CITY OF DURANGO
CITY HALL & POLICE DEPARTMENT

Community Development Commission | Early Design Guidance

October 26, 2026

Agenda

00 Project Team Introduction

01 Project & Site Context

02 Proposed Site Design

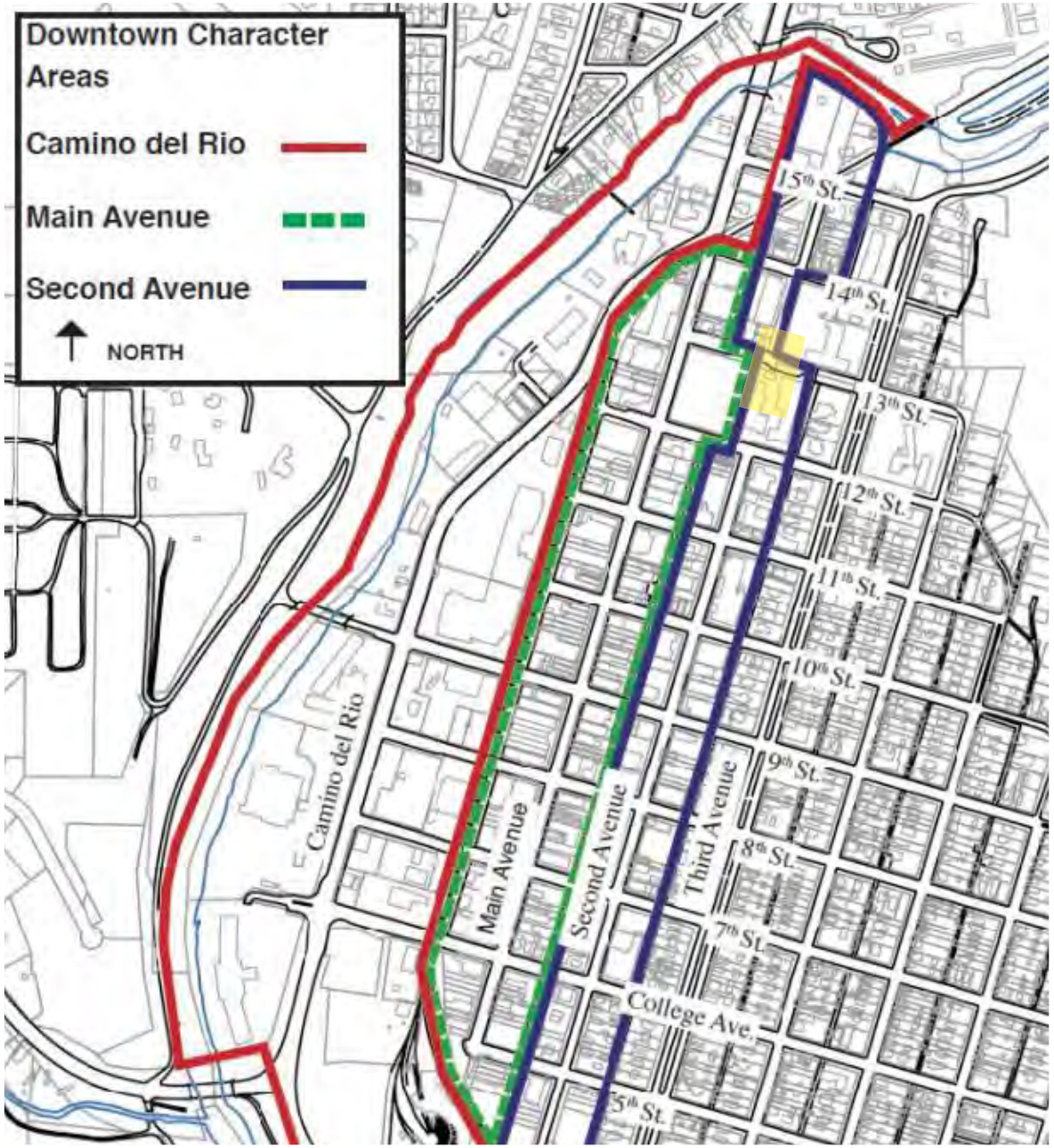
03 Proposed Building Design

01 Project & Site Context

Downtown Overlay District Character Areas

SECOND AVENUE CHARACTER AREA

A transition between the Main Avenue Character Area and the Third Avenue Historic District. It has a mix of building types and, in general, conveys a pedestrian-friendly image.



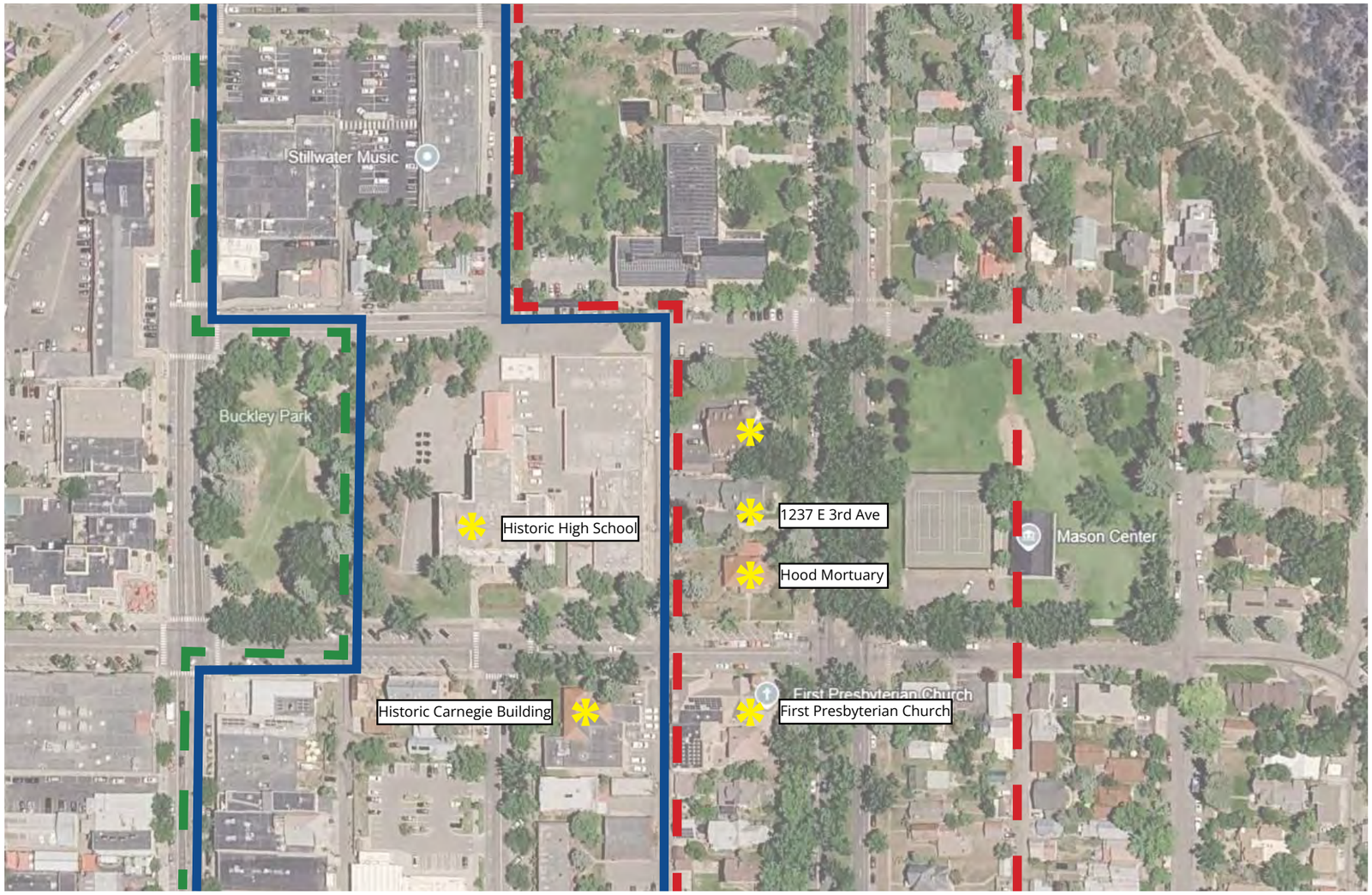
Downtown Overlay District Character Areas

Main Avenue

Second Avenue

Third Avenue

Contributor to 3rd Ave Historic District



Downtown Overlay District Character Areas

HISTORIC BUILDINGS

National and State Register
City of Durango Historic Landmarks



East Third Avenue Historic District, 1237 E Third Ave



East Third Avenue Historic District, Hood Mortuary



Second Avenue Character Area, Historic Carnegie Building



Second Avenue Character Area, Historic Carnegie Building

Historic Durango High School

- Listed on the National and State Register of Historic Places
- Listed as a City of Durango Historic Landmark



Animas Museum, La Plata County Historical Society, digitized photograph collections - circa 1917





Historic Durango High School

REHABILITATION SCOPE OF WORK SUMMARY

1. Complete Exterior Masonry repair and restoration
2. Repair and reconstruct decorative balustrade at South Primary Entry Stair
3. Remove non-historic alterations, including stairs doors and loading docks
4. Install new doors and windows matching the original historic configuration at locations where historic elements were removed
5. Remove the Pool addition and reconstruct the original 1917 North Wall

ALL PROPOSED REHABILITATION IS INTENDED TO MEET THE SECRETARY OF THE INTERIOR'S STANDARDS FOR REHABILITATION AND HISTORIC PRESERVATION.

Alteration Certification issued by the Durango Historic Preservation Board August 31, 2026 with two conditions:

1. Rose Garden plants will be safely removed and stored for until they are replanted
2. Contractor will salvage brick from pool addition and boiler building for reuse in reconstruction of original 1917 north



02 Proposed Site Design

Site Plan Overview

LAND USE DEVELOPMENT CODE (LUDC)

The City Hall and Police Department Civic Campus is located in the Central Business (CB) zone district and is subject to the site design and natural resource stewardship standards of the Durango LUDC, Chapter 4. The following slides outline how the site design meets these requirements in the following areas:

Site Layout

Streets, Sidewalks, Trails, and Utilities

Environmental Quality

Parking and Loading

Landscaping and Buffering.



Landscaping and Buffering

TREE PROTECTION

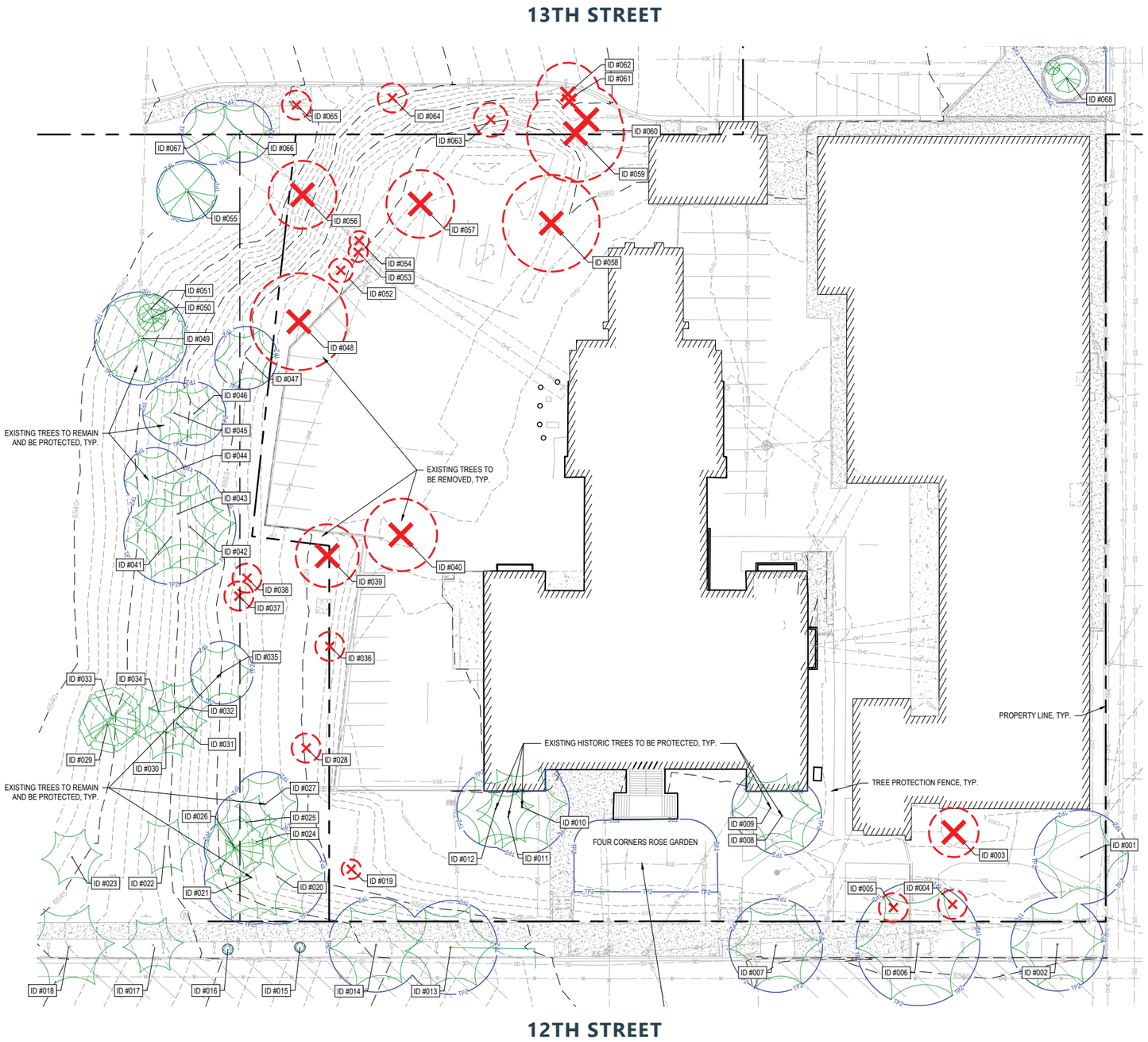
1. Tree survey completed to identify location, species, size, condition
2. Protecting as many mature trees as possible (protected = 10” DBH (Diameter at Breast Height) or larger)

TREE REPLACEMENT

1. Removed trees replaced with 2” or 3” caliper determined by DBH of the tree removed

TREE PROTECTION & REMOVAL LEGEND

SYMBOL	FEATURE
	PROPERTY LINE
	PROPOSED EASEMENT
	EXISTING CONIFEROUS TREES TO REMAIN
	EXISTING DECIDUOUS TREES TO REMAIN
TPZ	TREE PROTECTION ZONE, RE: 1 / L-503
	EXISTING TREE/STUMP TO BE REMOVED



Landscaping and Buffering

STREET TREES

1. Location: Public ROW
2. Planting Strips: at least 5’ wide from back of curb, or sidewalk cutouts at least 50 SF
3. Spacing: Deciduous shade trees 35’ O.C.; ornamental trees 25’ O.C.; no evergreens
4. Trunk Setbacks: 15’ from driveways and alleys; 10’ from buildings, utilities, and structures
5. Root Barrier: Along all concrete sidewalks, curbs, and driveways
6. No trees over 25’ tall at maturity under or within 10’ of overhead power lines

PARKING LOT TREES

1. Perimeter Buffer: 5’ wide min., planted with groundcover, shrubs, and/or perennials
2. Tree Requirement: 1 deciduous shade tree per 3 spaces; every space within 25’ of a trunk
3. Tree Islands Required: Endcap islands at the end of each parking row (min. 5’ wide) and interior islands (min. 7.5’ wide), each with 50 SF minimum permeable soil and curbed
4. No nonfunctional turf in islands, medians, or parking lot interiors



Landscaping and Buffering

LANDSCAPE REQUIREMENTS

1. Landscape Buffers
2. Regional Palette
3. Low Water



Environmental Quality

GRADING, DRAINAGE, AND STORMWATER CONTROLS

1. Grading minimizes cut and fill, all slopes have been designed to be 3:1 or less.
2. Drainage systems have been designed according to the Storm Drainage Design Criteria Manual.
3. Applications for stormwater permit and Stormwater Management Plan (SWMP) are in progress.
4. Best Management Practices (BMPs) are included in the SWMP and have been implemented to provide control for construction activity potential pollutants.

GREEN INFRASTRUCTURE

1. Green infrastructure gardens have been designed in accordance with the Storm Drainage Design Criteria Manual.

2. Rain gardens have been designed as Permanent Treatment BMPs.



Environmental Quality

LIGHTING

1. Site lighting acknowledges dark sky compliance and limits light spill onto adjacent properties and into the sky.

2. Fixtures comply with cut off requirements while providing functioning lighting for the campus.

- **LIGHT POLES**
- **BOLLARD LIGHTS**
- **HANDRAIL LIGHTS**



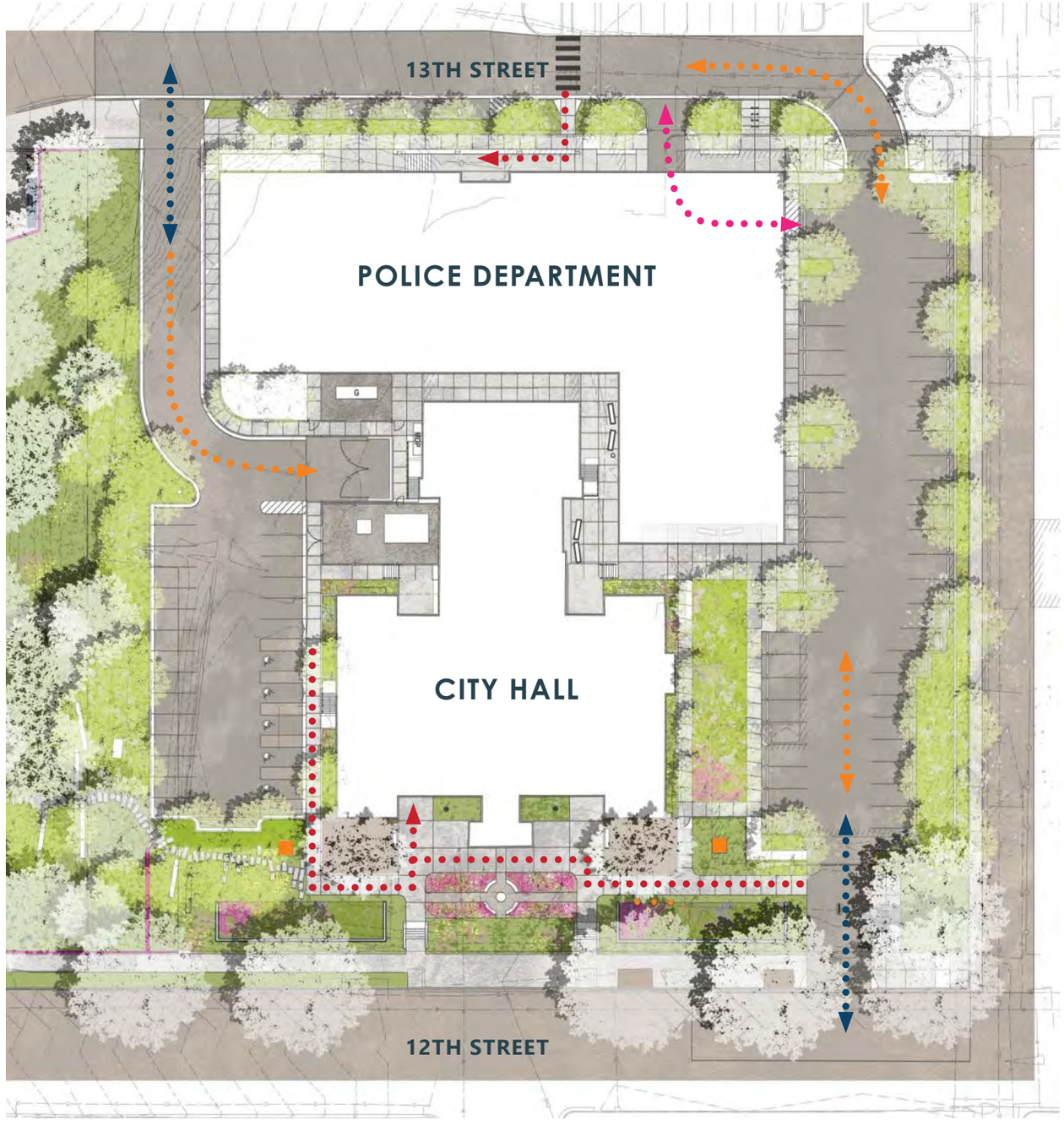
Streets and Sidewalks

PEDESTRIAN ACCESS

VEHICULAR ACCESS

EMERGENCY FIRE ACCESS

SALLY PORT ACCESS



Parking Requirements

	Required	West Lot	East Lot	Offsite
City Hall	41	-	-	-
Police Department	108	-	-	-
Required Parking (w/o indoor bike parking)	149	-	-	-
Required Parking (w/ 30 indoor bike parking)	139	26	53	60
Accessible Spaces (1 Van Accessible)	*5*	*5*	*-*	*-*
Level 2 EV Installed Spaces	*3*	*0*	*2*	*1*
Level 2 EV Ready Spaces	*11*	*4*	*7*	*0*
Level 2 EV Capable Spaces	*14*	*5*	*9*	*0*
Level 2 EV Capable Light Spaces	*14*	*5*	*9*	*0*
Loading Space (None Required)	*0*	*-*	*-*	*-*
Bicycle Parking	*14*	*Located near building entrances*		

**Quantities listed in italics are included within the Site Totals number, not in additon to.*



03 Design Guidelines

Durango Police Department

SITE PLAN - AXIAL DIALOGUE

CHAPTER 14 DESIGN GUIDELINES FOR NEW CONSTRUCTION IN THE SECOND AVENUE CHARACTER AREA

14.7 Develop the ground floor level of a project to encourage pedestrian activity.

14.8 Orient the primary entrance of a building toward the street.

14.9 A building shall fit within the range of setbacks seen in the block.

14.12 In new construction, protect and enhance important views to landmarks and natural features.





NORTH ELEVATION

2ND AVE AXIS

CORRIDOR
- A - VIEW
- B - CIRCULATION
- C - HISTORIC/CONTEXT CONNECTOR

PUBLIC ENTRY

WELCOMING
PROMINENT
DEFINED
ARRIVAL
THRESHOLD
SEQUENCE
ANCHOR

PD ENTRY

TRANSITION
BUFFER
SECURE
THRESHOLD
SEQUENCE
ANCHOR

Durango Police Department

EXISTING VIEWS













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DESIGN GUIDELINES FOR NEW CONSTRUCTION IN THE SECOND AVE CHARACTER AREA



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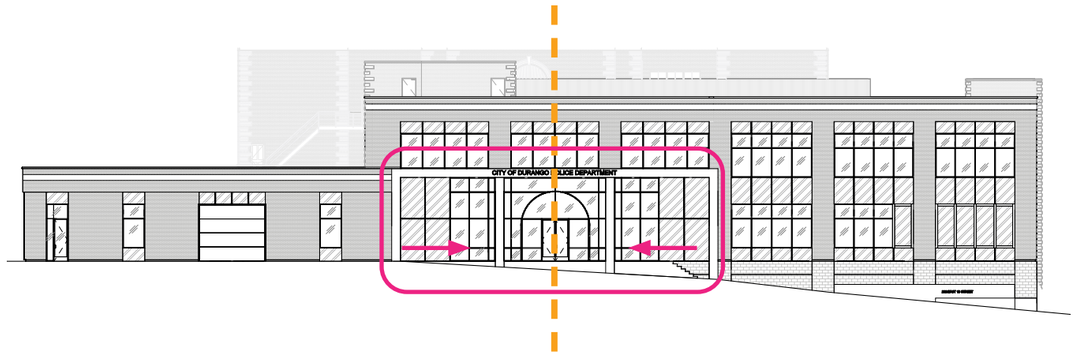
BUILDING SCALE | DATUMS | ALIGNMENTS

CHAPTER 14 DESIGN GUIDELINES FOR NEW CONSTRUCTION IN THE SECOND AVENUE CHARACTER AREA

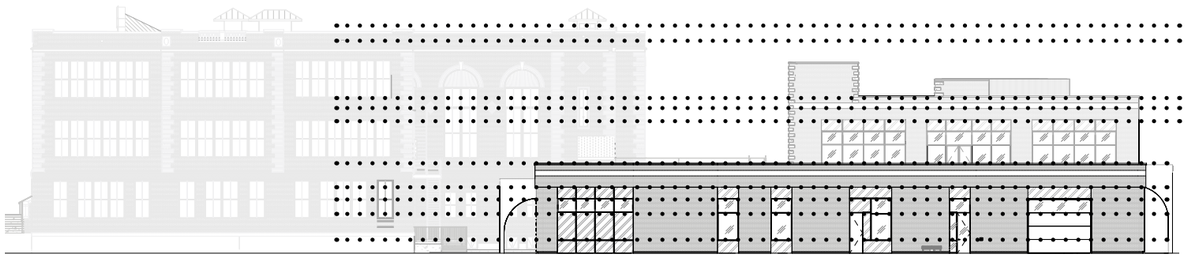
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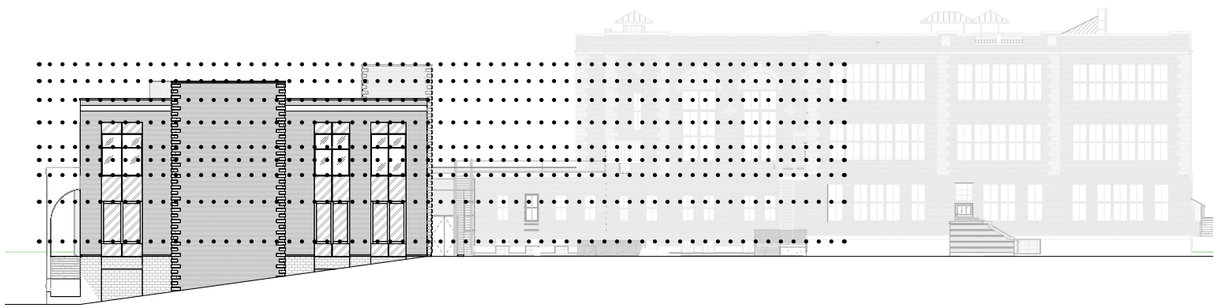
NORTH ELEVATION



EAST ELEVATION



SOUTH ELEVATION



WEST ELEVATION

Durango Police Department

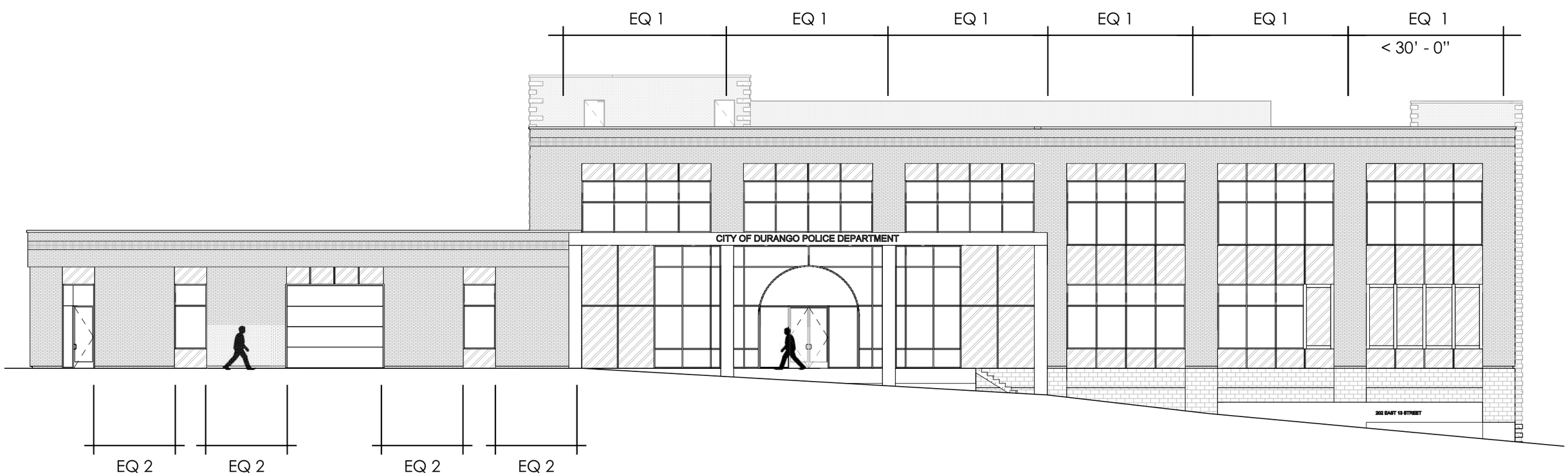
BUILDING SCALE | MODULES | RHYTHMIC VERTICALITY

CHAPTER 14 DESIGN GUIDELINES FOR NEW CONSTRUCTION IN THE SECOND AVENUE CHARACTER AREA

14.1 Consider dividing a larger building into "modules" that are similar in scale to buildings seen traditionally.

14.2 Where a large building is needed, divide the building into modules that reflect the traditional size of buildings.

14.3 Building heights of larger projects should be varied.



Durango Police Department

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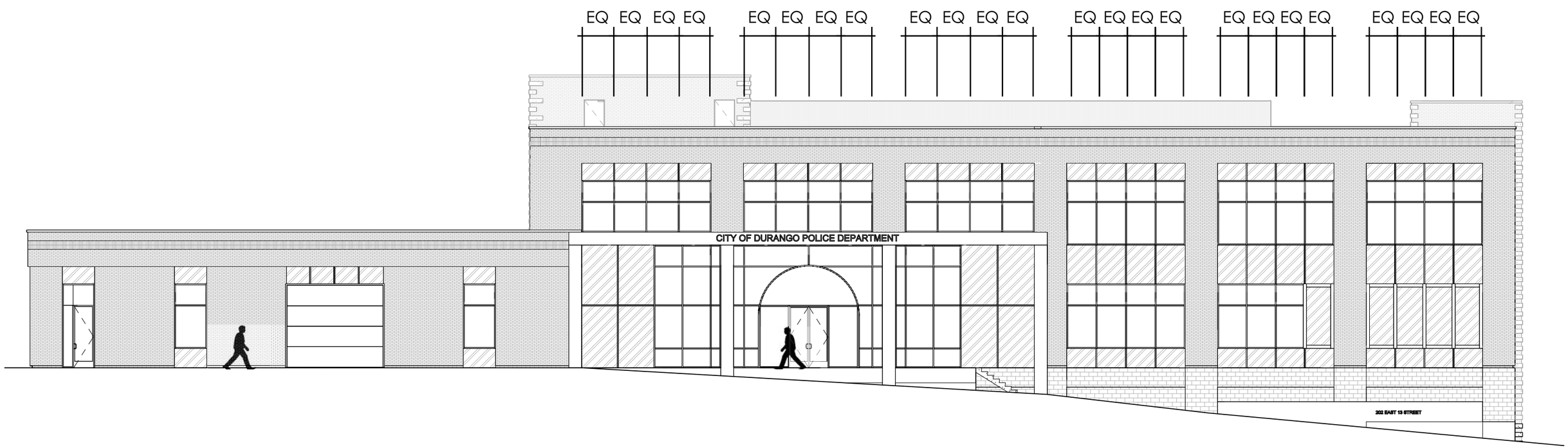
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BUILDING SCALE | MODULES

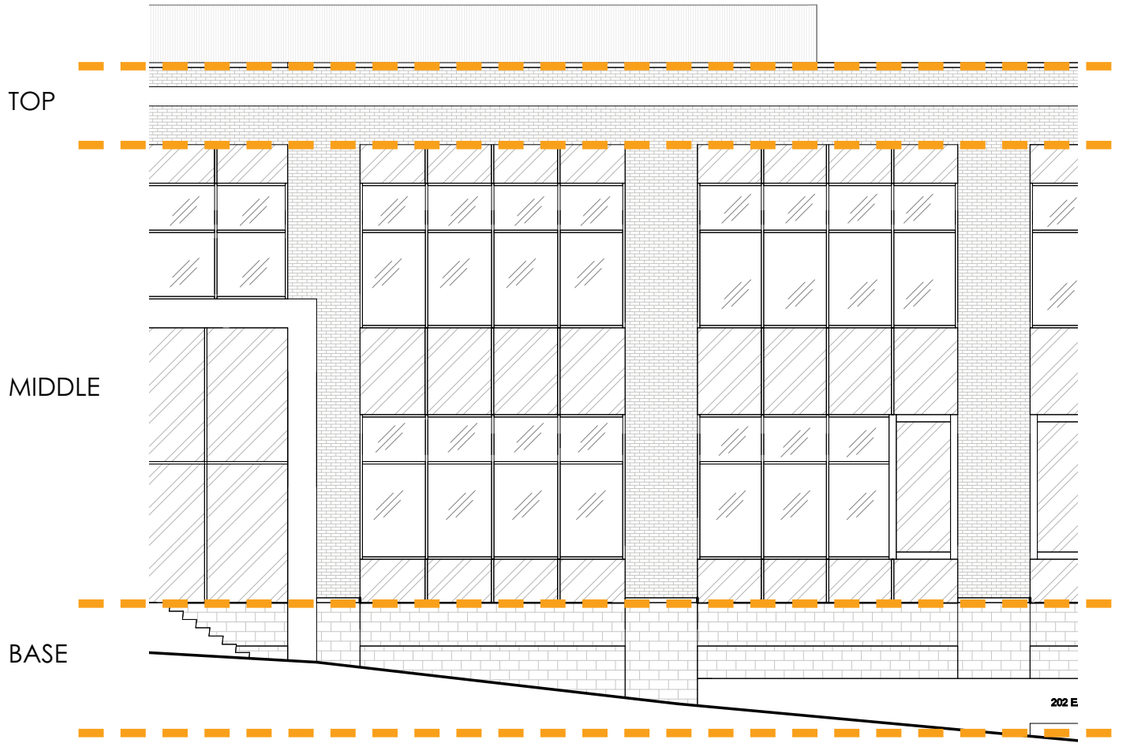
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BUILDING ELEVATIONS

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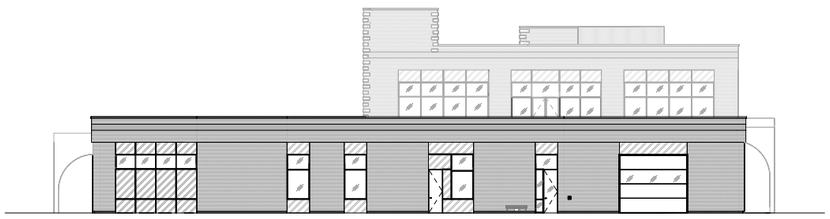
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FACES 13TH STREET / 2ND AVE. APPROACH

NORTH ELEVATION



FACES POLICE DEPARTMENT PARKING

EAST ELEVATION



FACES CITY HALL

FACES EXTERIOR SPACE / PD PARKING

SOUTH ELEVATION



FACES 13TH STREET APPROACH / BUCKLEY PARK

FACES CITY HALL

WEST ELEVATION

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BUILDING MATERIAL PALETTE

CHAPTER 14 DESIGN GUIDELINES FOR NEW CONSTRUCTION IN THE SECOND AVENUE CHARACTER AREA

14.1 Masonry materials that convey a sense of scale are preferred. Wood lap siding is also appropriate.

14.2 A simple material finish is encouraged for a large expanse of wall plane

14.3 Traditional building materials such as wood, brick and stone are encouraged.

PALETTE INTENT LASTING IDENTITY | ROOTED IN CULTURE AND PLACE | BOLD CIVIC GESTURE

Material samples are derived from Durango's unique landscape, geology and history within smelting and the railroad development. These materials create a building of its place while speaking to the strength and permanence of a public safety facility.







LARGE FORMAT BLOCK
MODULAR + ASSEMBLED



The split-face, textured block serves as a strong, grounding material while regular modules and coursing add order and civic character. Its tone connects to City Hall.



3-PART BLEND
BALANCED + LIGHT



SOFT - FAMILIAR - COHESIVE
30% Light cream / buff
40% Peach / light orange
30% Medium terracotta / orange



SUPPORTING METAL PANEL
RICH + COHESIVE



Warm, oxidized tones extend the brick palette into a refined metal expression, while maintaining the building's cohesive, civic character.



WEATHERED METAL
MINERALIZED + CONTEXTUAL



Weathered accents provide contrast and establish continuity with City Hall and site materials.



Durango Police Department

BUILDING MATERIAL PALETTE – PREVIOUS STUDIES

2A

LARGE FORMAT BLOCK OR TILE
SMOOTH + QUIET



Smooth large-format block or tile provides a clean, quiet contrast to the richer brick while conveying a sense of permanence.



BRICK
MINERAL + VARIED



A restrained expression of Durango's smelting heritage, with rich tonal variation that bridges downtown's reds and City Hall's blonde tones.



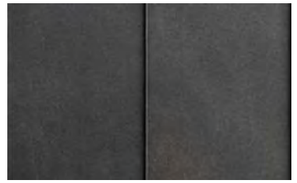
SUPPORTING BRICK
ORDERED + SUBTLE



A subtle brick pairing that draws from the base tones of the prior, reinforcing the palette's quiet, earthy character.



DARK METAL
CRISP + CONTEMPORARY



Blackened accents provide contrast and depth.



2B

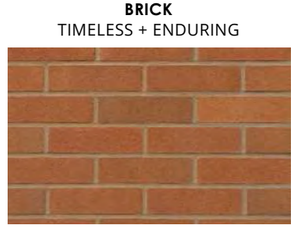
BRICK
TEXTURED + LAYERED



Dark recessed brick creates depth and shadow, grounding the building while offering a more tactile, human scale at grade.



BRICK
TIMELESS + ENDURING



Warm, earthy brick with natural tones and simple coursing establishes the primary material character of this palette.



SUPPORTING METAL PANEL
RICH + COHESIVE



Oxidized tones extend the brick palette into a refined metal expression, while maintaining the building's cohesive, civic character.



WEATHERED METAL
MINERALIZED + CONTEXTUAL



Weathered accents provide contrast and establish continuity with City Hall and site materials.



3

LARGE FORMAT BLOCK OR TILE
REFINED + ORDERED



Smooth, large-format masonry or tile creates a clean, substantial expression that conveys civic permanence and quiet order.



BRICK
DETAILED + CONTEXTUAL



Subtle tonal variation and traditional masonry coursing connect to Durango's tradition of craft, while the lighter palette complements City Hall without directly replicating.



SUPPORTING BRICK
ARTICULATED + DIMENSIONAL



Cool, neutral brick provides quiet contrast to the blonder brick, creating a cohesive transition between the two primary materials.



WEATHERED METAL
MINERALIZED + CONTEXTUAL

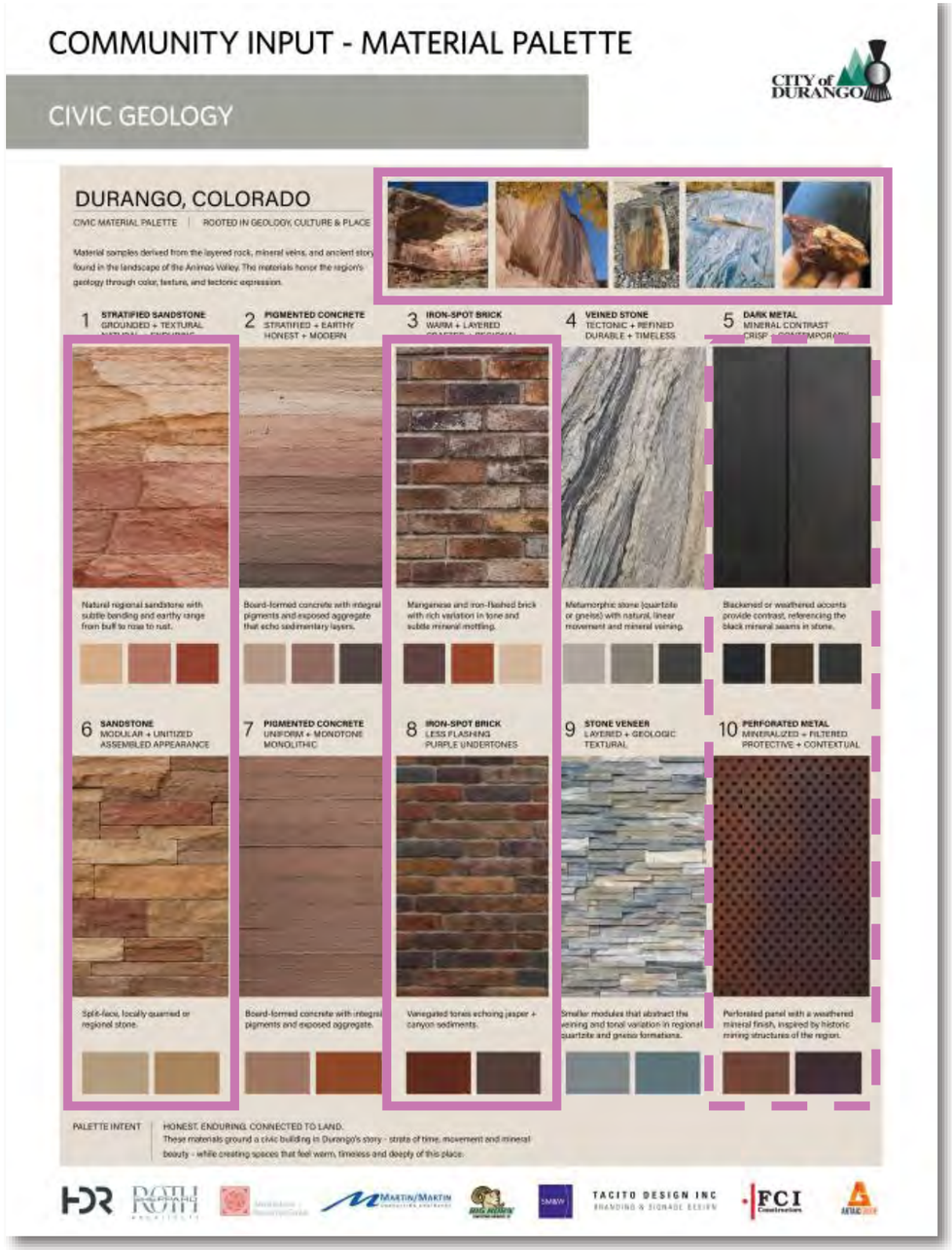


Weathered accents provide contrast and establish continuity with City Hall and site materials.



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BUILDING MATERIAL PALETTE – COMMUNITY INPUT



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VIEW FROM 2ND AVENUE



Durango Police Department

PUBLIC ENTRY



Durango Police Department

POLICE SECURE ENTRY



Durango Police Department

13TH STREET PUBLIC ENTRY



Durango Police Department

NORTHEAST VIEW



Durango Police Department

NORTHWEST VIEW



Integrated Campus Design







04 Closing