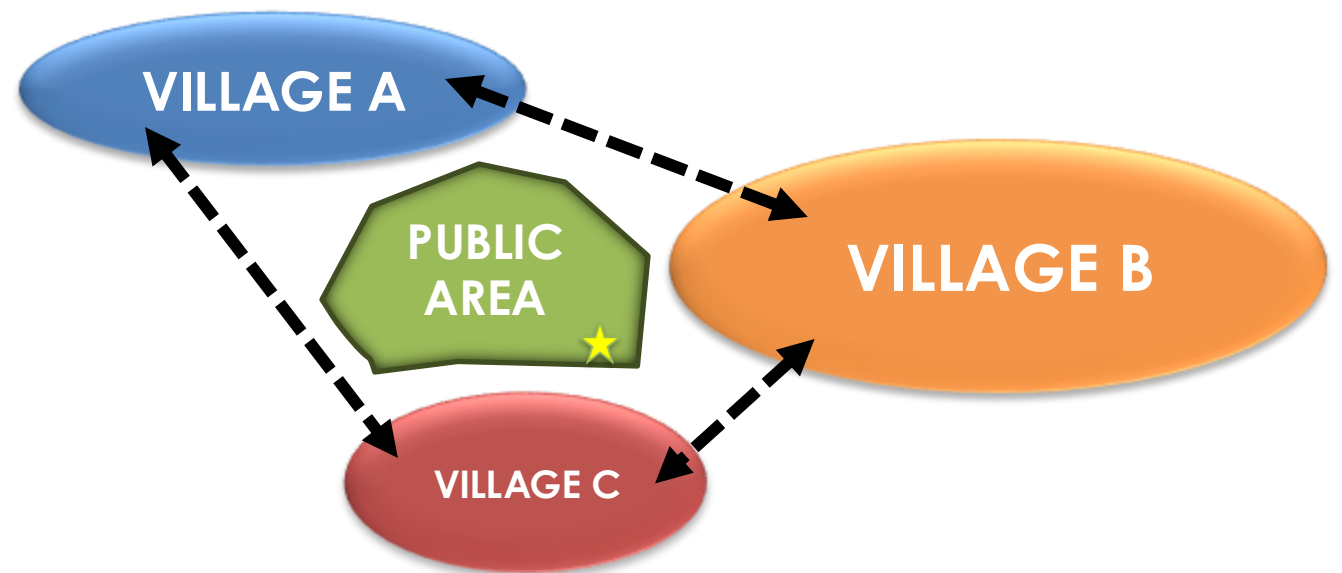
1. Historic Core
2. Historic Residential Areas
3. Rely on Infill within current regulations


AREAS OF CHANGE

1. Undeveloped & Under-developed Land
2. Identify Favorable Connections And Adjacencies
3. Colored Areas On Land Use Diagrams

VILLAGE CONCEPTS

1. A mountain resort planning tool to improve sense of walkability in steep terrain
2. A series of connected nodes
3. Self-contained areas with unique character
4. Connect with paths & public areas



The background of the slide is a composite image. It features a detailed architectural line drawing of a city street scene with various buildings, including a prominent curved skyscraper. Overlaid on this drawing is a grayscale photograph of a similar urban environment, showing a tall, modern building and a street with trees. The text 'PROPOSED LAND USE & PUBLIC SPACES' is centered in a large, bold, purple font. A thin purple horizontal line is positioned below the text.

PROPOSED LAND USE & PUBLIC SPACES



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PROPOSED LAND USE

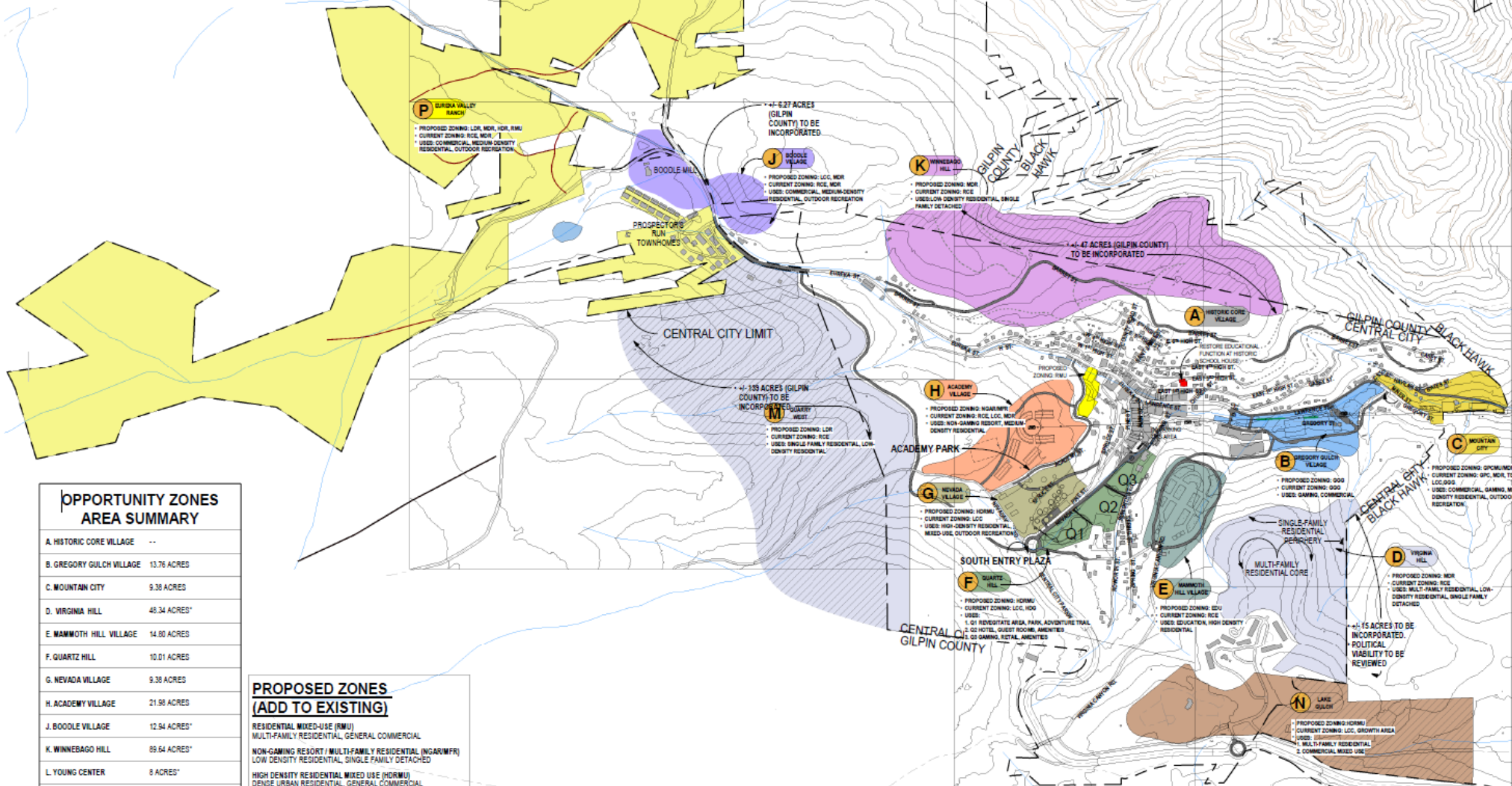
GRAPHIC LEGEND

NEW OR EXPANDED ROADS

AREA TO BE INCORPORATED

AREA OF CHANGE

FUTURE PROPOSED ROAD



OPPORTUNITY ZONES AREA SUMMARY	
A. HISTORIC CORE VILLAGE	--
B. GREGORY GULCH VILLAGE	13.76 ACRES
C. MOUNTAIN CITY	9.38 ACRES
D. VIRGINIA HILL	48.34 ACRES*
E. MAMMOTH HILL VILLAGE	14.80 ACRES
F. QUARTZ HILL	10.01 ACRES
G. NEVADA VILLAGE	9.38 ACRES
H. ACADEMY VILLAGE	21.98 ACRES
J. BOODLE VILLAGE	12.94 ACRES*
K. WINNEBAGO HILL	89.64 ACRES*
L. YOUNG CENTER	8 ACRES*
M. QUARRY WEST VILLAGE	24.11 ACRES*
N. LAKE GULCH	62.31 ACRES*
P. EUREKA VILLAGE	112.88 ACRES*
GRAND TOTAL	383.56 ACRES*
*EXCLUDES AREA TO BE INCORPORATED	

PROPOSED ZONES
(ADD TO EXISTING)

RESIDENTIAL MIXED-USE (RMU)
MULTI-FAMILY RESIDENTIAL, GENERAL COMMERCIAL

NON-GAMING RESORT / MULTI-FAMILY RESIDENTIAL (NGRMFR)
LOW DENSITY RESIDENTIAL, SINGLE FAMILY DETACHED

HIGH DENSITY RESIDENTIAL MIXED USE (HDMU)
DENSE URBAN RESIDENTIAL, GENERAL COMMERCIAL

QUARTZ HILL MIXED USE (QHMU)
LIMITED OTAKES GAMING, GENERAL COMMERCIAL, HIGH-DENSITY RESIDENTIAL, HOSPITALITY

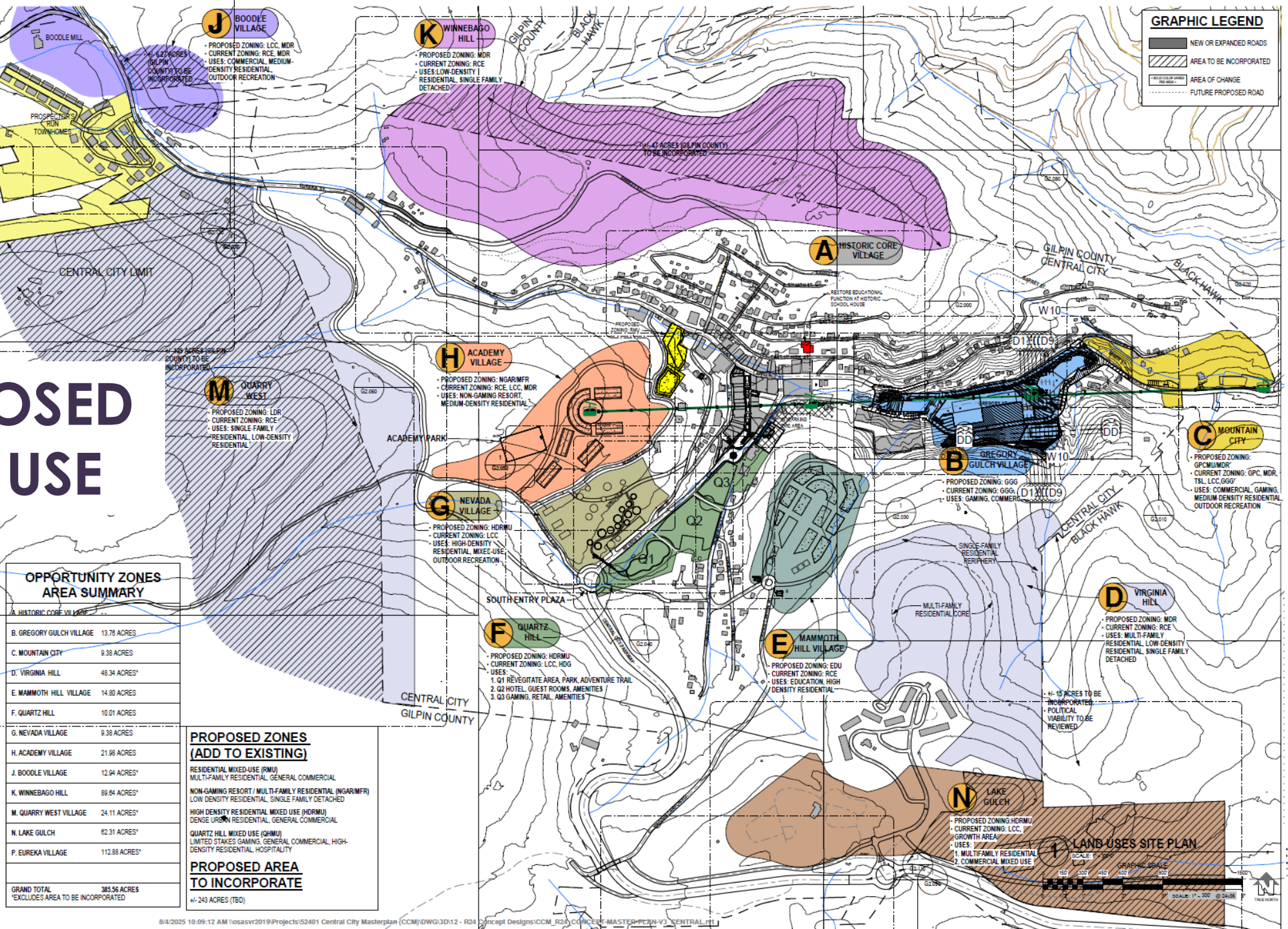
PROPOSED AREA
TO INCORPORATE

+/- 243 ACRES (TBD)

1 LAND USES SITE PLAN



PROPOSED LAND USE

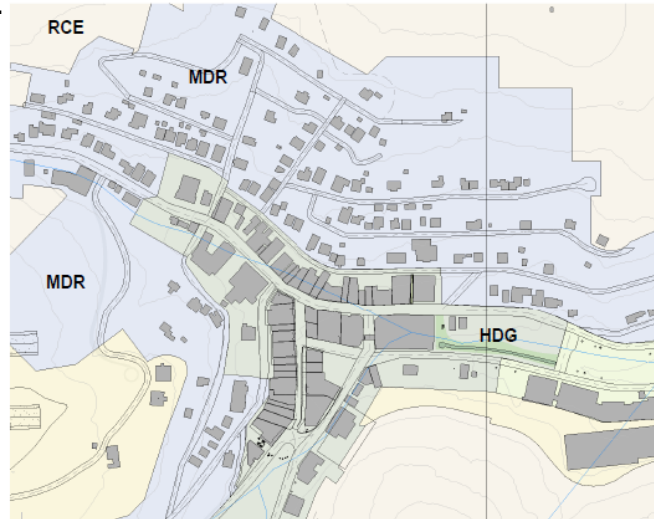


VILLAGE A: HISTORIC CORE

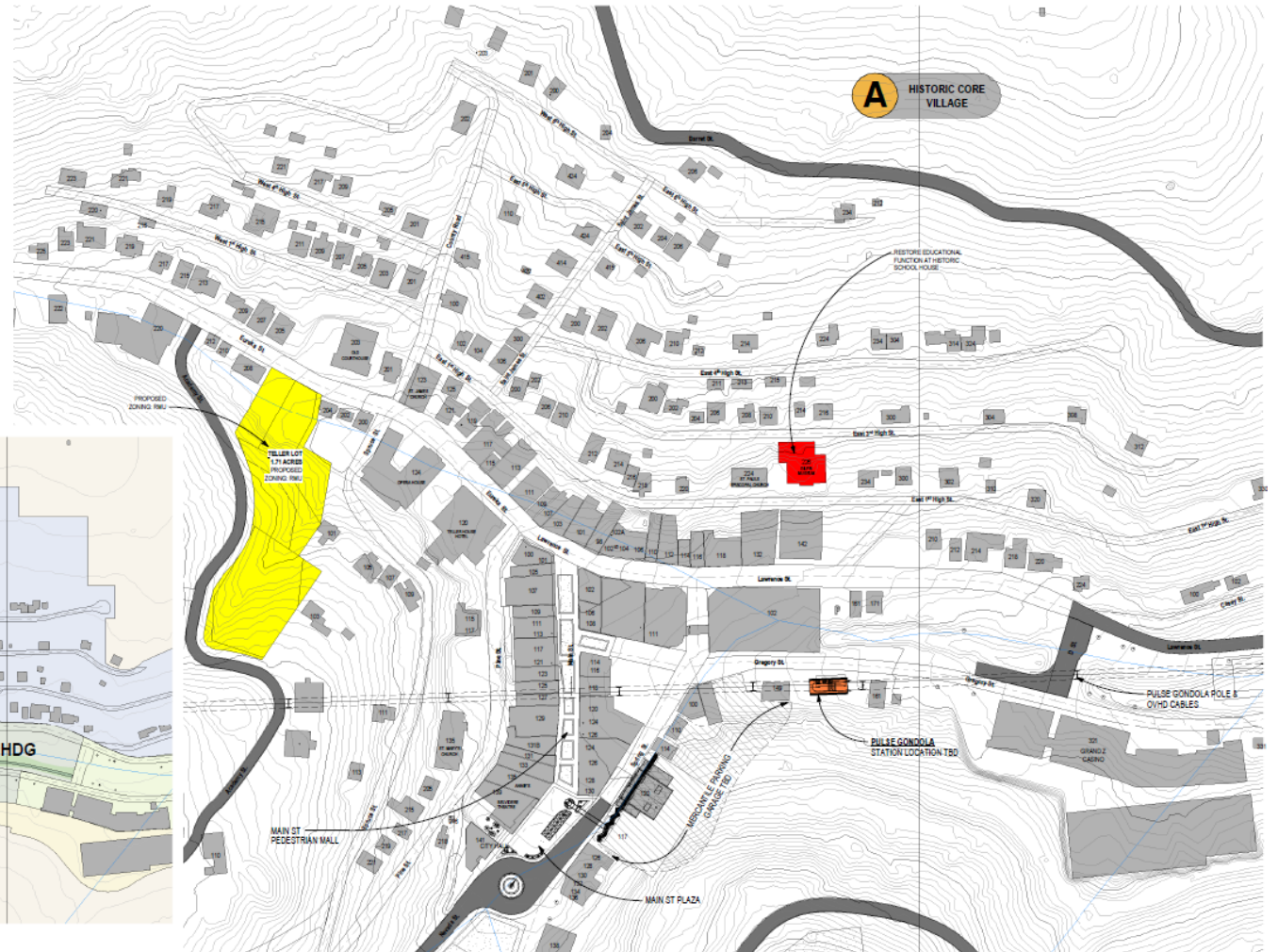
HISTORIC CORE

RELAX ZONING, PLANNING, AND LICENSING REGULATIONS AT UPPER LEVELS OF ALL HISTORICAL DISTRICTS & EXISTING BUILDINGS. ALL A VARIETY OF USES INCLUDING BUT NOT LIMITED TO THE FOLLOWING:

- MULTI-FAMILY RESIDENTIAL
- COMMERCIAL
- RETAIL
- LIGHT INDUSTRIAL
- OFFICE
- WORK SHARE
- LIVE-WORK
- OTHERS BY SPECIAL APPROVAL



2 CURRENT ZONING MAP - A - HISTORIC CORE
SCALE: 1" = 200'



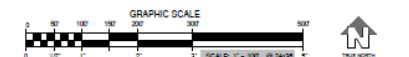
1 LAND USE PLAN A - HISTORIC CORE VILLAGE
SCALE: 1" = 100'

PROPOSED ZONES (ADD TO EXISTING)

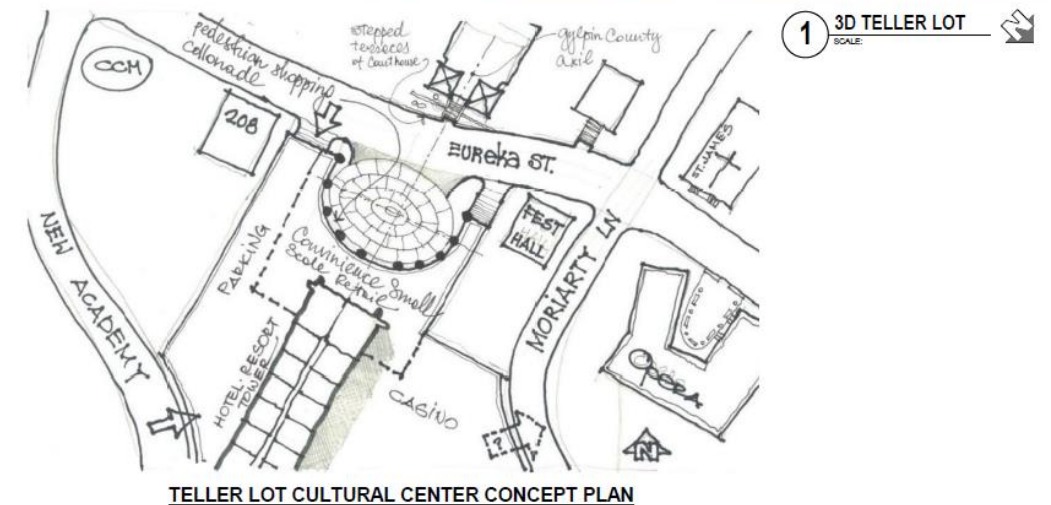
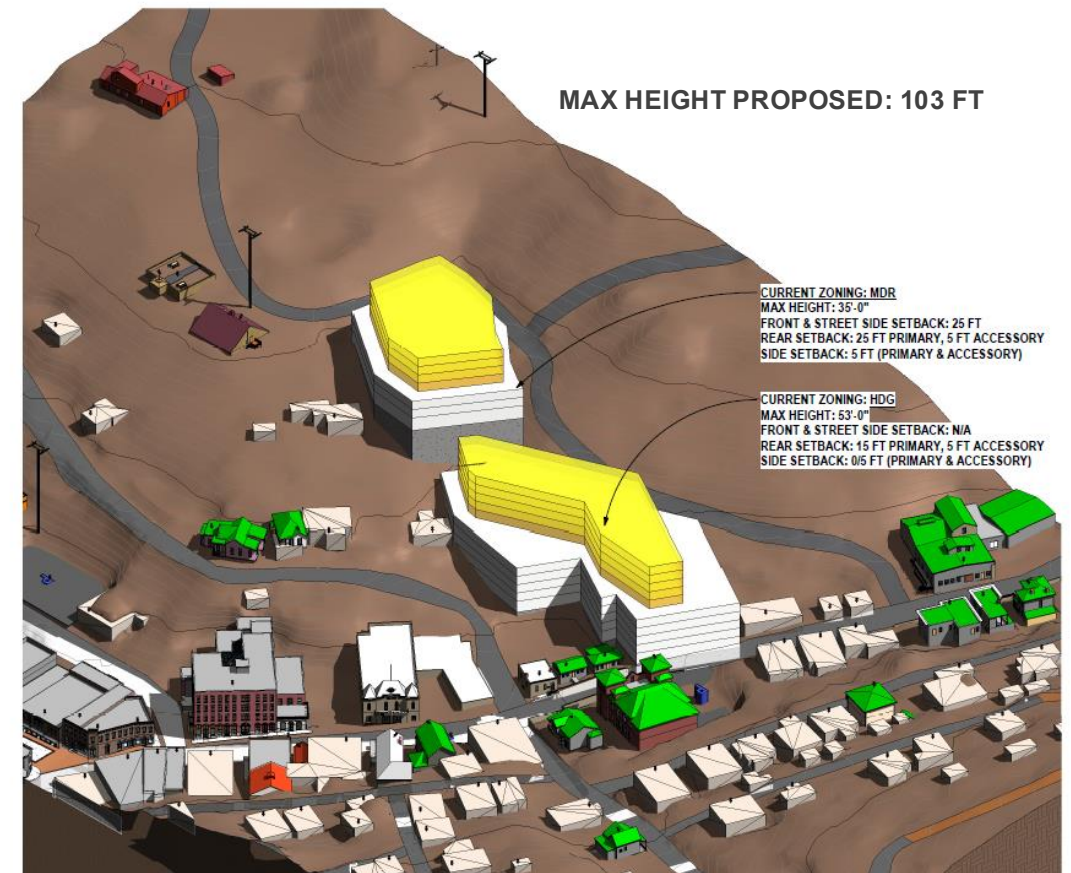
RESIDENTIAL MIXED-USE (RMU)
MULTI-FAMILY RESIDENTIAL, GENERAL COMMERCIAL
NON-GAMING RESORT / MULTI-FAMILY RESIDENTIAL (NGRM/R)
LOW DENSITY RESIDENTIAL, SINGLE FAMILY DETACHED
HIGH DENSITY RESIDENTIAL MIXED USE (HDMU)
DENSE URBAN RESIDENTIAL, GENERAL COMMERCIAL
QUARTZ HILL MIXED USE (QHMU)
LIMITED STAKES GAMING, GENERAL COMMERCIAL, HIGH-DENSITY RESIDENTIAL

ZONING LEGEND

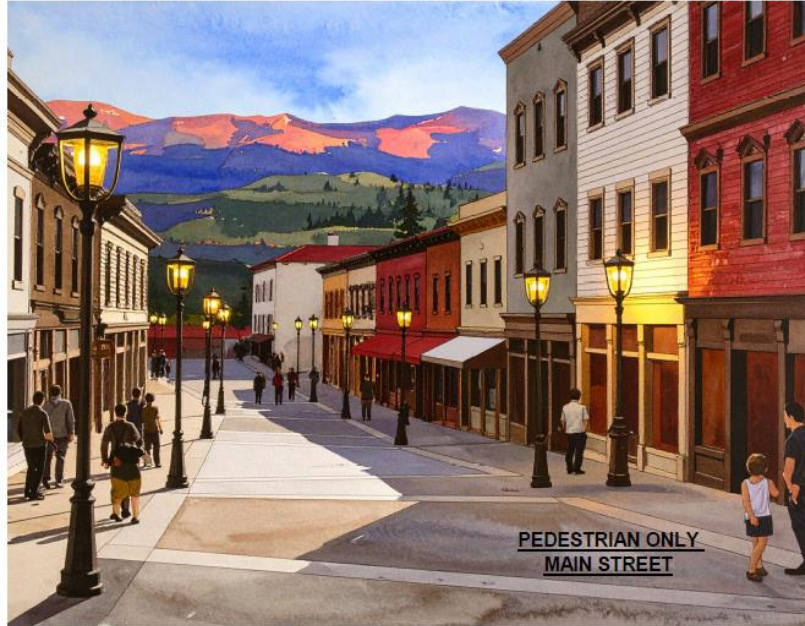
RESOURCE DISTRICT (RD)	HISTORIC DOWNTOWN GAMING (HOG)
LOW DENSITY RESIDENTIAL, MIXING USES	LIMITED STAKES GAMING, COMMERCIAL
LOW DENSITY RESIDENTIAL (LDR)	EXISTING BUILDINGS, LIMITED NEW CONSTRUCTION
LOW DENSITY RESIDENTIAL, SINGLE FAMILY DETACHED	TRANSITIONAL ZONE (TZ)
MEDIUM DENSITY RESIDENTIAL (MDR)	LOW DENSITY COMMERCIAL, LIMITED RESIDENTIAL
DENSE URBAN RESIDENTIAL, SFL, TOWNHOMES	GRANDY GULCH GAMING ZONE (GGG)
HIGH DENSITY RESIDENTIAL (HDR)	LIMITED STAKES GAMING, COMMERCIAL
MULTI-FAMILY APARTMENTS, CONDOS/TOWNHOMES, TOWNHOMES	NEW CONSTRUCTION, LIMITED EXISTING BUILDINGS
	GENERAL PURPOSE COMMERCIAL (GPC)
	GENERAL COMMERCIAL, INDUSTRY/OUTDOOR
	LIGHT INDUSTRIAL, PUBLIC USES
	LIMITED COMMUNITY COMMERCIAL ZONE (LCC)
	GENERAL COMMERCIAL



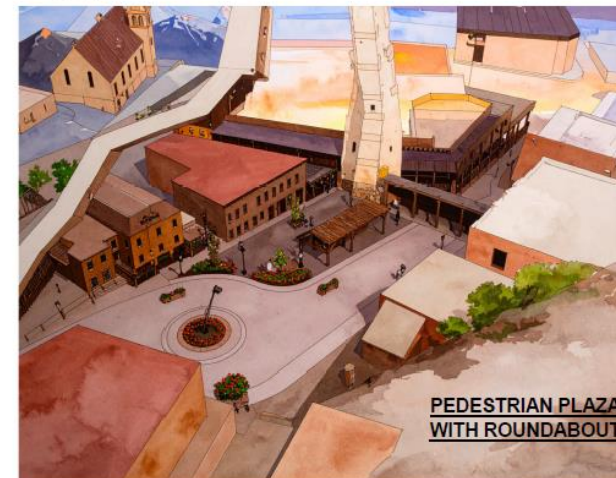
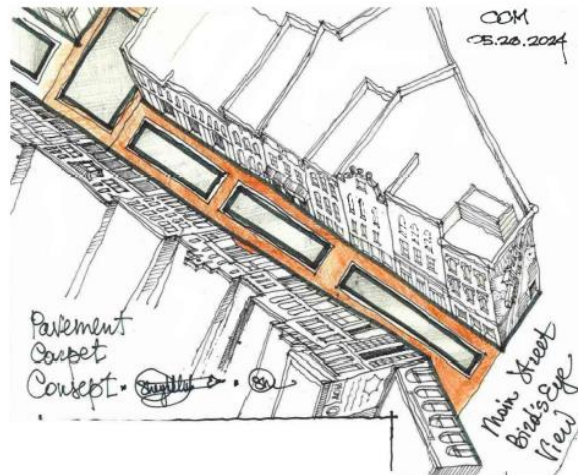
VILLAGE A: HISTORIC CORE



VILLAGE A: HISTORIC CORE



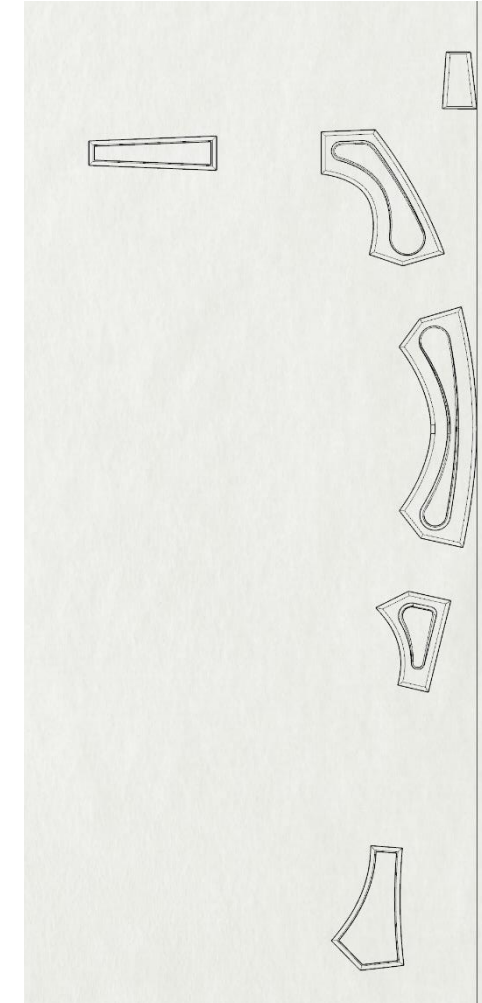
1 3D HISTORIC CORE VILLAGE
SCALE



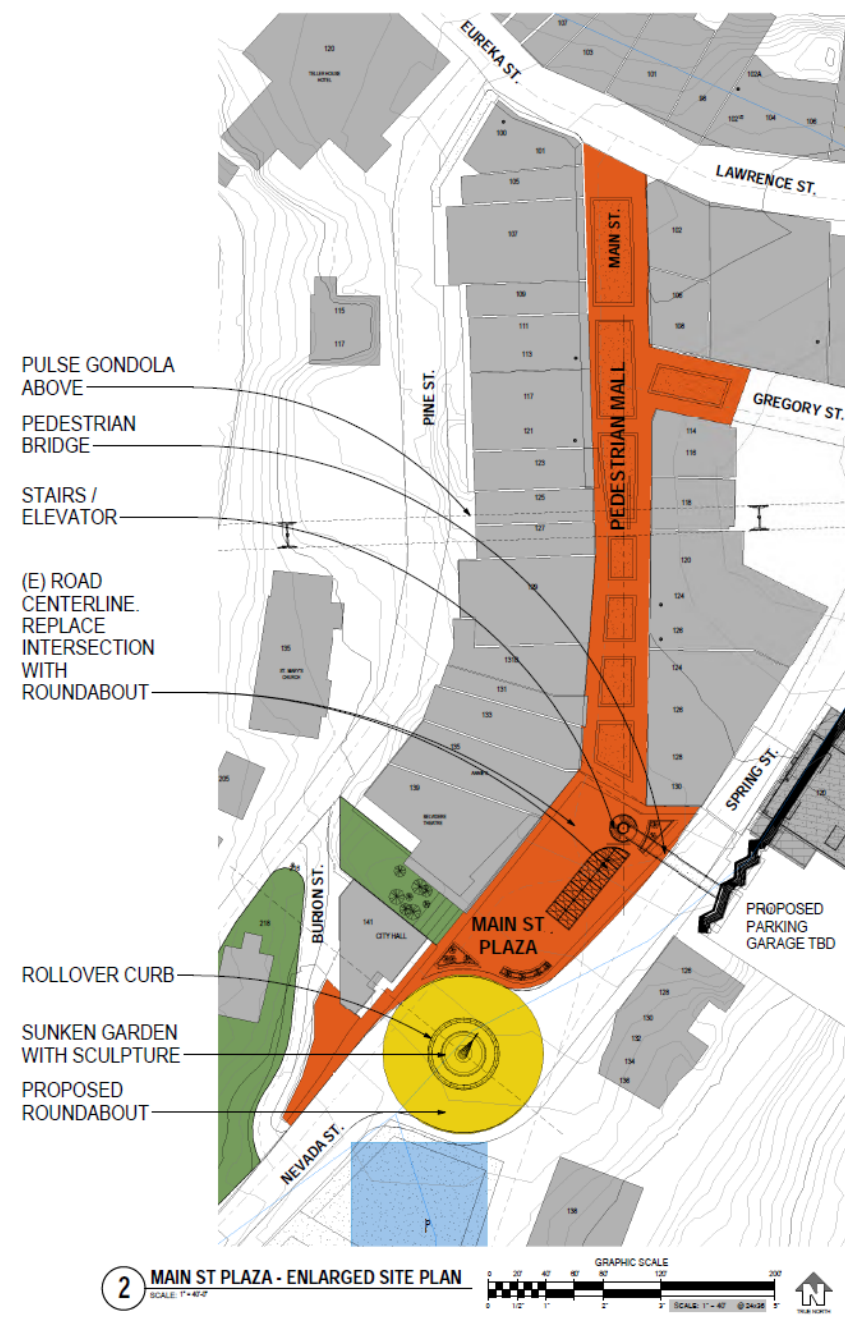
PUBLIC REALM

Main Street Plaza

- Differentiate historic vs. new public spaces
- Keep historic streetscape character



HISTORIC CORE & MAIN ST PLAZA



HISTORIC CORE & MAIN ST PLAZA



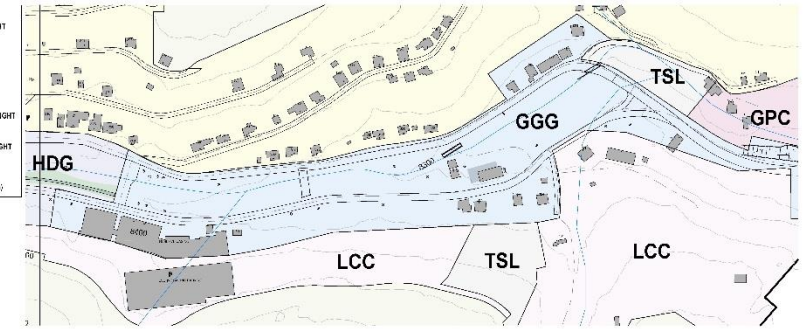
HISTORIC CORE & MAIN ST PLAZA



ZONING LEGEND

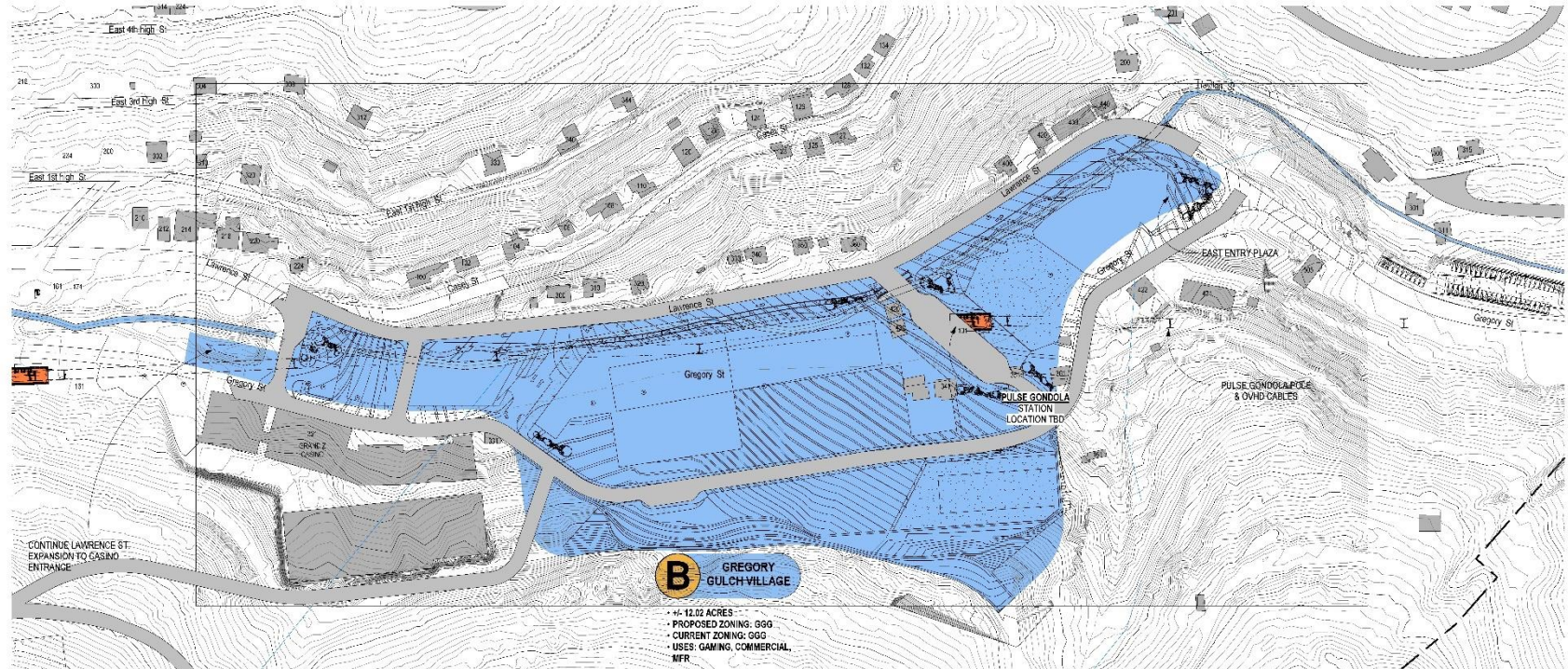
RESOURCE DISTRICT (RD) - 35' MAX HEIGHT LOW DENSITY RESIDENTIAL, MINING USES
LOW DENSITY RESIDENTIAL (LDR) - 35' MAX HEIGHT LOW DENSITY RESIDENTIAL, SINGLE FAMILY DETACHED
MEDIUM DENSITY RESIDENTIAL (MDR) - 35' MAX HEIGHT DENSE URBAN RESIDENTIAL, SFR, TOWNHOMES
HIGH DENSITY RESIDENTIAL (HDR) - 35' MAX HEIGHT MULTIFAMILY APARTMENT'S, CONDOMINIUMS, TOWNHOMES

	HISTORIC DOWNTOWN GAMING (HDG) - 65' MAX HEIGHT UNITED STATES GAMING COMMERCIAL TRANSITION BUILDINGS LIMITED NEW CONSTRUCTION
	CASTLED ZONE (TZ) - 35' MAX HEIGHT LOW INTENSITY COMMERCIAL LIMITED RESIDENTIAL
	GREGORY BULCH GAMING (GBG) - 55' MAX HEIGHT UNITED STATES GAMING COMMERCIAL NEW CONSTRUCTION LIMITED EXISTING BUILDINGS
	GENERAL PURPOSE COMMERCIAL (GPC) - 35' MAX HEIGHT GENERAL COMMERCIAL INDUSTRIAL/EDUCATIONAL/RECREATIONAL HOUSING - RESIDENTIAL
	LIMITED COMMERCIAL (LOC) - 35' MAX HEIGHT GENERAL COMMERCIAL
	GROWTH AREA NS PER 2020 IN HIGH GROWTH AREA A-24 PER VI (GSA)

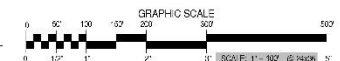


2 **CURRENT ZONING MAP - B - GREGORY GULCH**
SCALE: 1" = 200'-0"

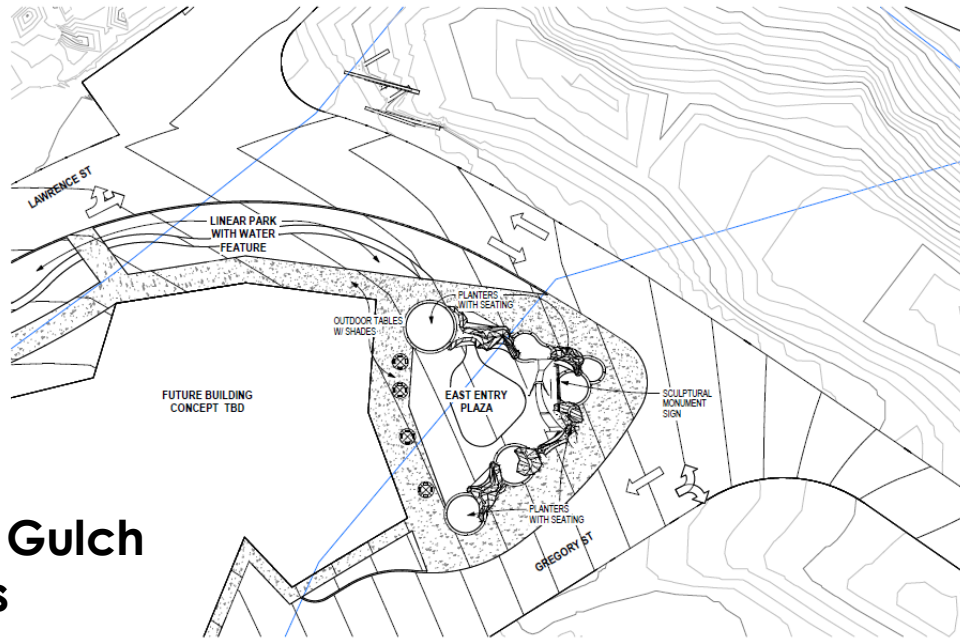
1. REMOVE OVERLAY REQUIREMENTS FOR MASSING & HEIGHT
2. RE-ALIGN & IMPROVE ROADS
3. EAST ENTRY PLAZA
4. LINEAR PARK



1 LAND USE PLAN B - GREGORY GULCH VILLAGE



VILLAGE B: GREGORY GULCH

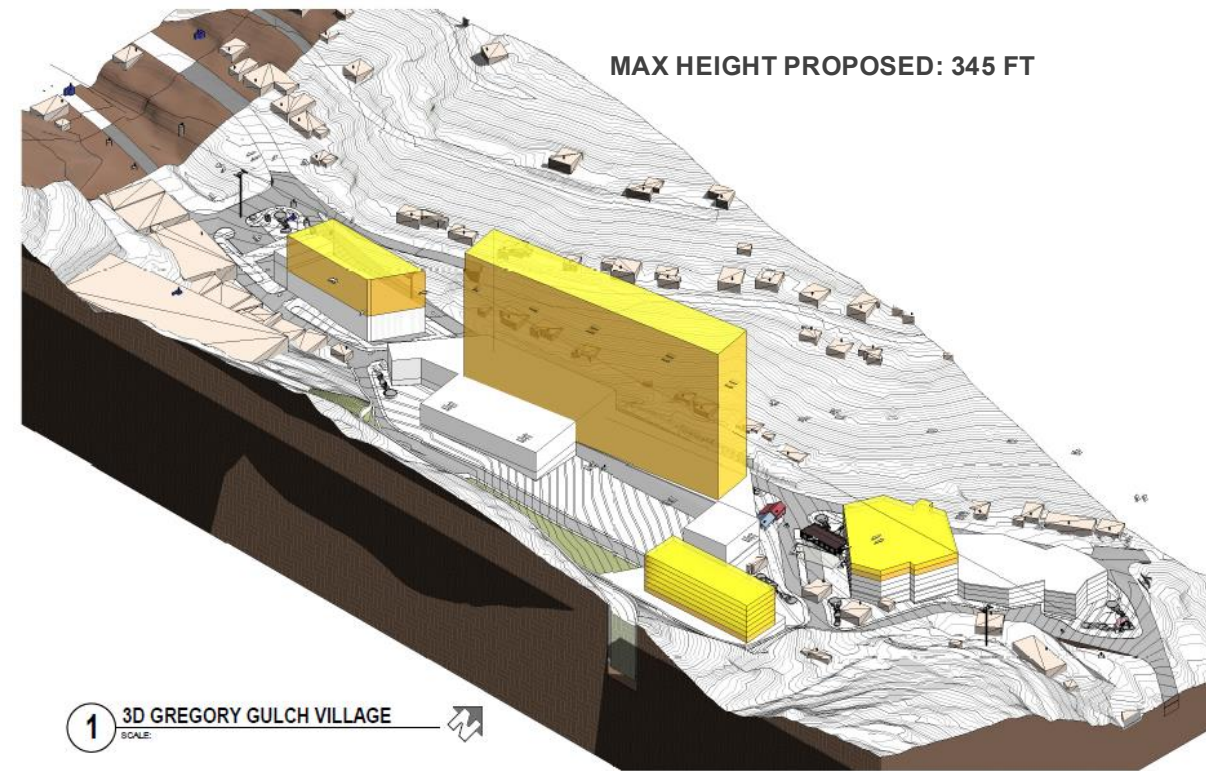
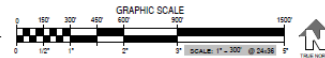


Gregory Gulch Changes

1. REMOVE OVERLAY REQUIREMENTS FOR MASSING & HEIGHT
2. RE-ALIGN & IMPROVE ROADS
3. EAST ENTRY PLAZA
4. LINEAR PARK

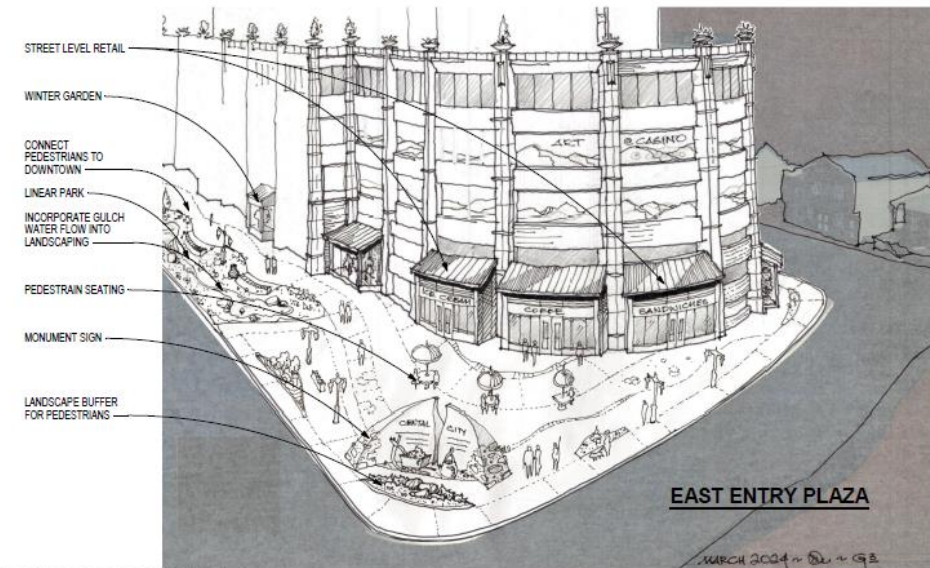
1 LANDSCAPE SITE PLAN - MAIN ST PLAZA

SCALE: 1" = 20'



1 3D GREGORY GULCH VILLAGE

SCALE:

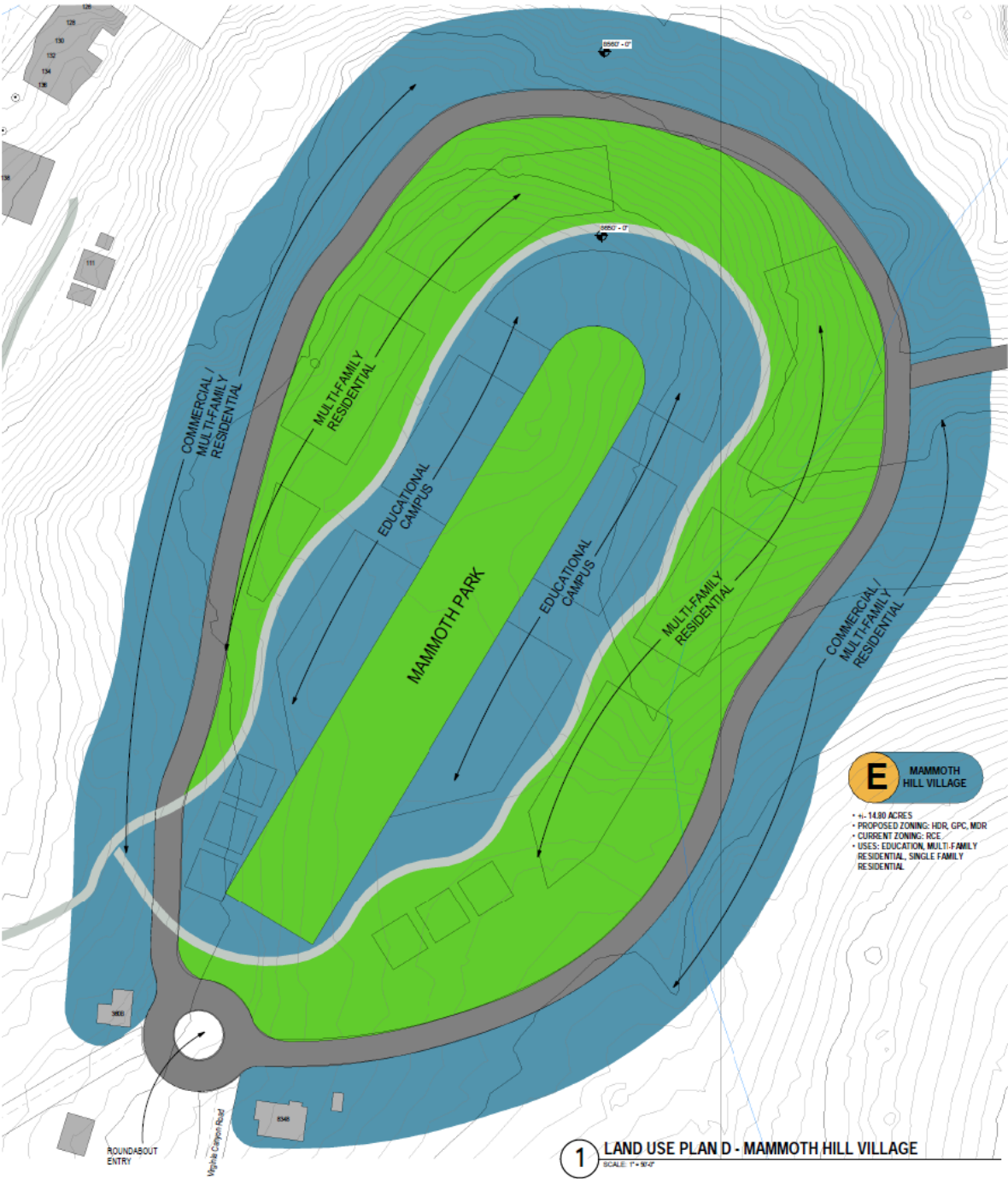


EAST ENTRY PLAZA

VILLAGE B: GREGORY GULCH



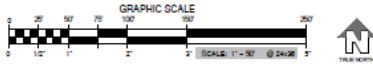
VILLAGE E: MAMMOTH HILL



ZONING LEGEND	
RESOURCE DISTRICT (RCE)	HISTORIC DOWNTOWN GAMING (HDC)
LOW DENSITY RESIDENTIAL, MIXED USES	LIMITED STATES GAMING, COMMERCIAL (EXISTING BUILDINGS, LIMITED NEW CONSTRUCTION)
LOW DENSITY RESIDENTIAL, SINGLE FAMILY DETACHED	TRANSITIONAL ZONE (TSU)
MEDIUM DENSITY RESIDENTIAL (MDR)	LOW INTENSITY COMMERCIAL, LIMITED RESIDENTIAL
NEIGHBORHOOD RESIDENTIAL, SPH, TOWNHOMES	CATEGORY CULCH GAMING ZONE (CGZ)
MULTI-FAMILY APARTMENTS, CONDOMINIUMS, TOWNHOMES	LIMITED STATES GAMING, COMMERCIAL (NEW CONSTRUCTION, LIMITED EXISTING BUILDINGS)
	GENERAL PURPOSE COMMERCIAL (GPC)
	GENERAL COMMERCIAL, INDOOR/OUTDOOR, LIGHT INDUSTRIAL, PUBLIC USES
	LIMITED COMMUNITY COMMERCIAL ZONE (LCC)
	GENERAL COMMERCIAL



2 CURRENT ZONING MAP - D - MAMMOTH HILL
SCALE: 1" = 200'



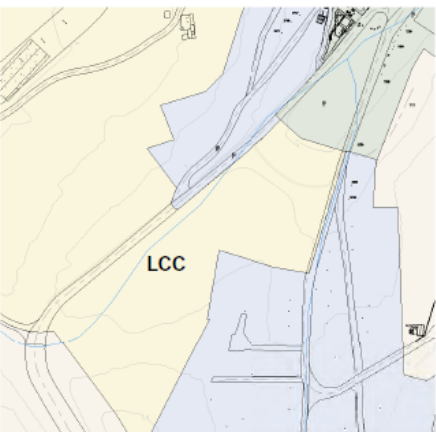
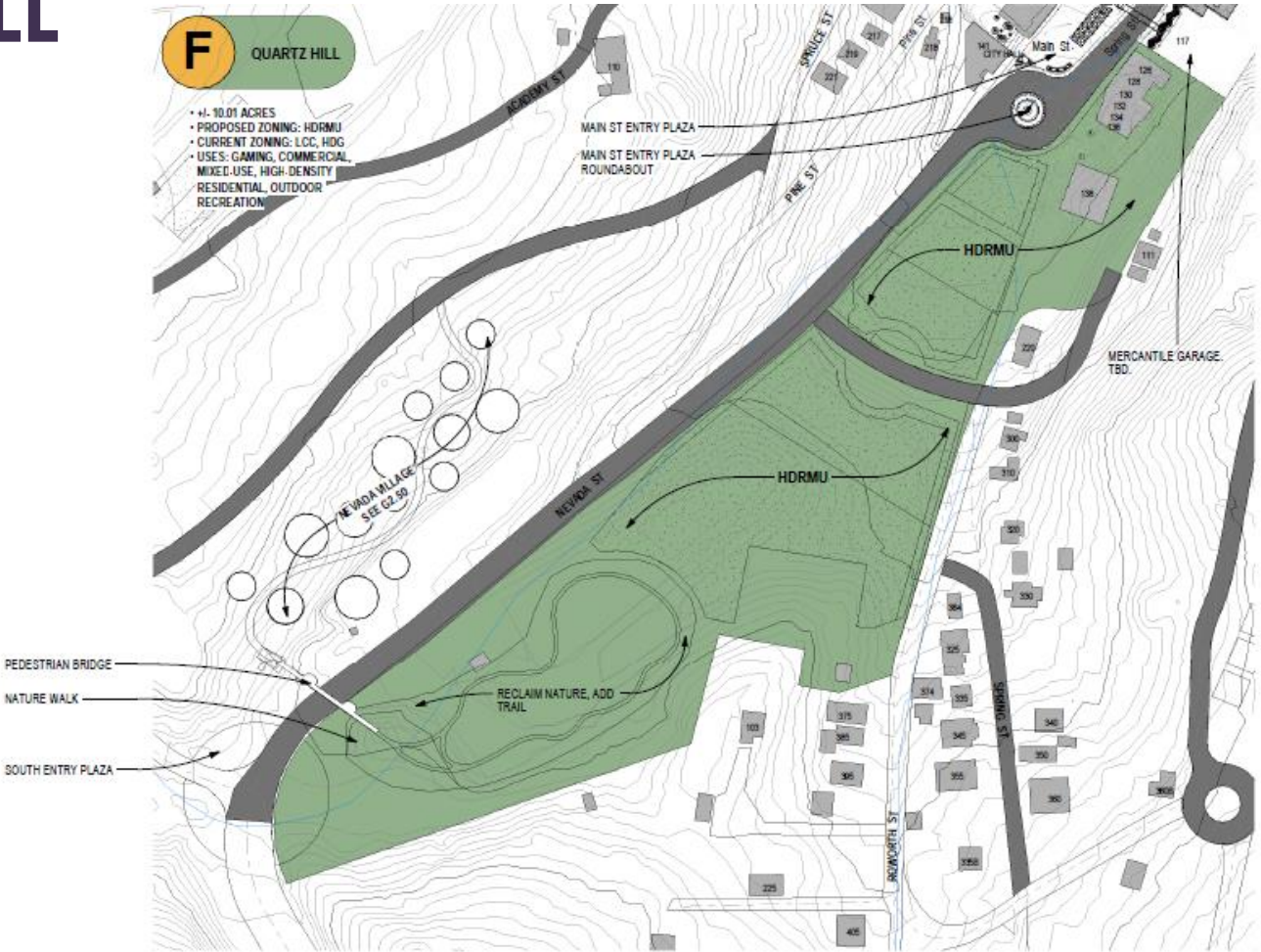
VILLAGE F: QUARTZ HILL

PROPOSED ZONES (ADD TO EXISTING)

RESIDENTIAL MIXED-USE (RMU)
MULTI-FAMILY RESIDENTIAL, GENERAL COMMERCIAL
NON-GAMING RESORT / MULTI-FAMILY RESIDENTIAL (NGARMF)
LOW DENSITY RESIDENTIAL, SINGLE FAMILY DETACHED
HIGH DENSITY RESIDENTIAL MIXED USE (HORMU)
DENSE URBAN RESIDENTIAL, GENERAL COMMERCIAL
QUARTZ HILL MIXED USE (QHMU)
LIMITED STAKES GAMING, GENERAL COMMERCIAL, HIGH-DENSITY RESIDENTIAL

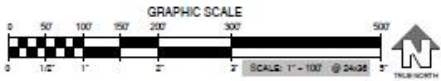
ZONING LEGEND

	RESOURCE DISTRICT (RD)		HISTORIC DOWNTOWN GAMING (HDG)
	LOW DENSITY RESIDENTIAL, MIXING USES		LIMITED STAKES GAMING, COMMERCIAL (EXISTING BUILDINGS, LIMITED NEW CONSTRUCTION)
	LOW DENSITY RESIDENTIAL, SINGLE FAMILY DETACHED		TRANSITIONAL ZONE (TZ)
	MEDIUM DENSITY RESIDENTIAL, MIXED		LOW INTENSITY COMMERCIAL, LIMITED RESIDENTIAL
	DENSE URBAN RESIDENTIAL, SFR, TOWNHOMES		CARETORY CLOTH GAMING ZONE (CGGZ)
	HIGH DENSITY RESIDENTIAL (HSD)		LIMITED STAKES GAMING, COMMERCIAL (NEW CONSTRUCTION, LIMITED EXISTING BUILDINGS)
	MULTI-FAMILY APARTMENTS, CONDOMINIUMS, TOWNHOMES		GENERAL PURPOSE COMMERCIAL (GPC)
			GENERAL COMMERCIAL, INDOOR/OUTDOOR, LIGHT INDUSTRIAL, PUBLIC USES
			LIMITED COMMUNITY COMMERCIAL ZONE (LCCZ)
			GENERAL COMMERCIAL

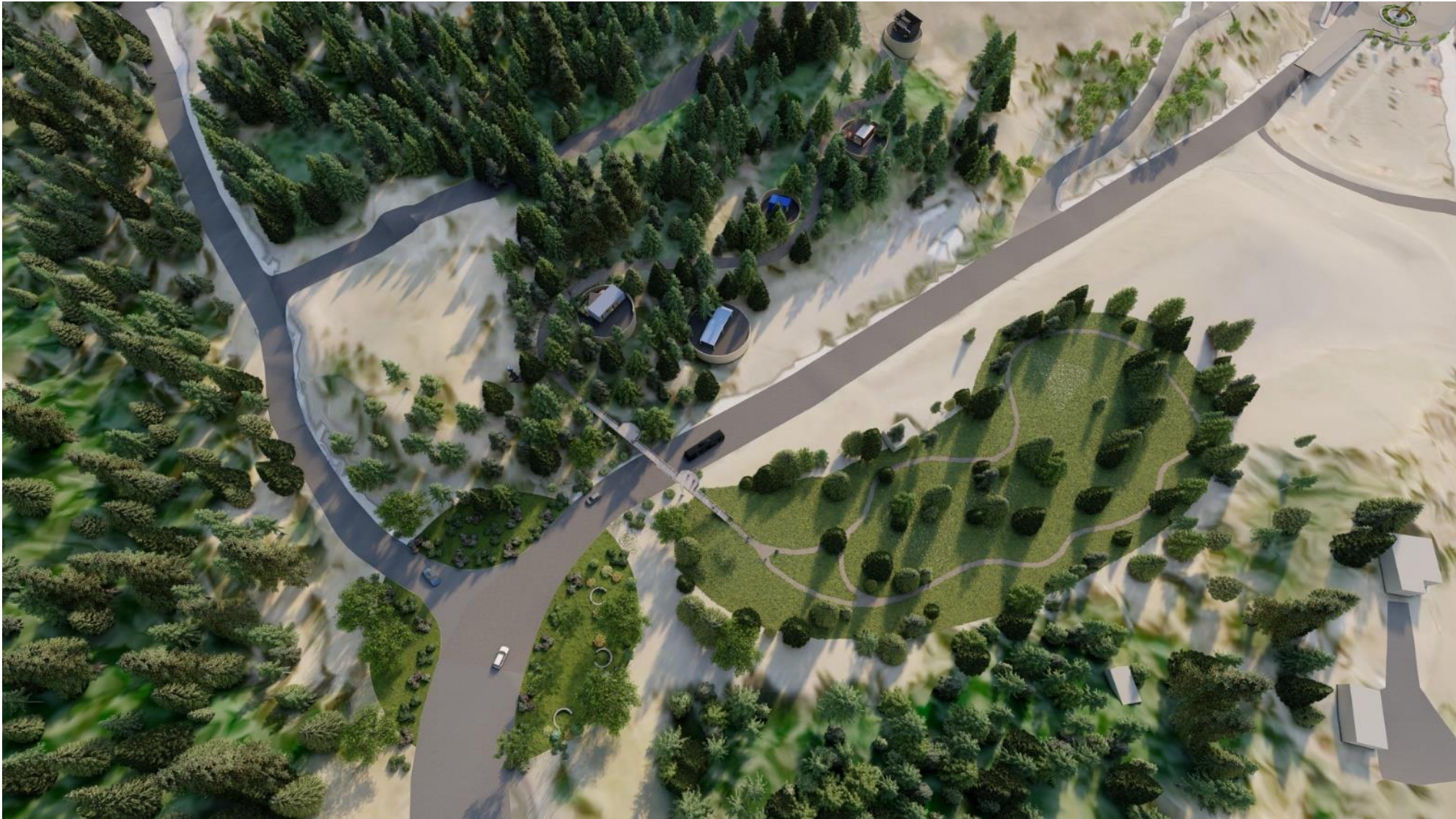


2 CURRENT ZONING MAP - E - QUARTZ HILL
SCALE: 1" = 200'

1 LAND USE PLAN E - QUARTZ HILL VILLAGE
SCALE: 1" = 100'



SOUTH ENTRY PLAZA





SOUTH ENTRY PLAZA



VILLAGE H: ACADEMY

PROPOSED ZONES (ADD TO EXISTING)

RESIDENTIAL MIXED-USE (RMU)
MULTI-FAMILY RESIDENTIAL, GENERAL COMMERCIAL

NON-GAMING RESORT / MULTI-FAMILY RESIDENTIAL (NGRMFR)
LOW DENSITY RESIDENTIAL SINGLE FAMILY DETACHED

HIGH DENSITY RESIDENTIAL MIXED USE (HORMU)
DENSE URBAN RESIDENTIAL, GENERAL COMMERCIAL

QUARTZ HILL MIXED USE (QHMU)
LIMITED STAKES GAMING, GENERAL COMMERCIAL, HIGH-DENSITY RESIDENTIAL

ZONING LEGEND

RESOURCE DISTRICT (RDC)
LOW DENSITY RESIDENTIAL, MINING USES

LOW DENSITY RESIDENTIAL (LDR)
LOW DENSITY RESIDENTIAL, SINGLE FAMILY DETACHED

MEDIUM DENSITY RESIDENTIAL (MDR)
DENSE URBAN RESIDENTIAL, SFR, TOWNHOMES

HIGH DENSITY RESIDENTIAL (HDR)
MULTI-FAMILY APARTMENTS, CONDOMINIUMS, TOWNHOMES

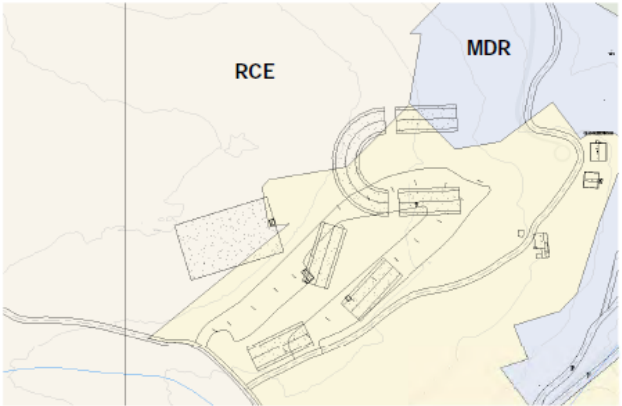
HISTORIC DOWNTOWN GAMING AREA
LIMITED STAKES GAMING, COMMERCIAL
(EXISTING BUILDINGS, LIMITED NEW CONSTRUCTION)

TRANSITIONAL ZONE (TZL)
LOW INTENSITY COMMERCIAL, LIMITED RESIDENTIAL

GREGORY CULCH GAMING ZONE (GGCZ)
LIMITED STAKES GAMING, COMMERCIAL
(NEW CONSTRUCTION, LIMITED EXISTING BUILDINGS)

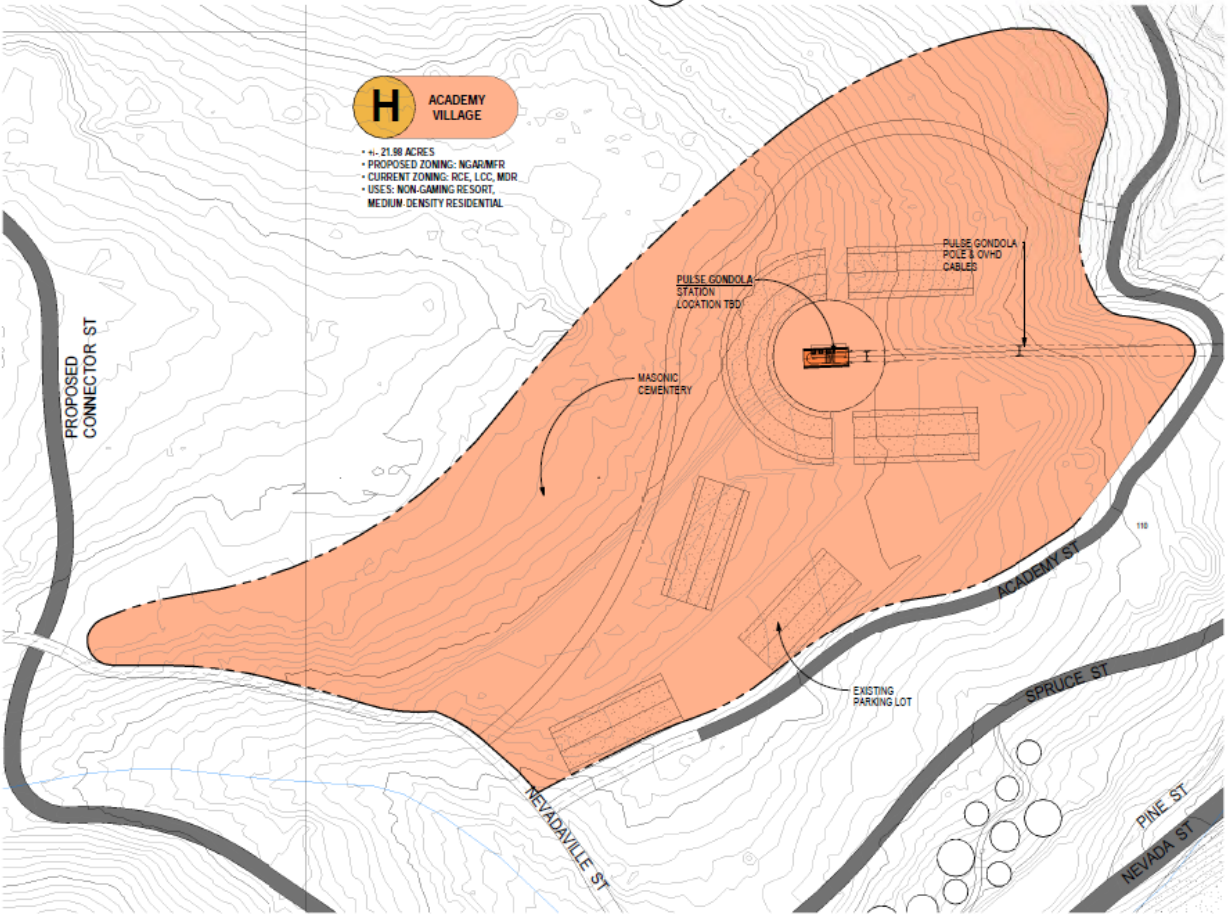
GENERAL PURPOSE COMMERCIAL (GPO)
GENERAL COMMERCIAL, INDOOR/OUTDOOR,
LIGHT INDUSTRIAL, PUBLIC USES

LIMITED COMMUNITY COMMERCIAL ZONE (LCCZ)
GENERAL COMMERCIAL



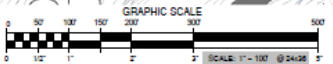
2 CURRENT ZONING MAP - G - ACADEMY VILLAGE

SCALE: 1" = 200'-0"

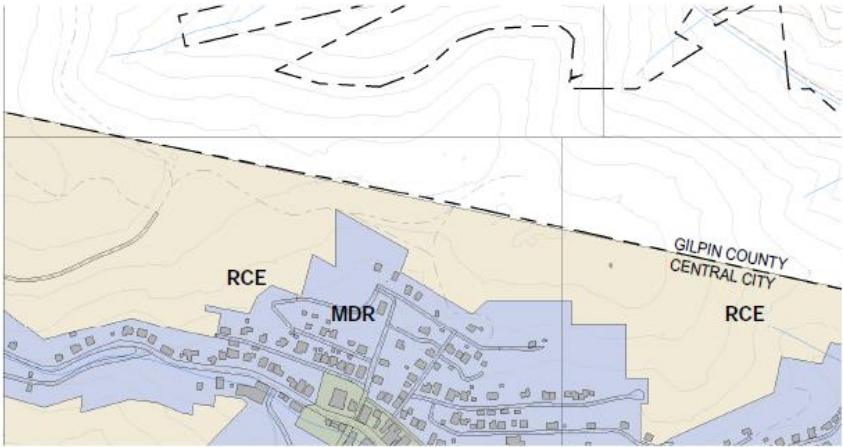


1 LAND USE PLAN G - ACADEMY VILLAGE

SCALE: 1" = 100'-0"



VILLAGE K: UPPER



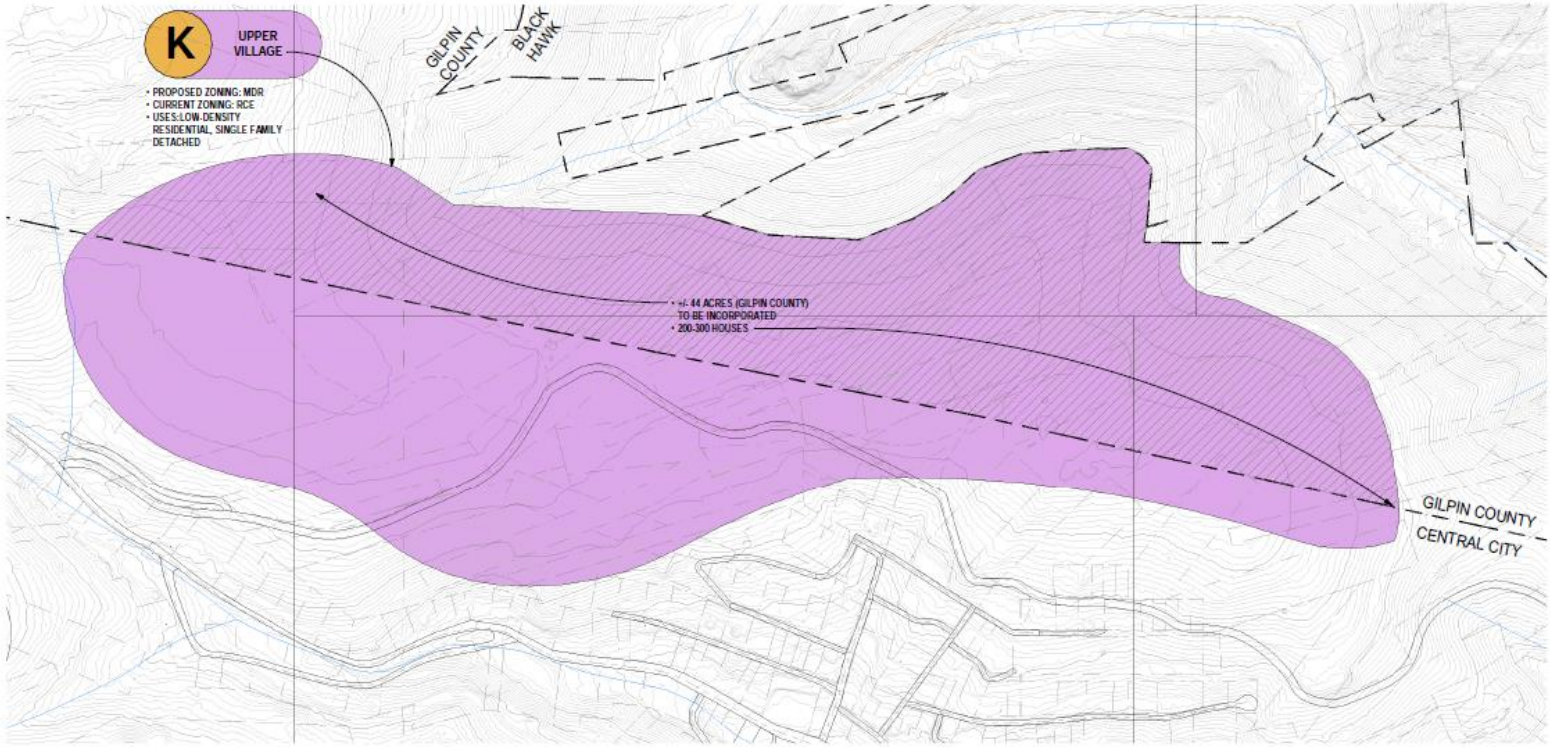
PROPOSED ZONES (ADD TO EXISTING)

RESIDENTIAL MIXED-USE (RMD)
MULTI-FAMILY RESIDENTIAL, GENERAL COMMERCIAL
NON-GAMING RESORT / MULTI-FAMILY RESIDENTIAL (NGRMFR)
LOW DENSITY RESIDENTIAL, SINGLE FAMILY DETACHED
HIGH DENSITY RESIDENTIAL MIXED USE (HMDMU)
DENSE URBAN RESIDENTIAL, GENERAL COMMERCIAL
QUARTZ HILL MIXED USE (QHMDU)
LIMITED STAKES GAMING, GENERAL COMMERCIAL, HIGH-DENSITY RESIDENTIAL

ZONING LEGEND

RESOURCE DISTRICT (RCE)	HISTORIC DOWNTOWN GAMING (HDG)
LOW DENSITY RESIDENTIAL, MINING USES	LIMITED STAKES GAMING, COMMERCIAL (BUILDING BUILDINGS, LIMITED NEW CONSTRUCTION)
LOW DENSITY RESIDENTIAL (LDR)	TRANSITIONAL ZONE (TZL)
LOW DENSITY RESIDENTIAL, SINGLE FAMILY DETACHED	LOW INTENSITY COMMERCIAL, LIMITED RESIDENTIAL
MEDIUM DENSITY RESIDENTIAL (MDR)	GREGORY CULCH GAMING ZONE (GGCZ)
DENSE URBAN RESIDENTIAL, SFR, TOWNHOMES	LIMITED STAKES GAMING, COMMERCIAL (NEW CONSTRUCTION, LIMITED EXISTING BUILDINGS)
HIGH DENSITY RESIDENTIAL (HDR)	GENERAL PURPOSE COMMERCIAL (GPC)
MULTI-FAMILY APARTMENTS, CONDOMINIUMS, TOWNHOMES	GENERAL COMMERCIAL, INDOOR/OUTDOOR, LIGHT INDUSTRIAL, PUBLIC USES
	LIMITED COMMUNITY COMMERCIAL ZONE (LCCZ)
	GENERAL COMMERCIAL

2 CURRENT ZONING MAP - K - UPPER VILLAGE
SCALE: 1" = 300'



1 LAND USE PLAN K - UPPER VILLAGE
SCALE: 1" = 200'



ANTICIPATED GROWTH

CENTRAL CITY ANTICIPATED GROWTH AT FULL BUILD OUT

	ZONING DISTRICT	MAX DENSITY (DU/AC)	MIN OPEN SPACE % (OSR)	A. HISTORIC CORE VILLAGE	B. GREGORY GULCH VILLAGE	C. MOUNTIAN CITY	D. VIRGINIA HILL	E. MAMMOTH HILL VILLAGE	F. QUARTZ HILL	G. NEVADA VILLAGE	H. ACADEMY VILLAGE	J. BOODLE VILLAGE	K. WINNEBAGO HILL	N. LAKE GULCH	P. EUREKA VALLEY RANCH	PROPOSED DENSITY INCREASE (DU)	PROPOSED MIN. OPEN SPACE (AC)
VILLAGE AREA (AC)				1.71	0	9.38	15	14.8	10.01	9.38	21.98	6.27	47	54	260		
EXISTING ZONING DISTRICTS	RCE	0.2													25		
	LDR	4	10%				10								130	560	14.00
	MDR	8	10%				5					6.27	47		28	690.16	8.63
	HDR	12	10%												52	624	5.20
	HDG															0	0.00
	GGG															0	0.00
	TSL	8	10%													0	0.00
	LCC	8	10%											54		432	5.40
	GPC															0	0.00
	IND															0	0.00
PROPOSED ZONING DISTRICT	RMU	8	10%	1.71											25	213.68	2.67
	NGAR/MFR	8	10%								21.98					175.84	2.20
	HDRMU	12	10%						10.01	9.38						232.68	1.94
	QHMU	12	10%													0	0.00
	CMU/RMU/EDU	12	10%					14.8								177.6	1.48
	GPCMU/MDR	8	10%			9.38										75.04	0.94
															TOTALS	3181	42.45
* EXCLUDED AREA TO BE INCORPORATED																	

POTENTIAL GROWTH

City of Central Full Buildout Growth Projections 2025-2045

QUADRANT	VILLAGES	USES	SINGLE FAMILY EQUIVALENT GROWTH PROJECTION	GSF ADDED	UTILITIES	NOTES
URBAN CORE	(A) HIST. CORE	CMU	50			
NORTH SIDE	(K) WINNEBAGO HILL	SFR	400			INCLUDES INCORPORATION
EAST SIDE	(B) GREGORY GULCH	CMU	850			
	(C) MTN. CITY	CMU, SFR				
WEST SIDE	(J) BOODLE MILL	SFR, MFR, CMU	250			INCLUDES INCORPORATION
	(M) QUARRY WEST	SFR				
SOUTH SIDE	(D) VIRGINIA HILL	SFR, MFR, CMU	800			
	(E) MAMMOTH HILL	SFR, MFR				
	(F) QUARTZ HILL	CMU, GAMING				
	(G) NEVADA	HDR/MU				
	(H) ACADEMY	NGAR, MFR				
	(N) LAKE GULCH	CMU				
FAR WEST	(P) EUREKA VALLEY RANCH	SFR, MFR, RMU, LCR	750			INCLUDES INCORPORATION
TOTAL			3,100			

The background of the slide is a composite image. It features a grayscale architectural sketch of a city street with various buildings, including a prominent classical-style building with a dome on the left. Overlaid on this sketch is a photograph of a modern, curved skyscraper with a glass facade, which is the central focus of the image. The text is overlaid on the right side of the image.

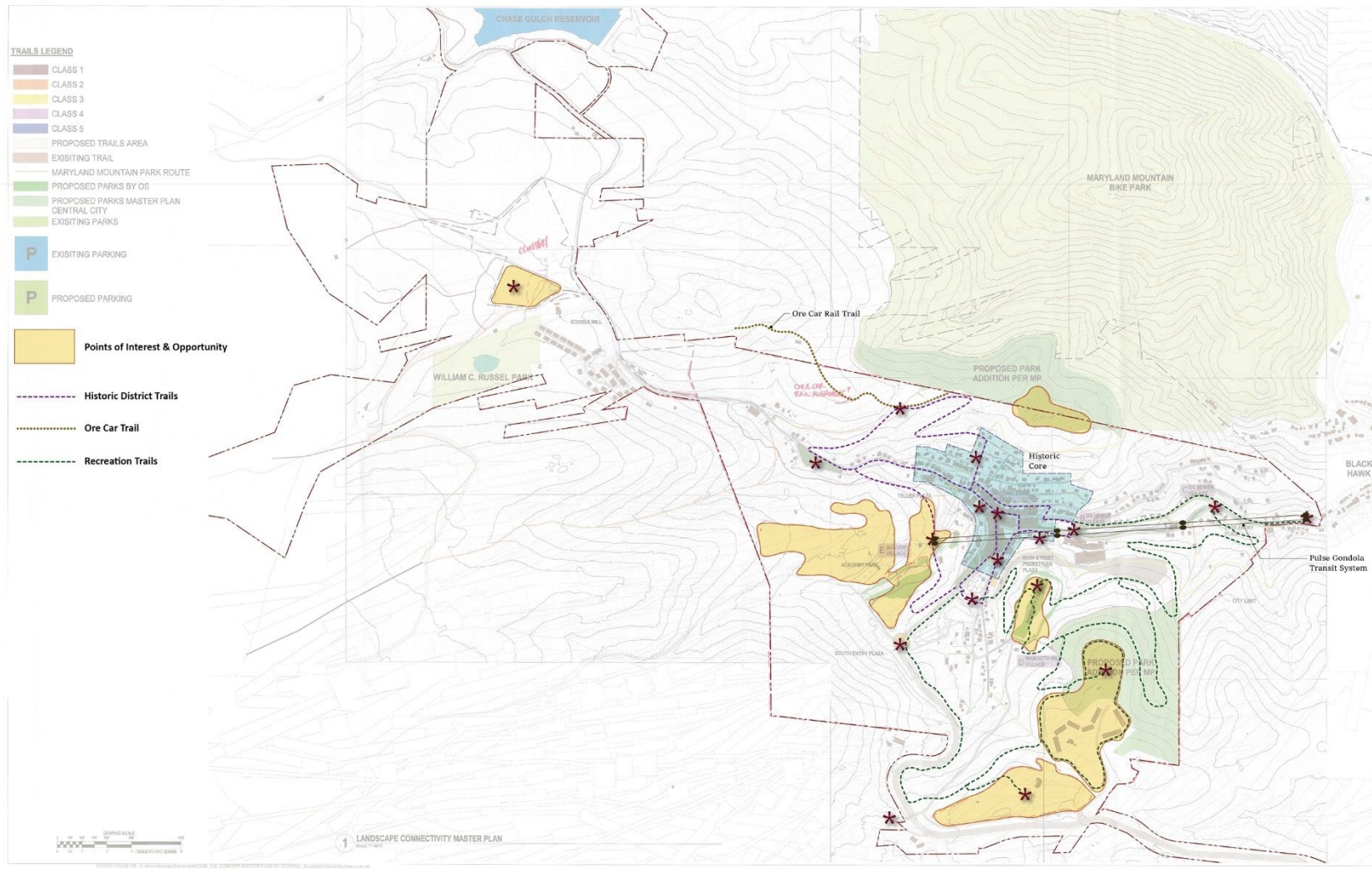
MULTIMODAL CONNECTIVITY

TRAILS, PEDESTRIANS,
PUBLIC TRANSPORTATION, BICYCLES



OBERMEIER•SHEYKHET
ARCHITECTURE

DESTINATIONS + CONNECTIVITY



- Identify points of interest and open space
- Encourage pedestrians
- Connect trail systems
- Multi-modal appeal

MULTIMODAL CONNECTIVITY



Photo by Korhan Erdol: <https://www.pexels.com/photo/photography-of-man-and-woman-sitting-on-bench-2554430/>

- Ease of transportation is critical for businesses, tourists, and residents.
- Overcome walkability and safety challenges.



RECREATIONAL



GONDOLA



AUTOMOBILE



TRANSIT



EMERGENCY



PEDESTRIAN



BIKES

MULTIMODAL CONNECTIVITY

Public Transportation Options: Pulse Gondola



Pulse gondolas have trains with one, two or three cabins per train, and up to six trains that are evenly spaced along the rope. The cabins are fixed to the transport cable. The entire system slows for loading and unloading when the cabins are in the terminals.

There are currently about 20 pulse gondolas operating in North America (Snowmass, Glenwood Canyon and Royal Gorge in CO). Nearly all were built within the past 15 years.

Benefits include lower cost of purchase, installation and ongoing maintenance.

Baseline 200 people/hour (Fastest)
Scalable with cab additions (Decreased Speed)

MULTIMODAL CONNECTIVITY

Bike & Outdoor Tourism

Colorado's Day Trip Characteristics

Main Purpose of Trip



Colorado: During Trip

Base: 2023 Day Person-Trips

Activity Groupings

Outdoor Activities



45%

U.S. Norm: 32%

Entertainment Activities



45%

U.S. Norm: 40%

Cultural Activities



28%

U.S. Norm: 20%

Sporting Activities



23%

U.S. Norm: 14%

Business Activities



16%

U.S. Norm: 10%

Activities and Experiences (Top 10)

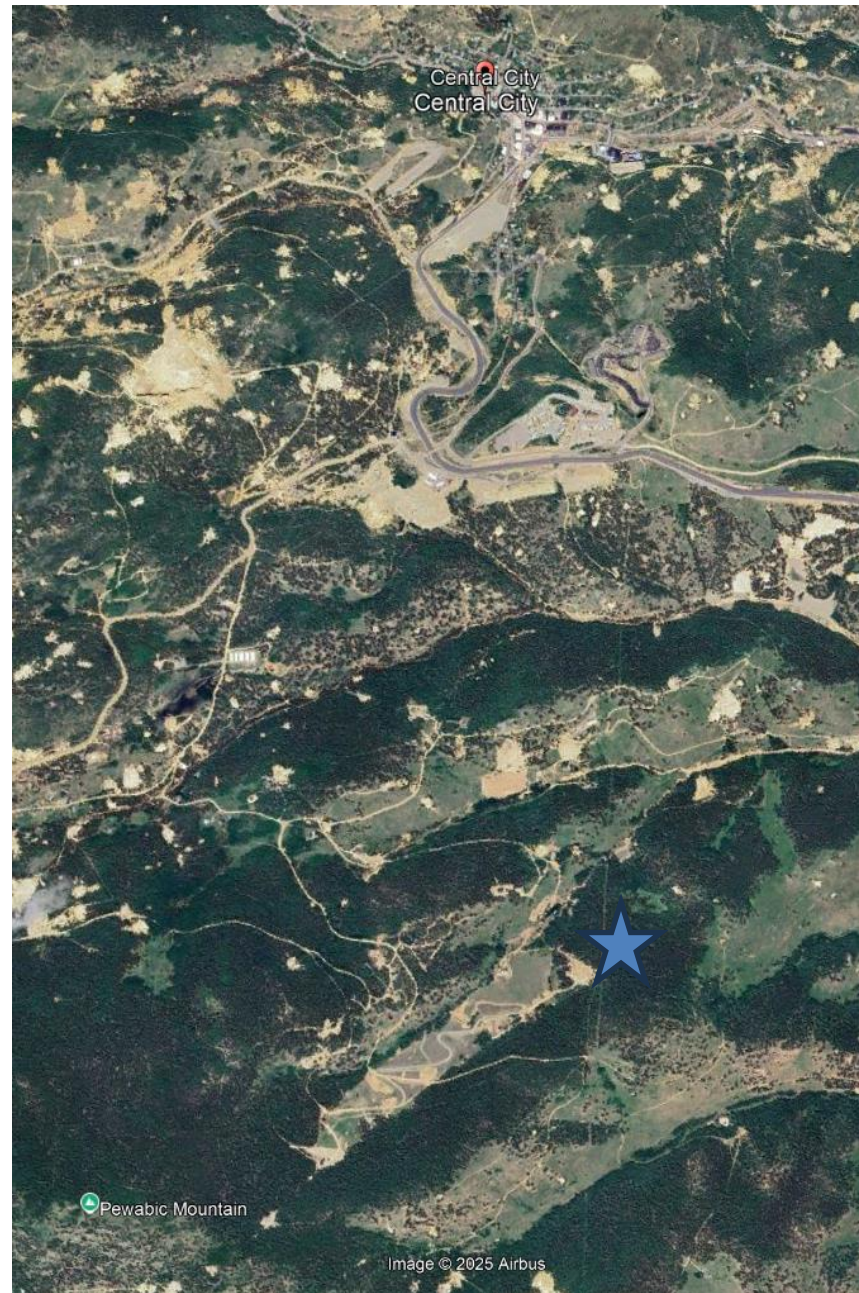
	2023	2022
Sightseeing	18%	15%
Shopping	18%	19%
Hiking/backpacking	12%	12%
Attending celebration	12%	10%
Landmark/historic site	11%	9%
National/state park	9%	7%
Museum	8%	8%
Nature tours/wildlife viewing/birding	8%	7%
Business convention/conference	8%	6%
Business meeting	7%	7%

MULTIMODAL CONNECTIVITY

Bike & Outdoor Tourism Central City Opportunities



*Photo by Marek Piwnicki:
<https://www.pexels.com/photo/nightfire-17628798/>*



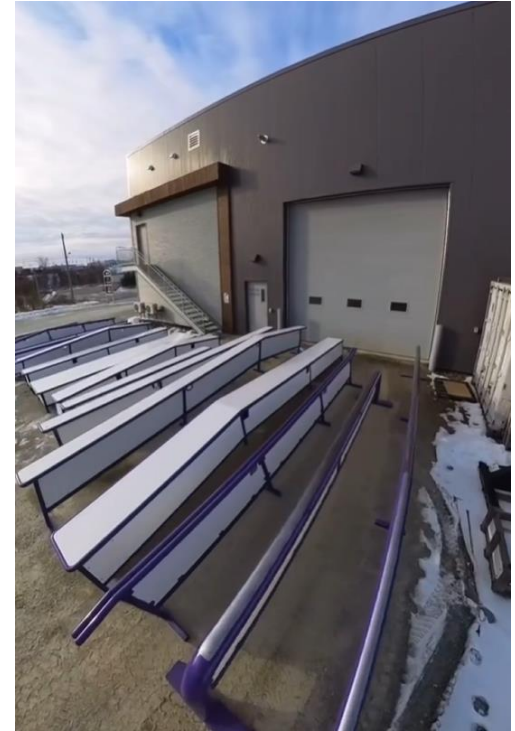
DOWNHILL BIKE PARK AT PEWIBAC MOUNTAIN



*Photo by Marek Piwnicki:
<https://www.pexels.com/photo/person-riding-bicycle-on-brown-field-13695381/>*

MULTIMODAL CONNECTIVITY

Bike & Outdoor Tourism: Ruby Hill, Denver





HISTORIC PRESERVATION & CONSERVATION



OBERMEIER-SHEYKHET
ARCHITECTURE

HISTORIC PRESERVATION & CONSERVATION IN CENTRAL CITY

1. CREDIBILITY & EXPERTISE
2. HISTORIC PRESERVATION & CONSERVATION IN CENTRAL CITY
 1. Goals
 2. Standards for Historic Preservation
 3. Central City Regulations
3. CASE STUDIES: Preservation & Modernity
4. CITY OF CENTRAL FINANCIAL CONSIDERATIONS
5. IMPACTS OF CURRENT REGULATIONS
 - Exhibits:
 - Considerations for Discussion
 - Historic Preservation Terms & Standards
 - Developing ROM Costs for Rehabilitation & Maintenance
 - Additional Case Studies

CREDIBILITY & EXPERTISE

1. PETER ARNOLD - Preservation Specialist

ARIBA, ARCUK, ARB, AMInst PI

- 1967-1971 Project Architect, Robert Turner Associates, London
- 1971-2004 Founder, Design Director & CEO, Arnold & Boston Architects, London
- 2004-Present, Owner, Peter Arnold Architectural Consultant, Boulder, CO
- Notable Historic Preservation Projects
 - British Museum, London
 - Kensington Palace Restoration, London
 - Honourable Artillery Company Headquarters, London
 - Imperial War Museum, London

2. ALEKSANDR SHEYKHET - Principal-in-Charge

NCARB, LEED

- 2004 - Present Founding Partner & President, Obermeier Sheykhets Architecture, Inc., Denver
- International & Domestic Preservation projects in Kyiv, Ukraine, Moscow, Russia, Reno, Nevada, and Denver, Colorado
- Notable Preservation Projects
 - Walnut Lofts (Benjamin Moore), Denver
 - 1635 Blake St., Denver
 - Bank of Denver Starter Lofts, Denver
 - Elyria School Renovation, Denver
 - Temple Emmanuel Renovation, Denver
 - First National Bank, Reno
 - Regina Apartments, Reno
 - Pushkinskaia Mixed Use Redevelopment, Kyiv

3. BLAKE LASLEY, Project Manager

LEED AP

- 2006 Job Captain, Graphic Designer Gensler
- 2008 - Present Project Manager, OS Architecture
- 2018 - Present Owner, Design Director, 14er Creative Studios
- Projects:
 - Elyria School Renovation, Denver
 - First National Bank, Reno
 - Regina Apartments, Reno
 - Blake Street Creative Incubator, Denver



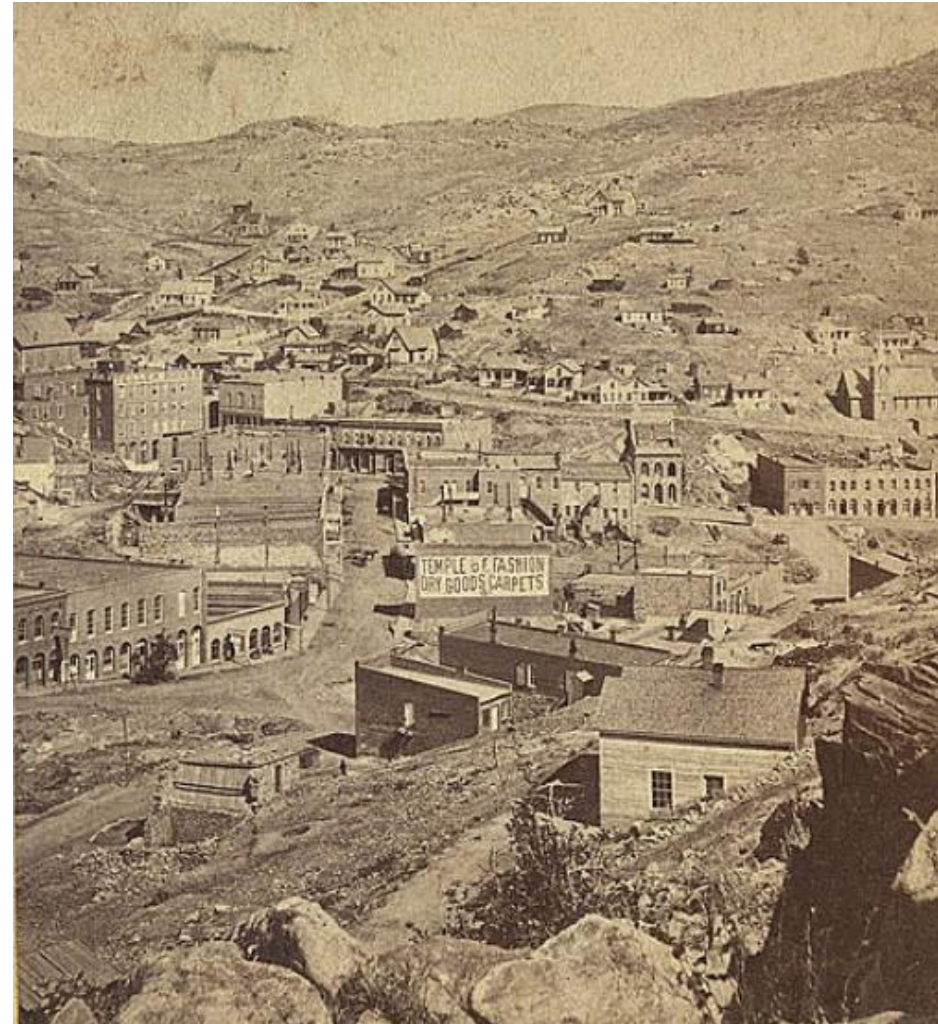
HISTORIC PRESERVATION & CONSERVATION IN CENTRAL CITY

DISTRICT GOALS:

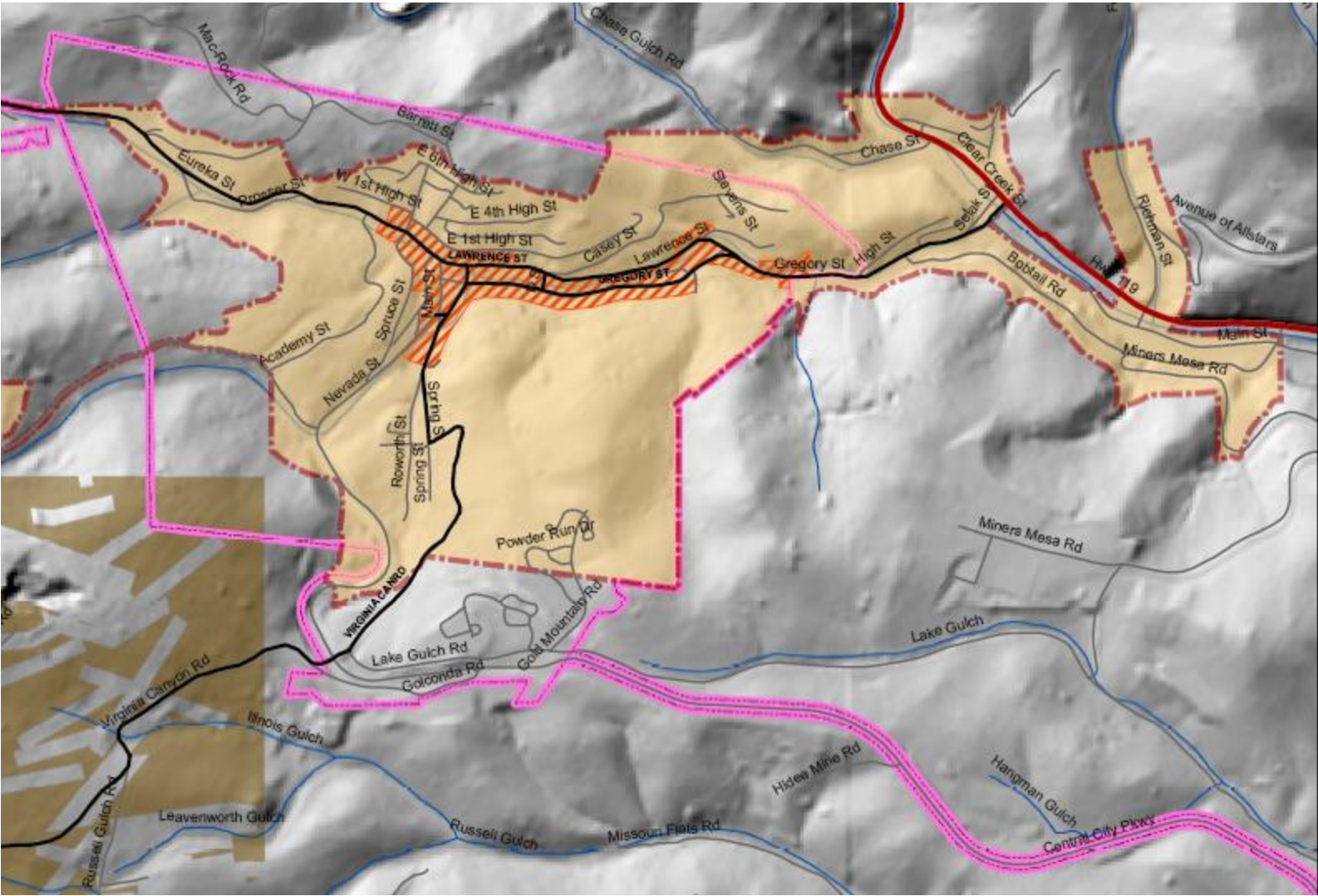
1. Keep and celebrate district character
2. Use contrast to highlight authenticity and give new life
3. Integrate historic with new

ASSET GOALS:

1. Analysis – Close study of conditions
2. Rehabilitation – Stop Damage, Regular Maintenance, Public Safety
3. Full Occupancy, Adaptive Reuse



HISTORIC DISTRICT – CURRENT MAP



 Gaming Boundary
 Historic District

Historic District and
Gaming District Boundaries



0 1,000 2,000 4,000 Feet

CURRENT LANDMARKS



Teller House, 110 Eureka



Opera House, 124 Eureka



Williams Stables, 115 Eureka



Gold Coin Saloon, 122 Main

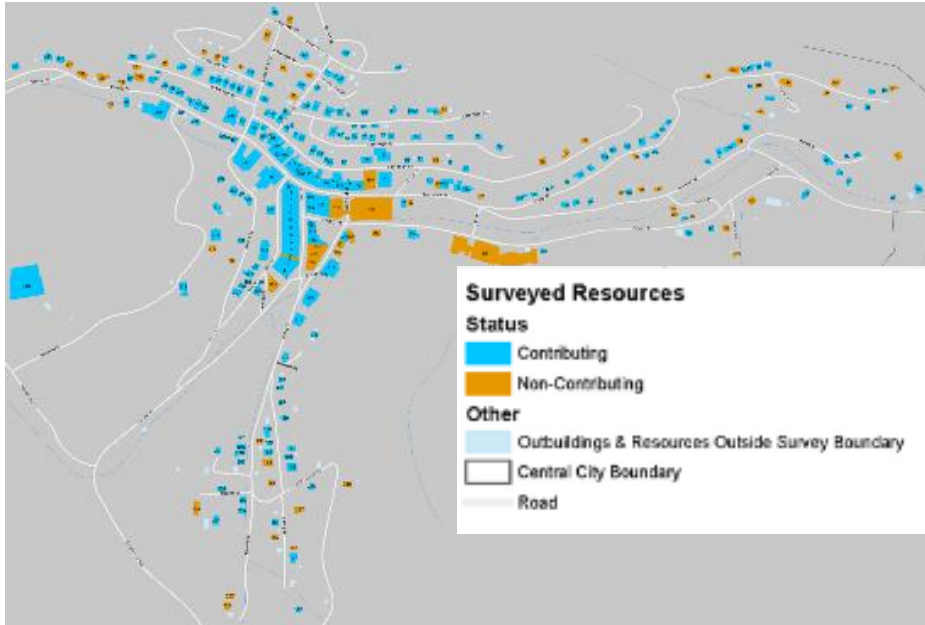


Clark School, 142 Lawrence



Coeur D'Alene Mine

CONTRIBUTING BUILDINGS – RATE OF ATTRITION



Map from published 2015 Survey of Historic Places

- **1961 Designated National Historic Landmark**
 - **1986 National Register of Historic Places**
 - 401 Buildings Contributing, 59 Buildings Non-Contributing (460 Total)
 - **1991 National Register of Historic Places**
 - 294 Buildings Contributing
 - **2014-2015 Survey**
 - 267 Contributing, 55 Non-Contributing (322 Total)
- **27 buildings were removed from the Historic Contributing List between 1991 and 2015.**
 - **More lost assets are anticipated at the next survey.**

FUNDING HISTORIC PRESERVATION & CONSERVATION

The annual per square foot cost of maintaining a historic building can vary widely depending on factors such as the age, condition, size, location, and specific maintenance needs of the building. However, estimates suggest that the annual cost typically ranges from \$3 to \$7 per square foot for routine maintenance and basic upkeep.

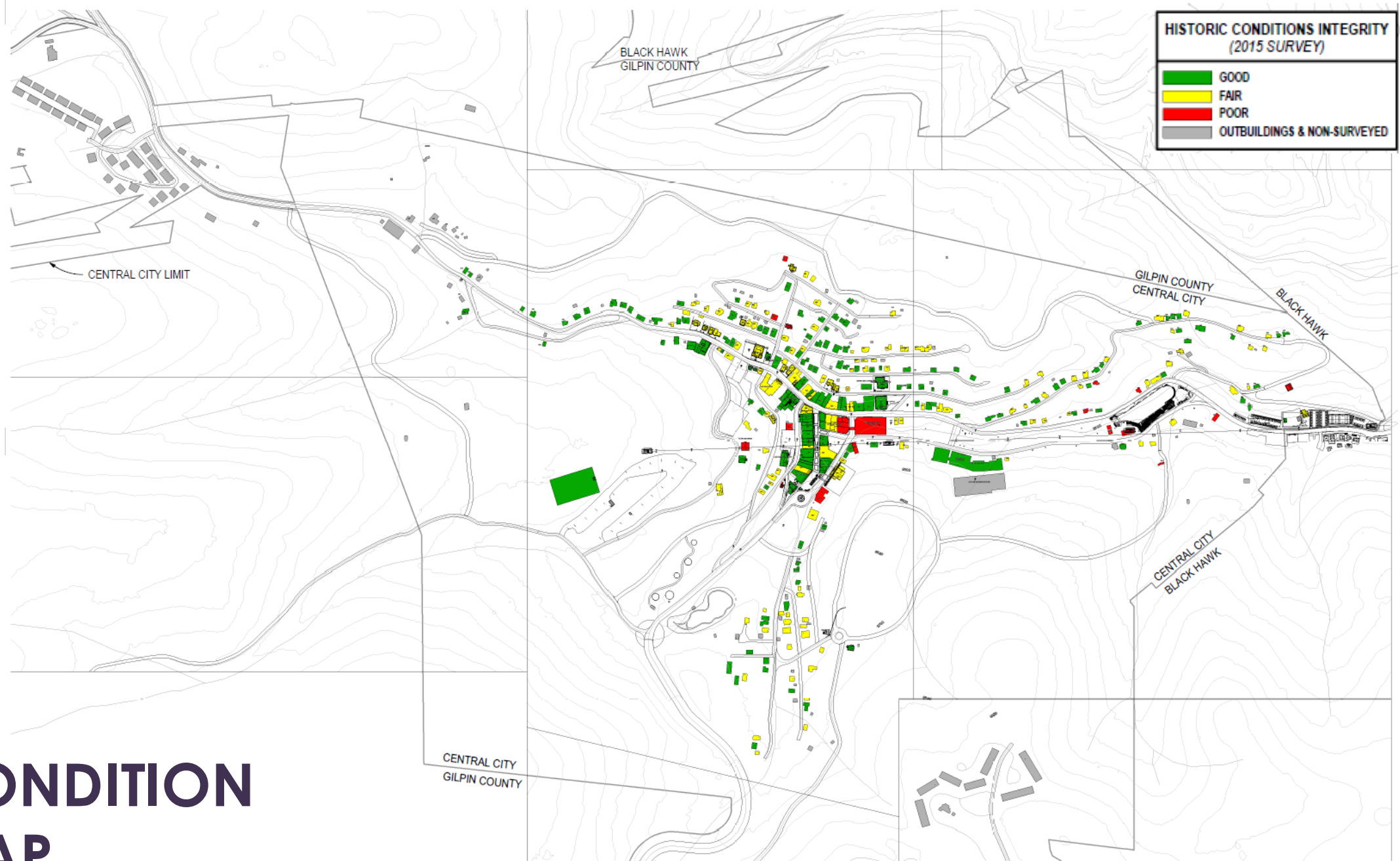
For buildings requiring more extensive preservation efforts or located in harsh environments, such as those subject to extreme weather conditions, the annual cost may be higher, potentially ranging from **\$7 to \$15 per square foot or more.**

This higher range accounts for expenses related to specialized repairs, climate control measures, weatherproofing, preservation planning, emergency preparedness, and compliance with regulations.

ANNUAL MAINTENANCE OF HISTORIC BUILDINGS IN A HARSH (EXTREME WEATHER) ENVIRONMENT

- 294 Buildings x 2,000 SF (Non-measured estimate) x \$7/sf maintenance cost = **\$4.12 Million Annual Maintenance Cost**
- 294 Buildings x 2,000 SF (Non-measured estimate) x \$15/sf maintenance cost = **\$8.82 Million Annual Maintenance Cost**
- **Deferred Maintenance Adds Up. It Doesn't Disappear. 4-6% of building's replacement value each year in an extreme weather environment.**

CONDITION MAP



STANDARDS: District / Neighborhood

Secretary of the Interior's Standards for the Treatment of Historic Properties (2017)

SETTING (DISTRICT / NEIGHBORHOOD)	
RECOMMENDED	NOT RECOMMENDED
<i>Identifying, retaining, and preserving</i> building and landscape features that are important in defining the overall historic character of the setting. Such features can include circulation systems, such as roads and streets; furnishings and fixtures, such as light posts or benches; vegetation, gardens, and yards; adjacent open space, such as fields, parks, commons, or woodlands; and important views or visual relationships.	Altering those building and landscape features of the setting which are important in defining its historic character so that, as a result, the character is diminished.
Retaining the historic relationship between buildings and landscape features in the setting. For example, preserving the relationship between a town common or urban plaza and the adjacent houses, municipal buildings, roads, and landscape and streetscape features.	<p>Altering the relationship between the buildings and landscape features in the setting by widening existing streets, changing landscape materials, or locating new streets or parking areas where they may negatively impact the historic character of the setting.</p> <p>Removing or relocating historic buildings or landscape features, thereby destroying the historic relationship between buildings and the landscape in the setting.</p>

Identify, retain, and preserve the historic character of the setting.



[23] The city square is important in defining the character of the historic setting in this small town.

STANDARDS: District / Neighborhood

- Stabilize, protect, and maintain building and landscape features.
- Current economic hardships and extreme environmental conditions have led to critically deteriorating assets.

SETTING (DISTRICT / NEIGHBORHOOD)	
RECOMMENDED	NOT RECOMMENDED
<i>Stabilizing</i> deteriorated or damaged building or landscape features in the setting as a preliminary measure, when necessary, prior to undertaking preservation work.	Failing to stabilize a deteriorated or damaged building or landscape feature in the setting until additional work can be undertaken, thereby allowing further damage to occur to the setting.
<i>Protecting and maintaining</i> historic features in the setting through regularly-scheduled maintenance and landscape management.	Failing to protect and maintain materials in the setting on a cyclical basis so that deterioration of building and landscape features results. Stripping or removing historic features from buildings or the setting, such as a porch, fencing, walkways, or plant material.
Installing protective fencing, bollards, and stanchions in the setting, when necessary for security, that are as unobtrusive as possible.	Installing protective fencing, bollards, and stanchions in the setting, when necessary for security, without taking into consideration their location and visibility so that they negatively impact the historic character of the setting.
Protecting building and landscape features when undertaking work in the setting.	Failing to protect building and landscape features during work in the setting.
Evaluating the overall condition of materials and features to determine whether more than protection and maintenance, such as repairs to materials and features in the setting, will be necessary.	Failing to undertake adequate measures to ensure the protection of materials and features of the setting.
<i>Repairing</i> features in the setting by reinforcing the historic materials, using recognized preservation methods.	Removing material that could be repaired or using improper repair techniques.
<i>The following work is highlighted to indicate that it represents the greatest degree of intervention generally recommended within the treatment Preservation, and should only be considered after protection, stabilization, and repair concerns have been addressed.</i>	
Limited Replacement in Kind	
<i>Replacing</i> in kind extensively deteriorated or missing components of building and landscape features in the setting when there are surviving prototypes, such as balustrades or paving materials, or when the replacement can be based on documentary or physical evidence. The new work should match the old in material, design, scale, and color.	Replacing an entire feature of the building or landscape when limited replacement of deteriorated or missing components is appropriate. Using replacement material that does not match the historic building or landscape feature.

STANDARDS: New Construction on Historic Sites

Secretary of the Interior's Standards for the Treatment of Historic Properties (2017)

NEW EXTERIOR ADDITIONS TO HISTORIC BUILDINGS AND RELATED NEW CONSTRUCTION	
RECOMMENDED	NOT RECOMMENDED
Related New Construction	
Adding a new building to a historic site or property only if the requirements for a new or continuing use cannot be accommodated within the existing structure or structures.	Adding a new building to a historic site or property when the project requirements could be accommodated within the existing structure or structures.
Locating new construction far enough away from the historic building, when possible, where it will be minimally visible and will not negatively affect the building's character, the site, or setting.	Placing new construction too close to the historic building so that it negatively impacts the building's character, the site, or setting.

[65] (a) This (far left) is a compatible new outbuilding constructed on the site of a historic plantation house (b). Although traditional in design, it is built of wood to differentiate it from the historic house (which is scored stucco) located at the back of the site so as not to impact the historic house, and minimally visible from the public right-of-way (c).

- Differentiate new construction from historic building.
- Do not replicate features of historic buildings.
- Current Design Guidelines require replication of historic styles.

NEW EXTERIOR ADDITIONS TO HISTORIC BUILDINGS AND RELATED NEW CONSTRUCTION	
RECOMMENDED	NOT RECOMMENDED
Designing new construction on a historic site or in a historic setting that it is compatible but differentiated from the historic building or buildings.	Replicating the features of the historic building when designing a new building, with the result that it may be confused as historic or original to the site or setting.
Considering the design for related new construction in terms of its relationship to the historic building as well as the historic district and setting.	
Ensuring that new construction is secondary to the historic building and does not detract from its significance.	Adding new construction that results in the diminution or loss of the historic character of the building, including its design, materials, location, or setting. Constructing a new building on a historic property or on an adjacent site that is much larger than the historic building. Designing new buildings or groups of buildings to meet a new use that are not compatible in scale or design with the character of the historic building and the site, such as apartments on a historic school property that are too residential in appearance.
Using site features or land formations, such as trees or sloping terrain, to help minimize the new construction and its impact on the historic building and property.	
Designing an addition to a historic building in a densely-built location (such as a downtown commercial district) to appear as a separate building or infill, rather than as an addition. In such a setting, the addition or the infill structure must be compatible with the size and scale of the historic building and surrounding buildings—usually the front elevation of the new building should be in the same plane (i.e., not set back from the historic building). This approach may also provide the opportunity for a larger addition or infill when the façade can be broken up into smaller elements that are consistent with the scale of the historic building and surrounding buildings.	



CASE STUDY: FAUX HISTORIC

COLORADO CULTURAL RESOURCE SURVEY

2014 Central City Resurvey

Identification

Resource Number: 5GL.7.551

County: Gilpin

Resource Name: Residence

Resource Address: 330 E. High

Block Number: 009

Lot Number: 017-022

Parcel Number: 183512301189



Resource Information

Year Built: 1989

Number of Stories: 2

Roof Configuration: Cross Gabled

Style/Type: Gabled Ell

Original Use: Single Dwelling

Exterior Wall Material: Horizontal Siding

Evaluation

Recommended Status: Non-Contributing

Official Status: Not Evaluated

Condition: Good

Previous Status: Not Evaluated

Integrity: Poor



AVOID IMITATION HISTORY IN A DISTRICT:

- Detailing imitates the historic resources.
- Distinction between historic and new should be clear.

CASE STUDIES

A. HISTORIC DISTRICTS

1. Larimer Square Historic District – Denver, Colorado
2. Macao Historic Centre, UNESCO World Heritage Site – Macao, China
3. Old Montreal – Montreal, Quebec, Canada

B. HISTORIC BUILDINGS

1. British Museum – London, UK
2. Honorable Artillery Building – London, UK
3. Reichstag Dome – Berlin, Germany

C. Others: See Exhibit C

1. Kensington Palace – London, UK
2. Imperial War Museum – London, UK
3. Crystal Houses – Amsterdam, Netherlands
4. David Chipperfield's New Museum

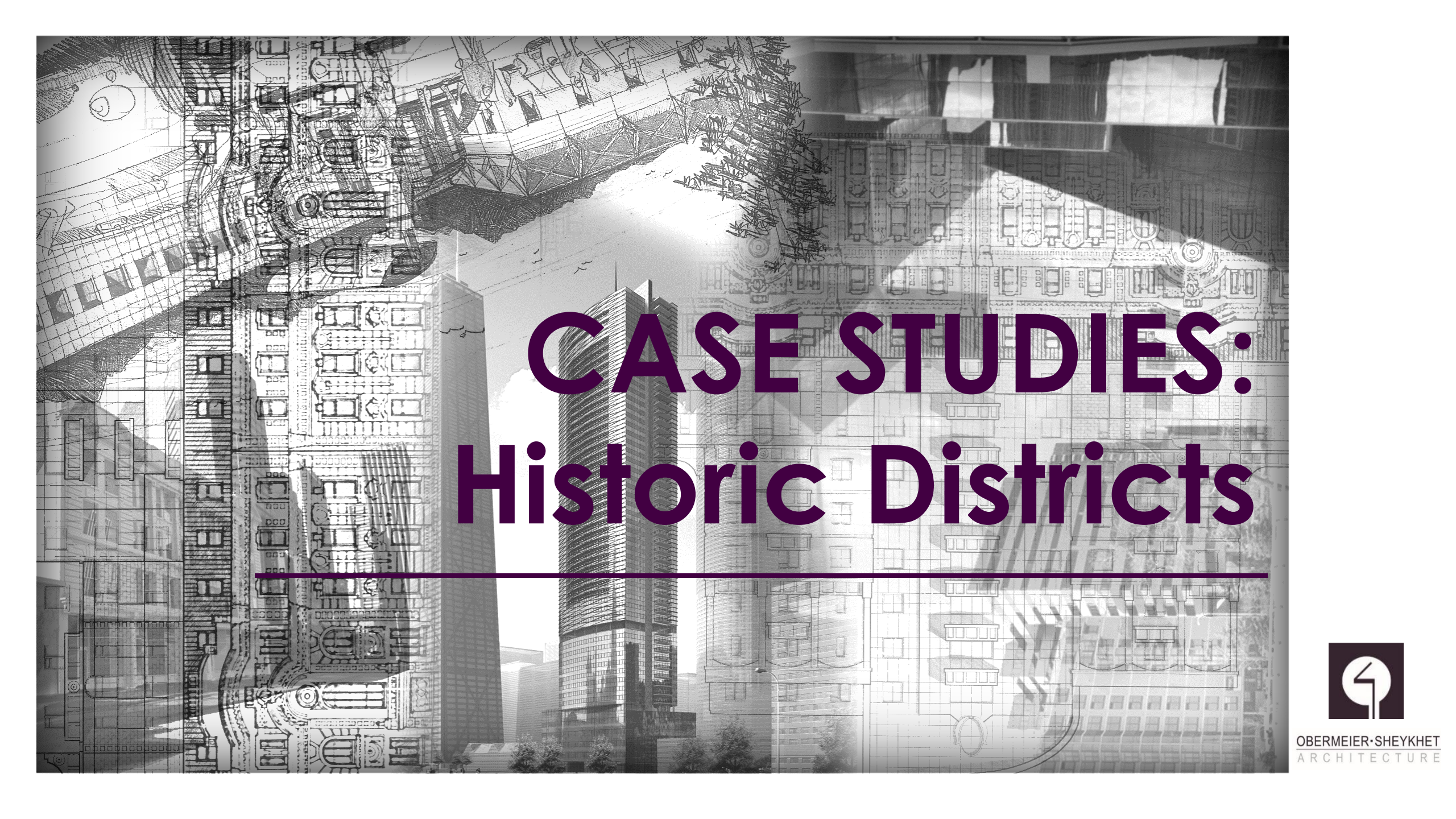
Island Gallery – Berlin, Germany

5. *The Tate Modern* – London, UK
6. *Reno City Center Bank Adaptive Reuse* – Reno, NV
7. *Elyria School Adaptive Reuse* – Denver, CO
8. *High Line Park* – New York, NY
9. *Atrium Hotel & Residences on Pushkin Street*

Local Historic Preservation Codes

1. [Crested Butte Historic Preservation Plan](#) (PDF)
2. [Breckenridge Historic Resources Management Plan](#) (PDF)



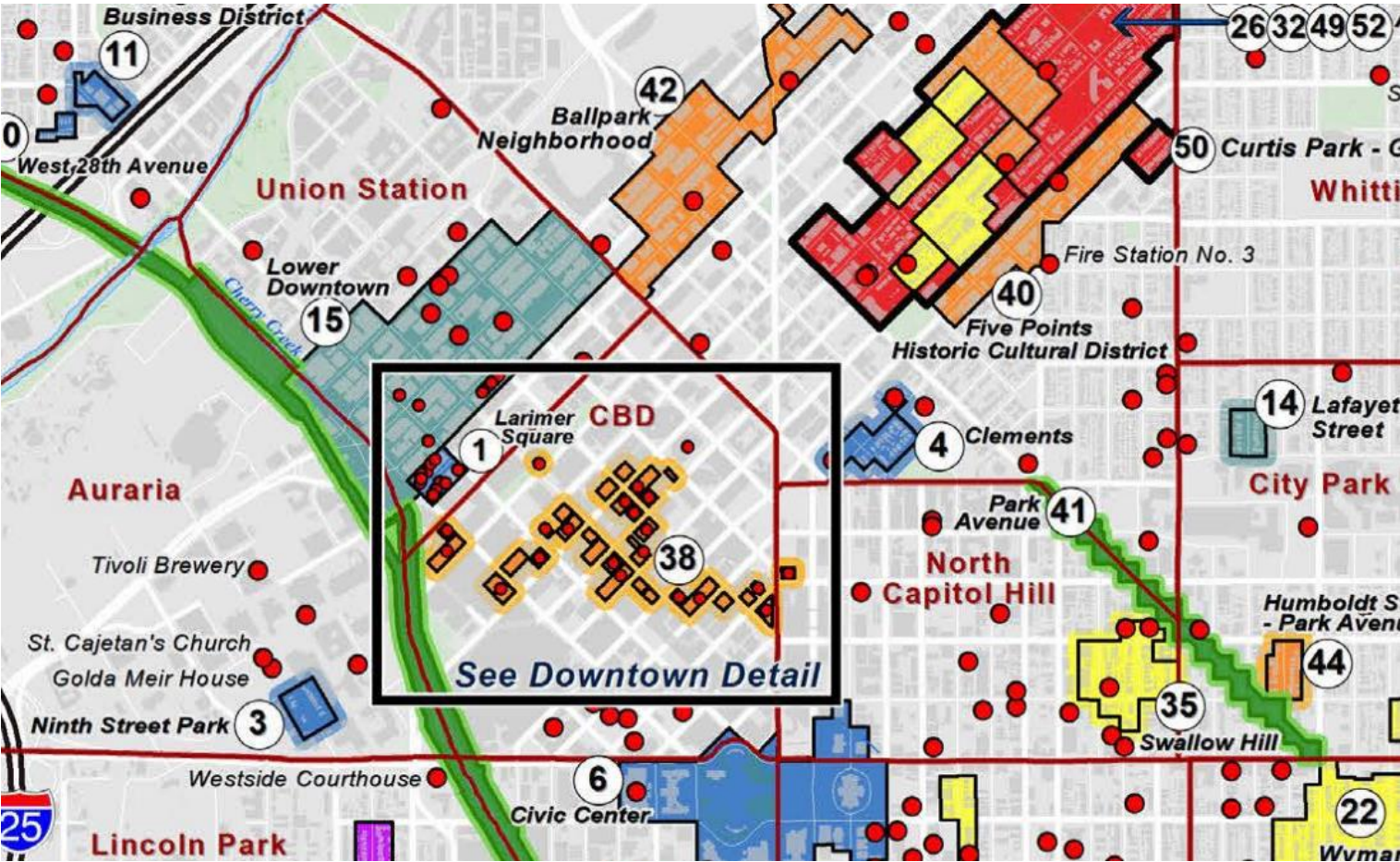
The background of the slide is a composite image. It features a detailed architectural line drawing of a historic city street scene, showing multi-story buildings with ornate facades and a street with trees. Overlaid on this drawing is a photograph of a modern city skyline, featuring a prominent, curved skyscraper. The text 'CASE STUDIES: Historic Districts' is centered over the image in a large, bold, purple font. A thin purple horizontal line is positioned below the text.

CASE STUDIES: Historic Districts



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ARCHITECTURE

CASE STUDY – LARIMER SQUARE HISTORIC DISTRICT



Map Symbolology

● Landmark Structures
(Not all Landmark structures labeled at this extent)

Landmark Districts / Period Designated



CASE STUDY – LARIMER SQUARE HISTORIC DISTRICT

- Historic District **integrated into stylistically diverse downtown fabric**
- Pedestrian Friendly with through traffic
- Maintains character and vibrant retail and restaurant center
- Formerly a skid row



<https://www.larimersquare.com/about>



<https://www.larimersquare.com/contact>



<https://sognarcreativedivision.com/gallery/denver-tails/love-on-larimer-square>

CASE STUDY - MACAO HISTORIC CENTRE

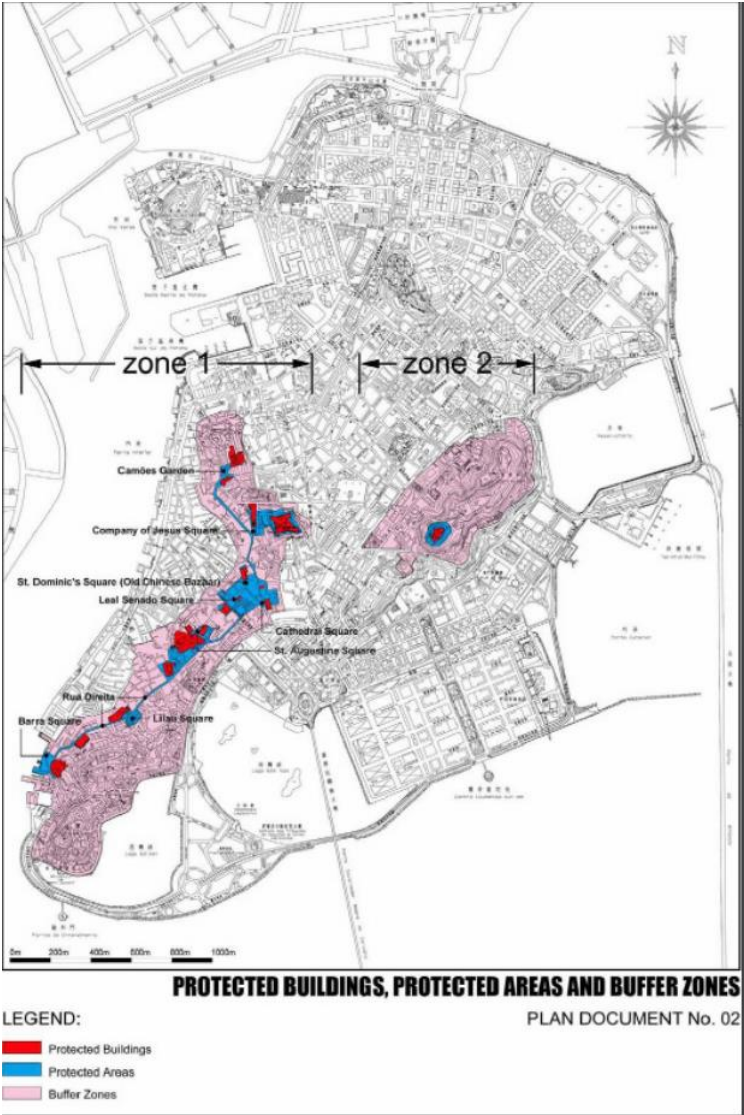
Map of Macao Historic Centre

Source: <https://whc.unesco.org/en/list/1110/maps/>



Macao Macao, China

- 1 Ruins of St Paul
- 2 The Venetian Macao
- 3 Senado Square
- 4 Fisherman's Wharf of Macau
- 5 Macau Tower
- 6 Historic Centre of Macau
- 7 A-Ma Temple
- 8 City of Dreams
- 9 Guan Yin Statue
- 10 Hotel Lisboa



Map of Macao Culture, Entertainment, and Tourism

Source: <https://travel.syggic.com/en/map/macau-printable-tourist-map-city:3184>

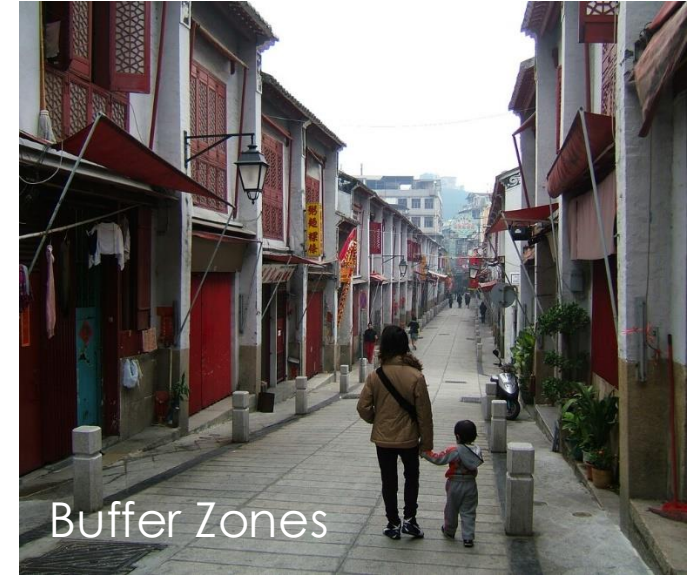
CASE STUDY - MACAO HISTORIC CENTRE

- UNESCO World Heritage Site
- Mid-16th century Portuguese trading port city
- Historic Centre maintains character and cultural significance in context of large, modern metropolis and city renowned worldwide for gaming in huge skyscrapers
- **Buffer Zones** transition protected historic assets to contemporary

The Heritage Centre



Ruins of Sao Paulo. Photo by CP Chiang



Buffer Zones

Image by Serge Dos Santos found at whc.unesco.org



Images by Serge Dos Santos found at whc.unesco.org



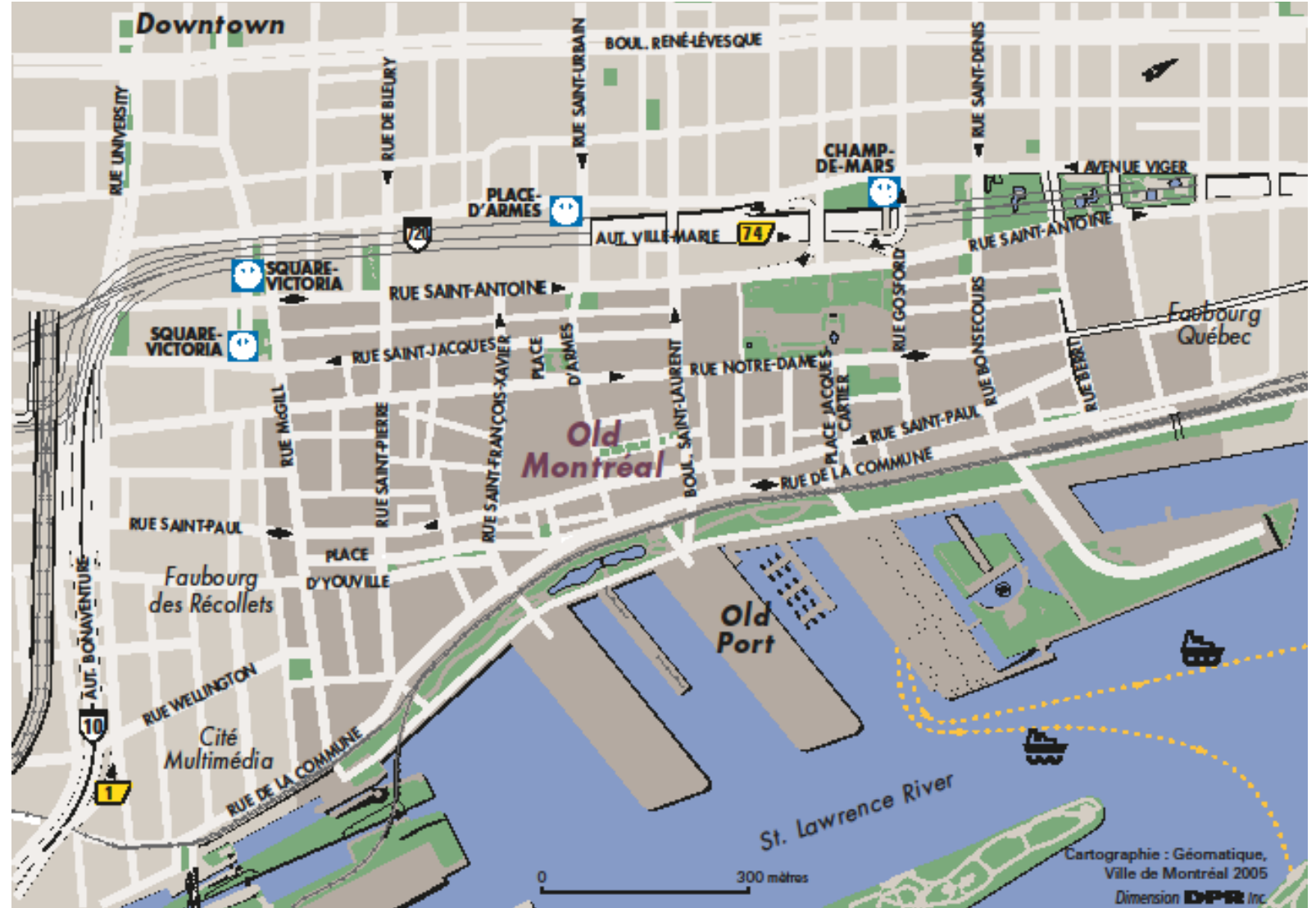
Senando Square Photo by myhktour



Photo by Banny Leung

CASE STUDY – OLD MONTREAL

- Preserved Character
- Transition to new development
- **Destination that is part of urban fabric**



CASE STUDY - OLD MONTREAL



The background of the slide is a composite image. On the left, there is a detailed architectural sketch of a multi-story building with many windows and classical architectural details. On the right, there is a photograph of a modern skyscraper with a curved facade, set against a city skyline. The text 'CASE STUDIES: Preservation & Modernity' is overlaid in the center in a large, bold, purple font. A thin purple horizontal line is positioned below the text.

CASE STUDIES: Preservation & Modernity



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ARCHITECTURE

The British Museum

London, United Kingdom

Owner:

Trustees of the British Museum

Use:

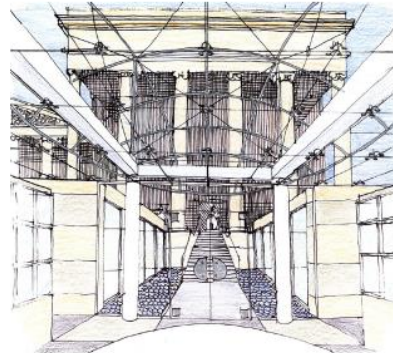
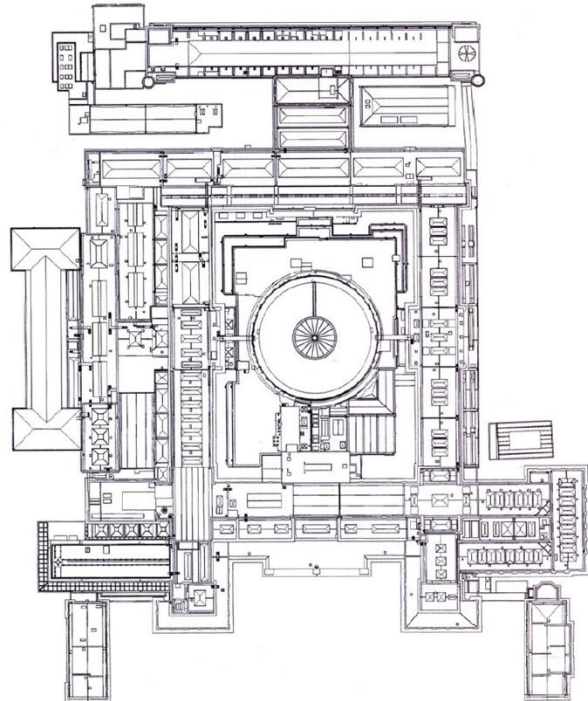
Museum

Services provided:

Architecture, Interior Design, Historic Preservation

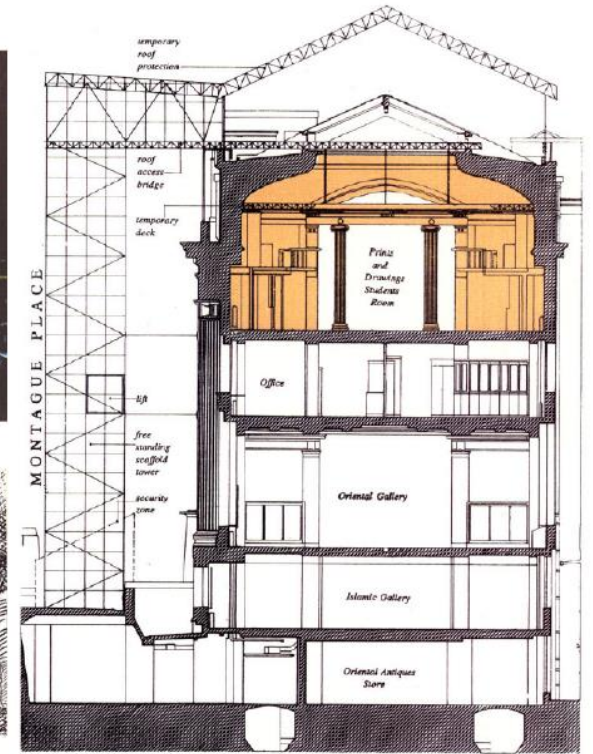
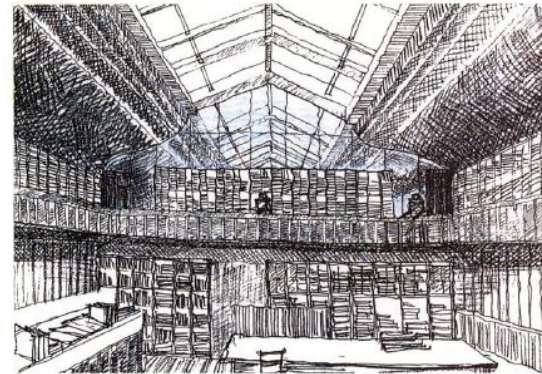


Principle sketch at entrance



Historic preservation of the British Museum galleries restoring the ceiling and roof to their pre-WWII condition.

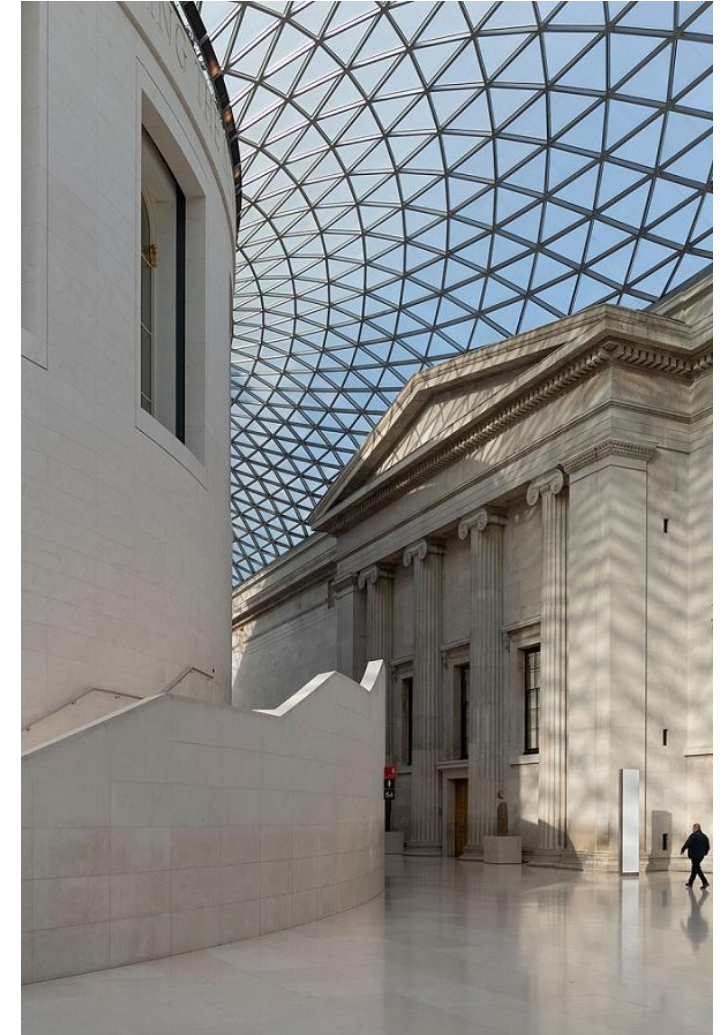
*This project was completed when Peter Arnold was CEO of Arnold & Boston Architects.



CASE STUDY– BRITISH MUSEUM

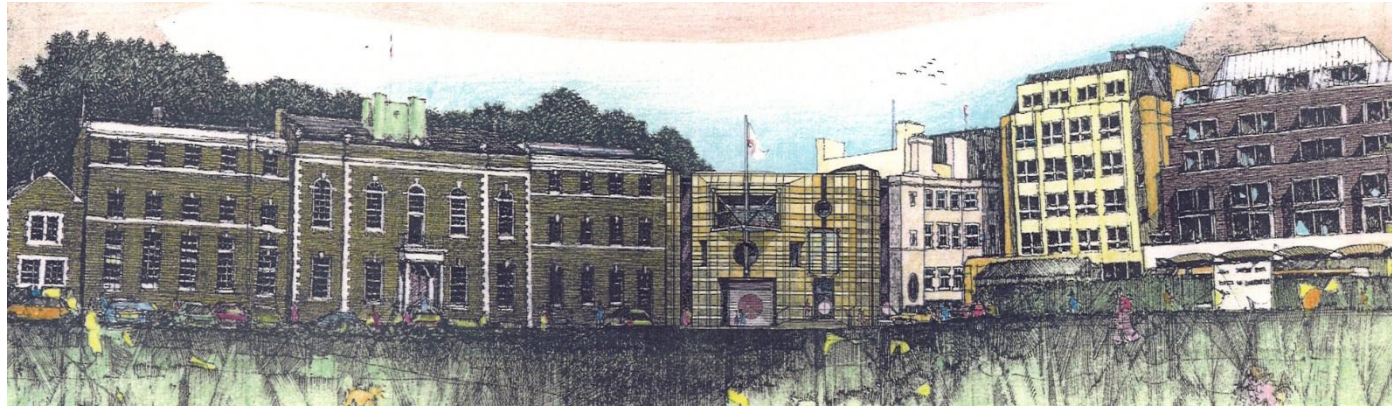
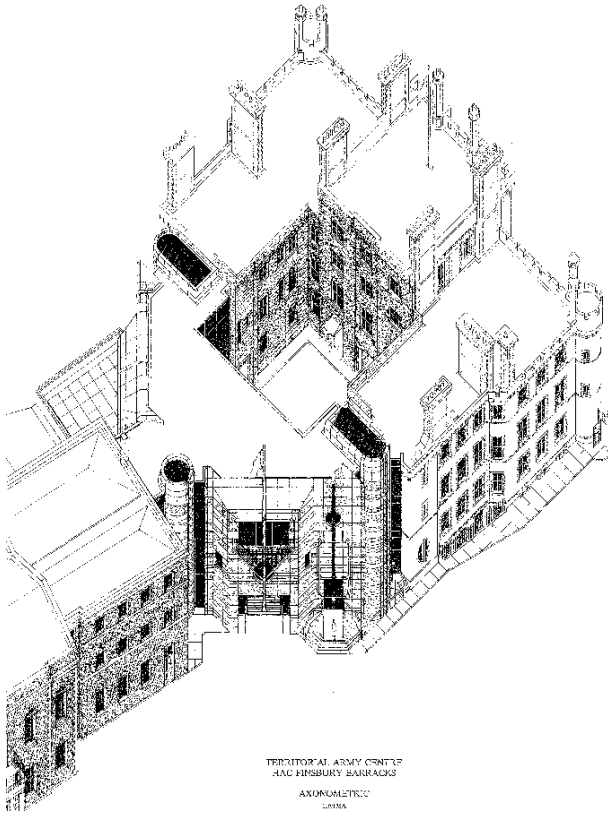


Foster's addition combines modern and historic architecture to create a powerful composition

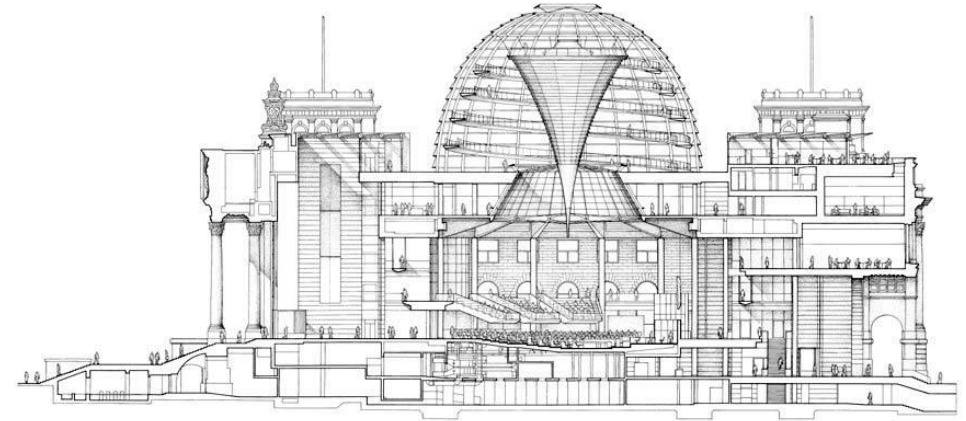


CASE STUDY– HONORABLE ARTILLERY BUILDING

- A. Link Between Two Historic Buildings of Different Styles
- B. Modern Style Contrasting Historic Details



CASE STUDY: REICHSTAG DOME



The Reichstag, a historic legislative government building on Platz der Republik in Berlin, is the seat of the German Bundestag. It is also the meeting place of the Federal Convention, which elects the President of Germany.

Architects: Norman Foster, Paul Wallot



NEXT STEPS

Public Outreach #3: 8/18/2025

**THANK YOU FOR BEING HERE AND
CONTRIBUTING TO THE PRESENT
AND FUTURE OF YOUR CITY!**

The background of the slide is a composite image. It features a detailed architectural line drawing of a city street scene with various building facades, windows, and trees. Overlaid on this drawing is a grayscale photograph of a modern city skyline, including a prominent curved skyscraper. The text 'EXHIBIT A' and 'ARCHITECTURE & PLANNING' is centered over the image in a bold, purple, sans-serif font. A thin horizontal purple line is positioned below the text.

EXHIBIT A

ARCHITECTURE & PLANNING



OBERMEIER•SHEYKHET
ARCHITECTURE

BUILDING TYPE DIAGRAMS



BUILDING TYPE DIAGRAMS






EXHIBIT B

CONNECTIVITY & TRAILS



OBERMEIER•SHEYKHET
ARCHITECTURE

The background of the slide is a composite image. It features a detailed architectural line drawing of a city street scene with various building facades, windows, and trees. Overlaid on this drawing is a grayscale photograph of a modern city skyline, including a prominent curved skyscraper. The text 'EXHIBIT C' is written in a large, bold, purple sans-serif font, and 'HISTORIC PRESERVATION' is written below it in a slightly smaller, bold, purple sans-serif font. A thin purple horizontal line is positioned below the text.

EXHIBIT C

HISTORIC PRESERVATION



OBERMEIER•SHEYKHET
ARCHITECTURE

CONSIDERATIONS FOR DISCUSSION

1. What are the costs of intervention
2. How do different treatments impact the Historic District?
3. What happens if there are no interventions
4. Who is living in Central City? Do current residents have resources and services to thrive?
5. Who will live in Central City in 10 years, 25 years, 50 years?
6. For whom is the history being preserved?
7. SPIRIT – What is the spirit of the town?
 - A. Boomtown vs. Contemporary – What is owed?
8. Is history, charm, and setting enough to support the town?
9. [Secretary of the Interior's Standards for the Treatment of Historic Properties \(2017\)](#)

STANDARDS & DEFINITIONS

1. NATIONAL STANDARDS

- A. Department of the Interior
- B. National Park Service
- C. Department of Transportation
- D. Secretary of the Interior's Standards for the Treatment of Historic Properties (2017)
 - A. Criteria for Choosing an Appropriate Treatment for Historic Buildings
 - A. Level of Significance
 - B. Physical Condition
 - C. Proposed Use
 - D. Code & Other Regulations

2. LOCAL GOVERNMENTS

- 1. State
- 2. Municipal
 - 1. Historic Preservation Commissions
 - 2. Certified Local Governments

STANDARDS & DEFINITIONS

TERMS & TREATMENTS

- A. Preservation** - Sustain the existing form, integrity, and materials of an historic property
- B. Rehabilitation** - Alter or add to a historic building to meet continuing or new uses while retaining the building's historic character.
- Most common approach.

- C. Restoration** - Accurately depicting the form, features, and character of a property as it appeared at a particular period of time
- D. Reconstruction** – New construction replicating its appearance at a specific period of time and in its historic location.

ROUGH ORDER OF MAGNITUDE COSTS

I. ROM DEVELOPMENT METHODOLOGY:

- a. MS Means:
 - i. Use of 2024 updated database figures
 - ii. Insertion of coefficients for the HISTORIC renovation
 - iii. Utilization of locality adjustment: clip chart
- b. Specialty restoration general contractor coordination
- c. Licensed SE coordination
- d. Historic preservation specialist review
- e. Below listed costs represent upfront repairs investment related to the differed maintenance, not annual or periodic cost of upkeep. Amortization schedule shall be calculated-developed separately.
- f. Low-to-high range assigned and computed to permit for variations

II. ROM DEVELOPMENT LIMITATIONS:

- a. Condition Assessment (no visual inspection)
- b. Area Summary
- c. Intended Use is not changed, marketability and desirability of the
- d. Only Contributing Monuments are Considered
- e. Structures that have Collapsed are Assumed Stabilized but Not Rebuilt as Functional Buildings

ROUGH ORDER OF MAGNITUDE COSTS

CONDITION (2015 SURVEY)

- **Condition:** This was the physical condition of the house. Three categories were used. Good meant no apparent repairs needed. Fair meant that some repair or maintenance was needed. Poor meant that there are major issues that need to be addressed soon in order to maintain the structural and historical integrity of the building.
- **Integrity:** Integrity means the ability of a property to convey its significance. This evaluation was based on a field evaluation of the property and was primarily an evaluation of the property's physical appearance or architectural significance. This included evaluating building materials, looking for materials and/or design features that appeared to date to after the period of significance (1859-1918). Based only on a field survey it was often impossible to definitely determine whether alterations dated to within the period of significance or after the period of significance, but the alterations were evaluated to determine if they appeared that they could have been done within the period of significance and whether their design

• A – GOOD - \$60 - 100 NSF

- Cosmetic repairs only consisting of the following general items:
 - Interiors: plumbing minor repairs; minor finishes touch up; new carpet; new paint; new sealants
 - Exteriors: exterior paint or finish coat, opening sealant, masonry repoint & grout repairs, roofing minor patches; flashing minor repairs

• B – FAIR - \$ 120-170

- Minor repairs only consisting of the following items
- Sitework: hardscape minor repairs; landscape cleanup
- Interiors
- Exteriors

• C - POOR: \$225-350/GSF - simplified scope

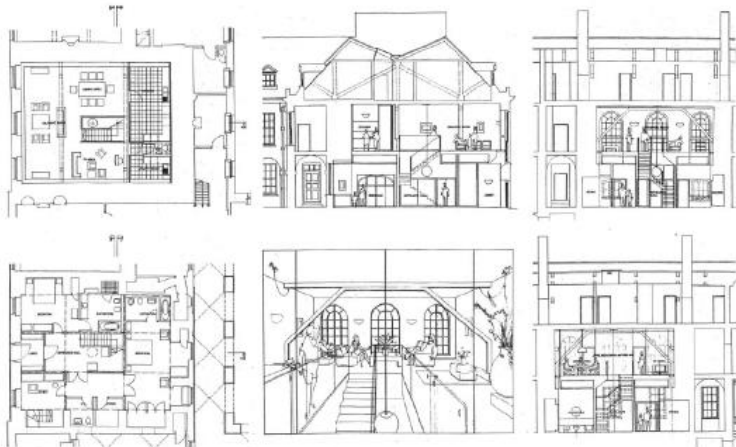
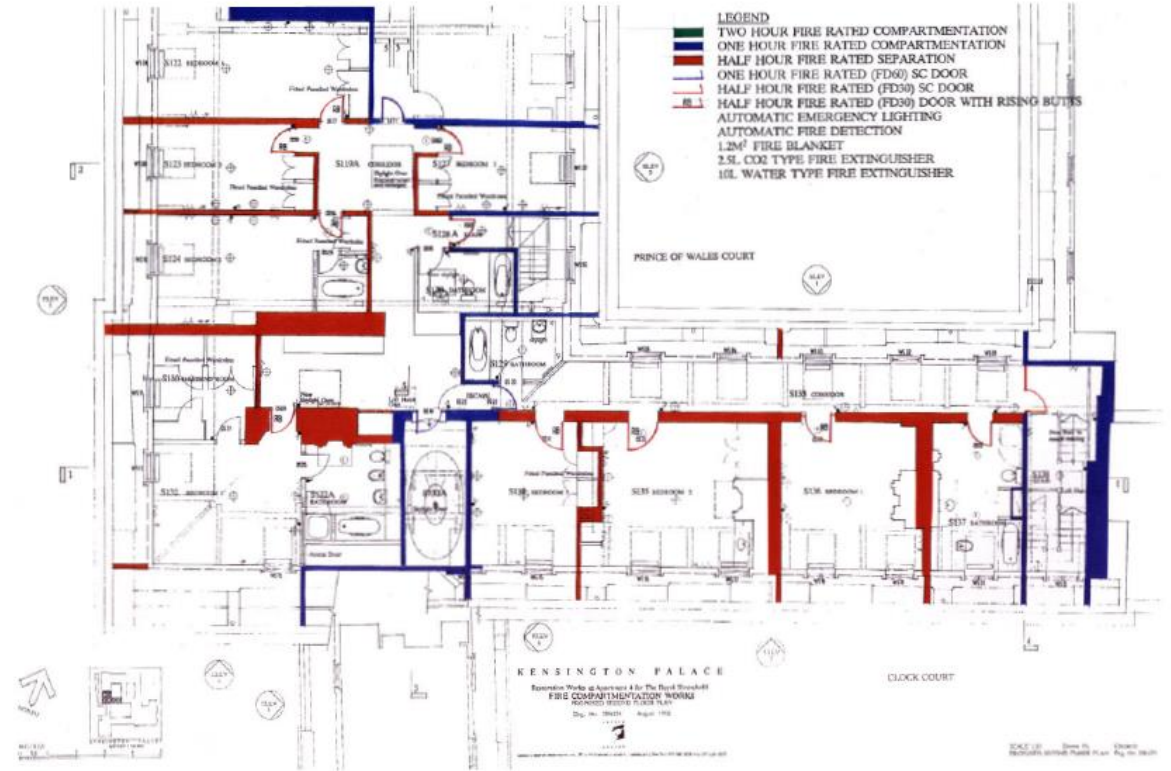
- Sitework (retaining walls, storm drainage, landscaping)
- Foundations: rectify differential settlement and underpin
- Superstructure: major repairs structural repairs are limited to the following- movement stabilization; gaps and cracks repairs; settlement arrest in place
- Openings: replacement and/or extensive repairs with in-kind historically appropriate material
- Roofing: replace wp, finish
- MEP: partial upgrade with new machinery
- Finishes: replace
- Modern building code compliance is NOT anticipated



Kensington Palace

London, United Kingdom

Owner: British Crown
Use: Royal Palace
Services Provided: Remodel Feasibility Design

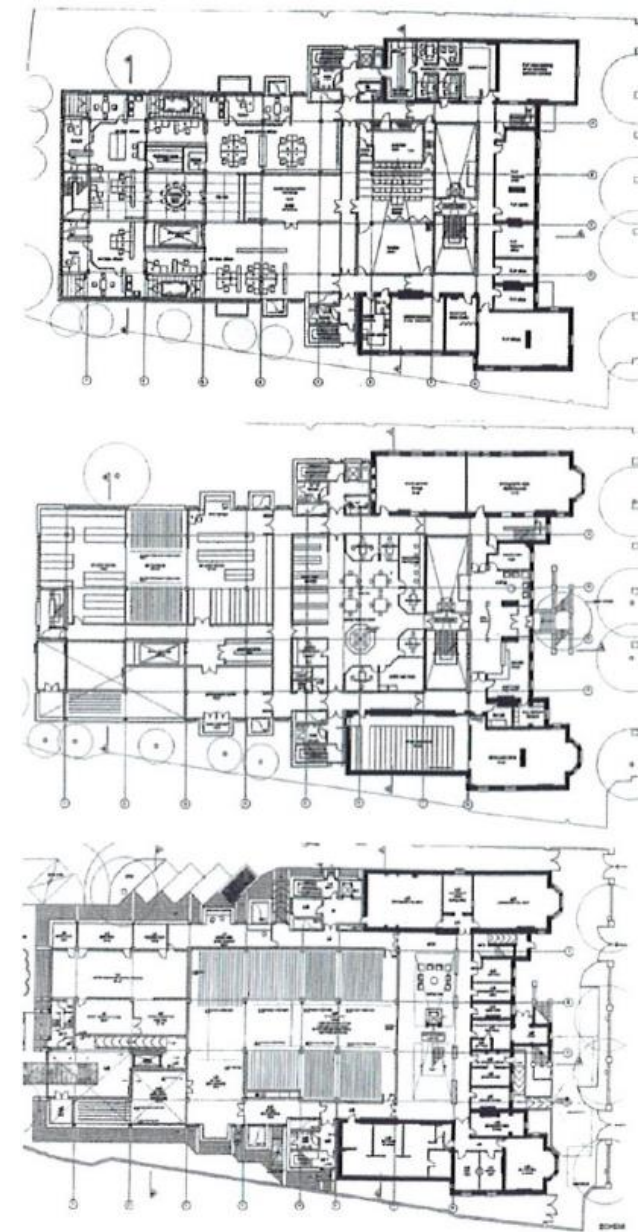


Kensington Palace for HM Queen Elizabeth II in the Royal Borough of Kensington & Chelsea. Restoration work included 30,000 square feet of early Georgian 17th Century Palace by Sir Christopher Wren. Construction cost \$8M for the conversion of Clock Court, the Prince of Wales Court, the King's Kitchen and the Stables as apartments for the Royal Family and Household staff. Kensington Palace is a Grade I Scheduled Monument and a London Heritage site.

*This project was completed when Peter Arnold was CEO of Arnold & Boston Architects.

CASE STUDY– IMPERIAL WAR MUSEUM

- A. London Borough of Southwark's Georgian Conservation Area
- B. Conversion, Restoration, and extension of infamous Bedlam Hospital (Georgian) and Annex (Victorian)



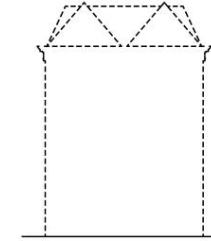
CASE STUDY – CRYSTAL HOUSES, AMSTERDAM



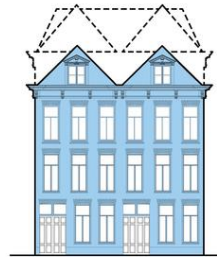
ORIGINAL FACADE



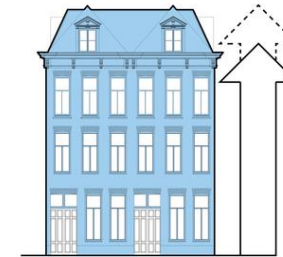
EXISTING SITUATION



HOUSES REPLACED
WITH LARGER VOLUMES



OLD PLEITER FACADE
REBUILT IN GLASS



FACADE STRETCHED TO
FIT NEW VOLUME



GLASS TO TERRACOTTA
BRICK GRADIENT



Respectful Update to Contemporary Design

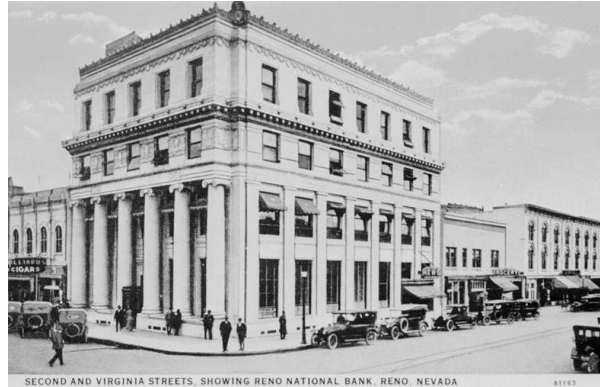
CASE STUDY: HIGHLINE PARK, NEW YORK CITY



The High Line is a 1.45-mile-long elevated linear park, greenway, and rail trail created on a former New York Central Railroad spur on the west side of Manhattan in New York City.

CASE STUDY – RENO CITY CENTER BANK ADAPTIVE REUSE

- 1915 Reno National Bank, designed by Frederic DeLongchamps
- Classical Revival Style
- Changing Urban Landscape Over Time



1921 Reno National Bank



1986 First National Bank with Harrah's Addition



2001 Planet Hollywood



2013 Ichiban Steak House



2022 Retail Design Option



2022 Retail Design Option

CASE STUDY – Elyria School Adaptive Reuse

- Conversion of school to multi-family residential units and support for women and families in need



CASE STUDY: THE TATE MODERN LONDON

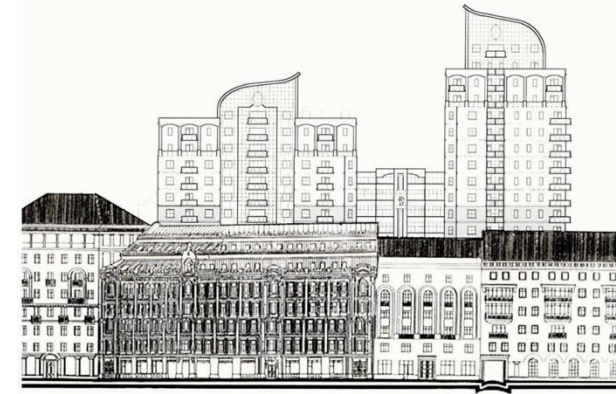
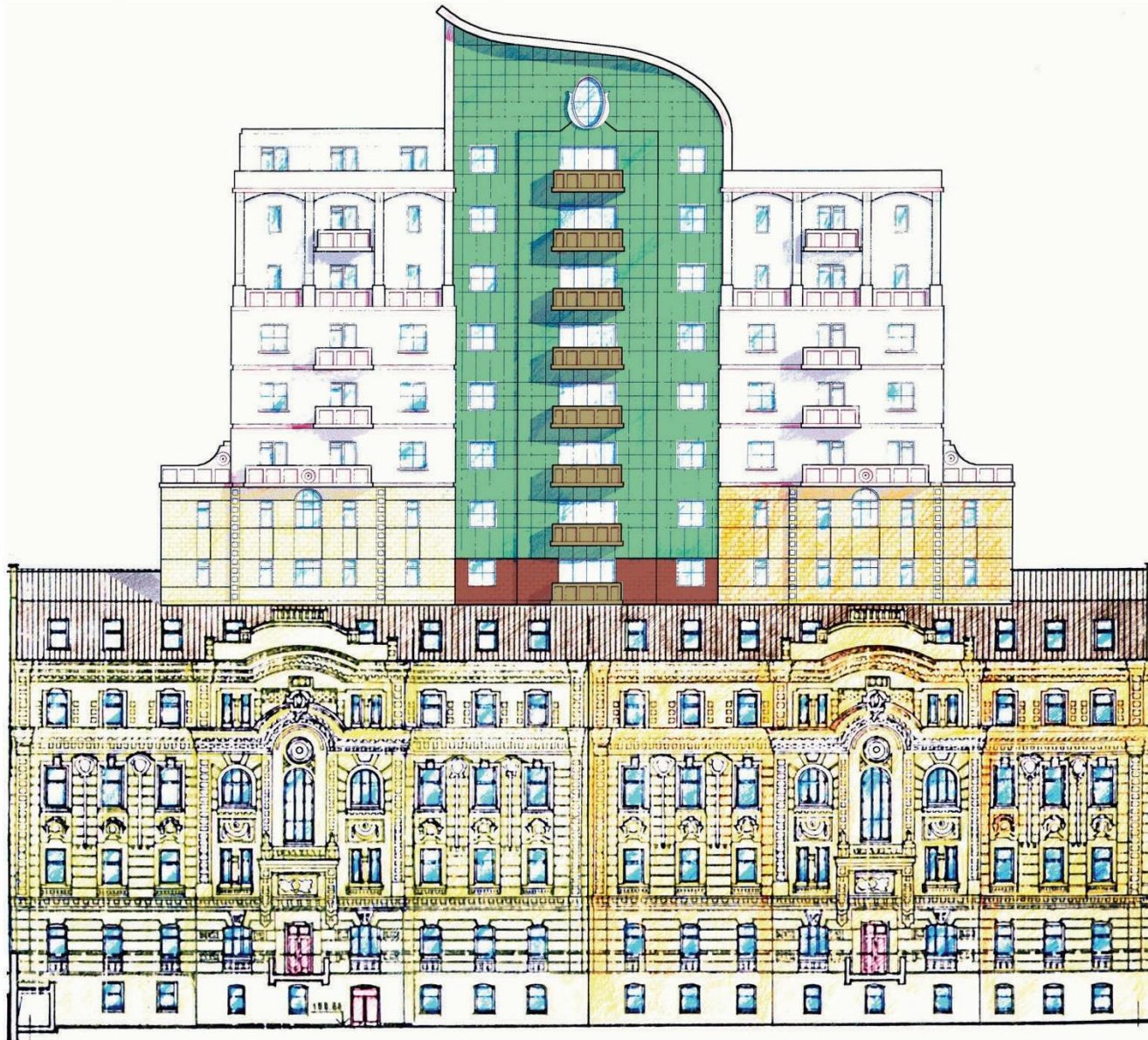


<https://www.herzogdemeuron.com/projects/263-the-tate-modern-project/lightbox/71951/>

The Tate Modern – London, UK

Architects: Herzog & DeMeuron





Atrium Hotel & Residences on Pushkin Street

Kyiv, Ukraine