

Mayor's Urban Design Awards General Judging Principles

- Individual architectural projects should be seamlessly linked to their surroundings. This issue transcends style.
- That urban architecture and landscape design is the physical definition of streets and public spaces as places of shared use.
- The revitalization of urban places depends on safety and security. The design of streets and buildings should reinforce safe environments, but not at the expense of accessibility and openness.
- In the contemporary metropolis, development must adequately accommodate automobiles. It should do so in ways that respect the pedestrian and the form of public space.
- Streets and squares should be safe, comfortable, and interesting to the pedestrian. Properly configured, they encourage walking and enable neighbors to know each other and protect their communities.
- Civic buildings and public gathering places require important sites to reinforce community identity and the culture of democracy. They deserve distinctive form, because their role is different from that of other buildings and places that constitute the fabric of the city.
- Architecture and landscape design should grow from local climate, topography, history and building practice.
- All buildings should provide their inhabitants with a clear sense of location, weather and time. Natural methods of heating and cooling can be more resource-efficient than mechanical systems.
- Historic buildings and landscapes should be preserved and reused as living representatives of Las Vegas' unique history and identity. Historic resources contribute to Heritage Tourism, increase community ownership and are a more sustainable form of urban development.
- Public Art should enhance the urban landscape, attract attention and economic benefit, connect artists with communities and enhance public appreciation of art. Great public art adds beauty to our shared environment, commemorates, memorializes, and celebrates.

Judging Criteria

- Adaptive reuse of space or materials
- Innovative paint application
- Planting the seeds of good design
- Design as branding, heritage, ethnicity
- Creative use of common materials
- Imaginative lighting, sign design
- Creative application of a theme
- Homegrown design
- Sustainable design
- Relationship of buildings to the street