

# LIFESTYLE BOUTIQUE HOTEL

EA 17-15506 - 539 SW 10TH STREET

CITY OF PORTLAND

DESIGN REVIEW - CONCEPT / LAND USE REVIEW

08.17.2017

Portland, Oregon

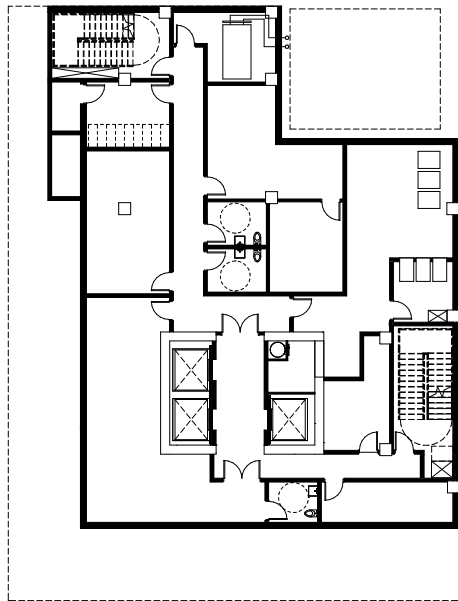
Owner/Developer: Graves Hospitality

Design: DLR Group

Project Valuation: \$30.5 Million

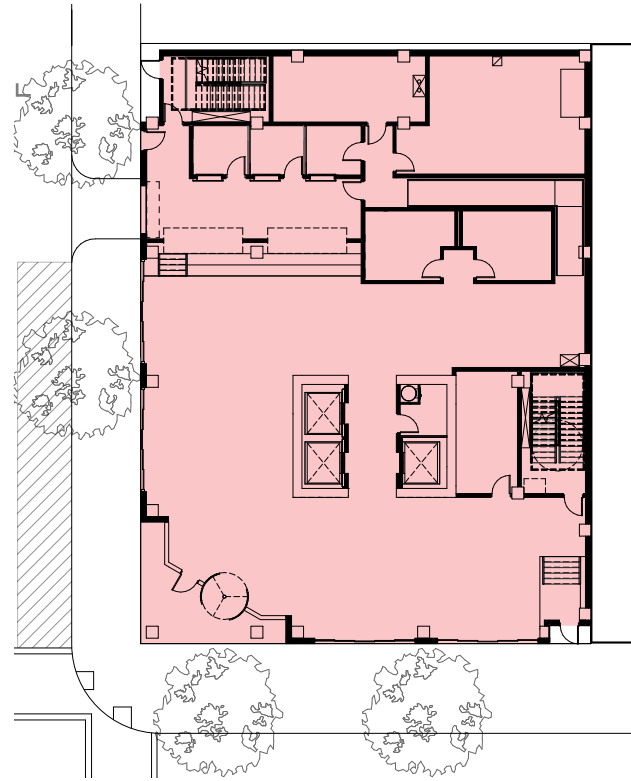
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# FLOOR AREA CALCULATION



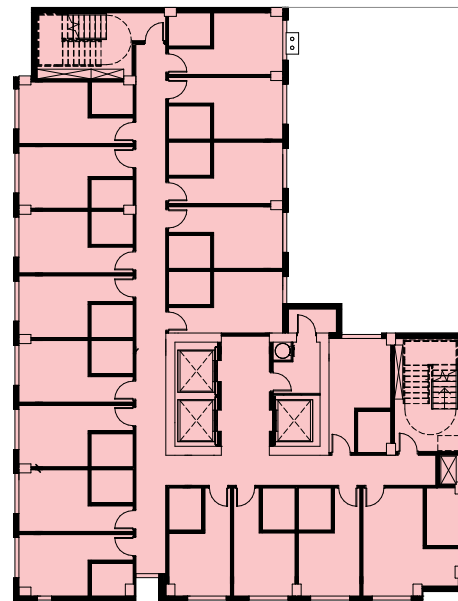
**BASEMENT**

ACTUAL : 5,002 SF  
 COUNTED TOWARD FAR : 0 SF



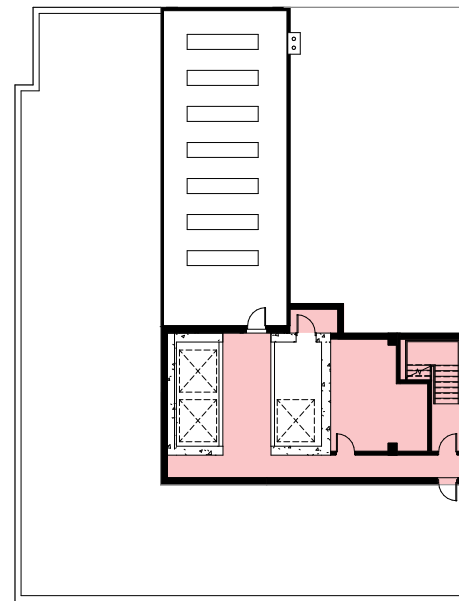
**GROUND FLOOR**

ACTUAL : 7,360 SF  
 COUNTED TOWARD FAR : 3,740 SF



**TYPICAL FLOOR**

ACTUAL : 5,784 SF  
 COUNTED TOWARD FAR : 5,784 SF



**MECH. PENTHOUSE**

ACTUAL : 869 SF  
 COUNTED TOWARD FAR : 869 SF

**ASSUMPTIONS:**

Floor area is defined as per 33.910 the total floor area of the portion of a building that is above ground. Floor area is measured from the exterior faces of a building or structure. Floor area includes the area devoted to structured parking that is above ground level. Floor area does not include the following:

- Areas where the elevation of the floor is 4 feet or more below the lowest elevation of an adjacent right-of way;
- Roof area, including roof top parking;
- Roof top mechanical equipment; and;
- Roofed porches, exterior balconies, or other similar areas, unless they are enclosed by walls that are more than 42 inches in height, for 50 percent or more of their perimeter.

*Bonus Target Area - Retail Use, 33.510.210.C.4, Map 510-4. In the retail use bonus target area, shown on Map 510-4, projects providing retail uses receive bonus floor area. To qualify for this bonus option, floor area equal to at least 1/2 of the site area must be committed to retail space. For each square foot of retail space over this amount, one additional square foot of floor area is earned. [...] (Hotel is classified as a retail use. For a 7,500 site, retail space over 3,740 SF would earn this bonus. Since the proposal shows a 7,360 SF ground floor that is accessory to the hotel, therefore considered retail use, 3,620 SF of additional bonus floor area is earned.)*

**FLOOR AREA CALCULATIONS**

Level	SF Towards FAR	Level	SF Towards FAR
BF	0	L8	5,784
L1	3,740	L9	5,784
L2	5,784	L10	5,784
L3	5,784	L11	5,784
L4	5,784	MP	869
L5	5,784	ROOF	0
L6	5,784		
L7	5,784		

**TOTAL**

**FAR = 62,449 / 7,500 = 8.3**

# ZONING SUMMARY

	REQUIREMENTS	PROJECT CONDITIONS
ZONING DISTRICT	Base Zone CX-d Central Commercial - Design Overlay	
PLAN DISTRICT	Plan District CC - Central City Plan - West End Suburbea	
LOT AREA		7,500 square feet
MAXIMUM FLOOR AREA RATIO	9.0 allowed (Central City Plan District)	8.3 actual
TOTAL BUILDING AREA	67,500 sf maximum (base FAR)	70,836 total SF, 62,449 SF towards FAR
BUILDING HEIGHT - NUMBER OF FLOORS	460' maximum height	136'-0"
REQUIRED YARDS (SETBACKS)		
OFF STREET PARKING REQUIREMENTS	Minimum setback = 0', Maximum set back = 10' - building extends to street lot at least 75% of lot line No minimum (DT2 parking sector)	0' set back
OFF STREET LOADING REQUIREMENTS	(2) loading spaces 10' wide by 35' long by 13' clear height	None provided
LANDSCAPING	No minimum landscaping area	(1) loading space provided 10' wide by 35' long by 16' clear height
GLAZING	Minimum 50% must be active uses at ground floor 15% minimum glazing above ground floor on street facing facades	Street trees to remain, flow thru stormwater planters provided on roofs Ground floor Glazing = 53.1% Above ground floor glazing: East façade = 29.2% , South façade = 35.7%
MECHANICAL SCREENING	required	Mechanical units are screened at roof
BIKE PARKING	Short term 2 or 1 per 20 rentable rooms; Long term 2 or 1 per 20 rentable rooms	9 long term parking spots provided at basement, 9 short term parking spots (2 exterior bike racks at public right of way by contributing to the bicycle parking fund)
MINIMUM REQUIRED AND MAXIMUM ALLOWED PARKING SPACES	minimum - None maximum - 1.5 per rentable room	None provided

# BUILDING AREA TABULATION

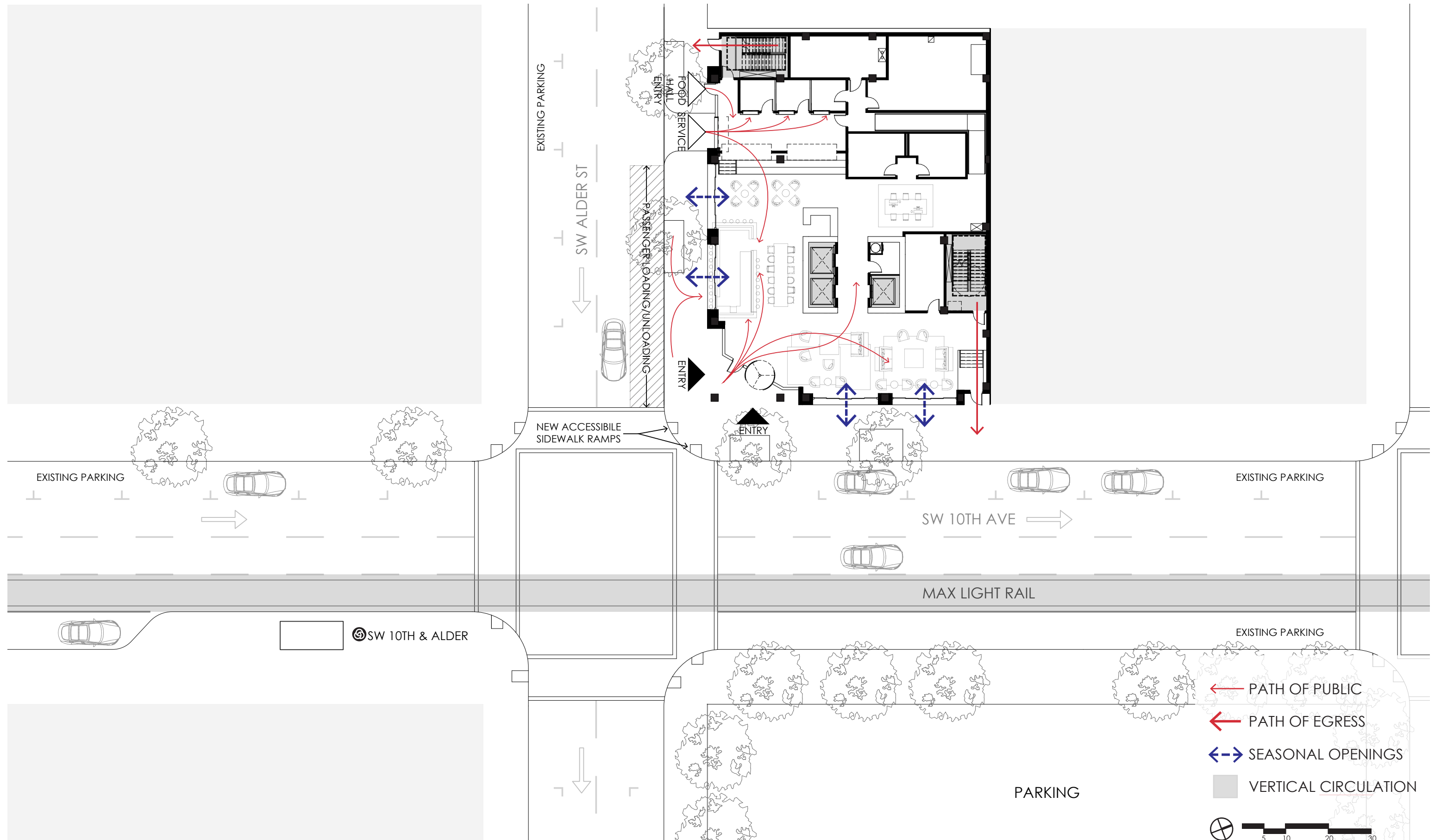
## PROJECT GROSS SQUARE FOOT BREAKDOWN

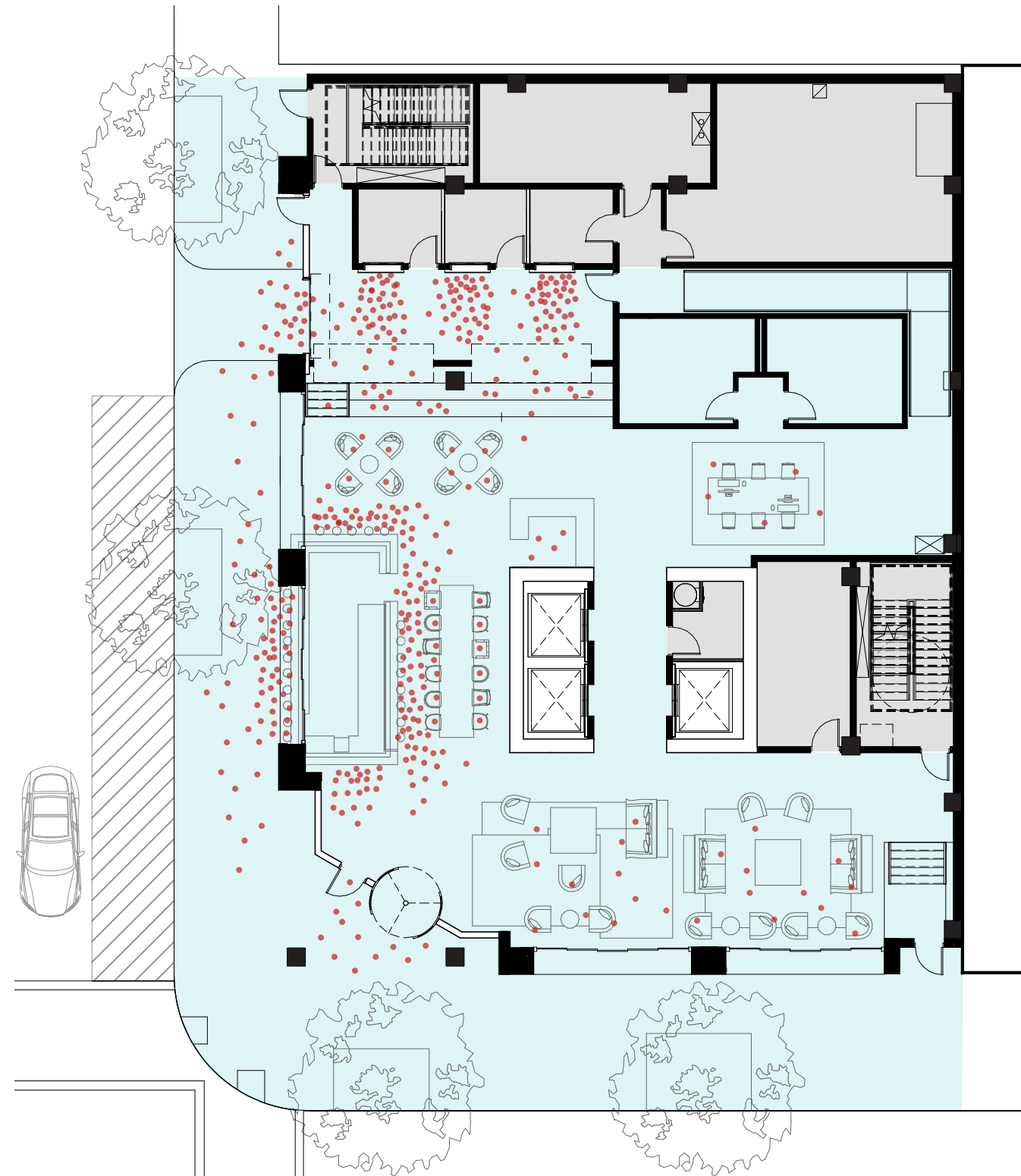
	GSF/SPACE	TOTAL GSF
<b>BASEMENT</b>		<b>5,002</b>
Mechanical	329	
Fitness	626	
Bike Storage	150	
Administrative	317	
Staff - Break room	184	
Staff WC	184	
Laundry	520	
Generator	161	
Storage	147	
<b>FIRST FLOOR</b>		<b>7,125</b>
Bar	1206	
Loading Berth	774	
Trash	751	
Kitchen	279	
Library	555	
WC	320	
Lounge	726	
Fire Control Room	209	
<b>TYPICAL GUEST ROOM FLOOR (10 floors)</b>		<b>5,784</b>
King Guest room (Qty 14 + 13 @ L11)	195 each	
Queen Guest room (Qty 3)	184.5 each	
Accessible Guest room (Qty 1)	288 each	
<b>MECHANICAL PENTHOUSE</b>		<b>869</b>
Stair		
Elevator Overrun		
Mechanical room		
		<b>70,836 TOTAL GSF</b>

### KEY BREAKDOWN

KING GUEST ROOMS	139
QUEEN GUEST ROOMS	30
ACCESSIBLE GUEST ROOMS	10
HOSPITALITY SUITE	1
<b>TOTAL ROOM KEY COUNT</b>	<b>179</b>

# CIRCULATION

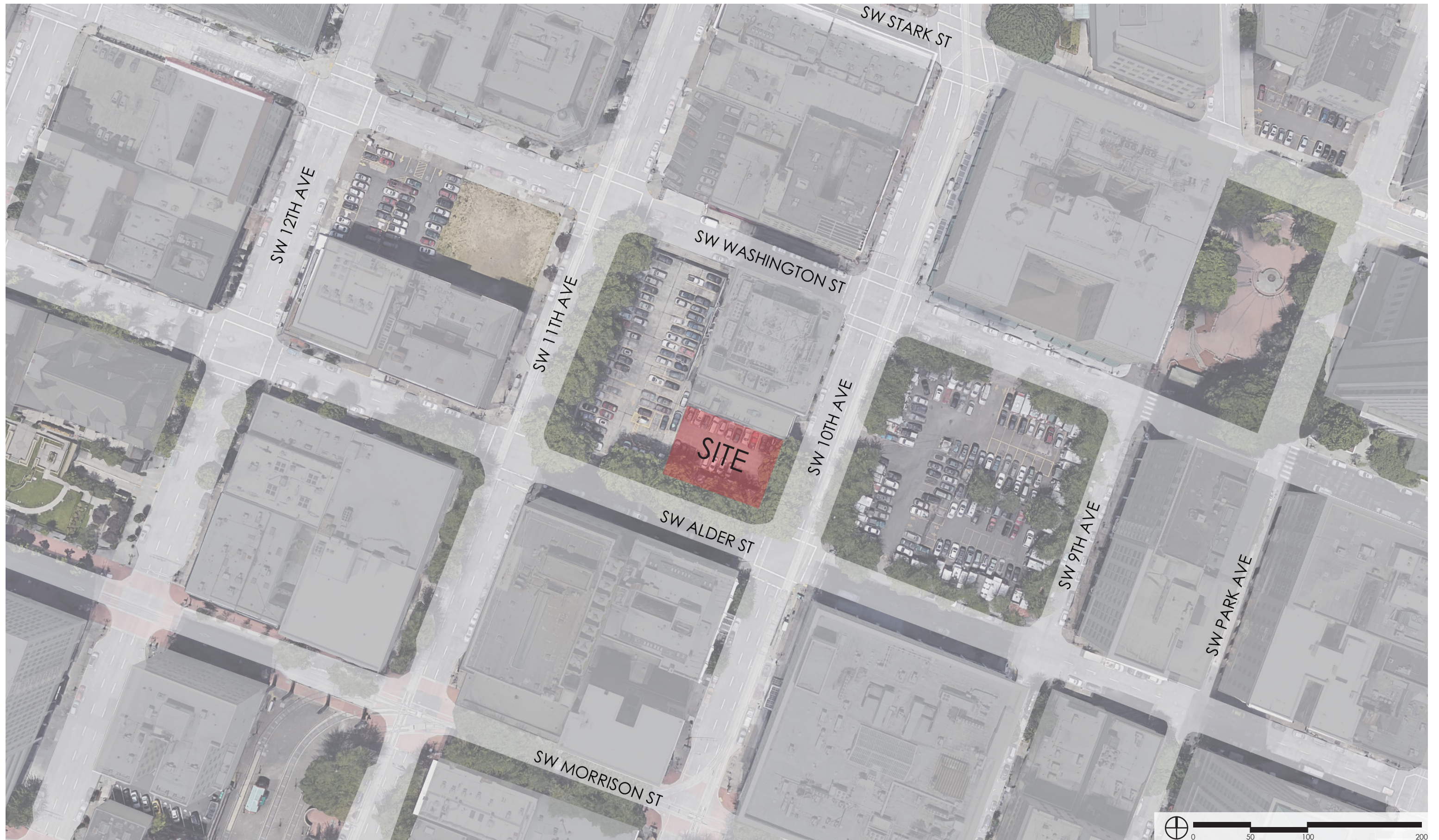




GROUND FLOOR

NON-PUBLIC  
PUBLIC







# SURROUNDING BLOCK ENTRIES





Sentinel Hotel / Jake's Grill



Santos Gallery

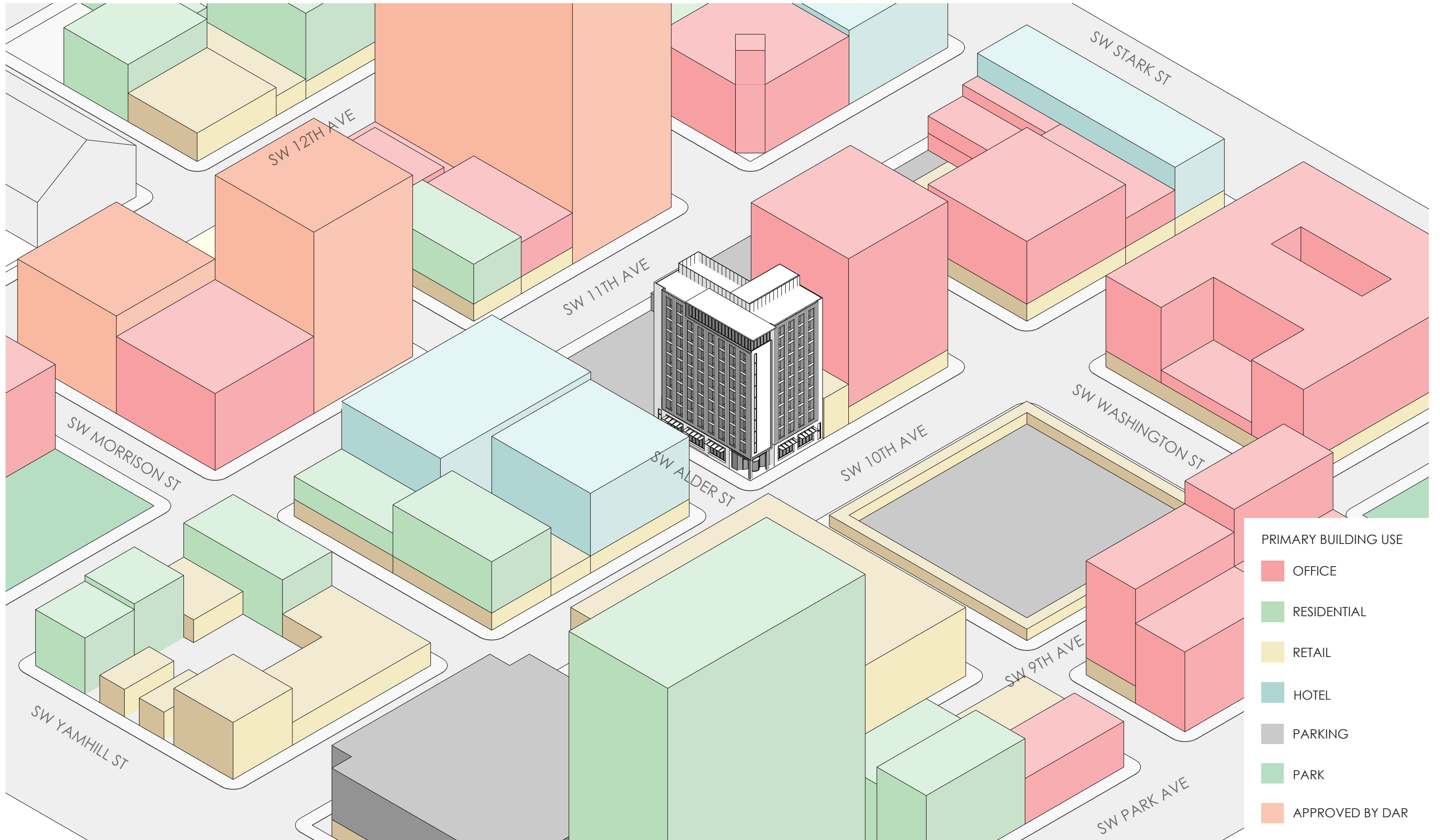


Galleria / City Target

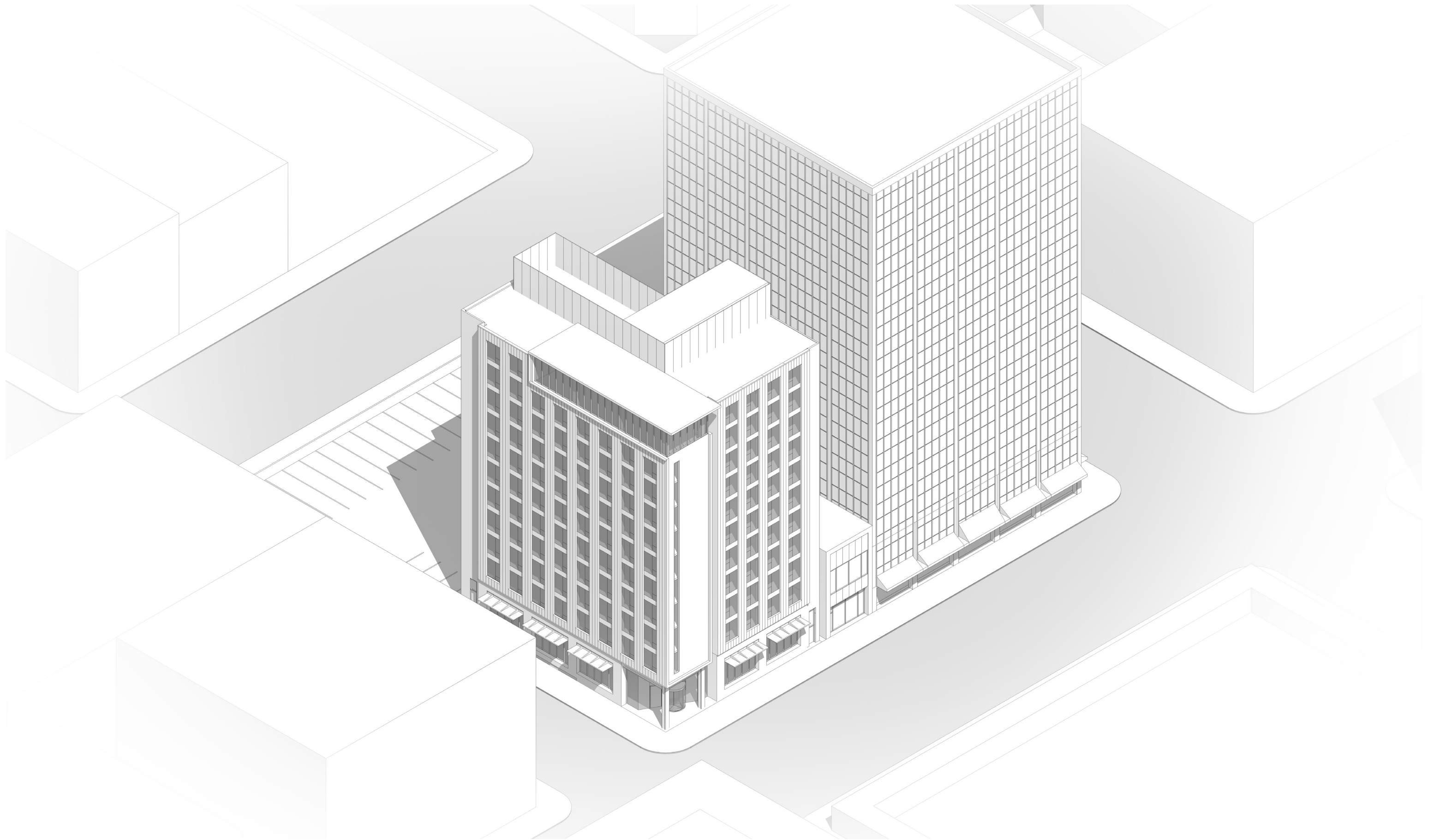


Food Trucks / surface parking

# COMMUNITY MASSING



# BLOCK MASSING DIAGRAM



# SITE MASSING DIAGRAM





SOUTHEAST



SOUTHWEST



NORTHEAST

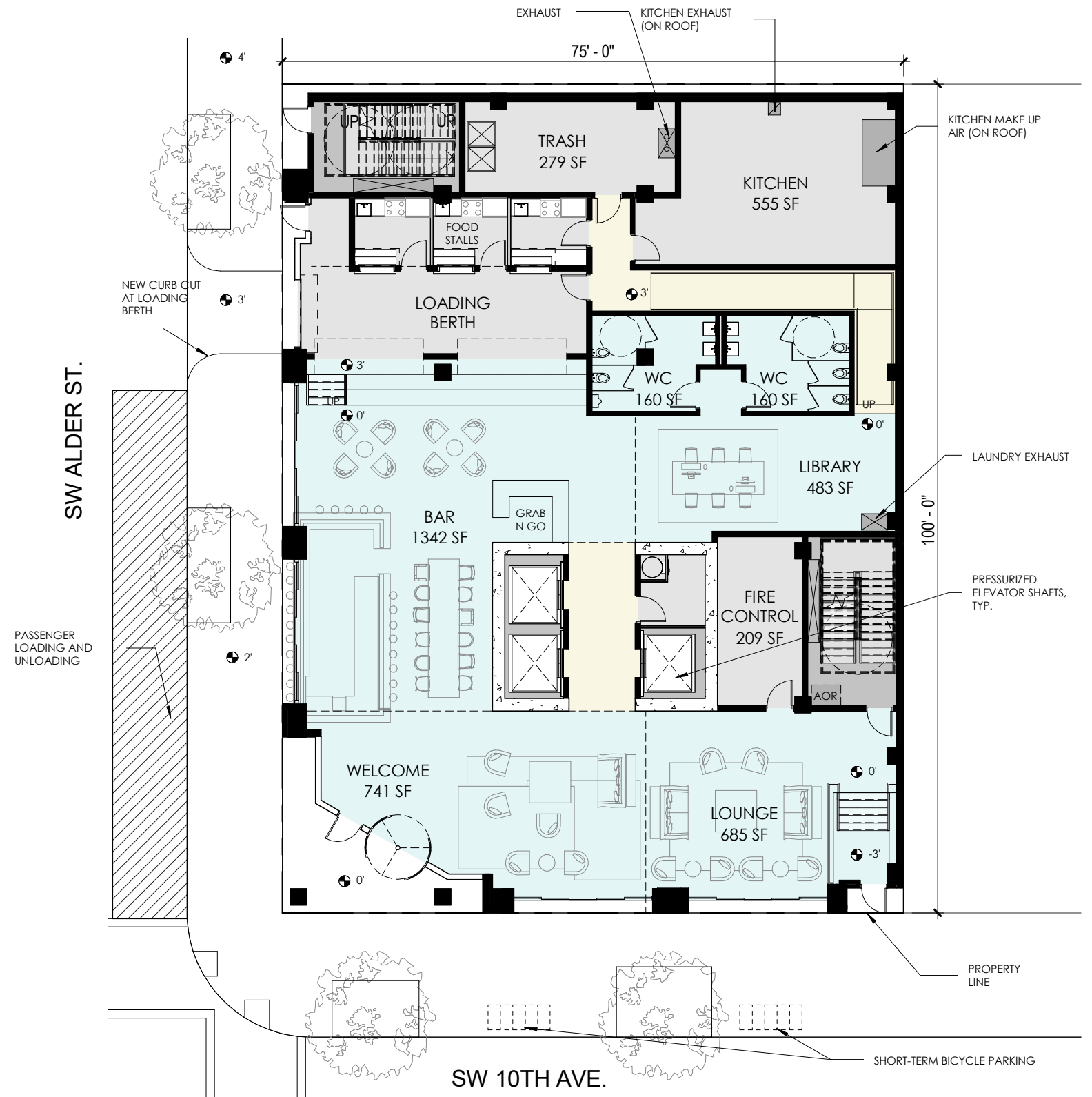


NORTHWEST

# FLOOR PLANS



BASEMENT



GROUND FLOOR



# FLOOR PLANS



TYPICAL FLOOR

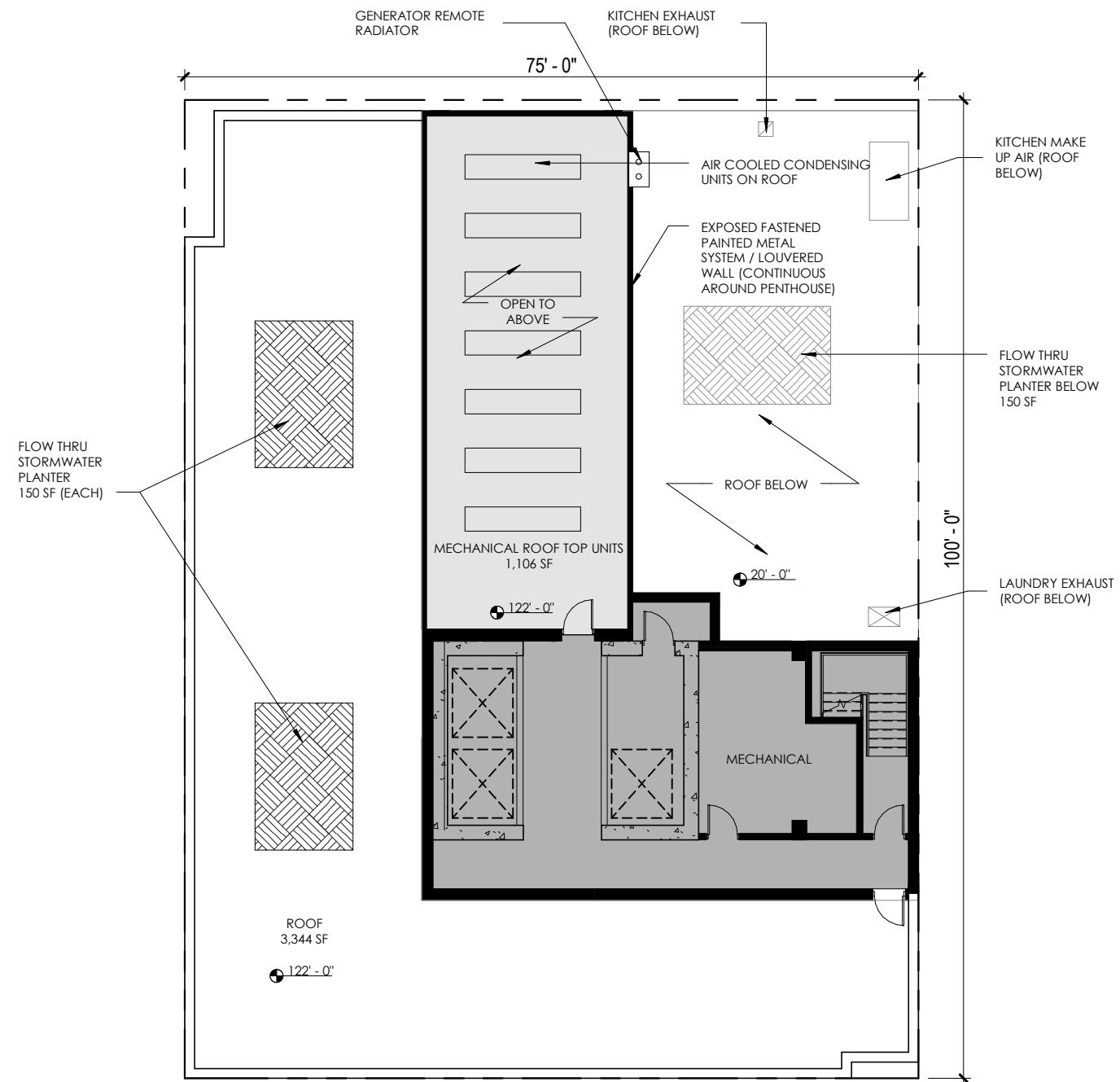


LEVEL 11

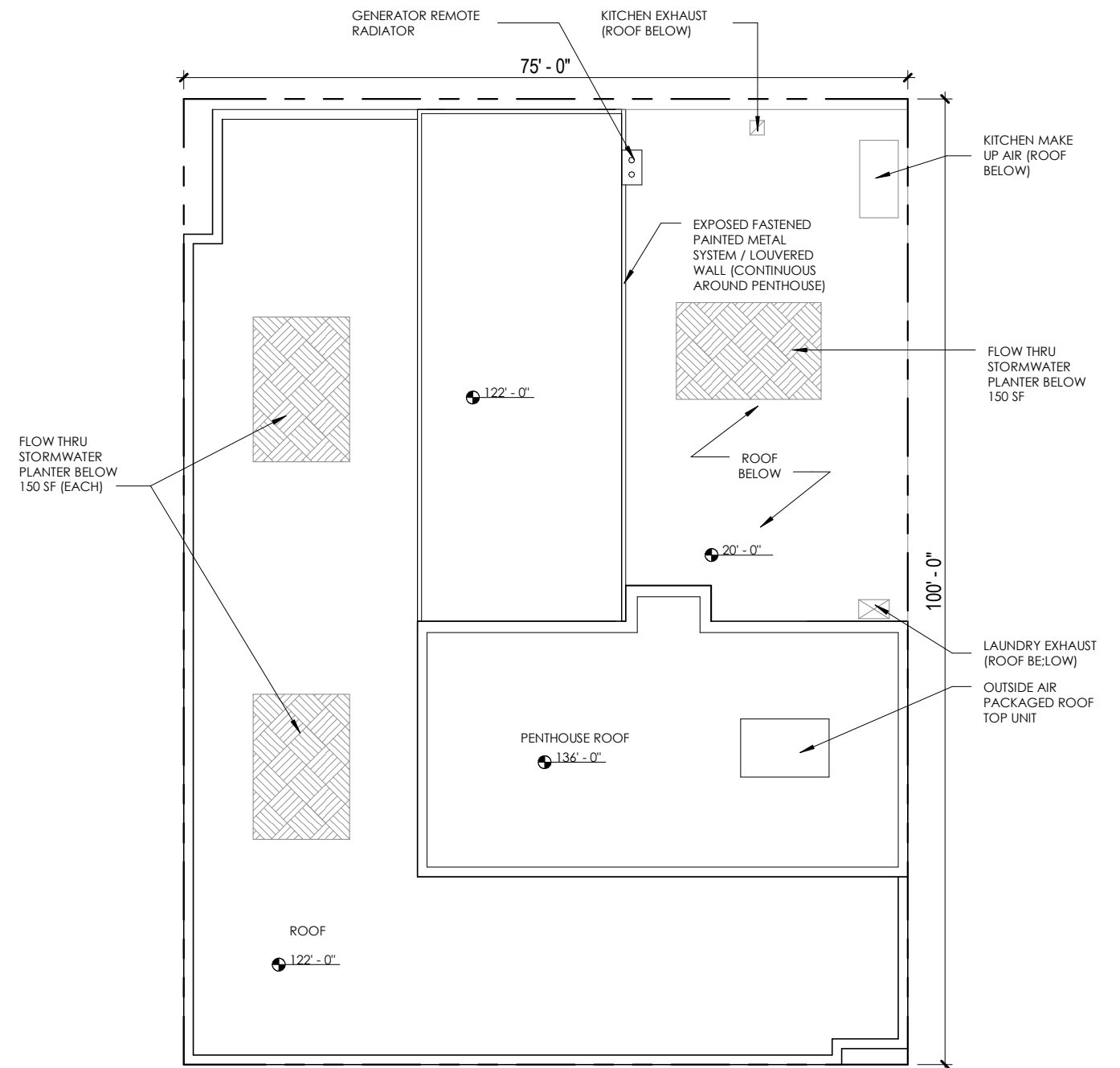




# FLOOR PLANS



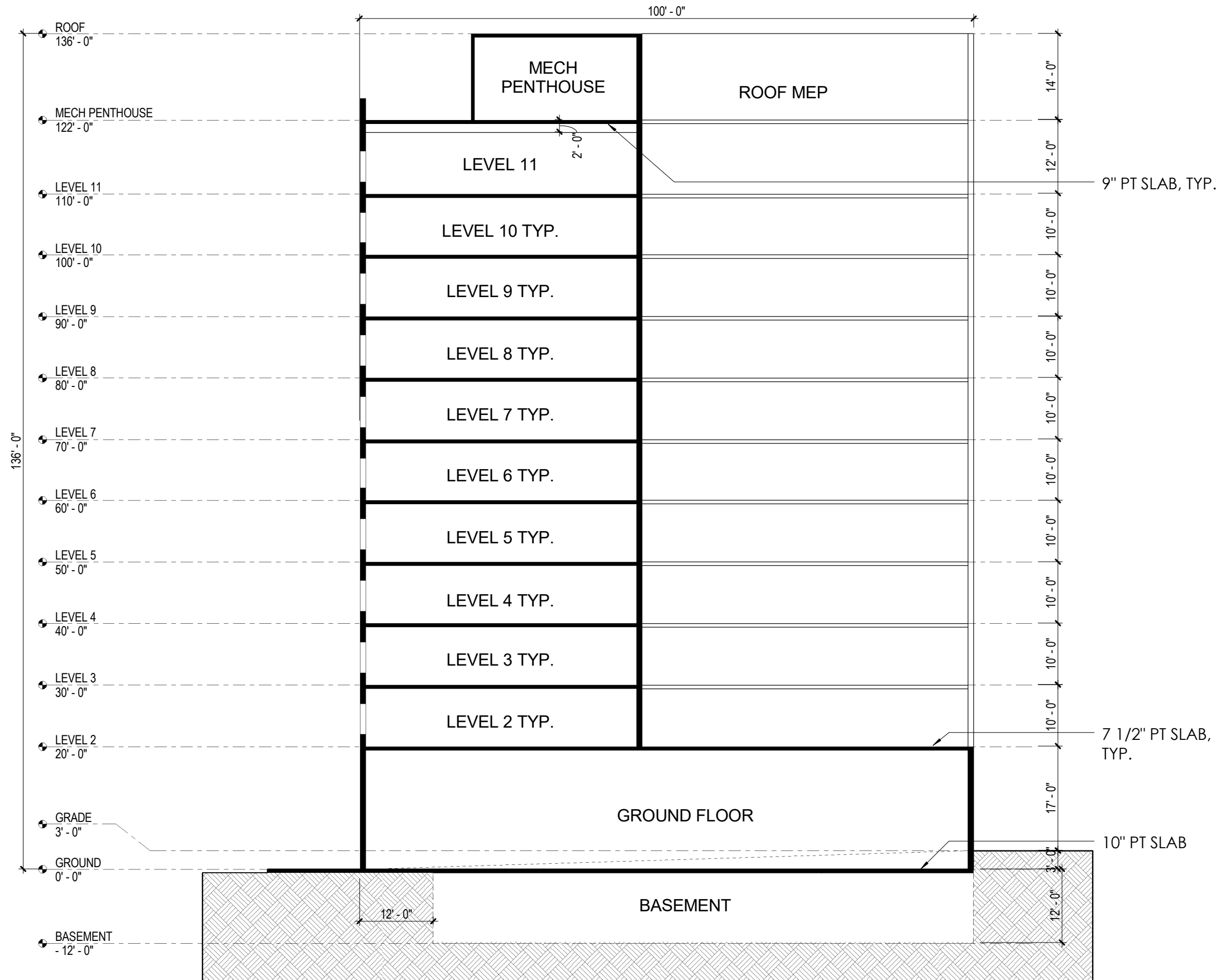
PENTHOUSE PLAN



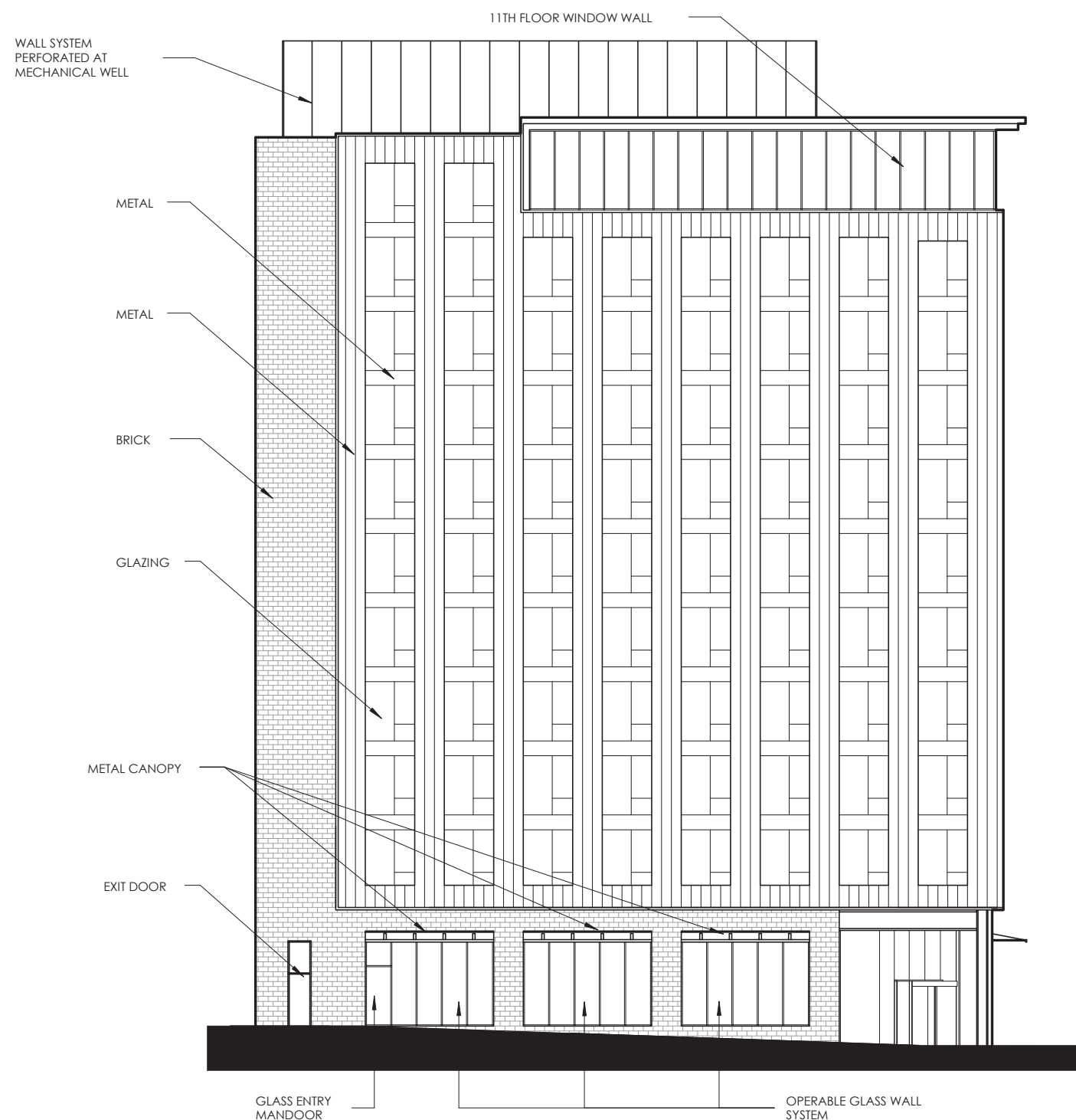
ROOF PLAN



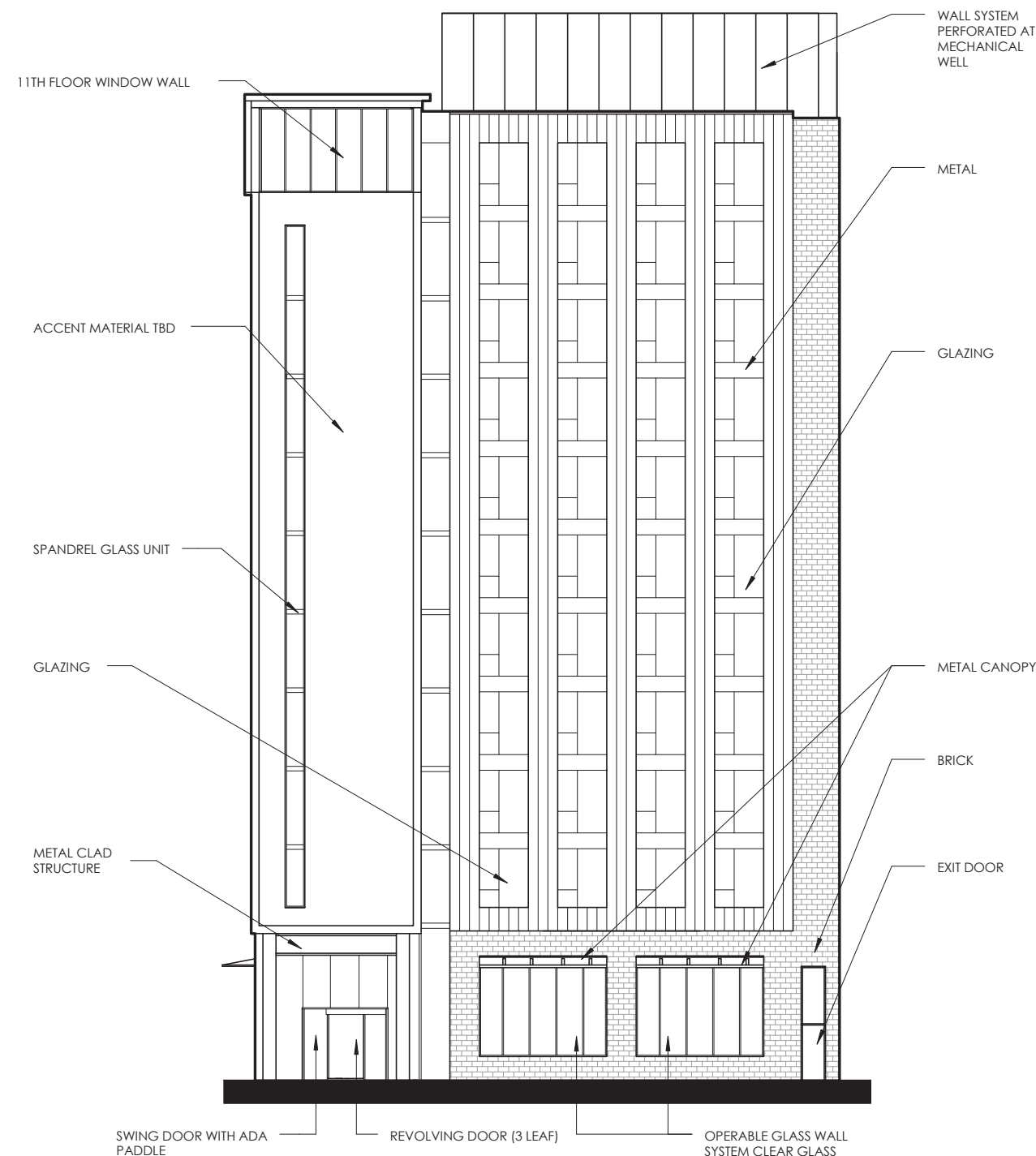
# BUILDING SECTION



# ELEVATIONS

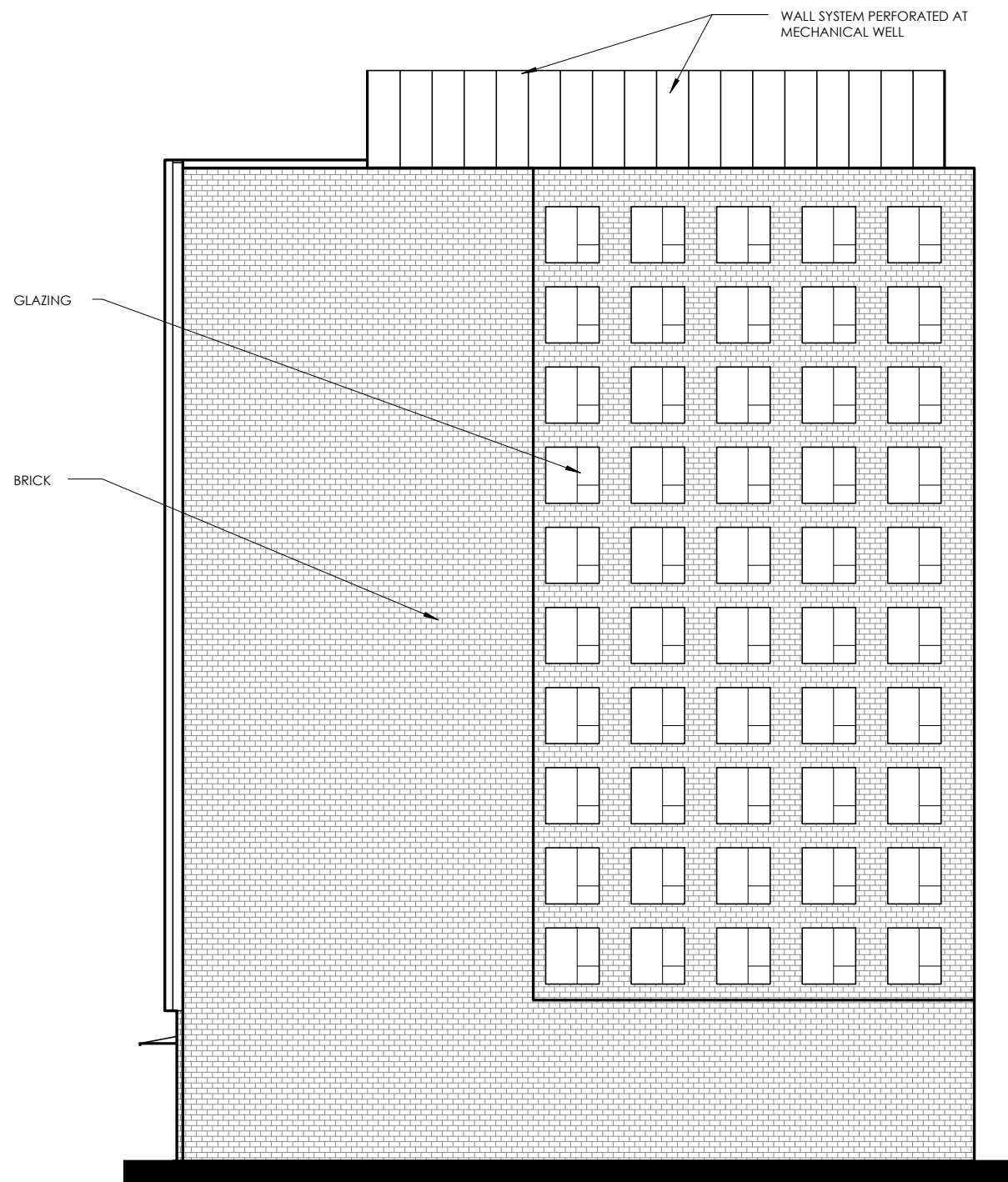


SOUTH ELEVATION

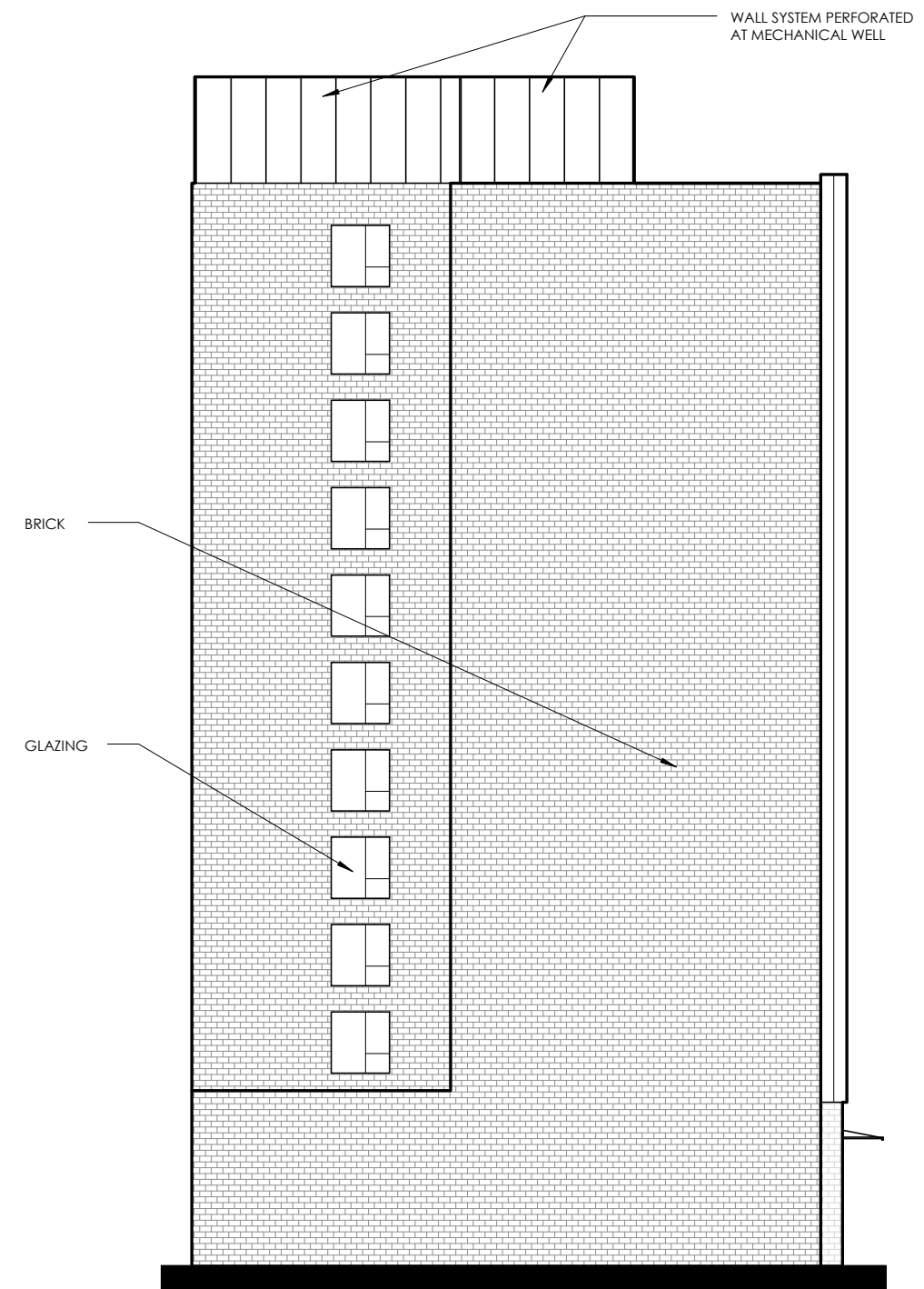


EAST ELEVATION





NORTH ELEVATION



WEST ELEVATION



MATERIAL PALETTE 1



BRICK - OFF WHITE



METAL - COATED ALUMINUM STANDING SEAM



STEEL - OFF WHITE PAINTED

MATERIAL PALETTE 2



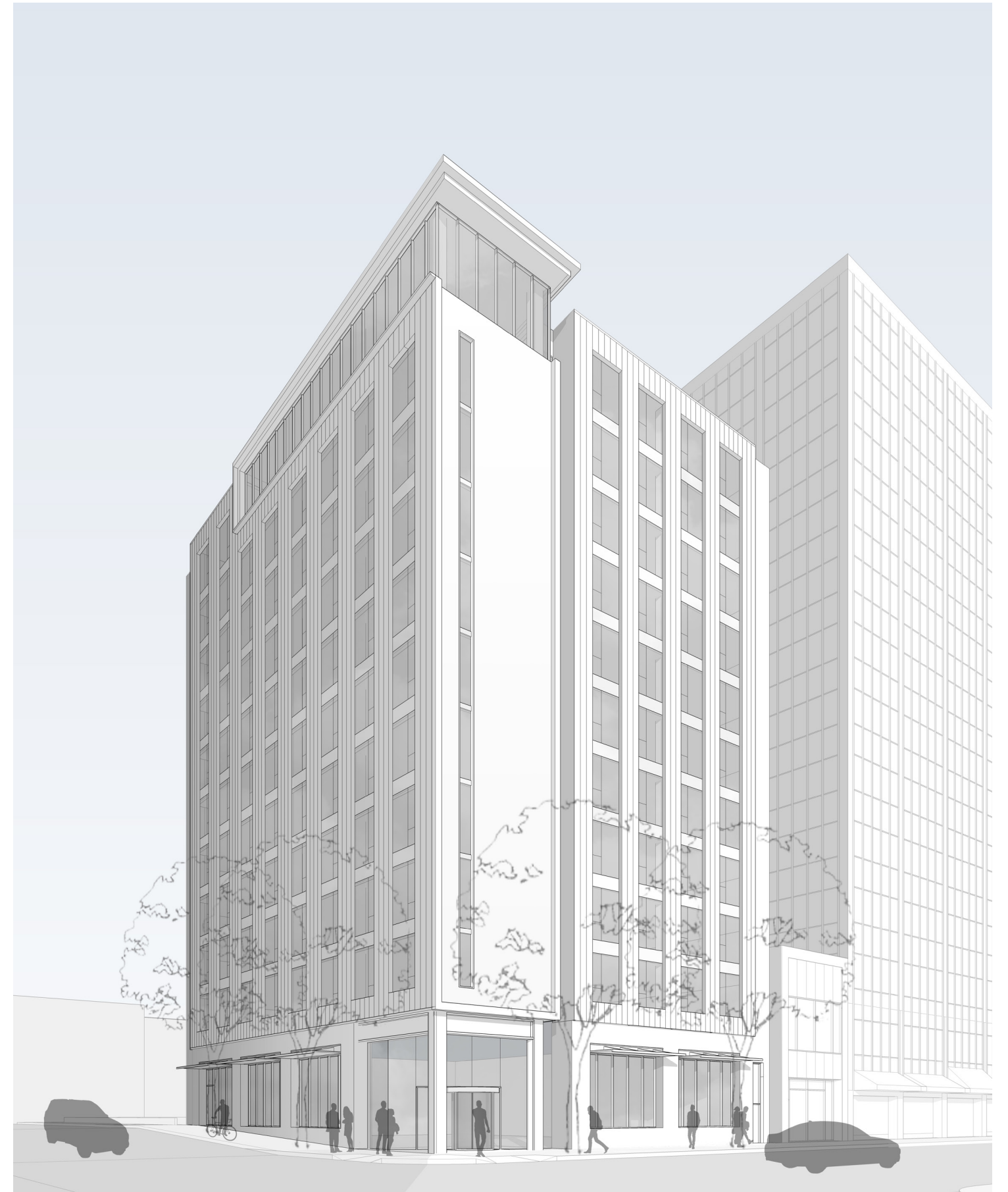
BRICK - GREY



METAL - ZINC STANDING SEAM



STEEL - RAW STEEL





# BUILDING MASSING OPTIONS

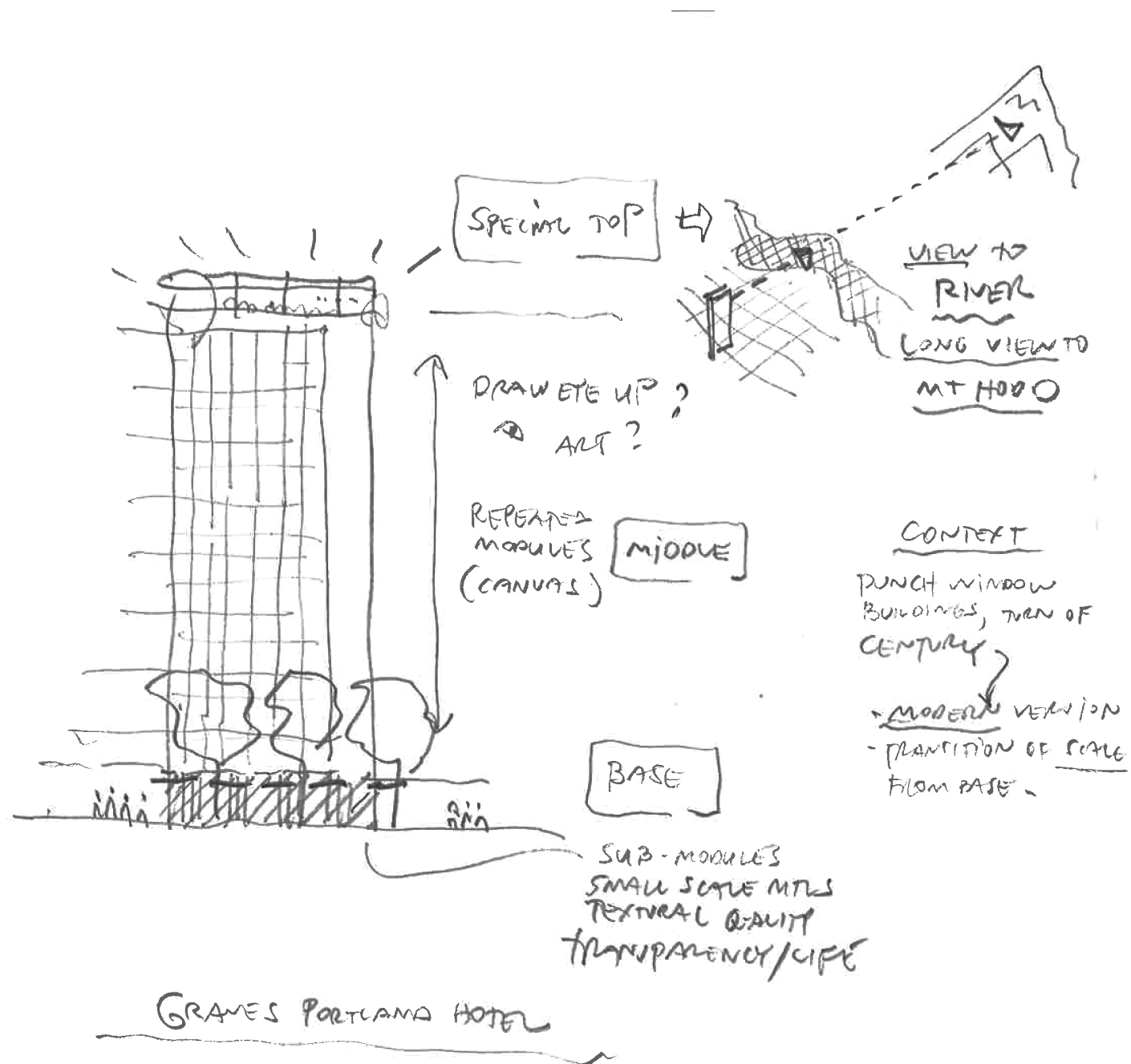


OPTION 1

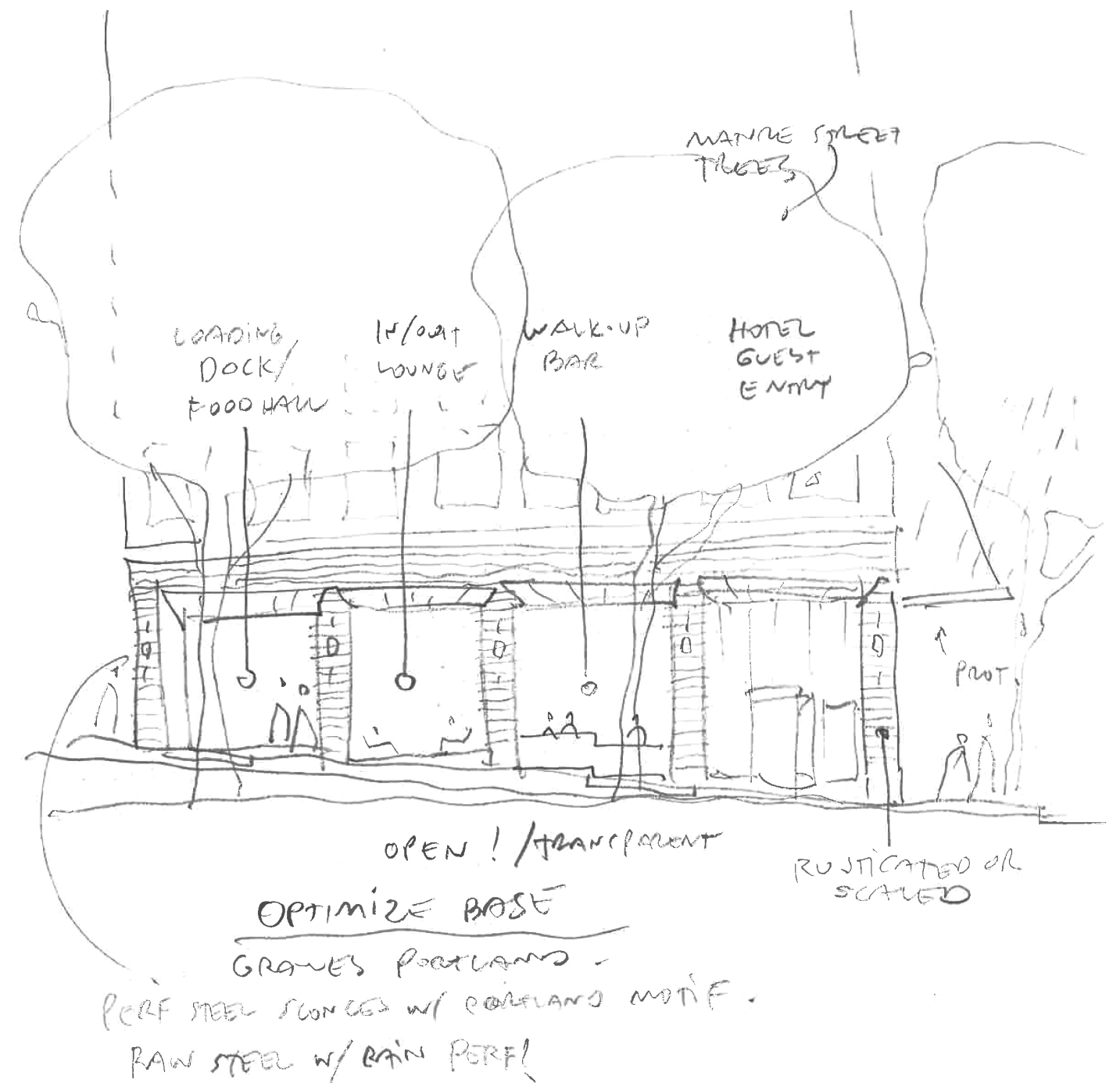


OPTION 2





BASE-MIDDLE-TOP



PEDESTRIAN EXPERIENCE

# RESPONSE TO APPROVAL CRITERIA

## DESIGN GUIDELINES

## GUIDELINE

## RESPONSE

DESIGN GUIDELINES	GUIDELINE	RESPONSE
<b>A PORTLAND PERSONALITY</b>		
A 1 Integrate the River	Orient views to Willamette River.	Hotel rooms have clear views looking out to Mt. Hood and Willamette River.
A 2 Emphasize Portland Themes	When provided, integrate Portland-related themes with the overall design concept.	Techniques will be explored in future design phases that will integrate Portland themes.
A 3 Respect the Portland Block Structures	Maintain and extend the traditional 200-foot block pattern to preserve the Central City's ratio of open space to built space.	N/A
A 4 Use Unifying Elements	Integrate unifying elements that help unify and connect buildings and different areas.	Canopies, street trees
A 5 Enhance, Embellish and Identify Areas	Enhance an area by reflecting the local character within the right-of-way.	Operable walls, integrated food hall
A 6 Re-Use / Rehabilitate / Restore Buildings	Where practical, reuse, rehabilitate, and restore buildings and/or building elements.	N/A
A 7 Establish and Maintain a Sense of Urban Enclosure	Define public right-of-ways by creating and maintaining a sense of urban enclosure.	Holds street wall, keeps walk tight/alive, building base is activated and articulated with recesses and projections, and human scale materials.
A 8 Contribute to a Vibrant Streetscape	Use architectural elements to reveal important interior spaces and activities.	Sidewalk is activated further to include large operable glass walls, and a public entry beyond the hotel guest entry.
A 9 Strengthen Gateways	Develop and/or strengthen gateway locations.	N/A
<b>B PEDESTRIAN EMPHASIS</b>		
B 1 Reinforce and Enhance the Pedestrian System	Develop and define the different zones of the sidewalk.	Indoor/outdoor dining, articulation at base.
B 2 Protect the Pedestrian	Develop integrated signage and lighting to offer diversity, safety and interest to the pedestrian.	Lighting and canopies at base, recessed guest entry, brand-approved hotel + food + beverage signage developed in future phases.
B 3 Bridge Pedestrian Obstacles	Bridge across barriers and obstacles to pedestrian movement by connecting the pedestrian system with innovative, well-marked crossings and consistent sidewalk designs.	N/A
B 4 Provide Stopping and Viewing Places	Provide safe, comfortable places where people can stop, view, socialize and rest.	Seating under canopy, public art installation, encouraged stopping and viewing.
B 5 Make Plazas, Parks and Open Space Successful	Orient building elements such as main entries, lobbies, windows, and balconies to face public parks, plazas, and open spaces.	N/A
B 6 Develop Weather Protection	Awnings along the streetscape to protect the pedestrian from rain and other environmental factors.	Recessed entry and canopies.
B 7 Integrate Barrier-Free Design	Integrate access systems for all people with the building's overall design concept.	Accessible entries to both sides of building, directly to both ground floor levels.
<b>C PROJECT DESIGN</b>		
C 1 Enhance View Opportunities	Orient windows and balconies towards surrounding points of interest and activity.	Hotel rooms afford views across city, view to Willamette, long view to Mt. Hood, project first floor has large windows that allow direct connection to street activity.
C 2 Promote Permanence and Quality in Development	Use design principles and building materials that promote quality and permanence.	Brick, metal, and glass materials.
C 3 Respect Architectural Integrity	Respect the original character of an existing building when modifying its exterior.	N/A - new construction
C 4 Complement the Context of Existing Buildings	Complement the context of existing buildings by using or adding to the local design vocabulary.	Structural bay rhythm, deep punch/articulation, scale of materials.
C 5 Design for Coherency	Integrate different design elements to achieve a coherent composition.	Base, middle, top. Vertical emphasis on middle, articulated piers at base reveal structural rhythm.
C 6 Develop Transitions Between Buildings and Public Spaces	Develop transitions between private development and public open space.	Active use, entries at two grades, punched in hotel entry, operable walls at grade.
C 7 Design Corners that Build Active Intersections	Locate stairs, elevators, and other upper floor building access points toward the middle of the block.	Corner is celebrated with recessed entry which activates and accommodates corner.
C 8 Differentiate the Sidewalk-Level of Buildings	Differentiate base, middle, and top of the building by use of different materials, awnings, windows, etc.	Differentiate base-middle-top using module and material change.
C 9 Develop Flexible Sidewalk-Level Spaces	Develop flexible spaces at sidewalk-level of buildings to accommodate a variety of active uses.	Sidewalk level uses include hote lounge, bar, and public food hall.
C 10 Integrate Encroachments	Place encroachments in public right-of-way to enhance the pedestrian environment.	Potential canopies, blade signage, and outdoor seating.
C 11 Integrate Roofs and Use Rooftops	Integrate roof function to overall design, and screen rooftop equipment.	Rooftop equipment is screened with function of roof to be determined per local need.
C 12 Integrate Exterior Lighting	Use exterior lighting to highlight the building's architecture.	Yes, TBD, must be designed in concert with signage, sconces places on brick piers at base.
C 13 Integrate Signs	Integrate signs and other components to fit the building's overall design concept.	Yes, TBD, see above.

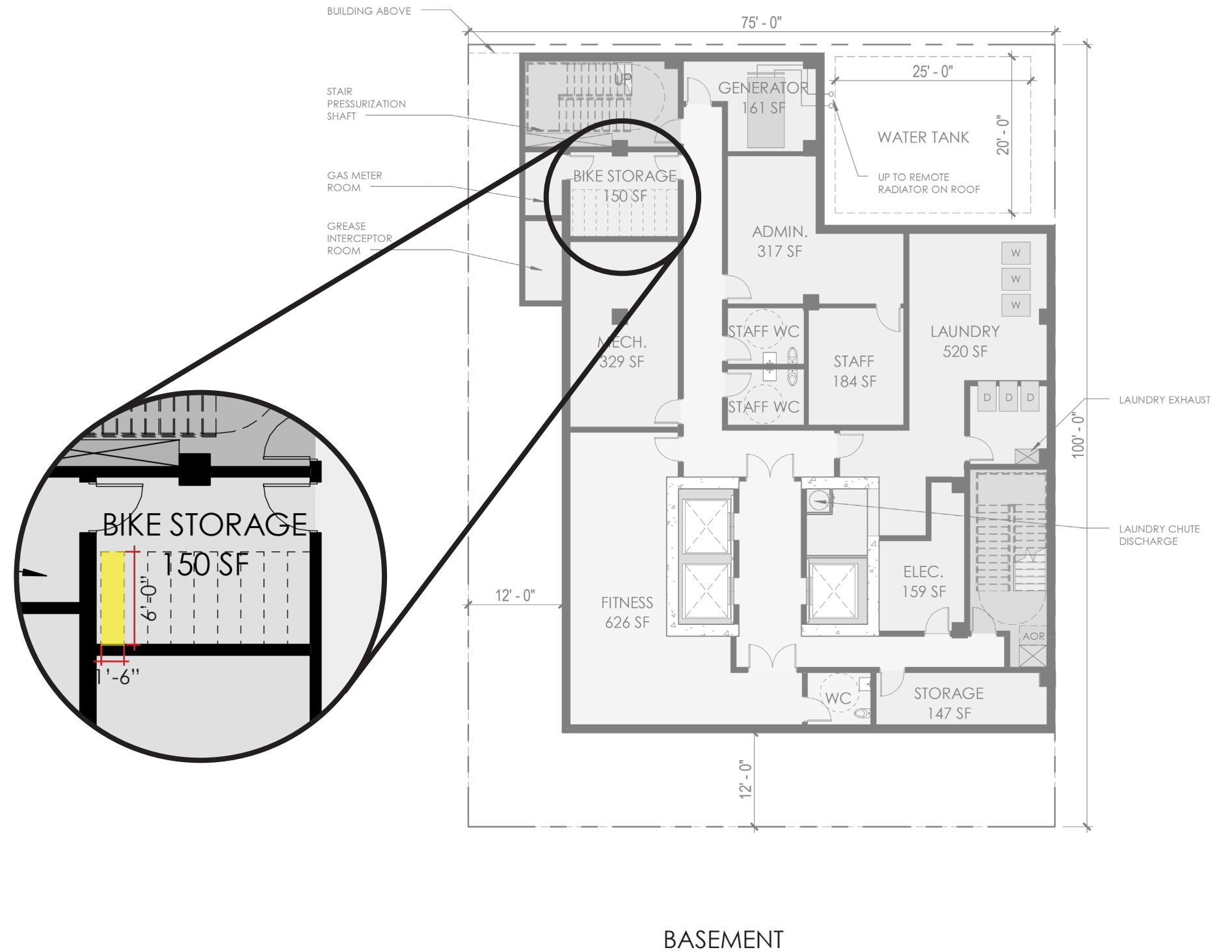
## Modification Request #1

### Standard:

Bike parking racks must meet the standards of subsection 33.266.220.C. Standard 3.c. requires a space of 2 feet by 6 feet be provided for each required bicycle space.

### Request:

We request a reduction of the required spacing from 24 inches to 18 inches. Bike racks will be staggered 0'-10" vertically to account for handle bars.



## Modification Request #2

### Standard:

Size of loading is described in 33.266.310D. (2) Standard A loading spaces are a minimum 35 feet long, 10 feet wide and have minimum 13 foot vertical clearance. Standard B loading spaces are a minimum 18 feet long, 9 feet wide, and have minimum 10 foot vertical clearance.

### Request:

We request reduction of the required (2) Standard A loading spaces to (1) Standard A loading space.

## Modification Request #3

### Standard:

Loading berth must be 75'-0" from intersection

### Request:

We request a reduction of the 75'-0" requirement to 67'-6" due to our dual purpose loading berth to allow for food stalls located on the site for public use.

## Anticipated Deliveries

Pepsi Products - Order every other Monday for Wednesday delivery (typically 2x per month).

Sysco or US Foods - All paper, plastics, and food products (typically 2x per week).

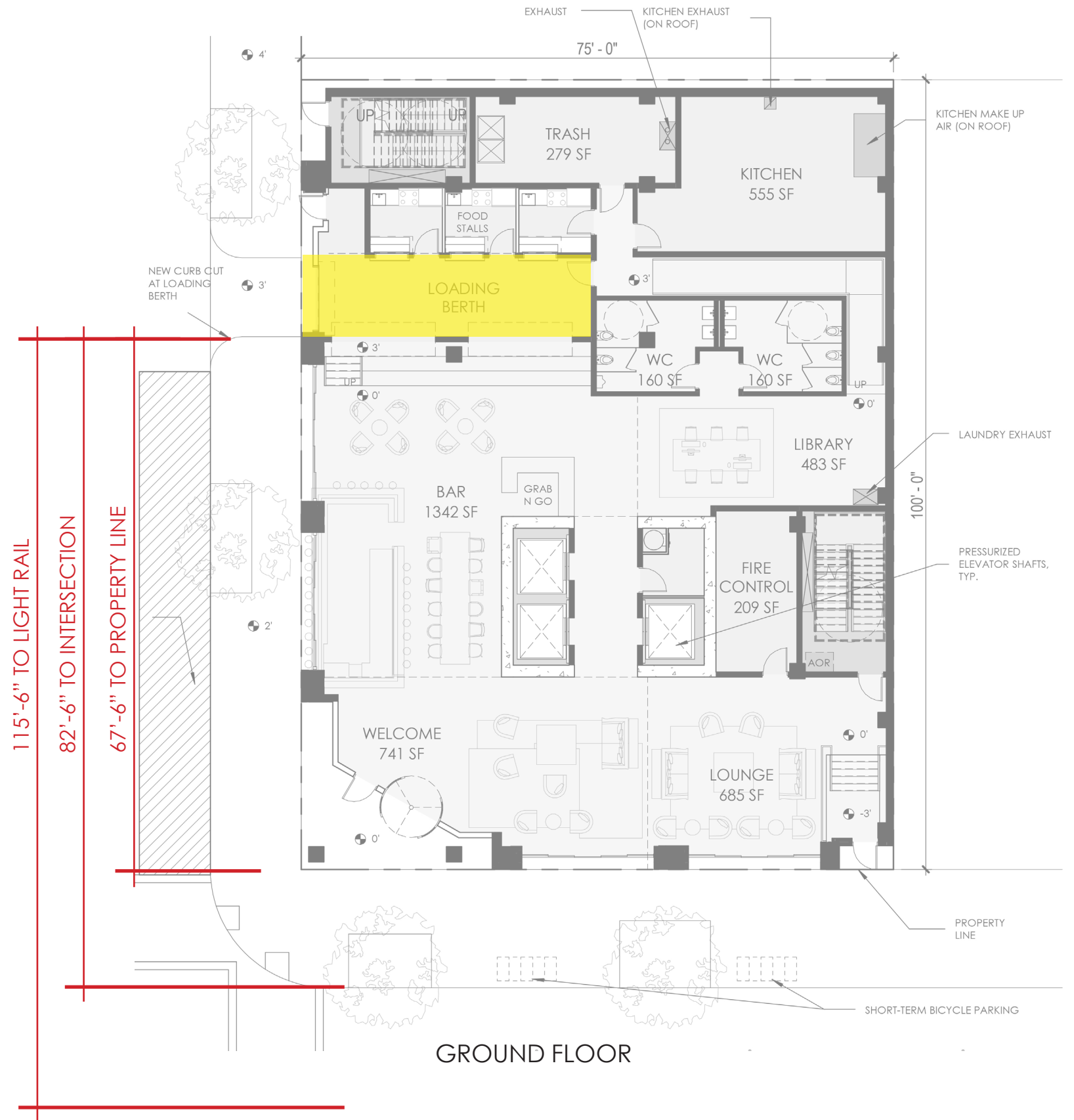
Wasserstrom or similar vendors - all glass, china, silver. Order as needed (typically 3-4x per year).

Liquor/Beer/Wine - Typically 2-3 deliveries per week.

Laundry - No deliveries, all done on-site.

Sysco Guest supplies or similar vendor - All amenities for rooms and cleaning supplies. Delivered 1-2x per month.

Garbage - Typically 3 pick ups a week.



# COMMENTS / QUESTIONS

1. ENGAGEMENT OF DAR TEAM REGARDING EXTERIOR MATERIALS PALETTE
2. PROCESS FOR PUBLIC ART INSTALLATION
3. DEGREE OF FLEXIBILITY / PROCESS FOR SUBSTITUTION OF MATERIALS OR SYSTEMS (IF NEEDED)
4. CONCERNS / FOLLOW UP ITEMS
5. SIGNAGE / CLARIFY 100 SF MAX ON PRIMARY FACADE?  
PROCESS FOR APPROVAL?