

HISTORIC OLD TOWN: ALBUQUERQUE, NEW MEXICO

A PROCEDURE FOR GUIDING CHANGE AND DEVELOPMENT BASED ON PATTERNS/GUIDELINES AND CONTINUOUS APPRAISAL

**for
Department of Community and Economic Development
City of Albuquerque, New Mexico, USA**

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SUMMARY

For centuries in various cultures, cities and settlements were established, grew and changed in an organic incremental process where the concerns and responsibilities of the public and private sectors were interwoven and interdependent. The phenomenon of planning and creating master plans for an unknown future decades ahead is a recent development in the West. Its wisdom and effectiveness is now being challenged in many communities in the country. The implications and shortcomings of comprehensive planning are a constant issue on the agenda of politicians and local government officials.

Many examples from across the country can be cited for the shortcomings and failures of comprehensive planning as it is currently practiced. The issue of when and how to review and update Albuquerque's 1975 comprehensive plan is an ongoing debate. Even if updating is undertaken, it will only be shortlived, because of the inherent limitations of this planning approach. In the Albuquerque Journal of March 6, 1983, a story headlined "Mixed Feelings: Cruces Plan Nears Finish with Concern about Use" cites numerous examples indicating clearly the problems of comprehensive planning as currently being attempted in Las Cruces, New Mexico.

Happily, Historic Old Town was never subjected to this type of planning. It evolved incrementally, and later in its history changes that occurred in the area were scrutinized for purposes of historical appropriateness and preservation, where possible. THE PLAN proposed in this report is not a plan in the sense of "Comprehensive Planning" or "Master Planning," but is a procedure for guiding change and development based on planning principles (called Patterns) and Design Guidelines, implemented with the aid of a continuous appraisal process, which is to illuminate the strengths and weaknesses in Old Town's environment, so that the Patterns/Guidelines can be implemented where needed in a continuous process of repair and improvement.

Accordingly, the report is divided into two parts: Part I sets the context for the proposed procedure, outlines (1) the principles and rationale upon which it is based, (2) its planning tools: the patterns/guidelines and the appraisal maps, and (3) the coordination process which is to be administered by the Landmark and Urban Conservation Commission and planning staff, relying on the Certificate of Appropriateness, the City's investment approach in public improvement projects

and user participation. Part I concludes with suggestions by the consultant in the form of seven consecutive steps for implementing the proposed planning procedure.

Part II presents the package of 72 patterns/guidelines grouped in seven categories addressing the bulk of environmental design issues of concern to Old Town. They are General Access and Boundaries, Vehicular Circulation and Parking, Pedestrian Circulation and Linkages, Uses, Building Heights/Visual Access, Architectural Elements, and Landscaping. Of the 72 patterns/guidelines, 59 or 82% are recommended for adoption by the Landmarks and Urban Conservation Commission.

The report includes a package of Appendices made up of material related to current Old Town procedures and codes, and some useful notes by the consultant on the history of Old Town's urbanism.

PART 1

THE PROCEDURE

PART 1--THE PROCEDURE

Growth, change, repair and rebuilding have always occurred in Old Town in an incremental and organic fashion. The pace was slow from 1706, the year in which Old Town was officially founded, to 1848, when the territory of New Mexico was annexed to the United States. Relatively accelerated change began to occur after 1880, the date the railroad arrived in Albuquerque. In 1949 Old Town was incorporated into the City of Albuquerque, the outgrowth of "New Town," which was established after the arrival of the railroad. Up to 1957, when the H-1 Historic Old Town Zone was established, changes occurred incrementally in response to owners' desires and market forces without a public supervisory role.

In 1965 an Architectural Review Board was established to review projects and changes that might affect the historic character of Old Town. The criteria at their disposal were primarily judgmental, since most of the members were locally renowned architectural historians, generalist historians and knowledgeable individuals. They also had the zoning code text pertaining to the H-1 zone and some lettering guides to help in reviewing sign proposals.

During 1974-76 and subsequent years, the City's Comprehensive Zoning Code was revised, which included Section 33 of the H-1 Historic Old Town Zone. In 1978 the Landmarks and Urban Conservation Commission (LUCC) was established with a citywide mandate which included Historic Old Town. Shortly after LUCC was established, two of its members, designated as a subcommittee, undertook to write Guidelines which LUCC could use in reviewing changes and developments in Historic Old Town. Eleven guidelines were developed, the first nine of which are concerned with matters related to architectural style. These were officially adopted by LUCC.

The procedure established revolves around the requirement that any changes in the H-1 zone must be authorized by LUCC, or if they are minor changes which do not require a building permit, by planning staff. A Certificate of Appropriateness must be issued for this purpose, either by LUCC or staff. More details of the current procedures are available in Volume 1 of the City's Development Process Manual, some of which are reproduced in the Appendices of this report.

Although the system as evolved is essentially sound, especially because it is not based on the Comprehensive/Master Planning approach, it does require fine

tuning to re-establish its purpose and to incorporate modifications to its procedures which would ensure an optimum planning and decision-making framework sensitive to Old Town's origins, growth pattern over the past two and a half centuries, and its future potentials. Some of the issues which a framework such as the one recommended in this report must be responsive to are: How can change and growth be allowed to occur without compromising the area's Historic character and integrity? Is it possible to maintain Old Town as a living organism of the City of Albuquerque and avoid its conversion into a sterile museum community?

Are the problems posed by these and other issues addressable and solvable? Yes, they are, by using a procedure which relies on planning principles (called Patterns) and Design Guidelines supplemented by appraisal maps which are generated by frequent monitoring and evaluation of Old Town's built environment for determining weaknesses which can be repaired or improved by ensuring that the patterns/guidelines are implemented incrementally.

The details of the proposed procedure are described below, first by explaining the principles and rationale which it is based on, then the planning tools it uses for decision-making, and lastly, the administration and coordination process necessary for its implementation.

1--Principles and Rationale

(a) The community of Old Town, within the Historic Zone district and its Buffer area, has not relied on a master plan for decisions affecting changes and development activities. It has instead relied on an informal process. This tradition is sound, and it is suggested that it be formally recognized by the community and City fathers, paving the way for its improvement and streamlining. The intent of the suggestions in this report is toward that end.

(b) The next principle to accept and integrate into the process is the principle of user participation. In the case of Old Town, primary user groups are: land owners, tenants and segments of the public who frequently use the area. The procedure has to ensure the participation of user representatives in every proposed building project which creates impacts on its immediate environment. This might be accomplished by requiring that: (i) There shall be a users design team for every proposed building project; (ii) Planning staff shall provide assistance to members

of the user design team by communicating and facilitating the use of patterns/ guidelines, appraisal maps, and any other additional help they might need for their task; (iii) The user design team shall complete their schematic design before any architect or builder begins to play a major role; and (iv) The user design team is a requirement for every private and public project which creates impacts on its immediate environment.

(c) Change and development should occur in a balanced way by ensuring that projects of all scales occur in any one time-frame and/or funding cycle. For purposes of clarity, scale of projects may be classified as small, medium and large. Examples of small projects are the addition of a bench, a tree, built-in flower beds. Medium projects might include the alteration of a building, the addition of one or two rooms, etc. Large-scale projects are those that comprise a large building or system of buildings and the spaces between them, such as at the scale of the Albuquerque Museum, the anticipated southern or eastern parking lots, etc. This principle relies on the City's allocating funds on an equal basis, for projects of the three scales mentioned, in any fiscal year. It also relies on the City's encouraging the private sector to initiate private projects for all scales, particularly small-scale projects which cost little to implement, and yet in aggregate can impact the environment considerably. The city could use a variety of incentives for property owners to come forth with desirable projects.

2--Tools for Decision-Making

Planning principles or Patterns/Design Guidelines and continuous appraisal. Two powerful and fundamental tools, which can replace the static master plan approach. These tools allow orderly incremental change to occur according to adopted planning principles and design guidelines which embody cultural, functional and morphological considerations. The appraisal map(s) will ensure that only the weak and negative aspects of Old Town's environment will be focused on in design decisions affecting change and development.

(a) The Patterns/Guidelines: The majority of those developed in this study are recommended for adoption by LUCC after an adequate public hearing process. They would constitute the official set of principles and guidelines governing LUCC's and staff's decision in all cases requiring a Certificate of Appropriateness.

They may be reviewed, enlarged in scope and/or altered annually at public hearings, where staff or any member of the community can introduce new patterns, or suggest changes to older ones. LUCC will only accept new patterns or revisions of older ones on the basis of explicitly stated observations and experiments.

Some patterns/guidelines are not recommended for adoption due to their falling outside of LUCC's intended mandate, or because they might relate to specific private sector concerns. Nevertheless, they are included for their relevancy, and in the hope that they may inspire good ideas for some projects. More patterns/guidelines of this category may be added by staff or any member of the community. Staff is to maintain a file for each group of patterns/guidelines, and shall accumulate notes and observations on particular patterns/guidelines, so that they might be used for improvements and revisions during the once/year occasion when this is to be done.

(b) As for the Appraisal map, it is basically a map which would show the current status of Old Town's built environment relative to the adopted patterns/guidelines. The appraisal map is a composite of the status of all adopted patterns, showing: (i) places where the pattern exists, i.e., places to be left intact; (ii) places where the pattern very nearly exists, but where some repair is required; (iii) places which are virtually unusable, even though some version of the pattern exists, and which require major repair; and (iv) places where the pattern does not exist at all, so that the problem will remain unsolved until the pattern gets created there. Each of these four conditions within Old Town is to be marked with a different color. The map will also be amplified with notes and numbers referring to patterns/guidelines. It can be developed by undertaking separate surveys for each pattern or groups of related patterns.

In the first instance, the creation of this map has to be based on a comprehensive appraisal. Once the map is generated, it would be presented to LUCC for adoption. Thus, the two primary adopted and official tools would be the patterns/guidelines and the appraisal map(s).

Having set out the principles and rationale of the proposed planning process, its tools for decision-making, the following will highlight the coordinative and administrative procedure for guiding change and development in Old Town.

3--The Coordination Process

(a) The coordination process hinges on three important mechanisms:

(i) Certificate of Appropriateness: any alteration to the exterior of any structure in the H-1 Historic Zone and H-1 buffer zone, excluding properties zoned R-1 there, and any demolition or new structures must be approved by a Certificate of Appropriateness issued by LUCC. An important tool which can be further enhanced by the procedure set out in the Project Application form described in subsection (b) below.

(ii) City's investment in public improvement projects: due to the large amount of land owned by the City within the proposed modified boundary of the H-1 buffer zone, which includes Tiquex Park, the increments of investments on public projects will be critical in influencing an appropriate pattern of change and growth in Old Town. This can be achieved according to the principle of funding a variety of project sizes and scales in any one fiscal year.

(iii) Ensuring user participation in proposing and/or initiating public and private projects of any scale, according to Old Town's adopted patterns/guidelines and the information available on the appraisal maps. Depending on the nature and scale of a project proposed, a user group is to be officially formed to undertake the task of developing a schematic design for the project. The group is to be assisted by planning staff as required, and an architect or builder should only be involved after such a group completes its task. The size of a user group, the criteria for membership, and the number of people forming a group requires careful thought and design. The mechanism of user participation is very important, and requires adequate deliberation before an implementation formula is worked out.

(b) As for administrative procedure, the following suggestions are strongly recommended for amending and/or amplifying LUCC's current procedures, to ensure a coordinative process which achieves the desired results over the next two or three decades:

(i) Every project for LUCC's or staff's action must be submitted on a Standard "Project Application" form as per the sample (page). This requirement

will streamline the process and will enable staff and LUCC to cross-compare projects according to the criteria set out in the adopted patterns/guidelines and the appraisal maps. It will also ensure selection of projects of various sizes and scales in any one fiscal year, or according to the findings of the proposed annual appraisal process.

(ii) Projects which require city funds shall be prioritized by LUCC in open sessions. Any member of the public can then voice his/her opinions or concerns regarding prioritization. Such projects could be initiated by planning staff, LUCC members, other city agencies, or any private individual or group. Prioritization will primarily depend on (a) how well a project contributes to the improvement of Old Town's environment according to the patterns/guidelines and appraisal maps, and (b) ensuring that a variety of project types and scales are funded in any one fiscal year.

(iii) It is suggested that LUCC conduct twice/year evaluation and prioritization of public and private projects submitted for consideration. Within the first few years after the recommendations of this study are adopted, an annual appraisal of Old Town is suggested to update the first appraisal maps and any necessary revisions, additions or modifications to the adopted patterns/guidelines. An ongoing approval process by planning staff might be desirable for projects which would not require a building permit.

(iv) As a standing policy, LUCC's meetings and deliberations regarding the activities of the proposed procedures should be in open session. Whenever appropriate, the public should be officially notified of hearings or meetings.

* * *

CITY OF ALBUQUERQUE

Address

CERTIFICATE OF APPROPRIATENESS

Landmarks and Urban Conservation
Commission

H-1 Historic Old Town Zone
and H-1 Buffer Zone

Case Number LUCC _____

Date of Final Action _____

(Applicant's Address)

PROJECT APPLICATION

PROJECT TITLE AND LOCATION: _____

APPLICANT: _____

USER GROUP: _____

DATE: _____

Project proposal to be presented on no more than five pages, attached to this title sheet, and the description of the project arranged under the following headings:

1. BASIC PROBLEM: What is the basic problem that the applicant and/or group is trying to solve?
2. PROPOSAL: Provide an overall description of the proposed project: its location; its nature with respect to whether it is an alteration, demolition, or new structure; how it is related to the surrounding area. Enclose a drawing which summarizes the proposal.
3. PATTERNS/GUIDELINES: Show the planning and design evolution of the project and its relation to Old Town's adopted patterns/guidelines.
4. APPRAISAL MAPS: How has the project responded to the current appraisal maps? Show how project will improve its surrounding areas.
5. COSTS: What is the estimated cost of the project?
6. FUNDING: If a private sector project, indicate the time frame preferred for implementation and disbursement of funds. If a city project, indicate fiscal year in which funds are available for disbursement.

WHAT STEPS SHOULD BE TAKEN BY THE CITY FOR IMPLEMENTING THE RECOMMENDATIONS OF THIS STUDY?

It is suggested that:

Step 1--This report is to be circulated to LUCC members, representing the outcome of staff and the Consultant's efforts over the period October '82 - March '83. A cover letter from staff to LUCC should clearly indicate that the issue of architectural style was outside the scope of this study. Such a study is required to amplify and revise the current "Old Town Historic Zone Guidelines," which is comprised of eleven guidelines, the first nine of which deal with issues related to architectural style. Patterns and guidelines derived from such a study would be incorporated in the appropriate sections of the total patterns/guidelines package.

It is also recommended that an appraisal of the current sign ordinance (within the H-1 Historic Old Town Zone) be undertaken to ascertain its strengths and weaknesses relative to the overall intentions and rationale of the patterns/guidelines developed for Old Town. Such an appraisal will more than likely generate information for amending the text of subsections B.7 and B.8 of the H-1 Historic Old Town Zone, and possibly the lettering guide currently used by staff and LUCC.

Step 2--Staff to undertake a comprehensive appraisal of Old Town's environment to determine its strengths and weaknesses relative to the patterns/guidelines developed for Old Town. A composite map should be developed, supported, if necessary, by other maps. They would show (i) places where the patterns exist, which should be left as is, (ii) places where a pattern very nearly exists, but where some repair and modification is required, (iii) places which are unusable or embody negative features, even though some version or aspect of a pattern exists and therefore require major modification, and (iv) places which have none of the patterns/guidelines and which would remain negative and/or unusable until they are modified to embody an appropriate pattern/guideline. Each of these four conditions within Old Town is to be marked with a different color. The map will also be amplified with notes and numbers relating to patterns/guidelines. The task can

be accomplished by undertaking separate surveys for each pattern or groups of related patterns.

Step 3--Staff makes amendments to LUCC Ordinance (Commission Ordinance No. 22-1978) and the text of the H-1 Historic Old Town Zone (Section 33 of the Comprehensive City Zoning Code), to incorporate the necessary changes in procedure and any implications from the patterns/guidelines. Such amendments must have their central focus based on the concepts and suggestions set out in this report under the headings of 1--Principles and rationale, 2--Tools for decision-making, and 3--The coordination process.

Step 4--Assuming that the work items suggested in Steps 1, 2 and 3 are completed, then it is necessary to conduct public hearings on those items and the package of patterns/guidelines. The latter will be as presented in this report, or as amplified by more material generated from an architectural style and sign studies. These studies are not immediately essential, since the procedure suggested incorporates flexibility to improve, add or delete material in the patterns/guidelines package.

Step 5--Comments and insight will be generated from the public hearing process, and these should be incorporated in the patterns/guidelines package and the materials to be generated by Steps 1, 2, and 3.

Step 6--Staff presents to City Council the final version of the amendments to the LUCC ordinance and the H-1 Historic Old Town Zone (from Step 3 and refined in Step 5), for Council's consideration and adoption.

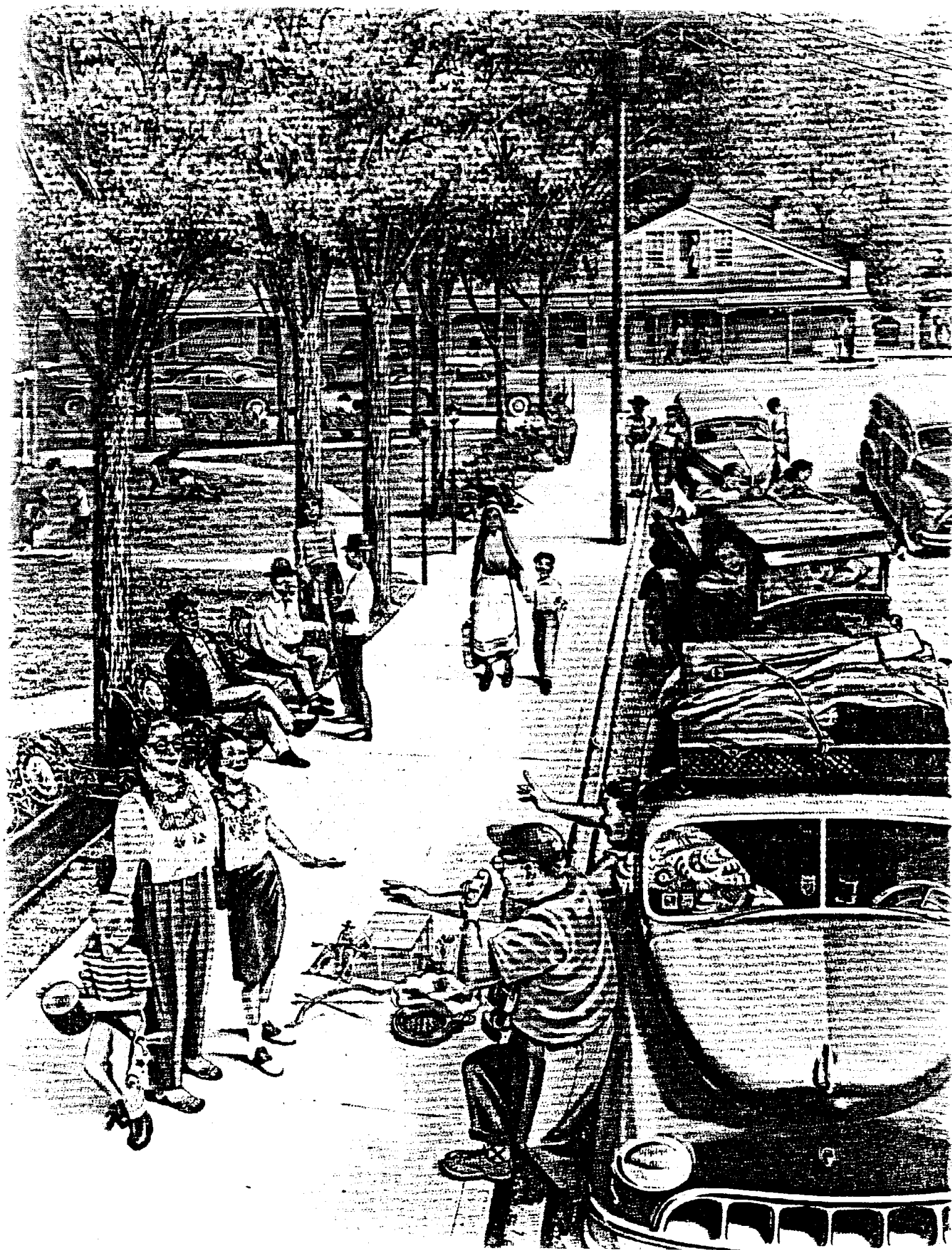
Step 7--Assuming Council adopts the amendments to LUCC ordinance and the H-1 Historic Old Town Zone, then LUCC's next move is to formally adopt the patterns/guidelines package, and the Appraisal map(s). Once Step 7 is consummated, then the procedure and its mechanisms are all in place and Old Town is ready for many decades of an organic and natural process for changes, development and growth.

PART 2

THE PATTERNS/GUIDELINES

Following page: A painting by D. Burchfield of Old Town Plaza.
Published in New Mexico Sun Trails, 1953.

This painting captures the special quality of Old Town's environment, which the patterns/guidelines are designed to reinforce and enhance.



PART 2--THE PATTERNS/GUIDELINES

A planning principle (called Pattern) and a Design Guideline are overlapping terms, but in some instances have separate purposes. The former could deal with the need of a generic principle applicable in specific ways in a locality, whereas the latter could provide specific instructions in dealing with a design issue. In some cases they do both things.

For patterns/guidelines to be effective and meaningful, they should be developed and tailored for particular sectors of a city or for a specific building project. The package presented in this report was especially developed for Albuquerque's Historic Old Town. It is comprehensive and integrates cultural, behavioral, functional and morphological dimensions, and is designed for decades of use. If used with care and sensitivity over the years, it will enhance substantially the quality of Old Town's environment.

This package of patterns/guidelines was developed using the following sources:

- (a) Data on the historical development of Old Town.
- (b) The Laws of the Indies as representative of the values and intentions of the early Spanish culture in North America, pertaining to the founding of cities and to other matters. The source used is the English translation by Crouch, Garr and Mundigo in Spanish City Planning in North America (1982).
- (c) Current functional and morphological conditions in Old Town, with special attention to the potentials of hidden and/or implicit design possibilities. On-site investigation aided by aerial photographs was undertaken for this purpose.
- (d) The results of the most valuable environmental design research undertaken in North America over the past 20 years or so. This is the work of Christopher Alexander and his colleagues as published in The Timeless Way of Building (1979), A Pattern Language (1977), and the Oregon Experiment (1975) by Oxford University Press, New York.
- (e) The insights and expertise of the Consultant, particularly from the results of his research of the factors that shaped traditional North African (Moorish) towns and villages. A segment of those findings corroborates Alexander's work as documented in the books cited in item (d) above.
- (f) Where applicable, the findings of other urban design research.

The design "language" developed for Old Town is comprised of 72 patterns/guidelines, grouped in seven categories to cover most of Old Town's urban design concerns. Some of these are repeated in more than one category. The combinational possibilities of patterns/guidelines are infinite and must be grouped in response to specific design problems faced by the public and private sectors. Sometimes two or three patterns/guidelines might be adequate; in other instances where the problem is more complex, a larger number have to be grouped.

The package of patterns/guidelines as presented below is not intended to be fixed or finite, but is to be viewed as a dynamic system capable of modifications and refinement in response to experiences gained and/or insights of its users, as discussed in Part 1 of this report. It can also be viewed as a programmatic statement for developing design concepts and approaches at various scales of Old Town's environment, by both the public and private sectors.

They are numbered 1-72 and grouped in seven categories, A-G. Whenever a pattern/guideline is repeated it is identified by its initial number. Each pattern/guideline is identified and explained by:

1--a number

2--a short name which embodies its essential purpose

3--a brief statement of its intent

4--an instruction statement for its application

5--the original number of its source. Numbers in parentheses are those which identify similar patterns in A Pattern Language. Bracketed numbers are of articles from the "Laws of the Indies" as they appeared in Spanish City Planning in North America. Numbers between hyphens are of those developed for additional reasons.

6--a diagram, when necessary, to amplify it

The seven categories are: (A) General Access and Boundaries, (b) Vehicular Circulation and Parking, (C) Pedestrian Circulation and Linkages, (D) Uses, (E) Building Heights/Visual Access, (F) Architectural Elements, and (G) Landscaping. The patterns/guidelines are first summarized in a list, then each one is presented in detail according to the above format.

Fifty-nine of the patterns/guidelines are recommended for adoption by the Landmarks and Urban Conservation Commission (LUCC), and only thirteen, which are indicated, are not recommended for official adoption. They are, however, included for their possible usefulness in generating ideas.

PATTERN LANGUAGE/DESIGN GUIDELINES
FOR OLD TOWN, ALBUQUERQUE, NEW MEXICO

LIST OF PATTERNS/GUIDELINES

A. GENERAL ACCESS AND BOUNDARIES

- 1.A.--HISTORIC APPROACHES AND GATEWAYS
- 2.A.--BOUNDARY ELEMENTS
- * 3.A.--NOISE BARRIER ALONG RIO GRANDE BLVD.
- 4.A.--CIRCULATION REALMS
- * 5.A.--PLACE AND STREET NAMES
- 6.A.--TOWN'S COMMONS
- 7.A.--CIRCULATION INTERCHANGE
- 8.A.--BUS STOPS
- 9.A.--A PLACE TO WAIT
- 10.A.--PUBLIC OUTDOOR ROOM
- 11.A.--PUBLIC SIGNS

B. VEHICULAR CIRCULATION AND PARKING

- 12.B.--STREETS FROM PLAZA
- 13.B.--ACCESS FOR SERVICE AND PRIVATE PARKING
- 14.B.--ACCESS ON LOOPED ROADS
- 15.B.--T-JUNCTIONS
- 16.B.--ROAD CROSSING
- 17.B.--PAVING ALTERNATIVES
- 18.B.--NINE PER CENT PARKING
- 19.B.--SHIELDED PARKING
- 20.B.--SMALL PARKING LOTS

*Thirteen patterns/guidelines with an asterisk are included for their ideas, but are not recommended for adoption by LUCC.

C. PEDESTRIAN CIRCULATION AND LINKAGES

- 21.C.--PEDESTRIAN STREETS
- 22.C.--PATHS AND GOALS
- REPEAT 11.A.--PUBLIC SIGNS
- 23.C.--NETWORK OF PATHS AND CARS
- 24.C.--ACCESSIBLE GREEN
- *25.C.--WATER IN PARK
- 26.C.--PATH SHAPE
- 27.C.--SMALL PUBLIC SQUARES/PLAZAS
- *28.C.--PROMENADE
- 29.C.--POSITIVE OUTDOOR SPACES
- 30.C.--ARCADES (OR PORTALS)
- 31.C.--PORTALS ON MAIN STREETS
- 32.C.--PORTALS AND SIZE OF PLAZA
- 33.C.--LINKAGES WITHIN PLAZA
- *34.C.--OPEN STAIRS
- 35.C.--STAIR SEATS
- REPEAT 10.A.--PUBLIC OUTDOOR ROOM
- *36.C.--FOOD STANDS
- 37.C.--SOUTH/NORTH FACING OUTDOORS
- 38.C.--SEAT SPOTS
- *39.C.--CANVAS ROOFS

D. USES

- 40.D.--USES AROUND PLAZA
- *41.D.--HOLY GROUND
- REPEAT 27.C.--SMALL PUBLIC SQUARES/PLAZAS
- 42.D.--SHOPPING STREET
- *43.D.--SHOPS OPEN TO PATHS
- 44.D.--STREET CAFE
- REPEAT 36.C.--FOOD STANDS

- 45.D.--HOUSING MIX
- 46.D.--NIGHT LIFE
- REPEAT 6.A.--TOWN'S COMMONS
- 47.D.--PUBLIC RESTROOMS

E. BUILDING HEIGHTS/VISUAL ACCESS

- 48.E.--SAN FELIPE DE NERI CHURCH
- 49.E.--VIEWS OF SANDIA MOUNTAINS
- 50.E.--HEIGHTS OF BUILDINGS
- 51.E.--VIEWS FROM PLAZA
- *52.E.--ROOF GARDENS
- *53.E.--PRIVATE TERRACES
- *54.E.--A HIGH PLACE

F. ARCHITECTURAL ELEMENTS

- 55.F.--UNIFORMITY OF BUILDINGS AND CONSTRUCTION
- 56.F.--TRADITIONAL COLORS
- 57.F.--ORNAMENT
- 58.F.--DESIGN OF SIGNS
- 59.F.--SITE REPAIR AND INFILL
- REPEAT 37.C.--SOUTH/NORTH FACING OUTDOORS
- 60.F.--CONNECTED BUILDINGS
- 61.F.--BUILDING EDGES
- 62.F.--GARDEN WALLS
- REPEAT 53.E.--PRIVATE TERRACES
- 63.F.--FRONT DOOR BENCH
- 64.F.--FILTERED LIGHT

G. LANDSCAPING

- 65.G.--POOLS AND STREAMS
- REPEAT 39.C.--CANVAS ROOFS

66.G.--TRELLISES
REPEAT 62.F.--GARDEN WALLS
67.G.--SITTING WALLS
68.G.--TREE PLACES
*69.G.--FRUIT TREES
70.G.--RAISED FLOWERS
71.G.--CLIMBING PLANTS
REPEAT 17.B.--PAVING ALTERNATIVES
72.G.--WIRING UNDERGROUND

PATTERN LANGUAGE/DESIGN GUIDELINES
FOR OLD TOWN, ALBUQUERQUE, NEW MEXICO
DETAILS OF PATTERNS/GUIDELINES

A.--GENERAL ACCESS AND BOUNDARIES

1.A.--HISTORIC APPROACHES AND GATEWAYS

A study of historic maps and diagrams reveals that the original approach to Old Town was along the current alignments of Central Ave. and Rio Grande Blvd. The primary entry ways into the plaza were from the south and north on Romero Street and from the west on South Plaza Street. Once the location of primary gateways is established for Old Town, those locations can be reinforced and communicated by appropriate designs.

- (a) ESTABLISH THE PRIMARY SOUTH AND NORTH GATEWAYS TO OLD TOWN PLAZA ALONG ROMERO STREET. THE HIERARCHY OF OTHER GATEWAYS TO BE ESTABLISHED ACCORDING TO REQUIREMENTS EMERGING OUT OF THE APPRAISAL PROCESS. -1-
- (b) EACH GATEWAY IS TO BE DESIGNED TO REINFORCE AND ENHANCE THE SPECIFIC QUALITIES OF ITS LOCATION. (53)

2.A.--BOUNDARY ELEMENTS

Since Old Town is a distinct "island"/nucleus representing the origins of the first official settlement of Spanish culture in the Middle Rio Grande Valley, and due to established city policy of treating this area as a Historic Zone, it is therefore beneficial to establish identifiable boundaries around it which would embody natural and man-made functional and historical boundaries.

- (a) IDENTIFY DISTINCT NATURAL AND MAN-MADE BOUNDARIES FOR OLD TOWN. THE AREA WITHIN THE BOUNDARIES SHOULD INCLUDE ADEQUATE CONTEXTUAL ELEMENTS OF HISTORY, FUNCTION AND MORPHOLOGY. (13)

- (b) THE BOUNDARIES OF THE H-1 HISTORIC ZONE AND THE H-1 BUFFER ZONE SHOULD BE ADJUSTED IN RESPONSE TO CONSIDERATIONS CITED IN 2.A.(a). (Note: An alternative is suggested by the consultant on page .)

Not for adoption

3.A.--NOISE BARRIER ALONG RIO GRANDE BLVD.

It is a highly desirable amenity to create a quiet zone within Old Town. Noise sources from the north and east are negligible. Noise from Central Ave. on the south is buffered by the large future parking lot. However, noise from Rio Grande Blvd. on the west requires buffering.

BUFFER NOISE FROM RIO GRANDE BLVD. BY CREATING A NOISE SHIELD ALONG THE EASTERN EDGES OF DEVELOPMENTS FACING RIO GRANDE BLVD., BY USING WALLS AND VEGETATION AS DEFLECTORS. (59)

4.A.--CIRCULATION REALMS

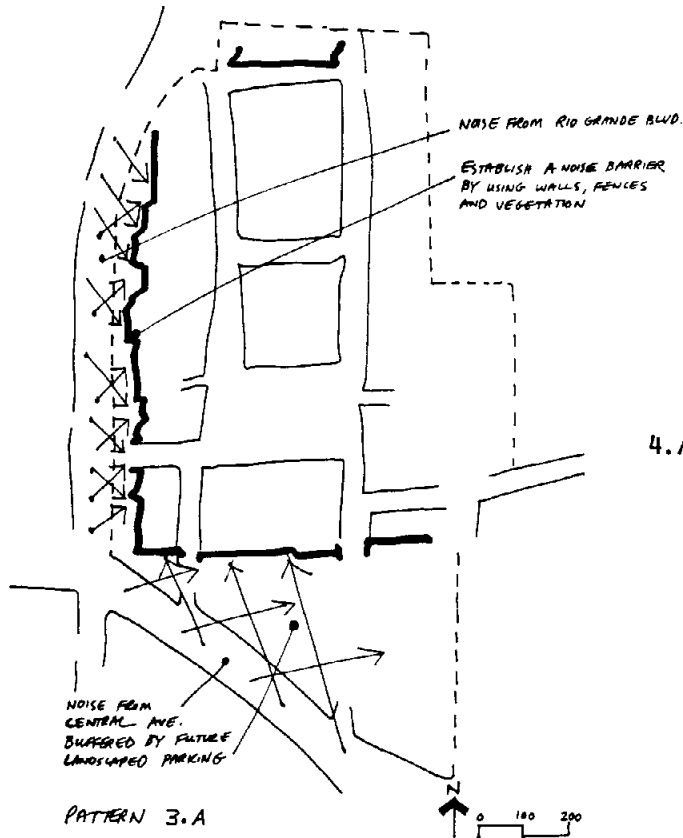
For an environment to be used effectively by its users, whether they are first-time visitors or permanent users--particularly if the uses harbored are publicly oriented, such as the predominant commercial uses in Old Town--it is to the benefit of the merchants and visitors in Old Town to have adequate legibility of the various areas within the district.

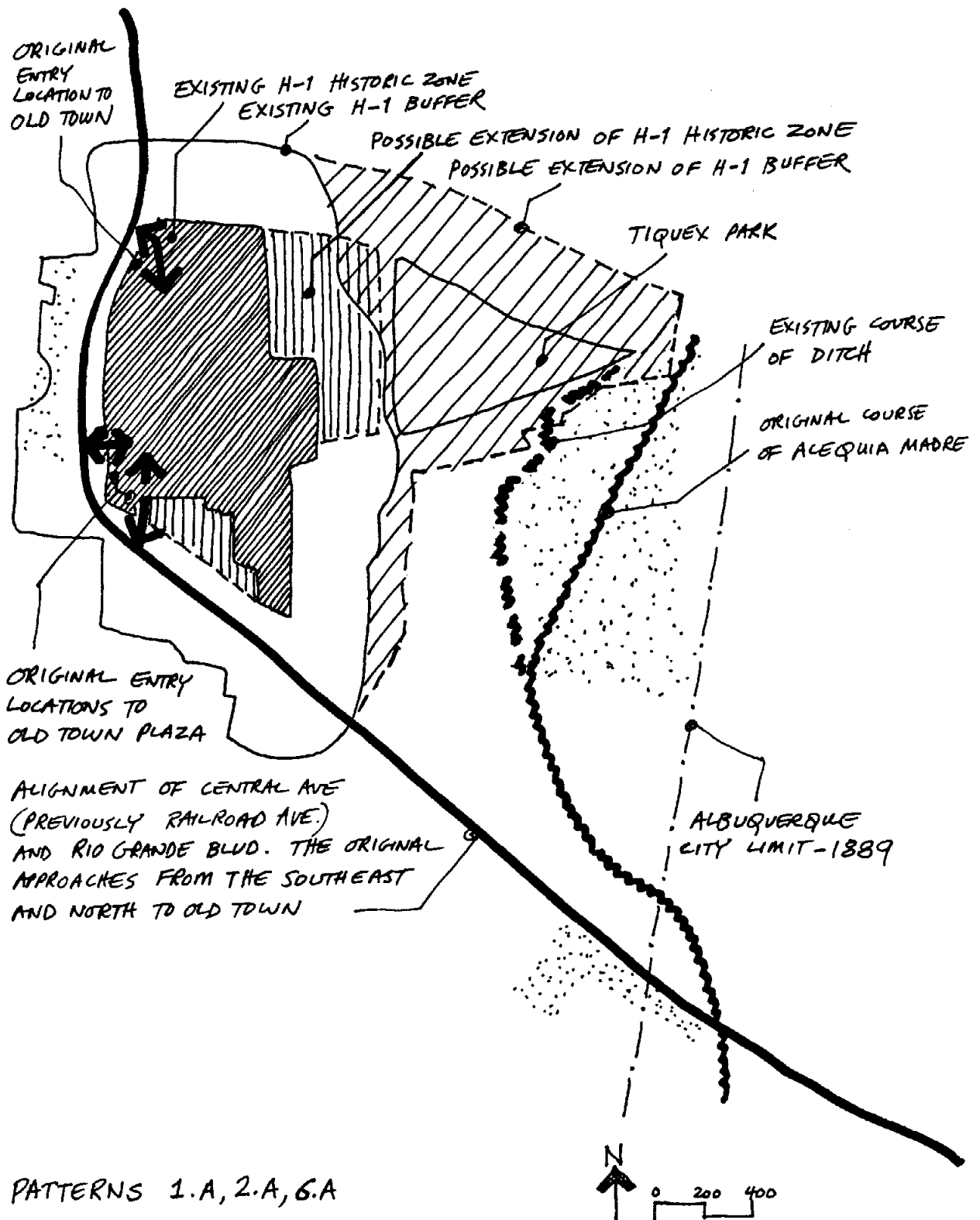
REINFORCE AND CLARIFY BY VARIOUS DESIGN METHODS MAJOR AND MINOR ENTRANCES/GATEWAYS AND MAJOR/MINOR REALMS IN OLD TOWN. ESTABLISH THE BOUNDARIES OF THESE REALMS SO THAT EACH ONE CAN BE EASILY NAMED AND IDENTIFIED. (98)

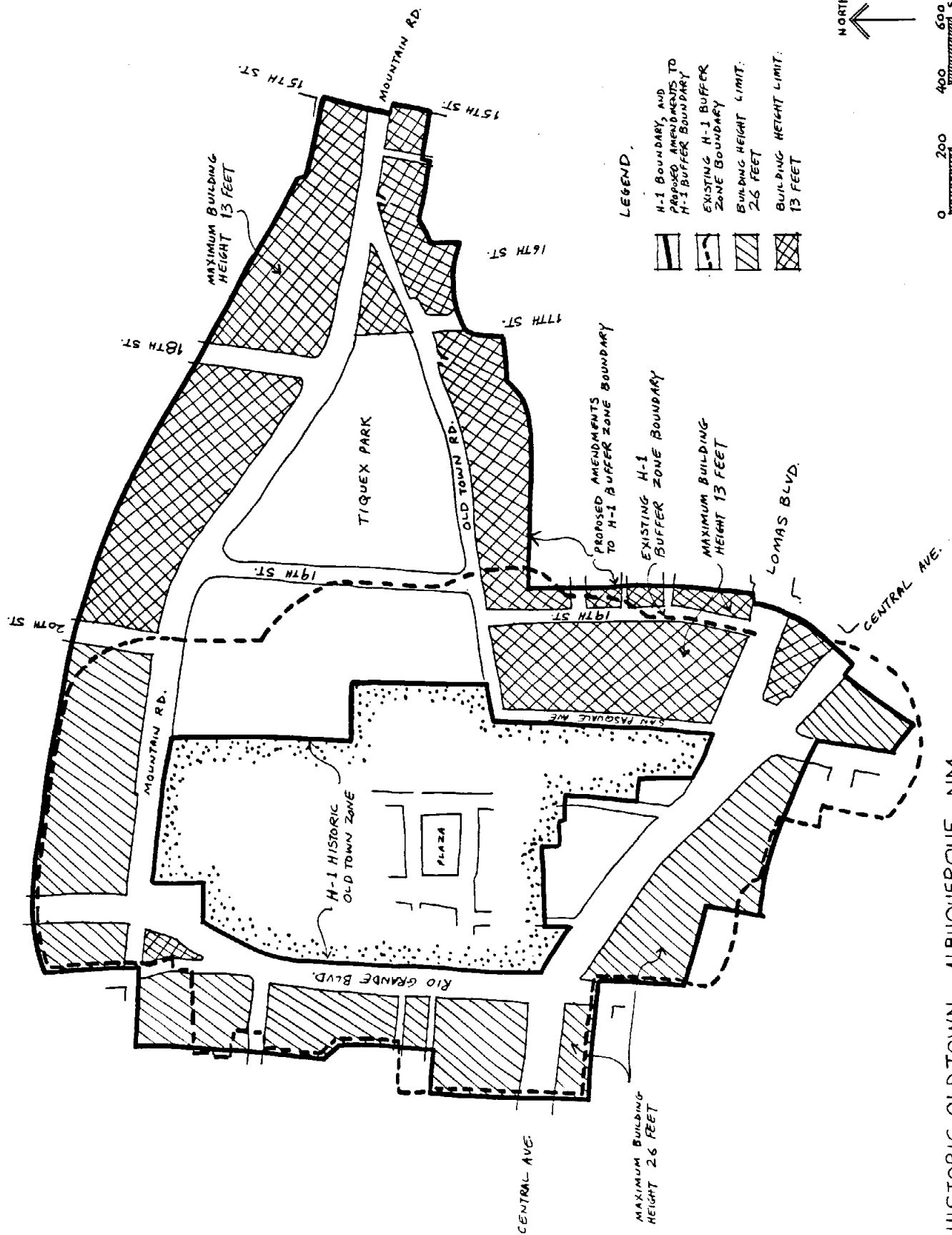
Not for adoption

5.A.--PLACE AND STREET NAMES

The Laws of the Indies attached much importance to initial settlers of a new town. As an incentive and a measure of gratitude, the Law honors the heads of households and the descendants of the first settlers by proclaiming them as *hijosdalgo* (illustrious men of known ancestry). It is therefore appropriate to







name places and streets within Old Town by the names of the first twelve families who settled Albuquerque. The first three names listed were names of two families in each case; thus, they should be regarded as more significant: Barela, Candelaria, del Castillo, and Jaramillo, Lucero, Romero, Sedillo, Gutierrez, Trujillo.

ALLOCATE THE NAMES OF THE FIRST TWELVE FAMILIES OF ALBUQUERQUE TO APPROPRIATE PLACES AND STREETS IN OLD TOWN. [99]

6.A.--TOWN'S COMMONS

The Laws of the Indies required that each town have a commons large enough to use for recreation and pasture for cattle. Tiquez Park on the east of Old Town is to be viewed as Old Town's common and should be regarded as part of Old Town. Accordingly access and linkages to and from the commons to Old Town should be developed. (Refer to #26.C.)

TIQUEZ PARK IS TO BE REGARDED AS PART OF OLD TOWN, AND ADEQUATE PEDESTRIAN LINKAGES TO AND FROM IT SHOULD BE DEVELOPED. [129]

7.A.--CIRCULATION INTERCHANGE

Around Old Town, particularly along Central Ave., Rio Grande Blvd. and 19th Street, and where major parking locations are to be situated, it is advantageous to establish areas where interchange between three modes of circulation can occur: namely, vehicular, transit and pedestrian.

ESTABLISH OPTIMUM LOCATIONS AROUND OLD TOWN FOR INTERCHANGES BETWEEN VEHICULAR, TRANSIT AND PEDESTRIAN MODES. (34)

8.A.--BUS STOPS

The location of bus stops around Old Town is an important feature for successful accessibility from remote places in other parts of Albuquerque. The specific locations must be coordinated with locations of main gateways and parking areas. They can be enhanced by tree places, special road crossings, etc.

COORDINATE LOCATIONS OF BUS STOPS AROUND OLD TOWN WITH MAIN GATEWAYS, MAJOR PARKING AREAS AND OTHER LOCATIONAL REQUIREMENTS. (92)

9.A.--A PLACE TO WAIT

Due to the constant flow of visitors to Old Town who might arrive in vehicles, by bus or on foot, and the possible pedestrianization of the area, it would be advantageous to develop places in and around Old Town where people can rest, wait, and contemplate the immediate surroundings. Children's facilities might also be integrated with such places.

- (a) LOCATE AND DEVELOP A NUMBER OF WAITING PLACES IN AND AROUND OLD TOWN PARTICULARLY IN RELATION TO MAIN GATEWAYS, CIRCULATION INTERCHANGES AND BUS STOPS. (150)
- (b) INTEGRATE TOT-LOT FACILITIES, WHERE APPROPRIATE, WITH OR NEARBY WAITING PLACES.

10.A.--PUBLIC OUTDOOR ROOM

A place to wait (number 9.A. above) could be developed as a public outdoor room in the form of a partly enclosed place located alongside an important path and within view. Two such places already exist in Old Town.

ESTABLISH A NUMBER OF PUBLIC OUTDOOR ROOMS WITHIN OLD TOWN, PARTICULARLY ALONG POPULAR PATHS AND WITHIN VIEW

OF MUCH ACTIVITY. USE COLUMNS, WITH SOME ROOF, WITHOUT WALLS AND PERHAPS WITH A TRELLIS, FOR ENCLOSURE, AND PROVIDE SEATS. (69)

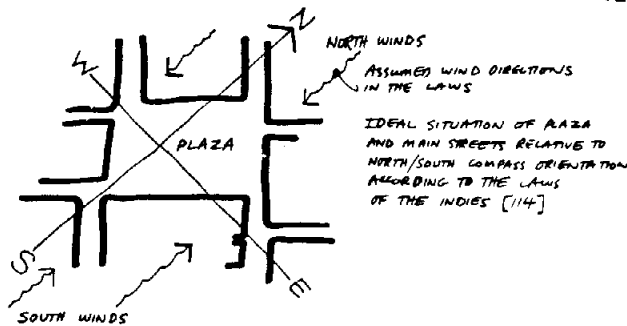
11.A.--PUBLIC SIGNS

As a goal the dependence on public signs should be minimized for orienting visitors. If Circulation Realms (number 4.A. above) is adequately developed, fewer signs will be required. However, some signage will still be necessary.

DEVELOP A SYSTEM OF PUBLIC SIGNAGE AS A SUPPORT FOR COMMUNICATION AND ORIENTATION, USING A MINIMUM NUMBER OF STRATEGIC LOCATIONS TO ACHIEVE THEIR PURPOSE. -2-

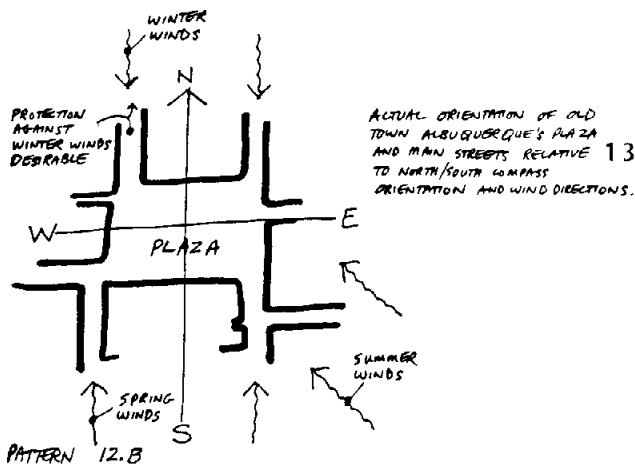
B.--VEHICULAR CIRCULATION AND PARKING

12.B.--STREETS FROM PLAZA



According to the Laws of Indies, the layout of streets in relation to the plaza should be based on the principle of: one street from the middle of each side, and two streets from each corner of the plaza. The size of Albuquerque's plaza is, according to the Laws, minimum; hence the dominant role of the corner streets relative to any other street from the middle of each side of the plaza.

MAINTAIN THE MORPHOLOGICAL CONDITION AND CLARITY OF ALL STREETS LEADING TO THE CORNERS OF THE PLAZA. [113] and [114]



13.B.--ACCESS FOR SERVICE AND PRIVATE PARKING

A large amount of Old Town's surface area is dedicated to streets and parking. One of the most common reasons given for this situation is that access is necessary for serving various uses and for individualized parking on private property. If the quality of Old Town is to improve, it is essential to develop a more efficient and restricted system of access and

lower the ratio of surface area currently allocated for unlimited access. (Refer to #18.B. and 21.C.)

DEVELOP AN EFFICIENT SYSTEM OF ACCESS FOR SERVICE, AND FOR PARKING ON PRIVATE PROPERTIES. -3-

14.B.--ACCESS ON LOOPED ROADS

The Old Town district is too small to allow penetration of many through roads. Minimizing traffic by using the concept of local looped roads might be a useful solution to this problem. The concept relies on the principle that cars with no destination on a looped road will not use it as a short cut.

DEVELOP AN ALTERNATIVE VEHICULAR ACCESS SYSTEM FOR OLD TOWN WHICH UTILIZES THE CONCEPT OF LOCAL LOOPED ROADS. (49)

15.B.--T-JUNCTIONS

Traffic accidents are for more frequent where two roads cross than at T-Junctions.

USE THE PRINCIPLE OF T-JUNCTIONS AS PART OF AN ALTERNATIVE VEHICULAR ACCESS SYSTEM FOR OLD TOWN. (50)

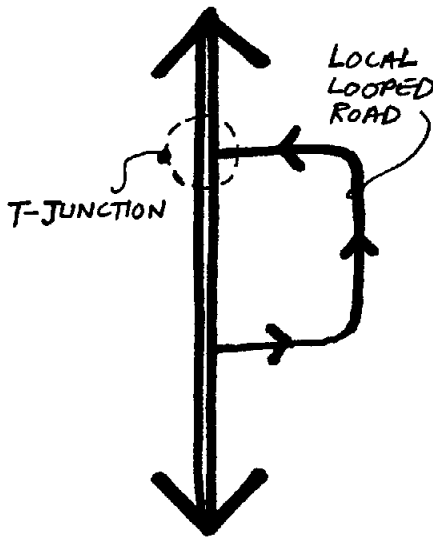
16.B.--ROAD CROSSING

The linkages between Old Town to some immediate uses is crucial for pedestrians to maintain continuous accessibility. Two examples are the Sheraton Inn complex to the north and Tiquex Park to the east. Different techniques for creating good crossings which slow or stop traffic should be explored, such as a raised crossing or a crossing with activated traffic signals.

IDENTIFY LOCATIONS AND TYPES FOR CRUCIAL ROAD CROSSINGS AROUND OLD TOWN. (54)

17.B.--PAVING ALTERNATIVES

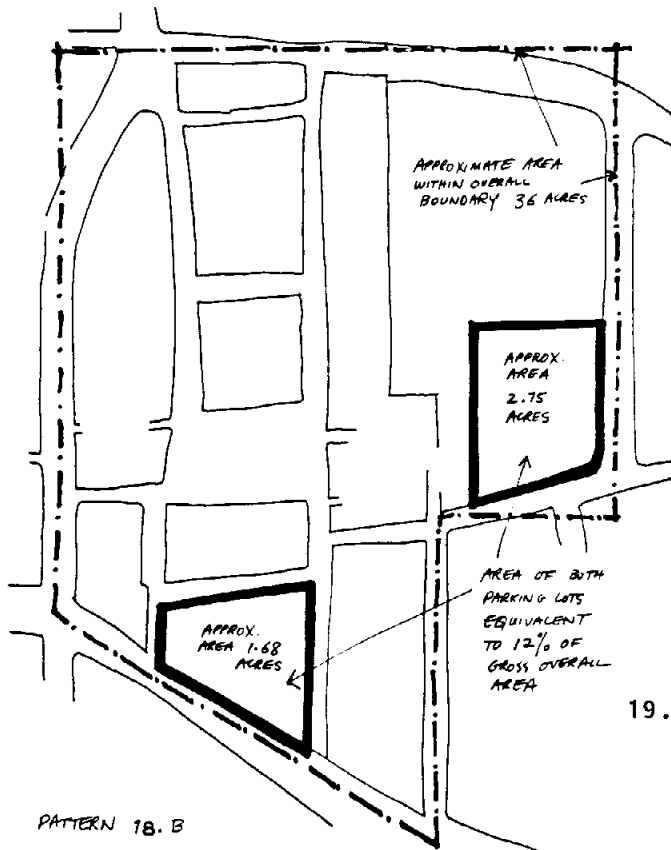
A critical first impression of Old Town is the vast amount of asphalted surfaces relative to its area. An aerial photograph best illustrates



this situation. Accordingly it is necessary to soften the harshness of hard asphalt. This could be achieved by a variety of paving materials and patterns. One method would be to use paving blocks laid with 1-inch cracks between them so that grass and small flowers can grow between the blocks.

DETERMINE WHICH PUBLIC STREETS AND ACCESS WAYS MIGHT BE TREATED WITH ALTERNATIVE PAVING MATERIALS AND PATTERNS.

18.B.--NINE PER CENT PARKING



Rough empirical observations have suggested that it is not possible to make an environment fit for human use when more than 9% of it is given to parking. The land of Old Town currently allocated for parking is roughly Tenative calculations have shown that the city parking lots on the south (previously Michaelson's property), and on the east, south of the Museum, constitute more than 9% of the gross area of Old Town. If we count the gross area as 36 acres, 9% is 3.25 acres. The combined area for both parking lots is 4.43 acres. Tentatively this suggests that all other parking areas within Old Town is much in excess of this percentage and unnecessary.

EXPLORE WAYS OF DRASTICALLY REDUCING PARKING AREAS WITHIN OLD TOWN AND CONSOLIDATING MOST PARKING ON THE TWO LARGE CITY LOTS ON THE SOUTH AND EAST. (22)

19.B.--SHIELDED PARKING

Large parking lots, when full of cars, are inhuman and unfriendly; no one wants to see them or walk by them. Old Town has a number of such unshielded lots. The large southern and eastern lots would require shielding as part of their overall design.

PLACE ALL LARGE PARKING LOTS, OR PARKING GARAGES, BEHIND SOME KIND OF NATURAL WALL, SO THAT CARS AND PARKING STRUCTURES CANNOT BE SEEN FROM OUTSIDE EXCEPT THEIR MAIN ENTRANCE. THE WALL WHICH SURROUNDS THE CARS

MAY BE A BUILDING, CONNECTED HOUSES, SHOPS, EARTH BERMS, OR DENSE SHRUBS. (97)

20.B.--SMALL PARKING LOTS

If parking space is needed in Old Town in addition to the two large parking lots now existing on the south and east, then it is essential to develop small pockets of parking each of which should not hold more than seven cars. The reason for this principle is related to the well-known perceptual fact about the number seven. A collection of less than five to seven objects can be grasped as one thing, and the objects in it can be grasped as individuals. A collection of more than five to seven things is perceived as "many things."

SMALL PARKING LOTS SHOULD HOLD NO MORE THAN FIVE TO SEVEN CARS, EACH LOT SURROUNDED BY GARDEN WALLS, HEDGES, FENCES, SLOPES AND TREES, SO THAT FROM OUTSIDE THE CARS ARE ALMOST INVISIBLE. THESE LOTS TO BE AT LEAST 100 FEET APART. (103)

C.--PEDESTRIAN CIRCULATION AND LINKAGES

21.C.--PEDESTRIAN STREETS

Old Town possesses the uses and morphological ingredients for creating successful pedestrian streets. Some criteria for successful pedestrian streets are: (a) No cars or minimum cars in areas allocated to the pedestrian. Service and deliveries must be confined to the early hours of the morning, when streets are deserted. This criterion can easily be realized in Old Town. (b) Buildings along streets should have minimum interior corridors or staircases, thus forcing circulation to the outdoors in the streets. Many Old Town buildings have those attributes. (c) Research indicates that pedestrian streets which seem most comfortable are the ones where the width of the street does not exceed the height of the surrounding buildings.

PEDESTRIANIZE AS MANY STREETS AS POSSIBLE IN OLD TOWN, AND INCORPORATE AS MANY PATTERNS/GUIDELINES IN THEIR DEVELOPMENT. (100)

22.C.--PATHS AND GOALS

A successful pedestrian system should be developed around the notion of paths and goals. In simulating possible paths of pedestrian circulation, the idea of intermediate goals should be developed. Some of these physical goals already exist, such as a tree, a bollard, an outdoor public room, a fountain, a seat, a statue, a swing, etc. Others might be developed for this purpose.

REINFORCE EXISTING GOALS AND CREATE NEW ONES FOR A SUCCESSFUL PEDESTRIAN SYSTEM IN OLD TOWN. (120)

REPEAT 11.A.--PUBLIC SIGNS

23.C.--NETWORK OF PATHS AND CARS

Currently in Old Town, pedestrian and vehicular networks are essentially combined and sometimes separated by the use of sidewalks. It is essential to develop two distinct networks with special attention to the linkages and interfaces between them.

SOME LEVEL OF DISTINCTION IS NECESSARY BETWEEN PEDESTRIAN AND VEHICULAR PATHS. THE TOOLS FOR CREATING DISTINCTIONS CAN BE USED TO ENHANCE THE QUALITY OF THE AREA. (52)

24.C.--ACCESSIBLE GREEN

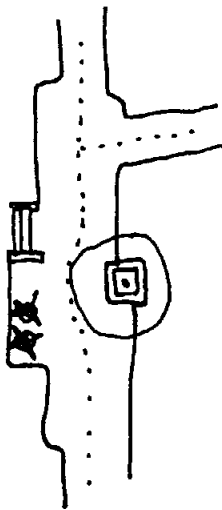
People need green open places to go to. Such places will be used if they are close enough and within three to five minutes' walk or about 750 feet. Old Town is fortunate to have Tiquex Park close by. It is 750 feet from the plaza. (Refer to #6.A.)

PEDESTRIAN ACCESSIBILITY TO TIQUEx PARK FROM OLD TOWN SHOULD BE FACILITATED AND MADE LEGIBLE. (60)

Not for adoption 25.C.--WATER IN PARK

A pool with still water for swimming in Tiquex Park would enhance its use and make it more popular. To make the use of water more enjoyable for all age groups, especially children, the pool should be designed with a gradual edge and protected from its deep end. A typical hard-edged pool design should be avoided.

CONSIDER A POOL FOR SWIMMING IN TIQUX PARK. MAKE THE ENTRANCE TO THE POOL ONLY FROM THE SHALLOW SIDE AND MAKE THE POOL DEEPEN GRADUALLY FROM A FEW INCHES. AVOID THE TYPICAL DESIGN OF SWIMMING POOLS. (71)



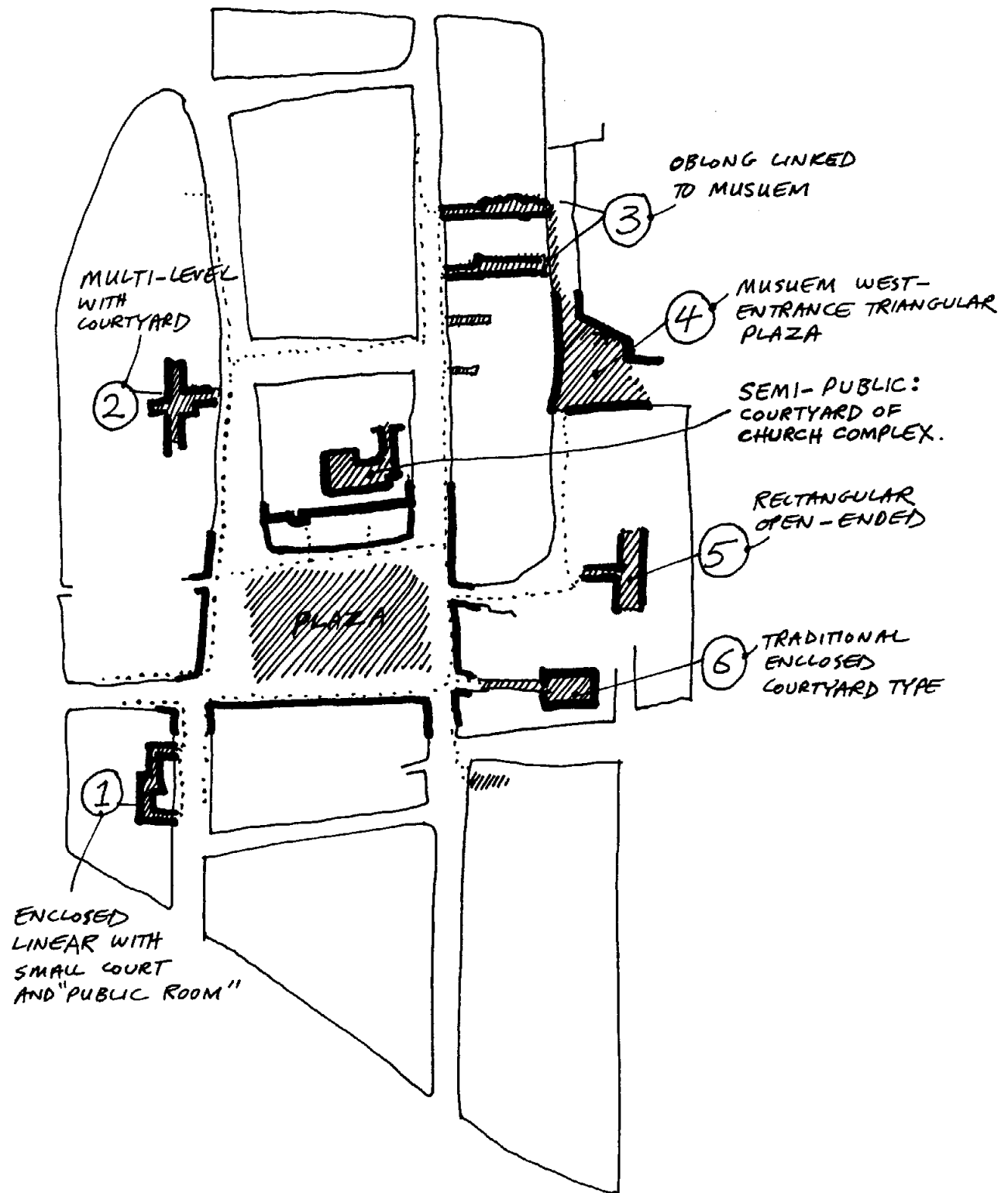
26.C.--PATH SHAPE

The streets of Old Town are laid out in straight lines and almost all the sidewalks on these streets have uniform width. Some of the popular pedestrian paths between San Felipe Street and the Museum have various shapes which make them more popular to use. A successful pedestrian path network should have a balance of centrifugal and centripetal forces.

DESIGN PEDESTRIAN PATHS SO AS TO HAVE A BALANCE OF VARIOUS SHAPES TO INDUCE A SENSE OF PLACE AND WELCOMENESS. (121)

27.C.--SMALL PUBLIC SQUARES/PLAZAS

The Laws of the Indies encourage a town to have a number of plazas, where religious facilities such as chapels could be located. Good urban design practice suggests that this is a good principle provided the size of these squares is controlled. Research findings reveal that people enjoy squares which have a diameter of approximately 70 feet. A possible reason is that a person's face is recognizable at about 70 feet, and under typical urban noise conditions a loud voice can just barely be heard from about 70 feet away. In Old Town, Albuquerque, six squares are identified, each one with distinct morphological

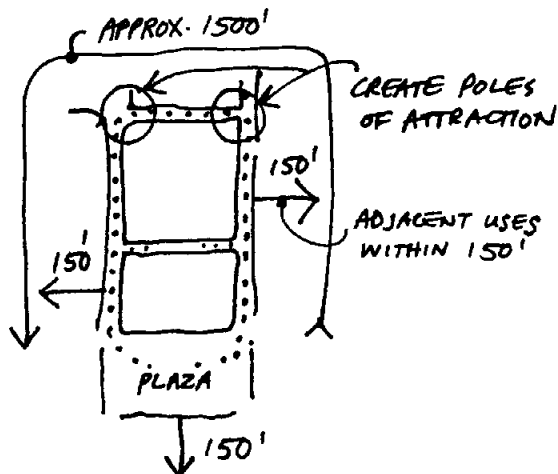


PATTERN 27.C

characteristics, and all having dimensions across their width of less than 70 feet. They all seem to be popular places, except the Museum's entrance plaza, which can be animated by developing some active uses on and around it.

REINFORCE AND ARTICULATE THE SIX SQUARES IN OLD TOWN, AND ENCOURAGE THE DEVELOPMENT OF LEGIBLE PATH CONNECTIONS BETWEEN THEM AND WITH THE PLAZA. IDENTIFY OTHER POTENTIAL SQUARES. [118] and (61)

Not for adoption 28.C.--PROMENADE

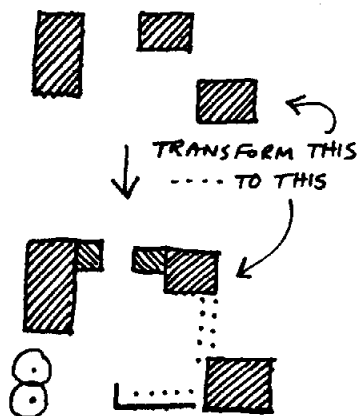


The idea of an evening stroll in town is common in Latin and Mediterranean countries. People go there to walk up and down, to meet their friends, and to watch others. Research suggests that the idea of a promenade is not only a Latin institution, so that whenever public contact is possible, people will seek it. The length of a promenade should be about 1500 feet, which is a 10-minute walk @ 150 feet per minute. Strolls off the promenade should be considered but should not exceed 150 feet. The layout of Old Town suggests an excellent promenade route from the plaza north on San Felipe to Charlevoix Ave. and south on Romero to the plaza. Adjacent uses and destinations are within 150 feet of this loop. However, for a promenade to be successful it is essential to have visible poles of attraction at its ends. This suggests that such poles be created at the junctions of Charlevoix Ave. at San Felipe and Romero. A number of ideas for possibilities could achieve this.

EXPLORE POSSIBLE ALTERNATIVES FOR A PROMENADE TO OCCUR. ITS ROUTING SHOULD CONSIDER EQUITABLE ACCESSIBILITY TO MOST COMMERCIAL OUTLETS. (31)

29.C.--POSITIVE OUTDOOR SPACES

Outdoor space is negative when it is shapeless, the residue left behind when buildings, which are generally viewed as positive, are placed on the land. An outdoor space is



positive when it has a distinct and definite shape, as definite as the shape of a room, and when its shape is as important as the shapes of the buildings which surround it. Old Town contains areas of positive outdoor spaces, such as the plaza area, the east-west longitudinal spaces between San Felipe St. and the Museum north of Church St. There are also a number of pockets where negative outdoor space predominates, such as the northeast corner of Old Town, the area immediately west of the visitor's center, and others.

MAKE ALL OUTDOOR SPACES WITHIN OLD TOWN POSITIVE. THOSE CURRENTLY WITH NEGATIVE ATTRIBUTES SHOULD BE IMPROVED BY CREATING SOME DEGREE OF ENCLOSURE, BY ADDING WINGS OF BUILDINGS, TREES, HEDGES, FENCES, PORTALS, AND TRELLISED WALKS. (106)

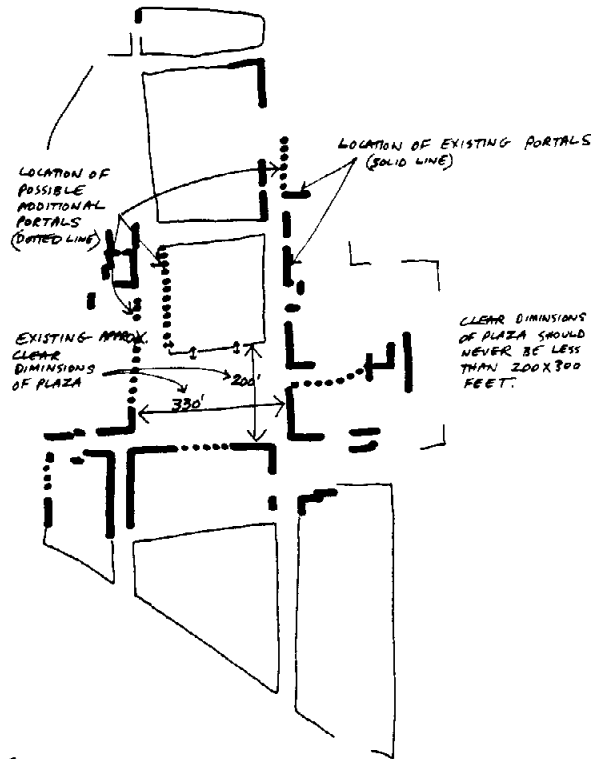
30.C.--ARCADES (OR PORTALS)

Typically buildings do not create the possibility of a connection with the public world outside. The problem lies in that there are no strong connections between the territorial world within the building and the purely public world outside. Arcades (or "portales" in Spanish) create an ambiguous territory between the public and private worlds, and so make buildings friendly.

ON MAJOR STREETS OF OLD TOWN, WHEREVER PATHS RUN ALONG THE EDGES OF BUILDINGS, BUILD PORTALS AND USE THEM TO CONNECT UP THE BUILDINGS TO ONE ANOTHER, SO THAT A PERSON CAN WALK FROM PLACE TO PLACE UNDER THE COVER OF PORTALS. (119)

31.C.--PORTALS ON MAIN STREETS

The Laws of the Indies encourage the use of portals around the plaza and on the main streets converging upon the plaza. They assume that predominantly commercial uses are located there, and the portals will add to the convenience of the public and merchants. Old Town generally follows this prescription, but



PATTERNS 30.C, 31.C, 32.C

there are locations which would benefit from additional portals.

DETERMINE THE BEST LOCATIONS FOR ADDING MORE PORTALS IN OLD TOWN, SO THAT THE PORTAL SYSTEM CAN EFFECTIVELY CONTRIBUTE TO THE TOWN'S FUNCTIONAL AND MORPHOLOGICAL REQUIREMENTS. [115]

32.C.--PORTALS AND SIZE OF PLAZA

The Laws of the Indies prescribe that the plaza size be proportional to the population of the town. It also prescribes that it shall not be less than 200 x 300 feet. Old Town Plaza is approximately 200' x 330'. Due to the lack of portals on the west side of the plaza and of the availability of space on this axis, it is possible to build an additional portal there, which will also be in keeping with historical precedents of having a portal on this side of the plaza.

LINK UP PORTALS ON SOUTH SIDE OF PLAZA. BUILD NEW PORTALS ON WEST SIDE TO PROVIDE A CONTINUOUS COVERED WALKWAY. ALWAYS MAINTAIN MINIMUM CLEAR DIMENSIONS FOR PLAZA OF 200 x 300 FEET. [113]

33.C.--LINKAGES WITHIN PLAZA

The current plaza design is basically a pedestrian platform surrounded by streets on all sides. The asphalt surfaces of these streets emphasize and communicate a visual sense of separation from the surrounding sidewalks and the plaza proper. The use of alternative paving materials and patterns at selected strategic locations would help establish a stronger sense for pedestrian linkages within the plaza.

DETERMINE SUITABLE LOCATIONS ON STREETS SURROUNDING THE PLAZA PLATFORM, TO USE ALTERNATIVE PAVING MATERIAL, TEXTURE AND PATTERN TO INCREASE SENSE OF LINKAGE WITHIN PLAZA. -4-

Not for adoption 34.C.--OPEN STAIRS

Internal staircases reduce the connection between upper stories and the life of the street, and should be avoided. In Old Town there are a number of good examples where upper level commercial or residential uses are connected by open stairs to the street level. This pattern should be maintained for similar future connections.

WHENEVER REQUIRED, CONNECT UPPER USES TO STREET LEVEL BY OPEN STAIRS, AND LEAVE IT OPEN AT GROUND LEVEL WITHOUT A DOOR, SO THAT THE STAIR IS FUNCTIONALLY A CONTINUATION OF THE STREET. BUILD NO UPSTAIRS CORRIDORS. INSTEAD, MAKE OPEN LANDINGS OR AN OPEN ARCADE (PORTAL) WHERE UPSTAIRS UNITS SHARE A SINGLE STAIRS. (158)

35.C.--STAIR SEATS

Most changes of level require stairs; and if located adjacent to public places where there is some activity and/or facing the sun in the winter or in the shade in the summer, they attract people to sit on the lower steps and enjoy these amenities. There are some locations in Old Town which provide the potential for creating changes in level and exploiting the possibilities of stair seats.

DETERMINE LOCATIONS IN OLD TOWN WHICH WOULD BENEFIT FROM CHANGES IN SURFACE LEVELS, AND THE POSSIBILITIES OF CREATING STAIR SEATS. (125)

REPEAT 10.A.--PUBLIC OUTDOOR ROOM

Not for adoption 36.C.--FOOD STANDS

Old Town provides an ideal situation for food stands. Their presence will enhance the quality of experiencing Old Town and will also be successful for the vendors. The smell of food would be most welcome to many strollers.

CONSIDER FOOD STANDS TO FUNCTION IN OLD TOWN, PARTICULARLY AT PEDESTRIAN CROSSINGS AND ALONGSIDE ACTIVE PEDESTRIAN ROUTES. (93)

37.C.--SOUTH/NORTH FACING OUTDOORS

There are days in Albuquerque when the winter sun would be most welcome, and days in the summer when it would be welcome to be in the shade. This environmental condition should be carefully assessed when developing ideas for the function and morphology of Old Town.

UTILIZE THE SUN/SHADE OPPORTUNITIES FOR ANY CONTEMPLATED CHANGES OR ADAPTATIONS IN OLD TOWN. (105)

38.C.--SEAT SPOTS

The location of public benches or built-in seating is the key for their popularity and use. Outdoor seats, sitting walls, stair seats, garden seats, etc., should be located where: (a) they face pedestrian activity, (b) they capture an interesting or tranquil view, such as of the mountains, (c) they are exposed to the sun in the winter and protected from cold winds, and (d) they are protected from the sun by summer shade during the midday or afternoon hours--preferably in spots which capture summer breezes.

IDENTIFY GOOD SPOTS FOR PUBLIC SEATS IN OLD TOWN. SELECT LOCATIONS WHICH PROVIDE A VARIETY OF ATTRIBUTES. (241)

Not for adoption 39.C.--CANVAS ROOFS

During the hot summer months in Albuquerque, particularly in the afternoons, it would be advantageous to cover some of the pedestrian paths with canvas, thus making activities comfortable. The use of canvas in selected locations in Old Town will attract people to shop and stroll in the summer afternoon hours when the areas would otherwise be deserted.

SELECTED PUBLIC LOCATIONS IN OLD TOWN WOULD BENEFIT BY USING CANVAS ROOFS, PARTICULARLY IN THE SUMMER. (244)

D.--USES

40.D.--USES AROUND PLAZA

The location of the church on its own town block and facing the plaza is in keeping with the Laws of the Indies, although one of the articles in the Laws suggests that the principal church be placed some distance from the plaza, as is the case in Santa Fe. Another article of the Laws stipulates that in addition to the church and government buildings, commercial uses should surround the plaza.

MAINTAIN PREDOMINANTLY COMMERCIAL USES AROUND PLAZA, PARTICULARLY AT STREET LEVEL. [119], [124], [126]

Not for adoption 41.D.--HOLY GROUND

The precinct in front of the church and the rectory is important for maintaining a sense of holy ground in front of the Church, the area from which people enter it.

EXPLORE ALTERNATIVE LINKAGES OF THE CHURCH PRECINCT TO PLAZA, AND WAYS FOR PEOPLE TO TRAVERSE THE PRECINCT ON THEIR WAY IN AND OUT OF THE CHURCH. (66)

REPEAT 27.C.--SMALL PUBLIC SQUARES/PLAZAS

42.D.--SHOPPING STREET

In Old Town there are two primary types of shopping streets, those which are laid out along the street edges and those which are grouped off street in pedestrianized clusters. The latter type and its various derivatives tend to be more attractive for people and more enjoyable to be in.

IDENTIFY POSSIBLE WAYS IN WHICH TO IMPROVE VARIOUS FORMS OF SHOPPING STREETS AND CLUSTERS AND WAYS TO LINK THEM BETTER. (32)

Not for adoption 43.D.--SHOPS OPEN TO PATHS

Connection to activities alongside pedestrian paths, such as shops, workshops, art galleries, etc., is made more meaningful if these activities are literally open to people. There are many ways of establishing such connections: (1) The wall along the path is made essentially of glass. (2) However, a glass connection creates relatively passive involvement; by comparison, a wall which is actually open, with a sliding wall or shutter, creates a better and more involving connection. (3) The more involving case is when some part of the activity actually crosses the path, where in an extreme case a shop is set up to straddle the path with the goods displayed on either side. A more modest version is the case where the roof of the space covers the path, the wall is entirely open, and the paving of the path is continuous with the interior of the space.

ENCOURAGE AND ALLOW VARIOUS ACTIVITIES IN OLD TOWN, WHICH SERVE AND DEPEND DIRECTLY ON THE PUBLIC, TO OPEN UP THEIR FRONTS ON PEDESTRIAN PATHS IN VARIOUS WAYS AND DEGREES. (165)

44.D.--STREET CAFE

Street cafes help to increase the identity of a place or neighborhood. They provide social glue to the community, they become like clubs, people tend to return to their favorite, and so on. Successful street cafes seem to possess the following ingredients: (1) There is an established local clientele. (2) In addition to the terrace open to the street, it contains several other spaces, with games, soft chairs, newspapers, a fireplace. (3) It serves simple food and drinks, some alcoholic drinks, but it is not a bar.

- (a) STREET CAFES IN CERTAIN STRATEGIC LOCATIONS IN OLD TOWN WILL BE VERY POPULAR AND SUCCESSFUL. THEIR LOCATION SHOULD BE ON BUSY PATHS, WHERE PEOPLE CAN SIT WITH COFFEE OR A DRINK AND WATCH THE WORLD GO BY. BUILD THE FRONT OF THE CAFE SO THAT A SET OF TABLES STRETCH OUT OF THE CAFE, RIGHT INTO THE PEDESTRIAN PATH. (88)

- (b) SECOND-LEVEL CAFES MIGHT ALSO BE APPROPRIATE IF THEY ARE EASILY SEEN FROM BUSY PATHS.

REPEAT 36.C.--FOOD STANDS

45.D.--HOUSING MIX

Traditionally housing constituted the majority of uses in Old Town, whereas today we find most to be commercial, with some housing in the peripheries. Introducing more housing whenever the opportunity presents itself would be advantageous. One possible technique would be to encourage owners of larger lots, especially north of the Church, to subdivide and sell and/or develop their lots with more housing. Creating direct ownership of housing is preferable to rental units.

IDENTIFY LOCATIONS IN AND AROUND OLD TOWN WHICH ARE SUITABLE FOR ADDITIONAL HOUSING. (48)

46.D.--NIGHT LIFE

Old Town is a well known and popular place to visit for the Albuquerquean and the stranger. Yet most visits are made during daytime hours to enjoy the sites, shopping and other activities. Some people who are very familiar with Old Town might visit the area at night to go to an open restaurant, or some other open facility. However, Old Town at night has a charm of its own which is distinctly different from its charm during daytime hours. Although the luminaria on Christmas Eve add a special effect to the place, it is the throngs of people and activity within its unique morphological setting which make Old Town so attractive at night.

ENCOURAGE PROPRIETORS TO REMAIN OPEN AT NIGHT. COORDINATE AND ESTABLISH A SYSTEM OF LIGHTING WHICH WOULD HIGHLIGHT THE ESSENCE OF OLD TOWN'S BEING AND MORPHOLOGY AND WOULD ACT AS AN ORIENTING SYSTEM FOR THE USER. SUGGESTIONS ARE: FLOODLIGHT THE FRONT ELEVATION OF SAN FELIPE CHURCH; LIGHT MAJOR PORTALS FROM UNDERNEATH THEIR

CEILINGS; LOCATE ATTRACTIVE LARGE-SCALE LIGHTS IN STRATEGIC LOCATIONS TO ATTRACT PEOPLE AND MAINTAIN PEDESTRIAN FLOW. (33)

REPEAT 6.A.--TOWN'S COMMONS

47.D.--PUBLIC RESTROOMS

The only public restrooms available in Old Town are located in the Information Center building. In the view of planning staff and others, these are not adequate, and more public restrooms should be established in strategic locations as part of future developments. Examples of possible locations are adjacent to the southern and eastern public parking lots.

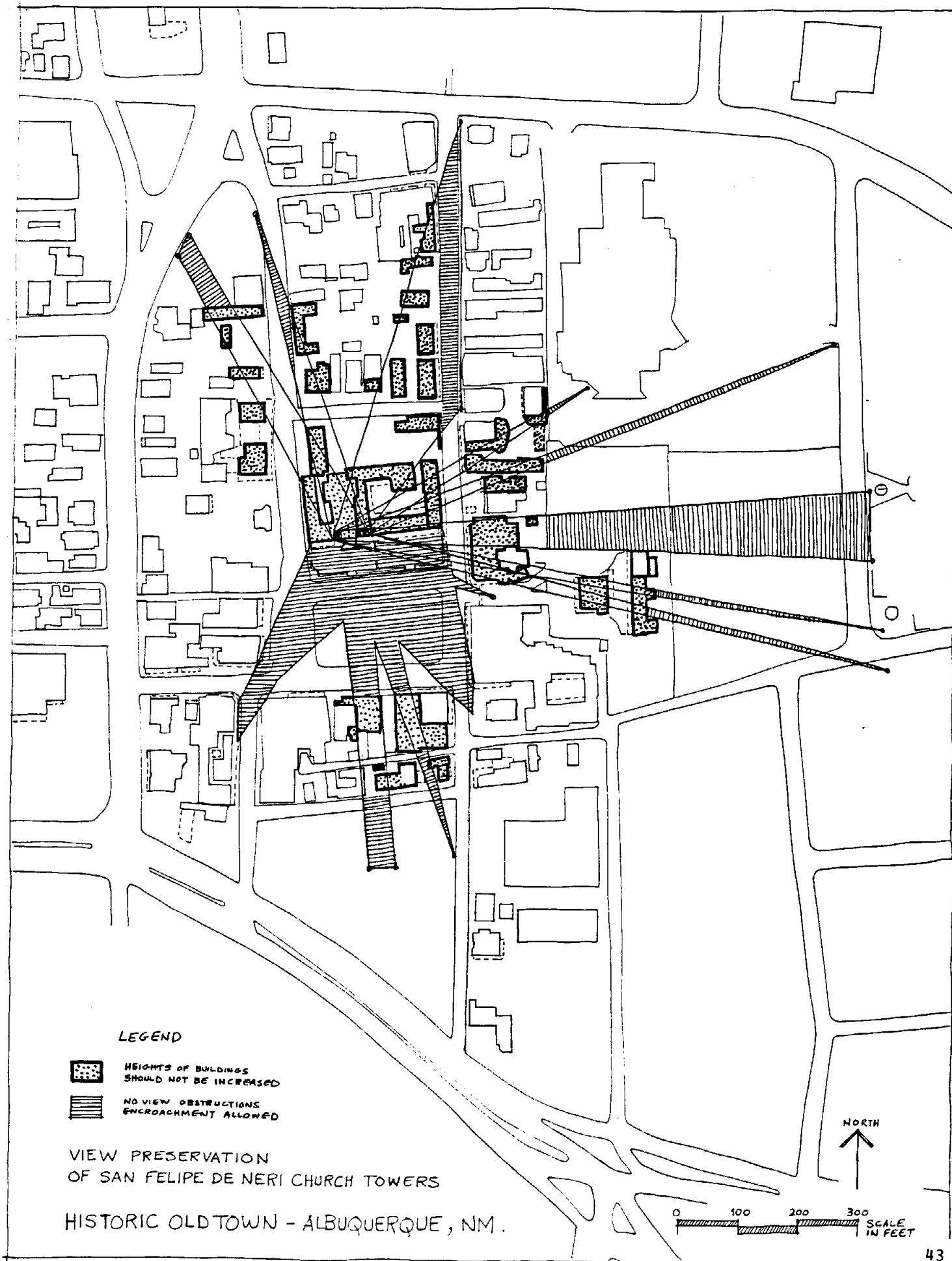
DETERMINE OPTIMUM LOCATIONS IN OLD TOWN FOR ADDITIONAL PUBLIC RESTROOM FACILITIES. -5-

E.--BUILDING HEIGHTS/VISUAL ACCESS

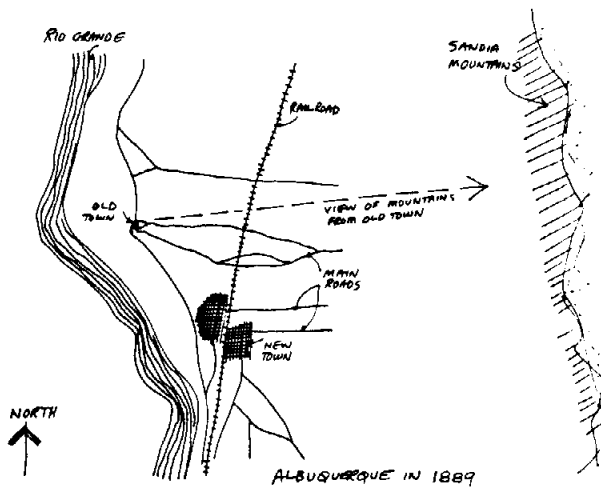
48.E.--SAN FELIPE DE NERI CHURCH

The site and church of San Felipe de Neri represents historically the linkage to the establishment and beginnings of Old Town in 1706. Spiritually the church has served the Catholic population since Albuquerque's founding. To this day the residents of the greater area of Old Town have strong spiritual and cultural ties to the church and consider it the most important site in their lives. Thus, it is only proper to maintain the integrity and symbolic dominance of the church by ensuring its relative dominance over nearby buildings. This can be achieved by maintaining its visual accessibility through preserving selected visual corridors which affect the heights, configuration and location of certain buildings in the area.

IDENTIFY VISUAL CORRIDORS WHICH REQUIRE PROTECTION TO MAINTAIN THE DOMINANCE AND VISUAL ACCESSIBILITY OF SAN FELIPE DE NERI CHURCH. (24) --See attached map.



49.E.--VIEWS OF SANDIA MOUNTAINS



LOCATION OF OLD TOWN RELATIVE TO THE RIVER AND MOUNTAINS IS ACCORDING TO THE GENERAL PRESCRIPTIONS OF THE LAWS OF THE INDIES [40]

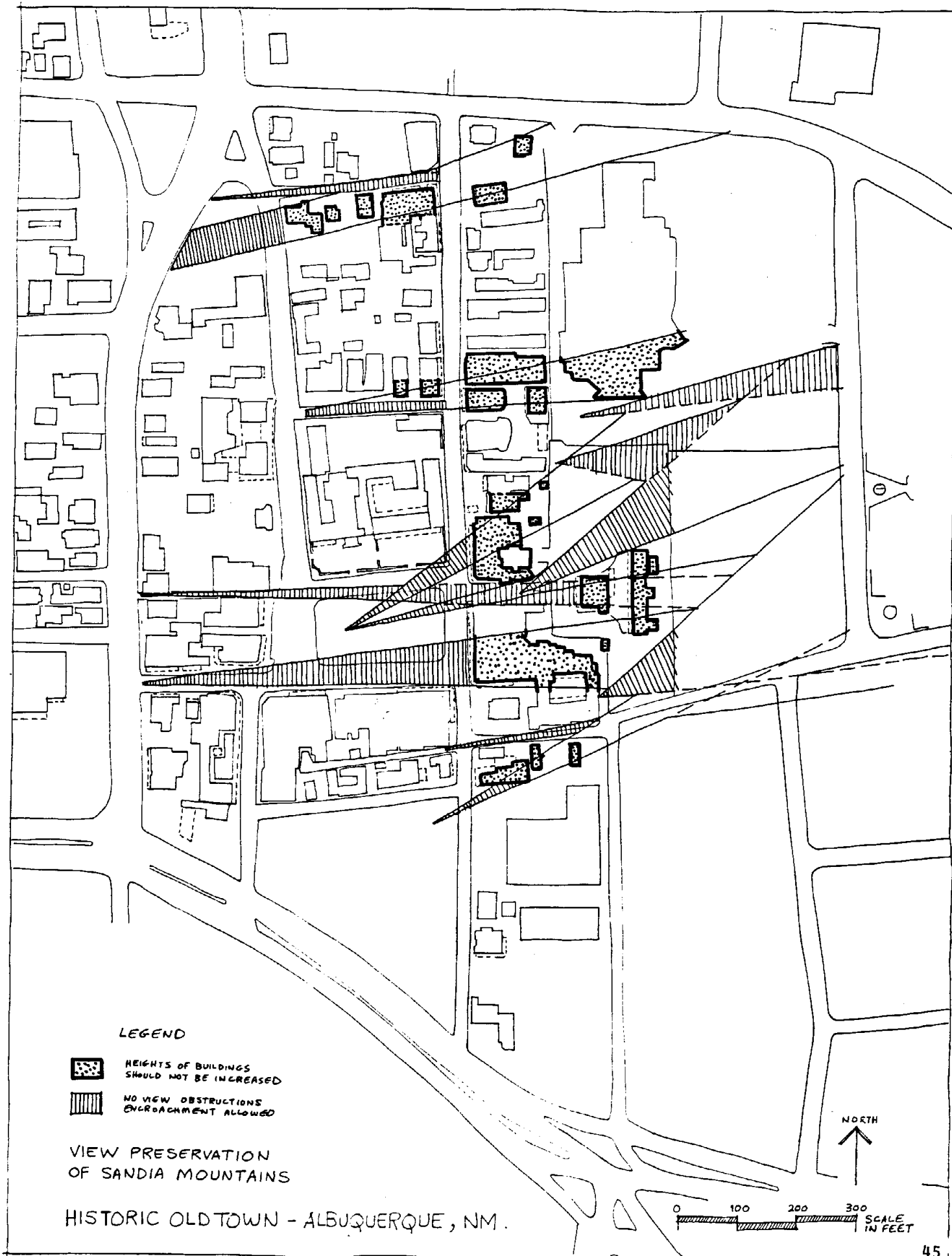
PATTERN 49.E

Albuquerque's location relative to the Rio Grande River and the Sandia Mountains follows the general prescriptions of the Laws of the Indies. The river is to the west of the town and the mountain range is on its east. Providing orientation to these major elements of the landscape relative to the town's location is an attribute; it provides a sense of place, an appreciation of the Hispanic culture in terms of the decision for the location of the town, and an awareness of the major elements that make up Albuquerque's landscape. Unfortunately, the orientation to the river cannot be achieved without public signs and other communication devices. The mountains, however, are visually accessible; maintaining that access is achievable.

DETERMINE VISUAL CORRIDORS FROM WITHIN OLD TOWN WHICH PROVIDE ACCESS TO THE SANDIA MOUNTAINS, AND SELECT SOME FOR PRESERVATION BY RESTRICTING BUILDING HEIGHTS AND/OR CONFIGURATION. [40]--See attached map.

50.E.--HEIGHTS OF BUILDINGS

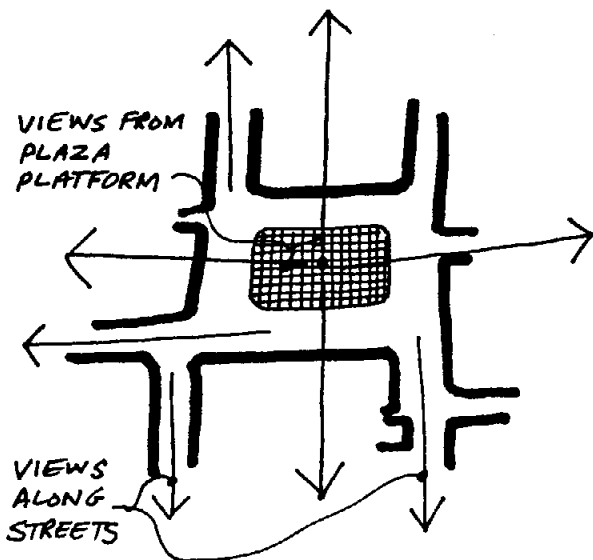
The predominant height of buildings in Old Town is one story, and this is in keeping with its traditional precedent. Some two-story structures exist around the plaza, and the height of the Church of San Felipe de Neri is equivalent to two stories. Other two-story structures are located in the northeast area of Old Town, with the Museum of Albuquerque's height equivalent to a typical nearby two-story structure. A simple solution to the issue of building height control would be to require that all buildings be essentially one story, or that heights should not exceed the average height of a traditional structure in Old Town. However, this solution does not respond to technological possibilities and economic determinants of the day, or to the dynamic process of change and growth. The suggested guidelines for building heights were based on the following considerations:



- (1) Maintaining visual accessibility of the towers of San Felipe de Neri Church from strategic locations in Old Town (#48.E.);
- (2) Maintaining visual corridors to the Sandia Mountains from strategic locations in Old Town (#49.E.); and (3) Response to reasonable future demands for space and density, without compromising the continuity of Old Town's historic character and ambience.

INDICATE BUILDING HEIGHT GUIDELINES BY SHOWING ONE- AND TWO-STORY LIMITATIONS, RELATIVE TO SPECIFIC STRUCTURES AND AREAS WITHIN THE H-1 HISTORIC OLD TOWN ZONE AND THE H-1 BUFFER ZONE. -6-

--See attached map.



51.E.--VIEWS FROM PLAZA

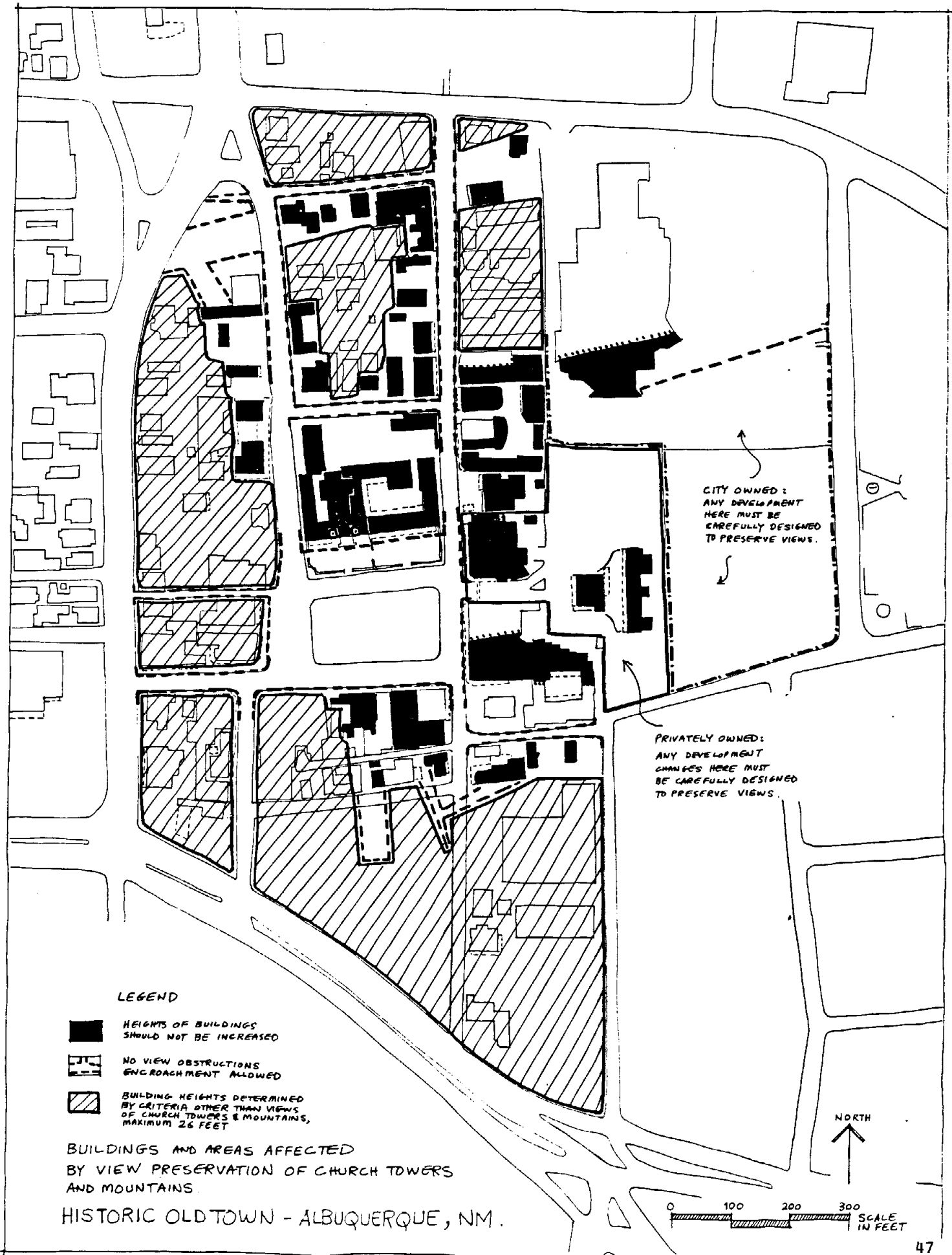
From anywhere within the pedestrianized plaza platform and the streets surrounding it, there are no views of high buildings visible except for the Sheraton Inn. Thus, Old Town's historic scale and ambience is evident. This situation must be maintained by ensuring that no buildings proposed within Old Town or its buffer zone can protrude visual corridors from the plaza or its surrounding streets, taken at 5'4" above ground, representing an adult's approximate average eye level while standing.

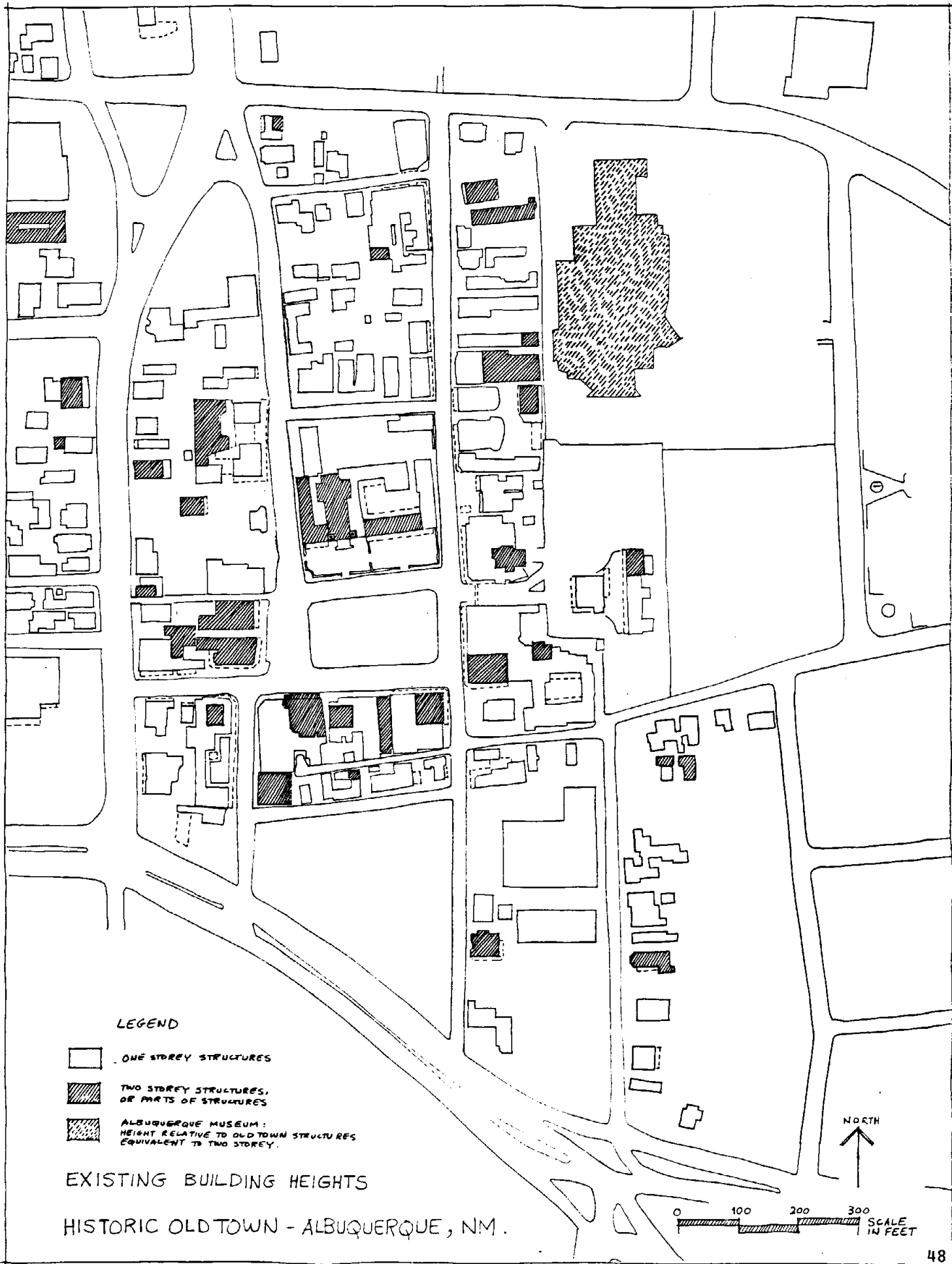
MAINTAIN THE LACK OF VIEW OF EXISTING AND FUTURE BUILDINGS FROM PLAZA PLATFORM AND ALONG MAJOR STREETS CONVERGING ON PLAZA. -7-

Not for adoption




52.E.--ROOF GARDENS

Generally the tradition of Spanish Colonial building practice in New Mexico was to use flat roofs. This tradition has its roots in southern Spain and North Africa, where the roof was also used as living and sleeping space during summer evenings and nights. Summer nights in Albuquerque are suitable for the use of roofs as outdoor space. Some facilities and uses in Old Town would be enhanced by the conversion and/or addition of a roof garden. Public facilities such as a





LEGEND

-  ONE STOREY STRUCTURES
-  TWO STOREY STRUCTURES, OR PARTS OF STRUCTURES
-  ALBUQUERQUE MUSEUM: HEIGHT RELATIVE TO OLD TOWN STRUCTURES EQUIVALENT TO TWO STOREY.

EXISTING BUILDING HEIGHTS

HISTORIC OLD TOWN - ALBUQUERQUE, NM.



0 100 200 300
SCALE IN FEET

restaurant or cafe would especially benefit from a roof garden. Those facing the plaza, or other areas where there is activity, will be more popular. Private roof gardens in housing structures should also be encouraged provided adequate care is ensured in their design to avoid overlooking the private domain of neighbors, and should be protected from the eyes of the public from pedestrian paths.

ENCOURAGE THE USE OF ROOF GARDENS, PROVIDED THEIR LOCATION AND USE WILL NOT INFRINGE ON THE PRIVACY OF NEIGHBORS. THEIR DESIGN SHOULD BE SENSITIVE TO THE ARCHITECTURE OF THE BUILDING IN WHICH THEY ARE HOUSED, AND TO THE GENERAL DESIGN CHARACTER OF THEIR IMMEDIATE CONTEXT. (118)

Not for adoption 53.E.--PRIVATE TERRACES

One of the ways in which to make housing successful in Old Town is by encouraging the design, development and use of private terraces. These would be popular in Albuquerque's climate, particularly during summer evenings. Yet their success will depend on the degree of privacy possible from adjacent pedestrian activity.

ENCOURAGE THE USE OF PRIVATE TERRACES, PARTICULARLY FACING SOUTH, TO CAPTURE THE WINTER SUN AND EVENING SUMMER BREEZES. INSURE VISUAL PRIVACY FROM PEDESTRIAN PATHS BY THE USE OF SCREENS, PLANTS, AND OTHER DEVICES. (140)

Not for adoption 54.E.--A HIGH PLACE

In many cultures, every town of reasonable size possesses a high place which people can climb and from which they can survey their world. It seems to be a fundamental human instinct. The towers of San Felipe de Neri are the highest point, but they are not suitable for public access. Old Town would benefit from a high place to which people can climb and survey the town. A place for the construction of a lookout tower could be the

triangular paved plaza adjacent to the western entrance of the Albuquerque Museum. Such a tower, with some facilities at its base as a food stand and information booth, would bring to life this location, which currently is very inactive. Another high place which should be publicized to people visiting Old Town is the top floor or roof of the Sheraton Inn. It provides a good vantage point from which to view the area, and no doubt the shopping center and the Inn would benefit from the traffic of people going up.

- (a) IDENTIFY THE BEST PLACE IN OLD TOWN TO CONSTRUCT A LOOKOUT TOWER. THE TOP OF THE TOWER SHOULD BE ACCESSIBLE BY SEMI-OPEN STAIRS TO ALLOW VIEWS AND VISTAS WHILE CLIMBING. HEIGHT OF TOWER SHOULD NOT EXCEED 50 FEET, PENDING THE LOCATION AND FURTHER STUDY. (62)
- (b) EXPLORE WAYS WITH SHERATON INN TO MAKE THEIR ROOF ACCESSIBLE TO THE PUBLIC.

F.--ARCHITECTURAL ELEMENTS

55.F.--UNIFORMITY OF BUILDINGS AND CONSTRUCTION

One of the most architecturally interesting ordinances of the Laws of the Indies is #134, which, translated by Crouch, Garr and Mungido, reads: "They shall try as far as possible to have the buildings all of one type for the sake of the beauty of the town."* Implicit in this ordinance is the traditional Spanish attitude of what is aesthetically pleasing and beautiful in the context of town design. Familiarity with medieval Spanish towns and villages and those which have persisted with that tradition to this day, suggests that this ordinance simply reinforced what was the aesthetic norm of people inhabiting those traditional environments. Of uniform height and bulk, the buildings were constructed of adobe or stone which was usually whitewashed or left in its natural color. Doorways and window frames were the usual places for applying color. Flat or pitched roofs were the norm,

and the latter were usually covered with one type of roofing material. Ordinance #132 suggests the use of adobe as the major material for construction. Albuquerque's original condition prior to 1846 was very much in line with these aesthetic norms. After the annexation of New Mexico to the United States and the arrival of the railroad in 1880, a number of building materials and architectural styles were introduced in Old Town. The sense of uniformity was thus changed, and the interest today is more in styles on a building by building basis, rather than in maintaining and/or achieving the overall uniformity of Old Town's environment.

DEVELOP DESIGN POLICIES AND STRATEGIES BASED ON CULTURAL AND HISTORIC FACTS TO ADDRESS THE ISSUES OF UNIFORMITY AND/OR DIVERSITY OF ARCHITECTURAL STYLES AND BUILDING MATERIALS. [134] and [132]

*In Spanish City Planning in North America (1982).

56.F.--TRADITIONAL COLORS

The predominant exterior wall coloring of Old Town prior to 1846 was the color of the adobe, deep clay brown. The doors and window jambs were usually painted with Turquoise Blue, an ancient tradition associated with the belief that this color will keep the evil eye off. This is what is generally known. However, research might provide better clues and open up other options of color which could be used today within the framework of tradition.

UNDERTAKE RESEARCH FOR ASCERTAINING TRADITIONAL BUILDING COLORS USED IN OLD TOWN PRE- AND POST-1846. -8-

57.F.--ORNAMENT

Ornamenting buildings was a common tradition in most cultures. The type and location of ornament depended on the specific tradition. In the case of Spanish Colonial architecture as it evolved in New Mexico, it seems that the main doorways were the common places for ex-

terior ornament. The more affluent the owner, the more elaborate was the design and ornamentation. Some ornamentation was also found on window coverings or grilles. Most of the ornamentation occurred in the interior of buildings. Styles imported from the east, post-1846, had their own approach to ornamentation.

UNDERTAKE RESEARCH OF ORNAMENTATION TYPES, PARTICULARLY AS APPLIED TO EXTERIOR SURFACES AND ELEMENTS OF BUILDINGS IN OLD TOWN PRE- AND POST-1846. (249)

58.F.--DESIGN OF SIGNS

Public and private signs in a setting such as Old Town have important visual implications for the environment. Although some success is apparent in the manner in which private signage is controlled, as evidenced by existing examples, it is worthwhile to review the signage code and its guidelines as part of an architectural style study, to generate more detailed and comprehensive guidelines dealing with this issue.

EVALUATE EXISTING SIGN DESIGN CONTROLS AND GUIDELINES AS PART OF AN ARCHITECTURAL STYLE STUDY. DEVELOP ADEQUATE GUIDELINES TO DEAL WITH PRIVATE AND PUBLIC SIGNAGE. -9-

59.F.--SITE REPAIR AND INFILL

The pattern/guideline #45.D., HOUSING MIX, suggests that a careful analysis be made of areas within Old Town where additional housing could be built. Inherent in that process is a more subtle investigation to determine which parts of various sites seem to be run down, unused or unsightly. Those locations would be potential sites for additional development of housing or other facilities or they might be places for extending adjacent existing buildings.

DISCOURAGE THE LOCATION OF BUILDINGS IN PLACES WHICH ARE BEAUTIFUL OR SERVING A USEFUL PURPOSE. CONSIDER THE SITE AND ITS BUILDINGS AS A SINGLE ECO-SYSTEM. BUILD NEW STRUCTURES IN THOSE PARTS OF A SITE WHICH ARE LEAST PLEASANT NOW. (104)

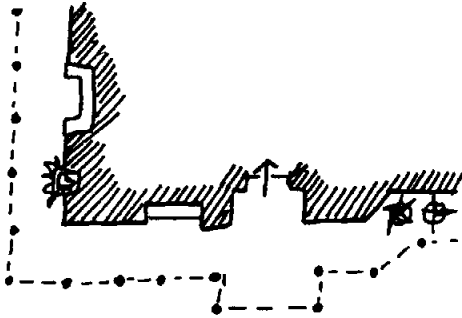
REPEAT 37.C.--SOUTH/NORTH FACING OUTDOORS

60.F.--CONNECTED BUILDINGS

In traditional Spanish colonial towns we find that building clusters are made up of buildings which are connected to each other on at least two sides and sometimes on three sides, made possible by the internal courtyard in most buildings. Structures without courtyards are still possible to connect up, as is the case in row houses. In Old Town--for example, in the block east of Church Street--we find that narrow gaps exist between buildings, which do not serve a useful purpose. Connecting up the buildings would be more advantageous. In other areas of Old Town, generally within the west/north/east arc around the church and north of Church Street, there are buildings with many gaps and spaces between them. If these are large enough, buildings can be connected by using arcades, outdoor rooms, courtyards, or extensions. Some of the ideas discussed in the patterns 3.A.--NOISE BARRIER ALONG RIO GRANDE BLVD., 45.D.--HOUSING MIX, and 59.F.--SITE REPAIR AND INFILL, can be utilized for this purpose.

AS A GENERAL POLICY, CONNECTIONS BETWEEN BUILDINGS SHOULD BE ENCOURAGED ANYWHERE IN OLD TOWN DURING THE PROCESS OF CHANGE AND GROWTH. IN ADDITION TO WALL TO WALL CONNECTIONS, VARIOUS OTHER TECHNIQUES SHOULD BE ENCOURAGED, SUCH AS BY A BUILDING EXTENSION, ARCADES, WALLS, LANDSCAPED EDGES, ETC. (108)

61.F.--BUILDING EDGES



The edges created by most contemporary buildings are unuseable by people and unfriendly, unlike those in traditional towns such as Old Town. There we find buildings surrounded by built-in benches, portals, flowers, corners to sit in, places to stop. Thus, such edges are alive, connected to the world around it and made into positive places where people can enjoy themselves. In Old Town there are numerous examples of such edges, and more should be encouraged to occur.

ANY BUILDING EDGES, EXISTING OR FUTURE, PARTICULARLY THOSE FACING PEOPLE'S ACTIVITIES OR THOSE ALONGSIDE PEDESTRIAN PATHS, SHOULD BE TREATED AS "PLACES" THAT HAVE DEPTH AND A COVERING, PLACES TO SIT AND LEAN, PLACES THAT ARE INVITING TO USE AND BE PART OF. (160)

62.F.--GARDEN WALLS

It is an age-old practice to enclose gardens--one which was very popular in Spanish Colonial settlements, no doubt a direct influence of Islamic traditions in Spain. Enclosures can be achieved in a variety of ways. They can be hard, as in the case of masonry walls and buildings, or soft, as in the case of thick bushes, trees, berms, etc. In Old Town there are a number of gardens or yards which would benefit from enclosure. Some of these spaces are part of commercial facilities and can be made open to the public and used for commercial or promotional purposes as an extension of interior spaces. Others belong to private homes or apartments and require enclosure to make them more private and attractive to use. The elements used for enclosure benefit the enclosed space as well as the exterior space, by contributing to form (29.C.--POSITIVE OUTDOOR SPACES), or as a junction between street and private terrace on the street (53.E.--PRIVATE TERRACES), and if it has openings it can connect into larger and more distant spaces or views, such as the Sandia Mountains. Garden enclosures can also function as acoustical barriers.

ENCOURAGE THE USE OF ENCLOSING GARDENS OR YARDS OR PARKING LOTS BY A VARIETY OF ELEMENTS, USING HARD ENCLOSURES FOR SMALL GARDENS, AND SOFT ENCLOSURES FOR LARGER SPACES. ENSURE THAT THE ELEMENTS OF ENCLOSURE CONTRIBUTE EQUALLY TO INTERNAL AND EXTERNAL SPACES. (173)

REPEAT 53.E.--PRIVATE TERRACES

63.F.--FRONT DOOR BENCH

The tradition of having a front door bench on the threshold of the public/private domain is popular in Spanish Colonial architecture. Sometimes this bench is part of the entrance lobby or room (Zaguan), which was the common practice in traditional Islamic societies. In Old Town there are a number of these examples. More should be encouraged to occur, particularly alongside pedestrian paths or in locations facing activity.

ENCOURAGE THE USE OF FRONT DOOR BENCHES, PARTICULARLY IN PLACES WHERE THERE IS PEDESTRIAN ACTIVITY OR OPPOSITE PLACES OF ACTIVITY OR SCENIC INTEREST. (242)

64.F.--FILTERED LIGHT

Filtered light creates a pleasant micro-environment, and the effect can be achieved in a variety of methods: climbing plants, trellised coverings, canvas roofs, and small window panes. The micro-environment created by many arcaded areas in Old Town can be diversified by using semi-open ceilings in areas covered by portals, and covering those sections with climbing plants, translucent plastic covering in many colors, or leaving them open with the structure showing. Other locations in Old Town would also benefit from filtered light.

IDENTIFY LOCATIONS IN OLD TOWN WHICH WOULD BE ENHANCED BY FILTERED LIGHT. DEVELOP AN OPTIMUM DESIGN SOLUTION FOR EACH LOCATION. (238)

G.--LANDSCAPING

65.G.--POOLS AND STREAMS

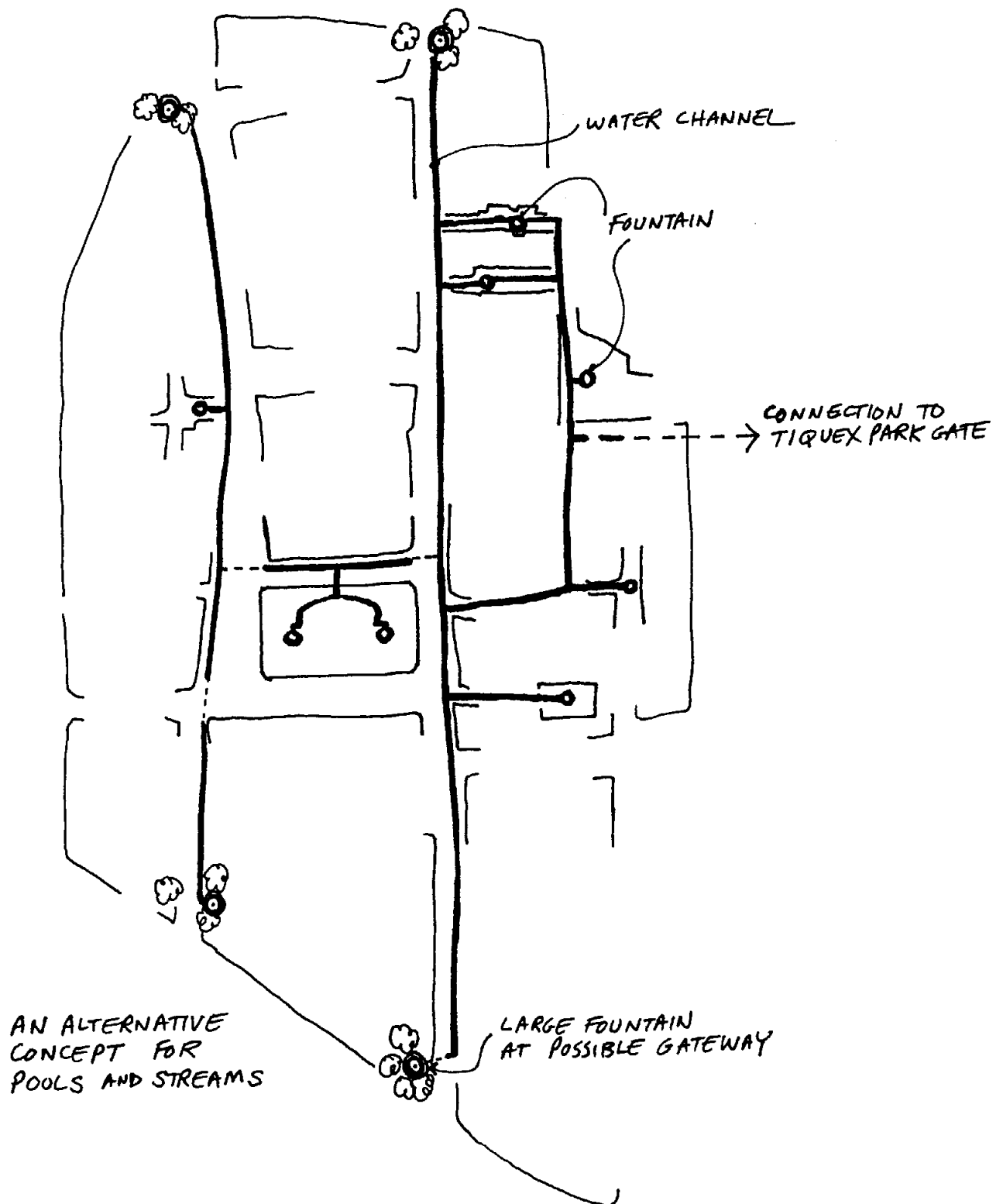
Water in the city is one of the most delightful amenities for people, particularly in arid and semi-arid regions, such as the location of Albuquerque. The big fountain in Albuquerque's downtown plaza is heavily used in the summer by children, teenagers and adults; it is a source of great attraction. Many examples can be cited from other U.S. cities and elsewhere of the successes of water in cities. In addition, traditional Spanish towns in Spain and the New World used water delicately to achieve much amenity at the micro-scale. The Alhambra palace in southern Spain is a prime example of the creative use of water. Its designers were inspired by the descriptions of paradise in the Qur'an, and tried to create aspects of it on earth. The introduction of water in Old Town as an amenity will greatly enhance its environment. It should be done creatively and with much sensitivity to become truly successful. The flow of water can enhance pedestrian paths, and the strategic location of some fountains will supplement place-making and goals along paths.

DESIGN A SYSTEM OF STREAMS, POOLS AND FOUNTAINS FOR OLD TOWN AND INTEGRATE IT WITH PEDESTRIAN PATHS, SQUARES AND PLACES. USE RAINWATER TO SUPPLEMENT THE SYSTEM, AND RECYCLE THE WATER FOR CONSERVATION. (64)

REPEAT 39.C.--CANVAS ROOFS

66.G.--TRELLISES

Walking under trellises is always a delightful experience and very satisfying. They can be covered with flowers such as jasmine creepers and other aroma-emitting plants. They are easily constructed and very economical. They help shape paths, create and/or enclose



PATTERN 65.G

positive outdoor space. In Old Town they can be used as part of the portal system to emphasize certain locations or to connect up isolated areas with each other. They can be used to delineate and break up parking lots and direct pedestrian traffic. They can be visually differentiated by their design and/or by the plant material which covers them.

ENCOURAGE THE USE OF TRELLISES IN OLD TOWN AND IDENTIFY POTENTIAL LOCATIONS FOR THEIR USE, PARTICULARLY AS BENEFICIAL TO THE PUBLIC. (174)

REPEAT 62.F.--GARDEN WALLS

67.G.--SITTING WALLS

In certain locations, walls dividing public and private space can be built low enough to be used as seats or benches. They can be part of a longer wall which is higher in other places. The ideal locations for utilizing walls for sitting on should be adjacent to pedestrian paths, facing the sun or a view or a place with much activity.

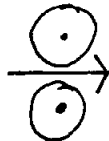
IDENTIFY OPTIMUM LOCATIONS FOR SITTING WALLS IN OLD TOWN. THEY SHOULD BE 16 INCHES HIGH AND WIDE ENOUGH TO SIT ON, AT LEAST 12 INCHES. (243)

68.G.--TREE PLACES

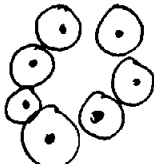
Some research findings indicate that trees, along with houses and other people, constitute one of the three most basic parts of the human environment. Trees will never provide a sense of beauty and peace if they are located without regard for the places they create. The trees that people love create special social places: places to be in and pass through, places you can dream about. Trees have the potential to create various kinds of social places: an umbrella--where a single low-sprawling tree like an oak defines an outdoor room; a pair--where two trees form a gateway; a grove--where several trees cluster together; a square--where they enclose an open space; and an avenue--where a double row of trees, their crowns touching, lines a path or



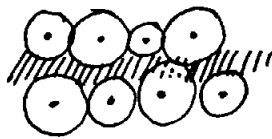
UMBRELLA



GATEWAY



GROVE



AVENUE

street. It is only when a tree's potential to form places is realized that the real presence and meaning of the tree is felt.

PLANT TREES IN OLD TOWN TO UTILIZE THEIR FULL POTENTIAL TO FORM ENCLOSURES, AVENUES, SQUARES, GROVES AND SINGLE SPREADING TREES TOWARD THE MIDDLE OF OPEN SPACES. USE THE POTENTIALS OF TREES AND BUILDINGS TOGETHER TO FORM PLACES WHICH PEOPLE CAN USE. USE THEM TO ENHANCE AND/OR DEFINE GATEWAYS. (171)

Not for adoption 69.G.--FRUIT TREES

Traditionally in the Spanish Colonial period fruit trees were planted and harvested in towns and villages. The planting of fruit trees in Old Town in the form of small orchards accessible to the public would enhance the quality of life. For instance, an orchard can be developed in Tiquex Park, which can be harvested and cared for commonly. The Old Town Merchant's Association could coordinate this responsibility. Other locations for small orchards could be identified. Fruit trees popular during the Spanish Colonial period were: cherry, pear, apple, apricot, quince, pomegranate, peach, grape (red and white) and plum (domestic and wild).

ENCOURAGE THE CREATION OF SMALL ORCHARDS OF FRUIT TREES IN OLD TOWN, IN GARDENS AND ON COMMON LAND ALONG PATHS AND STREETS AND IN TIQUEX PARK, PROVIDED THAT ESTABLISHED GROUPS CAN CARE FOR THE TREES AND HARVEST THE FRUIT. (170)

70.G.--RAISED FLOWERS

The introduction of flowers at strategic locations where people pass and can smell and touch them will enhance the quality of Old Town's environment. However, the manner and place they are to be located need to satisfy the following criteria: (1) exposure to the sun, (2) a position where people can see them, either from inside a building or along common paths, (3) a position where people can smell and touch them, and (4) protection from

stray animals. Favorite positions are outside windows, along traveled paths, near entrances and round doorways, by outdoor seats. Flowers which were popular during the Spanish Colonial period were: rose of castile, marigolds, irises, lilies, etc.

SOFTEN THE EDGES OF BUILDINGS, PATHS, AND OUTDOOR AREAS WITH FLOWERS.
RAISE FLOWER BEDS BY 1-3 FEET SO THAT PEOPLE CAN TOUCH, SMELL, AND SIT BY THEM. (245)

71.G.--CLIMBING PLANTS

Climbing plants cover trellises, walls of buildings, provide shade, filtered light, and aroma (e.g., jasmine). They help soften building edges and walls and make them look fully integrated in the environment. They reduce glare and improve the quality of light and provide, with trellises, an excellent transition between inside and outside. In a number of locations in Old Town where walls and some parts of buildings are unattended to, they could soften their blighting visual impact.

ENCOURAGE THE USE OF CLIMBING PLANTS, PARTICULARLY ON WALLS AND SURFACES WHICH CAPTURE ADEQUATE SUNLIGHT. USE THEM TO COVER BLIGHTED SURFACES OR JUNCTIONS, AS A SHIELD AGAINST SOLAR RADIATION, AS A LIGHT FILTERING DEVICE AND AS A SOURCE FOR PLEASANT AROMAS. (246)

REPEAT 17.B.--PAVING ALTERNATIVES

72.G.--WIRING UNDERGROUND

A predominant feature in Old Town, as elsewhere in the city, is the unsightly wiring and supporting poles. Most of this wiring belongs to public utilities, and some to private owners. Relocating existing and future wiring underground would greatly improve the visual appearance of Old Town's environment. Relocation can be implemented by phases in response to availability of resources and other constraints.

ADOPT A POLICY FOR RELOCATING EXIST-
ING PUBLIC AND PRIVATE WIRING WHICH
CONTRIBUTES TO VISUAL UNSIGHTLINESS
IN OLD TOWN. SUCH A POLICY WILL ALSO
REQUIRE ALL FUTURE WIRING TO BE
PLACED UNDERGROUND OR OUT OF SIGHT
IN OTHER APPROPRIATE LOCATIONS. -10-

* * *

APPENDICES

- Overview of Old Town history as pertinent to study.
- Partial text of city planning ordinances of The Laws of the Indies.
- Text of the Landmarks and Urban Conservation Commission Ordinance No. 22-1978.
- Procedure for all requests for designation of City Landmarks and issuance of Certificates of Appropriateness.
- Old Town Historic Zone Guidelines by LUCC.
- Section 33: H-1 Historic Old Town Zone from the City's Comprehensive City Zoning Code.

Note: Only the first appendix is attached. The second appendix is not reproduced due to copyright reasons. The four other appendices might be out of date. Current information can be obtained from the City of Albuquerque.

Historic Old Town:

Albuquerque, NM

Task 1 - Findings

Besim Hakim - Consultant

MATERIAL REVIEWED: In addition to reviewing the material listed in the bibliography provided by your office, I have reviewed other sources, and have listed those separately.

NATURE OF THE DATA: On the whole the material in English on Spanish colonial urbanism is adequate for the purpose of this study, although much more material must be generated and/or translated from the Spanish by historians and other specialists to provide a better understanding of this topic.

As expected, the material on Albuquerque is on the whole descriptive in nature, although it is possible to extract information which is valuable for the study. It is unfortunate that no map exists of Old Town pre-1846 or even pre-1880. I have, however, located photographs of a model built by architecture students at UNM in the early 1950s representing Old Town in the period 1860-1880. It was undertaken under the direction of Bainbridge Bunting.

INTERPRETATION: It is clear from all the evidence that the approach and subsequently the details of urbanism in the Americas by the Spanish conquerors were in response to instructions from the King of Spain. This was certainly the case as early as 1513 when Pedrarias Davila received his instructions. An interesting statement by the king to Davila is: ". . . for towns being newly founded may be established according to plan without difficulty. If not started with form, they will never attain it."

The issuance of the laws formally by Philip II (in 1573) 60 years later pulled and articulated the experience into a clear package of ordinances.

The analysis and interpretation of these ordinances, I believe, constitute the basis for understanding the intent and characteristic of Spanish settlements and towns. It is most relevant for officially established towns (villas), even if such towns did or could not fully follow the details of the ordinances. Luckily the full set of ordinances relevant to town planning were recently re-translated by Crouch et al. (1982), as Mrs. Zelia Nuttall's translations of 1921 and 1922 were incomplete and included a number of errors.

All the laws related to the Americas were revised, edited and first published under the title Recopilacion de Leyes de los Reynos de las Indias in 4 volumes containing 9 books and over 3000 laws in Madrid in 1681. The next edition of the Recopilacion (abbreviated name) was published in 1791.

On April 23, 1706, Don Francisco Cuerdo y Valdez, Governor of the then province of New Mexico, certified in a letter to the King of Spain and his Viceroy in Mexico City to the fact that he established the Villa of Albuquerque according to the prescriptions in the Recopilacion. Despite what actually happened on the ground, it is very clear that the intent was to establish the Villa according to the laws. As an example, ordinance #113 specifies the size of the plaza as being not less than 200' x 300', nor larger than 532' x 800', whereas ordinance #112 specifies that "the plaza should be square or rectangular, in which case it should have at least 1½ its width for length, inasmuch as this shape is best for fiestas in which horses are used and for any other fiestas that should be held." Albuquerque's plaza according to the 1891 map is 210' x 315', having a proportion of 1:1½. Current dimensions of the plaza are close to these numbers. Other examples from Albuquerque can be cited to show the relationship to the laws. This will be done as part of subsequent tasks to reinforce certain "patterns" and guidelines which will be recommended.

The following examples of information and facts are cited here as they might also prove useful in subsequent tasks:

- . It would be useful to pinpoint the location of the original house on and around which Albuquerque was established and grew. This is the house of Francisco de Trujillo, who died in the 1670s, leaving the home to his wife. Later the place was known as the Hacienda de Doña Luisa de Trujillo. (Some historians say she was his daughter.) The house lay near the southern end of the cottonwood forest, which also would be useful to locate on a map. Another location of interest is the Hacienda de Mejia (which existed in 1692), and which was used as a stopping place on the Camino Real.
- . The exact alignment of the Camino Real relative to Old Town. This would confirm and/or modify concepts and locations of "entrances" to the historic district.
- . The names of the first twelve families which settled Albuquerque might be useful for renaming places, streets, etc. They are: Jaramillo, Barela (2 families), Candelaria (2 families), Lucero, Romero, Sedillo, Gutierrez, del Castillo (2 families), and Trujillo.
- . The study of design patterns and colors of early textiles produced by Albuquerqueans in the mid-1700s might provide inspiration or ideas for design and colors useful for this study.
- . The architectural tradition and its details prior to annexation of New Mexico in 1848 is important to understand and analyze, as it constitutes the original New Mexican Spanish-Pueblo building tradition. This tradition has linkages and therefore many similarities to those in North African countries, such as Tunisia and Morocco, with which the consultant is very familiar. This building tradition can be broken down into identifiable elements, which might be useful in guiding future changes in the Old Town district.
- . In the mid-1800s, adobe fences had their tops planted with cactus, and there was a network of irrigation channels. This is what the first Americans saw in 1846.

- From the Town Ordinance of Albuquerque, of 1863, it would be useful to locate the Acequia Madre in its 19th-century location relative to Old Town. The location of the cemetery, and the "public place" behind the corral of Louis Bieler and in front of the house of Morris Miller, the official location where the selling of meat, vegetables, fruits, etc., was allowed.

ISSUES TO BE ADDRESSED IN DEVELOPING THE STUDY:

1--What should be the cultural foundation and inspiration for Old Town? From 1706 to 1846, a period of 140 years, Old Town, Albuquerque, and the province of New Mexico were Spanish with no influences from Americans or other European cultures. In 1846 Albuquerque was captured and two years later, in 1848, the area was annexed to the U.S. Changes began to occur, particularly after the arrival of the railroad in 1880. Luckily New Town, Albuquerque, was built 1½ miles east of Old Town. According to Bunting, between 1848 and 1912, the date New Mexico became a state, much more change occurred in the area than in the previous 2½ centuries.

New Mexico is a state which boasts of its tri-cultural base. Yet the Anglo component of this cultural base has been most influential since New Mexico was annexed to the U.S. This influence has been most dramatic on the pattern of urbanization and development. It is therefore to the advantage of the state and to the Albuquerque area in particular, to encourage and enhance the built environment of the other cultural groups in the area, particularly the Indian and Spanish.

Given the above, and the historical evidence at hand, plus plain common sense, we believe that Old Town, Albuquerque, should be inspired to a great extent by its Spanish heritage and traditions, and that the urban design principles and guidelines to be developed should be strongly influenced by that cultural base. This notion stems from an assumed policy, that within the area of metropolitan Albuquerque which is now predominantly Anglo in influence and character, those places of Hispanic and Indian origin and character should be maintained and strengthened. Old Town is the heart and symbol of the Spanish heritage in the middle Rio Grande valley.

2--Having established the Spanish or Hispanic culture as an important source for guiding action, the next issue or question to be addressed is, How can that be accomplished? The following approach is proposed:

(a) At the macro level of Old Town district and the areas immediately adjacent to it: the spirit and some of the stipulations of the Laws of the Indies be used as the guidelines for maintaining the character and overall planning/urban design framework for the area. The decision-making function for issues affecting this scale should tilt and favor the public sector, provided the guidelines of this study, when completed, are followed. The macro scale deals with issues of a longer time-frame.

Some examples: the size and design of the plaza, the uses and architectural treatment of buildings around the plaza, the alignment and circulation pattern of major streets within the district, overall land use distribution within and adjacent to the district. The overall type and character of buildings and particularly the relationship between buildings. The spiritual importance of the church for the whole Old Town area, possible means of maintaining the visual dominance of the church towers from at least most locations within the district.

(b) At the micro-scale, change and pressures for change are inevitable, and the consequences of change relate to time-frames of much shorter duration relative to the longer time-frame associated with decisions related to the macro frame. The micro-scale relates to property owners and their aspirations. The guidelines for this scale must be responsive to this reality and should not inhibit change but guide it for compatibility with the overall goals of the macro framework.

The ultimate success of this approach is to ensure the nature of decisions and actions taken at both levels are compatible with each other, an equilibrium is maintained across time, and that neither mechanism overpowers the other.

3--Uses: The question of types of uses and where they should be encouraged to locate should be addressed. Although traditional Old Town before the mid-1800s was essentially a residential community with supporting uses, the current situation is a predominance of commercial uses. Should more residential uses be encouraged? If so, how much and where? Should certain uses be prohibited from the area? Should the proximity of certain uses to the church be controlled (i.e., should certain uses which are offensive to the church not be allowed within a certain distance or visual proximity)?

4--Circulation: The size of Old Town is ideal for pedestrian use, i.e., the length and width are within acceptable ranges for walking. The maximum length in a north/south direction is 1200', just under $\frac{1}{2}$ mile--a distance which can be walked in 6 minutes. If a person parks at the southern entrance and wants to traverse the whole area and back, the maximum walk would be approximately half a mile, or about a 12-minute walk. Most other walks and destinations would be far less. It is an ideal scale for leisurely walks. Accordingly the issue of whether or not to allow normal vehicular access must be addressed. Service access is excepted and allowed during certain hours.

If the area is opened up for the pedestrian, the issue of surface treatment, landscaping and other such details would have to be addressed. Parking areas, their design and visual treatment, entry ways, or gateways from all sides would also have to be addressed, establishing through design, a sense of hierarchy and symbolism.

5--Boundaries: Some adjustments might be necessary to the current H-1 and buffer boundaries. This will be ascertained in subsequent tasks, and

will be delineated in response to some of the issues raised in items 1 and 2 above.

These issues will be clarified in discussions with staff, and other issues will emerge while undertaking subsequent tasks.

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