



City of Ketchum
Planning & Building

STAFF REPORT
KETCHUM PLANNING AND ZONING COMMISSION
SPECIAL MEETING OF MAY 16, 2023

INTRODUCTION AND SUMMARY

The 2023 Planning and Building Department Work Plan outlined that the department would evaluate process improvements and updating of checklists to improve communications between staff and applicants and provide a more transparent and predictable review process for the development community. To do this collaboratively, the city formulated a Technical Advisory Group (TAG) to provide feedback to the city on what processes need the most improvement and how to improve those processes. The TAG is made up of architects, developers, contractors, engineers, landscape architects, and trade groups. The TAG also includes one member of the Planning and Zoning Commission, Tim Carter.

At the first meeting of the TAG in February 2023, staff facilitated a discussion to identify which review processes needed the most improvement. It became very clear during the discussion, that the PreApp and Final Design Review processes were the most inconsistent and needed the most focus. In general, we received the following feedback:

- As the PreApp and Final Design Review application materials are the same, the investment in time and money is significant and the process seems redundant.
- As there is so much time and investment, applicants are less willing to make changes requested by staff or the Commission at either stage of the process. This causes significant tension between staff and applicants and creates an adversarial relationship from the beginning.
- The PreApp process should be focused on high level design concepts (architecture, bulk, mass, context) so that applicants understand whether they are headed in the right direction. Civil engineering should not be required for PreApp.
- If the PreApp application materials were less, applicants would be more willing to utilize the process.

Since that meeting, staff have conducted internal discussions and follow-up discussions with the TAG to develop changes to the PreApp and Final Design Review processes that will:

- Provide a platform that allows for changes throughout the process, creating a more collaborative design process.
- Increase the use of the PreApp process by reducing the cost associated with development of the application materials.

Below is an overview of proposed changes to the PreApp and Final Design Review process for consideration.

STAFF RECOMMENDATION

Staff requests the Commission review the proposed changes to the PreApp and Final Design Review process and provide feedback on the following questions:

- Do you agree that the purpose of the PreApp process should be a high-level review of architectural, bulk, mass, and contextual elements of a project?
- Do the revised application materials list for PreApps provide you enough information to give direction to applicants during the PreApp process?

- Do you agree that 3D models and perspectives should be required for PreApp? And if so, do you agree that black and white models with a materials sample board are sufficient for review at the PreApp stage?

ANALYSIS

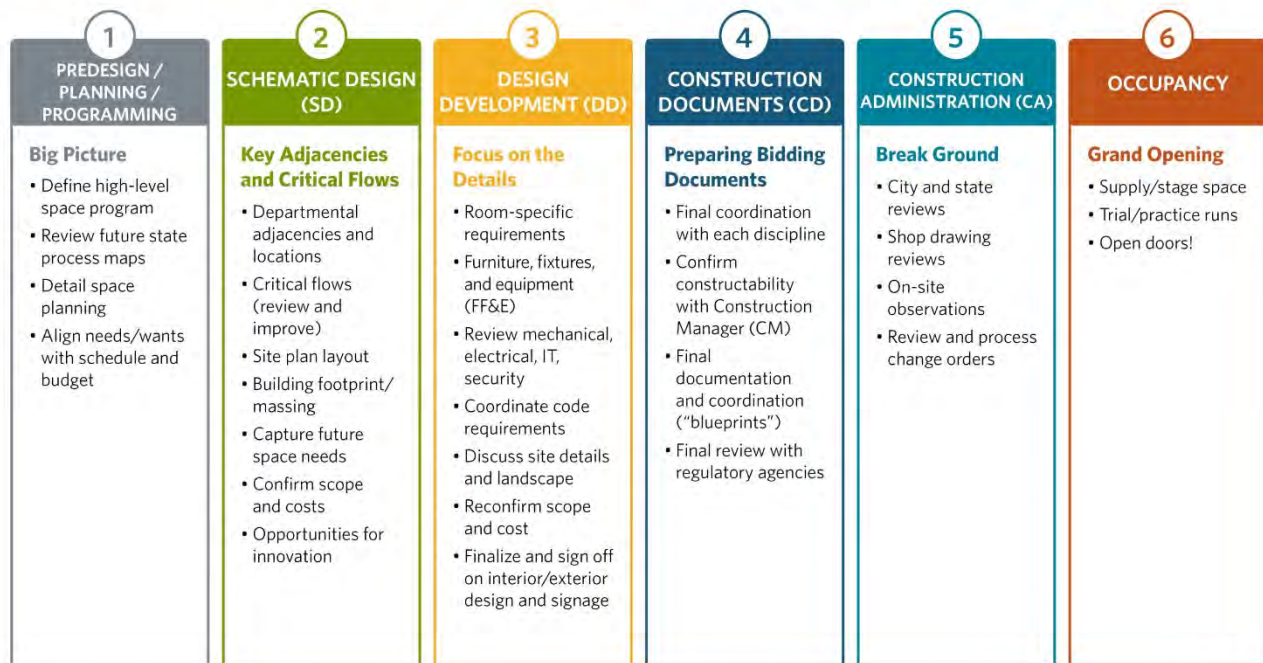
As noted above, the application materials for PreApp and Final Design Review are the exact same. This not only requires significant investment at the beginning of a project, but results in applicants less inclined to make substantive changes. KMC 17.96.010.C states that “The purpose of preapplication review is to allow the Commission to exchange ideas and give direction to the applicant on the "design concept", keeping in mind the purpose of this chapter and the application of the evaluation standards.”

Staff sent a survey to the TAG requesting feedback on the PreApp vs. Final Design Review process. Specifically, staff requested feedback on the purpose of PreApp and what it should focus on, what level of design work should be done for PreApp vs. Final Design Review, and what application materials should be required for PreApp. The survey results can be found in Attachment A. Following the survey, staff conducted a discussion with the TAG at their May meeting to discuss areas where consensus was not met. Below is an overview of changes proposed by staff and the feedback received by the TAG.

Focus of Review - The focus of the PreApp discussion should be on high level concepts and point out any “red flags” in the development proposal. More specifically, the review should be focused on the design review criteria related to compatibility of design, architecture, circulation/traffic/parking, and landscaping. The TAG generally agreed with this approach.

Amount of Detail - The application materials for PreApp and Final Design Review should not require the same level of detail. The architectural and construction industry generally use a consistent set of terms for the multiple phases of design and construction of a project as shown in Figure 1 below.

Figure 1: Design and Construction Phases



In general, the city approval processes overlap phases 2-6 with land use approvals happening during phases 2 and 3. The building permit process happens during phases 4 through 6. Based on these phases, staff recommends the following:

- PreApp materials should be “schematic design” drawings – this provides enough detail for meaningful feedback and identification of code compliance issues, but still allows for substantive changes. As noted in Figure 1, this phase still provides “opportunities for innovation”. The drawings set the general idea for a project including massing forms, articulation, spatial relationships, and general materials/color palette.
- Final Design Review materials should be “design development” drawings – this level of drawings advances the schematic drawings, finalizing the design, further refining details, fixing inconsistencies, final selection of colors/materials palette, and inclusion of civil engineering and landscaping.

The TAG agreed that this level of detail was appropriate for the two phases of design review and agreed that less detail during PreApp could result in higher willingness to make changes ahead of final design review.

Application Materials – Based on the recommendation above, staff agree that the application materials for PreApp should be less than Final Design Review. Feedback received from the TAG indicated that depending on the project, applicants may elect to provide more detail rather than less. To allow for flexibility, staff believes a minimum set of requirements should be outlined. If applicants want to go above and beyond, that is at their discretion/risk. Changes are likely and should be expected from the PreApp design review process. As such, staff recommends the following minimum requirements for PreApp:

- Project Narrative
- Conceptual Site Plan with landscaping and site circulation
 - Planting list not required for landscaping
- Elevations and Floor Plans
 - Elevations should depict materiality, however, full color renderings of elevations not required
- Conceptual Materials and Colors Palette
 - Can provide photos of materials samples or example images of materials from other buildings
 - Physical materials samples not required
- 3D perspectives showing massing of the proposed project within the context of the surrounding neighborhood
 - From street view and bird’s eye
 - Must include all adjacent structures
 - Full color rendering of the images is not required
- Conceptual Grading and Drainage plan – for Mountain Overlay applications only

As shown in the survey results, the TAG was initially split 50/50 on whether the proposed application materials were appropriate. During the May TAG meeting, staff facilitated a discussion to understand where the issues were. In general, the most concern was related to the requirement for materials/color palette, 3D models, and colored renderings at the PreApp stage.

Color Palette/Materials - Some members of the TAG noted that at the schematic design stage, a general color palette and materials may be preliminary, but aren’t final. Staff believes that some amount of information on color palette and materials is necessary, but there should be room for change or refinement between PreApp and Final Design Review. As such, staff believes that a general color/materials board should be provided but could include example images from other projects to articulate intent. Attachment B provides examples of what would be required at PreApp. Final materials and color palette with cut sheets and physical samples would be required at Final Design Review.

3D Models and Colored Renderings – Members of the TAG expressed that requesting full colored renderings at the PreApp stage is overlay onerous and very costly. Staff believes that to evaluate the development and how it fits into the context of the surrounding neighborhood, 3D models are critical. Staff do not believe that the models need to be in full color or have all the detail of adjacent buildings for PreApp. Attachment C provides some examples of 3D models that show the context of a proposed development but didn't require the additional cost of creating fully detailed models. Attachment D provides examples of fully colored and rendered 3D models that would be required at Final Design Review.

ATTACHMENTS:

- A. TAG Survey Results
- B. Example Color Palette/Materials Board
- C. PreApp - 3D Model/Perspectives Examples
- D. Final DR – 3D Model/Perspectives Examples

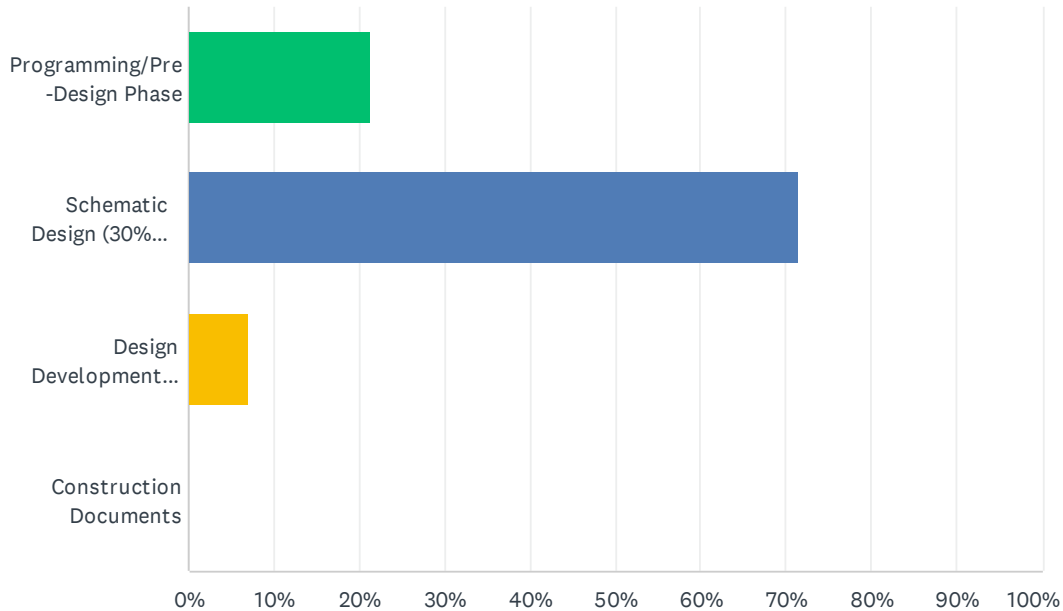


City of Ketchum

Attachment A: TAG Survey Results

Q9 What percentage of design drawing completion do you believe is an appropriate level for pre-application materials?

Answered: 14 Skipped: 0



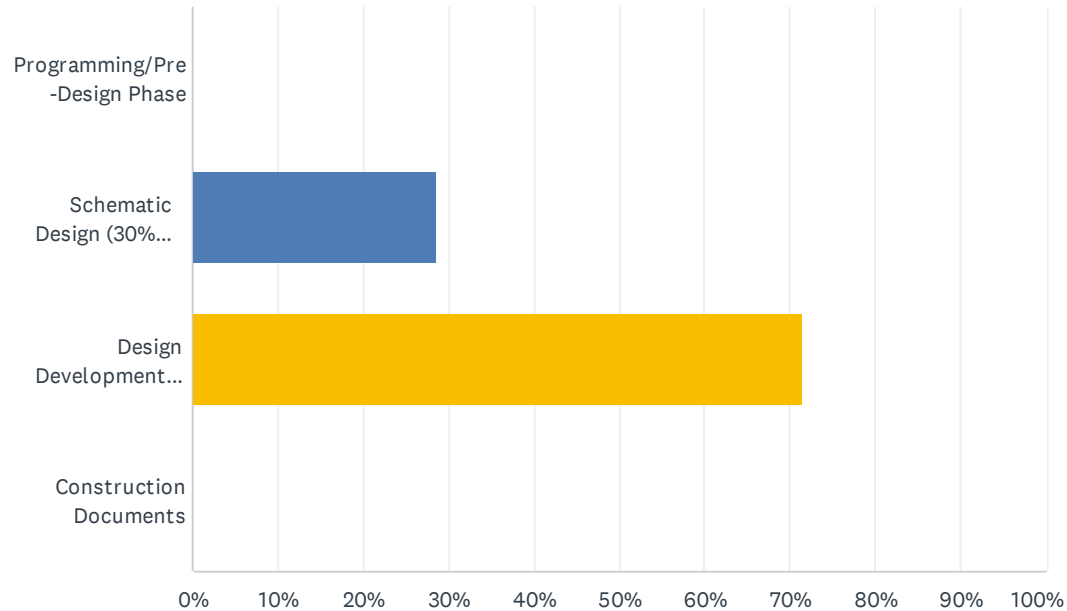
ANSWER CHOICES	RESPONSES	
Programming/Pre-Design Phase	21.43%	3
Schematic Design (30% design drawings)	71.43%	10
Design Development (60% design drawings)	7.14%	1
Construction Documents	0.00%	0
TOTAL		14

#	ADDITIONAL COMMENTS	DATE
1	SD level or bust. Otherwise applicant might as well skip and go to final. Time investment and cost investment by client are huge beyond pre design	4/30/2023 9:28 PM
2	Needs to be a concept, should be mandatory for most projects and public notice implemented.	4/30/2023 9:18 AM
3	the more details the applicant provides, the more valuable and concrete the feedback will be. Vague discussions lead to misunderstandings.	4/28/2023 5:04 PM
4	This is critical. A napkin sketch could suffice, and 30% should be the max. The importance of this step is to get ALL City Departments to provide cursory review of the project under one cohesive review process.	4/28/2023 3:35 PM
5	Enough programming needs to be completes to get proper feedback from commission. Depending on the project this could be 15% design while others may be 40% sd. That said developers would prefer earlier in the design phase to avoid a program or design not favored by the commission.	4/28/2023 3:06 PM
6	there must be a balance between at-risk investment in drawings / design at the pre-ap / staff interpretation stage and staffs' receipt of adequate information to understand how the project	4/26/2023 2:43 PM

LIKELY comports with established code

Q10 What percentage of design drawing completion is an appropriate level of design for final design review application materials?

Answered: 14 Skipped: 0

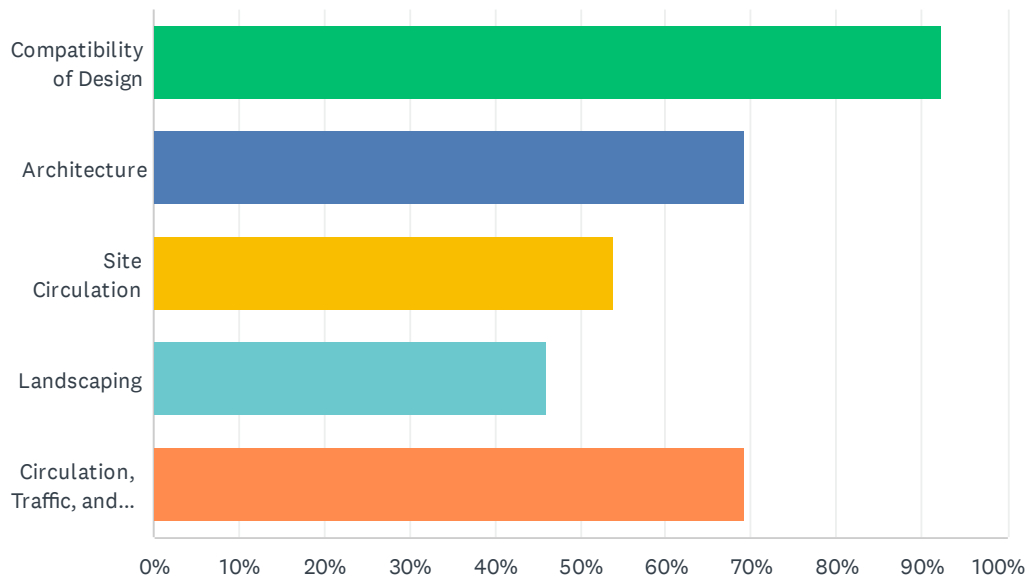


ANSWER CHOICES	RESPONSES
Programming/Pre-Design Phase	0.00% 0
Schematic Design (30% design drawings)	28.57% 4
Design Development (60% design drawings)	71.43% 10
Construction Documents	0.00% 0
TOTAL	14

#	ADDITIONAL COMMENTS	DATE
1	I think the correct choice offered is closet to Schematic but is probably in the middle at about 45%	4/30/2023 9:18 AM
2	the final design solution should be substantially finalized and locked prior to submittal.	4/29/2023 2:33 PM
3	Again, completion level may vary, but needs to have required items for design review. Some project may have the exterior ready to go, but atill working on the final interior layout. As long as they can show the development will meet code that level of completion is good enough.	4/28/2023 3:06 PM
4	plus exterior finishes, street impacts (loading, parking, snow removal, etc.), additional to the extent specific code requirements dictate for compliance	4/26/2023 2:43 PM

Q11 As outlined in the Ketchum Municipal Code, the purpose of the pre-application “is to allow the Commission to exchange ideas and give direction to the applicant on the "design concept”, keeping in mind the purpose of this chapter and the application of the evaluation standards.” Please indicate the design review criteria that you believe should be the focus of pre-application review (select all that apply).

Answered: 13 Skipped: 1



ANSWER CHOICES	RESPONSES
Compatibility of Design	92.31% 12
Architecture	69.23% 9
Site Circulation	53.85% 7
Landscaping	46.15% 6
Circulation, Traffic, and Parking	69.23% 9
Total Respondents: 13	

#	OTHER (PLEASE SPECIFY)	DATE
1	Does this project meet the gist and intent of the code....	4/30/2023 9:28 PM
2	Scale in the surrounding neighborhood and the townscape based on lot size, location, type of street frontage (60/90 wide),topo street	4/30/2023 9:18 AM
3	all areas the commissioners will contemplate when making a decision for approval or denial	4/29/2023 2:33 PM
4	There are a number of additional steps/hurdles to clear in order to simply get in front of the Commission for this "exchange of ideas." It does no good to have differing Staff, City Engineering, City Streets, and Commission opinions and direction when leaving a Preliminary	4/28/2023 3:35 PM

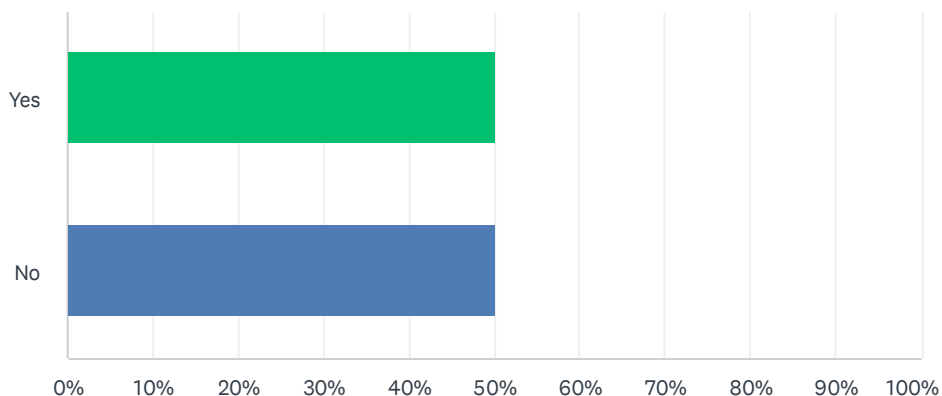
TAG Survey-April 2023

Design Review hearing. I would suggest that there is a more "all-hands" type meeting conducted between Staff and City Departments to provide the applicant and the Commission a set of clear, synchronized comments based on the schematic planning provided. Then, the Commission should view the project through the lens of those comments and provide additional color as necessary, speaking to the nuances of "Compatibility of Design," etc., providing enough information for an applicant to know what changes to make to have a realistic shot at formal approval.

5	Focus on the big picture as the design will almost always change from pre app to final review.	4/28/2023 3:06 PM
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Q12 Staff believes the following application materials are necessary for a successful pre-application review: Project narrative Conceptual site plan including landscaping Elevations and floor plans Materials and colors sample board Conceptual renderings showing surrounding structures and proposed project massing but not required to be fully rendered. Do you believe this list of required submittal materials is appropriate and reasonable for pre-application?

Answered: 14 Skipped: 0



ANSWER CHOICES	RESPONSES
Yes	50.00% 7
No	50.00% 7
TOTAL	14

#	ADDITIONAL COMMENTS	DATE
1	This is too much. Staff should be able to get by with no renderings, a sketch site plan to scale with jurisdictional overlays, sketch elevations, sketch landscaping - all to scale, not rendered. Sample images of materials, narrative.	4/30/2023 9:28 PM
2	not fully rendered but must be accurate and to scale. Final approval should require 3D cad modeling in the neighborhood	4/30/2023 9:18 AM
3	Would consider not requiring material colors and sample boards, make those optional. That way applicant could here feedback on this topic before committing to an initial direction	4/28/2023 5:04 PM
4	Renderings are a big ask. Creating a realistic 3-D model that shows surrounding structures is a major expense and a significant burden for all but the largest of projects.	4/28/2023 3:35 PM
5	This is a bit much to be required. A site plan, sample floor plan, architect elevations, and color concept should be all that is required. More information is always better, and developers wantin kore feedback can provide that to get more direction foe the final review.	4/28/2023 3:06 PM
6	too much	4/27/2023 10:13 AM
7	Pre-ap should consider the exterior impact of the project. Interior programmatic characteristics should be at the owner's discretion and will be governed by code (especially ord. 1234) regardless. Project massing in relation to surrounding properties is interesting but should not	4/26/2023 2:43 PM

TAG Survey-April 2023

be a barrier to creative design (and therefore not required), which again will be necessarily within the bounds allowed by code. What purpose will renderings serve if, for example, the project is hypothetically beside Bluebird Village (the project will be smaller and more articulated) or beside the Pioneer Restaurant or an old miner's cabin (the project will be larger and less historic). Ketchum's design character is eclectic and making a project conform (implied when renderings of surrounding buildings are required) to its neighbors, which might be a near the end of its useful life demolition candidate or a by owner's choice structure built to <1.0 FAR, should not impact a new project's opportunity to design to its style and size choices.

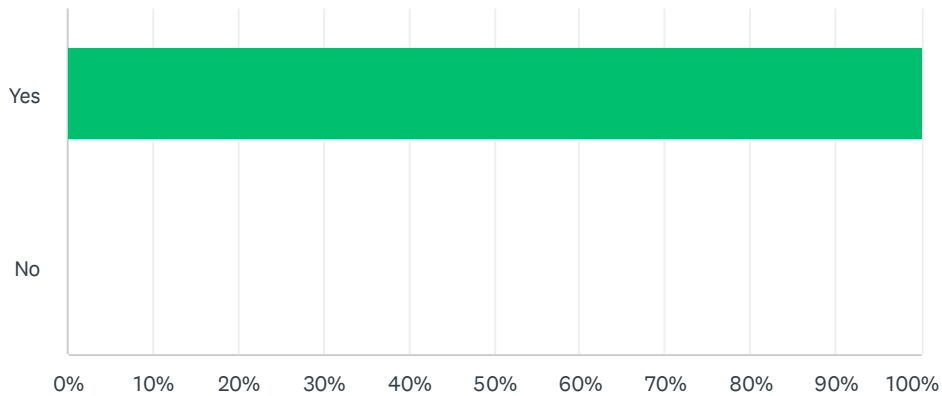
8

Not sure why you need floor plans at pre ap

4/25/2023 4:41 PM

Q13 Staff believes that reviewing building height, setbacks, FAR calculations, and other dimensional standards for zoning compliance is beneficial at the pre-application stage as it allows staff to raise any red flags to applicants early in the process. Projects would not be required to fix zoning compliance issues to advance to the public hearing stage of the review, but all issues would be noted. Do you believe this to be a good approach to the process?

Answered: 14 Skipped: 0

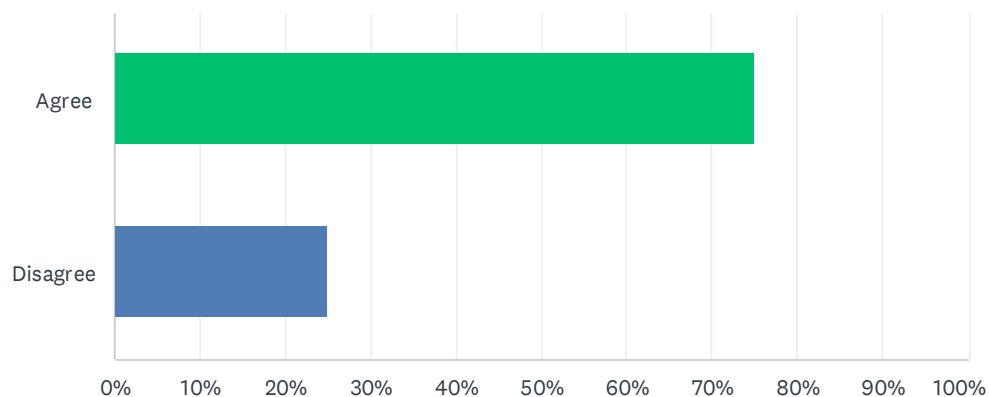


ANSWER CHOICES	RESPONSES	
Yes	100.00%	14
No	0.00%	0
TOTAL		14

#	ADDITIONAL COMMENTS	DATE
1	This saves everyone time. Good idea. Applicants should be noticed of red flags but should be allowed to go to PZ anyway to make a case.	4/30/2023 9:28 PM
2	YES! This is an excellent approach.	4/28/2023 3:35 PM
3	Yes, note any compliance issues in the staff report, but they should not be required to be fixed prior to a pre app hearing.	4/28/2023 3:06 PM

Q14 The Mountain Overlay District (MOD) has a separate set of design review criteria, much of which are focused on grading and areas of disturbance related to the proposed project. Staff believes that a conceptual grading and drainage plan should be required for pre-application design review for projects in the MOD to adequately evaluate the criteria and provide feedback. Do you agree or disagree that a conceptual grading and drainage plan should be required for MOD pre-application?

Answered: 12 Skipped: 2



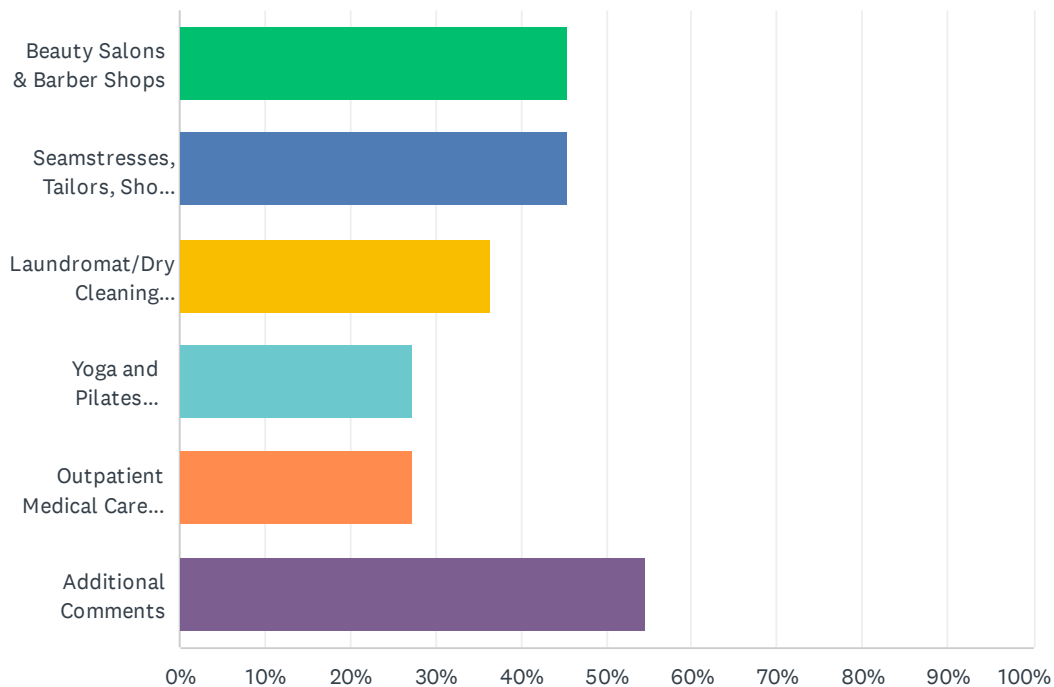
ANSWER CHOICES	RESPONSES
Agree	75.00% 9
Disagree	25.00% 3
TOTAL	12

#	ADDITIONAL COMMENTS	DATE
1	As long as the grading and drainage can be concept level. Should not need to be by an engineer !	4/30/2023 9:28 PM
2	Need to get the drainage standards to be more realistic and make sense	4/30/2023 9:18 AM
3	strongly agree	4/29/2023 2:33 PM
4	Again, this could be left up to the applicant. City is going to review and approve g&d at some point, but if applicant doesn't want to invest in g&d for pre-app, and just wants commission feedback for direction, then they could	4/28/2023 5:04 PM
5	Grading and drainage will have to be incorporated in final review and at permit. This is too much and too costly for a pre app hearing.	4/28/2023 3:06 PM
6	should be able to be provided by Landscape Architect or Engineer	4/27/2023 10:13 AM
7	outside my expertise	4/26/2023 2:43 PM

Q15 Section 8 of Interim Ordinance 1234 provides a parking exemption for the first 5,500 square feet of office space within a development.

Stakeholders have provided feedback that the city should consider providing a parking exception for uses that provide services with short customer durations. Please select one or more of the following short duration services which you believe should be able to receive a parking exemption.

Answered: 11 Skipped: 3



ANSWER CHOICES	RESPONSES
Beauty Salons & Barber Shops	45.45% 5
Seamstresses, Tailors, Shoe Repair	45.45% 5
Laundromat/Dry Cleaning Pick-Up/Drop-Off Only (where processing of garments is located in separate facility)	36.36% 4
Yoga and Pilates Studios, Personal Training Studios	27.27% 3
Outpatient Medical Care Facilities (dermatology, dentistry, mental health, etc.)	27.27% 3
Additional Comments	54.55% 6
Total Respondents: 11	

#	ADDITIONAL COMMENTS	DATE
1	no comment	4/30/2023 9:29 PM

TAG Survey-April 2023

2	I'm opposed to parking exemptions..	4/30/2023 9:19 AM
3	This is a nuanced question. Uses aren't always determined by a developer, so how can we connect exemption to use at time of development?	4/28/2023 5:04 PM
4	Uses change over the course of a buildings life span. Exemption should be the same for all commercial uses.	4/28/2023 3:08 PM
5	no exemptions	4/27/2023 10:18 AM
6	other short term uses could be considered once the City's parking management plan is activated to limit short term on-street parking near such uses to <= 1 hour	4/26/2023 3:02 PM



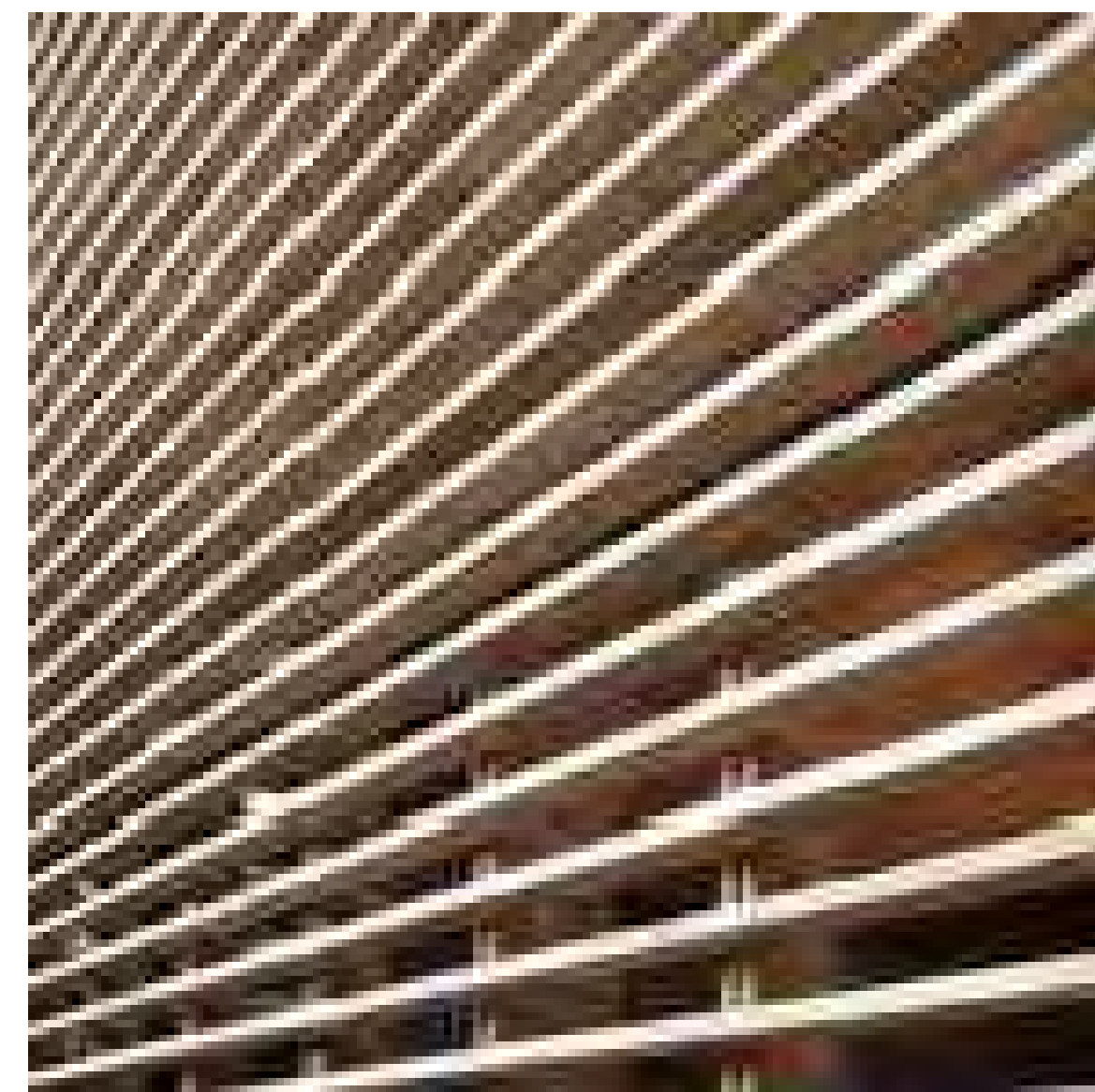
City of Ketchum

Attachment B: Example Color Palette/Materials Board

Proposed Material Palette



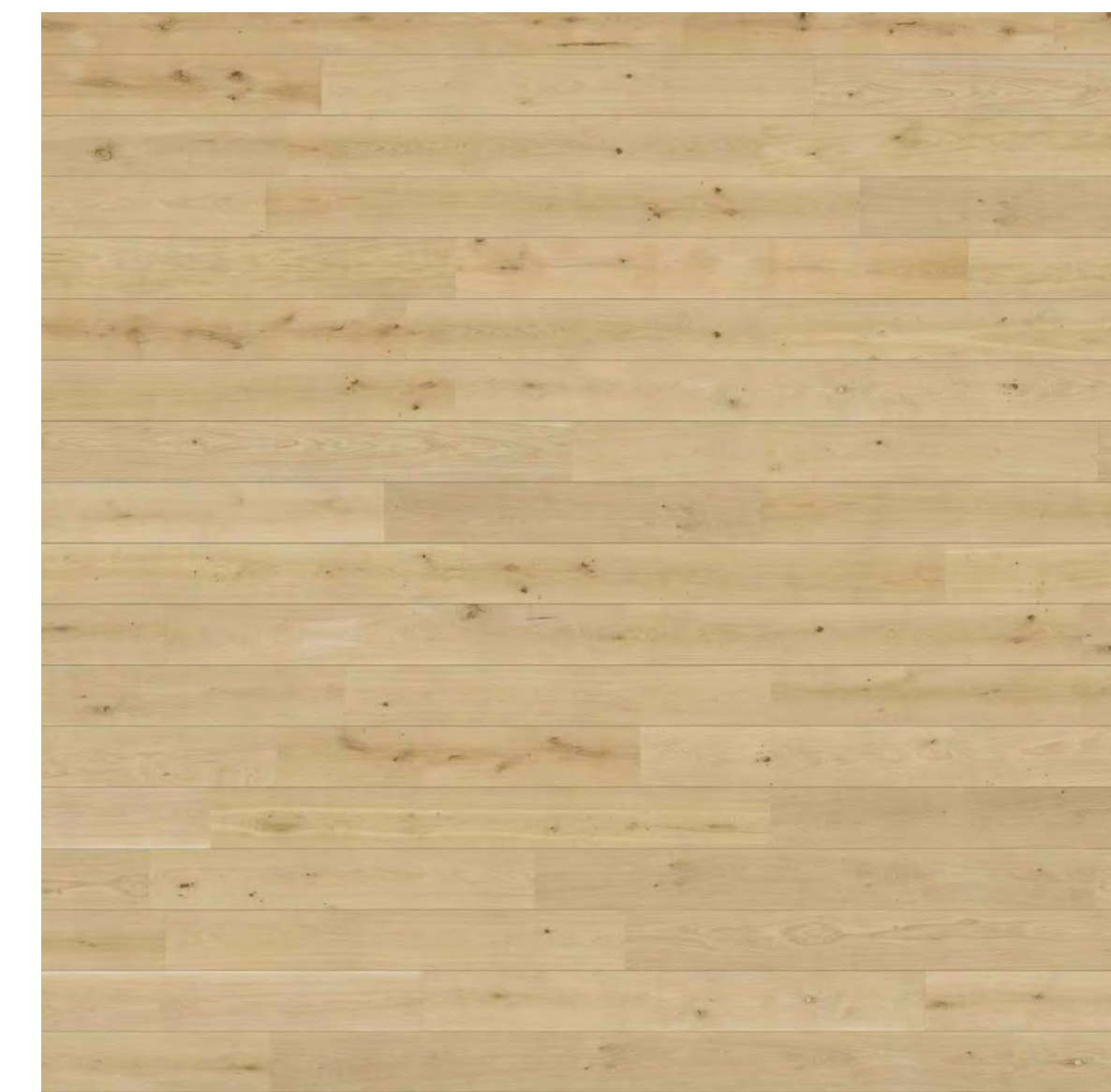
1) Wood Windows & Doors
At exterior glazing locations



2) Wood Louvers
At exterior glazed locations



3) Wood Cladding
At exterior walls



4) Wood Soffits
At exterior soffit locations



5) Stone Cladding
At exterior walls



6) Zinc
At chimneys & parapet caps



7) Cable Guardrail
At exterior terraces



8) Green Roof
Sedum green roof w/native vegetation
(TBD by Landscape Architect)

Residence

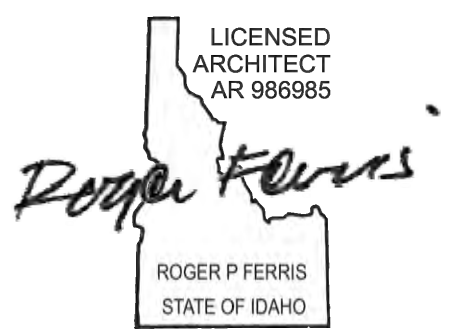
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Civil Engineer/Surveyor
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tel. 208.726.5907 • www.byla.us

ARCHITECT'S SEAL



KEY PLAN

PROJECT PHASE - PERMITTING

REVISIONS

NO.	DESCRIPTION	DATE	ISSUED TO
1	PRE-APP - MODR	MAY 10, 2022	CITY
2	MODR - REV #1	JUNE 16, 2022	CITY
3	MODR - REV #2	AUGUST 26, 2022	CITY
4	MODR - REV #3	OCTOBER 6, 2022	CITY
5	MODR - REV #4	OCTOBER 11, 2022	CITY
6	MODR - APP	NOVEMBER 18, 2022	CITY
7	MODR - APP - REV #1	JANUARY 13, 2023	CITY

SHEET NAME

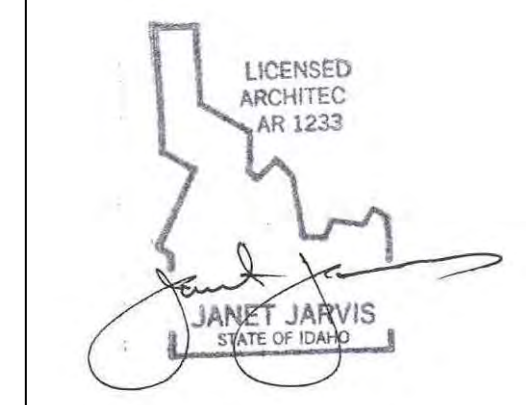
PROPOSED MATERIAL PALETTE

PROJECT NUMBER: 21-002
DATE: JULY 14, 2021
SCALE: N/A

G002

LEADVILLE TRADING
 LOT 5, BLOCK 3 KETCHUM TOWNSITE
 IDAHO
 KETCHUM

ARCHITECT



ENGINEER

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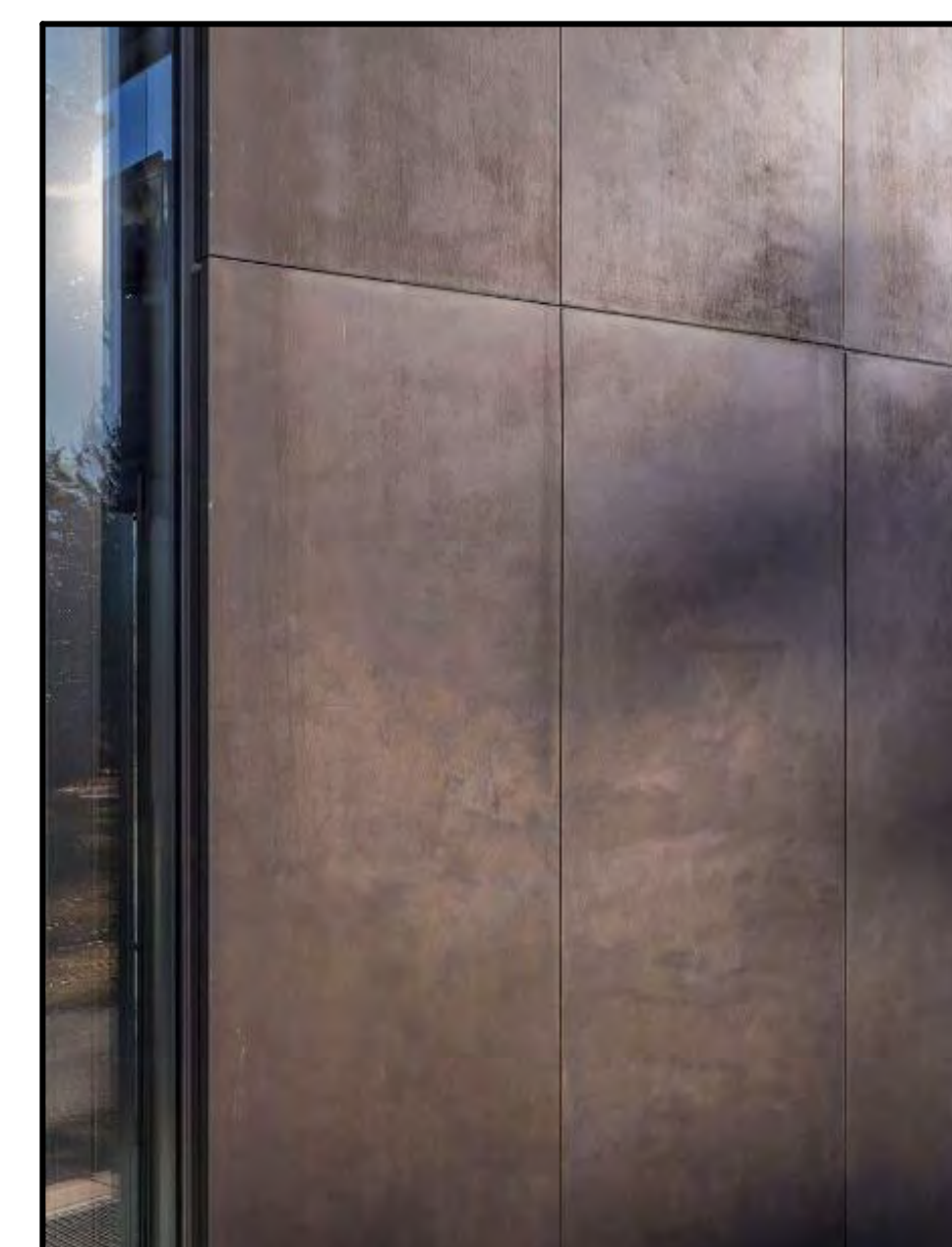
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DATE DESIGN REVIEW 11.22.22

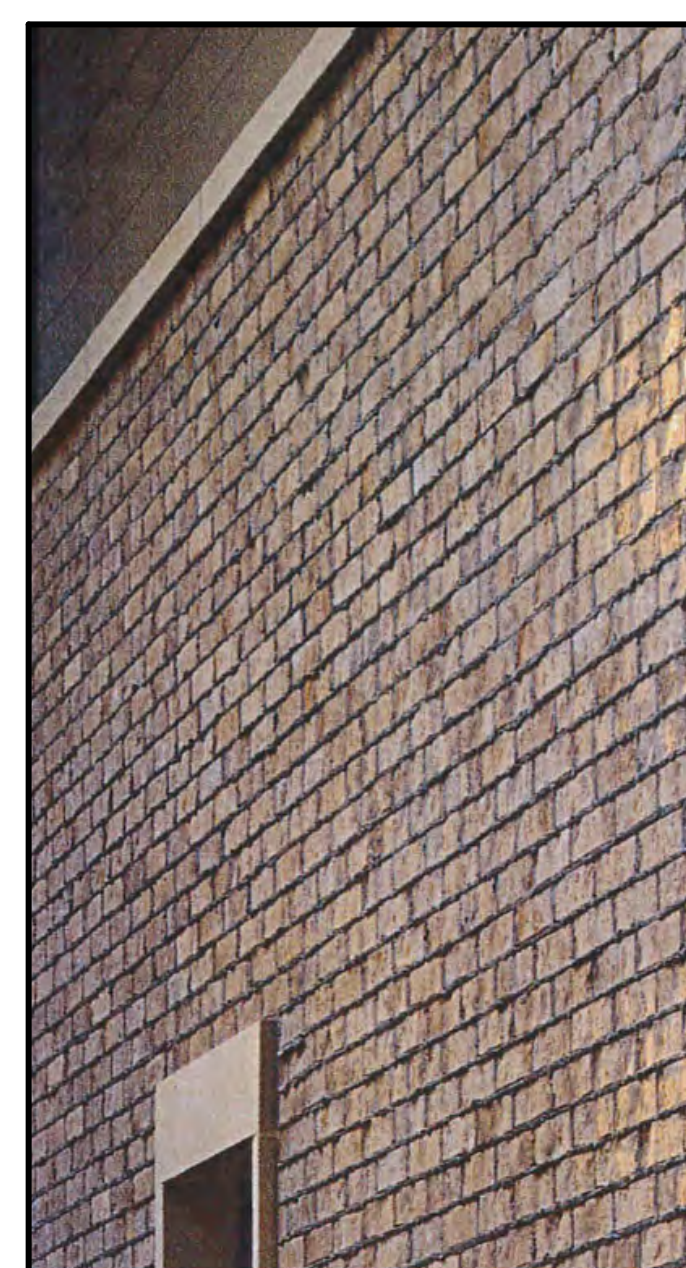
FILE

REVISIONS

NO.	DATE	DESCRIPTION
△ 1	1/9/2023	UPDATED DR
△ 2	2/24/2023	UPDATED DR



EXTERIOR METAL
DARK-BRONZE PATINAD METAL.
MINIMAL EXPOSED FASTENING



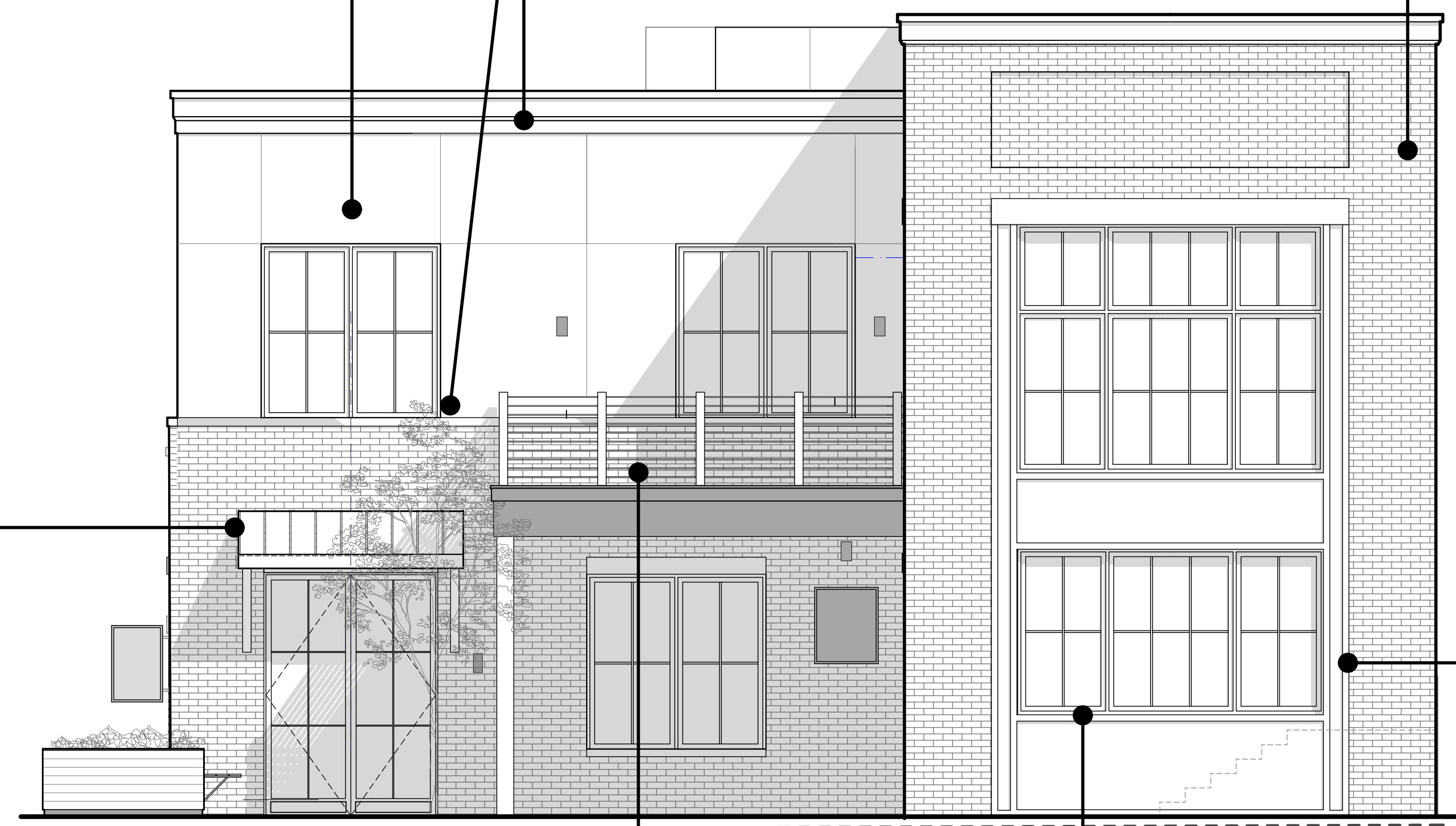
CORRICE AND HEADER DETAILS
CUT LIMESTONE, LIGHT TONED



EXTERIOR BRICK:
RECLAIMED BRICK, EARTH TONES,
GROUT AS SHOWN



EXTERIOR METAL ROOF
BLACK-ZINC MATTE
WESTERN STATES METAL ROOFING



STAIR TOWER WINDOW DETAILING
SEMI-TRANSPARENT DARK STAINED
ARCHITECTURAL CASEWORK

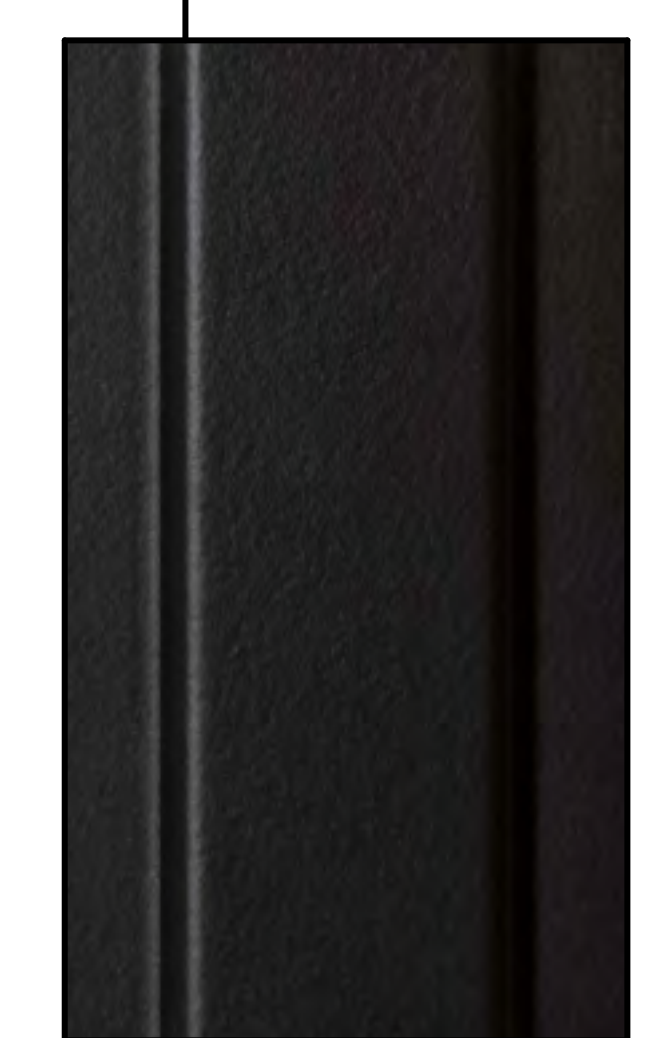


EXTERIOR PAVER
BELGARD CONCRETE PRODUCTS
PLAZA PAVER
12" x 24" x 2 3/8" RUNNING BOND
COLOR: SCANDINA GREY



Dimensions Slab
12 x 24 x 2 3/8

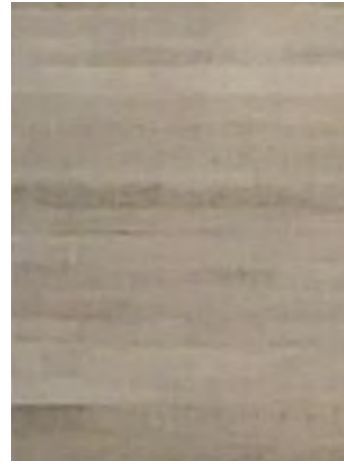
GUARDRAILS:
STEEL NEWEL POSTS &
HORIZONTAL STEEL FLAT
BAR WITH DARK BRONZE
FINISH



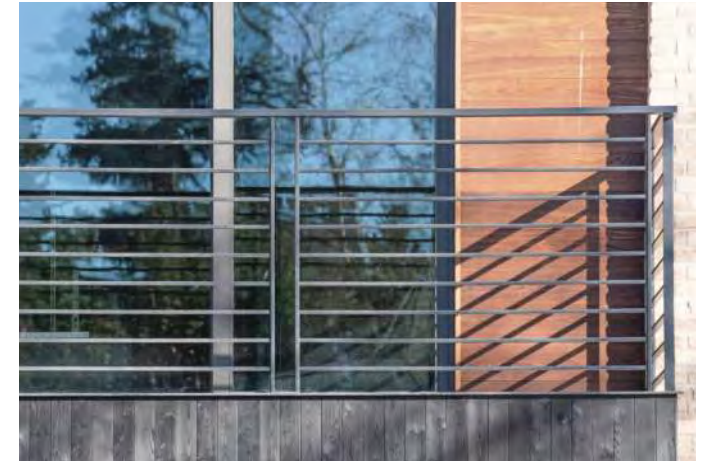
METAL CLAD WINDOWS AND DOORS:
BURNISHED BLACK OR APPROVED EQUAL



HEAVY TIMBER GLULAM BEAMS, RAFTERS AND COLUMNS with painted galvanized structural steel knife-plate connections. Fasteners to be recessed galvanized steel or stainless steel. Clear heart Western Red Cedar heavy timber purlins and T&G decking with resawn finish. Wood clear coat stain.



WOOD CLADDING - clear heart Western Red Cedar, resawn finish with clear coat or semi-transparent stain.
Basis of Design: James Hardie, Artisan Lap Siding System.



STEEL GUARD RAILINGS - galvanized and painted with WOOD TOP RAIL.



HEAVY TIMBER GLULAM BEAMS, RAFTERS AND COLUMNS with painted galvanized structural steel knife-plate connections. Fasteners to be recessed galvanized steel or stainless steel. Clear heart Western Red Cedar heavy timber purlins and T&G decking with resawn finish. Wood clear coat stain.



ALUMINUM WINDOWS AND DOORS - powder coated extruded aluminum with Low "E" insulated glass.
Basis of Design: Vistaluxe Collection AL Line - Kolbe Windows and Doors.
Basis of Design: Reynaers CP155LS Monorail System.



CEMENT PLASTER - 3-coat system, hard-troweled finish with 100% acrylic topcoat finish.



STONE VENEER - Montana Moss Rock natural stone dry-stack lay-up. Stainless steel masonry anchor system.



ALUMINUM PANELS with colored and textured FEVE resin-based powder coating system.
Basis of Design: Pure + FreeForm coated aluminum panels with Vintage Steel #FA049 / Color Family: Rust finish.



BOARD-FORMED CONCRETE - cast-in-place and stained.



City of Ketchum

Attachment C:
PreApp – 3D
Model/Perspectives Examples



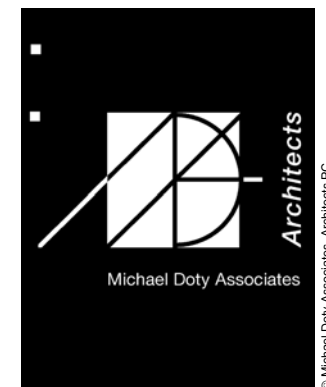
(SUMMER SOLSTICE, 6PM)

131 FIRST AVENUE TOWNHOMES

02/06/14

3D VIEW 03 FROM RIVER STREET & 1ST AVE

SCALE:





(SUMMER SOLSTICE, 4PM)

131 FIRST AVENUE TOWNHOMES

3D VIEW 06 FROM 1ST AVE & ALLEY

02/06/14

SCALE:



© Michael Doty Associates, Architects PC



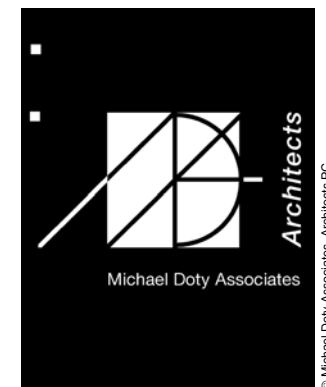
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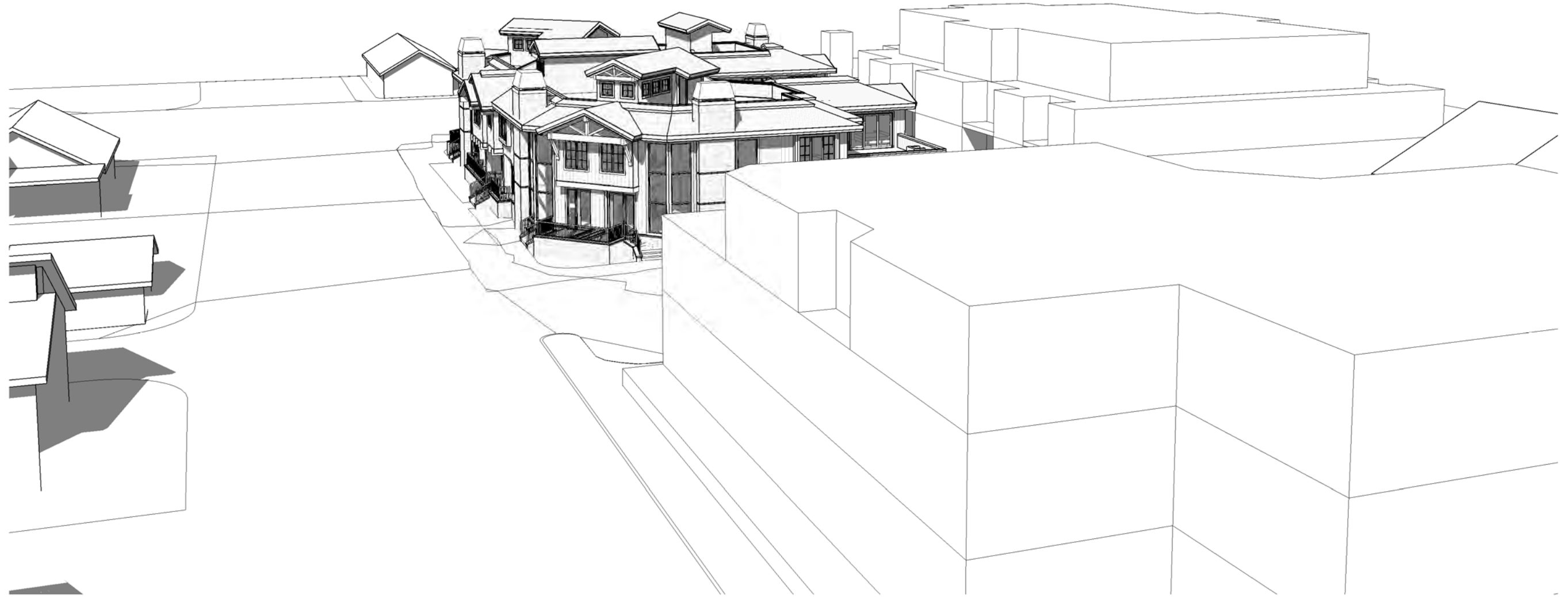
131 FIRST AVENUE TOWNHOMES

02/06/14

3D VIEW 07 - BIRDSEYE FROM 1ST ST LOOKING WEST

SCALE:





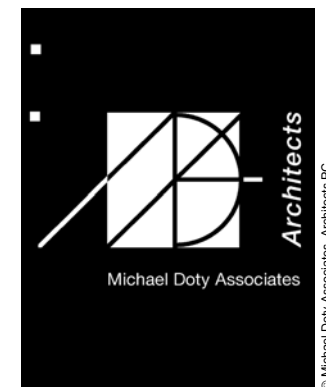
(SUMMER SOLSTICE, 4PM)

131 FIRST AVENUE TOWNHOMES

02/06/14

3D VIEW 08 - BIRDSEYE FROM 1ST ST LOOKING EAST

SCALE:







2 4th and Walnut Perspective

SCALE: 1/32" = 1'-0"



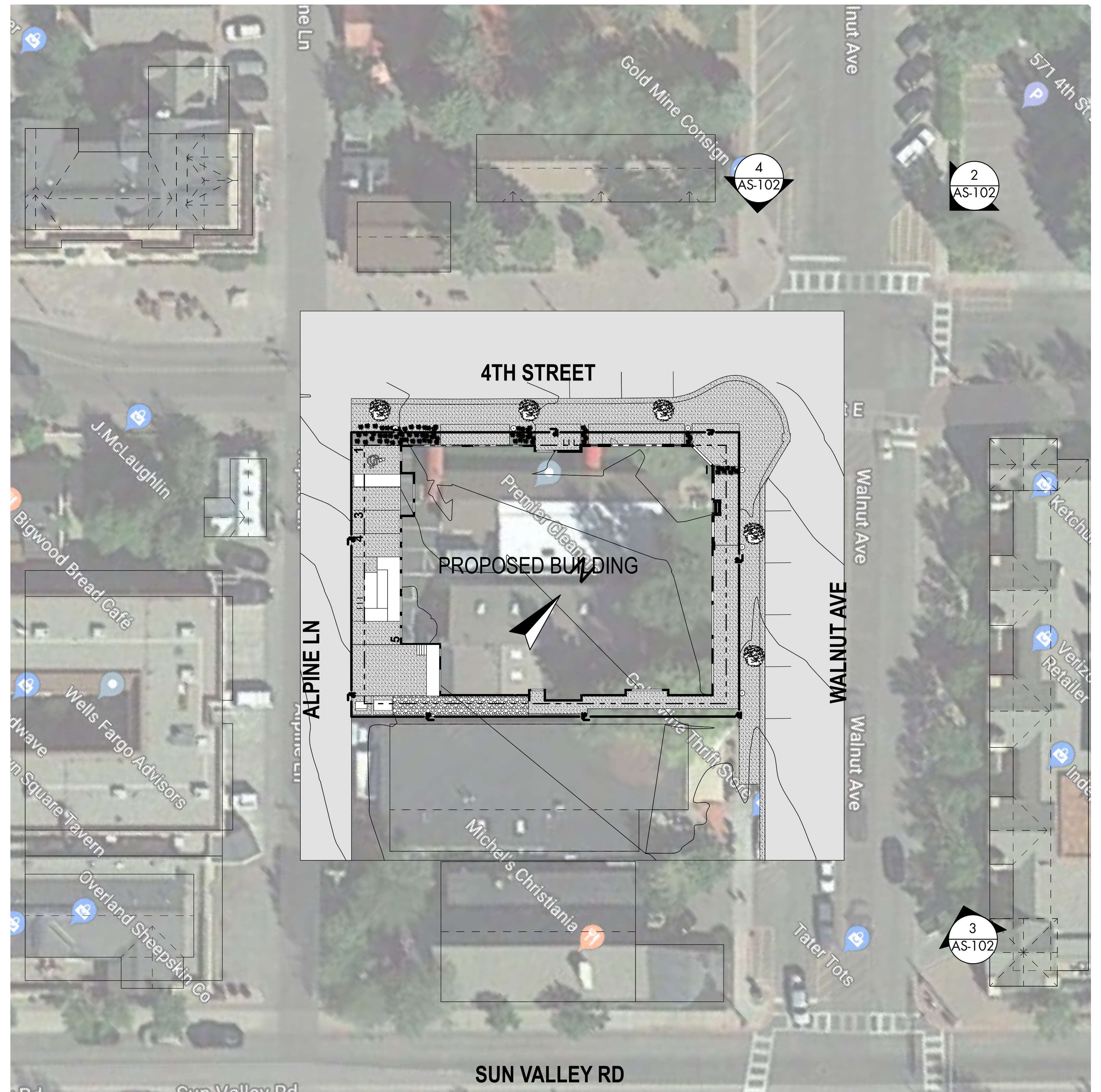
3 Walnut Perspective

SCALE: 1/32" = 1'-0"



4 4th Perspective

SCALE: 1/32" = 1'-0"



1 ARCHITECTURAL SITE VICINITY

SCALE: 1:288



RESIN
ARCHITECTURE

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ARCHITECTURAL VICINITY MAP

3/4/20

4th & Walnut Ave.
Commercial Development

Preliminary Design Review March 9 2020 AS-102

DESIGN REVIEW

LICENSED ARCHITECT
 KYLON H. SAWREY
 STATE OF IDAHO
 ARCHITECT

SOFFIT/ POST/ KNEE BRACE
 ROUGH SAWN PLY,
 STAINED TO MATCH,
 (LIGHTER THAN SIDING)

TRIM BAND
 FIR W/ SEMI-
 TRANSPARENT STAIN

WINDOWS
 METAL CLAD
 BLACK

ROOF
 CORRUGATED METAL
 NATURAL RUST

FASCIA, GARAGE & FRONT DOOR
 RAW STEEL W/ NATURAL
 PATINA CLEAR FINISH

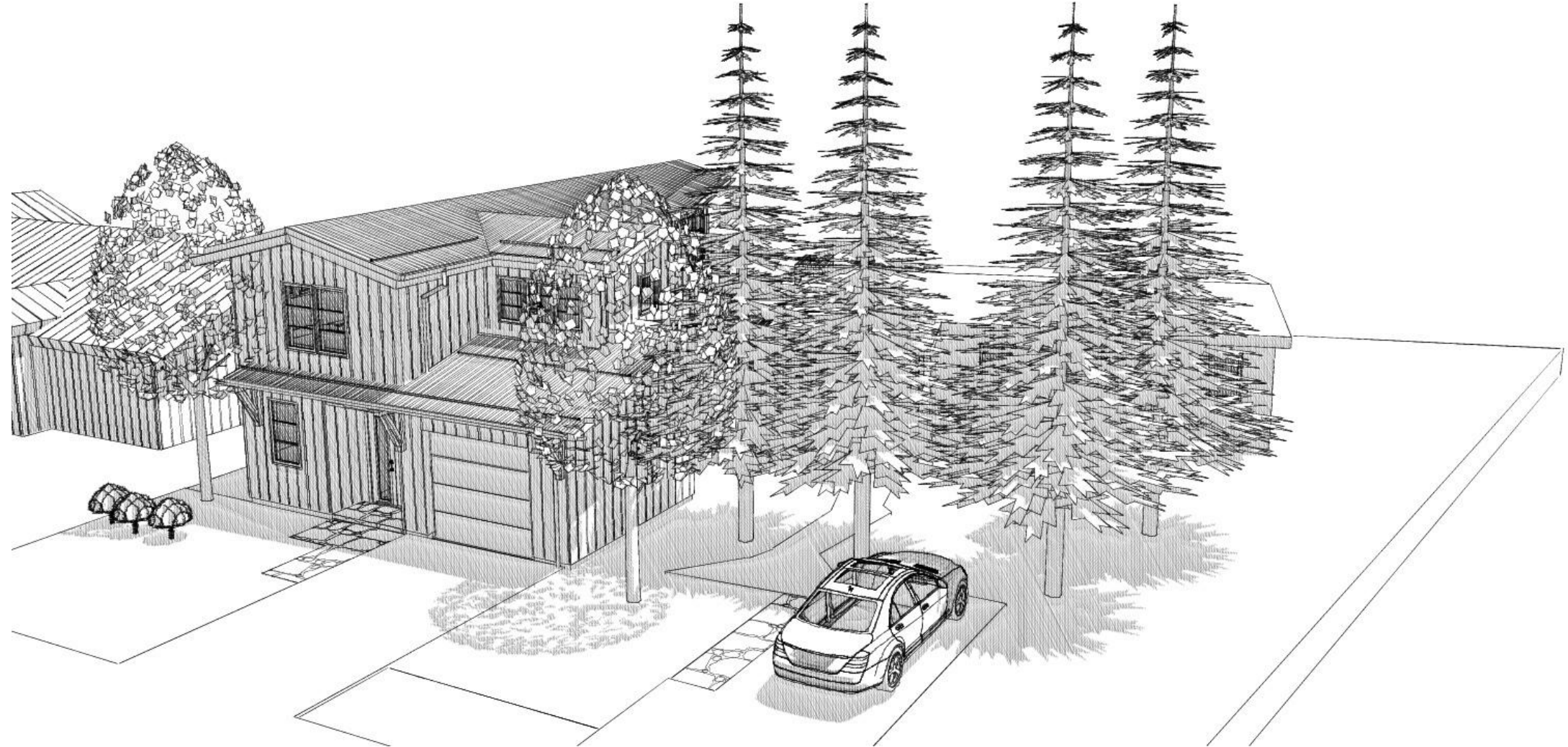
WOOD SIDING
 FIR BOARD & BATT
 SEMI TRANSPARENT
 STAIN



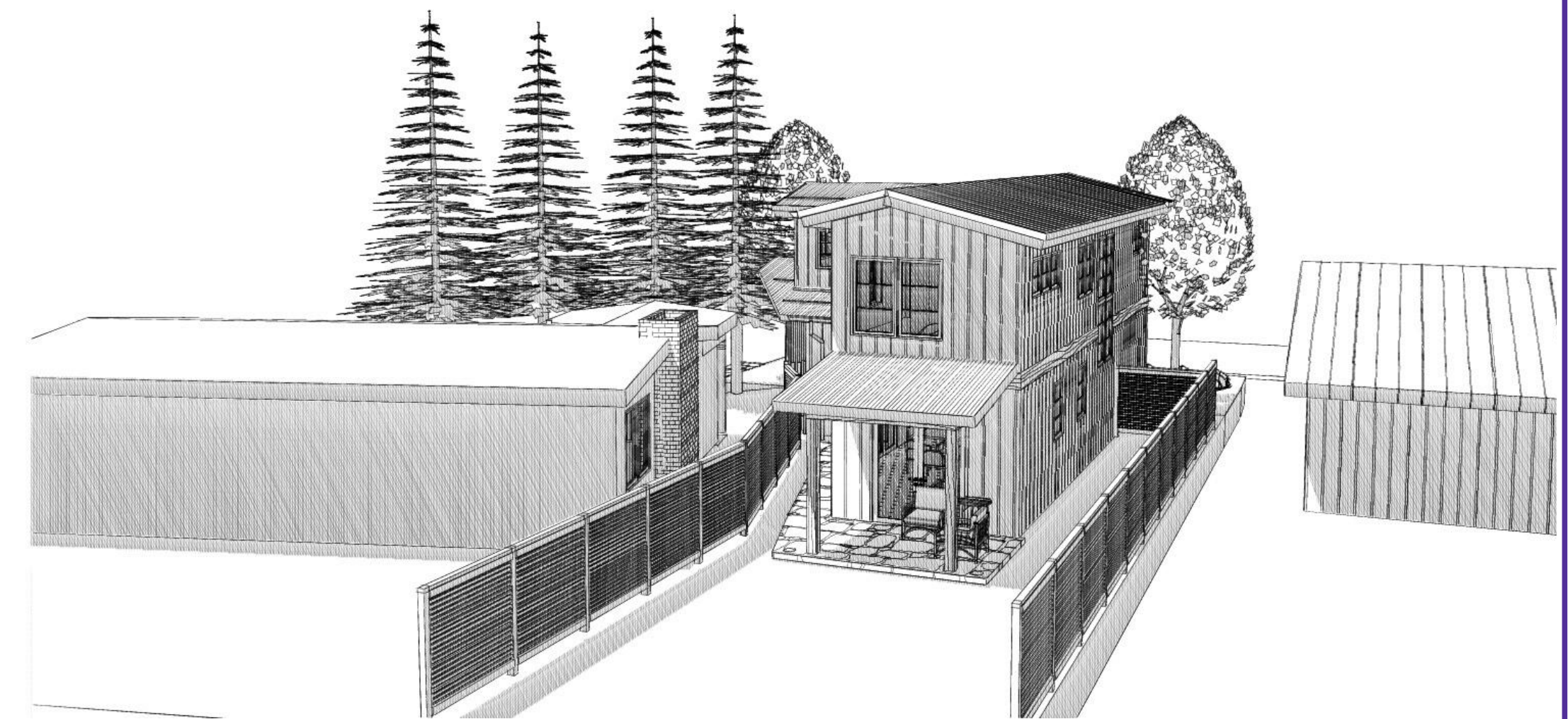
STREET VIEW



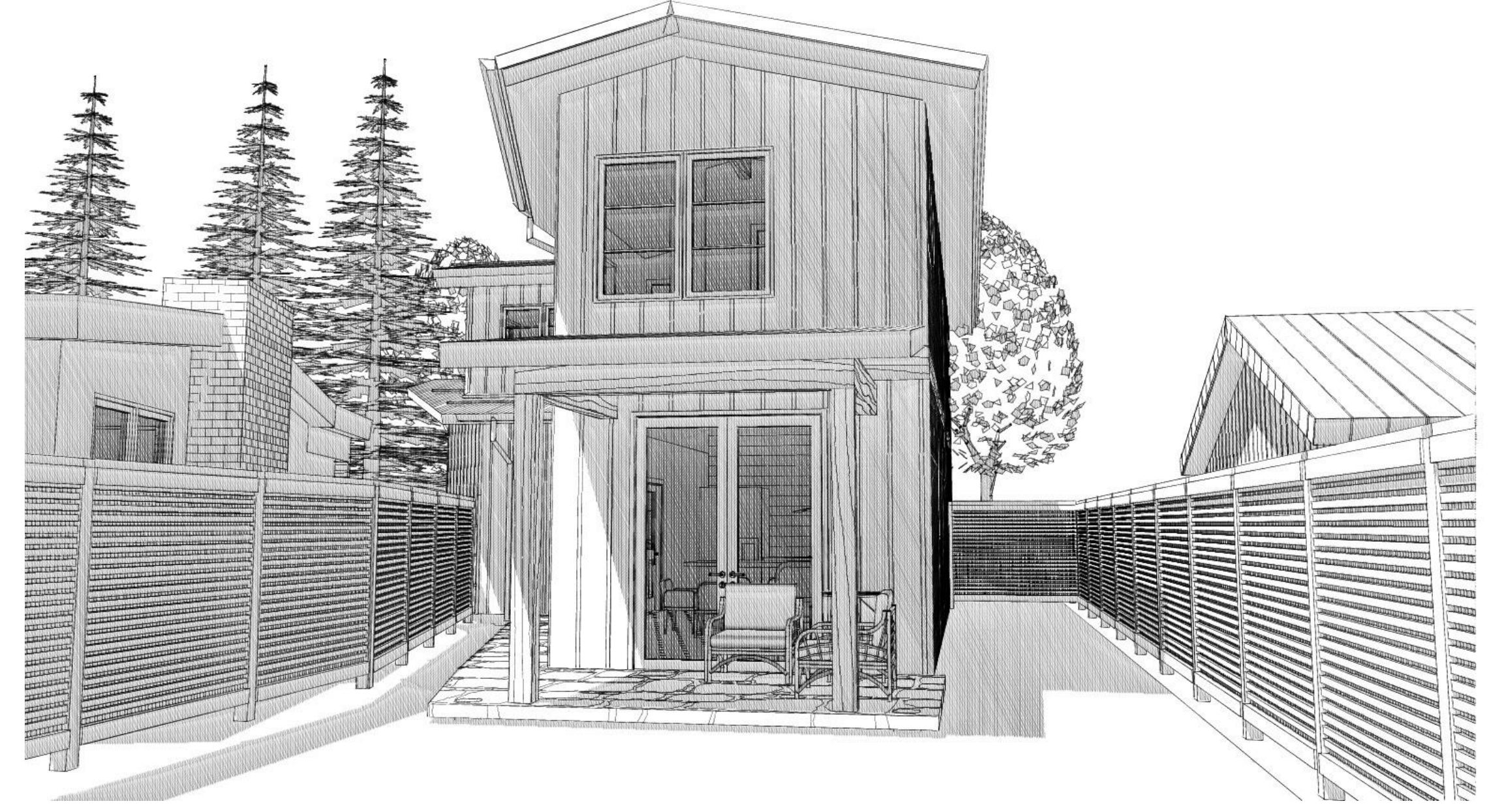
REAR YARD AERIAL



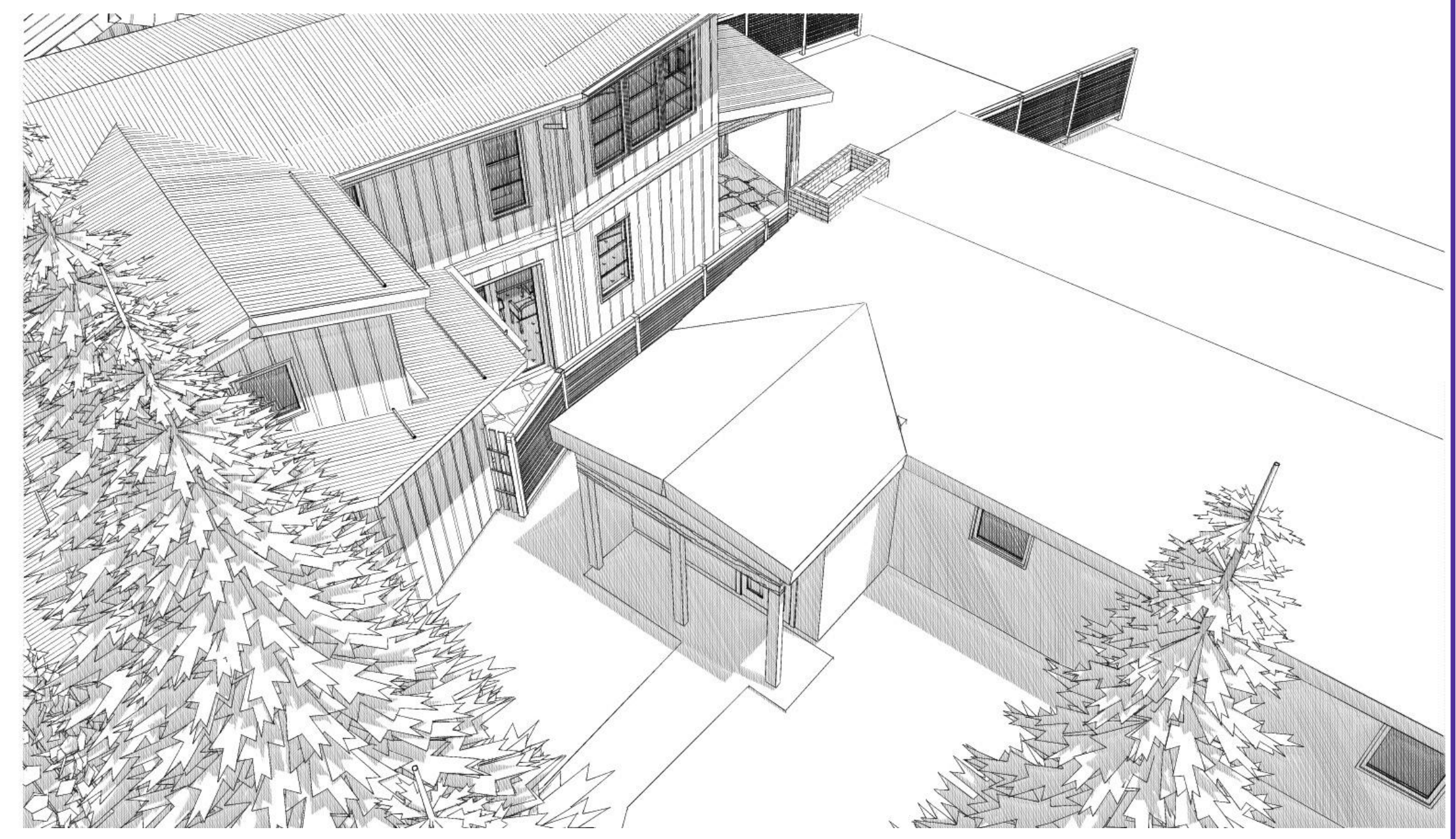
STREET AERIAL



REAR YARD AERIAL



REAR YARD VIEW



MAIN HOUSE ENTRY AERIAL

A NEW RESIDENCE/TOWNHOUSE:
407 BALD MTN ROAD
 KETCHUM, IDAHO

(208) 750-6315 Ph
 jlyon@vitalinkarchitecture.com

Vital ink LLC
 Environmental Architecture
 & Consulting LLC



30 West Drive
 Bellevue, Idaho 83413

REVISIONS

DATE
 24 AUG, 2021

A6.0

PLOTTED: 8/24/21 4:07 PM



City of Ketchum

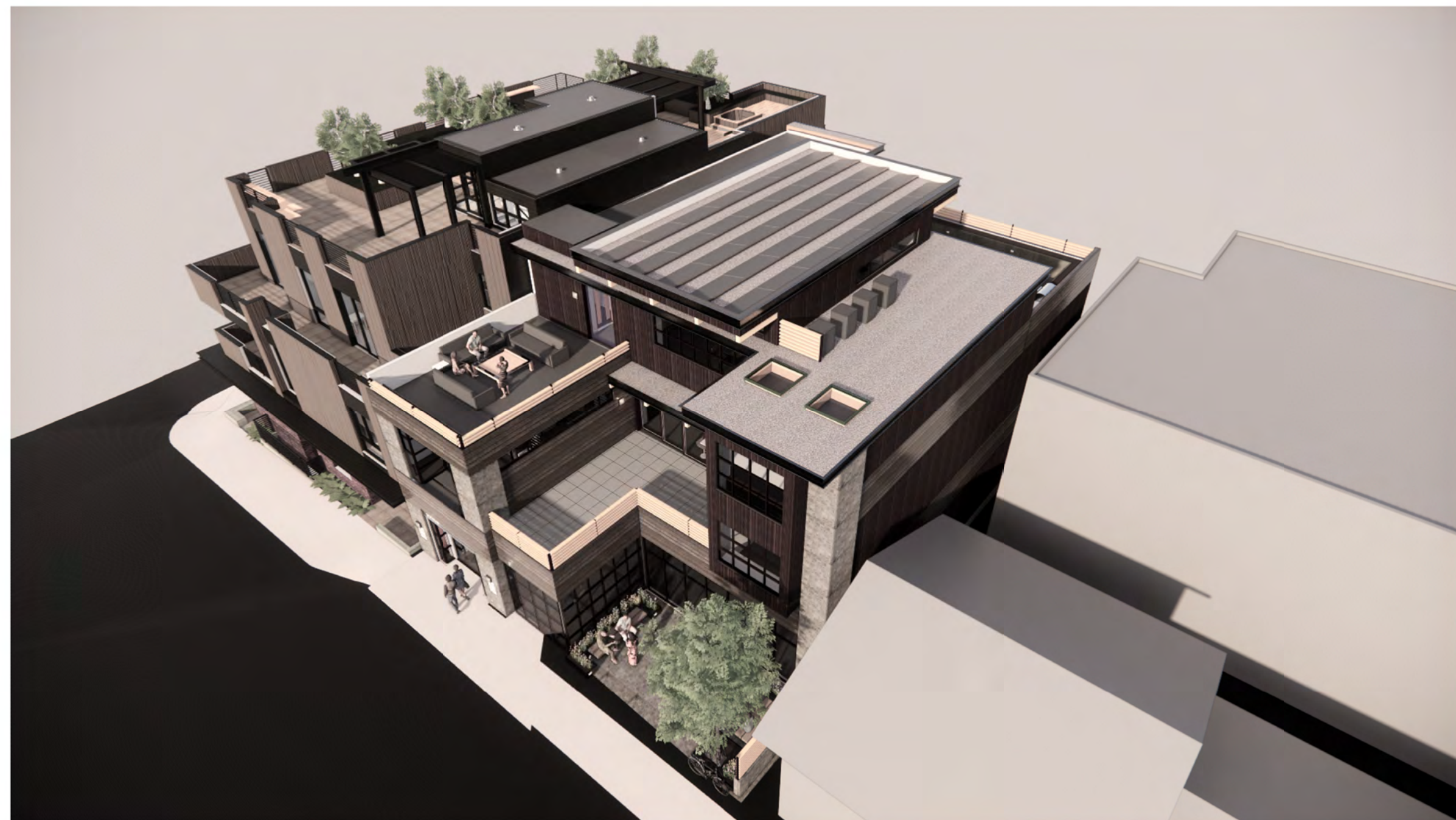
Attachment D:
Final DR – 3D
Model/Perspectives Examples



1 East Perspective
A-200 12" = 1'-0"



2 ne perspective
A-200 12" = 1'-0"



3 ne birdseye
A-200 12" = 1'-0"



4 nw birdseye
A-200 12" = 1'-0"



5 nw perspective
A-200 12" = 1'-0"



PLAN VIEW



0' 15' 30' 60' 90'
 Scale: 1" = 30' - 0"
 On 24 x 36 (Arch D) Sheet Size



PROJECT VISUALIZATION 1



EXISTING CONDITION 1



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PROJECT
WEST KETCHUM RESIDENCES
150 BIRD DRIVE
 Ketchum, Idaho

DOCUMENT DATE
 December 31, 2019

DRAWN BY
 Nathan Schutte

REVISION

No.	Date	Remark
1	12/31/19	Design Review

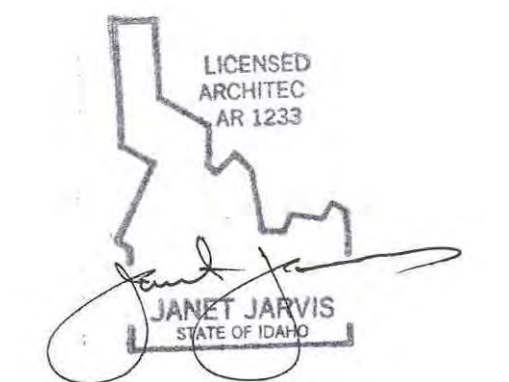
DESIGN REVIEW SET

SITE AERIAL VISUALIZATION



LEADVILLE TRADING
LOT 5, BLOCK 3 KETCHUM TOWNSITE
KETCHUM
IDAHO

ARCHITECT



ENGINEER

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DRAWN

DATE DESIGN REVIEW 11.22.22

FILE

REVISIONS

NO.	DATE	DESCRIPTION
△	1/9/2023	UPDATED DR
△	2/24/2023	UPDATED DR

PRINT DATE: Friday, February 24, 2023

LANDSCAPE PLANTING DEPICTED IN RENDERINGS IS AN ARTISTIC REPRESENTATION. REFER TO LANDSCAPE PLAN L2 FOR PROPOSED PLANTING SPECIES.



AERIAL VIEW LOOKING NORTH **2**



AERIAL VIEW LOOKING EAST **1**

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Sapp Townhomes

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DRAWINGS
DATE: 7/22/2022 KETCHUM DESIGN REVIEW
ISSUED: 9/16/2022 KETCHUM DESIGN REVIEW REVISED

REVISIONS
NUMBER: DATE:

A 5.3