

of smaller, simpler forms. Residential apartments on upper stories are encouraged.

c. Mass

The mass of a single building or group of buildings shall be organized so it appears to be an arrangement of smaller-sized connected structures. Upper level residential floors may be incorporated into the roof form to reduce the apparent height and mass of buildings.

d. Scale and Size

No wall line shall be longer than forty (40) feet without a change or alteration in alignment of at least four (4) feet in depth from the plane of the façade, extending for at least one third (1/3) the length of the building. The maximum length of any building side is 120 feet. Large roof forms shall step or be broken by dormers.

e. Building Façade Elements

Windows on the ground floor shall be rectangular and vertically oriented, and recessed into the exterior wall or window trim, rather than appear as continuous areas of glass flush with the wall plane. Balconies shall be recessed or covered. There shall be trim around openings and windows. Exterior corridors to upper floor room entrances are prohibited for buildings with more than eight (8) dwelling units.

f. Store Fronts

i. Design Elements

The front facade for all retail/commercial uses shall be organized to display merchandise in visible and attractive ways. This requirement shall be met by providing:

- (A) Horizontal and vertical mullions and sashes to subdivide the windows into smaller panes;
- (B) Sturdy and weather resistant storefront base materials;
- (C) One or more angled windows, such as bay windows, or recessed doorways; and

ii. Entries

Entries extending from the main facade, such as arctic entries, are permitted where these areas are designed as an integral part of the structure and do not impede pedestrian movement along the building façade.

iii. Glass Windows

Except for the gC-4 district, commercial buildings shall have a high percentage of glass windows with interior views in the facades, as specified below.

- (A) Retail/bar/restaurant uses at ground floor: At least fifty percent (50%) glass.
- (B) Retail/commercial use with a sideyard entrance, the portion of the store facing the street: At least fifty percent (50%) glass designed as display windows.

- (C) Ground floor offices facing streets or pedestrian areas: At least thirty percent (30%) glass.
- (D) Ground floor of grocery store facing streets, pedestrian areas or major parking areas: At least fifty percent (50%) glass.

3. **Roof Form**

a. ***Pitch***

Roofs visible from a public way shall be primarily pitched. The pitch for the primary roof structure shall be between 8:12 and 12:12, but may be as shallow as 5:12, as long as the eave overhangs are at least two and one half (2½) feet. Segments of the roof may be flatter or steeper slopes, however, to achieve a specific design effect. Wherever a portion of the roof has a shallower pitch than the standard, or if it is flat, provision shall be made to avoid glaciation.

b. ***Flat Roofs***

Flat portions of roofs shall have distinctive cornice features, to create visual interest and provide sufficient overhang to protect walls from the weather. Large visible flat roof forms shall step or be broken by dormers. Design elements may also be used on flat roofs to create the appearance the building has a pitched or shed roof. The canopy sheltering cars at fueling stations may be flat but shall have distinctive cornice detailing. Fueling station canopies shall not be significantly larger and out of proportion to the fueling station building.

c. ***Overhangs***

Roof overhangs shall be sufficient to provide weather protection for building walls. Overhangs on the gable end shall be a minimum of twelve (12) inches. Overhangs on the eave ends shall be a minimum of twenty-four (24) inches, except the upper eave end of a shed roof is not required to have an overhang. Solariums are exempt from this subsection.

d. ***Snow and Rain Protection***

Roof structures shall be designed to protect doorways, exterior stairs, balconies, vehicle service bays, and garage entrances from snow, ice and rain. Balconies shall be designed to avoid drainage onto other balconies or pedestrian spaces below.

e. ***Roofing Materials***

Roofing materials may be asphaltic shingle, metal, or built-up materials on flat sections. Brightly colored enameled, reflective metal, and wood shakes are prohibited roofing materials.

f. ***Projections from Roofs***

i. ***Location on Roof***

Chimneys, flues, vents, and antennae shall penetrate the roof near a ridgeline or only where protected from snow movement off the roof. Vent pipes shall be collected into orderly clusters or incorporated into chimney structures.

- ii. ***Cladding Material***
Chimneys and metal flue pipes shall be clad in wood, stone, or stone veneer.

4. **Porches, Entrances, Arcades, and Roofed Walkways**

A key element of Girdwood mountain style for commercial, public/institutional and resort buildings is the use of porches with shed roofs to define entrances. To the maximum extent feasible, all buildings shall utilize porches constructed in accordance with the following standards:

a. ***Landing Height***

Where landings are used, they shall be a minimum of eight (8) inches higher than adjacent walkways or streets.

b. ***Rails***

Porch rails shall be semi-open and/or transparent. Details shall be consistent with other building detailing.

c. ***Entry Size***

Building entrances shall be at least eight (8) feet in width, weather protected, and well lit.

d. ***Arcades and Roofed Walkways***

i. ***Relationship to Buildings***

Arcades or roofed walkways shall be fully attached to the building front and be of uniform design along the street frontage. Arcades may vary and step along the street frontage with the line and style of the buildings to which they belong. Arcade form, width, scale, materials and colors shall be compatible the adjacent building.

ii. ***Relationship to Streets***

A landscaped strip for snow storage at least eight (8) feet in width shall be provided parallel to the arcade and shall separate it from the sidewalk edge.

iii. ***Upper Floor Buildable Area***

After an administrative review and sign-off by the director, the upper story areas above the arcade may be enclosed as part of the building area. The director will review the proposal for conformity with design goals of this chapter and applicable Girdwood area plans.

iv. ***Clear Space***

Arcades and roofed walkways shall have a minimum of eight (8) feet clear space between arcade columns and the building wall. The arcade of a grocery store shall allow a minimum of ten (10) feet clear space. The arcade shall be continuous between all entrance/exit doors.

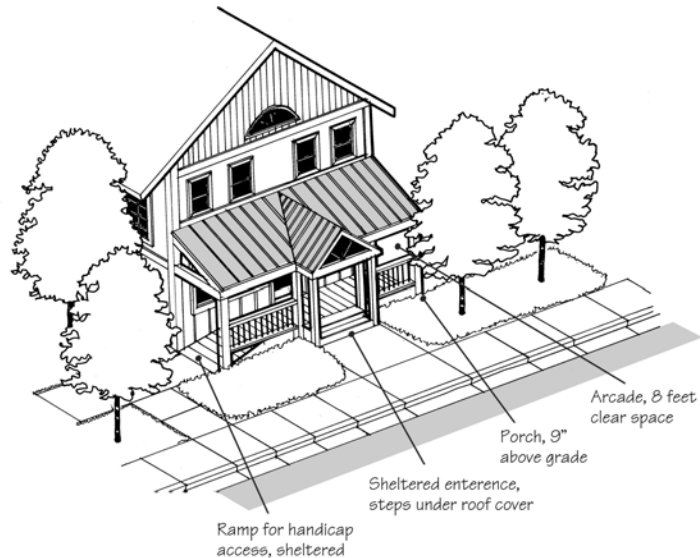


Figure 21.09-15: Arcades and Roofed Walkways

- v. *Columns*
Arcade columns shall be in scale with the overall building but shall not obscure ground level storefronts from adjacent pedestrian areas.
- vi. *Roofs*
Arcade and walkway roofs may be flat or sloped to complement other roof forms on the building, but the roof form shall be designed to provide adequate drainage and prevent snow dump, icicle build-up, or rainwater dripping over points of entry to the arcade or walkway. Canvas, metal, or acrylic awnings in lieu of structural covered walkways are not acceptable.
- vii. *Elevation above Grade*
Arcaded or roofed walkways shall be elevated at least eight (8) inches above grade.
- viii. *Pedestrian Scale Lighting*
Arcade and roofed walkway lighting shall be adequate to provide for safety and aesthetic quality. Pedestrian scaled lighting, including but not limited to bollards, ceiling or post-mounted, or attached to the building, shall be required as part of the design of covered walkways. Light sources shall be shielded, recessed, and/or directed so glare is avoided.

5. Building Materials

a. *Primary Building Materials*

It is intended for wood and stone to be the primary exterior building materials. Vertical or horizontal patterns, rough or resawn wood, board and batten, and round or square cut logs are permitted. Stone is also permitted. Materials at the base of buildings shall be resistant to damage from snow or water.

- b. ***Columns, Posts, and Beams***
Primary exterior materials of columns, posts and beams shall consist of heavy timbers, peeled log poles, steel, concrete, or stone cladding, or a combination of these materials.
 - c. ***Alternative Façade Materials***
On multistory buildings, façade materials may include pre-cast concrete or plaster surfaces, if such surfaces are heavily ribbed, textured, architecturally treated to resemble natural materials, or brush hammered, and are colored to fit the overall building design and mountain setting.
 - d. ***Remodels***
The architectural design and the materials used in an addition to an existing structure, or accessory structure, shall be compatible with the architectural style and building materials used in the existing structure, unless an entire facade is to be remodeled in a uniform architectural style.
 - e. ***Restricted Materials***
No more than twenty percent (20%) of any given building facade may be composed of aluminum, untextured vinyl or plastic siding, T-111 siding, brick or exposed concrete. Stucco, treated or textured CMU, or simulated stone veneer may comprise up to thirty-five percent (35%) of any given building façade. No more than five percent (5%) of any given building facade may be painted brick.
 - f. ***Prohibited Materials***
The following materials are prohibited:
 - i. Shiny, reflective metal surfaces anywhere on the building;
 - ii. Mirrored or highly reflective glass;
 - iii. Untreated concrete or masonry;
 - iv. Unstained or untreated wood, except for cedar and redwood; all other wood elements shall be treated with oil, stain, or other weathering agent, or painted to resist weathering and discoloration from water;
 - v. Plywood siding without board and batten; and
 - vi. White roof gravels.
6. **Building Colors**
- a. ***Principal Colors***
Principal colors on a building shall generally be natural color tones, such as browns, ochre yellows, tans, wood colors, green, rust, barn red and gray. White and cream shades of color are permitted on not more than thirty-five percent (35%) of each facade. Bright, primary colors are permitted on not more than fifteen percent (15%) of each facade.
 - b. ***Trim Colors***
Brighter colors than primary building colors are permitted for trim and highlight details, such as cornices, window frames, handrails, and entrance doors. Neon tubing or an equivalent illumination technique is prohibited as a building/roofline outline feature.

7. Accessory Elements

a. *Parking*

Detached garages, carports, and parking garages shall be designed with architectural elements and materials related to the principal commercial building or buildings, and shall be screened from view from public roads and primary common areas with landscaping and/or berming.

G. Industrial Building Design Standards

Building and roof colors shall be forest shades, such as dark green, dark brown, or dark gray, to blend into Girdwood's forest setting from both the ground and the air.

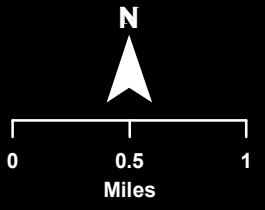
21.09.090 ZONING MAPS

The following zoning maps are provided:

- A. Girdwood Zoning Districts
- B. Girdwood Zoning Districts (Lower Valley Enlargement)
- C. Single-Family/Two-Family Residential Districts
- D. Multiple-Family Residential Districts
- E. Commercial Districts
- F. Industrial Districts
- G. Resort Districts
- H. Girdwood Airport, GIP, and GIP-p Districts
- I. Girdwood Commercial Recreation Districts 1,2 and 3
- J. Girdwood Development Reserve and Recreation Reserve Districts
- K. Open Space and Girdwood Watershed Districts

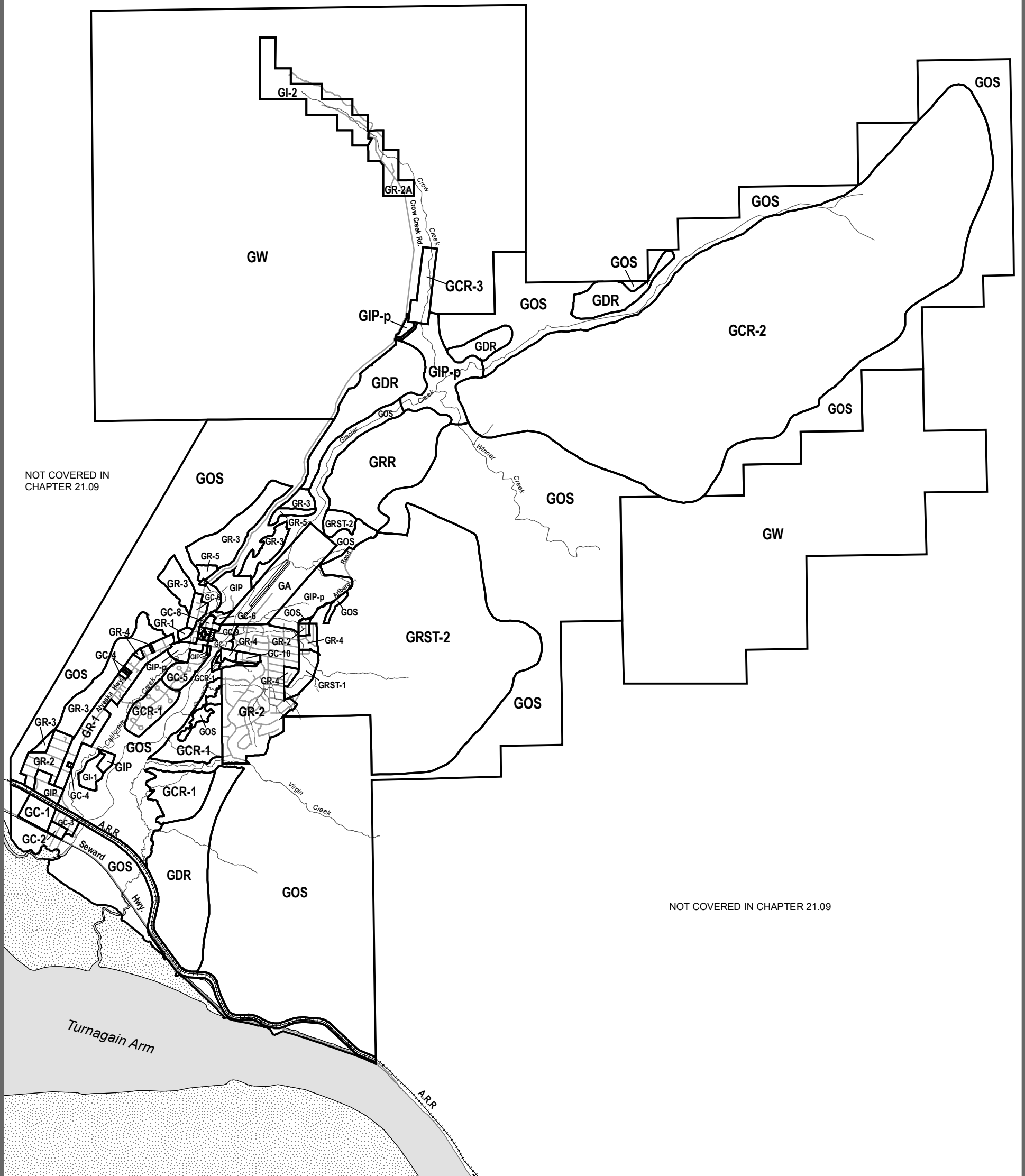
Map 21.09 - A: Girdwood Zoning Districts

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* See pages 15-40 for zoning district descriptions

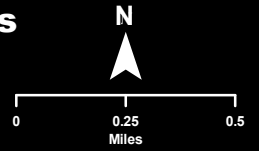
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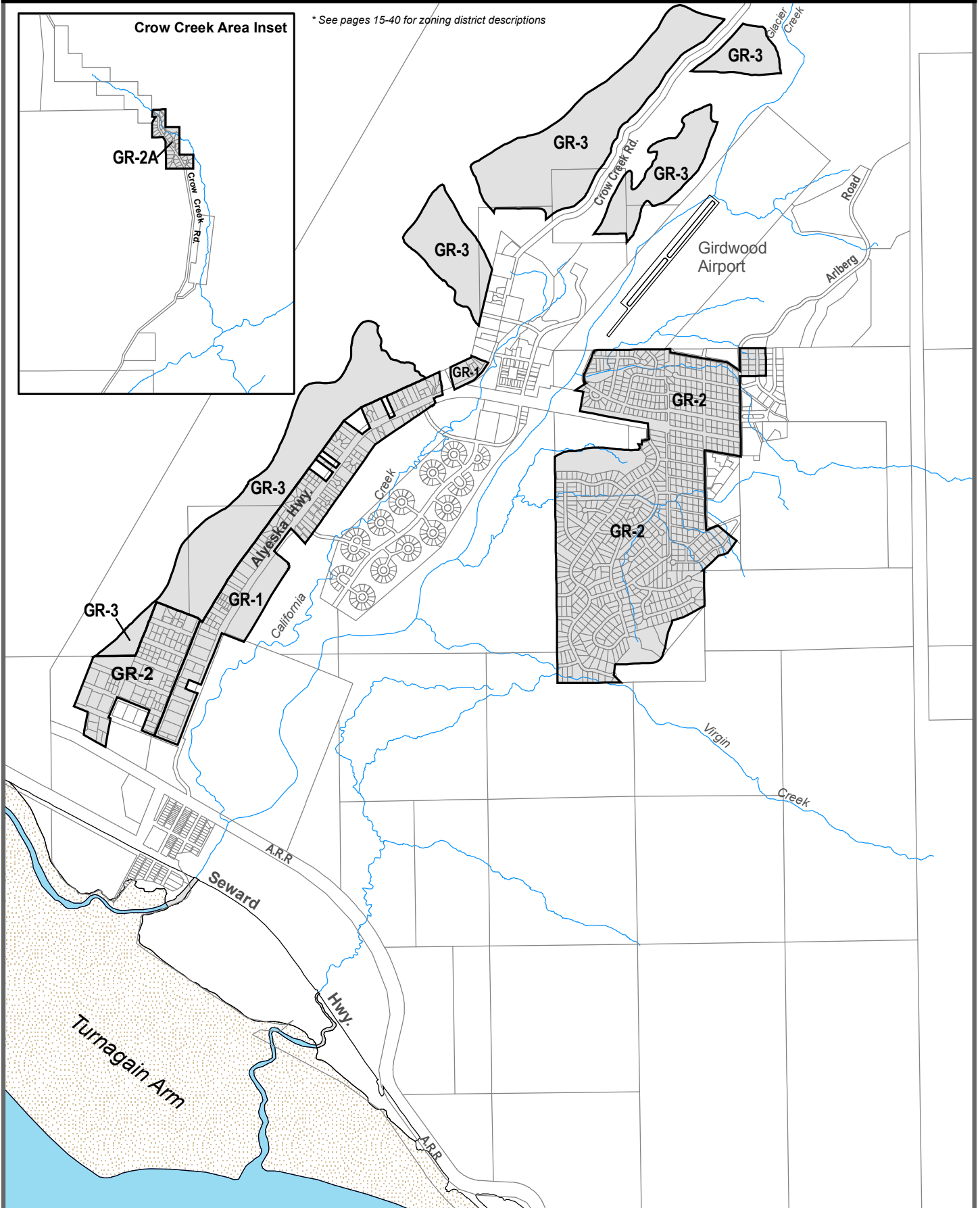
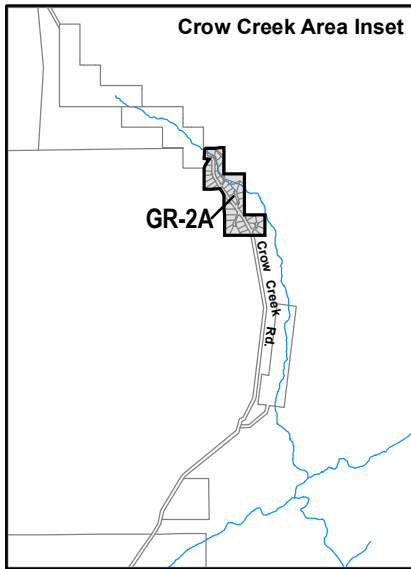
Map 21.09 - C: Single-Family/Two-Family Residential Districts

August 22, 2005

- GR-1 Alyeska Highway Mixed Residential
- GR-2 Single-Family/Two-Family Residential
- GR-2A Single-Family/Two-Family Residential (Crow Creek Road)
- GR-3 Single-Family/Two-Family Residential



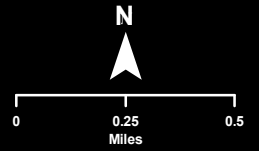
* See pages 15-40 for zoning district descriptions



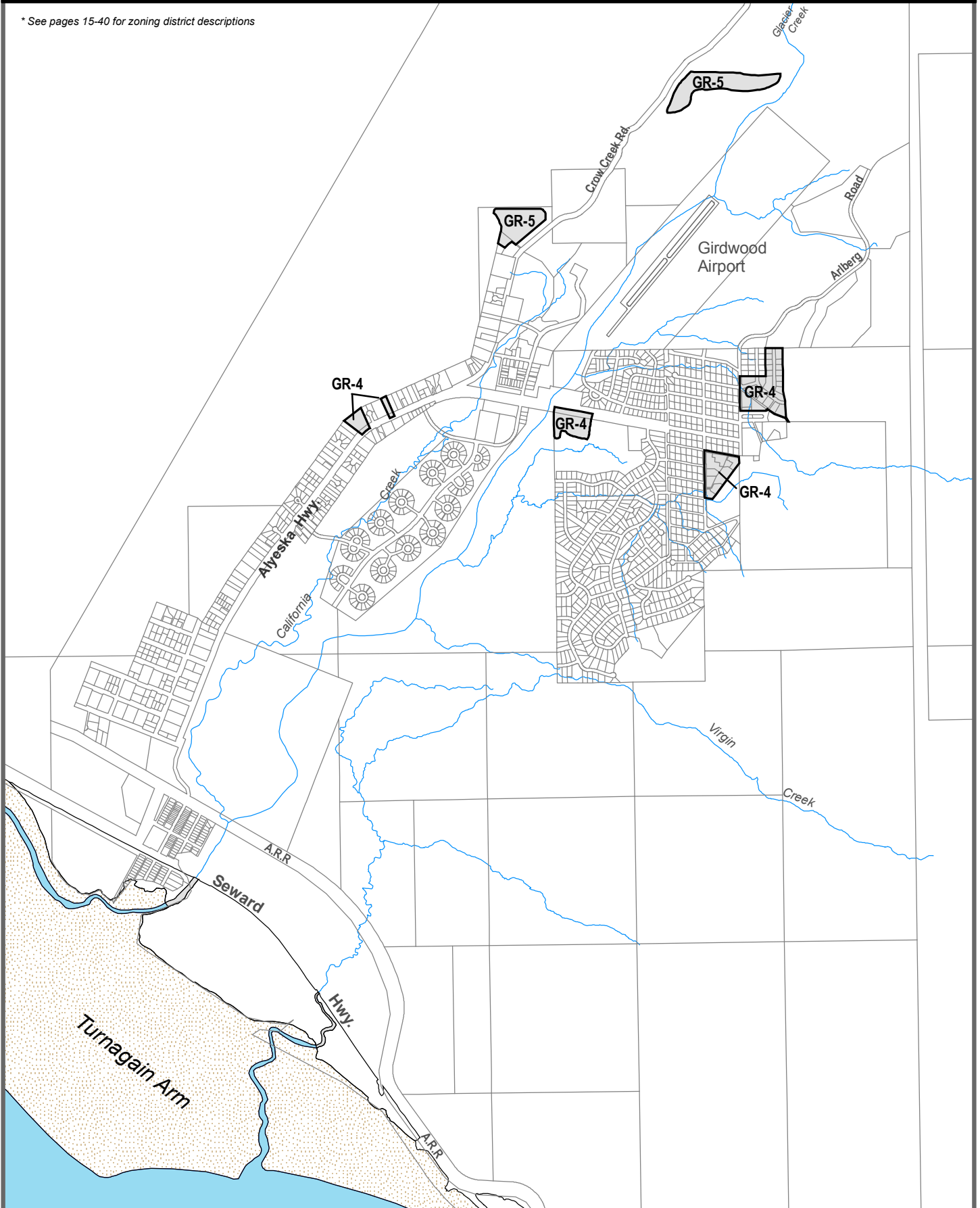
Map 21.09 - D: Multiple-Family Residential Districts

August 22, 2005

GR-4 Multiple-Family Residential
GR-5 Multiple-Family Residential



* See pages 15-40 for zoning district descriptions

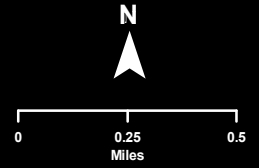


Map 21.09 - E: Commercial Districts

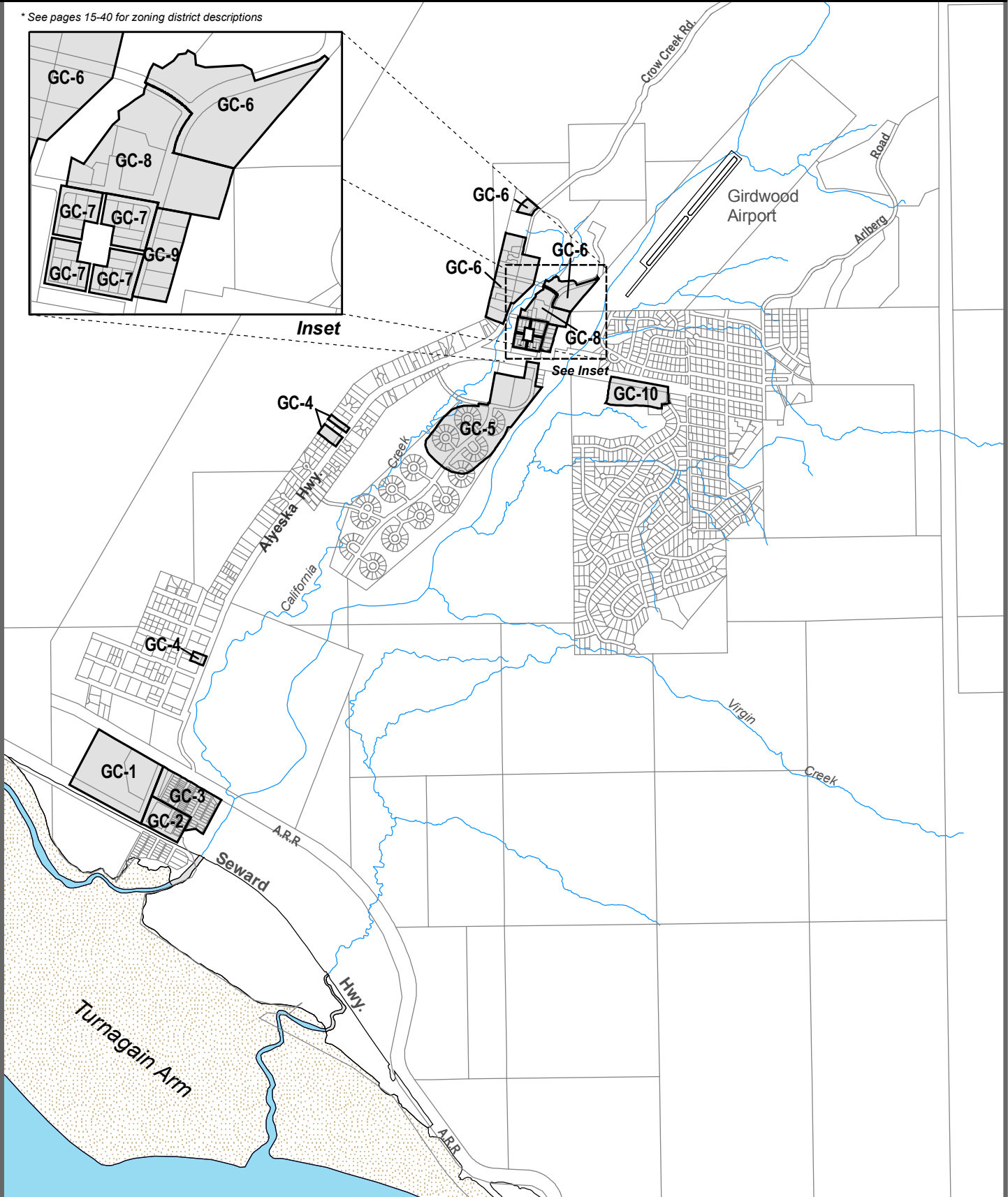
August 22, 2005

- GC-1 Seward Highway/Alyeska Highway Commercial
- GC-2 Girdwood Station/Seward Highway Commercial
- GC-3 Old Townsite Commercial/Residential
- GC-4 Lower Alyeska Highway Commercial
- GC-5 New Townsite South Commercial

- GC-6 Crow Creek Road Commercial/Residential
- GC-7 Townsite Square Commercial
- GC-8 New Townsite North Commercial
- GC-9 East Hightower Commercial/Residential
- GC-10 Upper Alyeska Highway Commercial



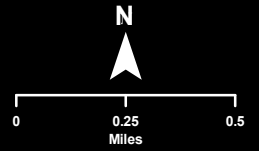
* See pages 15-40 for zoning district descriptions



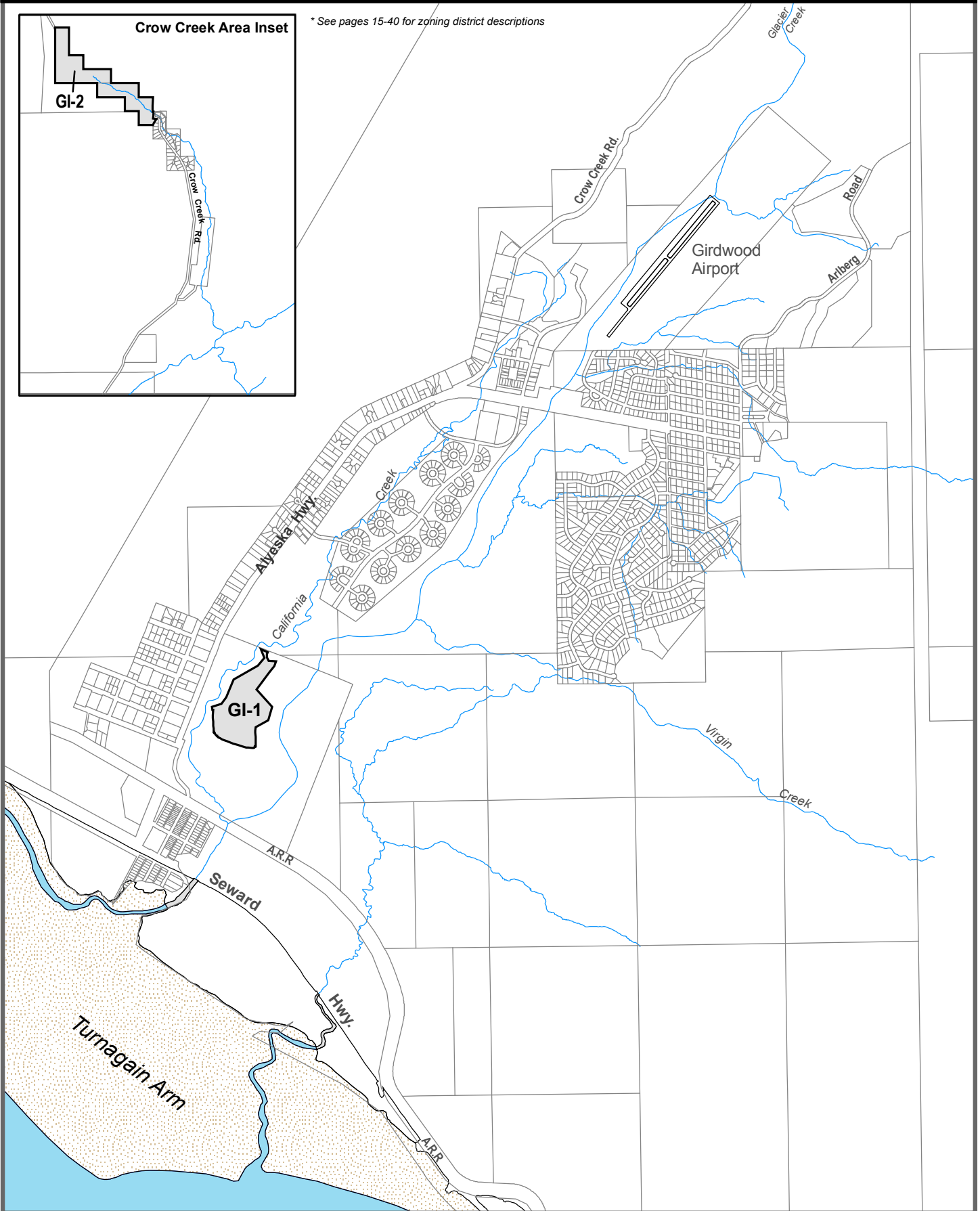
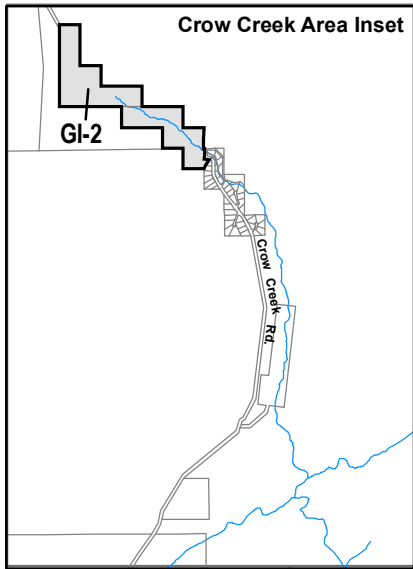
Map 21.09 - F: Industrial Districts

August 22, 2005

- GI-1 Ruane Road Industrial
- GI-2 Upper Crow Creek Industrial



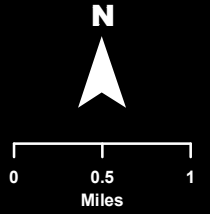
* See pages 15-40 for zoning district descriptions



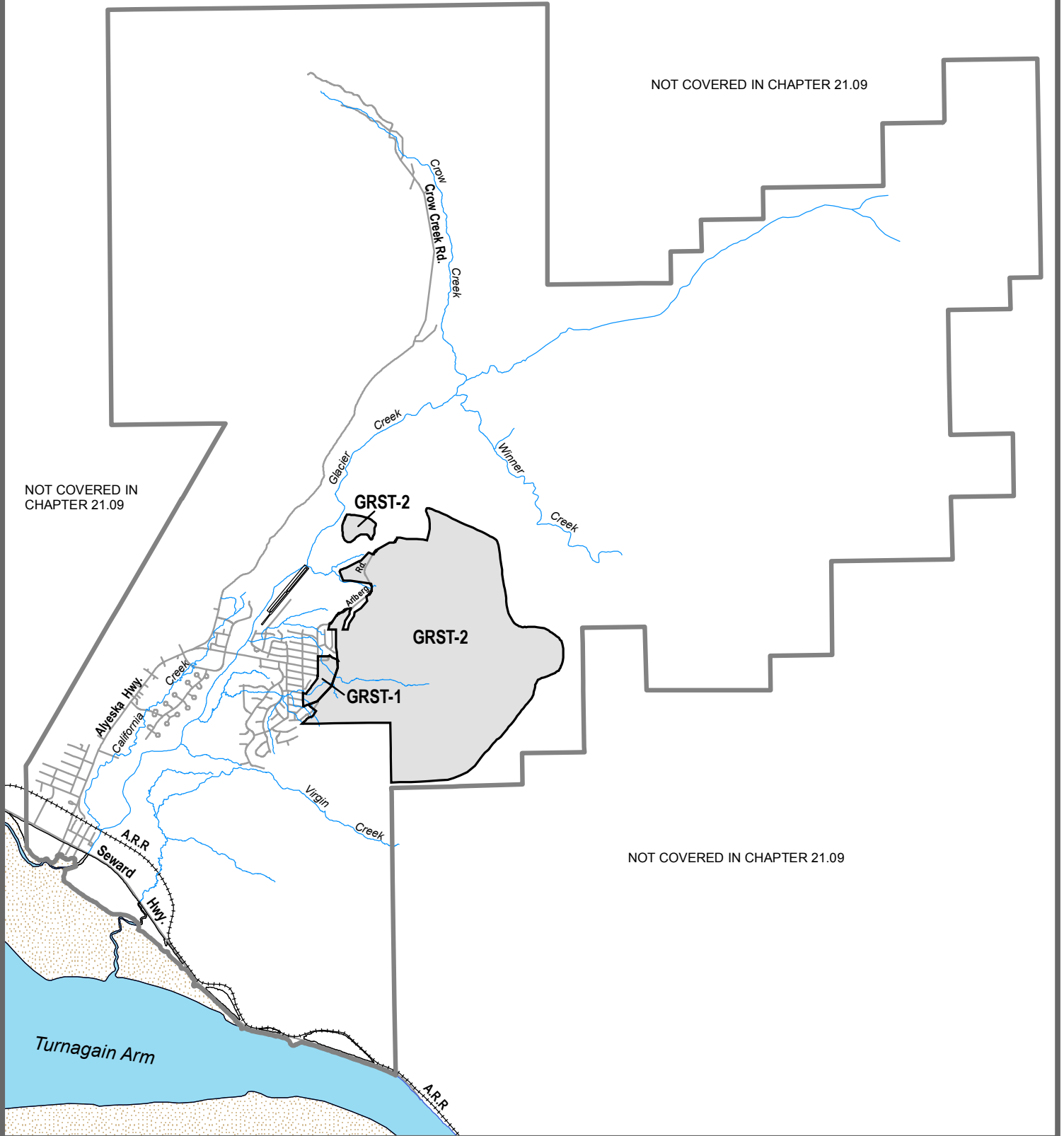
Map 21.09 - G: Resort Districts

August 22, 2005

GRST-1 Original Mountain Base Resort
GRST-2 New Base Resort



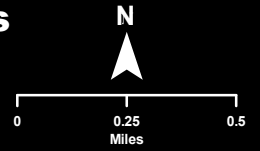
* See pages 15-40 for zoning district descriptions



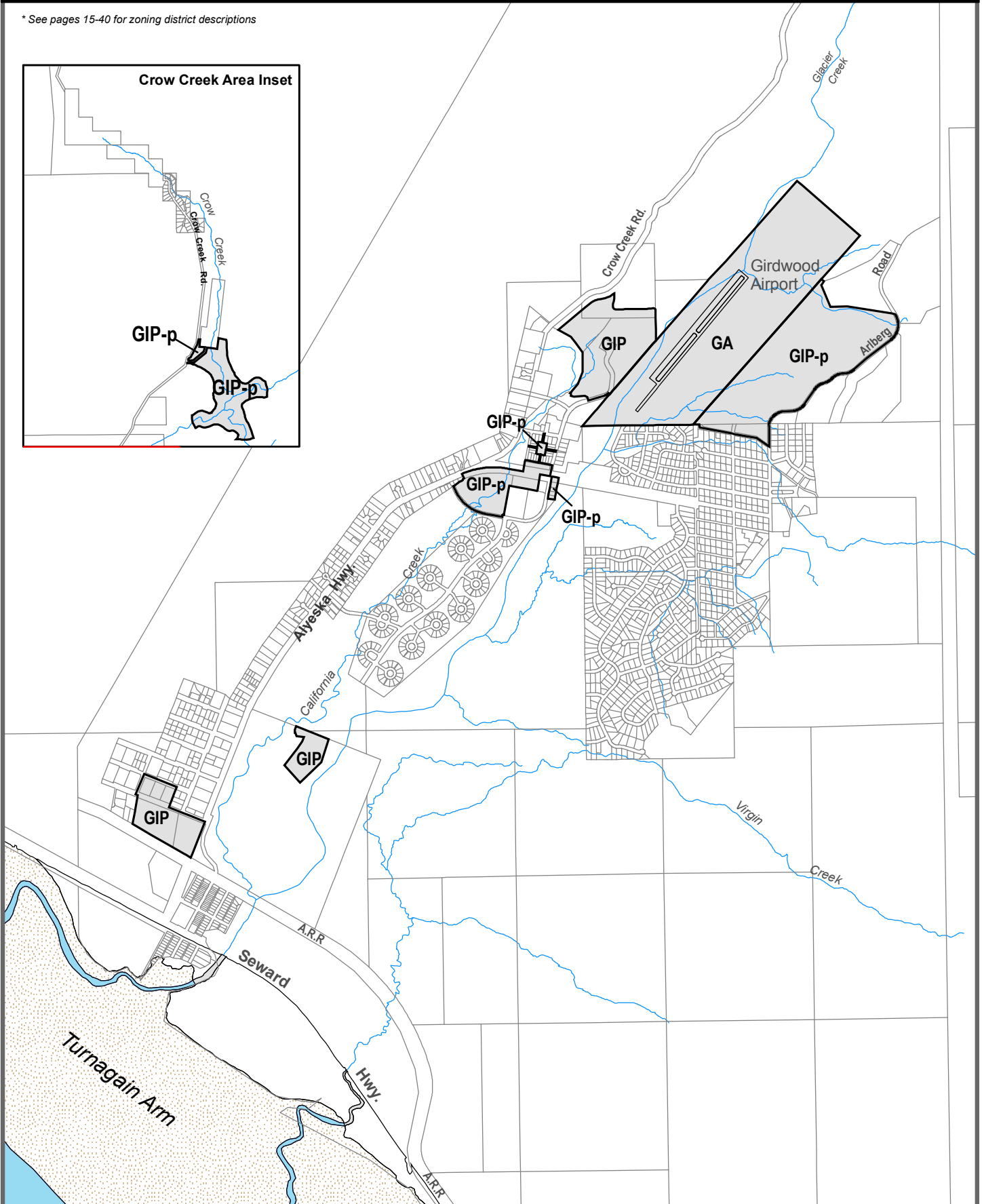
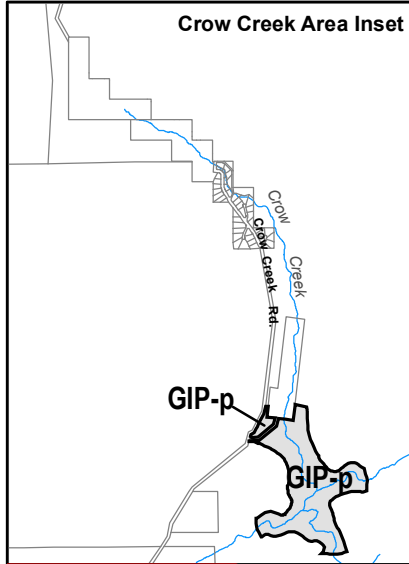
Map 21.09 - H: Girdwood Airport, GIP and GIP-p Districts

June 1, 2005

- GA Girdwood Airport
- GIP Girdwood Institutions and Parks
- GIP-p Girdwood Institutions and Parks (denotes park)



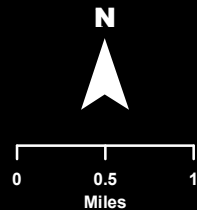
* See pages 15-40 for zoning district descriptions



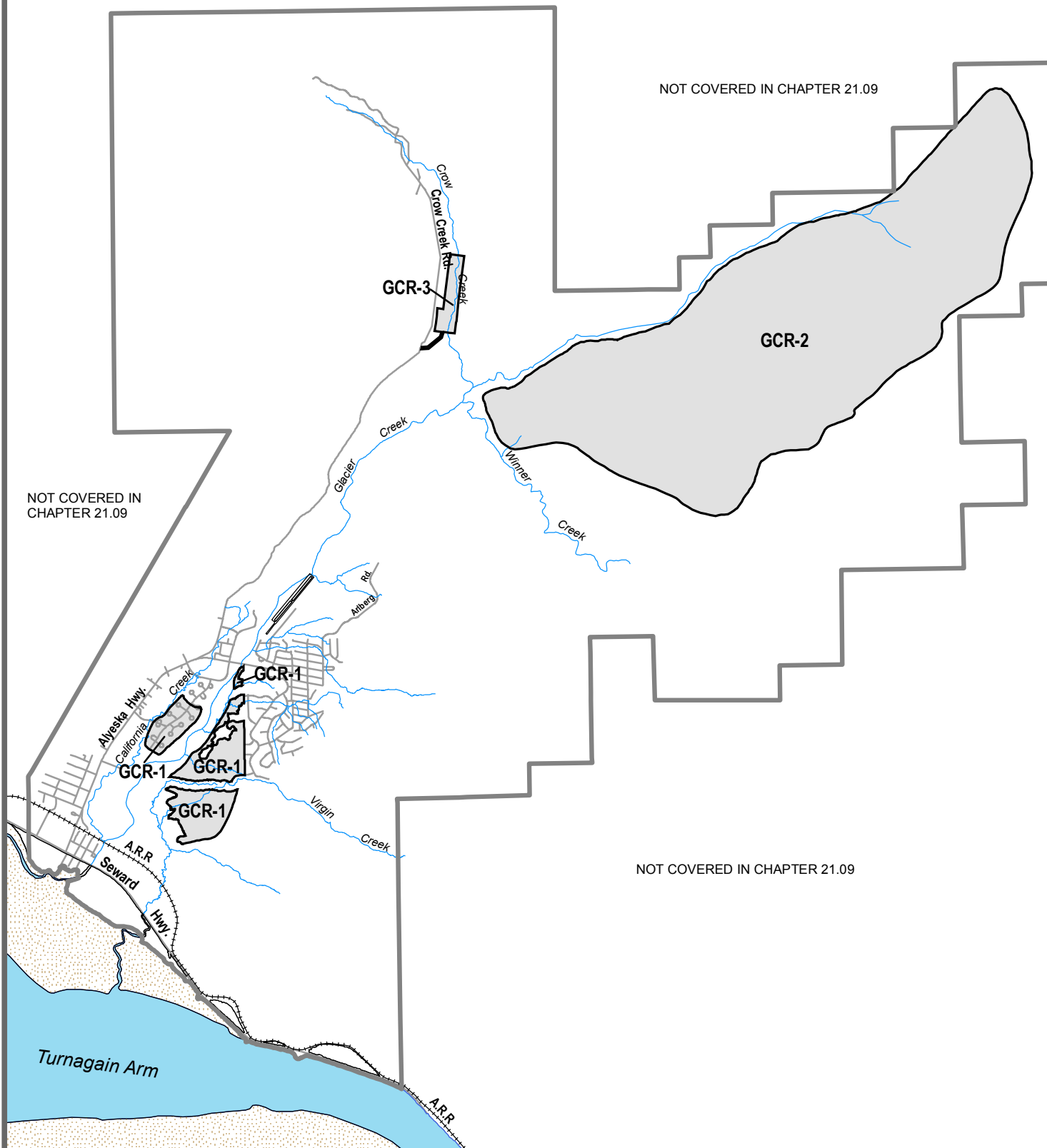
Map 21.09 - I: Girdwood Commercial Recreation Districts 1, 2, and 3

August 22, 2005

- GCR-1 Golf Course/Nordic Ski Course Commercial Recreation
- GCR-2 Glacier-Winner Creek Commercial Recreation
- GCR-3 Crow Creek Historic Mine Commercial Recreation



* See pages 15-40 for zoning district descriptions



Map 21.09 - J: Girdwood Development Reserve and Recreation Reserve Districts

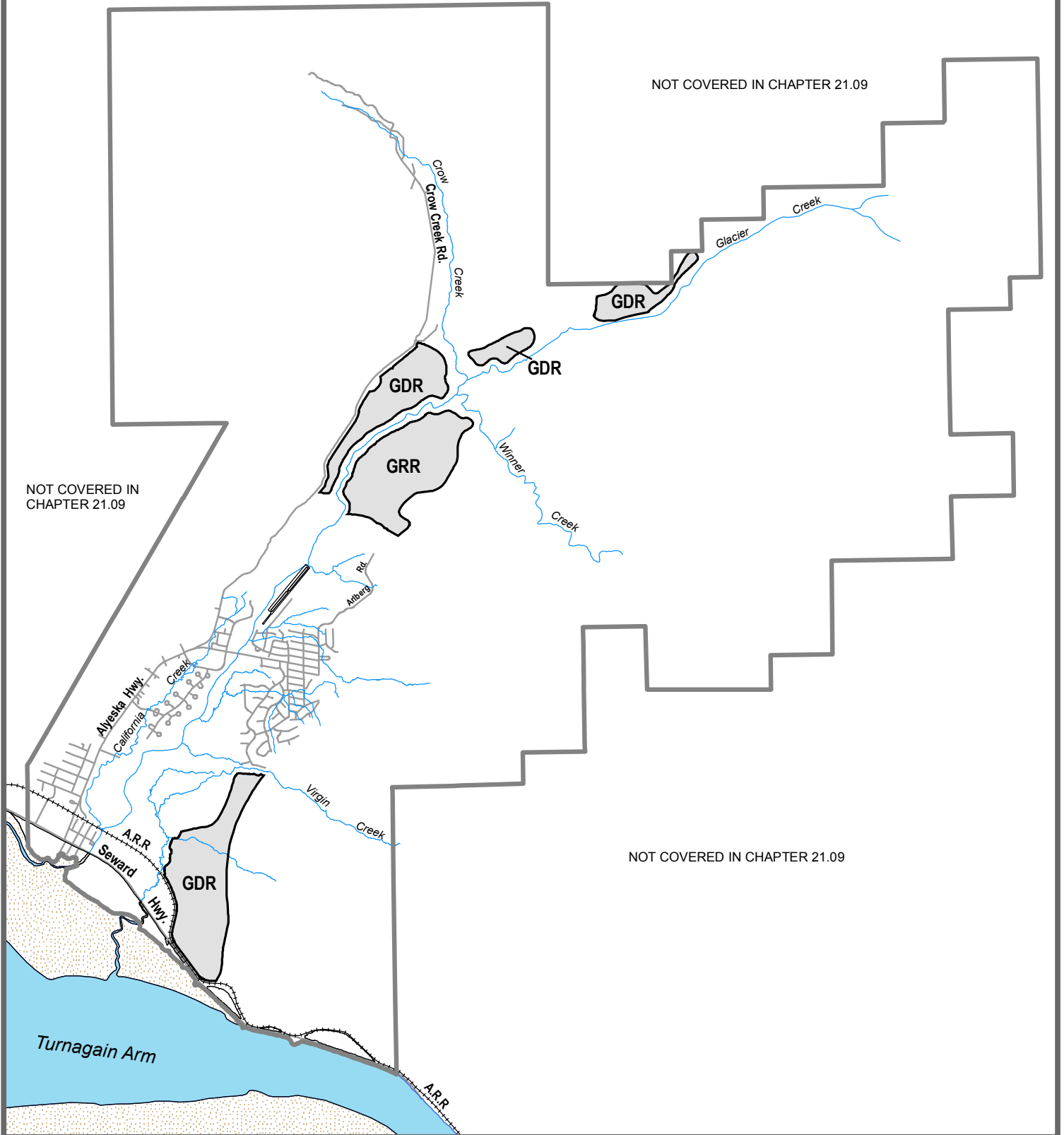
August 22, 2005



GDR Development Reserve
GRR Recreation Reserve



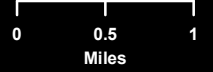
* See pages 15-40 for zoning district descriptions



Map 21.09 - K: Open Space and Girdwood Watershed Districts

August 22, 2005

GW Girdwood Watershed
GOS Girdwood Open Space



* See pages 15-40 for zoning district descriptions

