

**BALTIMORE CITY DEPARTMENT OF PLANNING**  
**URBAN DESIGN AND ARCHITECTURE REVIEW PANEL**  
**MEETING MINUTES**

**Date:** February 21, 2013

**Meeting No.:** 162

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**Project:** Baltimore Casino

**Phase:** Final

**Location:** Downtown Baltimore

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**PRESENTATION:**

Chuck Jones, architect with the Friedmutter Group, representing the developer CBAC Gaming LLC and the architects Friedmutter Group, Brown Craig Turner, and KA, Inc. presented to revised scheme for Final Approval. Explaining that the current design represents the more contemporary sophisticated upscale look of the current casino operator, Horseshoe, rather than the earlier schemes prepared for Harrah's brand. This has resulted in a remarkable change to the main building and garage designs. The new building design includes concrete to appear as stone and glass, while the new garage is to be constructed of concrete.

Zola Russell and Joan Floura of Floura Teeter presented the landscape scheme. All trees will be of a 3" caliper so that the appearance is one of more maturity than possible with smaller caliper trees.

Mike Barber of The Lighting Practice presented the approach to lighting that is based on a layering effect. There are new lights proposed to replace the traditional 'cobra-heads' which will need to be vetted through DOT. New pedestrian street lighting will be used to help create an 'Entertainment District.' All street lamps will be designed to accept banners.

Kim Trueheart, a community member, addressed the potential for the project and its adjacent neighborhood to benefit from the environmental trust being set up to mitigate for environmental concerns.

**RECOMMENDATIONS OF THE PANEL:**

The Panel was very pleased with the new revised design. The Panel commented as follows:

1. It is clear that the continued work sessions with the Planning Department resulted in a great improvement to the design.
2. The new project has taken on a new and appropriate stature in keeping with the nearby stadiums and other public and public-oriented buildings/structures.
3. The selection of a light, golden-colored natural looking stone, rather than a beige colored stone that would appear as a cast stone is good.
4. Continue investigating the use of 'ribbons' of textured stone through the building as previously discussed.

5. Study the intersections of the eyebrow form and the walls/parapets to avoid uncomfortable collisions.
6. The garage's redesign to give it the character of a building rather than a utilitarian structure is a very good solution to a difficult problem. The corners of the garage need to be strengthened by having the element turn the corner to avoid the appearance of false parapets.
7. The landscape scheme is as substantial as possible, making for a strong setting.
8. The introduction of the word "casino" with Horseshoe would help with identifying the building to visitors and tourists.

**PANEL ACTION:**

Recommend Final Approval with Comments

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**Attending:**

Chuck Jones, Friedmutter Architects  
Craig Wasserman – KA, Inc.  
Zolna Russell, Joan Floura, Alex Smith, Zach Baier – Floura Teeter Landscape Architects  
Stephen Hoppe, Mike Barber – The Lighting Practice  
Ellsworth Grimsley – Rock Gamming  
Chad Barnhill – Horseshoe  
Lee Montfort – Caesars  
Bob Rosenfelt – CMR  
Chris Korman – Baltimore Sun  
Christin Gertz – R&L  
Bill Reuter – LDC  
Mackenzie Garvin – Mayor's Office  
Ruth Sherrill – Westport Improvement Association  
W. Waller-bake – Leadenhall Baptist  
Melody Simmons – The Daily Record  
Klaus Philipsen – ArchPlan  
Dave Curley – SHC  
Liana Dalton – UniteHere  
Gary Haber – BBJ  
Mike McGuire – Another BDC is Possible  
Kim Trueheart – Citizen  
Linda Tome – Project Toour

Kim Clark, Leon Pinkett - BDC

Mr. Bowden; Ms Eig present but did not provide comments – Panel

Tom Stosur, Anthony Cataldo, Christina Gaymon, Brent Flickinger, Eric Tiso, Ken Hranicky, Martin French, Amy Gilder-Busatti – Department of Planning