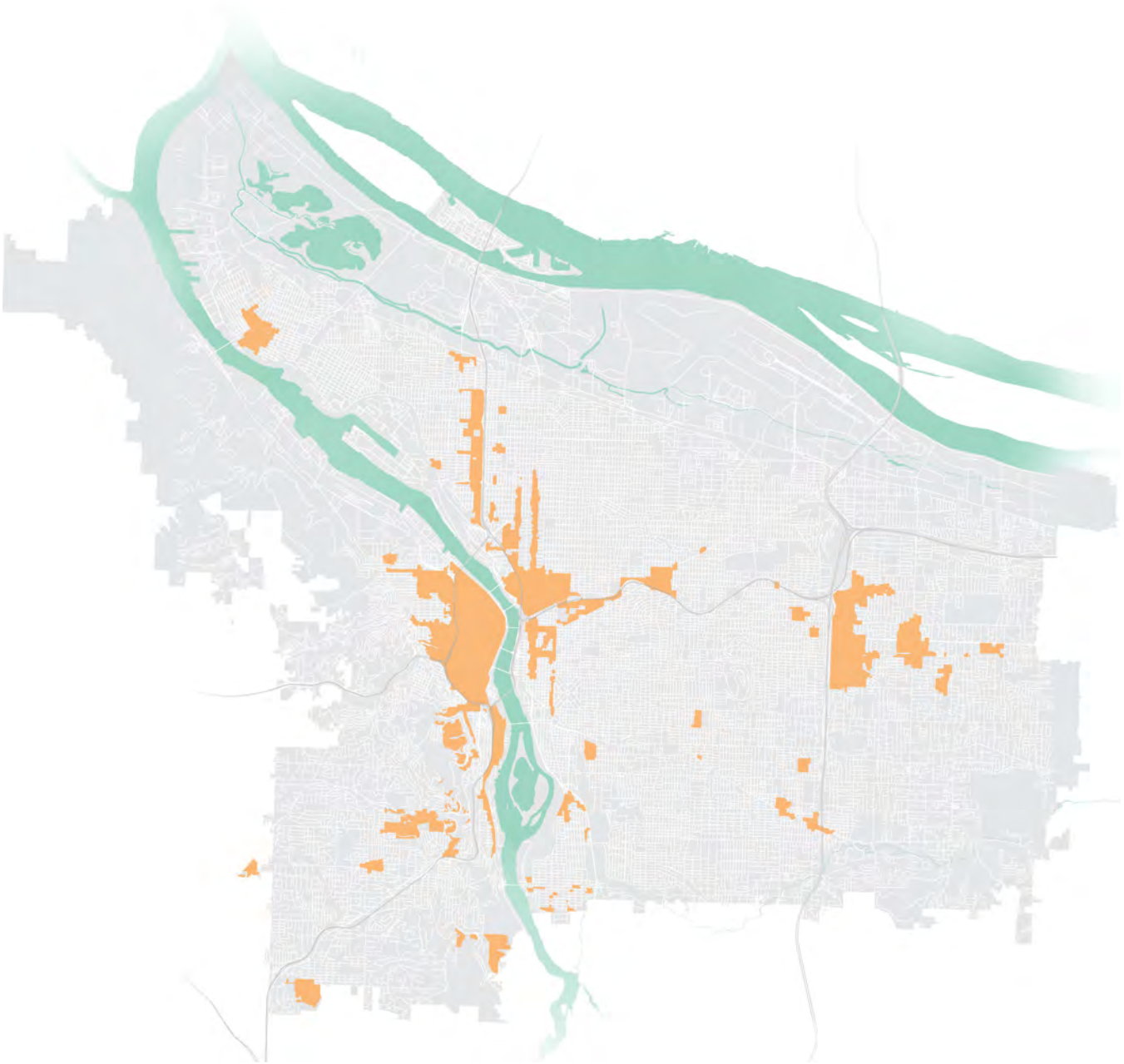
DESIGN OVERLAY ZONE ASSESSMENT (DOZA)

Volume II: Appendix | April 2017



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APPENDIX A: HOUSING AFFORDABILITY MEMO

The DOZA Draft Report and Housing Affordability

Date February 6, 2017

To Lora Lillard, Bureau of Planning and Sustainability

From Brian Vanneman, Leland Consulting Group

CC Mark Hinshaw, Walker Macy

Per BPS' request, this memorandum has been prepared as an addendum to the Design Overlay Zoning Assessment (DOZA) Report, and addresses the impacts of the DOZA report recommendations on housing affordability in the City of Portland. Key findings of this review are:

- Design review in the City of Portland almost certainly adds some cost to the housing development process since non-profit and private sector housing developers must invest time, effort, and funds to navigate the process, and higher design standards may require more costly building materials. Some of these costs are then passed on to renters and homebuyers.
- The goal of the DOZA project has been to retain and improve the design review process, and many of the developers and designers we interviewed support the goals of design review in concept. In this context, the challenge is to optimize the positive benefits of design review (better-designed buildings and public places), while minimizing rather than eliminating the cost associated with design review.
- A number of the recommendations in the DOZA report are intended to make the design review process more efficient, focused, predictable, and effective, and less time-consuming for applicants. This should help to optimize the benefits of design review, while reducing costs. Therefore, the DOZA recommendations should help to improve housing affordability in Portland.
- Design review is just one among many factors that affect housing affordability in Portland. Other issues, such as the rate of population growth and the availability of land zoned for single- and multi-family housing, are likely to have a larger impact. In order to make meaningful improvements to housing affordability, policy makers will need to address other issues beyond design review.

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Defining Housing Affordability

Housing affordability has become one of the most important public policy issues in Portland over the past several years. However, "affordable" housing can mean different things to different people. For example, an apartment that rents for $2,000 per month may seem affordable to one family, and out of reach for another.

As used in this memorandum, the term **"housing affordability"** describes a general issue that affects households across a wide range of income levels in the City—including homeless, low-income, and even middle and upper-middle income households. Housing prices and rents have been increasingly rapidly across the City, so housing affordability has decreased. A key measure of housing affordability is whether households are "cost burdened"—spending more than 30% of their income on rent. And while lower income households are more likely to be cost burdened, higher income households can be cost burdened too.

"Regulated affordable housing" is a more specific term that is defined by the Portland Housing Bureau (PHB) as housing with a regulatory agreement tied to the property deed, which requires affordability (usually for specific income groups); this is sometimes referred to as "subsidized" affordable housing. Typically, this housing is targeted towards households earning 80 percent of area median income (AMI) or less.

"Inclusionary housing" is a new program that was adopted by City Council in December and requires developments with 20 or more units to reserve 20 percent of those units for households at 80 percent of AMI or less. Thus, a share of most new housing projects in the City going forward will be "regulated affordable housing."

Potential Impacts of Design Review on Housing Affordability

- Housing affordability is a complex city and regional issue, and many factors can affect it. Even in the most extreme cases, design review is only one factor among many. From an economic point of view, factors affecting affordability can be summarized within two categories:
    - **Housing demand** is affected by population growth rate from births and immigration, household incomes, mortgage interest rates, location preferences, and other factors. If housing demand increases and supply remains the same, housing prices will increase and affordability will decrease.
    - **Housing supply** (the amount of housing, particularly new housing development) is affected by construction costs, debt and equity interest rates, labor costs, land availability and cost, zoning, regulatory processes (such as design review), taxes and fees, availability of funds for regulated affordable housing, and other factors. If housing demand is constant, and costs increase or supply is constrained, developers and owners will pass higher costs on to renters and homebuyers, which adversely affects affordability.

- The primary way that design review is likely to adversely affect housing affordability is by imposing additional time, investment, and uncertainty on the development team (including developer, architect, etc.) during the design process.
    - Additional time and investment are most often incurred when the design review process requires architects and engineers to revise building plans multiple times and seek approvals from the Design Commission. The process creates uncertainty when developers cannot be sure when they will be able to break ground/start construction, secure construction contracts, complete financing documents, begin leasing apartments, or complete other parts of the development process.
    - Time, investment, and uncertainty are deterrents to housing development since, a) they increase development costs, which developers will seek to pass on to renters and homebuyers, and b) they may encourage developers to forego their project or complete the project elsewhere, outside the City of Portland. When design review requires additional time, investment, and uncertainty it can become a housing supply constraint.
    - In stakeholder interviews, the DOZA team heard that design review can be a bottleneck (supply constraint) to housing and other projects, since many meetings with design review staff and Design Commission (DC) are required, the process is unpredictable, revisions are required, and the Commission can only handle so many projects at a time. According to BPS' analysis of housing affordability, more than 5,000 new residents moved to Portland each year for the years 2010 to 2015, which represents an approximate level of housing demand. Supply must keep up with demand, or housing costs will rise even more than they would otherwise.
    - While this additional time, investment, and uncertainty is real, it should be put in perspective. The design process, or professional fees paid for "architecture and engineering" account for approximately 3 to 4% of the total project cost of a typical housing project. (3% was the average estimated by the City's 2015 Central City Density Bonus study. A/E is typically calculated as 6 to 8% of hard construction costs, which are about 50% of total project cost.) Therefore, if a project that goes through the design review process requires 20% more design effort, this would increase total project costs by less than 1%. While this cost increase may seem modest, interviews indicate that because it requires extra time and uncertainty early in the development process, it frustrates developers, causes delays that are compounded later, and could lead them to forego projects or build elsewhere.
- A second way that design review can negatively affect housing affordability is by requiring higher-cost materials, particularly for the exterior building envelopes such as windows and brick.

- When materials cost more, this will increase developers' cost, and therefore increase housing cost across all price points. Hard construction costs make up for about 50% of project's total cost, and therefore, modest increases to the cost of materials could significantly increase total cost. However, envelope costs are only one part of hard costs; the building's structure, systems, and interior finishes are also significant hard costs.
- During interviews, the DOZA team did not hear as much about the issue of increased materials costs as about the time, investment, and uncertainty issues mentioned above.

- A third way that design review can adversely affect housing affordability is by imposing significant time, investment, and uncertainty, and requiring higher cost materials, *specifically for regulated affordable housing*.

Reasons the DOZA report is likely to benefit housing affordability

As discussed above, design review is likely to add some additional time and cost to the housing development process. However, the intent of the DOZA report is to improve the design review process and make it more efficient and effective. Leland Consulting Group believes that, if implemented, the DOZA recommendations will accomplish this, and thus help the cause of housing affordability. This is for the following reasons:

- The report provides a number of recommendations that should reduce design review's roles a bottleneck/supply constraint, and thus address issue number 1 above (time, investment, and uncertainty) including:
  - Exempting "small" size projects and reducing the level of design review applied to "medium" size projects. This alone could reduce the number of projects reviewed in the design review process by almost 20% and reduce the bottleneck effect. See report Recommendation 1: "Adjust the thresholds for design review…"
  - Various recommendations to make the design review process more clear, linear, transparent, and straight forward for applicants (developers), design review staff and commission, and the general public. This can have the effect of reducing the amount of time investment by the development team (developer, architect, others), since the team would be less likely to complete some tasks "out of sequence," and less likely to have to re-do elements of the design multiple times. Specific recommendations in the report that address this issue include:
    - Processes Recommendation 2: Improve the review processes with a charter, better management of meetings and training for both the Design Commission and staff.
    - Processes Recommendation 3: Align the City's review process with an applicant's typical design process.

        - Tools Recommendation 1: Clarify and revise the purpose of the d-overlay and simplify terminology.
    - Increasing the clarity regarding the issues over which design review has purview, and the issues that are outside of design review purview. As the report points out, design review's effect on development is often conflated with other regulatory frameworks imposed by the City or other government agencies. For example, design review has no oversight over project density, types of land uses in a building, or parking requirements, which are all governed by zoning. However, this not always understood by the public or other parties, which can create confusion and require time to address. The report addresses this issue via:
        - Tools Recommendation 3: Use the Three Tenets of Design to Simplify, Consolidate, and Revise the Standards and Guidelines. (The three tenets are context, public realm, and quality and sense of permanence.)
    - Increasing the potential supply of housing, by increasing the throughput or potential number of projects that the design review process can consider and approve at any given time. The report addresses this issue via:
        - Processes Recommendations 8: Consider establishing more than one Design Commission… Establishing additional Design Commissions should increase the number of projects that could be evaluated and would reduce the bottleneck/supply constraint effect.
- An addendum to the report recommends that some regulated affordable housing projects be exempted from design review. The precise parameters of this recommendation should be clarified, so that City staff and leaders can better understand how to apply it. For example, the recommendation should clarify whether all regulated affordable housing will be exempted, or only those smaller than a certain threshold, and whether this would apply to projects with some regulated affordable housing (e.g., projects with 20 or 50 percent of regulated units). However, to the extent that regulated affordable housing is exempted or receives an expedited review, this should decrease the cost of regulated affordable housing projects and increase the total number of units.

Other Comments

- As stated above, housing affordability is a complex city and regional issue, and design review is only one small input into this complex equation. Portland faces other housing demand and supply factors that are likely having a larger impact on housing affordability than design review. In particular, these include relatively rapid population growth and a limited supply of single- and multi-family zoned land.
- As the report points out, design review's effect on development is often conflated with other regulatory frameworks imposed by the City or other government agencies. Developers are attempting to understand the combined effect of multiple new or revised regulatory frameworks, which include Inclusionary Housing and Transportation Demand Management (TDM) requirements, and therefore, it is possible that frustration with the overall regulatory environment will be directed at design review.
- However, as summarized above, we believe that because of its recommendations to clarify and streamline the design review process, exempt or offer expedited permitting to some projects (particularly regulated affordable housing), and potentially increase the throughput of the design review system, the DOZA report recommendations, if implemented, can be positive for housing affordability.

APPENDIX B: RESEARCH REPORT

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Design Overlay Zone Assessment (DOZA)

Phase I:
Research Report

June 2016
Section 8 added in March 2017

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Purpose
To outline and consolidate the current tools and processes that carry out the design overlay zone. This Report includes institutional knowledge, observation and history in addition to maps, policy and code language, and statistical information.

Audience
This Research Report will be used as a reference and starting point by the Project Team and consultants.

Section 1 – Background

1.1 – "D" Design Zone

The "D" Design Zone was created in the 1959 zoning code, for the

> "Purpose of conserving and enhancing the appearance of the city of Portland, especially in areas of existing or potential scenic value, of historical note, of architectural merit, or for interest to tourists,
>
> And for the purpose of assisting property owners to maintain the appearance or architectural tone of their neighborhoods, the Council may, from time to time as warranted, create and superimpose D Design Zones upon other existing zones in addition to D Zones established by the enactment of this Code."

Originally the Design Committee was appointed by the President of the Planning Commission and was composed of five members: a member of the City Planning Commission, a member of the City Art Commission, an architect or landscape architect with at least five years of experience, a person engaged in property management or development with at least five years of experience, and one citizen representing the public-at-large. Terms of the first two named members were to coincide with their memberships in their parent commissions, but in no case should their terms be longer than four years. Each of the other commissioners were to serve four year terms, but the original members were staggered so that the turnover would not result in an entirely new commission. The Design Committee also was tasked with electing its own chairman and adopting "such rules of procedure as are necessary to the conduct of its duties."

Furthermore, the Committee "shall adopt and publish standards of evaluation and acceptability for each separate area included in a D Zone… In adopting such standards, the Committee shall consider and be guided by criteria which property owners may furnish for the control of their particular areas in a D Zone. The Committee "shall have authority to require changes in appearance of the proposed building, structure, alteration, or use of land and to impose such conditions of development as are necessary in its judgment to carry out the purpose of the D Zone…"

Although the 1959 Zoning Code created the mechanism for the establishment of a design overlay (d-overlay) zone and the Design Committee, these tools were not widely used until after the establishment of the Downtown Plan. Situations where they were used appear to be limited to certain historic districts such as the Skidmore Fountain area which had the d-overlay applied to it starting in 1962. This may have been used as a stop-gap measure prior to the city adopting a more specific historic district code in 1968.

1.2 – Downtown Plan and the Downtown Design Guidelines

Design review remained a function under the Planning Commission until after the 1972 Downtown Plan. Issues in the downtown area such as falling retail sales, transit and parking problems, and pressure for a reinvigorated pedestrian environment and the creation of a waterfront park spurred the Portland Downtown Plan. The Downtown Plan included directives to develop both detailed area plans and design guidelines for the various districts. The area covered by this plan required design review, provided by

this initial Planning subcommittee, using somewhat open-ended goals and guidelines about height, bulk, and setbacks found in the 1972 Plan.

In 1979, around the same time as the first citywide Comprehensive Plan was being introduced, the Zoning Code was updated to create a more formal process for implementing the design overlay and reviewing projects within that overlay. This included provisions to establish a Design Review Commission, and a classification of projects as either major or minor review projects.

In January 1983, the Downtown Design Guidelines were approved, which updated and consolidated the various special overlay zones, historic areas and other special standards into a document of design guidelines to be applied to all projects within downtown. The Downtown Design Guidelines included 20 general guidelines along with other special district guidelines. These guidelines were expected to be addressed during a design review process, but were not considered to be inflexible, prescriptive standards. Creative solutions to issues were allowed.

1.3 – Albina Community Plan and the Two-Track System (Non-Discretionary & Discretionary)

The Albina Community Plan, adopted in 1993, was a pivotal point in mapping and using the design overlay zone outside of the Central City. Regarding Historic Design Zones and Design Review, the Plan stated:

> "Improving the Albina Community's physical appearance and making sure that new development is compatible with the area's historic character are important plan objectives… The balance between encouraging new investment in the community and requiring compatibility and good design is a difficult one to strike. Design Review is required in historic districts, on institutional campuses, along Martin Luther King Jr. Boulevard and in other areas zoned EX and the I-t/Marine Drive vicinity."

Along with the Albina Community Plan, 11 neighborhood plans, and zoning code and map amendments, the Albina Community Plan Design Guidelines were adopted. The Comprehensive Plan was also amended to add Goal 12 Urban Design.

Because the Albina Community Plan mapped several new areas within the d-overlay zone, its adoption prompted the City of Portland to create a two-track system, in part because design review was perceived as too expensive or cumbersome for areas outside of the Central City.

The creation of this system eventually became required by state law to provide a non-discretionary alternative track in areas where needed housing is proposed. Thresholds (discussed in Section 4) are still maintained, and two areas within the city are not eligible for the two-track system: Central City and Gateway Regional Center, as state law does not require the two-track system in areas designated as regional centers.

1.4 – Non-Discretionary Track: Supplemental Compatibility Standards

A new chapter of the zoning code, 33.295, Supplemental Compatibility Standards, established objective standards which may be met as an alternative to design review through a Type I or Type II procedure.

These objective standards were established under the same ordinance as the Albina Plan and Goal 12 in the Comprehensive Plan. The standards intended to offer "objective regulations that may be met to avoid the expense and delays associated with the Design Review hearings process. The objective is to achieve compatible design without the risk of procedural delays that might discourage investment" (*Albina Community Plan, 1993*). This chapter later became the Community Design Standards found in 33.218.

The original purpose statement for the Supplemental Compatibility Standards stated that its provisions were intended to:

A. Ensure that new development is compatible with and enhances the character of Portland's neighborhoods;
B. Ensure the compatibility of new development in historic design zones;
C. Enhance the character and environment for pedestrians in areas designated as design zones;
D. Offer developers the opportunity to comply with objective standards as an alternative to the design review process. This alternative is offered to streamline the development review process by reducing the time and cost for design review. These standards are objective and can be checked for compliance during the building permit issuance process;
E. Allow a significant increase in the area subject to design review and historic design review without creating a major increase in the workload of the Design or the Historical Landmarks Commissions or their staff within the Bureau of Planning;
F. Avoid imposing significant additional fees on development projects located within the Albina Community to pay the public costs of design review;
G. Reduce the time and cost of the design review process for business and development;
H. Provide a review procedure that, while improving project compatibility, will not significantly delay project approval; and
I. Provide objective standards that developers may use for smaller projects as an alternative to design review procedures that include the potential of public hearings at the local level and appeal into the court system.

Projects were able to comply with the new standards in the following instances:

1. Development projects in design and historic design zones that meet the project threshold requirements (see table).
2. Development projects located within the Alternative Design Density Overlay Zone that take advantage of the development opportunities created by that zone and meet the threshold requirement (see table)

Supplemental Compatibility Standards Table 295-1, Thresholds by Zone (1993):

Zones	Threshold
Single dwelling zones	Up to 5 dwelling units
R2 and R3 zones	Up to 10 dwelling units
R1 zone	Up to 40 dwelling units
RH, RX, C, E, and I zones	Project cost up to $5,000,000.00

	The threshold value is the sum of all construction costs shown on all building permits associated with the project, including site preparation, in 1993 dollars and adjusted for inflation.
IR zone	Threshold is set as part of the institution's Impact Mitigation Plan

These standards required design features, such as pitched roofs, front porches, trim, landscaping, and garages that took a less dominant role. Design standards were aiming to be compatible with the character of older established neighborhoods. They applied to areas designated with the d-overlay, as well as locally-designated historic areas in Portland, known as "conservation districts", of which the Albina Plan created seven (Eliot, Piedmont, Kenton, Mississippi, Woodlawn, Russell Street and Irvington – now a historic district), and within areas of the "Alternative Design Density Overlay Zone" ("a" overlay zone). The "a" zone allowed higher-density development in single-dwelling zones in exchange for meeting these requirements.

1.5 – Community Design Standards

In November 1997, the Community Design Standards (CDS) replaced the Supplemental Compatibility Standards. The CDS, currently found in 33.218, are used today for the City of Portland's two-track system where non-discretionary design standards are allowed. This change brought about the loss of more site-specific requirements, such as averaging of setback requirements (except for within single-dwelling zones in conservation districts) and also the repeal of allowed building heights based on surrounding structures. Setbacks and heights were modified in the Community Design Standards to correspond to base zone requirements, regardless of surrounding structures or adjacent setbacks. Reasons for these changes were the burden of implementation for planning staff, as well as the burden from non-profit development organizations, who relied on more formulaic approaches to provide affordable housing prototypes. The non-profit organizations identified limited resources for taking measurements and producing single-use site plans.

A few additional requirements were added to the Community Design Standards, such as higher window coverage in single family zones.

1.6 – Discretionary Track: Albina Community Design Guidelines

Along with the new standards provided in the Code, the Albina Community Plan also adopted Albina Community Design Guidelines, for those projects that did go through Design Review. These design guidelines, which were influenced by "The 10 Essentials for North/Northeast Portland Housing: A Book of Guidelines for Renovations and New Construction" prepared by the Portland Chapter, American Institute of Architects Housing Committee, the "Central City Plan Fundamental Design Guidelines" and the "Downtown Design Guidelines."

The Community Design Guidelines were used for required design review within the d-overlay "if the applicant cannot meet, or wishes to vary from those standards…Some major developments or higher-intensity residential projects will not be allowed to use the Supplemental Compatibility Standards." These guidelines were eventually became the Community Design Guidelines in place today.

1.7 – Community Design Guidelines

As the city expanded their neighborhood planning efforts to other areas within the city, there was a desire to address the special needs of certain areas and buildings within these neighborhood plans. The intent was to ensure that new development contributed to the integrity of these areas, and/or provided an enhancement to the surrounding area and to the public realm. This was especially necessary as neighborhood planning expanded into large areas of East Portland. As a result the Albina Community Design Guidelines were expanded to include other plan areas as the neighborhood plans were completed. The first city-wide Community Design Guidelines were approved in 1997 with a document effective date of January 1998. As other planning efforts were completed (Hollywood/Sandy Plan, St. Johns Plan, etc.), these guidelines were updated to incorporate additional guidelines specific to those plan areas.

1.8 – Central City Fundamental Design Guidelines

The first Central City Fundamental Design Guidelines (CCFDG) were adopted on August 1, 1990, and were an expansion of the Downtown District Guidelines. The expansion was the result of the Central City Plan that was adopted in 1988. The Central City Plan effectively expanded the area covered by the 1972 Downtown Plan across the river to include the Lloyd District, Lower Albina and the Central Eastside, as well as the areas known today as the Pearl District and South Waterfront. The CCFDG therefore were applied throughout a much larger area than the downtown core that was covered under the Downtown Design Guidelines.

The 1990 guidelines was the first instance where the guidelines were split into the three themes that are still being considered today: Portland Personality, Pedestrian Emphasis, and Project Design. While this document included guidelines that were intended to apply to the entire Central City plan district area, additional "Special District Design Guidelines" were added to address particular areas such as the Lloyd District, Goose Hollow, River District, etc. This format has continued as the various elements of the guidelines have been updated. As a result, not all of the guidelines are from a similar time. As an illustration, the Central City Plan Fundamental Design Guidelines went through a major update in 2001, and a minor update in 2003, the River District guidelines were updated in 2008, while the Lloyd and Central Eastside District guidelines haven't been updated since 1991.

More information on each of the individual guidelines within the Central City can be found in Section 6, Framework for Discretionary Design Review.

Section 2 – Goals and Objectives from Comprehensive Planning

This section summarizes and compares the Current Comprehensive Plan Goals and Policies (adopted in 1980) with the new 2035 Comprehensive Plan Goals and Policies (which is moving through the adoption process currently). Goals and policies summarized in this section are only those that relate directly or indirectly to the design overlay zones.

2.1 – Existing Comprehensive Plan Goals & Objectives

Comprehensive Plan: 1980 - Current
Existing tools that carry out the d-overlay, which are spelled out in subsequent sections of this report, were created in compliance with the 1980 Comprehensive Plan; therefore, the discussion of projects in the timeframe before 2016 should take into account these goals and policies.

The two most relevant goals related to the d-overlay are Comprehensive Plan Goal 2 Urban Development and Goal 12 Urban Design.

Goal 2 Urban Development

> Goal 2 states: "Maintain Portland's role as the major regional employment, population and cultural center through public policies that encourage expanded opportunity for housing and jobs, while retaining the character of established residential neighborhoods and business centers."

Though the goal, policy and objectives in this chapter aren't explicit regarding design or buildings, much of the language builds a framework for where the city will grow, what uses are appropriate, and how these areas should respond to context. (Much of this language is carried forward with the addition of explicit design-related detail in the new 2035 Comprehensive Plan's Chapter 3, Urban Form.)

Goal 12 Urban Design

> Goal 12 states: "Enhance Portland as a livable city, attractive in its setting and dynamic in its urban character by preserving its history and building a substantial legacy of quality private developments and public improvements for future generations."

The goals, policies and objectives of this chapter provide the most guidance in Portland's Comprehensive Plan for design, including character, context, public realm, and building form and scale. Many policies outlined specific design-related tools and processes.

Goal 2 Citizen Involvement
Worth mentioning for comparison purposes, the 1980 Comprehensive Plan included a chapter with four goals related to public engagement, Chapter 9 Citizen Involvement.

> Policy 9.1 Citizen Involvement Coordination states: "Encourage citizen involvement in land use planning projects by actively coordinating the planning process with relevant community organizations, through the reasonable availability of planning reports to city residents and businesses, and notice of official public hearings to neighborhood associations, business groups, affected individuals and the general public."

Design Review

Design Review appears in Policy 10.13, with specific direction for implementation:

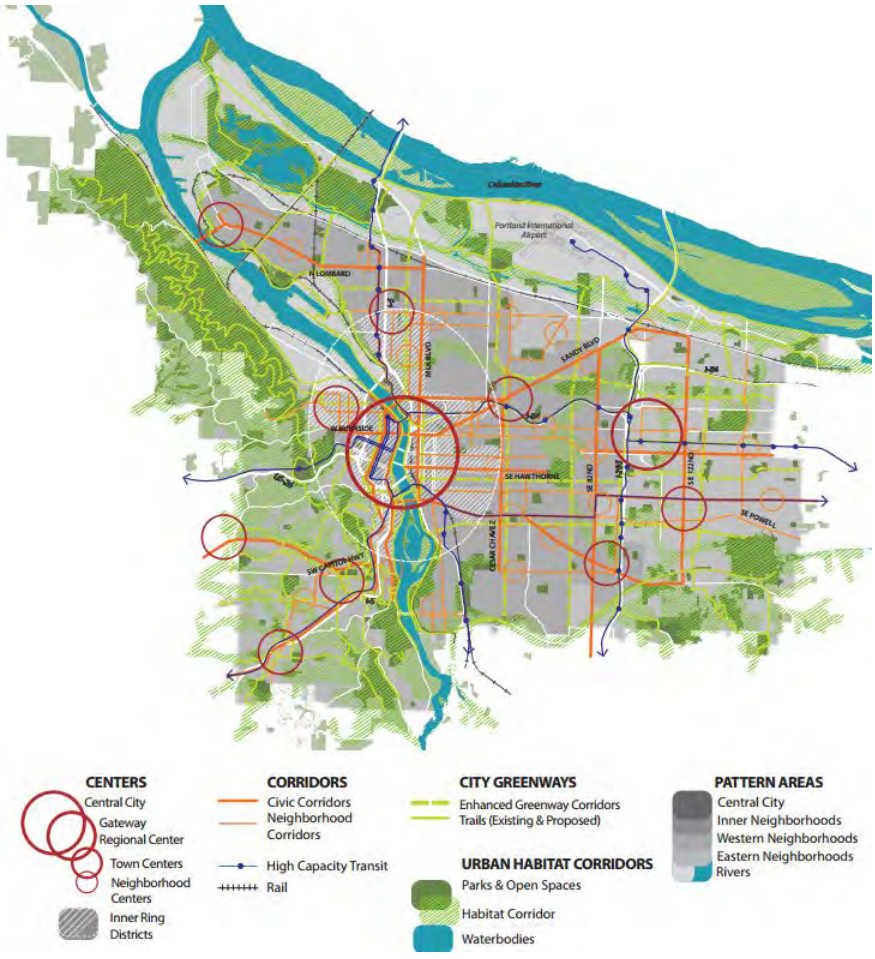
> Policy 10.13 Design Review states: "Develop recommendations for Council consideration for additional areas where design review would be appropriate and prepare design review standards for both existing and proposed areas."

2.2 – New Comprehensive Plan Goals & Objectives

2035 Comprehensive Plan

Moving forward, recommendations that result from the Design Overlay Zone Assessment (including new tools) should incorporate and respond to the 2035 Comprehensive Plan that will be adopted in 2016.

One notable change from the existing Comprehensive Plan to the new 2035 Plan is the extent that the new Plan guides the physical form of the city through specific language and maps, taking a deliberate approach toward context. The "one size fits all" criticism of Portland's current regulations, including chapter 33.218 Community Design Standards, resulted in a shift to acknowledge five pattern areas of the city: Rivers; Central City; and the Inner, Western, and Eastern Neighborhoods. In addition, the Comprehensive Plan Map, which had a direct relationship with (and almost completely the same as) the Zoning Map, has shifted toward a more conceptual Urban Design Framework. The Urban Design Framework describes the pattern areas in addition to a range of center and corridor types.



It may be worth noting that the new Mixed Use Zoning Project, an implementation project for the Comprehensive Plan, proposed that several areas highlighted in the Urban Design Framework such as Centers and Inner Ring corridors, which are slated to grow, be added to the d-overlay zones.

Another big change from the existing 1980 Comprehensive Plan is the large list of design-related goals and objectives in the 2035 Comprehensive Plan. Finally, the 2035 Comprehensive Plan shifts dramatically toward a robust set of policies on public engagement, starting with a more prominent placement of Chapter 2 Community Involvement.

A direct comparison of Table 2.1 to 2.2, tells a clear shift to a greater number of policies that describe the built environment and public involvement. Two chapters in the new Comprehensive Plan are most relevant to the d-overlay zone: Chapter 3 Urban Form and Chapter 4 Design and Development, which find their roots in the Existing Comprehensive Plans Goal 2 and Goal 12, respectively. Chapter 2 is also included in this analysis as it may apply to processes regarding the Design Overlay zones.

Goal 3 Urban Form
Seven goals listed in Chapter 3 are summarized below.

- **Goal 3.A: A city designed for people** – describes a built environment for all Portlanders, promoting health, equity and resiliency; with new development that reduces disparities and encourages interaction
- **Goal 3.B: A climate and hazard resilient urban form** – highlights compact urban form, sustainable development and active transportation that improves resilience to natural hazards and climate change
- **Goal 3.C: Focused growth** – describes highest densities of urban development and services within centers, corridors, and transit stations, allowing relative stability of lower-density single family residential areas.
- **Goal 3.D: A system of centers and corridors** – describes an interconnected system of centers and corridors that provide diverse housing and employment, access to services, and support low-carbon, complete communities.
- **Goal 3.E: Connected public realm and open spaces** – defines a network of public spaces and parks to connect neighborhoods and improve environmental health.
- **Goal 3.F: Employment districts** – describes job growth in a variety of employment districts to maintain a diverse economy
- **Goal 3.G Nature in the city** – highlights a system of habitat corridors to enhance habitat connectivity and preserve natural resources and the ecosystem

Because several policies under Chapter 3 goals describe the city's highest density in centers and corridors as Portland's growth strategy, they mention macro topics of growth and context (and pattern areas specifically) as well as micro topics of scale, uses, building and public realm design.

Goal 4 Design and Development
Four goals listed in Chapter 4 are summarized below.

- **Goal 4.A: Context-sensitive design and development** – describes that new development should respond to and enhance the qualities of its location while accommodating growth and change.

- **Goal 4.B: Historic and cultural resources** – aspires to evolve and preserve the integral parts of an urban environment that are historic and cultural resources
- **Goal 4.C: Human and environmental health** – describes efficiently designed neighborhoods and development that protects safety and livability, supports access to food, limits negative environmental impacts, encourages integration of nature into the built environment.
- **Goal 4.D: Urban resilience** – describes buildings, open spaces and streets that can adjust to demographic, economic and climate change as well as natural disasters.

Chapter 4 explicitly describes design of buildings and public realm more extensively than the previous Comprehensive Plan, and there is a larger emphasis on the integration of nature and safeguarding against natural disasters. The previous Comprehensive Plan outlined several "Portland themes", e.g. roses, the great blue heron, salmon, etc. This new Comprehensive Plan stays away from this level of specificity but highlights context sensitivity related to pattern areas and the "character-giving design features that are responsible to place and the cultures of communities" (Policy 4.2).

Goal 2 Community Involvement
Five goals listed in Chapter 2 are summarized below.

- **Goal 2.A: Community Involvement as a partnership** – states that the City should work together with all Portland communities and interests as a genuine partner in guiding planning and investment decisions
- **Goal 2.B: Social justice and equity** – states that the City seek social justice by expanding choice and opportunity, especially to under-served and under-represented communities, and that it seek to achieve equitable distribution of burdens and benefits and address past injustices
- **Goal 2.C: Value community wisdom and participation** – places emphasis on the value of community participation and wisdom and diverse cultural perspectives in its decision-making
- **Goal 2.D: Transparency and accountability** – describes clear, open and documented decision-making processes, including monitoring and reporting
- **Goal 2.E: Meaningful participation** – describes opportunities for a diversity of community members, especially those affected, to participate and influence all stages of planning and decision-making

Design Review
Explicit mention of the Design Commission is within Policy 2.2 Review Bodies, which lists it among others that should provide an opportunity for community involvement and provide leadership and expertise for specialized topic areas.

Recommendations for new d-overlay tools should seek to respond to the shift in direction and specific goals and policies that the 2035 Comprehensive Plan has addressed.

2.3 – Comparing Comprehensive Plans

For the purpose of the Design Overlay Zone Assessment (DOZA), the relevant policies for each of the two Comprehensive Plans have been divided into three main categories: Tools/Process, Macro Level (growth, context, connections), and Micro Level (physical scale, uses, buildings). A table for the design-related policies within each Plan provides a glimpse of where each of these policies gives direction.

The reasoning for dividing goals and policies into three categories is two-fold: First, it makes an objective comparison of new goals and policies in the 2035 Comprehensive Plan to current goals and policies in the Existing Comprehensive Plan easier to conduct. Comparing the two sets of goals and policies helps to understand what has changed, where new priorities have shifted, and what new expectations need to be addressed in the future. Secondly, dividing goals and policies into these three topic areas sets up the DOZA to focus recommendations that respond to guidance from the 2035 Comprehensive Plan for:

- **Tools** (Community Design Standards, Community Design Guidelines, Central City Fundamental Design Guidelines and Central City subdistrict guidelines)
- **Macro-level design** (context and site)
- **Micro-level design** (buildings)

Below is the breakdown of how design-related policies in each of the Comprehensive Plans respond to the three categories. Refer to the tables for each Plan to see which policies give direction as outlined here:

Tools/Process:

- The policy mentions or specifies a community process, e.g. public information, advocacy, neighborhood involvement.
- The policy mentions specific tools for implementation. Some of the policies mention Design Review as a tool.

Macro-level:

- The policy guides how growth and density are allocated throughout the city. The language is direct about where areas of relative change and stability should be located.
- The language refers to the context of a place, its surroundings, and (in the 2035 Comprehensive Plan only) its pattern area.
- The policy encourages connections to transportation networks, other places throughout the city.

Micro-level:

- The policy encourages specific uses.
- The policy guides height or scale.
- The policy addresses the design of buildings or public realm.

Built development, guidelines, and standards assessed in the DOZA project should be scrutinized for how well they follow this subset of Comprehensive Plan language. However, recommendations for new processes and tools will need to follow the *new* 2035 Comprehensive Plan guidance. Using the lens of these three topic areas will facilitate a better understanding of how and what has changed from this set of goals, policies and objectives in the new 2035 Comprehensive Plan.

The reasoning for including Comprehensive Plan language into this report for the Design Overlay Zone Assessment is to use it as a benchmark for how to evaluate the current tools: namely, the Community Design Standards found in 33.218, the Community Design Guidelines, and the Central City Fundamental Design Guidelines.

2.4 – Neighborhood Plans

Neighborhood plans throughout the city guide decisions on land use, zoning, capital improvement projects and community development activities within their specific geography. Neighborhood plans often have their own set of goals and objectives as well as action items. These generally address more specific development and livability issues than can be identified in the City-wide Comprehensive Plan However, they maintain consistency with the Comprehensive Plan and are adopted by City Council. (Note that many of these plans are listed as a footnote within Goal 3 of the Comprehensive Plan.) Occasionally, neighborhood plans result in legislative changes under overlay zones and plan districts in the 400s and 500s chapters of Portland's Zoning code (see the Hollywood plan district and the main street overlay zone for an example from the Hollywood and Sandy plan).

During the 1980s and 1990s, the city engaged in an ambitious project to create neighborhood plans for all of the areas of the city. These neighborhood plans were often nestled within larger area/community plans (i.e. the Boise Neighborhood plan was done within the Albina Community plan process. However, this process was scaled back after controversy with the Southwest Community plan, and the city instead pursued a more limited set of neighborhood plans to address specific growth or infrastructure issues (such as the Interstate Corridor plan to address the provision of light rail).

Section 2 Questions:

How does the language of current implementation tools follow the language of the Current Comprehensive Plan?

How can recommendations respond to new direction from the 2035 Comprehensive Plan and the 2035 Central City Plan? Specifically, recommendations regarding the following tools: 33.218 Community Design Standards, Community Design Guidelines and the Central City Fundamental Design Guidelines (and Central City subdistrict design guidelines)

How can pattern areas be included within citywide design tools, such as the Community Design Standards and Community Design Guidelines?

TABLE 2-1: 1980 COMPREHENSIVE PLAN RELATED GOALS AND POLICIES

Design Overlay Assessment- FINAL DRAFT June 2016

	Tools/Process						Macro			Micro	
GOAL / POLICY	PROCESS	SPECIFIC TOOLS	DESIGN REVIEW	GROWTH/ DENSITY	CONTEXT	PATTERN AREA	ACCESS/ CONNECTIONS	PHYSICAL SCALE	ENCOURAGE USES	PUBLIC REALM	BUILDING
2 URBAN DEVELOPMENT											
2.9 Residential Neighborhoods				x				x			
2.1 Downtown Portland		x		x			x	x			
2.11 Commercial Centers					x		x	x			
2.12 Transit Corridors					x		x		x		
2.13 Auto-Oriented Commercial Development				x				x	x		
2.15 Living Closer to Work					x			x			
2.17 Transit Stations and Transit Centers				x				x	x		
2.18 Transit-Supportive Density				x	x		x	x			
2.19 Infill and Redevelopment				x				x			
3 NEIGHBORHOODS											
3.5 Neighborhood Involvement	x	x									
3.7 Visual Communication		x			x						
4 HOUSING											
4.3 Sustainable Housing				x	x		x		x		x
4.5 Housing Conservation		x			x						x
4.6 Housing Quality					x			x			x
5 ECONOMIC DEVELOPMENT											
5.6 Area Character & ID w/in Desig. Comm. Areas		x			x						
9 CITIZEN INVOLVEMENT											
9.1 Citizen Involvement Coordination	x										

TABLE 2-1: 1980 COMPREHENSIVE PLAN RELATED GOALS AND POLICIES

Design Overlay Assessment- FINAL DRAFT June 2016

GOAL / POLICY	Tools/Process			Macro					Micro		
	PROCESS	SPECIFIC TOOLS	DESIGN REVIEW	GROWTH/ DENSITY	CONTEXT	PATTERN AREA	ACCESS/ CONNECTIONS	PHYSICAL SCALE	ENCOURAGE USES	PUBLIC REALM	BUILDING
10 PLAN REVIEW AND ADMIN.											
10.13 Design Review		x	x								
12 URBAN DESIGN											
12.1 Portland's Character					x		x	x		x	x
12.2 Enhancing Variety				x	x			x	x	x	
12.3 Historic Preservation	x	x								x	x
12.4 Provide for Pedestrians							x		x	x	
12.5 Promote the Arts		x			x					x	
12.6 Preserve Neighborhoods				x	x						
12.7 Design Quality	x	x	x								
12.8 Community Planning	x	x	x								

TABLE 2-2: 2035 COMPREHENSIVE PLAN RELATED GOALS AND POLICIES

Design Overlay Assessment- FINAL DRAFT June 2016

	Tools/Process							Macro		Micro	
GOAL / POLICY	**PROCESS**	**SPECIFIC TOOLS**	**DESIGN REVIEW**	**GROWTH/ DENSITY**	**CONTEXT**	**PATTERN AREA**	**ACCESS/ CONNECTIONS**	**PHYSICAL SCALE**	**ENCOURAGE USES**	**PUBLIC REALM**	**BUILDING**
2 COMMUNITY INVOLVEMENT											
2.1 Partnerships and Coodination	x										
2.12 Roles and Responsibilities	x										
2.14 Community Influence	x	x									
2.15 Documentation and Feedback	x	x									
2.20 Review bodies	x		x								
2.23 Representation	x										
2.31 Inclusive participation beyond Portland residents	x										
2.32 Inclusive participation in Central City planning	x										
2.33 Accessibility	x										
2.37 Accommodation	x										
2.38 Notification	x										
2.39 Tools for effective participation	x	x									
2.4 Limited English proficiency	x	x									
3 URBAN FORM											
3.1 Urban Design Framework		x				x					
3.2 Growth and Stability				x	x			x	x		
3.3 Equitable Development				x							
3.4 All ages and abilities										x	x
3.5 Energy and Resource efficiency										x	x
3.7 Integrate nature										x	x
3.8 Leadership and innovation in design										x	x
3.12 Significant places		x			x	x				x	x

TABLE 2-2: 2035 COMPREHENSIVE PLAN RELATED GOALS AND POLICIES

Design Overlay Assessment- FINAL DRAFT June 2016

	Tools/Process						Macro			Micro	
GOAL / POLICY	PROCESS	SPECIFIC TOOLS	DESIGN REVIEW	GROWTH/ DENSITY	CONTEXT	PATTERN AREA	ACCESS/ CONNECTIONS	PHYSICAL SCALE	ENCOURAGE USES	PUBLIC REALM	BUILDING
3.13 Role of centers					x			x	x		
3.14 Variety of centers					x			x			
3.17 Government services					x			x			
3.18 Arts and culture					x						
3.19 Accessibility									x		
3.2 Center connections					x		x			x	
3.21 Green infrastructure in centers					x		x			x	
3.22-3.2 Central City				x	x	x	x	x	x	x	
3.28-3.3 Gateway				x	x	x	x	x	x	x	
3.32-3.3 Town Centers		x		x	x		x	x	x	x	
3.36-3.3 Neighborhood centers		x		x	x		x	x	x	x	
3.40-3.4 Inner Ring		x	x	x	x	x	x	x	x	x	x
3.45-3.4 Corridors				x			x		x	x	
3.49-3.5 Civic Corridors				x			x		x	x	x
3.53 Neighborhood Corridors				x	x		x		x	x	x
3.54 Transit Station areas				x	x		x		x	x	
3.61-3.6 City Greenways		x			x		x			x	
3.70-3.8 Rivers					x	x			x	x	
3.84, 3.8 Central City						x	x		x	x	
3.89-3.9 Inner					x	x	x			x	x
3.94-3.9 Eastern					x	x	x			x	x
3.99-3.1 Western					x	x	x	x		x	x
4 DESIGN AND DEVELOPMENT											
4.1 Pattern Areas						x					x

TABLE 2-2: 2035 COMPREHENSIVE PLAN RELATED GOALS AND POLICIES

Design Overlay Assessment- FINAL DRAFT June 2016

	Tools/Process						Macro			Micro	
GOAL / POLICY	**PROCESS**	**SPECIFIC TOOLS**	**DESIGN REVIEW**	**GROWTH/ DENSITY**	**CONTEXT**	**PATTERN AREA**	**ACCESS/ CONNECTIONS**	**PHYSICAL SCALE**	**ENCOURAGE USES**	**PUBLIC REALM**	**BUILDING**
4.2 Community Identity					x						
4.3 Site and context					x		x		x		
4.4 Natural features and green infrastructure		x							x	x	
4.5 Pedestrian-oriented design									x		
4.6 Street orientation						x				x	
4.7 Development and public spaces					x				x		
4.8 Alleys					x				x	x	
4.9 Transitional urbanism		x		x							
4.10 Design for active living									x	x	
4.11 Access to light and air							x		x	x	
4.12 Privacy and solar access							x			x	
4.13 Crime-preventive design		x							x	x	
4.14 Fire prevention and safety		x							x	x	
4.15 Residential area continuity and adaptability		x		x	x		x	x		x	
4.16 Scale and patterns					x		x		x	x	
4.17 Demolitions		x		x				x		x	
4.18 Compact single-family options				x			x			x	
4.19 Resource efficient and healthy res. design & dev.		x						x		x	
4.20 Walkable scale				x	x		x	x	x		
4.21 Street environment									x		
4.22 Relationship btwn building height and street size							x		x	x	
4.23 Design for pedestrian and bicycle access						x			x		
4.24 Residential uses on busy streets		x						x		x	
4.25 Active gathering places								x	x		
4.26 Protect defining features											

TABLE 2-2: 2035 COMPREHENSIVE PLAN RELATED GOALS AND POLICIES

Design Overlay Assessment- FINAL DRAFT June 2016

	Tools/Process						Macro			Micro	
GOAL / POLICY	**PROCESS**	**SPECIFIC TOOLS**	**DESIGN REVIEW**	**GROWTH/ DENSITY**	**CONTEXT**	**PATTERN AREA**	**ACCESS/ CONNECTIONS**	**PHYSICAL SCALE**	**ENCOURAGE USES**	**PUBLIC REALM**	**BUILDING**
4.27 Historic buildings in centers and corridors		x			x				x	x	
4.28 Public art					x				x	x	
4.29 Scale transitions		x		x	x		x			x	
4.30 Land use transitions					x			x	x	x	
4.31 Industrial edge		x			x			x	x		
4.32-4.3[illegible] Off-site impacts		x			x			x	x	x	
4.40 Scenic resources					x	x			x	x	
4.41 Scenic resource protection		x			x						
4.42 Vegetation management		x			x				x		
4.43 Building placement, height, and massing		x			x		x			x	
4.44 Future development		x			x				x		
4.45 Historic and cultural resource protection											
4.46 Continuity with established patterns											
4.47 Demolition	x	x								x	
4.48 City-owned historic resources		x								x	
4.49 Historic Resources Inventory		x									
4.50 Preservation equity		x			x						
4.51 Cultural diversity	x	x									
4.52 Cultural and social significance	x	x			x						
4.53 Community structures		x								x	
4.54 Archaeological resources	x										
4.55 Public art and development		x									
4.56-4.6[illegible] Resource-efficient		x			x				x	x	
4.67-4.7[illegible] Design with nature		x			x	x			x	x	
4.73-4.7[illegible] Hazard-resilient		x			x				x	x	

TABLE 2-2: 2035 COMPREHENSIVE PLAN RELATED GOALS AND POLICIES

Design Overlay Assessment- FINAL DRAFT June 2016

		Tools/Process						Macro			Micro	
	GOAL / POLICY	**PROCESS**	**SPECIFIC TOOLS**	**DESIGN REVIEW**	**GROWTH/ DENSITY**	**CONTEXT**	**PATTERN AREA**	**ACCESS/ CONNECTIONS**	**PHYSICAL SCALE**	**ENCOURAGE USES**	**PUBLIC REALM**	**BUILDING**
4.79-4.8[illegible]	Healthy Food					x		x		x	x	
5	**HOUSING**											
5.4	Housing types				x					x		
5.6	Adaptable housing		x		x					x		x
5.7	Physically accessible housing				x	x		x		x	x	
5.8	Accessible design for all		x		x					x		x
5.46	Healthy housing						x					x
5.48	Housing quality									x	x	x
5.49	High-performance housing									x	x	x
5.50	Healthy and active living									x	x	x
5.51	Walkable surroundings						x				x	
5.52	Responding to social isolation						x					x
6	**ECONOMIC DEVELOPMENT**											
6.17	Regulatory climate	x	x	x	x							
6.55-6.6[illegible]	Campus institutions				x	x				x		x
6.61-6.7[illegible]	Neighborhood business districts		x		x					x		x

Section 3 – Goals and Objectives from Central City Planning

This section summarizes and compares the Goals and Policies from the current Central City Plan (adopted in 1988) with the new 2035 Central City Goals and Policies (which is moving through the adoption process currently). Goals and policies summarized in this section are only those that relate directly or indirectly to the design overlay zones.

3.1 – Central City Plan 1988 Goals & Objectives

This section summarizes the design-related Goals and Policies in the 1988 Central City Plan.

The Central City Plan is intended to complement the current Comprehensive Plan. The Central City Plan was an expansion of the previous Downtown Plan, but the Central City Plan was intended to continue to implement the Downtown Plan within the core. The Central City Plan came from the City Council's resolution in 1984 to create a plan that "that is a vision for the future, which establishes the Central City as the center of commerce and cultural activities in the community," while recognizing the character of the individual districts and the central city's relationship with adjacent neighborhoods, all the while increasing livability.

The plan is built around a total of 21 policies, although policies 14 through 21 are specific to individual districts. While several of the general policies may touch on design issues, Policy 12 specifically covers Urban Design. The overreaching objective of Policy 12 is to "Enhance to Central City as a livable, walkable area which focuses on the river and captures the glitter and excitement of city living." To achieve this, there are several sub-policy objectives:

A. Create a rich and enjoyable environment for pedestrians throughout the Central City.

B. Strive for excellence in the design of new buildings.

C. Encourage designers of new developments to sensitively enhance Portland's human scale of buildings, streets and open spaces.

D. Promote the formation of districts with distinct character and a divers and rich mixture of uses (in nonindustrial areas).

E. Identify and protect significant public views.

F. Locate the highest densities in the Downtown and along potential and existing transit corridors, and step density down toward the Willamette River, residential neighborhoods adjacent to the Central City, and as the distance from the core increases.

Each policy includes a table of action items, consisting of projects, programs and regulations. Some of the items are short-term suggestions, while others are long-term or required more study before implementation. For Urban Design, a total of 16 action items was included. Detail on many of these action items was included in the Section "Description of Selected Actions." Although the specifics are not included here, it may be note-worthy to review some of these details to determine whether they were completed. Included in the Urban Design Action items was a provision to create specific design

guidelines appropriate for each district. This was due to the fact that the larger-scale Central City Fundamental Guidelines had not yet been created.

In addition, there are 8 subdistricts, each with their own policy. These districts include Downtown, Goose Hollow, North of Burnside (part of Old Town/Chinatown), Northwest Triangle (later named the Pearl), Lower Albina, Lloyd Center/Coliseum, Central Eastside, and Macadam. Each of these also have action items, although they are too numerous to list here.

While the original 1988 plan available on the web has only been updated to address the zoning designation changes that were part of the 1991 Code rewrite, it should be noted that several additional documents have been created for specific areas of the Central City. In many cases, these documents have edited or created the goals and policies of the Central City. These documents include updates such as the River District/University District plan in 1995, the Goose Hollow Station Area plan in 1996, the West End plan in 2002, the North Macadam plan in 1997 followed by the South Waterfront plan in 2002, and the North Pearl plan.

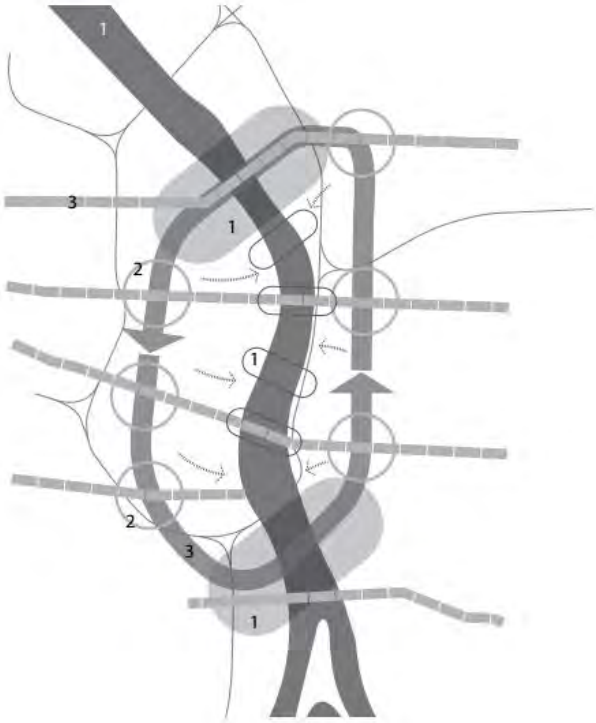
Other plans that have been developed have borders or slight overlaps with the Central City plan. These include the Irvington and Eliot Neighborhood plans, the Albina Community plan which included the neighborhood plans, and the Northwest District plan.

3.2 – Central City 2035

This section summarizes the design-related Goals and Policies for the Central City 2035 Plan (not yet adopted).

The Urban Design Concept (right) identifies the primary design and development themes:

1. Reconnecting the Central City to the Willamette River.
2. Recognizing and enhancing the distinct characteristics of the Central City's districts and places.
3. Creating a more cohesive and connected public realm, featuring distinct experiences within streets, transit corridors, walking and biking pathways and open spaces.



Chapter 5 of the Central City 2035 Plan, Urban Design, includes urban design goals and policies that cover a range of scales, from the urban form of places and districts down to the design of buildings, streets and the public realm, parks and open spaces, and historic districts. Below are the three goals from Chapter 5.

GOAL 5.A: The Willamette River is the Central City's defining feature, framed by a well-designed built environment that celebrates views to the larger surrounding landscape, encourages east-west access and orientation and supports a range of river uses.

GOAL 5.B: The Central City is composed of diverse, high-density districts that feature high-quality spaces and a character that facilitates social interaction and expands activities unique to the Central City.

GOAL 5.C: The Central City's public realm is characterized by human-scaled accessible streets, connections, parks, open space, and recreation opportunities that offer a range of different experiences for public interaction.

The Urban Design Policy framework is lengthier than its predecessor from the 1988 Central City Plan, though policies from the original were carried over. Notable design-related additions and revisions from the 1988 Central City Plan include:

- Supporting design experimentation and innovation
- Focusing tallest buildings next to transit hubs and corridors and bridgeheads
- Providing guidance for large site development
- Developing a stronger street hierarchy and development character, including three main types: retail/commercial, boulevard, and flexible
- Creating a "Green Loop" that connects east and west side neighborhoods with a park-like linear path

The Urban Design Policy framework also includes Historic Preservation and Parks and Open Spaces, whereas in the Central City 1988 these two policy topics were separated. Each District also has a set of Urban Design Concepts with Key Elements and Visions.

New recommendations for the Central City Fundamental Design Guidelines and subdistrict design guidelines will need to respond to this new direction from the Central City 2035 Plan, including new subdistrict policies.

Section 3 Questions:

Are examples found in the Central City Fundamental Design Guidelines (2001) still appropriate/reflect community goals? What changes would make it clear to applicants and/or community about what is acceptable?

What is the role of subdistrict design guidelines in an updated Central City Fundamental Design Guidelines?

Section 4 – Zoning and Other Implementation Tools (Existing)

This section summarizes the existing tools related to applying zoning code regulations, design overlay mapping regulations and determining how to apply the different frameworks. The section serves as a brief overview, and more detail on the design review process is available in Section 6.

4.1 – Mapping a d-overlay within the City

The design overlay is mapped in areas that BPS has determined have "special scenic, architectural or cultural value" to promote the conservation enhancement and continued vitality of these areas, and in areas anticipated for growth and high density development. The overlay has typically applied to areas that had been identified as design districts through community planning projects. However, it has been expanded to other areas where an additional amount of oversight may be needed. Figure 4.1 provides a map of Portland with the identified areas currently subject to design review, as well as the areas proposed to be added as part of the mixed use zoning project. On the city's zoning maps, areas subject to the design overlay requirements are indicated through a 'd' symbol on the map. They are subject to the provisions in Chapter 33.420.

4.2 – Creating Thresholds/Exemptions for Application of Design Review

Not all development in a design overlay is subject to discretionary design review. In many areas of the city with the d-overlay, an applicant may choose to meet a series of additional community design standards instead of going through design review. Section 6.1 provides the details on the geographic and development thresholds that can trigger design review.

4.3 – Applying Base Zone and Plan District Regulations

It is not only within the design overlay zones and design review that buildings have their form regulated in Portland. The city's base zones, other overlay zones, and plan districts all contain design related standards that can affect the size and placement of the building, the location of entrances and windows, the prevalence of parking and vehicle area and areas of landscaping. Figure 4.2 provides a summary of how design related standards apply across the base zones versus the additional standards and guidelines that may apply through the Community Design Standards and Design Review.

It should be noted that several other overlay zones (main streets) and plan districts have additional development standards regardless of whether the development is subject to design review or not. The additional standards within the plan districts are intended to implement additional goals and objectives that may have been part of a neighborhood or area plan. Examples of where this may result in changes in development standards are: maximum building height, required windows, and required building setbacks. When there is a conflict between the plan district regulations and base zone, overlay zone, or other regulations of Title 33, the plan district regulations control.

Generally, design related standards are scattered across the base zones and plan districts as they attempt to implement everything from overall zone characteristics to specific site and building

requirements. The requirements are often based upon a Purpose Statement which provide a background for the zone and regulation. Section 4.5 provides some overview of the purpose statements located within the zoning code.

4.4 – Relationship between the Design Guidelines and the Community Design Standards

Both the Design Guidelines and the Community Design Standards are intended to promote better design within certain areas of the city. The design guidelines do this through their application of a discretionary design review, while the Community Design Standards are intended to do this as part of the non-discretionary permit review. Outside of the Central City and Gateway plan districts, an applicant can often choose whether to go through the discretionary or non-discretionary review. More information on this is available in Sections 6 and 7.

4.5 – Purpose Statements behind the Regulations

Purpose Statements provide the intent behind the base zone characteristics, other zoning regulations, and any special regulations that may apply to a site. These purpose statements are referred to any time someone is requesting an adjustment, or modification to the standards as part of a design review, and may also be referred to during other land use reviews. As a result they often provide the link between the goals and objectives of our policy documents and the actual implementing regulations. Below are summaries of some of the purpose statements directly related to design standards/zones. Many other overlay zones and plan districts may have specific design related standards, and purpose statements that address the background for those standards, but they are not included in the summary to save overall space.

Base Zones
The base zones include a purpose statement at the beginning of each zone chapter. This purpose statement provides the intent of that particular zone to provide needed elements such as housing, regulations to preserve the character of areas, etc. These generalized purpose statements include information to help distinguish between the various scale and intensity of uses and development of the base zones.

Development Standards within base/overlay zones
Generally each set of development standards will contain a purpose statement that provides the intent of the standard. Often, the standard may have many components to it as they attempt to achieve different goals for different types of development. As an example, the purpose statement for building setbacks in multi-dwelling zones contain seven sub-bulleted objectives. Some of these illustrate the desire to develop a physical separation between residences. In contrast, the setbacks along transit streets are intended to create an inviting environment for pedestrians and transit users.

Many standards within the base and overlay zones and within the various plan districts are intended to satisfy objectives that are complementary to the design objectives of the city (recognize special contexts, enhance the pedestrian realm, and ensure quality materials). As a result, there can be several standards and design guidelines that relate to the form of a building. The different sets of standards can

sometimes create confusion. It is important to remember the context and hierarchy between the various zone standards and the design overlay requirements.

Community Design Standards
The Community Design Standards section (33.218) opens with a purpose statement that includes a brief purpose behind design review and historic review (note that community design standards can apply within certain conservation and historic areas). This is followed by the specific purpose for the set of community design standards.

> The Community Design Standards provide an alternative process to design review and historic resource review for some proposals. Where a proposal is eligible to use this chapter, the applicant may choose to go through the discretionary design review process set out in Chapter 33.825, Design Review, and Chapter 33.846, Historic Resource Reviews, or to meet the objective standards of this chapter. If the applicant chooses to meet the objective standards of this chapter, no discretionary review process is required.

Design Overlay Zone
The purpose statement of the design overlay zone chapter (33.420) provides an overview of the intent of this additional layer of review processes and standards.

> The Design Overlay Zone promotes the conservation, enhancement, and continued vitality of areas of the City with special scenic, architectural, or cultural value. The Design Overlay Zone also promotes quality high-density development adjacent to transit facilities. This is achieved through the creation of design districts and applying the Design Overlay Zone as part of community planning projects, development of design guidelines for each district, and by requiring design review or compliance with the Community Design Standards. In addition, design review or compliance with the Community Design Standards ensures that certain types of infill development will be compatible with the neighborhood and enhance the area.

Design Review
There is a chief purpose statement for the design review chapter (33.825) that re-iterates the purpose of the design overlay zone, through discretionary review.

> Design review ensures that development conserves and enhances the recognized special design values of a site or area. Design review is used to ensure the conservation, enhancement, and continued vitality of the identified scenic, architectural, and cultural values of each design district or area and to promote quality development near transit facilities. Design review ensures that certain types of infill development will be compatible with the neighborhood and enhance the area. Design review is also used in certain cases to review public and private projects to ensure that they are of a high design quality.

4.6 – Applying the Applicable Design Overlay Zone Framework

Sections 6 and 7 provide the step-by-step process for determining if a project is subject to design review and what kind of process it is (discretionary or non-discretionary). Please refer to those Sections.

While this project is not reviewing the city's Historic Resources overlay zone, it should be noted that there are instances where the city's Community Design Standards and Community Design Guidelines are the relevant standards/approval criteria for reviewing certain historic resources. Conservation

landmarks and districts may choose to meet the Community Design Standards or go through a Historic Resource Review. In the case of districts without specific criteria, the Community Design Guidelines apply. There are also some historic districts (such as the Alphabet Historic District) where the Community Design Guidelines are used as approval criteria. As a result, both the standards and guidelines include approval criteria specific to historic resources. A breakdown of these requirements is provided at the beginning of the Community Design Guidelines and Central City Fundamental Design Guidelines.

Section 4 Questions:

Overall, how well do the policy goals and objectives find their way into the implementing regulatory structure?

How can the language of the Community Design Standards found in 33.218 respond to the context or goals and purpose statements in the Neighborhood Plans?

How are purpose statements and goals from individual Neighborhood Plans used/followed in the discretionary design review process?

Are examples found in the Community Design Guidelines (1998) still appropriate/reflect community goals? What changes would make it clear to applicants and/or community about what is acceptable?

How well do the base zone regulations, community design standards and other implementing regulations work in tandem?

Figure 4.1 Map of Existing and Potential Design Overlay Zones

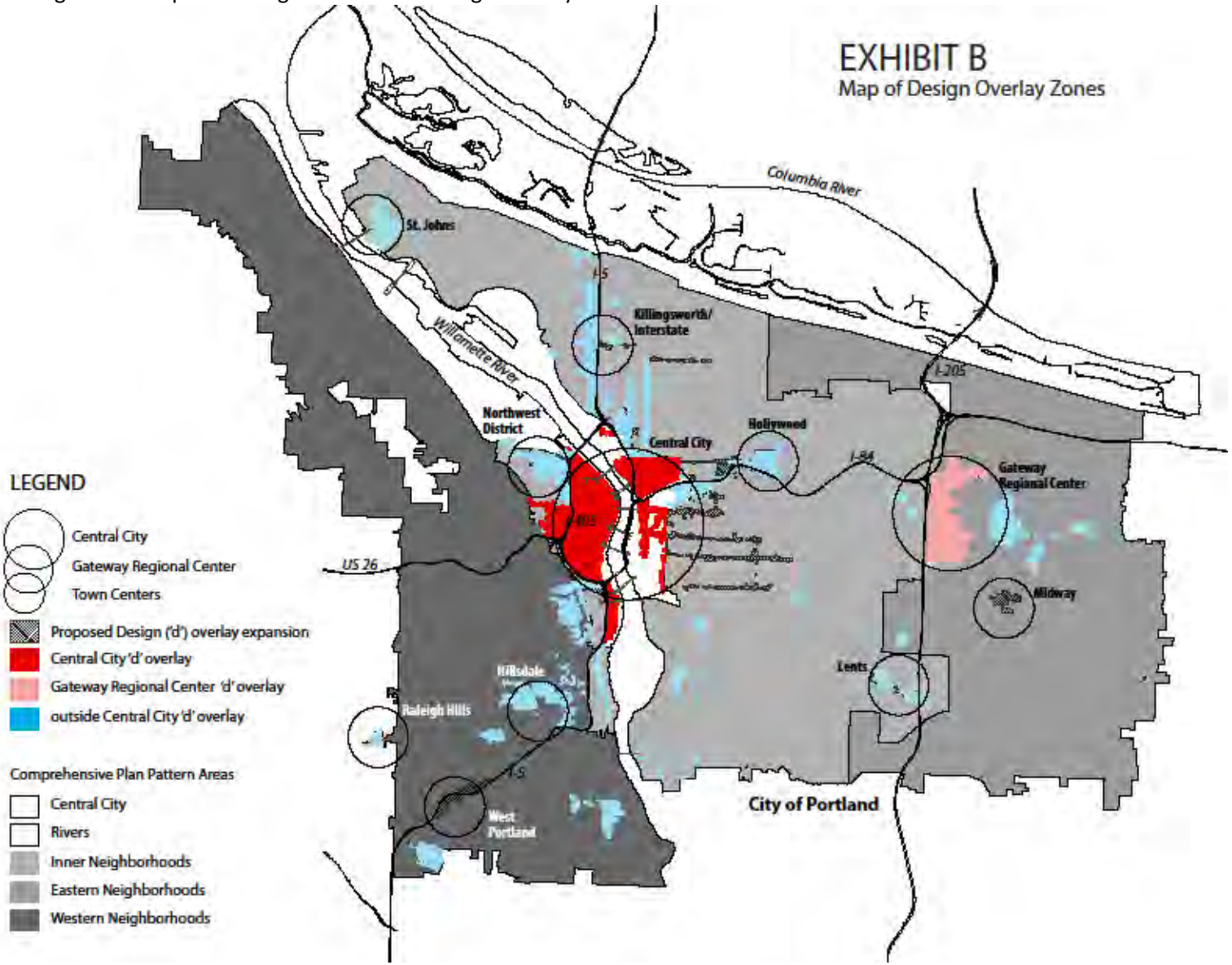


Figure 4.2: Design-Oriented Regulations across base zones and within design overlay zones

	Base Zone Regulations	**Community Design Standards**	**Design Guidelines (see note 2)**
Single Family/Duplex			
Site Design	Front, side and garage setbacks, driveway limits, tree requirements, outdoor area	Additional landscape and setback standards (including conservation districts), vehicle area limits	See input under Commercial zones (which is where most discretionary review occurs). Generally guidelines address development more than zone.
Building Bulk	Building Coverage, Height	No addl bulk standards	See input under Commercial zones
Building Design	Street Facing Windows, Location of Main Entrances, Garage/House relationship, (Base Zone Design Standards), taller accessory structures have additional design standards	Front Elevations, Roof pitch, eaves and solar requirements, main entrance & porch requirements, foundation material, exterior finish, trim, compatibility for additions and accessory structures.	See input under Commercial zones
Street Presence	Driveway limits + building design above	Architectural features, windows, exterior stairs, plus building design items above	See input under Commercial zones
Other items of note	Additional standards apply to narrow lots, alternative development has additional standards	Additional requirements in certain conservation districts/landmarks.	See input under Commercial zones
Review Process	Building Permit Review	Building Permit Review with additional standards	Discretionary Review, generally administrative.
Multi-Dwelling Zone / Development			
Site Design	Setbacks (min & max), vehicle area limits, minimum landscaping/trees, outdoor areas, pedestrian connections, screening of garbage areas, etc	Landscaping, setback maximums for primary structures, buffer to lower density zones, vehicle area limits.	See input under Commercial zones (which is where most discretionary review occurs). Generally guidelines address development more than zone.

	Base Zone Regulations	**Community Design Standards**	**Design Guidelines (see note 2)**
Building Bulk	Density/FAR, Building Coverage, Building length, Height (varies within zone)	Additional Height maximum	See input under Commercial zones
Building Design	Houses/Duplexes subject to similar standards as above. MD: Placement on transit street, street facing facade	Front Elevations, Roof pitch/cornice, and equipment/solar requirements, main entrance & porch requirements, foundation material, exterior finish, trim, compatibility for additions and accessory structures.	See input under Commercial zones
Street Presence		Windows, exterior stairs, plus building design items above	See input under Commercial zones
Other items of note	Additional density possible with amenity bonuses, alternative development has additional standards	Additional requirements for some conservation districts/landmarks.	See input under Commercial zones
Review Process	Building Permit Review	Building Permit Review with additional standards	Discretionary Review, may require hearing.
Commercial Zones / Development			
Site Design	Setbacks (min & max), vehicle area limits, minimum landscaping/trees (some zones), pedestrian connections, screening of garbage areas, limits on exterior display/ storage/ activities, limits on drive-through (allowance & design)	Improvements between building and street, reinforcing the corner, buffer to lower density zones, vehicle area limits	Each set of guidelines has objectives to ensure building is placed on lot to benefit the surrounding area and public experience. These are often listed under the category “Portland Personality”.
Building Bulk	FAR, Building Coverage (min & max), Height,	Additional Height minimums and maximums	Bulk may be considered through design guidelines but there are not more restrictive coverage/ height limits than base zones.
Building Design	Ground Floor Windows, Transit Street Main Entrance	Distinct Ground floor requirements, Roof pitch/cornice, eaves and	Guidelines often consider a set of objectives that review the design

	Base Zone Regulations	**Community Design Standards**	**Design Guidelines (see note 2)**
	Houses/Duplexes subject to similar standards as above.	equipment/solar requirements, main entrance & porch requirements, foundation materials, exterior finish, compatibility for additions.	and materials of the building. They are often listed under the category "Project Design".
Street Presence	Ground Floor Windows, Transit Street Main Entrance	Ground floor window requirement, visible building base, link street to building, plus building design items above.	Guidelines often consider a set of objectives that review how a building orients to the public realm. They are often listed under the categories "Pedestrian Emphasis" or "Project Design".
Other items of note	FAR currently not calculated for residential development	Additional requirements for some conservation districts/landmarks	Certain areas will consider specific items such as driveways, signs, etc.
Review Process	Building Permit Review	Building Permit Review with additional standards	Discretionary Review, may require hearing.
Employment-Industrial Zones / Development			
Site Design	Setbacks (min & max[EX & EG1]), Vehicle area limits (EX & EG1), minimum landscaping/trees (some zones), pedestrian connections (EX, & EG), screening of garbage areas (not in IH), limits on exterior work activities (E zones). EX only: Limits on exterior display/ storage, limits on drive-through	Improvements between building and street, additional landscaping requirements, reinforcing the corner, additional pedestrian standards, vehicle area limits.	See input under Commercial zones (which is where most discretionary review occurs). Generally guidelines address development more than zone.
Building Bulk	FAR (some zones), Building Coverage (some zones), Height (some zones)	No bulk limits, but minimum landscaping requirement listed above	See input under Commercial zones
Building Design	EX: Ground floor windows, transit street setbacks (also EG1). Houses/Duplexes in EX subject to similar standards above	Front elevations, rooftop equipment/solar requirements, foundation materials, exterior finish, compatibility for additions.	See input under Commercial zones

	Base Zone Regulations	**Community Design Standards**	**Design Guidelines (see note 2)**
Street Presence	Ground Floor Windows (EX), Transit Street main entrance (EX & EG1)	Ground floor window requirement, plus building design items above.	See input under Commercial zones
Review Process	Building Permit Review	Building Permit Review with additional standards. (note very few I-zones have d-overlay.)	Discretionary Review, may require hearing. (note very few I-zones have d-overlay.)

Note: Other overlay zones and plan districts may have additional standards related to building and site design, street presence and building bulk that supercede the base zones.
Note 2: Space limits the amount of information provided related to the design guidelines. The city currently has X sets of design guidelines depending on geographic area. Each set contains guidelines that address the key features listed below. This list is provided below.

Section 5 – Zoning and Other Implementation Tools (New & Proposed)

This section summarizes some of the projects undergoing public review that propose to make changes to design overlay mapping, or will change the types of design regulations that could apply. While the assessment will be focused on our existing codes and results, it is also important to be aware of proposed changes to these tools and regulations in case their direction is counter to the findings made during the assessment.

5.1 – Expanding d-overlay on Maps to Other Centers and Corridors

As part of the implementation strategy for the Comprehensive Plan Update, the Mixed Use Zones Project is assigning the design overlay to several corridors and centers throughout the city. This includes many close-in main streets such as Alberta, Burnside, Belmont, Hawthorne and Division, as well as portions of Barbur and centers such as SE 122nd and Division where growth is expected. Several edges of existing areas (St. Johns, Lents, etc.) also are expanding the d-overlay.

The proposed draft for this project was released in March 2016, and is going through the public review and hearing process. The map has been attached to the end of this section.

5.2 – Mixed Use Zones Project and Design Standards

(Description taken from web site.) "The Mixed Use Zones project is revising Portland's commercial zones outside of the Central City, where new housing, shops and services are focused into a network of centers and corridors. The project creates new commercial/mixed use zones that address community feedback about the size, scale and mass of new mixed use development in Portland's commercial areas. The new zones also help address policies of Portland's new Comprehensive Plan that call for providing more affordable housing, creating commercial spaces in centers, greening urban spaces, etc. through development requirements and incentives in these areas."

These changes create additional standards that regulate the design and layout of a building. New or significantly changed standards include:

- Step-down height requirements, both along certain streets and bordering other zones;
- A variety of setbacks including 4 different street setbacks, and two setbacks adjoining lot lines;
- A greater variety of floor area ratio maximums across the spectrum of zones, with many limits lower than currently allowed. These are augmented by FAR bonuses for items such as affordable housing.
- Building façade articulation limiting long continuous walls;
- Buffering and landscaping requirements, especially when adjoining lower intensity zones; and
- Required outdoor or common areas for residential development.

Several of these new standards borrow from the existing Community Design Standards. The increase in the number of standards within these base zones poses future challenges when comparing the base zones to the community design standards, especially in the situations listed above where these zones will now have a d-overlay applied and will have the option to go through discretionary design review or meet community design standards.

The most current version of the draft (proposed draft) is located on the Mixed Use Zones project web site at http://www.portlandoregon.gov/bps/63621.

5.3 – Residential Infill Project for Single Dwelling Zones

(Description taken from web site.) "The Residential Infill Project will address the scale and design of new houses and home additions, as well as determine where new houses on narrow lots would be allowed. The project will also explore alternative housing options that could help keep housing costs down while increasing the variety of housing available for Portlanders."
While this project is still in the discussion phase, it is anticipated that the end result may change standards affecting the height, bulk and setbacks of development in single dwelling zones, while potentially allowing some flexibility to create alternative housing types within the typical single-dwelling house footprint. It is not yet clear how much the design standards may get incorporated into these regulations, and their main effect would be in comparison with the existing Community Design Standards.

The latest news on the project is on the project web site at http://www.portlandoregon.gov/bps/67728.

5.4 – Institutions Project and Design Review Requirements

(Description taken from web site.) "The Campus Institutional Zoning Project will review and update the City of Portland's development review process and zoning standards for campus institutions. The goal of this project is to enhance their ability to grow while maintaining neighborhood protections against unwanted offsite impacts. The project will include a review of the transportation infrastructure serving these institutions and add transportation system improvements to the Transportation Systems Plan (TSP) to support the growth of these employment centers."

This project mostly affects larger institutions within the City that currently have the IR Institutional Zone or Comprehensive Plan designation. There are 15 large scale institutions that will be affected by the proposed changes. Eight of these institutions currently have the IR zoning applied to them which automatically includes a d-overlay. The new campus institution zones, CI-1 and CI-2 will be applied to these institutions but will not include the d-overlay, unless there are other factors/reasons for the d-overlay to be kept. In three situations, the d-overlay has been placed on the properties due to their being within a plan district that included the overlay (Kaiser in North Interstate, Adventist in Gateway and Legacy-Good Sam in Northwest).

Instead of using the provisions/requirements of the d-overlay to help regulate building layout and design, the base standards of the Campus Institution zones will include additional development standards.

The proposal has received a Planning and Sustainability Commission recommendation. The latest version (Interim Recommended Draft) is located on the Campus Institutions project web site at http://www.portlandoregon.gov/bps/63692.

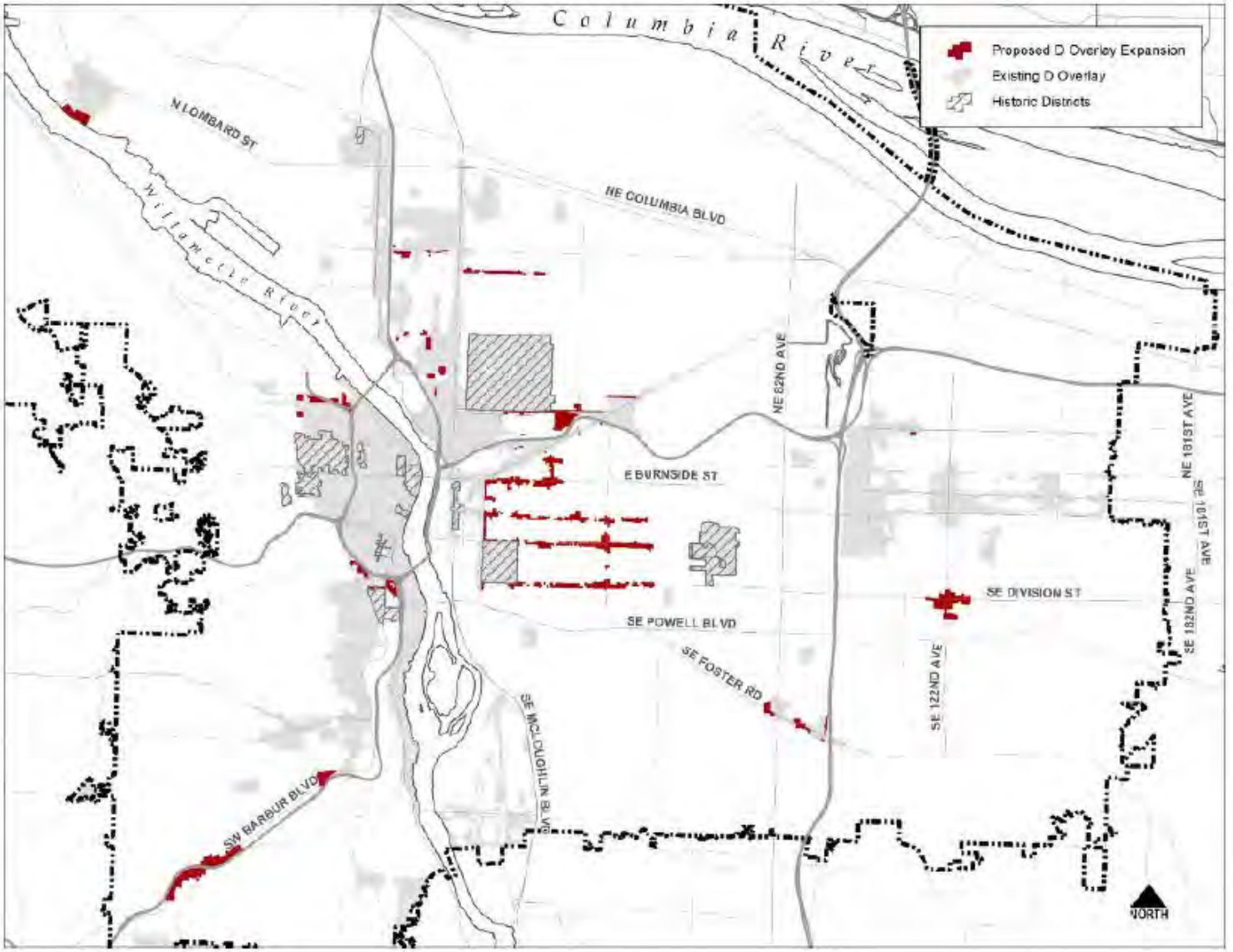
5.5 – Design Process for Affordable Housing Projects

Responding to the Mayor's Housing Emergency, the City Council, in conjunction with the Housing Bureau and the Bureau of Development Services crafted an ordinance to reduce the review type of design reviews that meet certain parameters for affordable housing. This would affect projects that may be subject to the Type III review, which is subject to the Design Commission Hearing and a Pre-Application Conference. As an alternative, an applicant, working with the Housing Bureau, could go through a Type IIx review that would be subject to the Type II fee schedule, and would involve just a staff discretionary review. However, the proposal would be required to go through the Design Advice Request (DAR) instead of the Pre-Application Conference (note that DARs are always optional but are often done for larger and more complex projects). During the hearing for this ordinance, testimony in favor of the proposal mentioned both the cost and timelines of the two processes, but also included concerns about how conditions of the Design Commission add costs to the project. Other testifiers and the City Council expressed concern about any implied lowering the bar on design quality and materials. The case pointed out the tension between the development community and the regulatory community that probably goes beyond the issue of affordable housing. This process change is only available through the duration of the housing emergency, which is set to expire in October 2016.

Section 5 Questions:

What impacts may these changes impart on the design review process? There are public expectations with applying the d-overlay in certain commercial zones, but without DOZA, it is not clear if the change will create a large difference in a development result. Is the cart being put before the horse with some of these?

Would process changes such as the change for affordable housing projects have much of an effect on the efficacy and end result of design review projects?



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Section 6 – Framework for Discretionary Design Review in Design Overlay Zone

6.1 – Outline of Process and Decision Makers

Discretionary Design Review is a land use process to review requests for new construction or alterations of buildings in areas that have the design overlay. As stated in Section 4, the design overlay zone is set up in specific areas of the city. The type of process can depend on the size of the project and the geographic area of the proposal. In some cases, the project may be exempt from design review, while in others, it may be able to meet an objective set of standards. The following table provides a stepped process for determining if a project would need design review. This and the following sections summarize the information that is in the zoning code. Sections 33.420 and 33.825 provide the regulations for determining design review, and the type of review. The code chapters are available online at http://www.portlandoregon.gov/bps/31612.

Step 1	Applicability of design overlay zone regulations	If site is in an area with a design overlay zone, or if the site is in an 'a' overlay and takes advantage of a density provision
Step 2	Determine if specific proposal is subject to design review	Minor alterations & development may be exempt from design review. If the project falls under one of these exemptions, then it doesn't have to follow DZ process.
Step 3	Determine if project is eligible to use the non-discretionary community design standards instead of discretionary design review	Projects within the Central City and Gateway plan districts are ineligible to use Community Design Standards. In other areas, many projects may be able to use this option. See Chapter 33.420 and Section 7 below
Step 4	If project must follow discretionary design review, determine which type of review is required	In general, projects must either follow a Type II or Type III process. Type II is a staff level review and Type III requires a hearing with the Design Commission.
Step 5 (or earlier)	Decide if any preliminary meetings are necessary or desired for the project.	Type III reviews always require a pre-application conference before submitting for the review. For more complex projects, Design Advice Requests (DAR) may be made with the Design Commission, even prior to a Pre-App. Applicants may also do an early zoning assistance prior to staff reviews.
Step 6	Timeline for reviews	Timelines are summarized below. State law generally requires reviews to be completed 120 days after an application is complete, unless the applicant waives this requirement.
Step 7	Decision Makers for Discretionary Design Review	For Type II reviews, the decision is made by the Staff (on behalf of the Director of BDS). For Type III reviews, the decision is made by the Design Commission. Pre-Apps and Zoning assistance are heard by staff. DARs are heard by the Design Commission. No decisions are made in these cases.

Step 8	Appeals Process/Decisions	If a Type II staff decision is appealed, it is then heard by the DZ Commission. If a Type III DZ Commission decision is appealed, it is then heard by the City Council. In both of these cases, appeals for those final decisions must be taken up with the State Land Use Board of Appeals (LUBA).

6.2 – Thresholds for Discretionary Design Review Process

Not all development or alteration within a d-overlay is subject to additional design requirements, nor does the proposal always trigger a discretionary design review. Many types of alterations are exempt from design review, as well as work within certain geographic areas (such as all exterior alterations within the Sellwood-Moreland Design District).

If the development is subject to the design review requirements, an applicant may have the option of meeting a set of non-discretionary "Community Design Standards" instead of going through a discretionary design review process. More information on this non-discretionary process can be found in Section 7. It should be noted that projects in the Central City and Gateway plan districts do not have the option to go through non-discretionary design standards. These areas are classified as the regional centers for Portland, which allow the city to require the discretionary process.

If an applicant elects to, or is required to, go through a discretionary design review process, the type of discretionary review is determined based on a variety of factors. The next section describes the process differences of the review in more detail. Chapter 33.825 provides greater detail on the thresholds, but Table 825-1 is excerpted below to provide a summary of the various thresholds for the different reviews. The determination of whether a project must go through a Type II versus a Type III review is either based on the value of the exterior work, the location of the project, or the type of development being proposed. As an example, in the Downtown core of the Central City plan district, a project creating more than 1,000 square feet of new floor area, or an alteration valued at more than $437,750 (2016 dollars) would be subject to a Type III Design Review, while in many other subdistricts of the Central City, the threshold for a Type III Design Review is $2,188,650. In some plan areas such as Albina or Hollywood plan districts, all development proposals are subject to a Type II design review. These thresholds have been developed and expanded over time, leading to a level of complexity that can add confusion for applicants/developers (i.e. a project subject to a Type II in one part of the city may be subject to a Type III in another part). Below is Table 825-1.

Table 825-1
Procedure Type for Design Review Proposals

Design Districts	Proposal	Threshold	Procedure
Downtown Design District	New floor area	> 1,000 s.f.	Type III
		≤ 1,000 s.f.	Type II
	Exterior alteration	Value >$437,750	Type III
		Value ≤ $437,750	Type II
River District Design District		>1,000 s.f. and value >$437,750	Type III

	New floor area or Exterior alteration in CX or OS zone	≤ 1,000 s.f. or value ≤ $437,750	Type II
Gateway Design District	Development proposals	Value >$2,188,650 or included in a Gateway Master Plan Review	Type III
		Value ≤ $2,188,650 and not part of Gateway Master Plan Review	Type II
Marquam Hill Design District	Development proposals	In design overlay zones	Type II
Sellwood-Moreland Design District			
Terwilliger Parkway Design District	Proposals that are visible from Terwilliger Boulevard	Non single-dwelling development	Type III
		Single-dwelling development	Type II
Central Eastside	Development proposals	Value >$2,188,650	Type III
Goose Hollow			
Lloyd District			
Macadam		Value ≤ $2,188,650	Type II
River District			
South Waterfront			
Community Plans			
Albina Community Plan area, including Lower Albina	Development proposals	In design overlay zones	Type II
Outer Southeast Community Plan area, excluding Gateway Design District			
Southwest Community Plan Area, excluding Macadam & Terwilliger Design Districts			

Table 825-1
Procedure Type for Design Review Proposals

Plan Districts	Proposal	Threshold	Procedure
Central City Plan District, excluding Lower Albina	Development proposals	In design overlay zones and value >$2,188,650	Type III
Northwest Plan District			
South Auditorium Plan District		In design overlay zones and value ≤ $2,188,650	Type II
Albina Plan District	Development proposals	In design overlay zones	Type II
Hollywood Plan District			
North Interstate Plan District			
St. Johns Plan District			

Overlay Zones			
"a" Alternative Density overlay	Additional density in R3, R2, R1 zone	Using bonus density provisions in 33.405.050	Type III
	Using other provisions in 33.405	Not subject to 33.405.050	Type II
"d" Design overlay	Development proposals	Not identified as Type Ix or Type II procedure elsewhere in this table	Type III
"j" Main Street Node overlay	Development proposals	In design overlay zones	Type II
"m" Main Street Corridor overlay			
Base Zones			
All zones	Signs	In design overlay zones	Type II
	Exterior mechanical equipment		
	New or replacement awnings		
C, E, I, RX zones	Facade alteration	≤ 500 square feet in design overlay zones	Type II
RF - R2.5 zones	Subject to section 33.110.213, Additional Development Standards	Requests to modify standards	Type II
IR zone site with an approved Impact Mitigation Plan (IMP)	Proposals that are identified in IMP	IMP design guidelines are qualitative	Type II
	Proposals that are identified in IMP	IMP design guidelines are objective or quantitative	Type Ix

6.3 – Preliminary Reviews

There are three main preliminary review processes, some of which are optional on the part of the applicant and some which are required, depending on the type of review. Detail on the type of review is provided in the following section.

- Early Assistance Zoning Review: This is an optional review with a Land Use Services planner. In d-overlay zones, it is most often used to do an initial review of a project against the non-discretionary community design standards. However, it can also be used to discuss design guidelines with a planner prior to submitting for a staff-level discretionary design review (Type II).
- Early Assistance Design Advice Request: This is a voluntary option to have a public meeting with the Design Commission prior to submitting a project that they will review (Type III). It is often done with larger, more complex projects where Design Commission and public comments may help with the resulting review submission. DARs have increased considerably since the recession years. Since all Design Advice Requests must go through the Design Commission, this has substantially increased their case load.
- Early Assistance Pre-Application Conference: This conference is required prior to all Type III reviews but is optional for any other review. The conference is attended by the city's

infrastructure bureaus and is intended to provide initial feedback on the review procedures, and other infrastructure requirements such as street dedications, stormwater requirements, etc. It is not as focused on the design aspects of the project.

6.4 – Design Review: Staff Review and Hearing Process

The following summarizes the process, timelines and approval bodies for the types of discretionary design review. The process for non-discretionary standards review is discussed in Section 7. These are handouts that are provided by the Bureau of Development Services (BDS) to aid applicants.

Discretionary design reviews predominantly fall under a Type II or a Type III process (See Table 825-1). There is one instance where an institution may be able to use the Type Ix process, but this is rarely invoked. State law requires jurisdictions to be able to make a decision on discretionary reviews within 120 days of receiving a complete application. Note that this "clock" doesn't start until after the planner has done a Completeness Check and found the application complete. Although BDS staff makes every attempt to process within that time frame, there are situations (more often involving hearings) where staff will ask the applicant to waive the 120 day requirement. More detail on the scheduled and actual timelines as well as costs can be found in the sections below.

Type II Process: This is a discretionary staff-level review. The decision is made by BDS staff through the release of a staff report and decision. Neighborhood notice is sent about the project (see Section 6.7 below on community involvement). Staff works with the applicant to address the design guidelines that are incorporated into the report. The report analyzes the proposal against the appropriate design guidelines. Appeals of the staff decision are made to the Design Commission. No early assistance or other preliminary review is required prior to submitting for this review, although an applicant can voluntarily submit for any of the early assistance options.

Type III Process: This is a discretionary review with the Design Commission acting as the deciding body at a public hearing. Staff works with the applicant to address the applicable design guidelines and then present the staff report to the Design Commission with a recommendation for approval or denial. Neighborhood notice is provided prior to the public hearing as detailed under Section 6.7 below. Appeals of the Design Commission decision can be made to City Council.

All Type III land use reviews are required to go through a Pre-Application Conference (a type of Early Assistance). Many larger projects will also go through a Design Advice Request (DAR, also an EA) prior to doing the Pre-App to gauge initial Design Commission issues. DARs are discussed during the Design Commission's typical hearing process, and there are opportunities for public comment at this stage, as well as during the project hearing above.

6.5 – Timelines and Costs for Each Process

Timelines can vary considerably due to factors such as the original completeness of a submitted application, the speed with which an applicant may respond to staff questions, and whether discussion is needed prior to making a decision. The following provides the potential timelines for discretionary reviews in an idealized case. Section 6.6 provides some actual timelines for reviews based upon the city's permit tracking system.

For all reviews, the review costs for discretionary design review are based upon the exterior construction costs. For all reviews, this rate for land use review is $0.0032 per dollar of valuation. However, the minimum and maximum fees depend on the type of work being done. Smaller scale projects have a smaller minimum and maximum cost. In addition to the land use costs, there are flat rate fees added in cases where other bureaus such as Transportation may need to review the project. Find the current fee schedule, effective through June 30, 2017, here.

Type II reviews: Type II reviews can be completed within 56 days (8 weeks), provided the application received is complete, and all discussion/negotiation can take place while the public comment period is open. The timeline is split into the following segments:

- 14-days Completeness Check: This provides time for staff to review the application, make site visits and determine if the application is complete. Upon completeness, the state 120-day clock starts. Note that if BDS staff has requests or questions for the applicant prior to completeness, the applicant has 180 days to respond to these requests, or else BDS has the authority to void the application.
- 21 days Public Notice: Notice is provided to neighboring owners within 150 feet of the proposal, recognized organizations within 400 feet as well as to other city infrastructure bureaus.
- 7 days to Staff Report: Staff can consider the comments submitted from the public/city, discuss them with the applicant and release their staff report and decision.
- 14 days Appeal Period: Once staff has released their report and decision, the public or the applicant has 14 days to appeal the decision. If no appeal is made, the decision is final and the applicant can record the decision at the County. If there is an appeal, staff will schedule and provide notice of the hearing with the Design Commission.

Type III reviews: The timeline for a Type III review indicates the potential to complete the review within 103 days. However, this implies a complete application, limited negotiation and just one hearing. There are disclaimers about the timeline and the ability to waive the 120 day limit in order to continue hearings, etc. However, the 103 day timeline can be broken down into the following segments:

- 21 days Completeness Check: Same as above, except staff has an additional week to review.
- 21 days Request for Response: This is mailed to public agencies and organizations. It pre-dates the public notice provided below, and is intended to address any agency comments prior to the public notice.
- 30 days Site Posting: 30 days prior to the public hearing, the site is posted with the project and hearing information
- Concurrent Public Notice: At least 20 days prior to the hearing a public notice is mailed to property owners within 400 feet of the site, recognized organizations within 1,000 feet of the site.
- Concurrent Staff Report: The staff report is published 10 days before the hearing. The report includes the staff recommendation.
- Public Hearing: A public hearing is held, where the staff recommendation is considered. Follow-up hearings could be requested.
- 17 days Decision: For Design Commission hearings, the deliberations and decisions are made at the hearing. However, if the Commission requests modifications to the staff report as part of their deliberation, then BDS has 17 days to prepare the amended report and mail a notice of the decision.

- 14 days Appeal Period. Once notice of the decision has been mailed out, the public or the applicant has 14 days to appeal the decision. If no appeal is made, the decision is final and the applicant can record the decision at the County. If there is an appeal, staff will schedule and provide notice of the hearing with the City Council.

6.6 – Statistics of Case Volumes and Process Lengths

BPS did an initial survey of the number of cases over the past several years. We also did a rough calculation of the actual timelines for the cases, basing these timelines on the Intake and the Issuance date. This info is shown in the table at the end of this section. This calculation admittedly ignores the potential amount of time that it may take for an application to be deemed complete, a length that doesn't figure into the 120-day state processing requirement.

There have been thousands of building permits issued within the design overlay zones over the past five years. These have been mapped within a layer in our GIS program. The vast majority of permits tend to be for alterations, additions, and changes of occupancy to existing buildings. It is difficult to ascertain the effect of the design overlay zone on these permits. Permits involving tenant improvements or other internal alterations generally are exempt from design review. Certain exterior alterations may also be exempt, while others outside of the Central City and Gateway may have their permit reviewed through Community Design Standards. However, it can be assumed that most discretionary design review cases are followed by the applicable building permits for construction.

There is a much lower volume of discretionary design review cases. As can be seen by the year to year numbers in the table at the end of this section, the end of the recession and the subsequent uptick in building to meet demand has resulted in increases in the number of cases, both under the Type II Staff reviews and the Type III Design Commission Hearings. However, the number of Type II submissions dropped from 138 in 2014 to 114 in 2015. This compares to 103 cases in 2010. A much larger increase occurred to the Design Commission's workload. They oversee the Type III cases and the Design Advice Requests (DARs). They also hear Type II cases that have been appealed but these tend to be few in number. The Type III cases have increased from 8 in 2010 and 11 in 2011 to 34 in 2015. DARs have increased from 13 in 2010 to 46 in 2015. Note that these numbers included all submissions, and a handful of these cases were withdrawn or voided. At the end of this section is a table that shows the number of cases and the time from submission to issuance.

For process lengths, the following information is based upon a high-level review of the BDS permitting/ land use (TRACS) system where the number of days between the intake date and the date of the issuance of a decision is calculated. It doesn't discount the potential delays in receiving the necessary information, and it doesn't include in the time frame for waiting for an appeal/recording the decision. However, it does provide a potential snapshot for the length of time of the processing of the different types of reviews.

Data was gathered between 2010 and 2015, although some 2015 reviews were not included, since many of these reviews are still moving through the hearings and approval process. The table below provides year by year numbers for each type of discretionary review, as well as for the design advice requests (DARs – discussed more under Preliminary Reviews).

The actual process lengths for the reviews generally exceeded the textbook lengths provided in the handouts. In addition, the average length for reviews have increased with the increase in volume of cases. This may be best shown in the Type II DZ staff reviews where the average number of days from the "In-date" to the "issuance date" has gradually increased from 66 days in 2010 to 100 days in 2015. What is also notable is the difference in timelines between a Type II DZ and a Type II DZM which is a design review that includes one or more additional modifications to the zoning code. It is not clear if the modification was the cause of the additional time, or if these projects tended to be more complex.

Type III DZ and DZMs have also shown an increase in processing time, but the increase does not appear as large, considering that the volume of cases increased four-fold between 2010 and 2015. Also, there has been a large increase in DARs which are heard in front of the Design Commission and can impact their time.

Summary of Design Review
Numbers and Timelines (based on rough survey of permitting system – see disclaimers above)

Year 2015 (as of 4/15/16)

Type	Number	Ave Days	Longest	Shortest	
Type II DZ	89	100	244	36	
Type II DZM	25	124	267	36	
Type III DZ	5	137	137	137	(1 case)
Type III DZM	29	156	415	78	
EA - DAR	46				
Total (inc DAR)	194				

Year 2014

Type	Number	Ave Days	Longest	Shortest
Type II DZ	112	96	268	36
Type II DZM	26	144	414	46
Type III DZ	4	172	200	142
Type III DZM	25	161	330	79
EA - DAR	31			
Total (inc DAR)	198			

Year 2013

Type	Number	Ave Days	Longest	Shortest
Type II DZ	114	81	430	32
Type II DZM	18	119	232	47
Type III DZ	3	130	153	109
Type III DZM	15	134	183	67
EA - DAR	27			
Total (inc DAR)	177			

Year 2012

Type	Number	Ave Days	Longest	Shortest
Type II DZ	87	87	659	30
Type II DZM	27	131	471	40
Type III DZ	6	119	146	80
Type III DZM	8	145	218	67
EA - DAR	15			
Total (inc DAR)	143			

Year 2011

Type	Number	Ave Days	Longest	Shortest
Type II DZ	90	76	356	31
Type II DZM	19	88	217	41
Type III DZ	4	74	88	56
Type III DZM	7	151	334	84
EA - DAR	8			
Total (inc DAR)	128			

Year 2010

Type	Number	Ave Days	Longest	Shortest
Type II DZ	90	66	260	27
Type II DZM	13	122	324	49
Type III DZ	4	222	433	130
Type III DZM	4	160	266	126
EA - DAR	13			
Total (inc DAR)	124			

Note: The number of review is the total submitted for that year, including those that were withdrawn or found to be unnecessary.
The average number of days was based on the time period between intake date and issuance.
It includes the length of time to determine/require completeness, but it does not include length of time required to record the decision.

BDS also keeps track of the Design Commission's workload from year to year in a series of Hearing Information sheets. These sheets illustrate the increase in the Design Commission's workload over this time frame, both in the number of cases (from 9 in 2010 to 35 in 2015 including appeals) to DARs (from 5 in 2010 to 29 in 2015). These sheets also list the briefings that are given to the Design Commission each year on certain projects and issues. The number of briefings during this time period have dropped down over this same time period. This may either be due to a lack of available time, or to a lull in planning projects. Another item to note is that the 2015 sheet includes average estimated and actual times for land use reviews and early assistance cases. The EA cases actually take longer to discuss per case.

6.7 – Community Involvement

In general, community involvement is incorporated into the actual discretionary design review process. This is done through notification to surrounding owners and recognized organizations prior to the publication of the staff decision in a Type II case or the public hearing in a Type III case. For Type III cases, a physical posting at the site is also required. Neighborhood Associations may also hold discussions at their meetings if they wish to move forward with testimony or a public position on the project.

Once a decision has been reached, members of the community, recognized organizations, the applicant or any other individual negatively impacted by the decision may appeal the decision. However, in the case of a Type III appeal of the DZ Commission hearing decision, the appellant must be either the applicant, owner, or someone who has provided testimony to the hearing. If there is an appeal hearing, notice of the appeal hearing will be provided as required within 33.730 of the zoning code, and the hearings are open to public testimony.

In some cases, the zoning code requires an applicant to engage a preliminary neighborhood contact prior to submitting for their design review. Section 33.825.025.B spells out these situations. This is required for projects that add a number of dwelling units or new floor area within the Albina and Outer Southeast plan areas, as well as for projects achieving additional density through the 'a' overlay.

The community also has the opportunity to provide comment during some of the preliminary reviews (Early Assistance) that are offered. Design Advice Requests (DARs) are posted on line and on the Design Commission's agenda, and notice is provided to recognized associations. The commission meetings are public with an opportunity to receive written or oral comments. Pre-Application Conferences are posted on-line, and notice is provided to recognized associations. Since the intent of these conferences is to share technical information between the applicant and the bureaus, interested parties are invited to attend but there is no formal public comment taken. Early Assistance zoning reviews are a meeting between BDS and the applicant. While the applications are made public, there is no public comment taken.

6.8 – Applicable Design Guidelines

There are several sets of design guidelines that can apply to a discretionary design review, but they are mostly split between the guidelines within the Central City plan district (and subdistricts) and the rest of the city. The Central City contains both the Fundamental Design Guidelines as well as guidelines for several subdistricts such as Lloyd, Central Eastside, River District, etc. Outside of the Central City, discretionary reviews generally must meet the guidelines of the Community Design Guidelines, except for some small geographic specific areas such as Gateway, Marquam Hill or the Terwilliger Parkway. The Community Design Guidelines were originally created to apply to the Albina plan area but were expanded to apply to other areas of the city as the d-overlay was extended into those areas. It should be noted that the Community Design Guidelines are also used as approval guidelines for certain historic reviews in conservation districts and in the Alphabet Historic district. All the guidelines are available on the web site. The following table lists some of the key characteristics of each of the guidelines to provide a brief overview of the important issues identified in the guidelines, as well as the date that the

guidelines were first created. The date may be helpful in determining how the language and review emphasis has changed over time.

The sections below describe the central themes of each set of design guidelines in the City of Portland. Sections in gray concern subdistricts of the Central City plan district.

Central City Fundamental Guidelines (2003, 2001, 1983). Central City Fundamental Guidelines in 2001 replaced the original Fundamental Guidelines of 1990, which was itself a rewrite of the Downtown Design Guidelines from 1983

- Portland Personality. (Integrate the River; Emphasize Portland Themes; Respect the Portland Block Structure; Use Unifying Elements; Enhance, Embellish and Identify Areas; Reuse / Rehabilitate / Restore Buildings; Establish and Maintain a Sense of Urban Enclosure; Contribute to a Vibrant Streetscape; Strengthen Gateways)
- Pedestrian Emphasis. (Reinforce and Enhance the Pedestrian System; Protect the Pedestrian; Bridge Pedestrian Obstacles; Provide Stopping and Viewing Places; Make Plazas Parks and Open Space Successful; Develop Weather Protection; Integrate Barrier-Free Design)
- Project Design (Enhance View Opportunities; Promote Quality and Permanence in Development; Respect Architectural Integrity; Complement the Context of Existing Buildings; Design for Coherency; Develop Transitions between Buildings and Public Spaces; Design Corners that Build Active Intersections; Differentiate the Sidewalk-Level of Buildings; Develop Flexible Sidewalk-Level Spaces; Integrate Encroachments; Integrate Roofs and Use Rooftops; Integrate Exterior Lighting; Integrate Signs)
- Special Areas. (Park Blocks; South Waterfront; Broadway Unique Sign District; New China/ Japantown Unique Sign District)

Central City Subdistricts: Note that each subdistrict considers the above themes, but adds some more specific items to consider geographic or built features in the subdistrict, or to encourage a certain objective to the development.

Central Eastside District (1991). Considers history and role of industry/freight.

- Portland Personality. (Themes – Recognize Transportation, Produce and Commerce as themes of East Portland; etc. – 5 items identifying Burnside Arcades, Sandy River Wagon Road, Utilities, Works of Art and Water Features; Reuse / - Grand Ave Historic Guidelines; Sense of Enclosure – Single story building setbacks; Gateways – Acknowledge Sandy Wagon Rd and intersection w/Burnside)
- Pedestrian Emphasis. (Ped Obstacles – Reduce width of Ped Crossings; Weather – Ped Rain Protection)
- Project Design. (Architectural Integrity – Integrate Parking & Signs; Design for Compatibility – Enhance existing themes and sensitivity to adjacent residential neighborhoods; Encroachments – Loading and staging on sidewalks)
- Other Considerations. (Urban DZ study for Sandy River Wagon Road; Sullivan's Gulch Trail; District street guidelines; LID; Expansion of Saturday market; Historic Features)

Goose Hollow District Design Guidelines (1996)

- Portland Personality. (Themes – Tanner Creek history; Enhance etc. – 6 items identifying Civic Stadium, Jefferson St Station and Boulevard, W Burnside, Works of Art and Water Features; Gateways – Distinct sense of entry/exit at Gateways)

- Pedestrian Emphasis. (Reinforce – Human Scale and Interest and Entrance Orientation,\; Plazas/Parks – Pocket Parks for year-round use; "Weather" – Outdoor lighting for evening)
- Project Design. (Architectural Integrity – Integrate surface parking/garages and signs into development; Flexible sidewalks – Reduce impacts on residential garages on pedestrians)

(note: some Goose Hollow guidelines should be considered for inclusion in the Central City Guidelines, at which point they would not need to be part of the subdistrict guidelines. This may be something to consider for cleaning up all subdistricts.)

Lloyd District Design Guidelines (1991). Addresses superblock issues and pedestrian environment

- Portland Personality. (Integrate River – Connect public facilities to river; Respect Block Structure – Pedestrian linkages and plazas through superblocks; Enhance etc. – 8 themes addressing identifying features, utilities, Works of art and water features, public r.o.w. design criteria, landscaping, civic campus integration [Rose Quarter], Lloyd Center integration; Cityscape Contribution – Active Ground level in parking structures; Gateways – Sense of Entry & Exit)
- Pedestrian Emphasis. (Reinforce – Protect from mechanical exhaust, incorporate lighting, attract pedestrians to Broadway/Weidler; Bridge Obstacles – Ped crossings at 1-block intervals, improve crossings on Broadway/Weidler; "Weather" – Ped Rain Protection)
- Project Design. (Architectural Integrity – Integrate parking & signs; Views – Maximize opportunities; Design for Compatibility – Emphasize Broadway/Weidler themes, East edge orientation to neighborhoods; Sidewalk level – Step-back upper floors on Holladay St; Permanence and Quality – Masonry Materials, Transparent and sculptural exterior walls, use of light colors)
- Other Considerations. (Sullivan's Gulch Trail – see Central Eastside; Broadway/Weidler design & Master Plan, Master Open Space/Landscape plan; Civic Campus urban design plan)

River District Design Guidelines (1996, 1998, 2008). Newer update, goes into greater detail on augmented guidelines

- Portland Personality. (Integrate River – Link River to Community; Respect Block Structure – Convenient Ped Linkages; Enhance etc. – 5 themes addressing Pearl, North Park Blocks, Chinatown, Union Station and Waterfront, NW Broadway Bright Lights, Water features & Works of Art; Vibrant Streetscape – Design of fences & walls; Gateways – Sense of Entry & Exit)
- Pedestrian Emphasis. (Reinforce – Human scale along walkways; Plazas/Open Space – Role of Tanner Creek in Parks, Significance of Chinese Garden)
- Project Design. (View Opportunities – River Views; Architectural Integrity – Integrate Parking; Flexible Sidewalks – Reduce impacts on residential garages on pedestrians)
- Other Considerations. (Chinatown Signage; Public Art; Cobblestones)

South Waterfront Design Guidelines and South Waterfront Greenway Design Guidelines (2010). This is a combined document that both addresses the themes of the design guidelines as well as provide a series of guidelines aligned with the Willamette Guidelines listed in next paragraph. The design guidelines update the North Macadam DZ Guidelines (1997, 1992)

- Portland Personality. (Integrate River – River-edge variety, Incorporate Active Uses along River, Unifying Elements – Ecological Concepts and Stormwater Management in Design; Enhance etc. – South Waterfront History & Special Qualities)
- Pedestrian Emphasis. (Reinforce – Transit Connections, Accessway Transitions; Protect – Outdoor lighting for different uses)
- Project Design. (Context – Complementary Structured Parking; Integrate Signs – District Signage)

- Note, the design guidelines do not indicate the usual three themes, but do number them to align with Portland Personality, Pedestrian Emphasis and Project Design.
- Focus is on relationship to the river and access to the district
- A separate set of Greenway Design Guidelines have been created to augment the Willamette Greenway Design Guidelines below. They include greenway trail, greenway edges, gathering places, integrating materials and art, enhancing the riverbank and plan communities.

Willamette Greenway Design Guidelines (1988). Part of the requirement to meet state goal 15, Willamette Greenway. Focus is on habitat, environment and access, less on building/project design. Seven items include:

- Relationship of Structures to Greenway setback
- Public Access
- Natural Riverbank and Riparian Habitat
- Riverbank Stabilization
- Landscape Treatments
- Alignment of Greenway Trail
- Viewpoints & View Corridors

(Note, these guideline apply outside of the CCPD as well based on the greenway overlay. They are included here because of their relationship to the CCPD greenway work.)

Community Design Guidelines (1998). Evolved from the Supplemental Compatibility Standards created as part of the Albina plan in 1993. Uses the same structure of the three themes. Examples are given that identify specific plan areas.

- Portland Personality. (Plan Area Characteristics; Historic and Conservation Districts; Gateways)
- Pedestrian Emphasis. (Pedestrian Network; Stopping Places; Sidewalk Level of Buildings; Corners that Build Intersections; Light-Wind & Rain)
- Project Design. (Outdoor Areas; Main Entrances; Landscape Features; Parking Areas and Garages; Crime Prevention; Architectural Integrity; Blending into Neighborhood; Interest, Quality and Composition)

Gateway Regional Center Design Guidelines (2004). Previous to 2004, Gateway was subject to the Community Design Guidelines. Uses a modified version of the three themes used elsewhere.

- Pedestrian Emphasis. (Strengthen Relationships between Buildings and Street; Enhance Visual and Physical Connections; Integrate Building Mechanical Equipment and Service Areas)
- Development Design. (Convey Design Quality and Building Permanence; Integrate Ground-level Building Elements; Design for Coherency; Integrate Encroachments; Integrate Roofs, Rooftop Lighting, and Signs; Integrate Ecological/Sustainable Concepts)
- Context Enhancement. (Provide Opportunities for Active Uses at Major Street Intersections; Enhance Gateway Locations; Support Open Spaces with New Development; Develop Complementary Parking Areas; Transition to Adjacent Neighborhoods; Build on View Opportunities; Strengthen the Regional Center's Western Edge)

Macadam Corridor Design Guidelines (1985). Related to Macadam Plan District. Due to the age of this document it does not follow the three themes used in other guidelines. The guidelines instead address the following:

- Visual Connections

- Physical Connections
- The Water's Edge
- The Boulevard
- Sub-area Context
- Signs
- Johns Landing Master Plan
- Future Light Rail Transit (note this one is not indicate in Table of Contents)

Marquam Hill Design Guidelines (2003). This applies to the Marquam Hill Design District which generally follows the plan district boundaries. Note that a portion of the district overlaps with the Terwilliger Design District, meaning both guidelines may apply in that situation. These guidelines do not follow the three themes of the majority of other guidelines. They instead address the following:

- Enhance Views of Marquam Hill
- Develop Integrated Building Rooftops
- Maintain and Enhance Existing Views from Marquam Hill
- Develop Successful Formal Open Areas
- Strengthen the Pedestrian Network
- Support the Pedestrian Network with New Development
- Enhance Relationships with Adjacent Forested Areas and Terwilliger Parkway
- Strengthen Connections to the Village Center
- Further the Implementation of the Site Development Concepts (Functional Areas, Pedestrian Circulation, Vehicular Circulation)

Terwilliger Parkway Design Guidelines (1983). Applies to Terwilliger Design District. Due to the age of this document it does not follow the three themes used in other guidelines. The guidelines instead address the following:

- Height and Setback
- Landscaping
- Style, Scale, Siting, Materials and Color
- Views and Special Natural Features
- Signs
- Vehicle Access
- Pedestrian Access
- Project Improvements within the Parkway

6.9 – Monitoring Projects

While the Bureau of Development Services does some monitoring of cases for workload purposes, there has not been a substantial amount of monitoring done about the Design Review regulations and/or the process. However, there are a few documents and examples that review the design review system.

First, each year, the Design Commission releases a State of the City report on their experience over the past years and concerns they may currently have with the process. In 2015, this was presented in a PowerPoint format, while in 2014, it was presented in a memo format, accompanied by a presentation.

In addition to the annual State of the City report, the Design Commission also recently released a "Best Practices Guide" which is intended to help inform applicants going through the Type III process on how the Design Commission upholds the Design Guidelines. This report is included at the end of this chapter.

Second, the AIA Urban Design Panel sponsored a panel and project looking at issues related to the design review process. This resulted in a report submitted to City Council on April 7, 2015. While some items were similar to issues raised by the Design Commission, several issues related to the timing and complexity of the various reviews from an applicant perspective. This report is included at the end of this chapter.

Third, the *Daily Journal of Commerce* is a local paper that often reports on development news in Portland and other areas of Oregon. Generally, once or twice a week, they will report on a project that is going through the City's approval process, most often reporting on design review decisions. These articles often go into detail on the issues that were raised by the Design Commission, staff and the applicant.

And finally, several years ago, the Bureau worked with planning interns to do an assessment of built development (both single family and smaller multi-family) related to the Community Design Standards More detail on this is provided in Section 7.

Section 6 Questions:

The areas where design review is applied has been expanded to other areas of the city over the years. Each of these areas have undergone separate considerations for what type of review should be required, what should be exempted etc. This has resulted in a large list (Table 825-1) of various thresholds and review types. Should these be made more consistent and simplified?

Likewise, guidelines have been expanded and supplemented over the years. This results in multiple sets of guidelines applying to certain areas within the central city. At the same time, disparate areas outside of the central city may have the same set of community design guidelines apply, even if the characteristics of the area vary. What are some suggestions for both simplifying the guidelines while also remaining context sensitive to the features of certain areas?

Are there certain types of development and/or alterations that should be exempt from design review? Are there other types of alterations that should always require design review?

What kind of process improvements could be done to the discretionary design review?

BEST PRACTICES: A Guide to the City of Portland Design Review Process
(May 2016)

This Best Practices document is intended to assist applicants successfully complete Portland's Type III Design Review process. It is intended to increase the level of predictability for applicants by giving them an understanding as to how the Design Commission upholds the Design Guidelines. It is likely that applicants who utilize this document, while also collaborating with Bureau of Development Services (BDS) Planning Staff throughout the process, can lessen the need for redesign and also reduce the number of submittal packets and hearings before the Commission. This document will be updated periodically as it strives to convey to applicants the most up-to-date leanings of the current Commission membership.

BDS Planning Staff

BDS Planning Staff fully understand the Design Guidelines and how the Design Commission upholds the guidelines. Their role is to help applicants. So listen to them and heed their advice - for Design Commission consistently agrees with guideline issues identified by staff.

Design Advice Request (DAR)

Scheduling a DAR session early in your project schedule is strongly recommended. Appropriate topics for early conversations include massing options, site organization, active ground level uses and transparency, parking and loading systems and circulation routes, utilities, landscaping and preliminary material selections, and approach to public art if applicable. Also, identify any modifications, exceptions, FAR bonus/transfer, and Bonus height requests your project may be considering. For large and/or complicated cases multiple DAR sessions are typically requested by applicants.

The DAR process is not intended to be an exhaustive process for the applicant in terms of drawing submittals. Therefore, carefully consider which issues you would like feedback on from the Commission and work with BDS Planning Staff to clearly identify these issues.

Share the design options that were explored and why the preferred design is the most responsive to its site and context and how it best meets the design guidelines.

Having clear direction from the Commission through the DAR can significantly help the applicant through the formal Type III Design Review process. With an efficient DAR, it is possible projects can be approved after their first Type III Hearing.

While the Commission is charged with reviewing every project equally and with the same rigor, they have on occasion offered to add an extra meeting date to accelerate low income housing or projects which serve the public (hospitals).

Neighborhood Associations

Make every effort to meet with the applicable neighborhood association and show consideration for their concerns.

TYPE III Design Review

Submittal Packages

Strive for clarity in drawings. Coordinate with BDS Planning Staff on content and verify information needed for submittal packages while reducing the number of pages without sacrificing clarity and readability of the information. The Commission doesn't need marketing pages or multiple context pages with dozens of photographs or stock images.

Drawing packages should be specific for Design Commission review and not construction documents. Construction details that are provided need to be of sufficient size with their details to be legible and to easily convey their content to the Commission. Providing easily discernible information can result in fewer questions, less discussion, and shortened hearings.

Provide line drawings of all exterior elevations – no shade, shadows, entourage, etc. Distinguish the various materials and building massing with some good old-fashioned line quality. It is especially important to distinguish between clear glass and other types of spandrel glass. Clearly identify each and every building material (by name – not number) and provide the percentage of each material per exterior elevation on the same page.

Label plans with street names, provide north arrow, scale, section lines, and page numbers. Provide overall dimensions and key dimensions on the site plan, floor plans, elevations, and sections. Provide different colors for the various program elements on the floor plans.

Provide clear concept diagrams to explain your design – this should only require one or two pages. If you provide images of architectural precedents that relate to your concept be sure your design proposal clearly incorporates them. Otherwise, leave them out.

Applicant Presentations at Hearings

You will have 15-20 minutes to make your presentation. Large (multi-building/multi-block) projects will be allowed more time for presentations by approval of the Commission through a request of BDS staff. Do not repeat staff information! There is no need for long introductions, marketing images, or extended explanations of design concepts. Clarity and brevity are hallmarks of an effective presentation. Applicant questions and/or issues should be in alignment with the staff report.

Present the minimum amount of information necessary and have back-up information at hand to address questions asked by Commission. Consistency between the submitted Type III packet that Design Commission reviews and your PowerPoint presentation is critical when Commissioners are asking questions about drawings on specific pages – make sure the two are coordinated and in sync.

New Information at Hearings

Design Commissioners review the materials submitted to the City Staff prior to the hearing. Do not submit day-of-hearing changes or revisions to your project and always expect the Commission to respond during the hearing.

Additional Hearings and Submittal Packets

Focus on Commissioner's comments and issues from the previous hearing and how the issues have been resolved. Clearly address each issue individually and include the prior design along with the new design proposal on the same page of the submittal and in the same slide image in your presentation.

Modifications

While it is not uncommon for the Commission to approve staff-recommended modifications, it is important for the applicant to remember that in order to be granted, they must demonstrate how the specific Design Guideline is better met by this modification (33.825.040).

A request for a modification to the Ground Floor Window Standard is usually accompanied by additional modifications to the Active Ground Floor Use guidelines. Removing active ground floor use and/or transparency and proposing in their place parking spaces, display windows, or back of house functions (e.g. electrical or sprinkler rooms) or bike parking rooms is not supported by Design Commission. Commercial spaces less than 25-feet deep are discouraged and reviewed on a case-by-case basis for compliance with these guidelines.

Dimensions of automobile and bike parking spaces (for wall mounted bikes – reduction from 24" to 18" width) are typically approved by Commission.

When supported by the Portland Bureau of Transportation (PBOT) modifications to loading zones have been approved by the Design Commission.

Ground Floor Active Use (CCFDG A2, A4, A5, A8, B1, B4, B6, C2, C6, C7, C8, C9)

The Commission views active storefronts and pedestrian zones as more important than parking, loading, or back-of-house functions. Active uses on the first floor in commercial corridors are defined as retail, commercial, or true live work units (e.g. Streetcar Lofts at 1030 NW 12th Avenue). Housing-only units on the ground level are not viewed as active use.

Arcade District (CEID DG A5-1)

If your project is within the East Burnside Arcade District, then design an arcade into your project – or at least a significant interpretation of the arcade guideline (e.g. Bside6 at East Burnside and SE 6th).

Conway District

If your project is in the Conway District respect the design guidelines for pedestrian zones, parks, and designated plazas identified in the Master Plan. The Design Commission does not support locating buildings or cantilevered building floors into these zones or privatizing them.

Automobiles (CCFDG A5, A8, B1, B2, B3, C2, C6, C8, C9)

Locate automobiles entirely within the building structure and wrap them with active uses to eliminate their negative impact to ground floor. Modifications that result in the reduction of active ground floor uses for parking, loading, or similar functions are not supported by Commission.

Parking Garages (CCFDG A5, A8, B1, B2, B3, C2)

Within a walkable city, garages and loading bays along with their associated service doors often create extended dead space adjacent to public sidewalks. The Commission is very interested in minimizing the length and impact of these zones. The applicant needs to clearly identify the materiality of these doors/gates, their scale and placement, and the placement of their associated alarms, lights, strobes, exhaust vents, and other associated systems. Provide sufficient wall area to accommodate all of these utilitarian elements in an organized manner. Consider screening the glare from interior lighting through garage doors (doors with tight perforated metal or translucent glass) and include cut-offs or internally directed light fixtures.

For security reasons Design Commission prefers garage and loading doors to be at the exterior wall. When warranted Commission has approved a 4'-0" maximum recess depth for garage doors and loading bay doors. Commission prefers overhead doors with translucent glass panels which often continue the glass storefront appearance at the ground level. Garage doors with an open grille are not supported by Design Commission. Solve fresh air intake issues in a different manner. When a speed door is required by PBOT this type of door can have a combination of solid and tight perforated metal slats but, Design Commission does not support the clear plastic slats material option.

Above Grade Parking (which is generally discouraged) – Proposals should be mechanically ventilated and screened with predominate building materials and architectural elements. Good examples of successful building screening include The Gregory at NW 10th and Glisan and the Hilton Executive Tower at SW Taylor and 6th.

Entrances to Ground Floor Housing Units (CCFDG A5, A7, A8, B1, B4, C2, C6, C8)

Where ground floor housing is allowed by the Commission a street facing exterior entrance should be provided to each housing unit that is located on the ground floor. (e.g. north-facing Eliot Tower units at 1221 SW 10th Avenue, north-facing Streetcar Lofts units at 1030 NW 12th Avenue)

Projects with Multiple Buildings (CCFDG A5, C2, C4)

In multiple building projects, Commission is looking for buildings have unique characteristics.

Weather protection (CCFDG B6)

Weather protection is meant for all pedestrians. Therefore, weather protection in the form of canopies extending from the building, is required, at a minimum, at all building and lease space entrances. Canopies can also be combined with building recesses to form a more generous entrance. Projects along heavy

pedestrian streets should include additional weather protection for the passing pedestrian, while not being compromised by storefront "spill out" activities. Ensure the canopy height is in scale with the building composition. Be generous in meeting this guideline.

Design for Coherency (CCFDG C5)

Design Commission is looking for consistency in the applicant's design concept - from massing, to the composition, to material selection and application, and into the details. Proposals that often require significant changes are ones that are overly complicated, inconsistent with the application of their own concept, do not respond to their site or context, or substitute graphic design for architecture.

Quality and Permanence (CCFDG C2)

Longevity of building materials and how well they are detailed is a critical measure of any project's long term success.

Design Commission strongly supports the selection of high quality materials such as brick, stone, pre-cast concrete, glass-fiber-reinforced concrete, and composite metal panel systems with concealed fastener systems. Thin brick/stone systems, cement wood board, and synthetic stucco have not been favorably received by the Commission.

Metal wall cladding – Metal cladding needs to be a high quality finish and thickness to ensure rigidity and avoid "oil-canning" or "pillowing" of the exterior surfaces.

Fiber cement – Although fiber cement siding and panels are not supported by all Commissioners they can be approved when limited in application. If utilized, the fiber cement product must have a robust thickness. The maximum area supported by Design Commission is in alignment with Type II staff reviews which is approximately 10% of the wall area. Fiber cement materials should be installed within recessed areas of the building (e.g. at decks), surrounded by more permanent materials, and not installed at the ground floor. Utilize concealed, rather than exposed fasteners, along with pre-manufactured channels at all edges.

Wood – Wood should be used in a manner that protects it from direct contact with rain and is not supported as a primary wall cladding material. Acceptable applications include areas protected by a ceiling, building overhang, deck, or within a building setback. In addition, it should be raised off of the ground plain enough so as not to be degraded by power washing of adjacent sidewalks.

Weathered Steel – Corten or weathered steel should not be used within the touch zone and where used should include a design such that the occurant rust does not stain adjacent materials.

Details for any material should aim to be designed to be durable and to perform with minimal maintenance over time in support of the guideline for permanence.

Public Art (CCFDG A5, A8, B1, C2)

When art is required as part of a Public Percent for Art project or encouraged through Design Guidelines the Commission will be very interested in hearing the urban design criteria, budget, selection process, and

timeline for the art. It is always recommended that the applicant meet EARLY with the Public Art Staff of the Regional Arts and Cultural Council, The Oregon Arts Commission, or the regulatory body charged with the project's art administration *prior* to their first DAR presentation before Design Commission. Contact: https://racc.org/

Mechanical/Utilities (CCFDG B2, C1, C2, C5, C11)

If proposed, through-wall HVAC units should be integrated into the window and door systems and provide a high quality, custom louver of similar finish to the windows and doors.

Rooftop/penthouse screening of mechanical systems is generally not necessary for a few small to mid-size rooftop units. However, large units and large amounts of any size units, along with associated mechanical/electrical/plumbing systems, will likely need to be screened. These systems need to be organized and located as to minimize their impact on adjacent buildings and views from above and from afar. Typically, the screen is the same color as the body of the building.

Locate gas meters within the building. The gas regulator can be located within a secondary building/door recess that fronts a pedestrian zone.

Design Commission supports transformer vaults underground in the R.O.W and an acceptable vault cover has now been developed and approved by PBOT. Transformers located at exterior walls are not supported.

Provide the cubic feet per minute of air movement (intake and exhaust) for louvers located at the ground level. High quality, custom louvers/grilles are recommended by the Commission when located within the pedestrian zone. Always minimize the scale of the louvers when possible.

End wall conditions should be considered and clad with higher quality materials. A delay in cladding the end wall could be possible if an adjacent project is pending.

Measuring Public Benefit

The Commission continues to set a very high bar for the granting of FAR transfers and height bonuses. Applicants should be aware that the Commission believes strongly that the "public benefit" should be applied to the immediate adjacent blocks and/or neighborhood and in most cases result in physical improvements that are tied to issuance of building permit for the requesting project.

Skybridges

Skybridges are discouraged.

THE END

AIA/APA/ASLA Urban Design Panel

Portland and Oregon Chapters of the American Institute of Architects, American Planning Association and American Society of Landscape Architects

Date: 4.7.15

To: City Council, City of Portland

RE: State of the City Design Report

Background

The Urban Design Panel is sponsored jointly by the Oregon and/or Portland chapters of the American Institute of Architects, the American Planning Association and the American Society of Landscape Architects, and composed of urban design professionals from those 3 organizations. Over the last 2 years we have had a number of discussions about the City's design review process internally, met with members of the development community and sponsored several events focused on this process.

Last May members of the UDP Executive Committee met with the Design Commission and laid out our concerns about the overall process. Subsequently we co-sponsored a City Club Friday Forum on Design Review on May 30th. On July 9th we co-sponsored an Information Gathering Meeting on Design Quality at the Center for Architecture attended by more than 30 design professionals, Design Review staff and Design Commission members. In the following months we met with design review staff to discuss possible ways to address identified issues, and last fall we met with Commissioner Fritz to discuss our concerns.

Key Issues

Design review is a very important part of the City's development regulatory process, and the UDP appreciates all the hard work by staff and extensive time commitment and work put into design review by Design Commissioners. There are many perspectives on how design review functions, and we recognize that other interests have legitimate concerns that will need to be reconciled with those we have. That being said, collectively we have a very long and deep involvement in this process, which has led us to articulate the following major issues:

Lengthening timeframes for approval. It is our experience, and that of many in the development community with whom we work, that the time it takes to get through the design review process has gotten considerably longer in the past few years. This leads directly to increased cost of development, since the applicant's design process cannot stop while the review process runs its course. It also is very time consuming and frustrating for all parties, not least for commissioners and staff, but also including the applicants and the public. There are many reasons for this, some

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outside the control of the City, but there are measures that can be taken to reduce this problem significantly.

Lack of clarity in the requirements. The code currently lacks a clear definition for what is to be addressed at each of the 3 stages of review - pre-application conference, design advice review (DAR), and design review(DR) - and what exactly is required from the applicant at each stage. This is critical because it causes confusion on the part of both the applicant and the commission about what exactly is being reviewed and what is being decided at which stage, which frequently leads to increased timelines. The requirements should clearly state what will be reviewed and decided when and by whom with an appropriate focus on key outcomes at certain times.

Inappropriate reliance on "safe harbor" community design standards. To avoid lengthy timeframes and increased costs developers have used the less rigorous community standards in places where full design review would be more beneficial to the public good.

Inconsistency of design quality as a result of all of the above.

Need for eventual expansion of design review to other parts of the City. There is a clearly identified need and desire by most parties for some type of design review process outside the central city. However, because of the above issues, and the sheer volume of new applications that would be inherent in such an expansion, using the existing process to handle this increase is not feasible. There is a lack of any consensus on how to proceed.

Need to modify the existing design guidelines. The existing standards are basically 20 years old. A lot has changed since then, to say nothing of the above problem areas, and they need to be updated, especially in light of the new Central City Plan and Comprehensive Plan.

Suggested Revisions

Re-write the purpose and requirements of design review. In order to ensure that everyone is on the same page, make it clear what is expected to be submitted, and what will be reviewed and decided at each of the 3 stages of the Design Review process. At the Pre-ap. this should mean that all non-design review-related development requirements will be determined, and that any disputes between city agencies will be decided so that it is clear to the applicant what exactly they are required to address and how. The DAR (which should probably be renamed Urban Design Review or something similar) should be to address only urban design issues surrounding a development. This means analyzing the context (3 surrounding blocks?), the scale and massing of the proposed building(s), access, relationship to the street and proposed open spaces, etc., *not* detailed building design. The urban design issues should be largely resolved at this point. The DR process itself should be reserved for more detailed design discussions of the building(s), landscaping, etc.
Suggested Lead: A small task force including BDS and BPS staff, a design commissioner and a UDP member

Hold bureaus, design commission, applicants and the public to specific time limits. Not all meetings can be easily held to time limits, but where reasonable there needs to be a rational set of rules for discussion and decision-making. Establishing these time limits could be the responsibility of the above task force. Given how time restricted most people are, respecting these limits should be a common courtesy for these public meetings.
Suggested Lead: Design Commission chair, with staff assistance

Update the design guidelines. The current guidelines are out of date and deficient, and updating them would greatly increase the efficiency of the review process and achieve better on the ground results. It would also be a pre-requisite for expanding design review in other parts of the city.
Suggested Lead: Consultant under guidance of the small city task force above.

Lay out the process for expanding design review. As noted, it is becoming increasingly apparent that there is a need for some form of design review outside the central city. Appointing a small working group to help define how that would work and to recommend specific steps to get there may be the best way to initiate this process.
Suggested Lead: BPS

Thank you very much for the opportunity to be part of this discussion.

Best Regards,

Urban Design Panel Executive Committee

Stefanie Becker, AIA	Brian Campbell, FAICP	Mauricio Villarreal, ASLA
Robert Boileau, AIA, AICP	John Spencer, AICP	Melinda Graham, ASLA

cc: American Institute of Architects/Portland Chapter
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Section 7 – Framework for Non-Discretionary Design Standards in Design Overlay Zone

7.1 – Outline of Process and Decision Makers

Please see the table within 6.1 for the overall process outline and decision makers. As noted on Step 3 in the table in 6.1, if a project is eligible to use Community Design Standards instead of design review, then an applicant can bypass the discretionary land use review process by meeting additional standards through the building permit. Some projects may require neighborhood contact to be done prior to this submittal. See Section 7.6 below. Building permits are reviewed by a staff planner. The community design standards are non-discretionary and are either met or not. If they cannot be met, then the project must go back through the discretionary design review process. The standards that must be met are dependent on the type of project and the zone. Chapter 33.218 of the code details this.

7.2 – Thresholds for Community Design Standards

The Community Design Standards can be used as an alternative to discretionary design review in many parts of the city and for many types of development. However, there are some situations where the Community Design Standards cannot be used. These are listed at the end of Chapter 33.420, but notable situations include the Central City and Gateway plan districts and new construction or alterations that exceed certain size or façade changes.

However, it should be noted that current state law *(ORS 197.307)* requires that projects that provide needed housing outside of designated centers be required to have the option to follow a standards or discretionary tract. This is acknowledged under Footnote #1 of Table 420-1.

7.3 – Description of Process for Permits Reviewed under Community Design Standards

Development to be reviewed through the Community Design Standards is generally reviewed like any other building permit (Residential-RS or Commercial-CO), but with the following caveats.

- Unless superseded by another zone or plan district, a preliminary neighborhood contact process must be completed for development that: adds more than 3 dwelling units, creates more than 10,000 square feet of commercial/industrial building area, or is located in the IR zone and isn't part of a master plan. (See also Section 7.6.)
- In addition to the development standards required to be met for any development, the proposed development must also meet the relevant standards within Chapter 33.218. The types of standards depend on the type of development and the zone. (See also Section 7.7.)
- There are no special Early Assistance requirements, but often applicants may submit for an Early Assistance zoning review to get a preliminary assessment on whether the development can meet the standards.

As a building permit, the review is nondiscretionary and approval of the permit by the various city staff is final. Generally, approval of nondiscretionary standards is final at the staff level. Any potential appeal

would be to the State Land Use Board of Appeals, and would likely focus on whether the reviewer applied discretion in reviewing a standard.

7.4 – Timelines and Costs for Community Design Standards Process

There has not been a comparison between the average timeline for permits subject to the Community Design Standards versus those that are not. Ideally, since the review is part of a building permit review, it is incorporated into the overall building permit review and should not result in a lengthier process. However, the fact that there are additional standards that must be met increases the number of items for a development that must be reviewed, potentially resulting in more zoning review checksheets. In general, permits involving the Community Design Standards can take as short as a couple weeks, and as long as several months.

Similar to the discretionary design review process, the fees for the permit review of the Community Design Standards is a function of the valuation of the project (external work). The fee is $0.0075 per dollar valuation of the project, up to a maximum of $2,000 for a house/duplex, and $5,000 for other projects.

7.5 – Statistics of Case Volumes and Actual Process Lengths

It is difficult to determine the exact number of permits that have gone through the Community Design Standards process. However, building permits do include an info field where staff can respond "Yes," "No," or "blank" to the question whether Community Design Standards apply to the permit. A review of final permits from 2010 to 2015 revealed 265 overall permits that indicated Community Design Standards applied. Of this total, 74 were found to be for permits identified as "New Construction." These permits likely represented 10 percent or fewer of the overall permits.

We have not determined the actual process length for building permits using Community Design Standards versus those built without them. An issue is that the review of these standards may not be the determining factor or variable when determining the change in actual process length between the permits. Many other factors, including the complexity of the project, the requirements of based zones and/or plan districts could have a greater effect than the application of the Community Design Standards.

7.6 – Community Involvement

The Community Design Standards are reviewed as part of a building permit. Since building permits are not considered a land use review, they are not subject to discretionary approval or denial. If the standards are met, then the permit is issued. Generally, building permits are not subject to community review and outreach. However, there are situations where applicants are required to contact the neighborhood association and district coalition offices to offer an informational meeting prior to submitting the building permit. Building permits that are subject to the Community Design Standards need to provide this initial contact if they exceed the following thresholds (more information is available within 33.218.015 and 33.700.025).

- Proposals that create more than 3 new dwelling units, either through new construction, additions or alterations/conversions;
- Proposals that create more than 10,000 square feet of gross building area for uses in the Commercial or Industrial use categories; or
- Proposals in the IR zone, where the site is not covered by an Impact Mitigation Plan or Conditional Use Master Plan.

33.700.025 states the process for the neighborhood contact requirement. The applicant must send information to the neighborhood association and meet with them if they desire. The applicant can choose to incorporate any changes requested by the neighborhood, but they are not required to make any changes. However, the applicant is required to provide a follow-up letter.

7.7 – Description/Outline of Community Design Standards

33.218 provides the full set of standards for the various types of development. The standards also differ depending on the applicable base zone. The table below provides the subject headings for the Community Design Standards with an illustrative summary of some standards. See also Figure 4.2 in Section 4 for a regulatory crosswalk.

Code Section	Title	Characteristics
33.218.100	Stds. for Primary and Att. Accessory Structures in Single Dwelling Zones	Additional standards addressing street frontage, exterior materials, porches, and other architectural features.
33.218.110	Stds. for Primary and Att. Accessory Structures in R3, R2, and R1 Zones	Similar to above, plus height limits under the standards, buffer requirements adjacent to lower density
33.218.120	Stds. for Detached Acc. Structures in Single-Dwelling, R3, R2, and R1 Zones (note that projects under 33.218.140 may use these if they are all residential)	Generally require compatibility with the primary structure
33.218.130	Stds. for Exterior Alterations of Residential Structures in Residential Zones	Generally require compatibility with the existing structure
33.218.140	Stds. for All Structures in RH, RX, C, and E zones	Emphasis on relationship between building and street (note that base zones have been update for pedestrian friendliness). Building height, materials, vehicle areas, and buffers are also addressed.
33.218.150	Stds. for All Structures in I Zones	Standards are similar to 218.140 above. It should be noted that very few areas have an I zone with a d-overlay

7.8 – Monitoring Projects Related to Community Design Standards

As stated in Section 6.9, there have not been many studies done to monitor the existing Community Design Standards. A previous study assessed the Community Design Standards for single dwelling and smaller multi dwelling development. However, it is interesting to note that the study observed several situations where the ultimate development did not conform to the regulations stated in the Community Design Standards. This was generally due to one of three errors: 1) the standard was missed during plan review; 2) The standard was vaguely referenced during plan review, so could easily get missed during inspection; and 3) The standard was clearly stated and approved during plan review, but was altered during construction and not noted during inspections. This further indicates that regulations are only as good as the review, implementation, and enforcement processes.

Section 7 Questions:

The Community Design Standards were initially intended to apply to smaller lots in close-in North East. They have been expanded to apply to larger geographies and building sites. How successful are they when considering larger multi-building developments in areas such as East Portland?

Many of the Community Design Standards have not changed, while other base zone standards and design guidelines have been (or are proposed to be) expanded. How well do the Community Design Standards fit within the current design review continuum?

There is a sense that the legislative design guideline process sets the bar much higher than what could be approved through the standards. How can this perceived quality gap between the standards and discretionary review be closed?

Are there other non-discretionary standards that can better implement the city's design goals, or should there be other non-regulatory options?

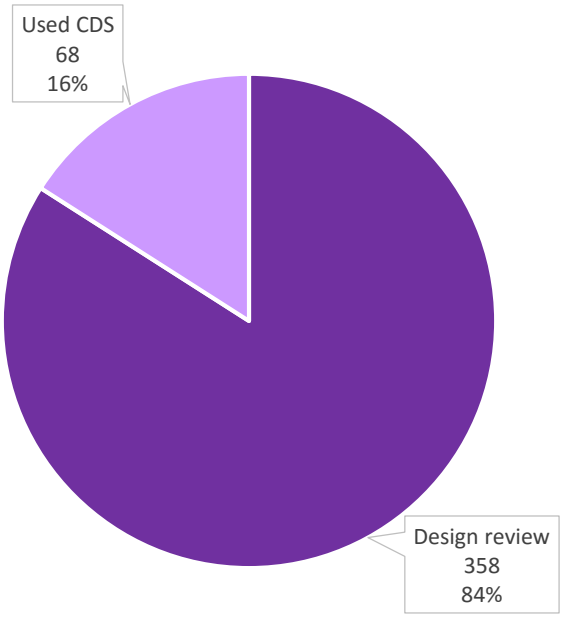
Section 8 – Snapshot of Recent Permit Activity and Design Overlay Acreage

This section examines all commercial permits (COs) issued in the Design Overlay Zone (d-overlay) from 2013 to 2015. It examines the number of projects that went through design review and those that adhered to the Community Design Standards (CDS). This high-level review was done using a different pull of numbers than was used in Section 6 and is not intended to align with the results in that section.

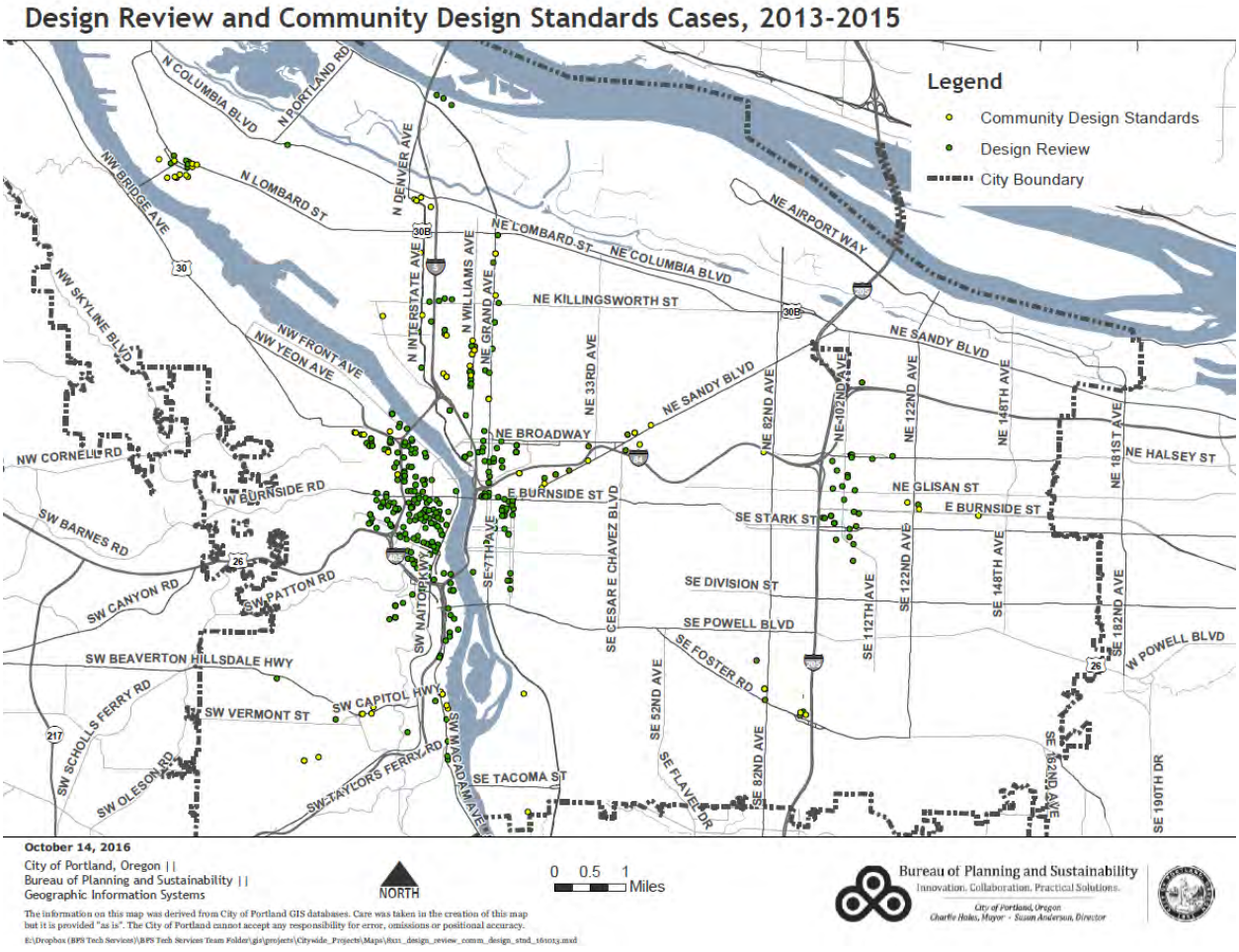
CO permits are required for commercial projects. It also includes residential projects with three or more units including triplexes, apartments, condominiums, townhouse developments with three or more attached units. This analysis does not include permits issued to historic landmarks or projects in historic districts.

8.1 – Discretionary and Non-Discretionary Design Scrutiny

Overall, 1,545 CO permits were issued in the d-overlay from 2013 to 2015. Many were issued for interior work or other types of exempt work. A total of 426 projects required some sort of design scrutiny from 2013 to 2015. Eighty-four percent, or 358 of these projects, went through discretionary design review while 16 percent, or 68 of these projects, used the non-discretionary Community Design Standards.

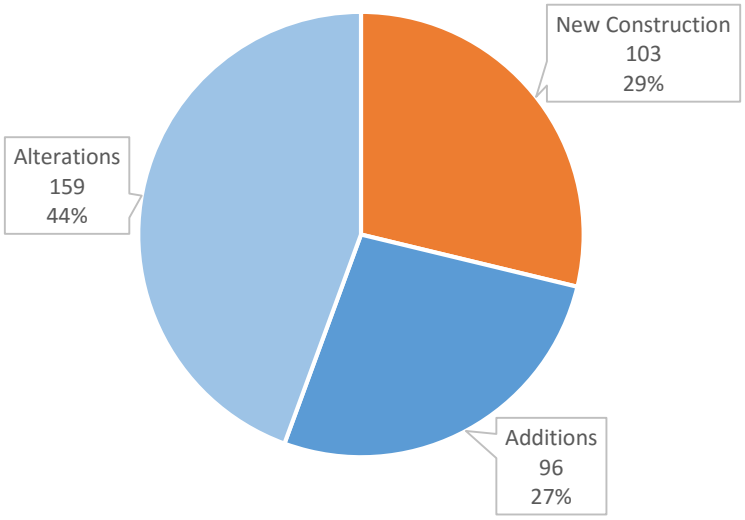


Locations of projects that went through discretionary design review or used Community Design Standards are shown in Map 8.1 below.



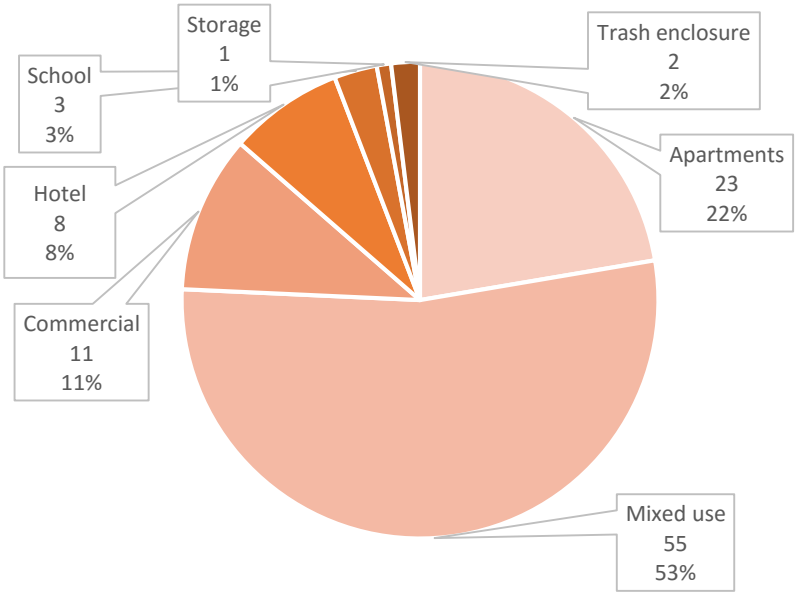
8.2 – Discretionary Design Review Cases

Makeup of Discretionary Design Review Cases by Project Type
New construction of whole buildings made up a minority of the 358 discretionary design review cases, while additions and alterations accounted for 71 percent of discretionary design review.



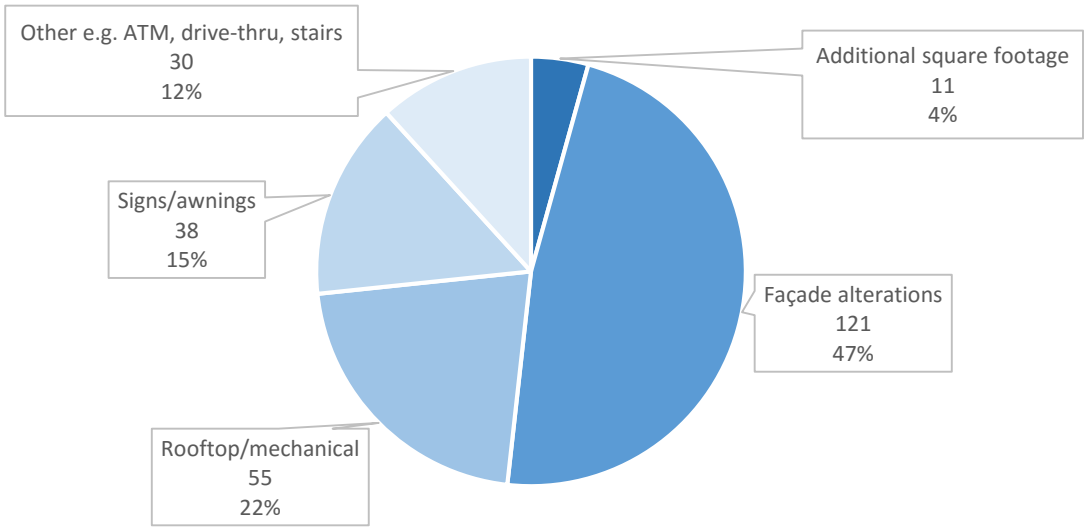
New Construction

Of the 103 new construction projects that underwent discretionary design review, over half created mixed use buildings, in addition to a significant proportion of apartment and commercial buildings.



Additions and Alterations

Façade alterations such as storefront renovations or window installations made up almost half of all alterations and additions that underwent discretionary design review, while a sizeable proportion concerned rooftop utilities and other mechanical equipment.



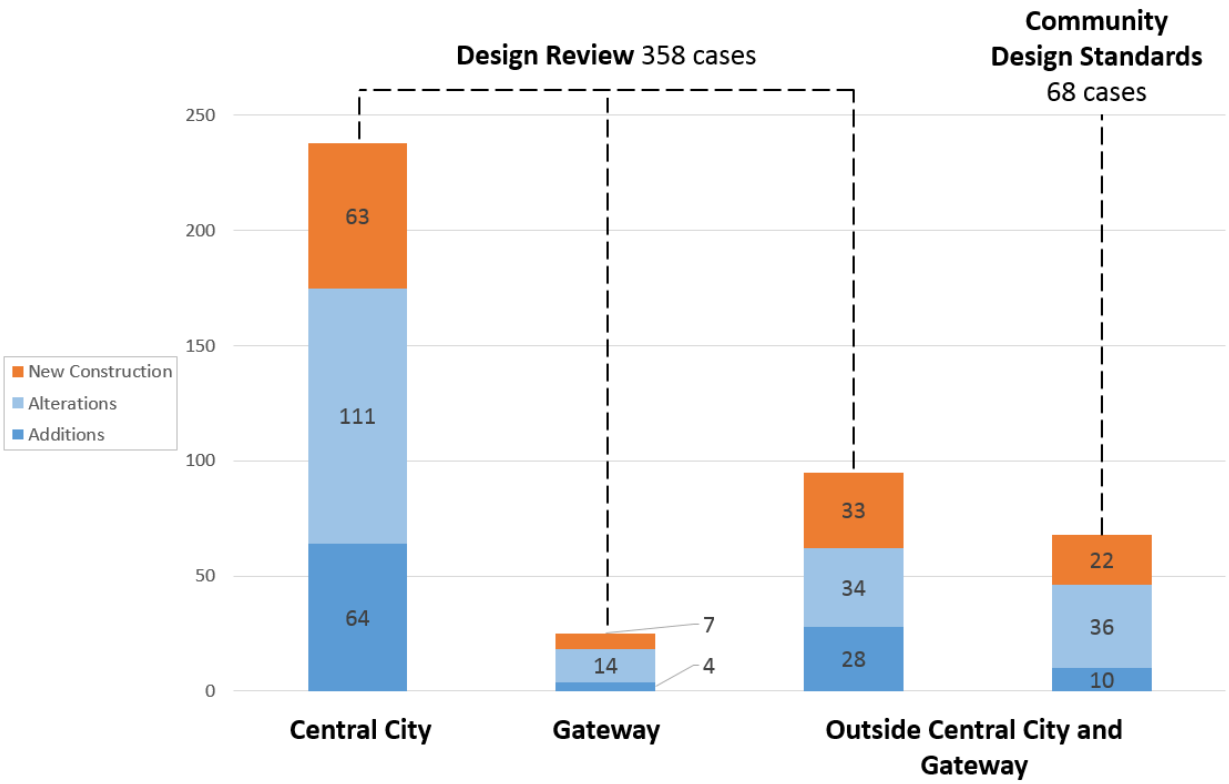
Geographic Breakdown of Project Type

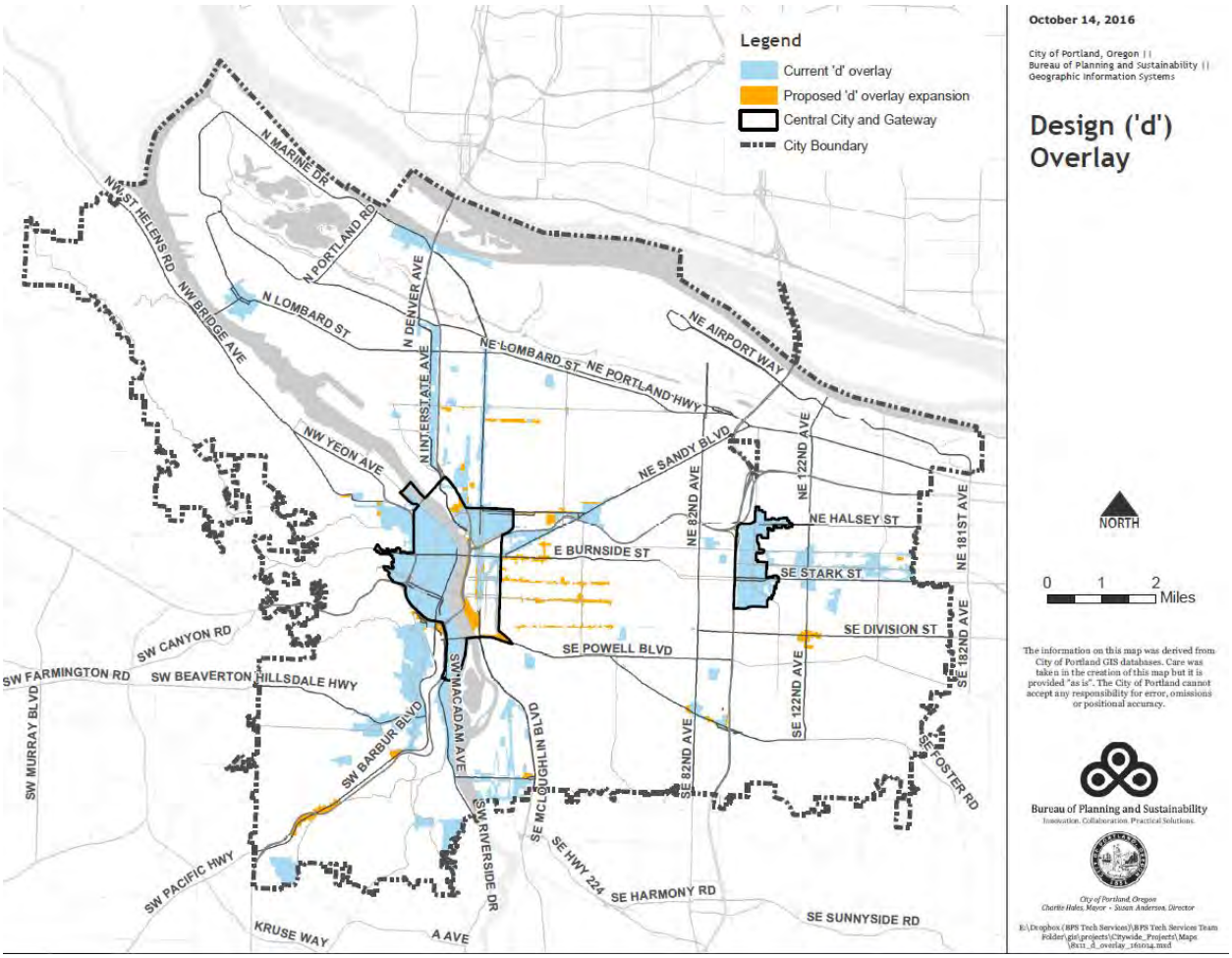
Of the 358 projects that underwent design review, a majority (238) of these were located in the Central City, with another 25 in the Gateway Regional Center. The remaining 95 were located in the rest of the city. The right side of the chart below shows that in comparison, 68 projects outside the Central City and Gateway elected to use the Community Design Standards rather than undergo design review.

The chart below shows that new construction (in orange) comprised a larger share of projects undergoing design review outside the Central City and Gateway (at 35 percent) than inside these areas (at 26 and 28 percent). The split between alterations and additions was more even outside the Central City and Gateway, while inside these areas alterations comprised the largest slice of projects.

8.3 – Design Overlay Area Measurements in the Central City

Map 8.3 below shows the current d-overlay. It also shows areas proposed for d-overlay expansion in the 2035 Comprehensive Plan, with the Central City and Gateway Regional Center outlined in black.

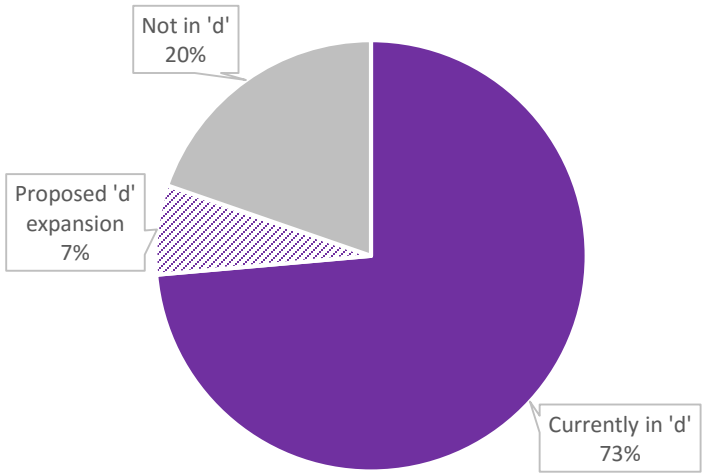




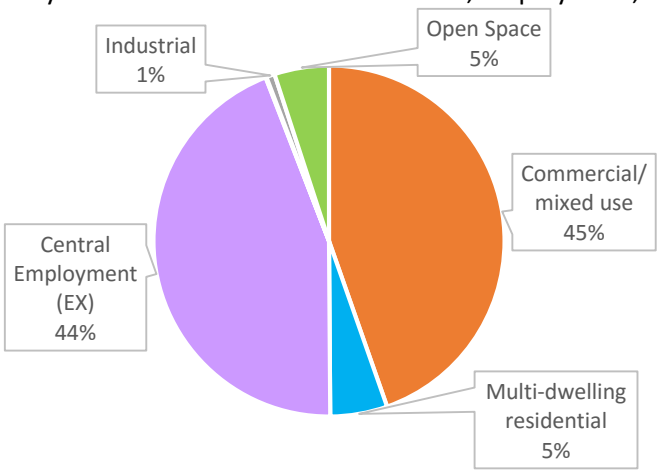
'd' Acreage in the Central City

This chart shows the proportions of acreage on the Central City currently under d-overlay, acreage in the proposed expansion of the d-overlay, and acreage not affected by the current or proposed d-overlays.

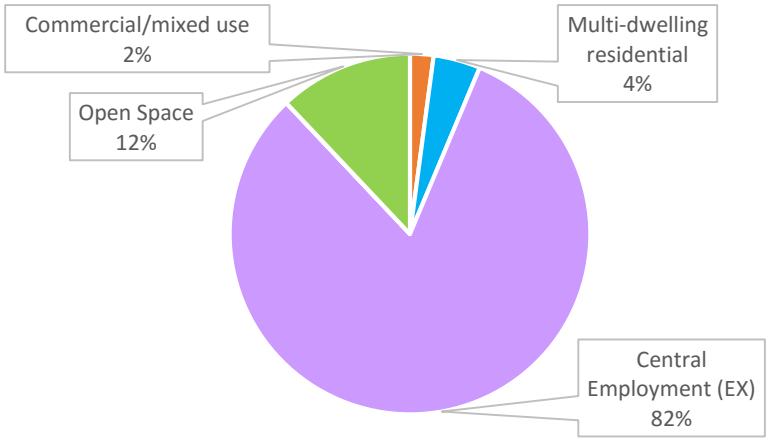
Almost three-quarters of the Central City already lies under the d-overlay, while the proposed expansion would add another seven percent of land area.



Current d-overlay in the Central City by zone
This chart breaks down the acreage of the Central City currently in the d-overlay according to zone. Most of the current d-overlay lies on land zoned for commercial, employment, and mixed uses.

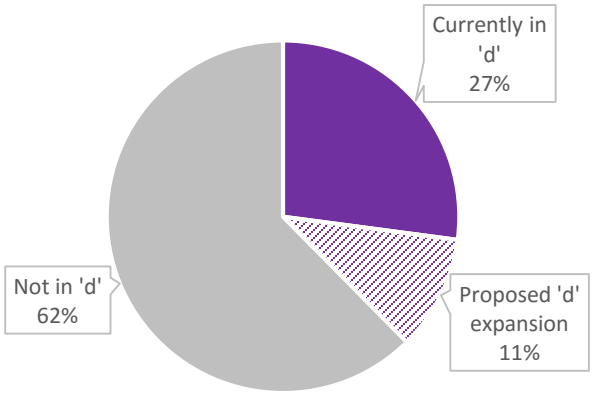


Proposed expansion of the d-overlay in the Central City by zone
This chart breaks down the acreage of the Central City in the proposed expansion of the d-overlay according to zone. Almost 80 percent of the proposed expansion lies over land zoned Central Employment (EX). The Eastbank Esplanade and areas under the I-5 freeway comprise the majority of the 12 percent of land in the proposed expansion zoned Open Space.



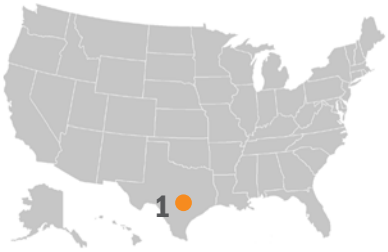
8.4 – Design Overlay Area Measurements in Areas Zoned for Commercial or Mixed Use Outside the Central City and Gateway

This chart shows that mixed-use and commercially zoned areas in parts of the city outside the Central City or Gateway Regional Center will increase from 27 percent to 38 percent when the 2035 Comprehensive Plan goes into effect. It shows the proportions of acreage in commercial or mixed use zones currently under d-overlay, acreage in the proposed expansion of the d-overlay, and acreage not within the current or proposed d-overlays.



APPENDIX C. PROFILES OF PEER CITIES

AUSTIN, TX



Notes from correspondence with planner regarding design review.

Structural Attributes. Austin has a Design Commission, but it only reviews municipal projects, which can include some city-sponsored private development. It meets once a month. It is comprised of eleven registered architects and landscape architects who are unpaid. The Commission meetings are public meetings and testimony is taken on proposed city projects. It should be noted that Austin used to have a commission that reviewed private development called the Residential Compatibility Commission. It was eliminated a year ago due to frequent contentiousness and a perceived burden on development.

Design review of private development is conducted by staff. The staff review applies review only to projects that are along core transit corridors. The City has been conducting review of private development since 2005. There is no public involvement in this non-discretionary review. The City Planning Department is the decision-making body. There is no appeals process.

There is a fee schedule for the reviews. Reviews typically take three to six months, not including the time a design team takes responding to staff comments.

Staffing. The Design Commission is supported by two staff members. Staff see this as inadequate, even with the Commission only reviewing municipal projects. The staff sees themselves more as facilitators than technical support as they view the Commissioners as having sufficient design expertise.

There are six to seven staff dedicated to review of private development as part of the general permitting process. Staff reviews approximately 30 to 40 projects per year and meets with applicants multiple times during the course of a review.

Tools. The City has codified standards for reviewing development along core transit corridors.

Qualitative Aspects. The staff review of projects appears to be more ministerial than discretionary, although this involves interpretating and applying of code language. The Design Commission applies its own judgment in its self-described role as “stewards of the public realm.” According to staff, they often come up with unclear recommendations. An example: “…explore the juxtaposition of the landscape vocabulary to maintain a well-designed pedestrian environment.”

DENVER, CO

Notes from phone call with planner regarding design review.

Structural Attributes. Most of Denver's design review process involves staff only. The final decision-maker is the Planning Director. Denver does have special design commissions for two districts outside downtown – Cherry Creek and Stapleton Airport Redevelopment. The commissions have a balanced mix of people from three categories: designers, people in real estate, and residents.

Design review is required for commercial and mixed-use buildings in designated districts. However, the review only looks at portions of building below 85 feet, regardless of the height. Their rationale for this is that the portion of buildings that abuts the street is the most relevant to people on foot and is most in the public interest. They regard the portions of building above that level as within the purview of the private sector; this reflects a philosophy that local government has no compelling need to direct the design of the upper floors of high rise buildings.

Members of the public can appeal the decision, but it goes to the Board of Adjustment, not the City Council. Staff reports relatively few appeals.

One thing the department does well is follow-up inspections by planners. It went through an era where developments would receive approval in the review process and subsequently change the materials, colors, or other aspects of the building. Inspection by planners during construction has solved that problem.

There is no fee for the review; the City views design review as a basic public service. The reviews typically take six to eight months.

Staffing. The design review section of the planning department has 12 people. They have hired people with experience in design, especially in the private sector, as they often have to work through issues with peers. They are available to development teams whenever meetings are needed. They attempt to engage with the typical process of schematic design and design development. They do the reviews and write the decision document. They also support the two special districts with commissions, but the bulk of design reviews, including those in downtown, are done by staff.

Tools. The City has adopted design review standards and guidelines that apply to private development. They emphasize the pedestrian experience, relating to the lower floors of buildings and the sidewalks.

One tool they have found extremely useful is a required Concept Review phase that occurs at the very front end of the process. They look at major issues related to context, connectivity, and infrastructure. These are discussed before lots of decisions are made on the private side. The City design staff provides advice and direction. Again, there is no fee for this service.

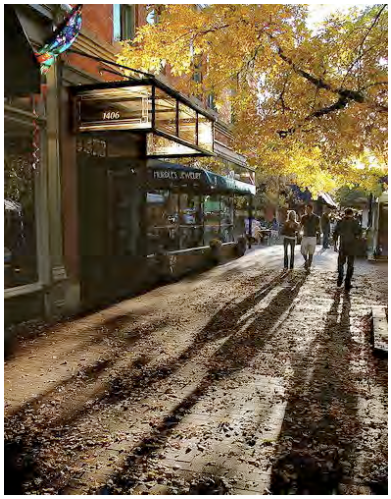
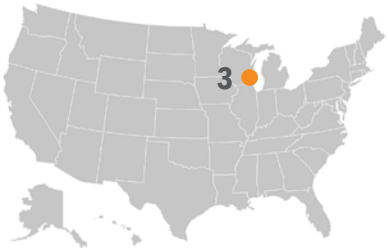


Image by Flickr user: waxhawian http://www.flickr.com/people/dwighton/

Qualitative Aspects. In some places the City is seeing immediate results from design review, such as in the rapidly redeveloping area around Union Station. But in other areas, with a long history of older forms of development and a comparatively little concern for the public realm, the results are less significant. The downtown still has many parking lots, brutal multistory parking structures, and generic corporate office towers, as well as sidewalks devoid of trees and other pedestrian-oriented amenities. Improvements are incremental, scattered, and sometimes overwhelmed by the context. Consequently, more interesting and diverse places are now found in areas outside of downtown.

MILWAUKEE, WI



Notes from phone call with staff.

Image: http://engberganderson.com/project/historic-third-ward-riverwalk/

Structural Attributes. In Milwaukee, only about one quarter of development projects go through special reviews; the vast majority are "by-right" development that only require a building permit. For the ones that do go through review, there are two bodies that review for design.

Architectural Review Boards (ARBs) were set up for only two special districts that are near but outside downtown. They are made up of staff, a Council person, a business representative, and others in design, real estate, and arts. The ARBs meet twice a month for 90 minutes each and review three to four projects at each meeting. The typical time for this review process is two to four weeks. For the most part, the ARBs rely on staff recommendations and then focus on a select number of issues that require discretionary judgment, such as proportions and materials. This process involves negotiations between the ARBs and the development team; the public is not involved. The ARBs have reviewed 12 to 15 projects a year, although the staff notes there are considerably more in the pipeline now, as one special district has become very attractive for infill development.

The other body is the Plan Commission. Much of the zoning in the City, especially in downtown, has low base zone entitlements. Accordingly, most development projects of any magnitude require a change in zoning. This process triggers design review, using more specific standards. One downtown district along the river is in an overlay with special standards, but most of downtown is not. The staff notes that downtown zoning is in need of a major overhaul. They use a Form-Based Code in portions of downtown, but they find that it is often unworkable. The rezone review process involves three steps: a Plan Commission hearing, a Council Committee Hearing, and a full Council hearing. At each step, design plans are reviewed. This process typically takes two to four months. Approximately 12 to 15 projects have been processed this way annually, although this number is increasing as there is a push for increased density in neighborhoods.

Image: Kimpton Hotels

Occasionally, both review processes are required, which can result in conflicts and a debate over which body has ultimate authority.

There is no fee for ARB review. There is a fee for Plan Commission submittals.

There are only a few appeals each year.

Staffing. Ten staff members from the Planning Department are assigned to design review. They make staff report with recommendations to both ARBs and the Plan Commission. Staff sits on the ARBs and actively participate.

Tools. The ARBs apply Design Guidelines through a discretionary process but they focus their reviews on a few topics where professional judgment is needed. They do this expeditiously, sometimes with a week turnaround.

The Plan Commission applies a stricter set of design standards through the zone change process.

Qualitative Aspects. The staff report that they are seeing good results and that most people seem satisfied. Some businesspeople report that certain subjects, such as the design of signs, have to go through multiple rounds of review, which can be annoying.

Milwaukee limits the scope of its review to two geographic areas, which has affected only around 800 dwelling units over the past year. This focus allows reviews to be more concentrated and timely.

SAN FRANCISCO, CA

Notes from phone call with Planning Department regarding design review.

Structural Attributes. This city has had a design review process for several decades. It appears to be a unique approach with a prominent role of the City's Planning Commission, which acts as the review body (despite its having only a single design professional, which was coincidental to the appointment). It also reflects a high degree of citizen involvement, which is characteristic of that city as well. Design review is triggered by building type and district; there are many triggers in their code. The staff has authority to approve, condition, or deny most projects, but it submits projects more than 10,000 sf to the Planning Commission under Large Project Authorization.

Applicants are highly motivated to respond to staff and the Commission for a few key reasons: 1. staff initiates a trip to the Commission when agreement cannot be reached, 2. staff does not bring a project to the Commission until the project is "ripe" (which is at the planner's discretion), and 3. if a case is continued at Commission, the return hearing could be 4-6 months later due to the high volume of Commission work. A mid-scale mixed-use project takes 18 months to two years to the first hearing with the Commission. Commission approves the schematic design, and then there is "wiggle room" with staff.

Although the City has engaged in design review with a vast number of standards and guidelines for many areas, it has only had a staff dedicated to that for the past six years. They have organized themselves into two teams – one for smaller residential reviews and one for larger, more urban projects. Urban Design Advisory Committee (UDAC) projects are the largest projects in the City (San Francisco sees around 150 per year) and design guidelines do not exist for these projects.

It should be noted that the City also allows members of the public to appeal any building permits to the Planning Commission. The staff reports that cases under review can go on for a long time – often many months, and in some cases, multiple years. The Planning Commission meets every week from noon to "whenever" -- sometimes after midnight.

The City charges $5,000 for design review. A Preliminary Assessment by staff occurs prior to formal submittal of materials for a project.

Staffing. The City has 90 current planning staff. Three are specifically involved with design review. In recent years, architects and landscape architects have been hired to strengthen the design capability. The staff reviews projects first then sends them to the Commission. Last year the City reviewed 150 larger-scale projects, which went to the Planning Commission – 3 projects per week. The Planning Commission reviews at the Schematic Design level. After that, the staff completes the review. In addition, the staff reviewed 600 residential projects. The staff has a considerable amount of discretionary authority due to loose regulations and process. According to City staff familiar with both San Francisco and Portland, "Portland's tight regulations and process result in consistency and predictability without compare. Compared to San Francisco, Portland's process is not onerous whatsoever."

Tools. The City has developed numerous design standards and guidelines for its numerous districts over time. The City's code is over 3,000 pages long and is updated online weekly, as there are many amendments being made to address issues, both large and small. Although they apply an overarching criterion of "superior or outstanding design," it seems the biggest tool they use is allowing a density increase in return for better design. But what that means for an individual project is negotiated by staff and commission. This trade-off is hotly debated between staff, Commission, development teams, and community members. Public outreach is a significant part of the system.

In recent years, the City has added another type of review, called Better Streets, that is managed through a Streetscape Design Advisory Team (SDAT). This interdepartmental staff group specifically reviews projects for issues related to the streetscape, including traffic calming, sidewalks, transit lanes and stops, and bicycle infrastructure. A very extensive set of standards is applied to projects. Using their discretion, the SDAT issues letters to developers with a list of specific improvements they are required to make to the public realm as a part of their projects. This review occurs parallel to other review so that development teams don't receive directions on these subjects later by a different department.

Qualitative Aspects. San Francisco's design review process could be fairly described as lengthy, contentious, complicated – and perhaps even convoluted. It can be onerous and unpredictable. The process has elevated a political discussion at the City's leadership level over the extent to which the City's processes have frustrated the building of affordable housing. There may even be some legislative changes coming from the State that address this.

San Francisco's design review environment is affected by a volatile reaction by many community members to new development in almost any form – some of it even simply involving expansion of existing townhouses. Citizen groups monitor proposals, attend meetings, and file appeals. As reported in some journals, this has partially resulted in a diminishment of the market's ability to provide new housing for which there is a huge demand but a large shortfall in supply (hence the highest rents in the nation).

SEATTLE, WA

Structural Attributes. Seattle has two systems to review projects through boards. First, it has had a Design Commission for more than 40 years. By law, it only reviews public projects, which include buildings, parks, streets, reservoirs, and many other types of capital investments. It meets two to three times per month and is composed of design professionals. The initial enabling legislation in the early 70s included an honorarium of $25 per hour, which was to comport with the pay (at that time) of owners of design firms. The payment rate never was changed, and eventually, it was dropped altogether.

In the mid-1990s the City adopted a design review process for private development. Initially, it was only aimed at downtown commercial buildings. It has been expanded to include virtually all development except single family dwellings, townhouses, and industrial uses. Seven design review boards (DRBs) were created for different parts of the city. Each board has five volunteers, comprised of a mix of designers, real estate or development professionals, and residents. The City is considering reducing this number of boards to five, with one for downtown and nearby high-rise districts and four others for neighborhoods with more midrise and context-sensitive development.

By ordinance, the review boards are comprised of a mixture of people in the design community, the real estate community, and the neighborhoods. (This involves roughly 40 people sitting on all boards; there is a waiting list of people who apply for the positions.) Boards meet every two weeks and review only two projects at each meeting, which are limited to three hours in duration. Public comment is taken. The chair cautions people attending that the subject is design, not traffic, parking, zoning, building heights, density, affordable housing, or other issues governed by other codes. The boards only review design, but they do have the latitude to allow “departures” from a short list of prescriptive code standards (not including FAR or height).

Typical board meetings, which are always held in the evenings, draw numbers citizens who watch or speak. Time limits assigned to each project are strictly followed. The total allowed public comment period for each project is 20 minutes. The amount of time for each project is set at 90 minutes, unless the proposal is large enough and complex enough to require two time slots. Regardless, any given evening meeting is a maximum of three hours with only two projects reviewed. This presents a discipline that keeps all participants on point. The chair is responsible for maintaining an expeditious progression and receives training in meeting management. The boards also use a summary sheet of guidelines during their deliberations. Legally, the boards make a recommendation to the Director, which is generally followed in a decision. The Director’s decision can be appealed to the Hearings Examiner. The cost of review, which is on the order of thousands of dollars, is recovered in hourly review fees.

Seattle has a step in its overall review process that is called a Master Use Permit, or MUP, for short. This consolidates all reviews, including environmental, into a single point after which building permits can be applied for. DRB approval is part of that turning point.

The timelines vary widely, but they are rarely less than several months given the current backlog. Some reviews, if they are complex and contentious, can take up to a year.

Staffing. As can be imagined, staffing multiple boards and conducting staff-level reviews of projects in advance of taking them to a board demands a considerable number of dedicated staff. Recently, that number has been around 15. Since staff time is recovered by fees, the number decreases dramatically in recessionary periods. This year more than 65 projects have gone through design review, with another 40 having been submitted.

Tools. The City has adopted a whole collection of design standards and guidelines to equip the boards with review criteria. They do follow them in their discussions of projects and applicants try to demonstrate how they are meeting them in their presentations. In the neighborhood planning process, neighborhoods can either choose to have "city-wide" standards or craft their own and get them adopted. Over the years, most neighborhoods have developed their own, using a template provided by the City.

One of the effective tools that boards use is a meeting called Early Design Guidance (EDG). In the first meeting, a specific design is not presented, but rather information about the site, the context and the development program. On occasion, general alternative concepts are presented, sometimes using simple context models or digital models. The role of the board at this point is to inform the developer's team which design criteria are most important to address and to give some early direction. Focus on these is maintained throughout subsequent deliberations. When the EDG was introduced, its purpose was initially confusing; development teams thought they needed to have finished designs. Applicants have since learned to schedule this meeting well before any major design work is done.

One of the tools used most extensively by the Design Review Boards is their authority to recommend departures from certain code standards in return for better design – not dissimilar to Portland. This does not involve an increase in intensity or height, as those are not subject to change. But allowing other modifications provides for greater flexibility and more efficient use of a building envelope. Often, there are multiple departures requested. The boards use this to leverage higher quality public amenities and materials.

Qualitative Aspects. Prior to Design Review Boards, the City used to see dozens of appeals from community members every year, which would hold up projects and bog down the permitting process. It was also used by some groups as a deliberate strategy to try to stop projects. The DRB review process has reduced the number of appeals by neighborhoods significantly, as they now feel they can have an effect on the design of projects. It is generally recognized that the process has raised the bar in design quality substantially compared to the period prior to the adoption of the review process, when only quantitative standards were applied.

APPENDIX D: INTERVIEWS AND THEMES

Over the course of two weeks in July 2016, we interviewed more than fifty people about the current d-overlay, the non-discretionary review undertaken by City staff, and the discretionary Design Review process involving either staff or the Design Commission. We also discussed guidelines used in Type II reviews and Type III reviews and the Community Design Standards found in Section 33.218 of the Portland Zoning Code. Interviewees included representatives of neighborhood organizations, professionals in the development industry, architects, landscape architects, planners, City staff in both the Bureau of Planning and Sustainability and the Bureau of Development Services, and current and past Design Commissioners.

Virtually all of the people interviewed recognized the value of design overlay zones. They also spoke to the need for clarity and explicitness in the criteria for both discretionary reviews and non-discretionary plan checks, regardless of who is making the decision. The City of Portland is well-known nationally for elevating the quality of urban development; most of the people interviewed recognized that Portland has indeed raised the bar in design of buildings. No one called for an elimination of the review process, guidelines, or standards. On the other hand, no one asserted that the current process is perfect, as is. There were widely-shared observations about issues in the current system that need to be addressed.

It should be noted that, typically, when interviews about regulatory subjects are conducted, many people immediately assume a critical perspective. Because development in urban areas is frequently contentious, with sharply drawn opinions, participants tend to feel frustrated and vent even in the best of circumstances. However, over the past couple of years, all stakeholders have been burdened to varying degrees by the crush of recent permit applications, the pace and intensity of development, and a general concern about the identity and character of Portland. In a sense, therefore, these comments are an expression of on-going angst among all the people involved in urban change. Nonetheless, a number of these comments can form the basis of recommendations for improvement of the objectives, process, and tools.

Dozens of comments have been sorted by subject matter and frequency. The first grouping under each subject contains comments made by at least four and as many as ten people; these have been highlighted in bold. The second group includes those made by two to three people, with the last group made by single individuals. We have included all comments so that the breadth can be seen. Finally, we have also included a group of other comments that do not seem to fit into any category but were stated with enough frequency to suggest that they are also important to examine. All of these suggest directions for potential changes, whether small and simple or more deeply structural.

GENERAL

Many people commented:

- **Dialogue between neighborhoods and development teams seems token, with no documented responses.**
- **Public notice is inadequate, both on-site and mailed, regarding geographic coverage and renters.**
- **There is a tendency in building design towards "the middle" in quality in order to gain approval; more adventurous designs are rare.**
- **Some development teams design precisely to Community Design Standards (CDS) in order to avoid discretionary review.**
- **It is not possible to seek adjustments to CDS without opening up entire project to review.**

Several people commented:

- Larger issues of urban design and context have been missing lately.
- No clear, reliable list of submittals that is appropriate to the normal stages of the design process; considerable detail is requested upfront before it typically occurs in the design process.
- Lack of coordination with PBOT and other agencies.
- No assistance is available to small businesses / owners on how to navigate the process.
- Neighborhood engagement seems minimal, especially for Type II.
- Local business/civic associations are not involved in the design review process.
- There is no requirement/incentive by City for developers to work with neighborhoods.
- There is no consistent method of collaboration (or documentation) with neighborhoods.
- There is a need for citizen training in "design literacy" so as to make useful comments.
- There is a lack of clarity about how and when people can weigh in.
- The design review process adds significant time and costs to projects.

Singular comments:

- There is little or no follow-through with inspections.
- There are no rewards / incentives for better design.
- There is no clear tie with other City priorities.
- There should be a way to nurture long term relationships between development teams and neighborhoods.
- Lengthy review processes can be a financial burden to smaller developers.
- The process favors larger developers with more national brand tenants; smaller developers struggle more with navigating the process and the time involved.
- Can more support be provided to neighborhoods during reviews?
- How can the process encourage designers to have a strong, coherent idea?
- Could the City have small satellite offices in neighborhood centers to assist small businesses navigate the process?
- The d-overlay is myopic and seems driven by white, middle-class concerns; communities of color may have other ideas about how they want neighborhoods to look and function.
- There is a need to define what success is with the d-overlay. Better relationships with the community are desirable. Aren't social considerations as important as physical ones?

DESIGN COMMISSION

Many people commented:

- **Too many personal preferences and subjects are discussed during deliberations.**
- **The Commission often over-reaches in its authority.**
- **The Commission spends too much time fussing with details, materials, utilities, and building services.**
- **The Commission requires excessive meetings for details/ revisions; it could refer these issues to staff.**
- **Specific guidelines are not cited during deliberation; there is a lack of focus.**
- **Timing of review is out of sync with the design process.**
- **DAR was originally helpful at an early stage; now it occurs too late.**
- **There is little meeting management by staff or Chair.**
- **The review is unpredictable and time consuming; some will do anything to avoid it.**
- **There is a lack of a clear Council-given "charter" with authority and focus of reviews. Or if it is indeed there, does the Commission need to be reminded?**
- **Massing needs to be resolved at the first meeting and not revisited later.**
- **The list of "Unacceptable Materials" by the Commission in their "Best Practices Guide" seems close-minded to creative possibilities.**

Several people commented:

- There is no sense of how the length of review affects financing, costs, and affordability.
- There is too much revisiting big issues later with Commissioners not initially involved.
- A single commission is inadequate to deal with the number of cases.
- The length of time for testifying too limited.
- Neighborhoods feel marginalized by the Commission.
- Attending daytime meetings requires residents to take off work to testify.
- The Commission has scrutinized proposals in more detail as a reaction to some poorly built projects in the past.
- Design review can add value, both community value and economic value.

- Design review should help people navigate City processes.
- The Commission changes direction from time to time depending on the people attending.
- DARs should be required, not optional.
- DARs should be less about detail and more about overall concept.
- The Commission seems to want everything to be brick.
- The Commission's Central City orientation doesn't translate well to neighborhood situations.
- It seems that written testimony is weighed less than oral testimony.
- Sometimes the tone of Commissioners can seem arrogant and condescending.

Singular comments:

- There is no accountability to / oversight by Council.
- The Commission seems to often react negatively to prior approved projects.
- Commission review is not well suited to smaller projects.
- The Commission is overloaded and meets for long hours.
- Little training is done for new commissioners.
- There is not enough discussion by all commissioners; consensus is not achieved.
- Design review by the Commission requires unusually high design costs.
- The Commission is not set up to look at the structure of the community around a proposed project.

STAFF

Many people commented:

- **There seems to be lack of coordination with other agencies; often there are conflicts.**
- **It is not clear who has the final authority when there are conflicts between agencies.**
- **Applicants need to know the location of basic elements early (e.g. location of vaults and building services and garage door setbacks).**

Several people commented:

- Staff is over-worked, overloaded, and sometimes not available.
- Staff seems to prefer to say "NO" rather than collaborate on issues.
- There are too many questionable interpretations of Community Design Standards.
- Staff does not seem to be empowered to make independent decisions.
- Staff is asking for more detailed information and graphics, like the Commission.
- More review by staff could reduce load on the Commission.

Singular comments:

- Training is needed for new staff; field visits both in Portland and elsewhere are useful.
- Some staff have acquired the Commission's preference for details and minutiae.
- No clear descriptions of good applications of guidelines is available.
- Some applicants dismiss staff direction; they prefer to hear from the Commission.
- More staff (and qualified staff) is needed.
- Sometimes advice by staff is contradicted by the Commission.
- Staff doesn't attend community meetings to get a sense of concerns.
- Expand the BDS website to provide more information and guidance to the public.

STANDARDS AND GUIDELINES

Many people commented:

- **There are too many standards and guidelines, with repetition and overlap.**
- **The Community Design Standards are weak, ineffective, outdated, and reflect an earlier era.**
- **The Community Design Standards do not address location-specific patterns, context and public realm sufficiently.**
- **The Community Design Standards are not a good fit with so many diverse parts of the city.**
- **Some discretionary guidelines are too vague (e.g. "reflect the river," "design coherency").**

Several people commented:

- Lack of FAR transfer is causing smaller, older, interesting buildings to disappear.
- Standards and guidelines reflect no clear nexus between policy and regulations.
- Standards do not include possible options that are acceptable (a "menu" approach).
- Many standards are too fussy/there is a lack of focus/the big picture gets lost.
- Designers need more choices for ground floor activation.
- There is no involvement by neighborhoods in design standards and guidelines.
- The Community Design Standards force big, useless overhangs to meet requirement for a "cornice."
- Model guidelines for Division could be applied as a starting point elsewhere.
- Buildings designed to meet Community Design Standards are often poor in quality as the standards do not address high quality detailing.
- Could there be a code amendment to allow common modifications and adjustments to proceed in a more expeditious manner?

Singular comments:

- The Community Design Standards do not make sense for larger projects.
- Discretion is severely limited.
- Small tweaks to a design can result in an approval.
- There is no clear relationship between standards and guidelines.
- Certain areas of the city have no standards despite the need.
- Incentives/requirements for better design are needed for a number of corridors.

APPENDIX E: QUESTIONNAIRE RESULTS

Introduction

This questionnaire was part of the City of Portland's Design Overlay Zone Assessment, which will document and assess the tools and processes that carry out the d-overlay. The questionnaire was open from August 8 to September 12, 2016 and advertised through City email lists of the last five years of applicants who had projects within the d-overlay, the project website, and social networks and blogs. Overall, 313 responses were collected with at least one question answered.

The goal of the questionnaire was to engage and learn from stakeholders interested in the administration of the design overlay zone (d-overlay) as well as applicable tools (e.g., the design standards and guidelines). It is not a statistically valid survey, meaning the respondent sample is not statistically representative of the Portland population generally.

Open-ended questions are discussed in this report as a general theme (i.e. "Small projects should have a faster timeline or less scrutiny"), the number of times that theme was expressed, and some example responses that further illuminate the concept.

A PDF version of the questionnaire is included as an appendix to this report.

Summary of Results

Participants were asked to identify themselves as "neighborhood association member", "interested resident," "business owner," "architect, designer or planning professional," "developer / applicant," or "other." For the purposes of this analysis, respondents were sorted into two groups:

- **"Design Professionals"** defined as architects, designers, planners, developers, or land use applicants; and
- **"Residents & Others"** defined as neighborhood association members, business owners, interested residents, or others.

The purpose of this sorting was to provide specific sets of question to each group. Most of the questions in this report are analyzed based the group with which respondents identified.

The questionnaire had several questions for those who were not design professionals or project applicants. Through these, we learned that neighborhood meetings and websites were the most common ways that citizens hear about projects, and that more online information in a graphical and easy-to-understand format would be appreciated when providing notice of design review. There were also several questions for design professionals and project applicants only, which provided detailed responses regarding the goals and administration of the d-overlay.

Questions targeted at both groups highlighted some of the tensions between constituencies of the d-overlay:

- **Design Characteristics of a Desirable Built Environment.** Sidewalk-level detail was rated as the most important characteristic of those listed in the survey, and design of parking areas was rated as the least important. Architectural Consistency with Surrounding Buildings was rated as a much less important design characteristic by "Design Professionals" than by "Residents & Others." When asked how well the process achieves these characteristics, responses were generally lukewarm at best. "Design Quality" and "Architectural Consistency with Surrounding Buildings" were seen as the least-well achieved.
- **Administration of the d-overlay.** There were notable differences between these groups of respondents regarding the most important factors in the administration of the d-overlay. "Design Professionals" overwhelmingly chose "Flexibility of Design," "Predictability," and "Length of Time" as important factors, while "residents and Others" chose "Attention to design and quality, "Attention to Site Context," and "Transparent discussion about design" as the most important. When asked how well the process achieves these administration factors, responses were on the low side. "Design Professionals" tended to think the process provided a better opportunity for public feedback than "Residents & Others," while "Residents & Others" thought that the process provided greater flexibility than did the "Design Professionals."
- **Neighborhood Meetings.** The majority of neighborhood association members, planning professionals and developers found neighborhood meetings to discuss the review of projects to be helpful, while interested residents were almost as likely to say they were not, or that they were unsure. Open-ended responses to Question 27 show differences of opinions – that neighborhood meetings are an opportunity for consensus building and creative problem solving, that meetings are dominated by a vocal minority, and that participants feel there is little opportunity to influence the project. These responses were not clearly differentiated between the "Design Professionals" and "Residents and Others" groups; members of both groups made comments on all sides of the issue.

In addition, the questionnaire asked open-ended questions about how to improve the Design Guidelines and the Community Design Standards. The most common comment themes are included below.

- **Design Guidelines**
    - Reduce subjectivity/personal preference in the process
    - Provide an expedited and predictable timeline/streamlined process
    - Focus on big picture (scale, proportions, livability), not so many details
    - Interpretation of guidelines is not always consistent and sometimes perceived by respondents as incorrect
    - Reduce number of guidelines/simplify guidelines
- **Community Design Standards**
    - Modernize the standards
    - They stifle creativity, or are too restrictive
    - Poor quality buildings usually result from this path
    - Expedite the timeline

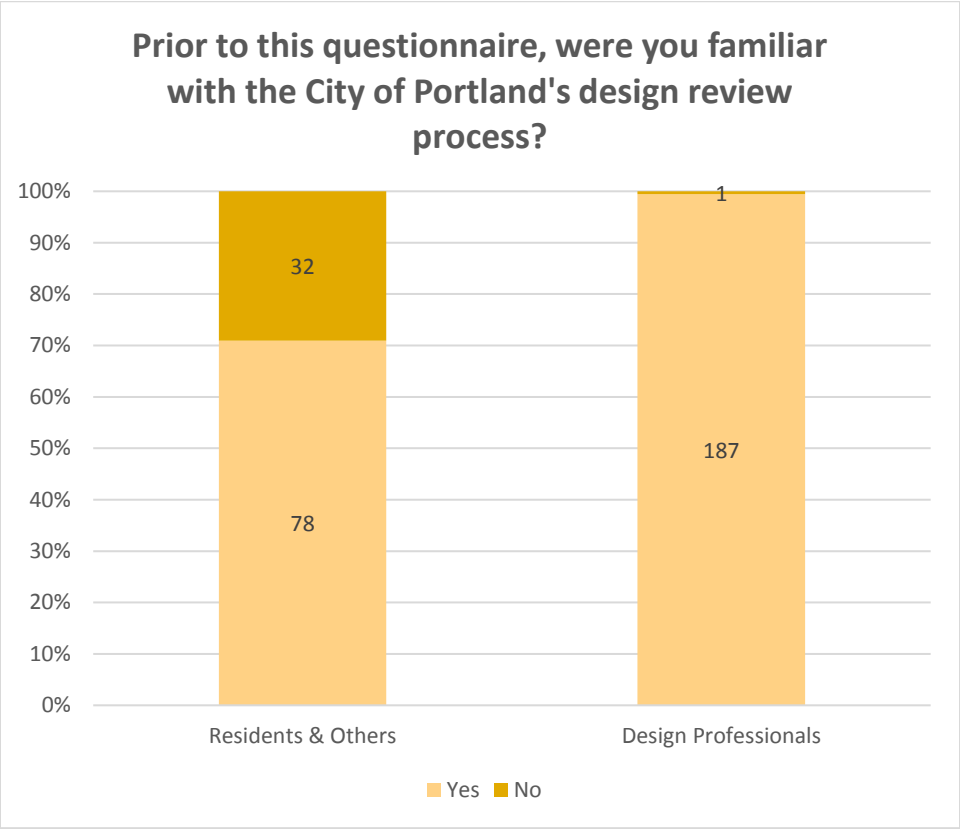
The remainder of this report provides a detailed analysis of the survey, in the order that the questions were presented online.

Section 1: Introductory Questions

Question 1: Familiarity with Design Review

The majority of respondents were familiar with the City's design review process. Almost all respondents unfamiliar with the process belonged to the "Residents & Others" group.

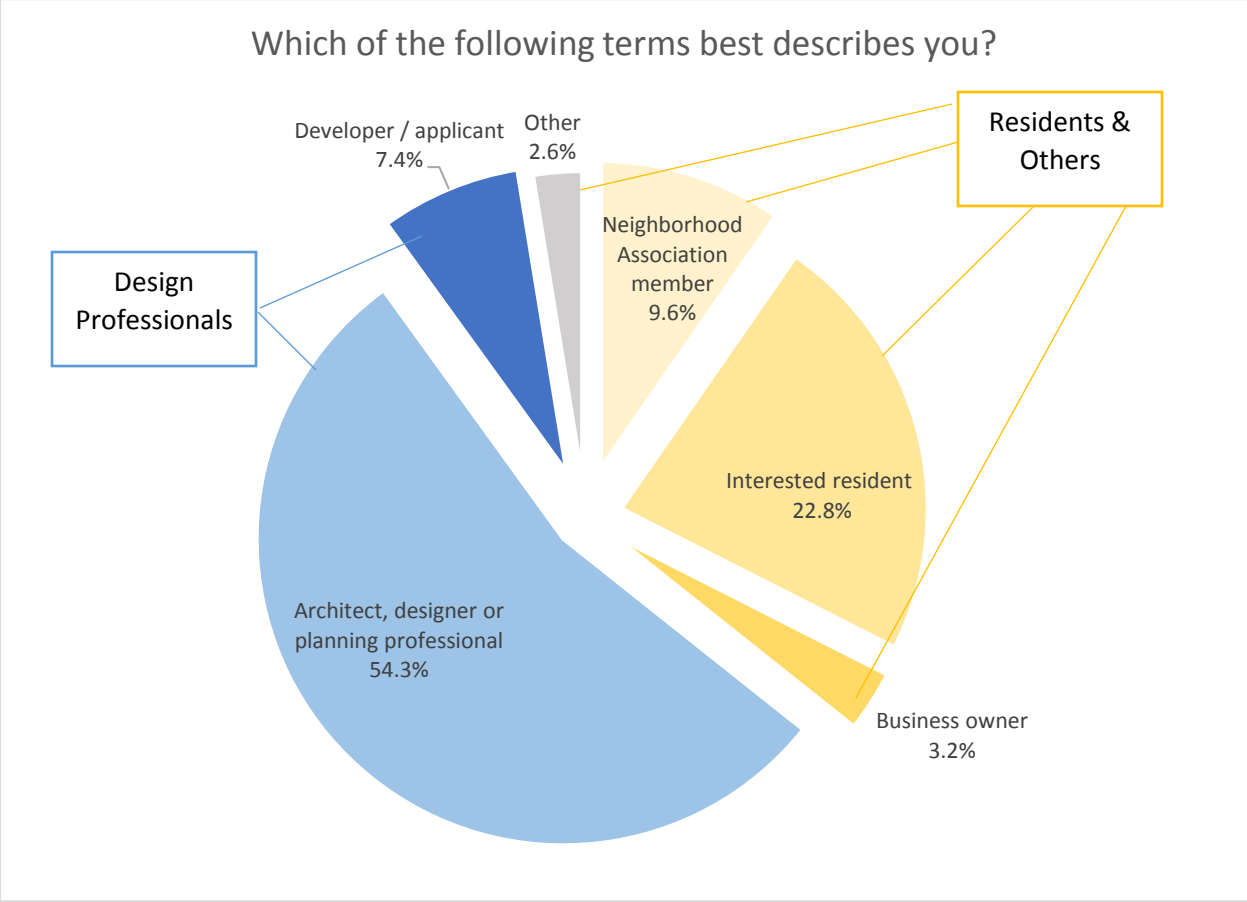
Figure 1. Familiarity with Design Review



Question 2: Which of the following terms best describes you?

Over 60 percent of respondents belonged to the "Design Professionals" group, with over half of all respondents identifying as architects, designers, or planning professionals. Most respondents in the "Residents & Others" group described themselves as interested residents.

Figure 2. Respondent Grouping



	Which of the following terms best describes you?	Responses	Percent of Responses
Design Professionals	Architect, designer or planning professional	169	54.3%
	Developer / applicant	23	7.4%
Residents & Others	Neighborhood Association member	30	9.6%
	Interested resident	71	22.8%
	Business owner	10	3.2%
	Other	8	2.6%
	TOTAL	311	100.0%

Question 3: Zip Code

Respondents were asked to provide their zip code, as shown in the table below. The zip codes with the most respondents were 97214 and 97202 (inner SE Portland and Sellwood).

Zip Code	Number of responses	Percent of Responses
97034	1	1%
97201	7	8%
97202	10	11%
97203	7	8%
97205	3	3%
97206	2	2%
97209	6	7%
97210	2	2%
97211	8	9%
97212	2	2%
97213	1	1%
97214	15	17%
97215	2	2%
97217	4	4%
97219	7	8%
97220	1	1%
97222	1	1%
97225	1	1%
97227	1	1%
97230	2	2%
97232	4	4%
97236	1	1%
97239	1	1%
97266	1	1%
Total	90	100%

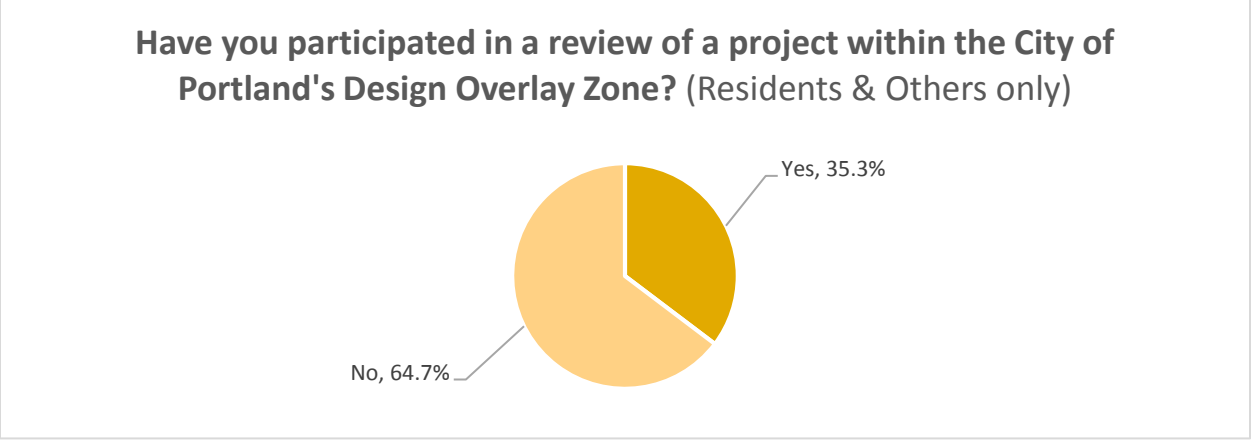
Section 2: Questions for Residents & Others

The questions in this section were only answered by respondents in the "Residents & Others" group. They ask about the respondent's familiarity with the design review process, the effectiveness of design review notice, and how respondents typically hear about new development.

Questions 3 and 4 show that most respondents in this group have not directly participated in design review, and those that have participated had mostly done so by attending neighborhood meetings. A significant number of respondents have also commented in writing, discussed projects with City staff, and attended design commission meetings. Later questions address the perceived utility of neighborhood meetings more specifically.

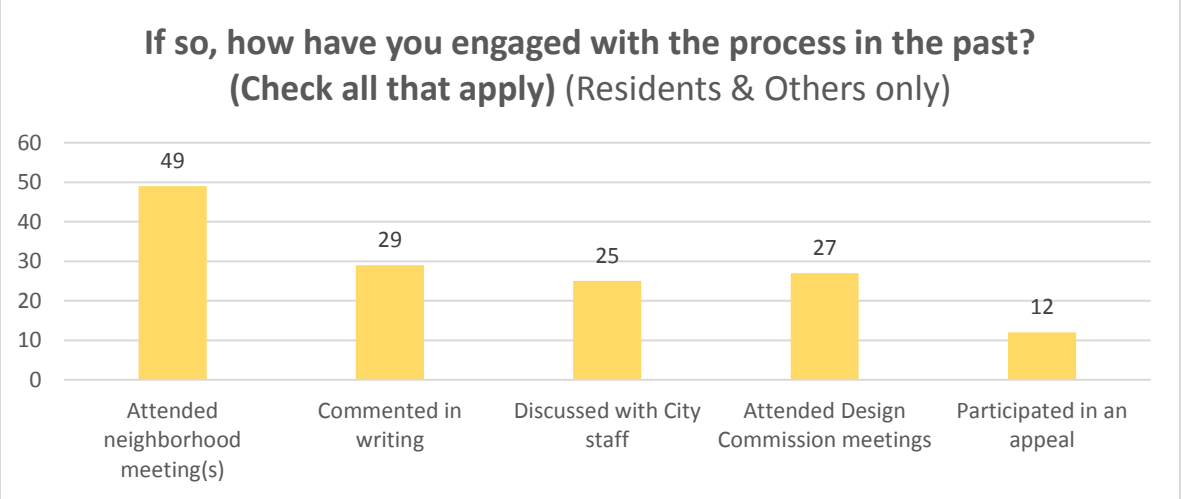
Question 4. Participation in project within Design Overlay Zone

Figure 3. Participation in Design Overlay Review Process



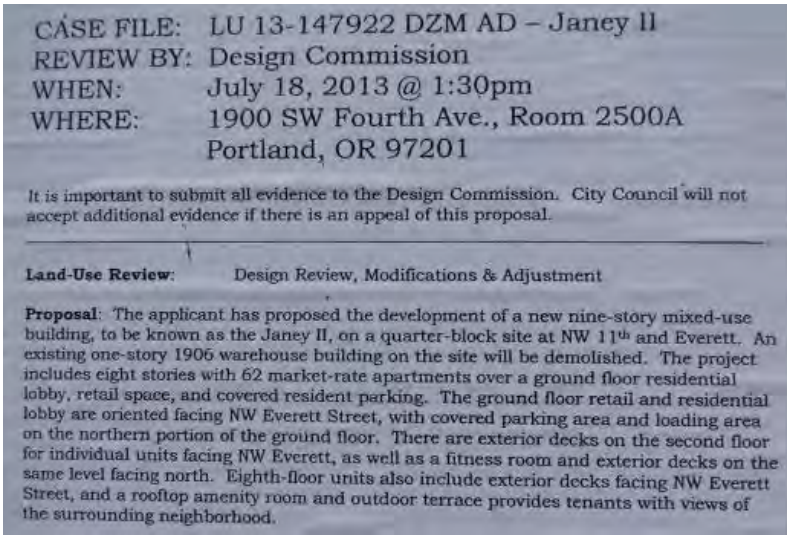
Question 5. If so, how have you engaged with the process?

Figure 4. Manner of Participation in Design Overlay Review Process



Questions 6-8. Design Review Notices

Questions 6 through 8 addressed design review notices, with the following image provided as a reference. The majority of respondents had seen one of these notices and found them helpful (Figures 5 and 6). When asked what could be done to improve these notices (Figure 7), respondents said that they should be posted on a larger sign and that design review notices should be available via a searchable online map. Simplifying the message and providing a QR code to access relevant information online were also popular answers.



CASE FILE: LU 13-147922 DZM AD – Janey II
REVIEW BY: Design Commission
WHEN: July 18, 2013 @ 1:30pm
WHERE: 1900 SW Fourth Ave., Room 2500A
Portland, OR 97201

It is important to submit all evidence to the Design Commission. City Council will not accept additional evidence if there is an appeal of this proposal.

Land-Use Review: Design Review, Modifications & Adjustment

Proposal: The applicant has proposed the development of a new nine-story mixed-use building, to be known as the Janey II, on a quarter-block site at NW 11th and Everett. An existing one-story 1906 warehouse building on the site will be demolished. The project includes eight stories with 62 market-rate apartments over a ground floor residential lobby, retail space, and covered resident parking. The ground floor retail and residential lobby are oriented facing NW Everett Street, with covered parking area and loading area on the northern portion of the ground floor. There are exterior decks on the second floor for individual units facing NW Everett, as well as a fitness room and exterior decks on the same level facing north. Eighth-floor units also include exterior decks facing NW Everett Street, and a rooftop amenity room and outdoor terrace provides tenants with views of the surrounding neighborhood.

Figure 5. Design Review Notices

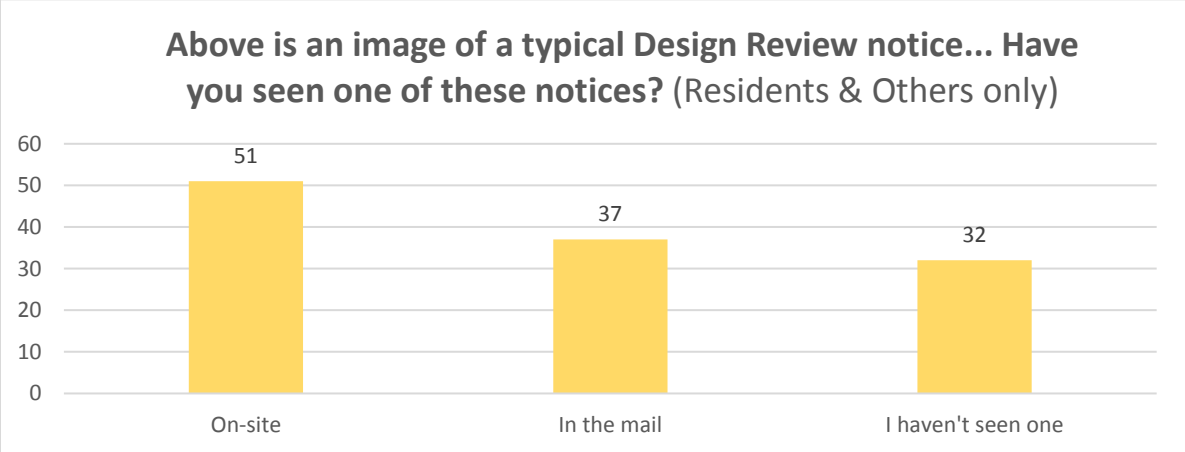


Figure 6. Utility of Design Review Notices

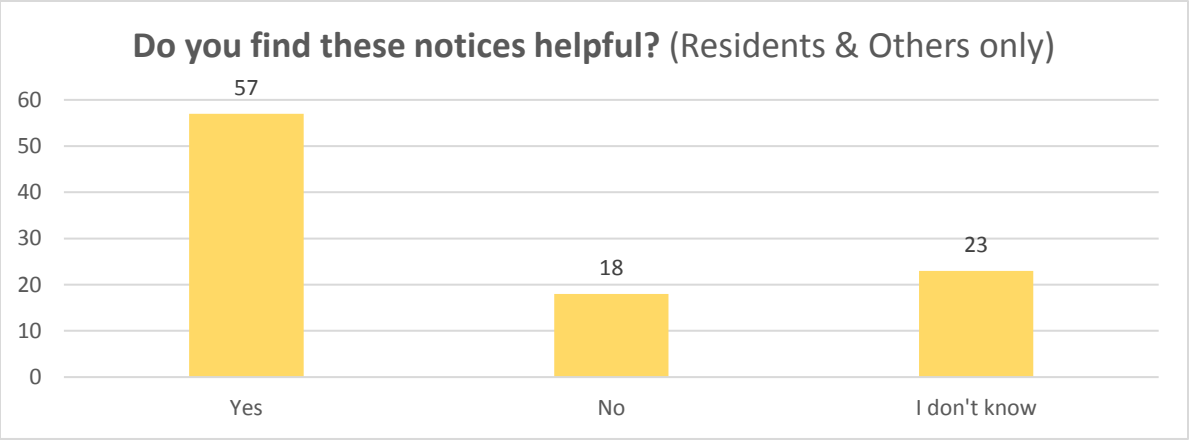
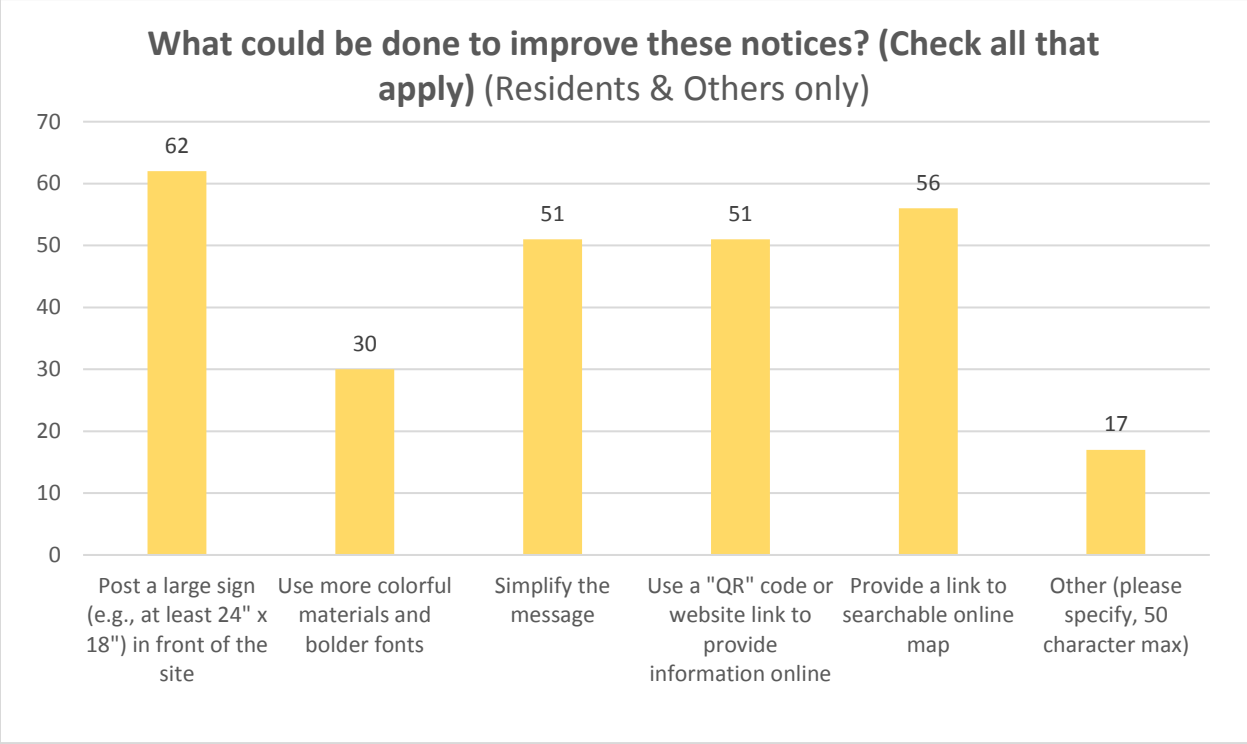


Figure 7. Improving Design Review Notices

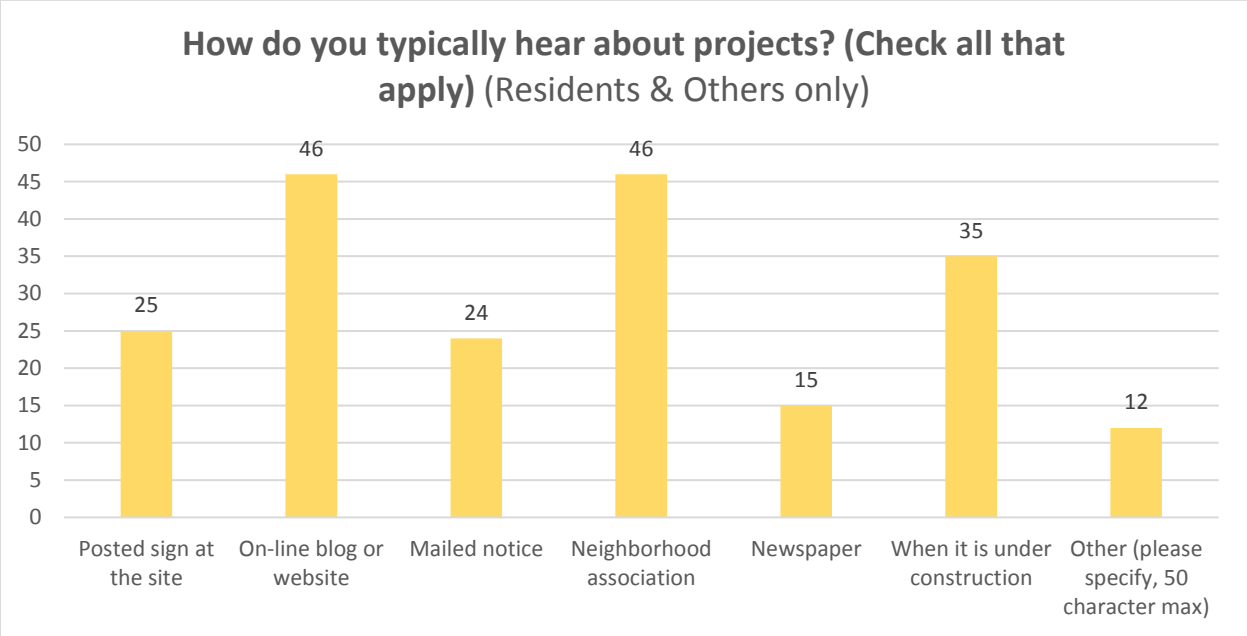


Open-ended responses suggested other methods such as including an image, rendering or site plan of the proposal in the posted notice; posting more material online; distributing notices via email, newspapers or Nextdoor.com; and including "DESIGN REVIEW" in large text on a notice board.

Question 9. How do you typically hear about projects?

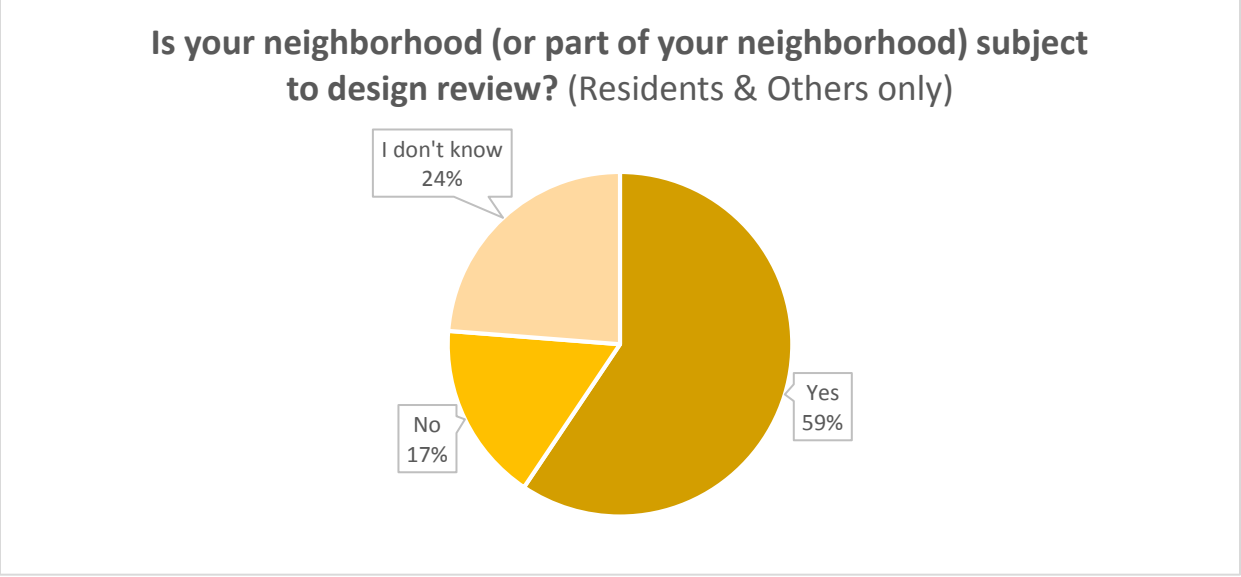
The most common avenues for learning about projects were at neighborhood association meetings and via an online blog or other website, followed by "When it is under construction." Open ended responses included Nextportland.com, Skyscraper Forum, neighborhood Facebook pages, BDS email notification, and direct contact from developers or owners. Several respondents also said "Too Late" or similar.

Figure 8. Hearing about Projects



Question 10. Is your neighborhood subject to design review?

Figure 9. Neighborhood Subject to Design Review



Section 3: Questions for Developers, Architects and Other Professionals

Questions in this section were provided only to respondents in the “Design Professionals” group. They were intended to get a sense of the parts of the city in which respondents typically work on projects, understand/gain insight into their interactions with the design review process, and ask open-ended questions about how to improve the Community Design Standards and the Design Guidelines/Discretionary Design Review.

Questions 11-14. Project Locations & Types

As shown in Figure 10, more “Design Professionals” worked on projects in the Central City more frequently than any other part of the city, followed by Northeast and Southeast Portland. Ninety-four percent of the "Design Professionals" group has participated in the design review process as an applicant (Figure 11) and over two-thirds (69 percent) has had a project go before the Design Review Commission (Figure 13).

Figure 10. Project Locations

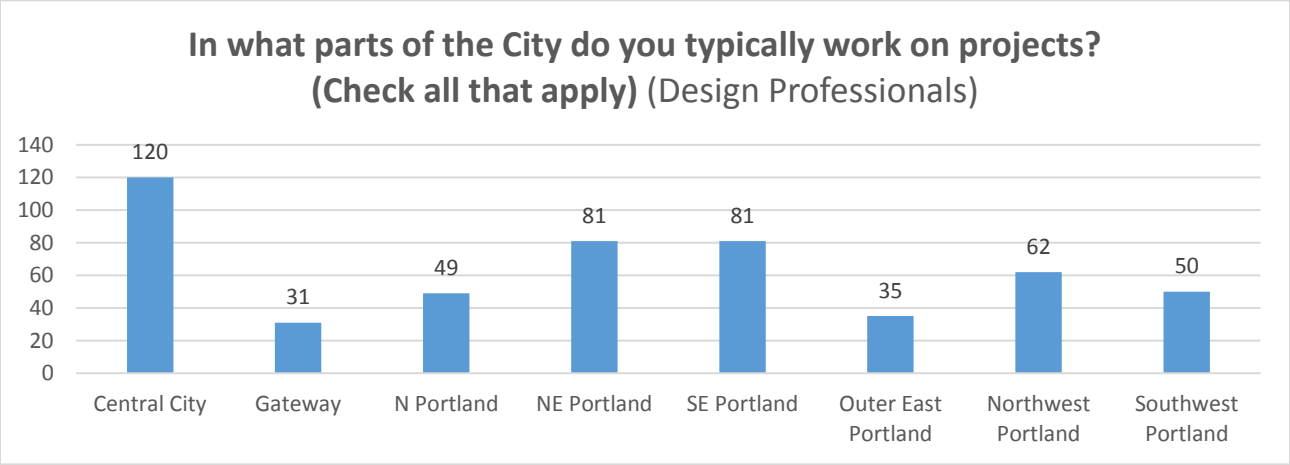


Figure 11. Participation in Design Review as an Applicant

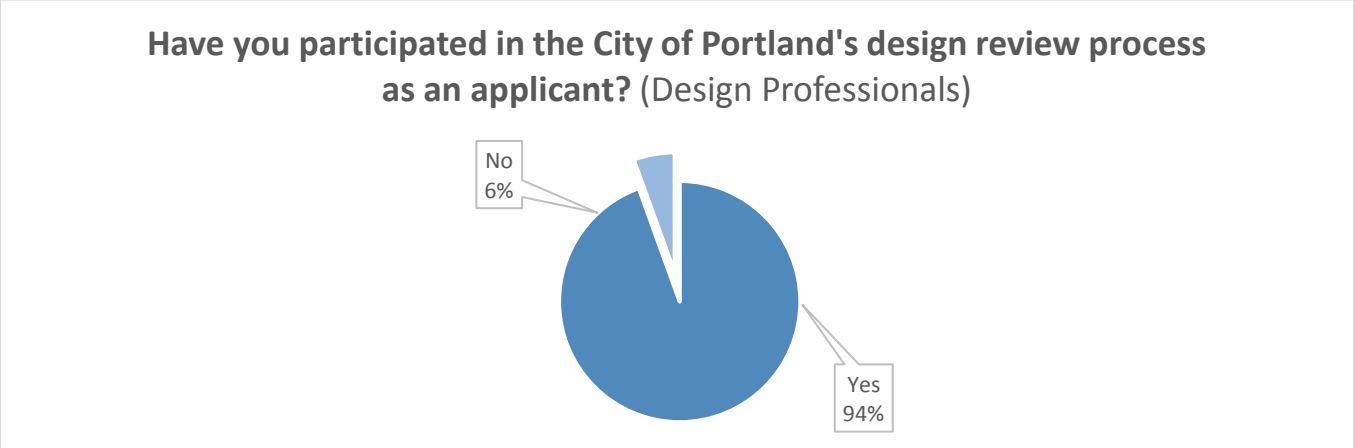


Figure 12. Proportion of Projects Subject to Design Review

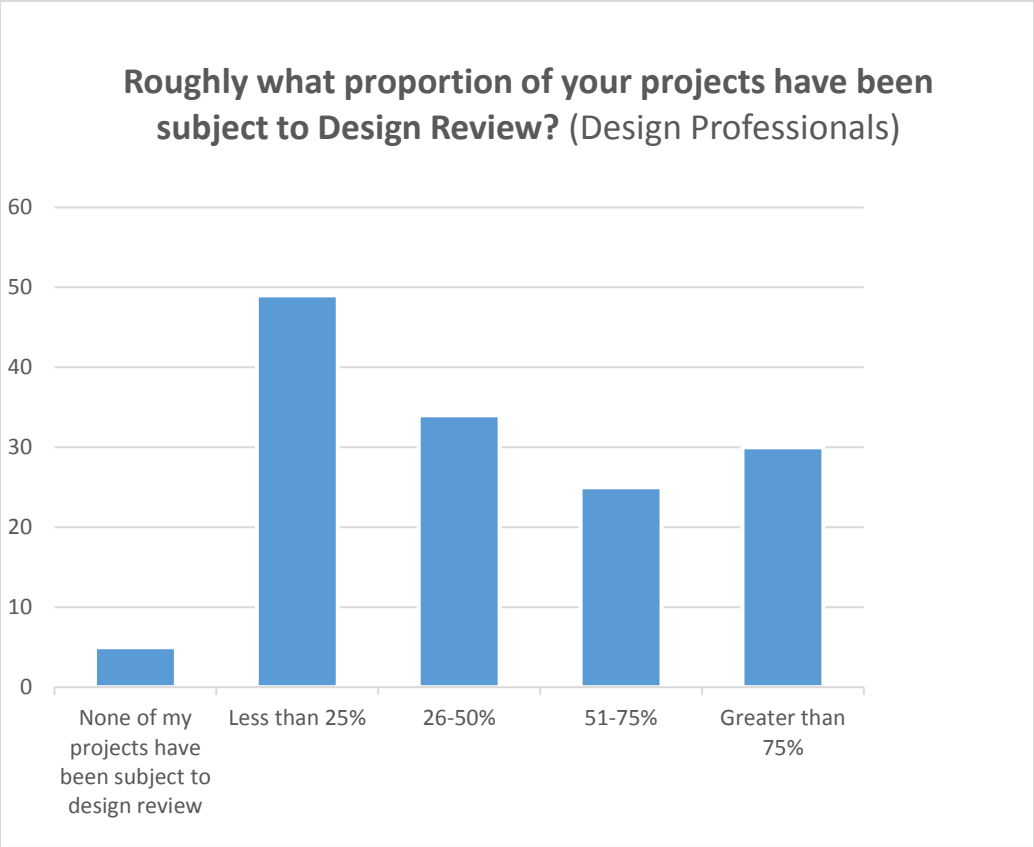
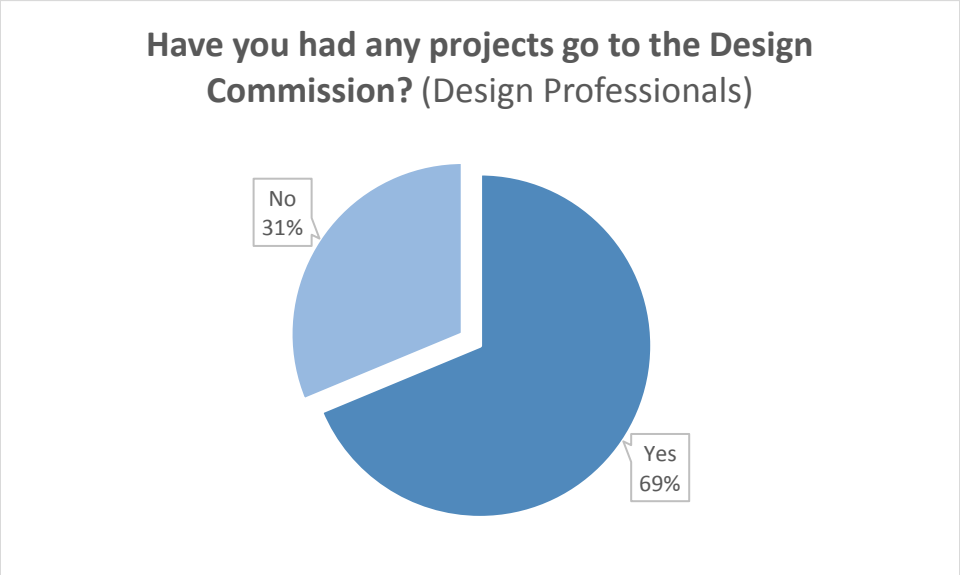


Figure 13. Projects before Design Commission



Question 15: What improvements to the design guidelines or discretionary design review would you suggest?

An open-ended question asked design professionals to suggest improvements to the design guidelines or discretionary design review process. Listed below are commonly-cited themes on the topics of (1) the guidelines themselves and tools to administer the guidelines, and (2) the process of design review. The table on the following pages provides a more detailed list of themes and example comments.

Overall, most responses to this question concerned the amount of subjectivity, complexity, inconsistency, unpredictability, and lengthy timelines of design review. However, many respondents did state that the overall intent of design review is good.

Comments about the Tools (e.g., Design Standards and Guidelines, application forms, etc.)

- Guidelines should focus on the big picture (scale, proportions, livability) rather than details like materials.
- Interpretation of guidelines is inconsistent
- Simplify the guidelines, reduce ambiguity of language, reduce the number of guidelines
- Too much information and too much detail is required at submittal / unclear what is required for completeness
- The guidelines are good overall
- The Commission is making policy that oversteps their role and encroaches on the zoning code (i.e. residential use on the ground floor)
- Guidelines are outdated and should be updated to reflect current goals
- Checklists, points systems, other tools and training for commissioners are needed
- Use electronic submission/ update website to clearly show process requirements
- Need more examples of what compliance looks like / interpretation.

Comments about the Design Review Process

- Make the process faster and more predictable – particularly for smaller projects
- Process should be flexible to allow minor tweaks (approvable by staff)
- Issues with personalities / tone of interaction with staff or design commission
- Disconnect in opinion/direction between staff and commission
- Cost is high
- Appoint commissioners with design or architecture experience
- Better training for staff is needed, concern about implementation at the planning counter

Responses to Question 15 – Design Review

Theme *(a comment can touch on multiple themes)*	**Times expressed**	**Example Comments**
Reduce subjectivity/personal preference	27	• The responses from planners can be too subjective in matters of aesthetics. • I have several times had issues with the City's interpretations of "coherency" in light of the vagueness of the actual design standards. • "quality" materials seems to be used by staff and the commission to mandate personal tastes
Expedited and predictable timeline/streamlined process	22	• When proposing new signage should ONLY take no more than ONE month (30 CALENDAR DAYS) to review NOT 180 DAYS (6 MTHS) • With my projects we do anything to avoid Design Review, even if it means aesthetic compromise to fit within Community Design Guidelines. Cost, time, uncertainty, and lack of control over final design are reasons to avoid Design Review. • Small, or affordable, projects should not have to go through the same review process and submittal requirements as a large project. • Minor tweaks ought to be conditional and approvable by staff to reduce overall timeline
Focus on big picture (scale, proportions, livability), not details	12	• The Commission should focus on good design, less fuss over fasteners and awnings. - Micromanaging the design should not be their role.
Interpretation of guidelines is not always consistent and sometimes incorrect	10	Design guidance often has no nexus to the criteria, code or contemporary design approaches, resulting in Portland's urban and architectural forms and spaces increasingly falling behind what's proving successful in other American cities.
Eliminate the Design Commission	4	• Design review is unconstitutional/infringes on private rights
Reduce number of guidelines, reduce ambiguity of language, simplify guidelines	9	• Simplify to top 10 things urban buildings should do well.
Issues with personality of DR commissioners or staff	9	• Our commission is not elected, therefore how is it that they should be the taste-makers of this town? • The tone needs to be more collaborative and it isn’t. • In my experience the Portland design review process is by far the most dysfunctional and disrespectful that I have participated in. • Bias for/against specific firms among commission

Responses to Question 15 – Design Review

Theme *(a comment can touch on multiple themes)*	**Times expressed**	**Example Comments**
Need better training for staff/commissioners with experience	11	• appoint design professionals to the "discretionary design review" boards so the guidelines are not unreasonable/ too restrictive to current best practices for design and construction. • Create distinct yes/no checklists for items before design commission • Require design reviewers to justify their decisions based on the design guidelines, possibly with a points-based system.
Too much information and too much detail is required at submittal / unclear what is required for completeness	8	• Provide early guidance before details are finalized
Design Commission overreach - they effectively make policy that should be part of guidelines/zoning code (i.e. rejecting housing as an active use at ground level)	8	• The design commission needs to be reined in. They overstep their roles. For example, at one hearing the chair of the design commission went as far as to say he would never vote in favor of a project that includes surface parking. Therefore, he is making up his own guidelines outside of what the zoning code requires.
Checklists, points systems, other tools and training for commissioners are needed	4	• Create distinct yes/no checklists for items before design commission
The guidelines are good overall	4	
Cost is high	3	• Too costly (relative to other cities)
Disconnect between staff and commission	3	• Get us to the commission quicker, if they are going to ignore staff recommendations • The disconnect between staff and commission caused us to chase some avenues that were a waste of time. Staff was anticipating commissions response and then when we got before commission they were not concerned with the same things staff was concerned with. I think a preliminary meeting with staff and a commission member would be helpful.
Guidelines are old / need to be updated to reflect current goals.	3	• Update design guidelines to current design standards and development. Much of the DOZA feels outdated and not current with today's design, planning and development goals. • They are based on the assumption that everyone should live in a craftsman bungalow

Responses to Question 15 – Design Review

Theme *(a comment can touch on multiple themes)*	**Times expressed**	**Example Comments**
Need more examples of what compliance looks like / interpretation.	3	• Where there are specific design features that the City will not approve, this information should be available IN WRITING, either in the design guidelines or online.
Use electronic submission/ update website to clearly show process requirements	3	

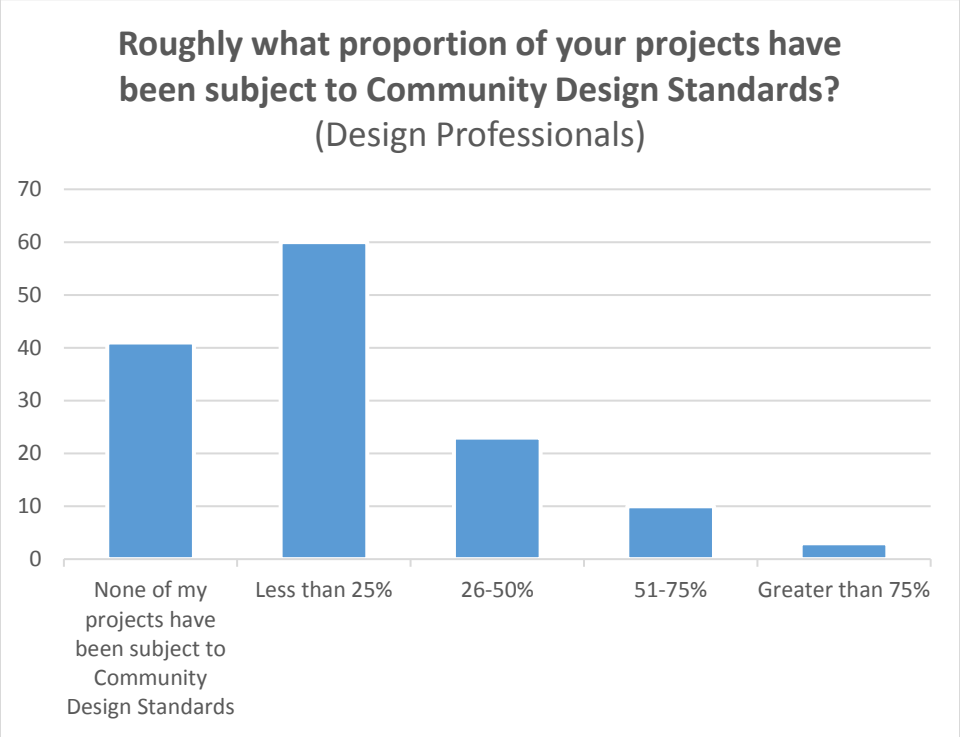
Additional Comments/Themes regarding Design Review

Commission needs to justify requirements using guidelines	Needs more openness to accept innovative designs	Drives mediocre design
Process is opaque from outside	Changes arise during building department review or in construction - should not have to do a new Type II review for that	Reduce ambiguity of language
Need more options to bypass discretional review	Update to wireless standards needed	Hard to navigate the process/bureaucracy
Need incentives for good design	Guidelines often have several options to meet criteria, but review bodies do not accept all options	Preliminary informational meetings would be helpful
Type II design review should include face-to-face meeting with reviewers	Extend design review to more parts of the city	Planning and engineering are too siloed
Phase review process to coincide better with typical design/construction process	Materials selection limited without reason or evidence	Emphasize historic preservation/design of historic sites
Process rewards sameness rather than innovation	Standards should be varied in different parts of the city	Better time management needed at meetings
Need clearer feedback from Design Commissioners	Process is not adaptable to varying market conditions	Empower staff to make decisions and limit the number of projects that go before the commission

Question 16: Roughly what proportion of your projects have been subject to Community Design Standards?

The following questions address the Community Design Standards. Respondents had a smaller proportion of projects subject to the Standards than Design Review (see Figure 14).

Figure 14. Proportion of projects subject to Community Design Standards



Question 17: What improvements to the Community Design Standards and its administration would you suggest?

An open-ended question asked design professionals to suggest improvements to the Community Design Standards and its administration. Listed below are commonly-cited themes on the topics of (1) the Community Design Standards and related tools, and (2) the process of administering the Community Design Standards. The tables on the following pages provide a more detailed list of themes and example comments.

Overall, most responses to this question concerned modernizing the standards and broadening them to include a wider variety of building forms, and expediting the timeline of CDS review. Several respondents said something similar to: “Poor quality buildings often result from these standards.”

Comments about Community Design Standards & Related Tools

- Modernize the standards
- The standards are too restrictive and stifle creativity
- Poor quality buildings usually result from this path
- The cornice standard results in top-heavy buildings
- Restrictions on materials are extreme and arbitrary
- The standards are too subjective

Comments about the administration/process of using Community Design Standards

- Expedite the timeline
- The process is confusing, and needs staff to interpret which standards apply
- This system works fine

Responses to Question 17 – Community Design Standards

Theme *(a comment can touch on multiple themes)*	**Times expressed**	**Example Comments**
Modernize standards	14	• Update acceptable mass, materials and details with more current design and technology trends. The standards are very dated • Why does the community design standards describe a 1920's craftsman house? are we going to build that style forever in Portland? is that the only style allowed? • The cornice and distinct ground floor requirements, for instance, do not allow for crisp modern design and should be removed. • They are very outdated and geared towards historical commercial buildings.
Stifles creativity/Too restrictive	7	• The community design standards are currently so specifically and strictly written that they stifle architectural creativity. Every project that I've ever had that 'could' use the CDS we opted to go with a Design Review. • Should allow for rooftop amenities and guardrails
Poor quality usually results from this path	5	• Standards are too narrow & result in some real crap design in many cases. They might prevent the very worst design from being built but more often result in an awkward sameness & application of inappropriate materials and awkward proportions on facades. • They should be looking to require the following: nice material palette, simple massing, surface texture. New buildings are overly complicated with massing. Lastly Oriel windows and balconies need to be addressed. Balconies should be allowed to be inset without contributing to FAR and Oriel windows should not be allowed to overhang the sidewalk as much as they do now. Too many vertical stripes in massing. • There is a huge gap between the quality of project that CDS produces vs. DR and this is extremely unfortunate. The City has created a path where bad design can move through easily and good design often gets watered down because of all of the people who get to pick it apart before it gets built.
Expedite timeline	4	
Cornice standard is strange / Results in top-heavy buildings	5	• The requirement for a heavy cornice has resulted in very top heavy buildings.
Restrictions on materials are extreme, arbitrary	3	• Make Cementitious Siding Approvable
Too subjective	3	

Additional Comments/Themes on Community Design Standards

This system works fine.	Confusing / needs staff to interpret which standards apply	Inconsistent interpretation of standards
We prefer to go through Design Review	Remove them - these issues should be addressed with building code/zoning code	Needs to consider site context
Do not reflect unique characteristics of individual neighborhood centers	Make public commenters pay a significant application fee	Should be applicable in areas like Gateway on small renovations
Needs clarity of when flat roofs are permitted	Allow less restrictive window placement and shape	Clean up code (conflicting code or inconsistencies)
Applicability is too broad	Better training of staff needed	Limits nationally-recognized businesses to local standards
Consolidate overlay zones, put information in one place	Difficult to create modern design	Exempt East Portland
Emphasize historic preservation/design of historic sites	Process should be subject to public scrutiny	I value them as an alternative
Expand this process to smaller retail projects (look at Beaverton for example)		

Section 4: Questions about Design (All Respondents)

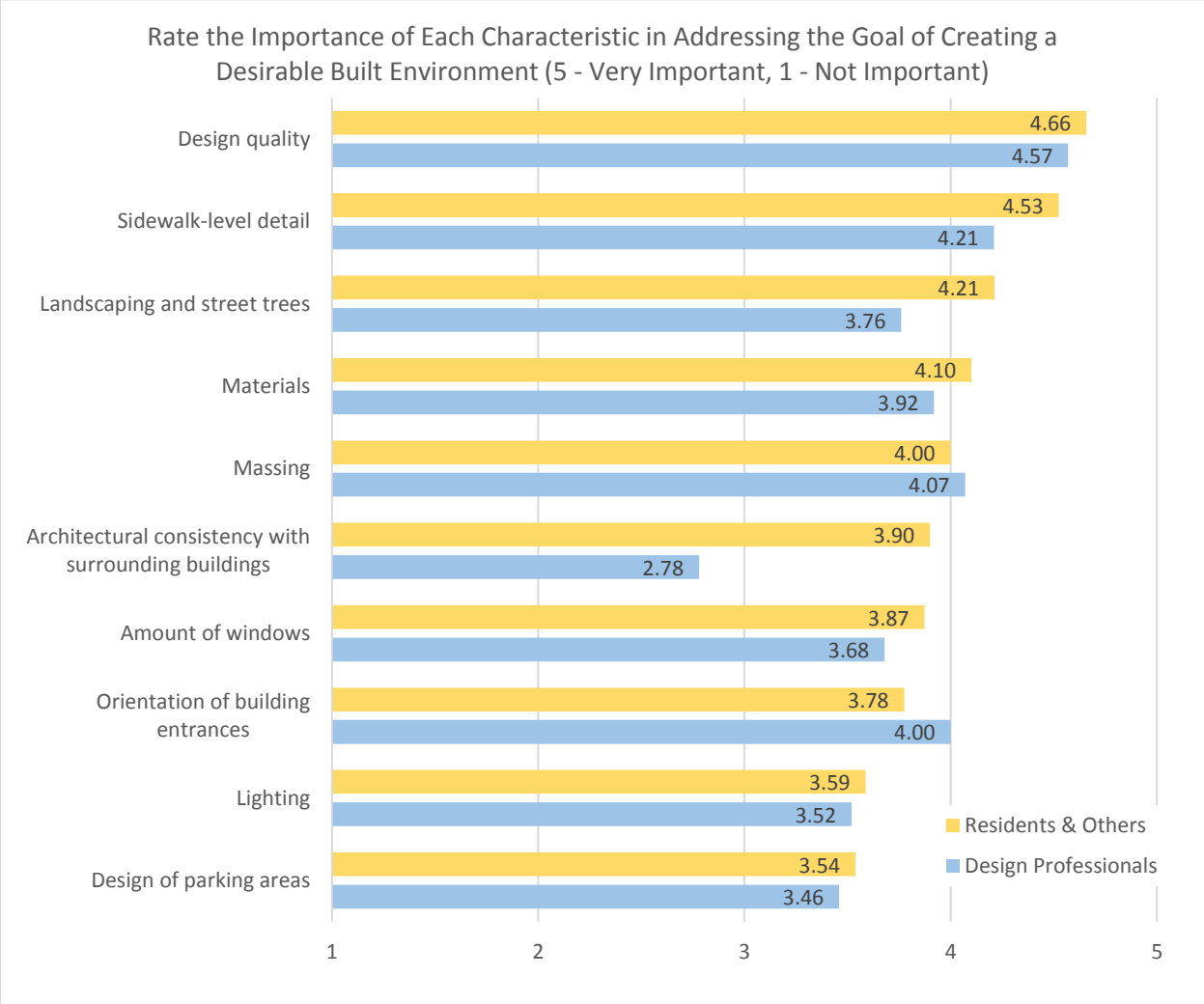
This section addressed the importance of various design characteristics found in the standards and guidelines, as well as administrative priorities of design review.

Question 18. Design Characteristics

Respondents were asked to rate the importance of each characteristic on a scale of 1 to 5, with 1 being "Not Important" and 5 being "Very Important."

For both "Design Professionals" and "Residents & Others," design quality was rated as the most important characteristic, followed by sidewalk-level detail. Design of parking areas was rated as the least important characteristic. Architectural consistency with surrounding buildings was valued much less by the "Design Professionals" group than by the "Residents and Others" group, as was landscaping and street trees (to a lesser extent). Other results are similar between these groups.

Figure 15. Characteristics of a Desirable Built Environment



We also compared the responses to this question from those who identified as homeowners and those who are renters.

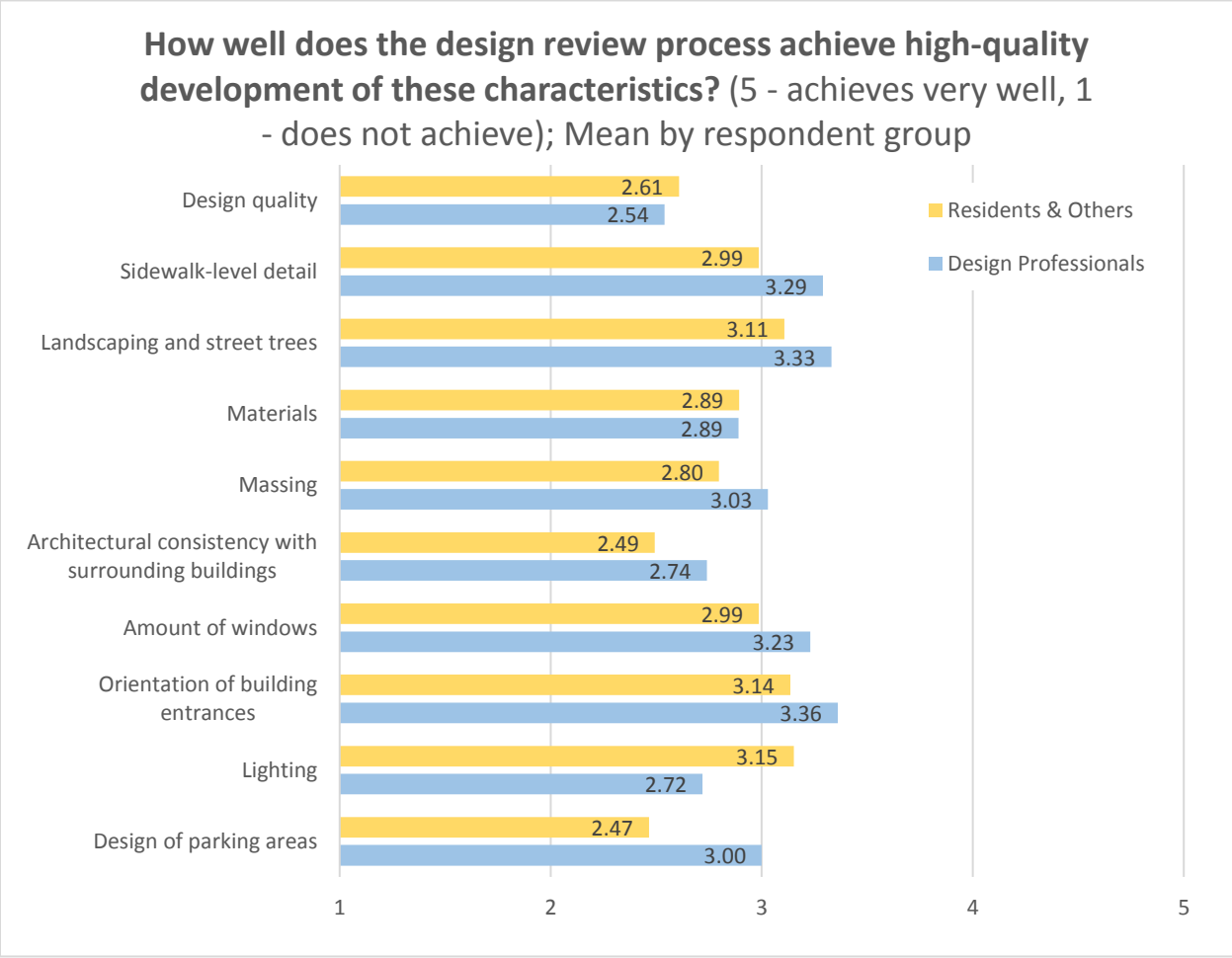
- Homeowners were very likely to rate "Massing" as "5 – Very Important" (48% of homeowners), while only 27% of renters selected "5 – Very Important." This is a significant difference (p = .05).
- Renters thought "Design of parking areas" was significantly less important than homeowners, with 26% of renters rating the characteristic as "1 – Not Important" versus only 5% of homeowners.

Question 19. How well does the process achieve these characteristics?

Respondents were asked to rate how well the design review process achieves the characteristics in Question 18 on a scale of 1 to 5, with 1 being "does not achieve" and 5 being "achieves very well."

Overall, the average ratings for each category are low, with only a few averaging higher than the midpoint of 3.0. It appears that the "Design Professionals" group think objectives are achieved slightly better than the "Residents & Others" group, though most responses are similar between the groups. "Design of Parking Areas" and "Lighting" are exceptions, with sizable differences in average score.

Figure 16. Achieving the Characteristics of a Desirable Built Environment

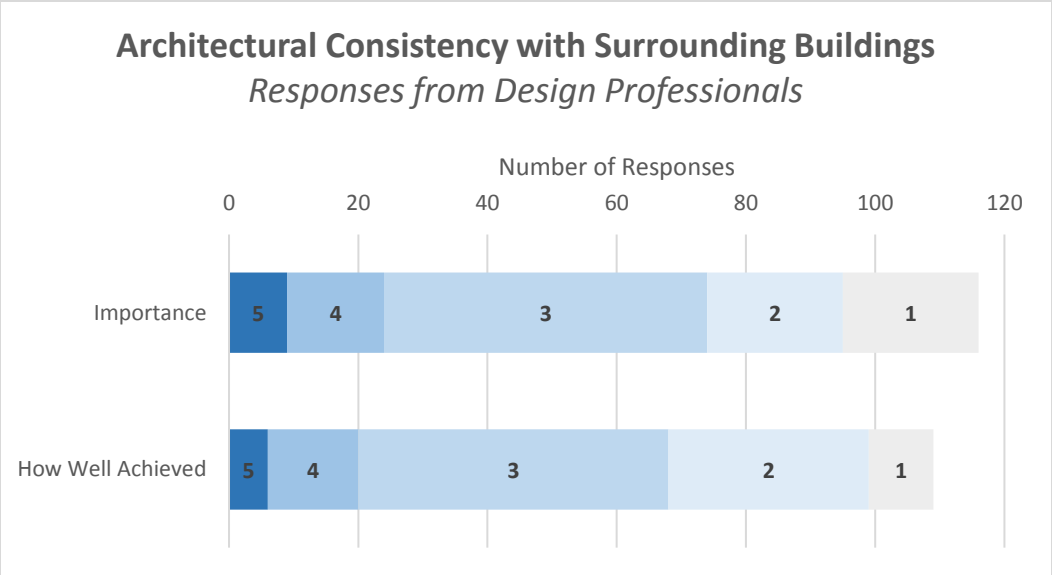


Questions 18 and 19 – Importance of design attributes compared with how well they are achieved; all responses

As noted previously, for question 18 respondents were asked to rate the importance of each characteristic on a scale of 1 to 5, with 1 being "Not Important" and 5 being "Very Important," and for question 19 how well the design review process achieves the characteristic on a scale of 1 to 5, with 1 being "Does Not Achieve" and 5 being "Achieves Very Well." Figures 17 through 26 provide a comparison of the responses from the two groups: "Design Professionals" and "Residents and Others." The number of respondents in each group differs; however, from these figures one can see the relative importance of the characteristic to the group as well as how well each group thinks it is being achieved. In summary:

- Architectural consistency with surrounding buildings was much more important to Residents and Others, but was also seen as less well achieved by this group.
- Both groups shared a relatively similar perspective on the importance of materials and the success of the current process in achieving the characteristic.
- Design quality was the most important characteristic to both groups of respondents, with 93% rating it at 4 or greater. It also had the widest divergence among the characteristics for both groups with only 54% of all respondents saying it was achieved at a score of 3 or greater and only 15% rated it at 4 or greater.
- Both groups shared a similar perspective on the importance of the design of parking areas and the success of the current process in achieving the characteristic.
- The amount of windows was somewhat more important to Residents and Others, but was also seen as less well achieved by this group.
- Both groups thought that massing was a very important characteristic, but a larger proportion of the Residents and Others thought that the current process does not achieve that goal.
- Both groups shared a similar perspective on both the importance of building entrance orientation and lighting; however, the Residents and Others felt these two characteristics were somewhat more successfully achieved.
- Landscaping and trees was much more important to Residents and Others, but was also seen as less well achieved by this group.
- Both groups felt that sidewalk level design was very important and shared a relatively similar perspective on the success of the current process in achieving the characteristic.

Figure 17. Questions 18 and 19 Comparison: Architectural Consistency with Surrounding Buildings



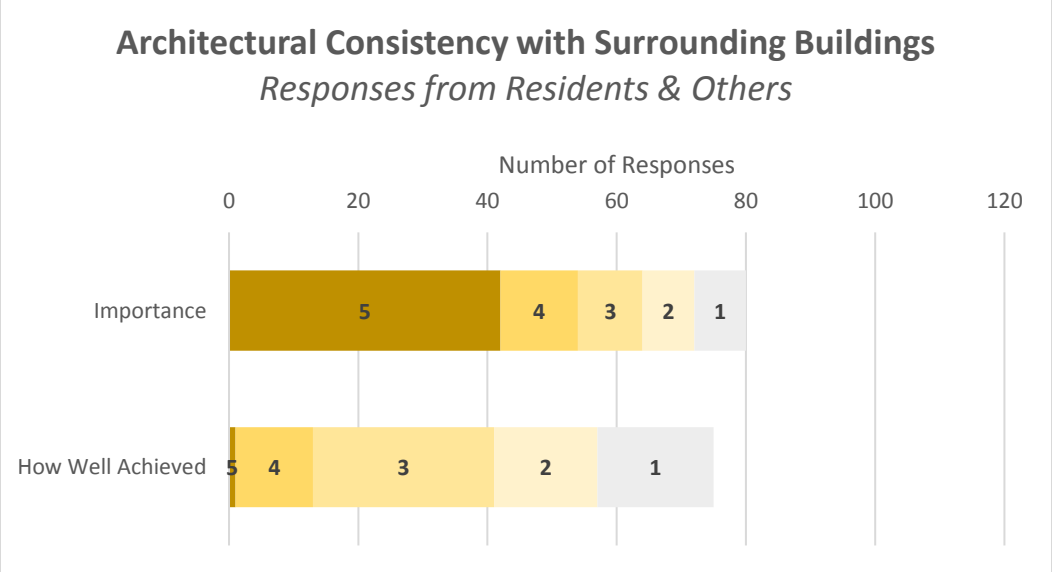
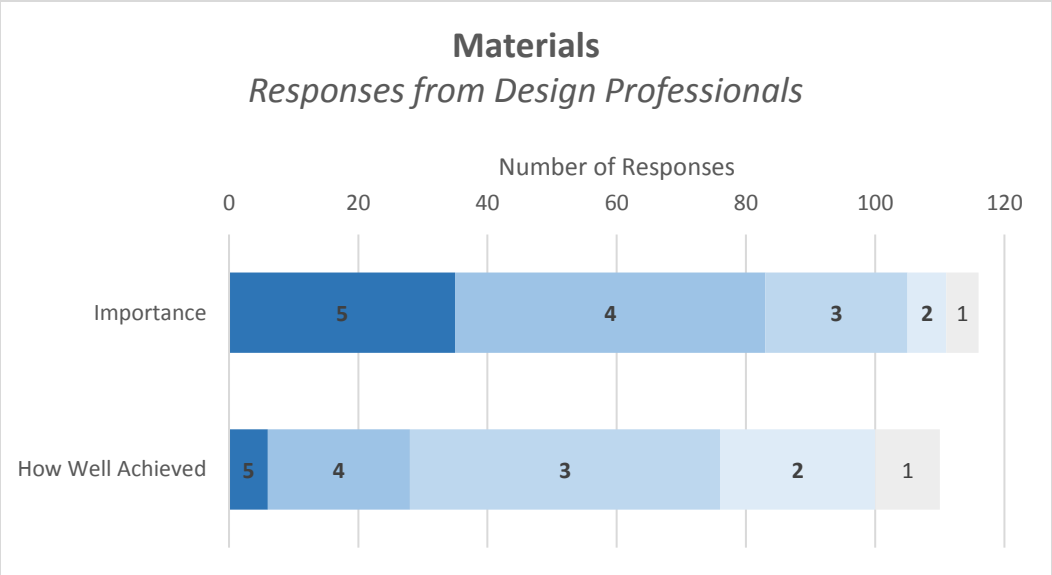


Figure 18. Questions 18 and 19 Comparison: Materials



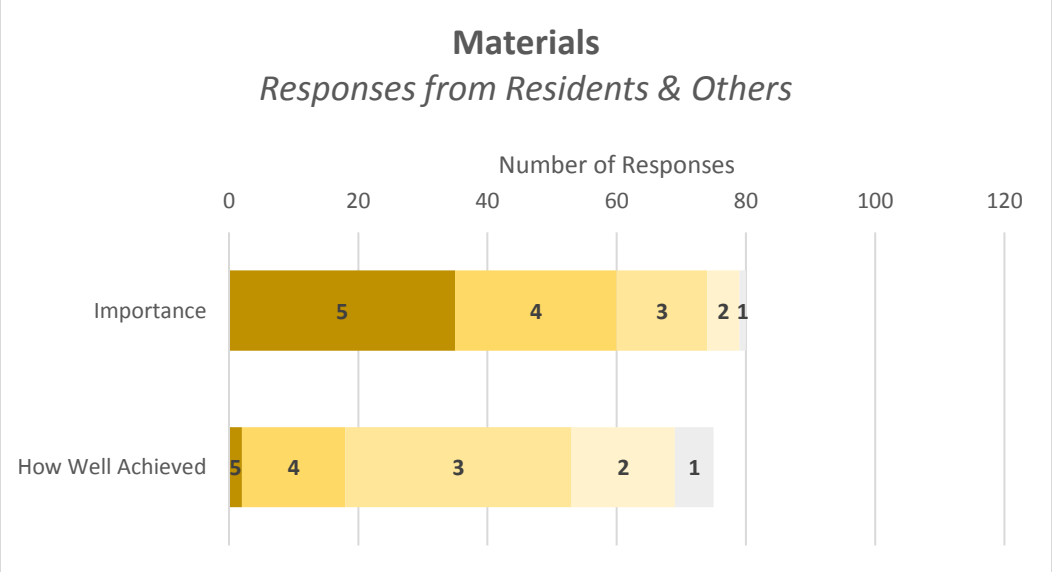
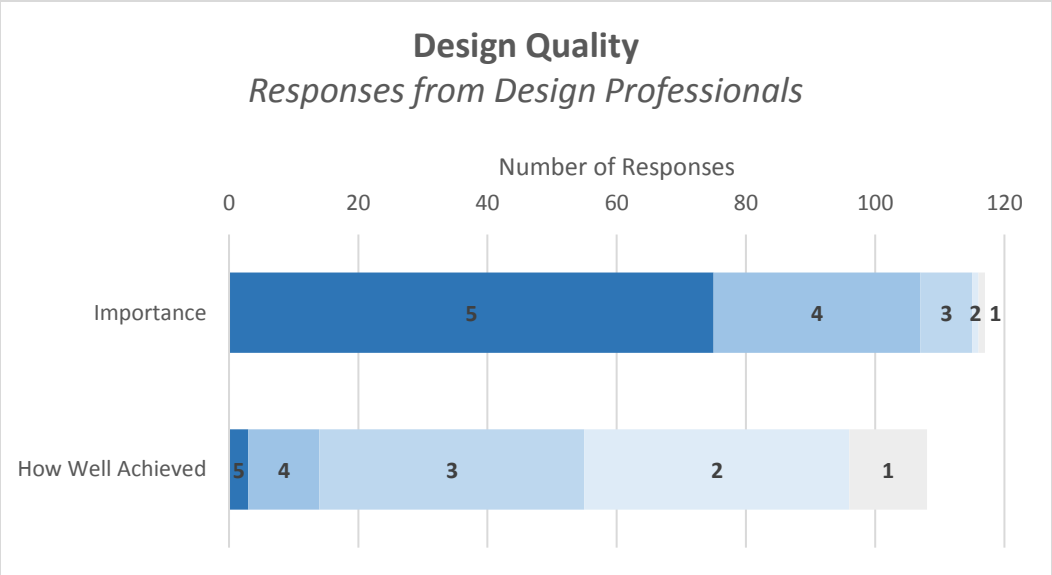


Figure 19. Questions 18 and 19 Comparison: Design Quality



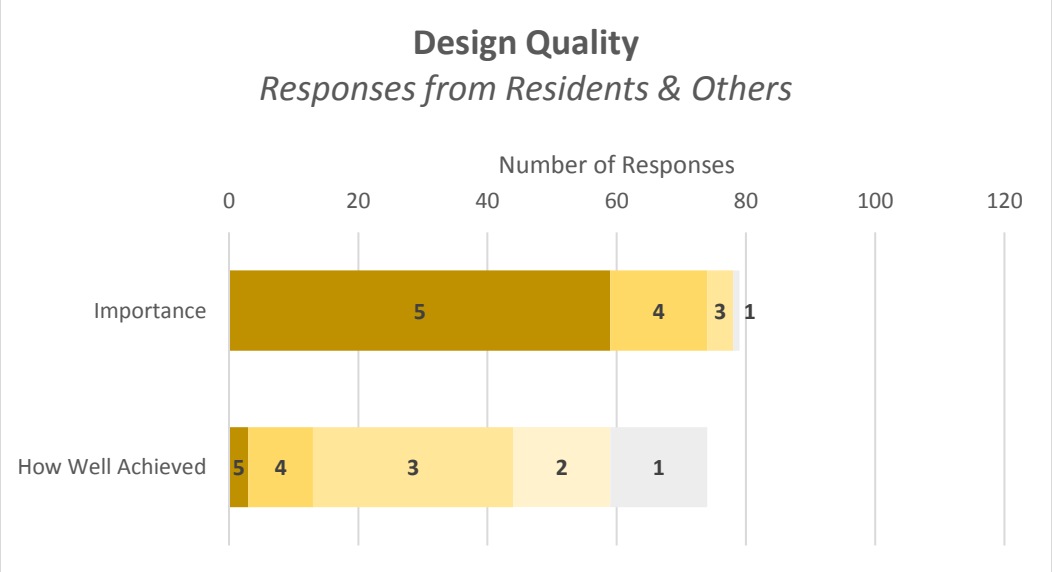
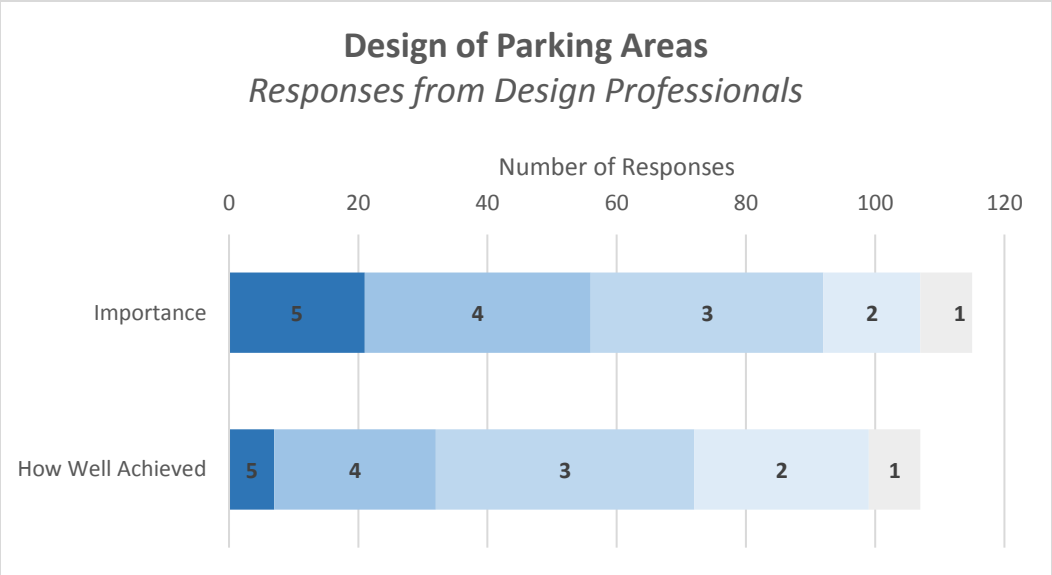


Figure 20. Questions 18 and 19 Comparison: Design of Parking Areas



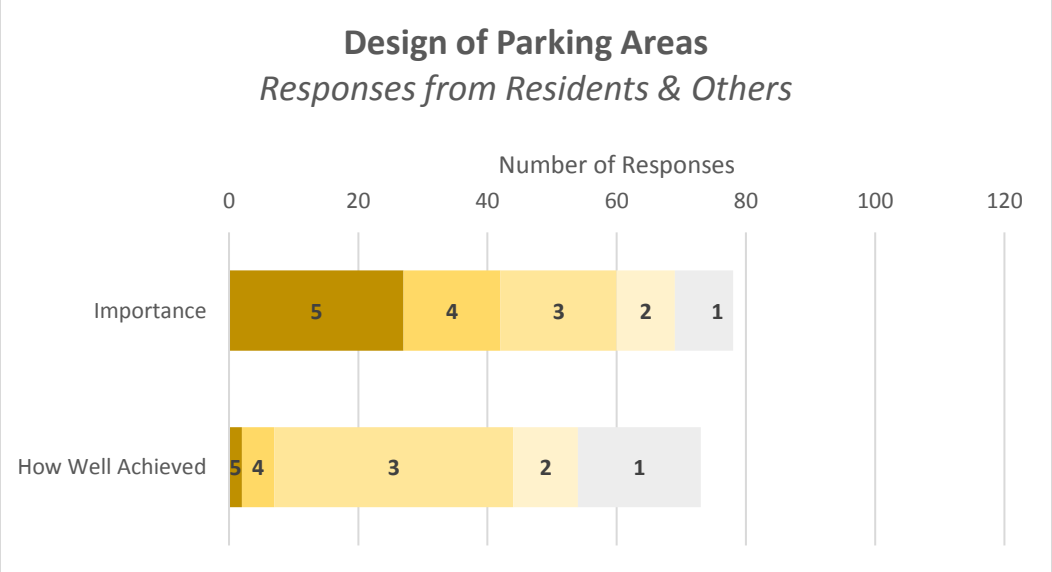
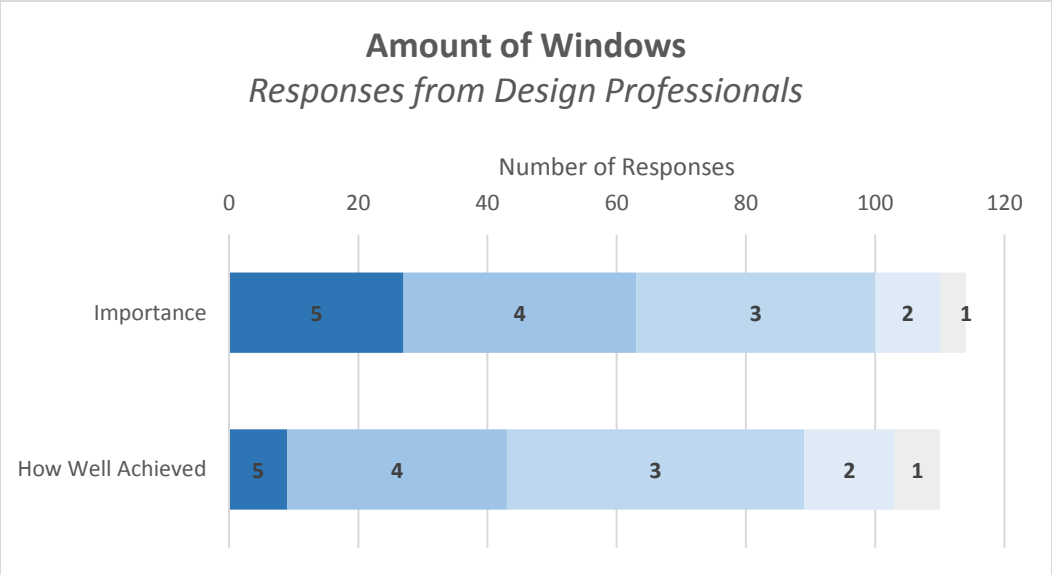


Figure 21. Questions 18 and 19 Comparison: Amount of Windows



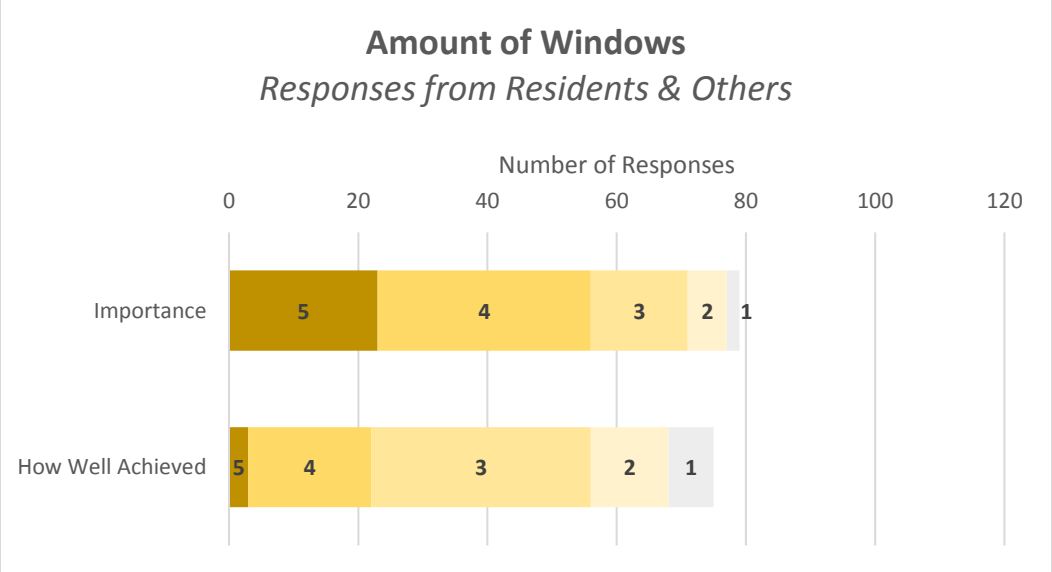
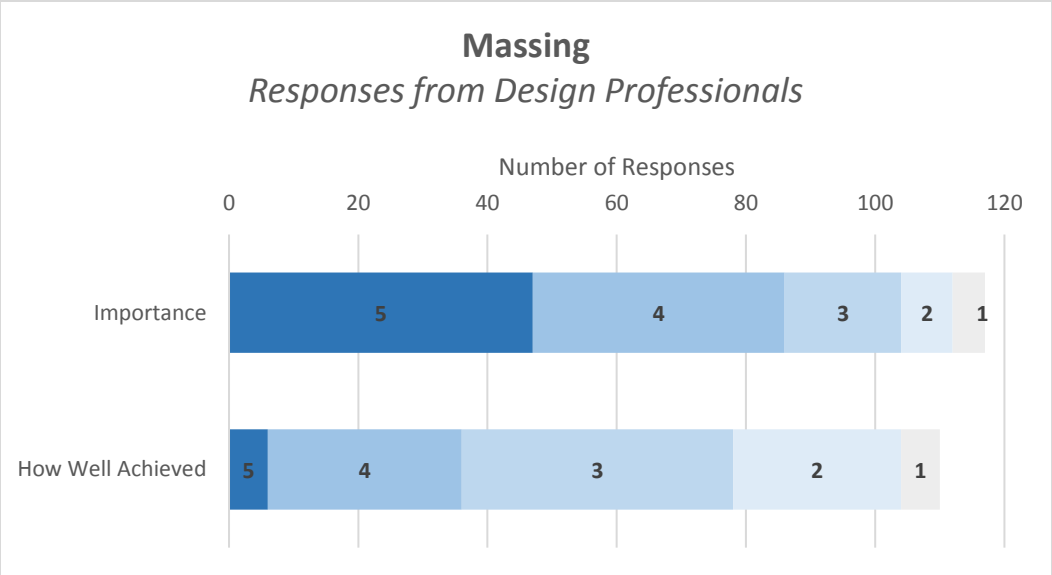


Figure 22. Questions 18 and 19 Comparison: Massing



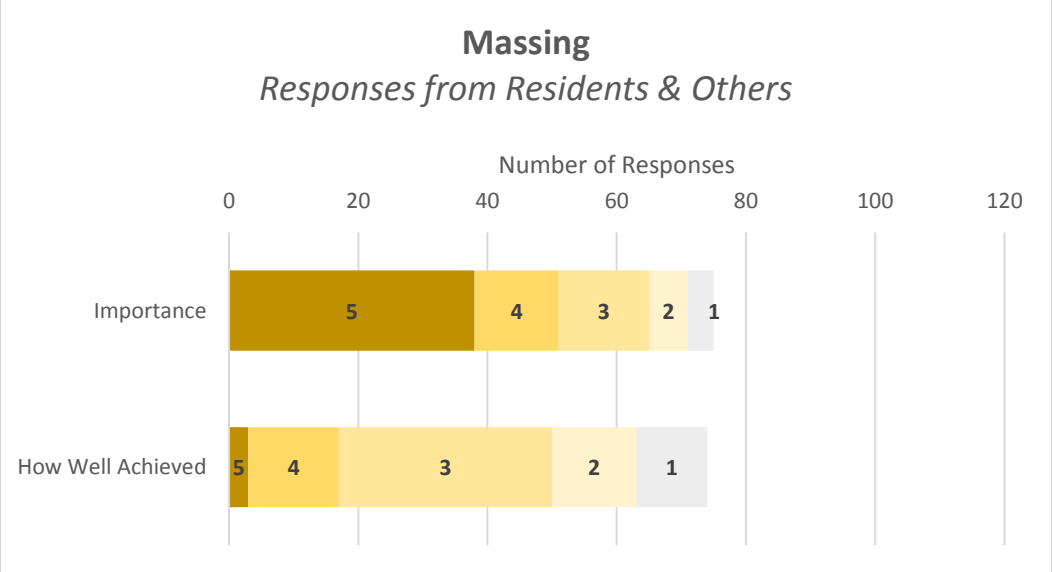
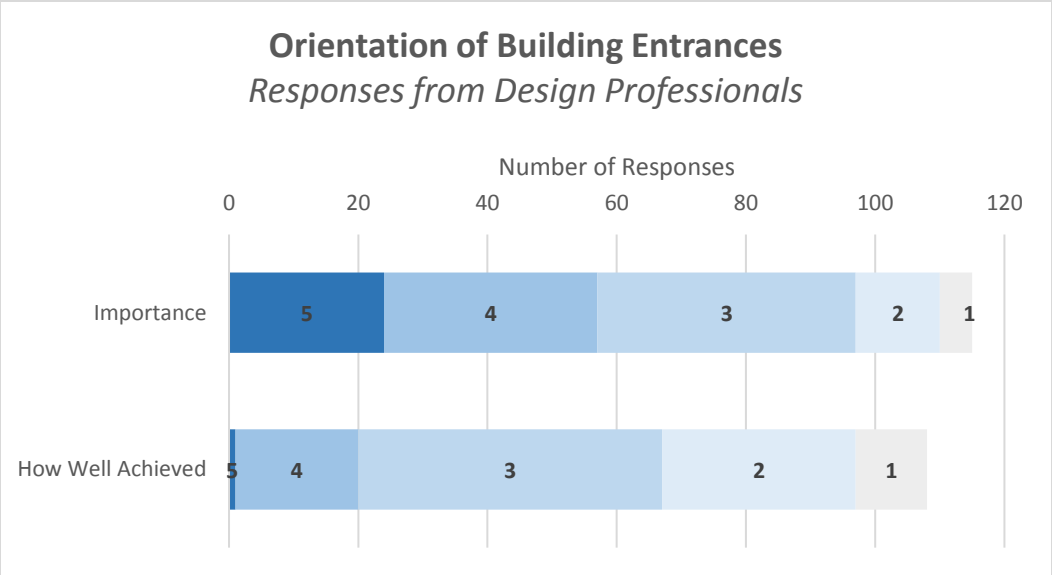


Figure 23. Questions 18 and 19 Comparison: Orientation of Building Entrances



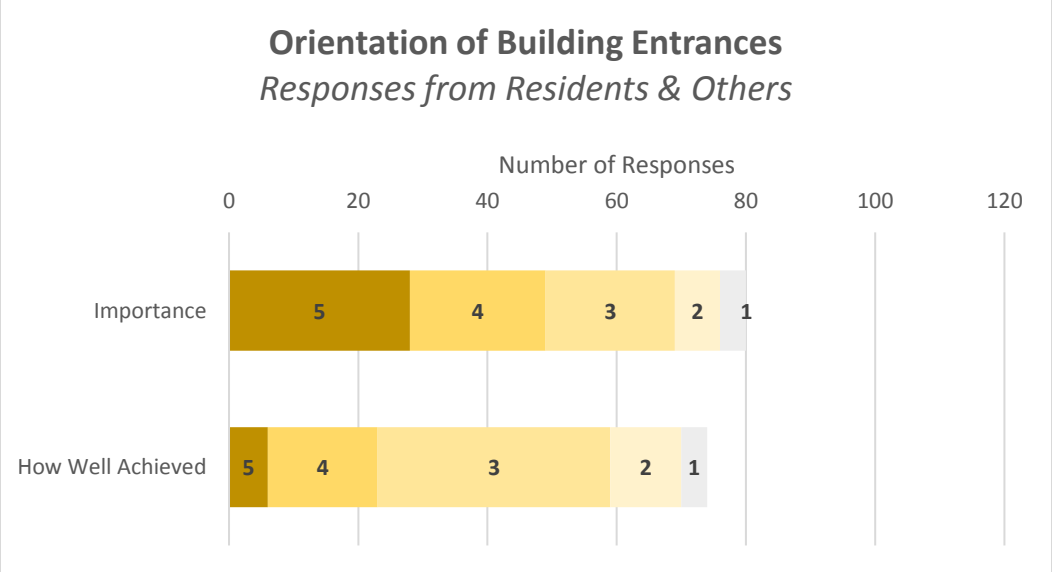
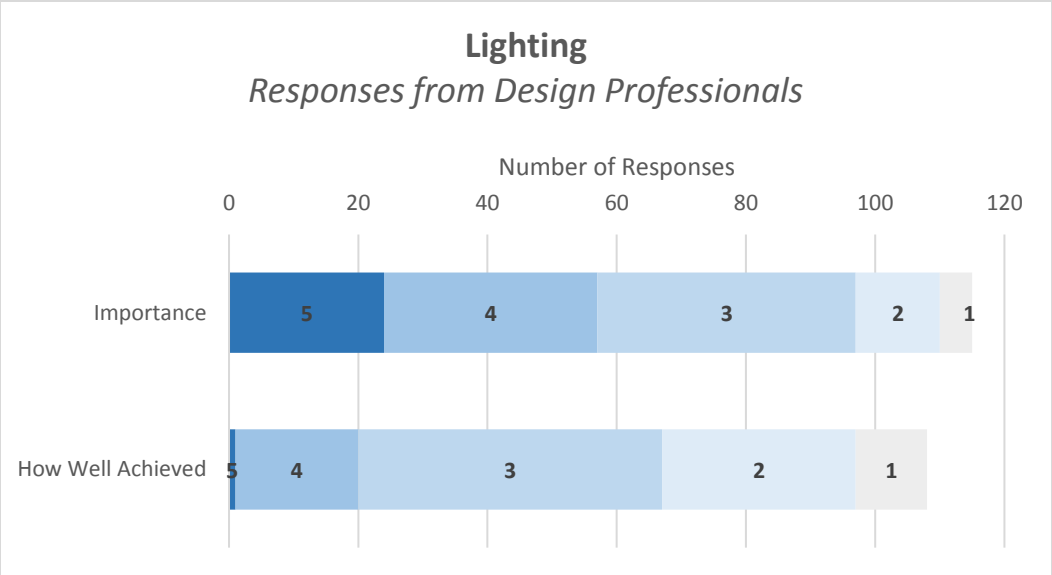


Figure 24. Questions 18 and 19 Comparison: Lighting



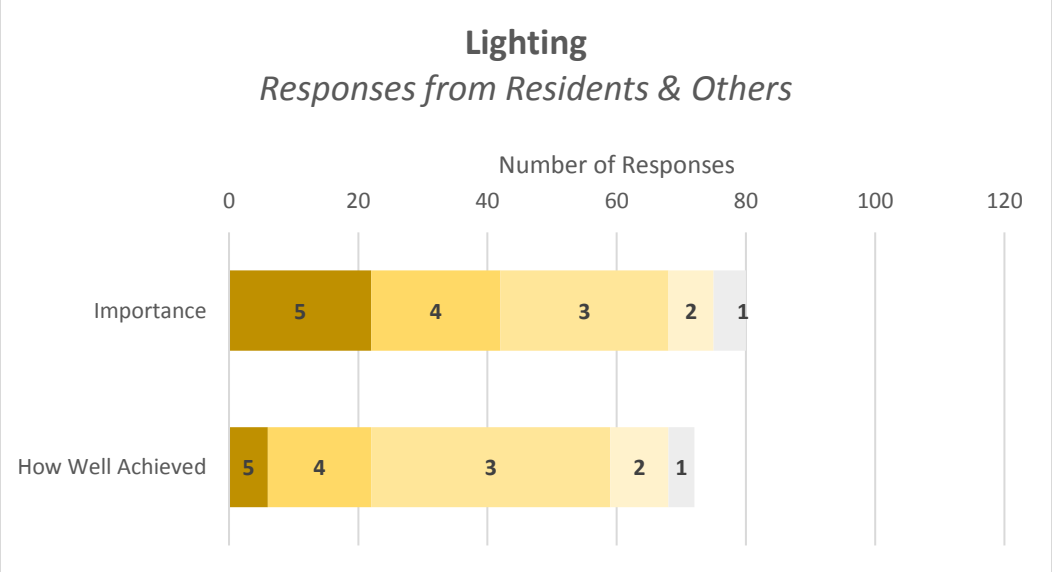
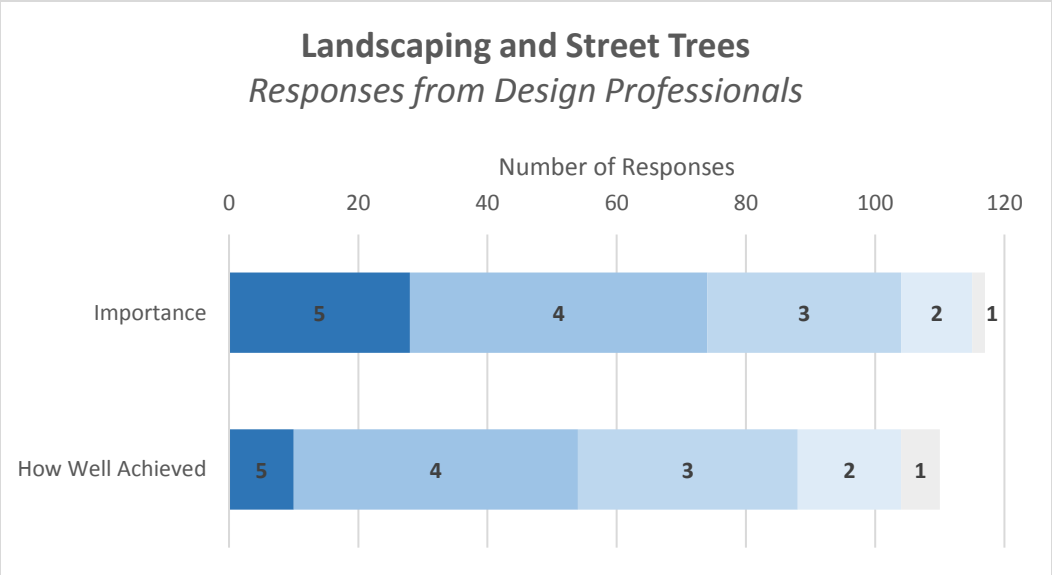


Figure 25. Questions 18 and 19 Comparison: Landscaping and Street Trees



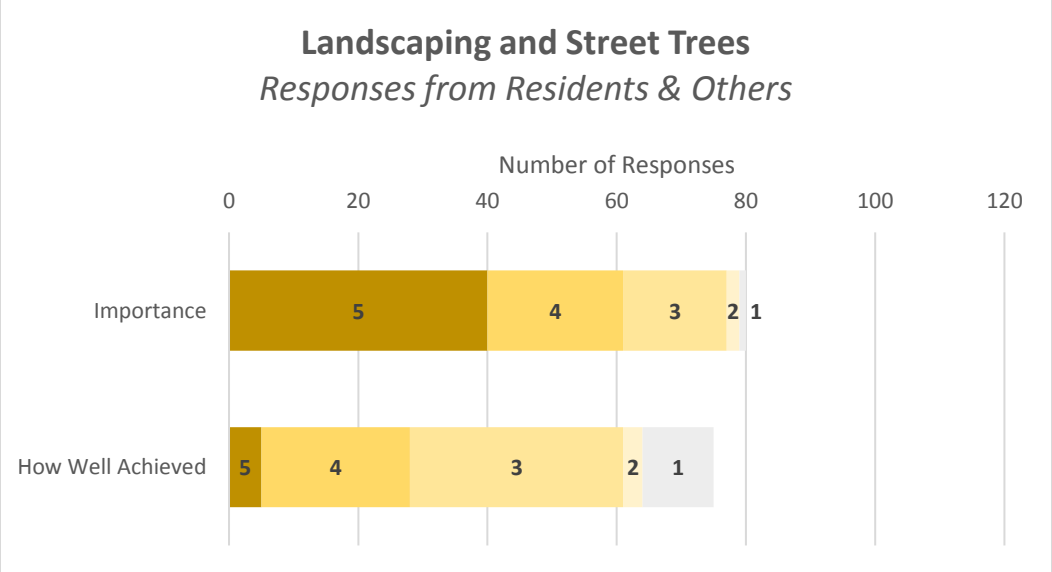
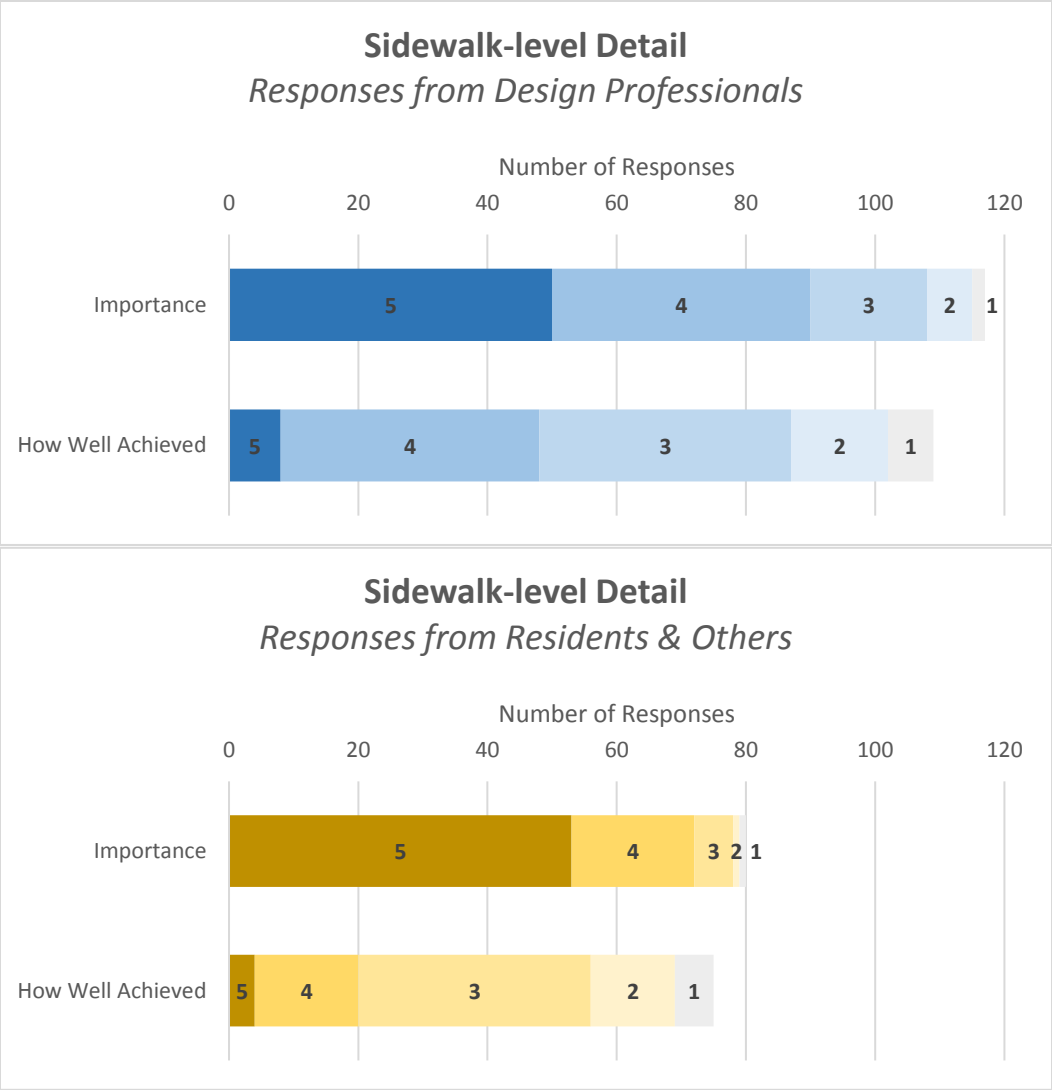


Figure 26. Questions 18 and 19 Comparison: Sidewalk-Level Detail



Other Important Characteristics mentioned in open responses to Questions 18 & 19:

Respondents could also provide additional characteristics they thought were important in creating a desirable built environment or an effective process. These open-ended responses included:

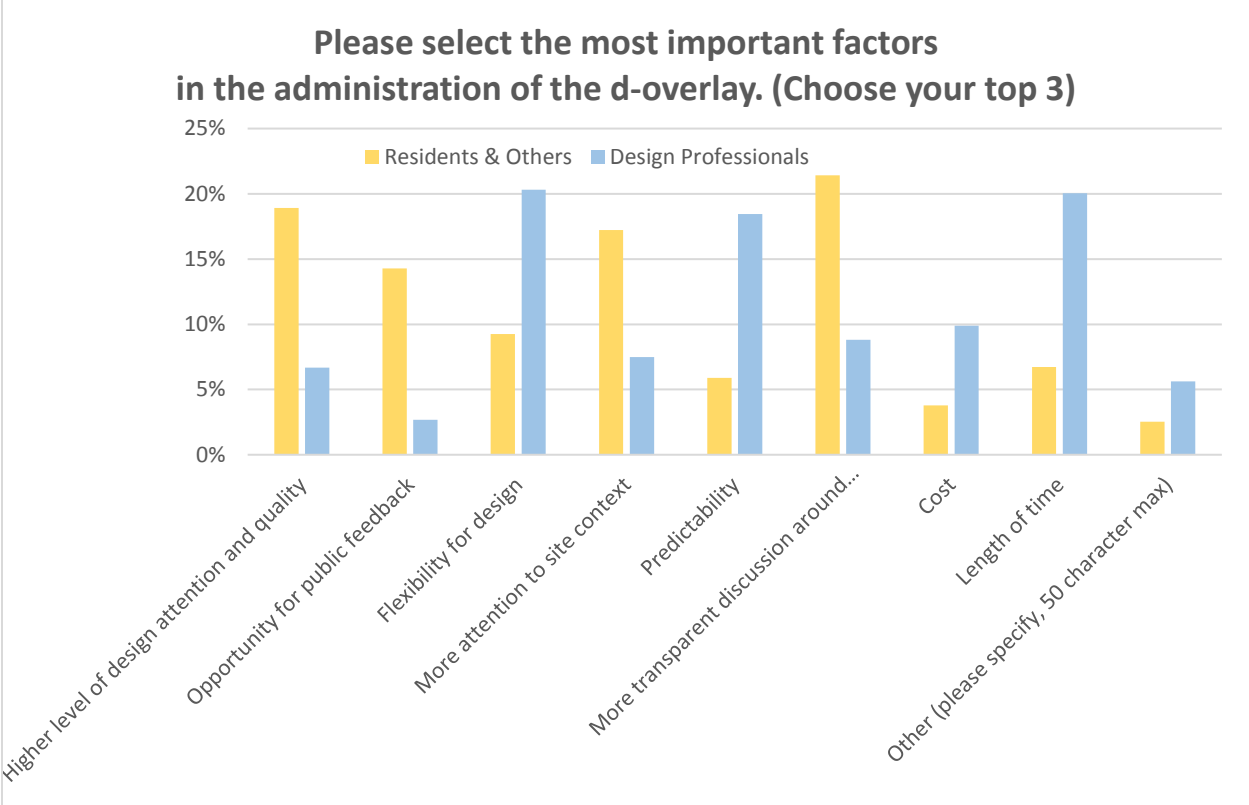
- Scale/consistency with neighbors
- Bike parking
- Loading/drive through businesses/parking impacts
- Diversity/novelty/expressiveness/ creativity
- Street environment / Pedestrian Experience & Safety
- Construction cost/modern practices
- Sustainability
- Displacement of current residents
- Open Space
- Commercial in mixed use
- Cost of process in time/money
- Historic value

"Residents & Others" tended to mention scale and consistency with existing uses more often than "Design Professionals," who mentioned creativity and context more often.

Question 20. Administration factors

This question asked respondents to select the three most important factors in the administration of the Design Overlay Zone (d-overlay). These responses are very different between the respondent groups. The "Design Professionals" group valued flexibility, predictability, cost, and length of time; while the "Residents & Others" group valued design attention, opportunity for public feedback, context, and transparent discussion.

Figure 27. Important Factors in the Administration of the d-Overlay



Other Important Characteristics mentioned in open responses to Question 20:

Respondents could also provide additional factors they thought were important in the administration of the d-overlay. These open-ended responses included:

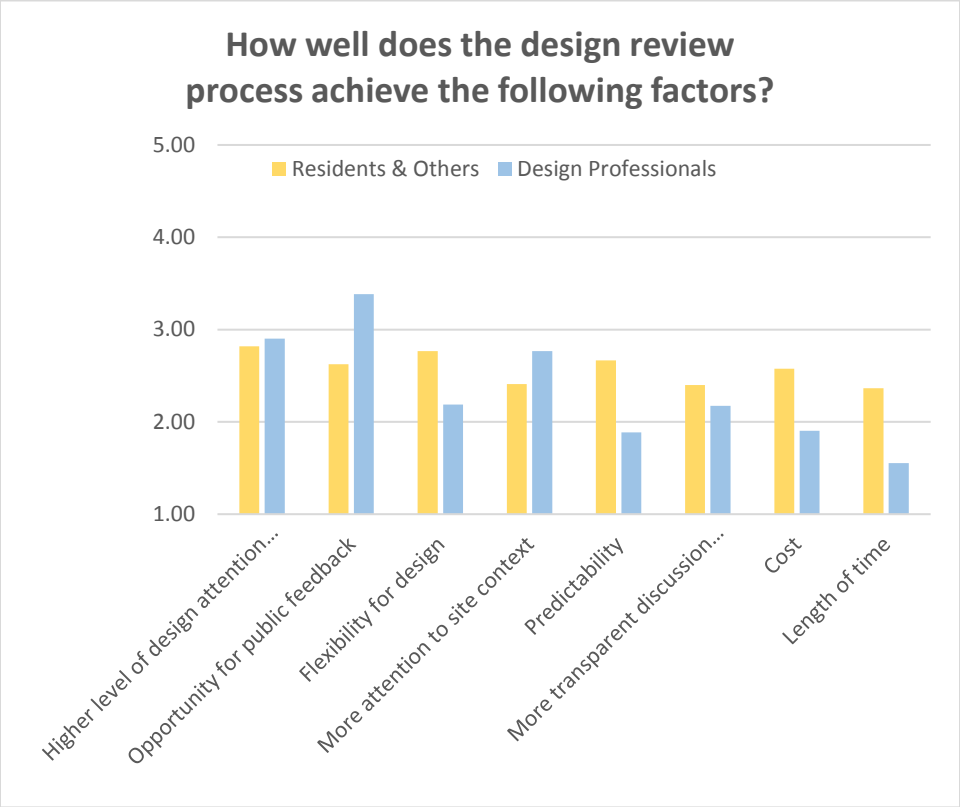
- flexibility
- predictability
- cost
- less subjectivity
- consistency
- communication to public
- unnecessary delay

Question 21. Achievement of administration factors

There are only modest differences in how the “Design Professionals” group and the “Residents & Others” group perceive the success of the process. However, “Design Professionals” felt that the process provides good opportunity for public feedback, while “Residents & Others” did not feel similarly.

Inversely, Residents & Others scored cost, predictability, flexibility, and length of time fairly high, while Design Professionals scored these very low.

Figure 28.



Question 22. Design Objectives

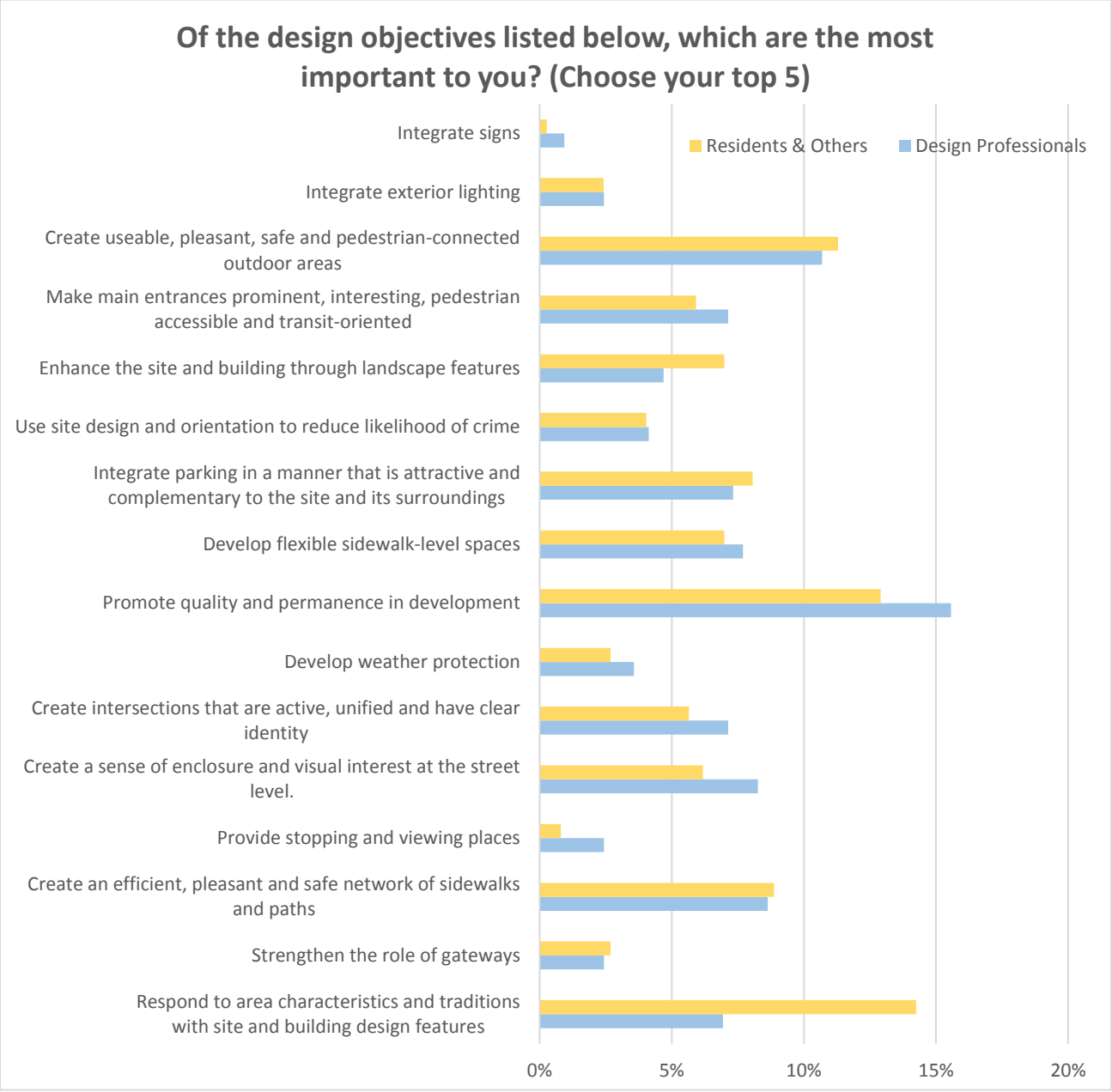
Respondents in the "Design Professionals" group differed from those in the "Residents & Others" group when asked to select the five design objectives most important to them. Notable items from Figure 29 include:

- “Residents & Others” chose “Responding to area characteristics and traditions” most often, while “Design Professionals” selected it as important fairly infrequently.
- “Residents & Others” selected “Enhance the site and building through landscape features” more frequently than “Design Professionals”

- The objective of “Promote quality and permanence in development” was ranked often by both groups, but more so by the “Design Professionals” group.
- “Signs,” “role of gateways,” and “stopping & viewing places” were ranked infrequently by all.

Renters were significantly less likely to select “Integrate parking in a manner that is attractive and complementary to the site and its surroundings” as an important design objective than homeowners (19% versus 38%, p= .05).

Figure 29. Important Design Objectives



Question 23 & 24: Design Commission Meetings

These questions addressed the timing of Design Commission meetings. The current Design Commission meeting time is much more convenient for design professionals than for Residents & Others. As shown in Figure 30 and Figure 31, evening meetings would be more convenient for "Residents & Others."

Figure 30. Convenience of Current Design Commission Meeting Time

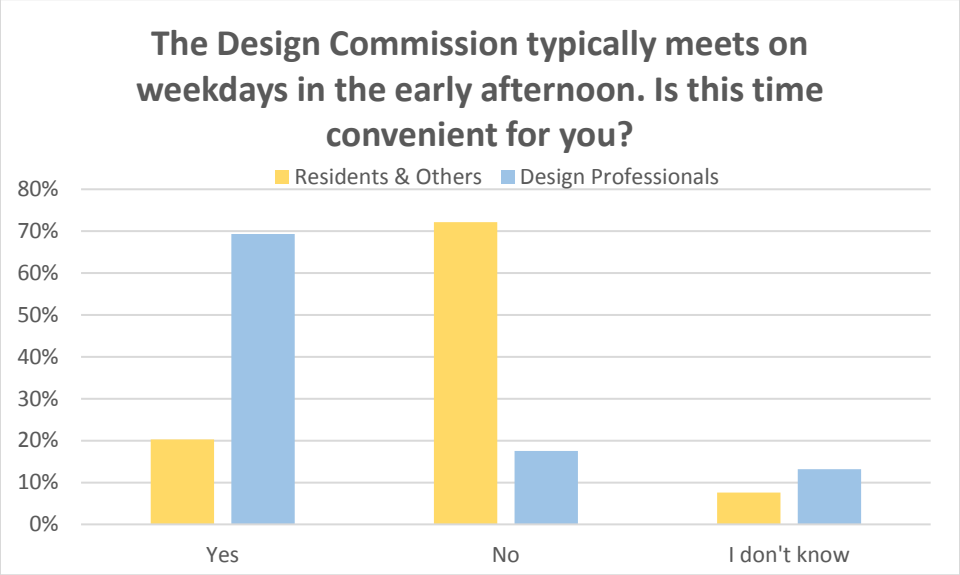
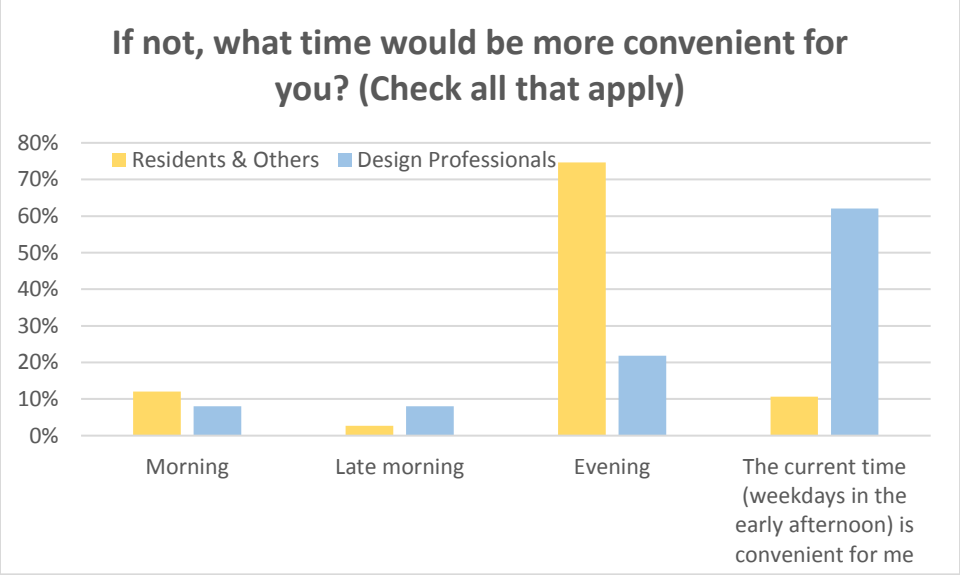


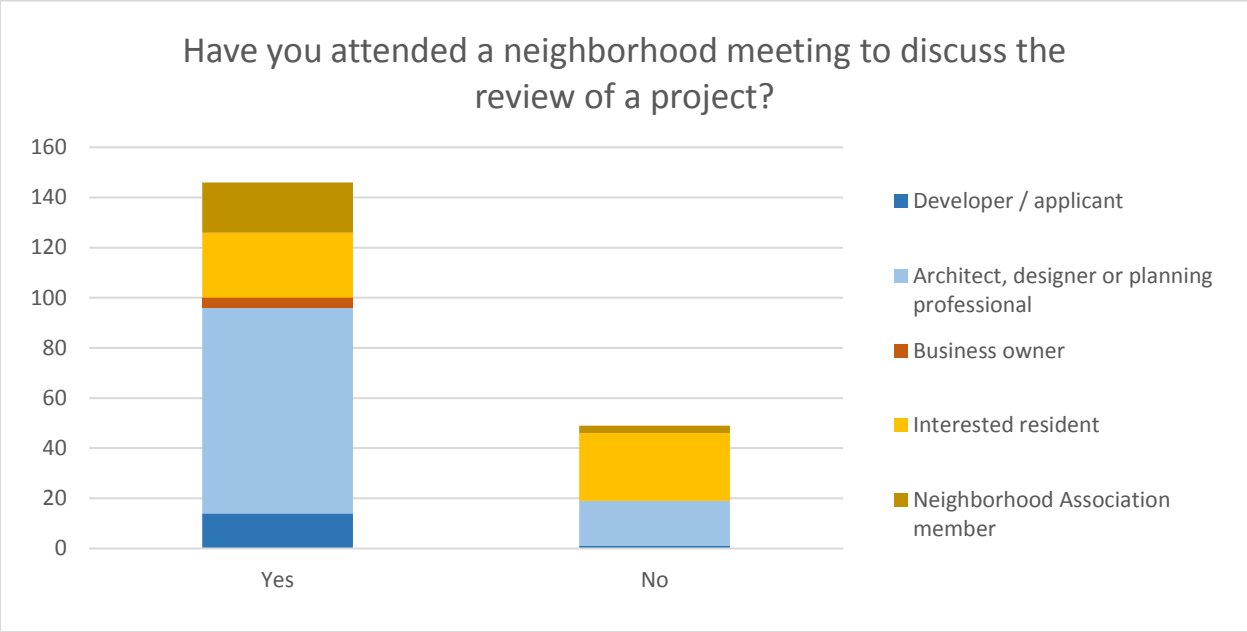
Figure 31. More Convenient Design Commission Meeting Time



Question 25. Attendance at Neighborhood Meetings

The majority of respondents have attended a neighborhood meeting to discuss the review of a project. Of those that have not attended a neighborhood meeting, most identified as an "Interested resident."

Figure 32. Attendance at Neighborhood Meetings

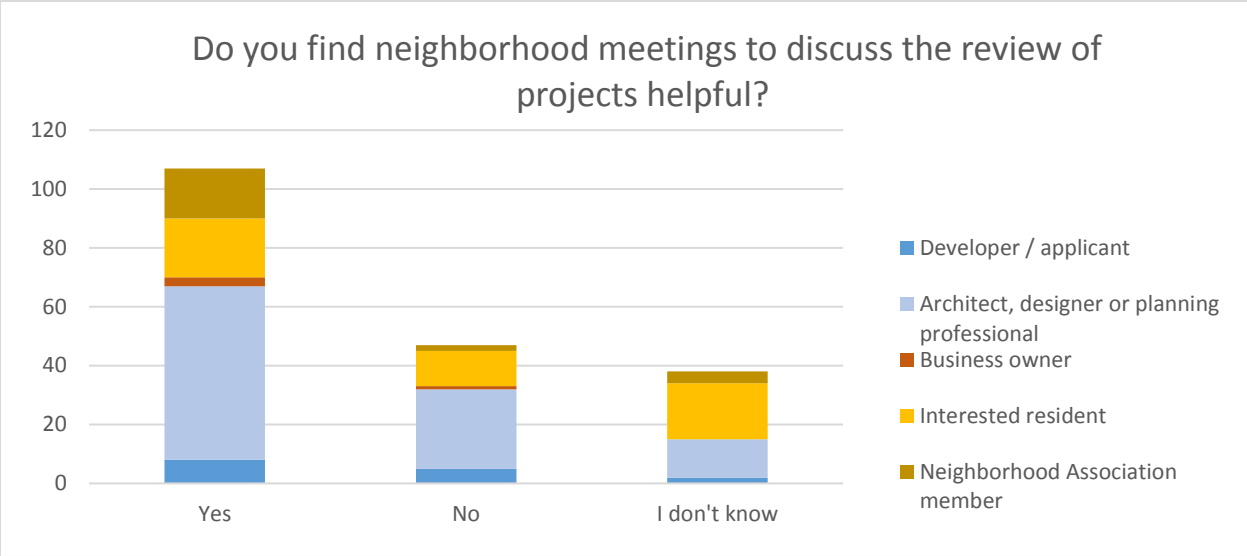


Question 26. Utility of Neighborhood Meetings

The majority of respondents thought neighborhood meetings were helpful. More respondents who described themselves as "Interested Residents" did not know if they are helpful than thought they were helpful. A large proportion of those in the "Design Professionals" group found that neighborhood meetings to discuss the review of projects were helpful, as shown Figure 33 and in many of the open-ended responses to question 27. Most respondents who said they had not attended a neighborhood meeting in Question 25 responded "I don't know" to Question 26.

Renters were significantly less likely to say that neighborhood meetings are helpful (37% for renters versus 60% for homeowners, p=.05).

Figure 33. Utility of Neighborhood meetings to Discuss the Review of Projects



Question 27: Why or why not?

Theme *(a comment can touch on multiple themes)*	**Times expressed**	**Example Comments**
Neighborhood input is useful	33	• They care and can be helpful/creative • Gives opportunity to discuss benefit and impacts • Neighbors often have insight not found in criteria • It's important to understand the perspective of a community or constituency, these meetings provide the opportunity for consensus building. • Neighborhoods have a huge stake in the character and livability of their spaces. Design review needs neighborhood feedback, and neighborhood meetings are a good place to do it. • Yes, because it gave me a chance to connect with neighbors about what they value. While they may not agree with every decision that we make about our building, it is good to understand their values so that we can try to address them when possible. Occasionally, the meetings devolve into a complaining session rather than a constructive conversation, but I have found that is not the majority of the meeting tones. • I've been able to use their feedback to convince my owners to add improvements. • It puts me at ease to know that I can connect with the owners, builders, architects, and all the parties who are involved.

Theme *(a comment can touch on multiple themes)*	**Times expressed**	**Example Comments**
Conversations are generally unhelpful. Low turnout. Non-focused discussions. Most issues pertain to the zoning, or ultimate building users, or other issues outside of design. Can be entertaining, but not productive.	22	• Neighborhood groups are often not educated about what they are looking at and may not comprehend the impact of their suggestions. They can also Rally around issues that are well beyond the influence of the design team such as city transportation policy • Very few neighborhoods are concerned about the long-term future, rather than the immediate impacts of a development. NIMBYS • usually the vocal minority out-shouts the majority, and buildings become political pawns • Very conservative. Stops innovation. • They want to control parts of the design process that are not possible. Like use of the building.
There is little opportunity to change project at that point	10	• There's little opportunity to influence anything about the direction of any new developments in Portland right now. They're just being steamrolled/railroaded through in the quest for more housing units as quickly as possible. Also I notice you didn't mention weekends as an option for meetings--why not? One of the few convenient times for people with full-time jobs. • It does not seem that recommendations or objections to design by the neighborhood are taken into consideration.

Additional Comments

Not enough notice, inconvenient times, childcare is needed	Provides opportunity for detailed conversation that is lacking at design commission	Depends on the neighborhood - some are helpful and others are not
Conflicting design opinions from staff and design commission.	Enhances validity of design at commission hearings	Future residents/users of the new buildings should be given consideration as well
Helpful only if it influences outcome	Changes to the design occur after neighborhood meeting	

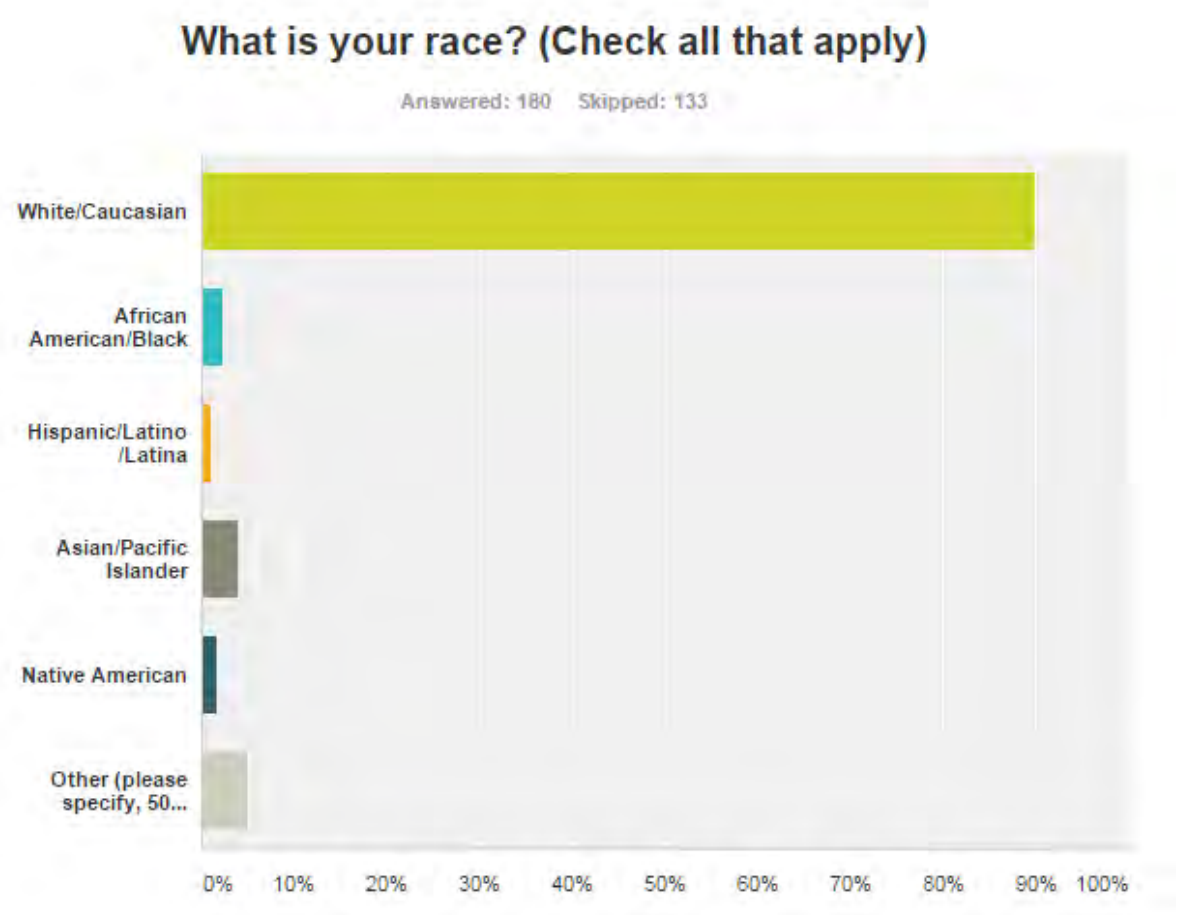
Section 5: Demographics

This section containing demographic questions was skipped by 133 respondents, or about 40% of the total. Of those that responded:

- They were 90% white (Figure 34)
- Over 70% were between the ages of 30 and 59 (Figure 35)
- Nearly 50% had a household income of $100,000 or more, and another 40% had a household income of $50,000 to $99,999 (Figure 36)
- Over 80% owned their own home (Figure 37)
- The median answer for household size was 2, the mean was 2.5.
- Nearly 70% did not have children under the age of 18 in the household (Figure 38).
- Those in the "Design Professionals" group were younger and had a higher household income than those in the "Residents & Others" group.
- Renters were much more likely to be younger and have a lower household income than homeowners.

Question 28. Race

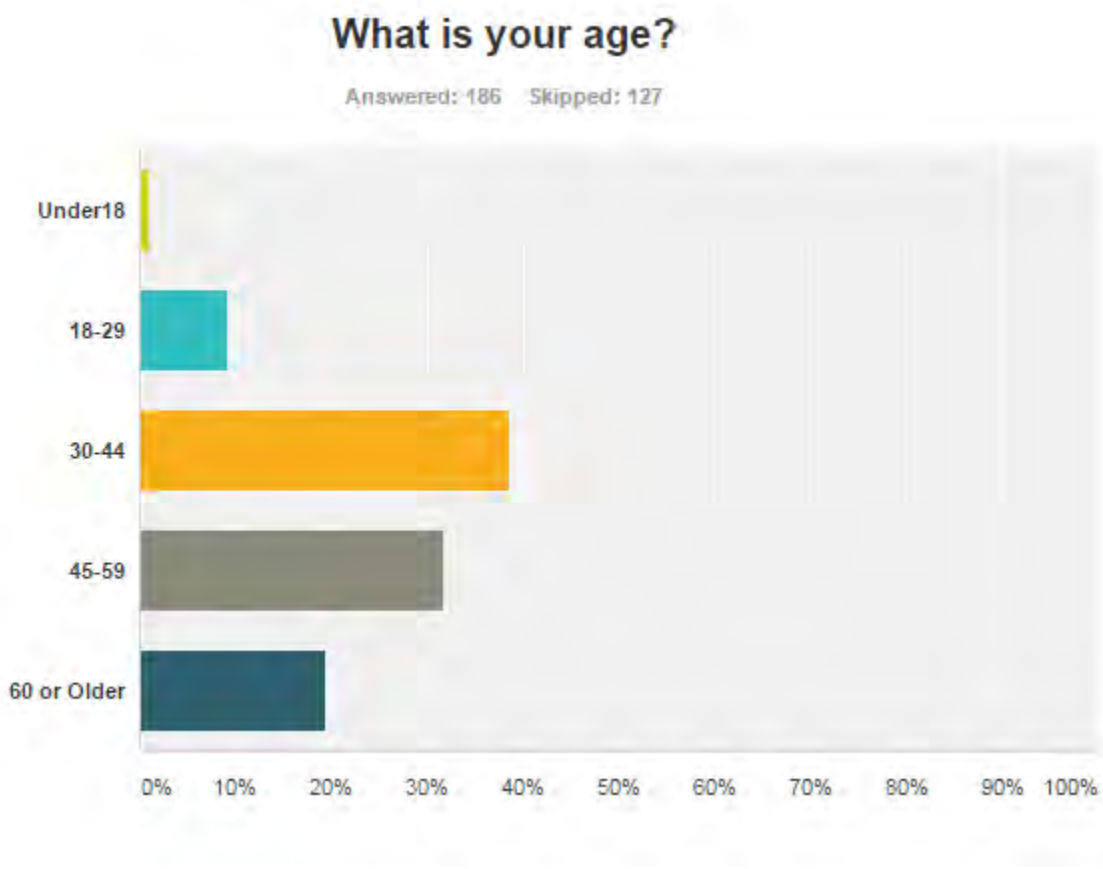
Figure 34. Race



Answer Choices		Responses	
White/Caucasian		90.00%	162
African American/Black		2.22%	4
Hispanic/Latino/Latina		1.11%	2
Asian/Pacific Islander		3.89%	7
Native American		1.67%	3
Other (please specify, 50 character max)	Responses	5.00%	9
Total Respondents: 180			

Question 29. Age

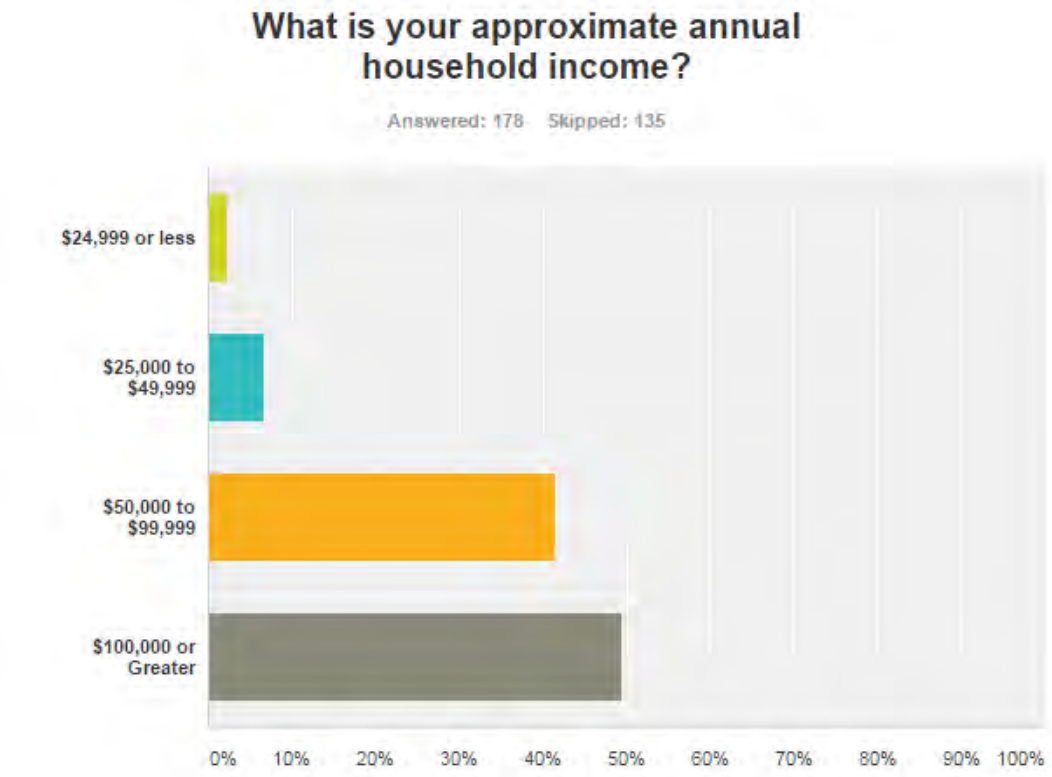
Figure 35. Age



Answer Choices	Responses	
Under18	1.08%	2
18-29	9.14%	17
30-44	38.71%	72
45-59	31.72%	59
60 or Older	19.35%	36
Total		186

Question 30. Income

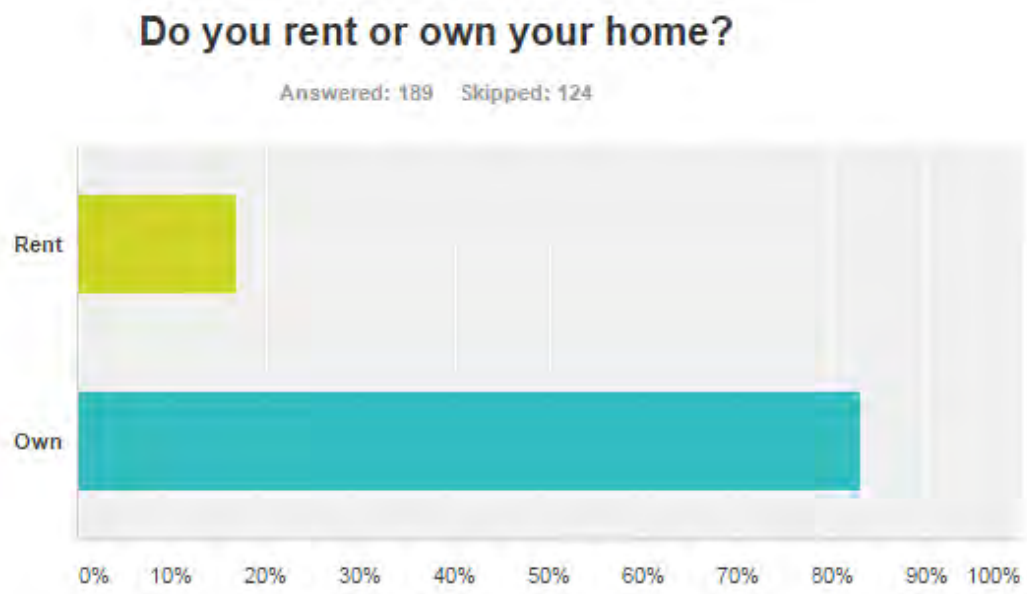
Figure 36. Household Income



Answer Choices	Responses	
$24,999 or less	2.25%	4
$25,000 to $49,999	6.74%	12
$50,000 to $99,999	41.57%	74
$100,000 or Greater	49.44%	88
Total		178

Question 31. Home Ownership

Figure 37. Home Ownership



Answer Choices	Responses	
Rent	16.93%	32
Own	83.07%	157
Total		189

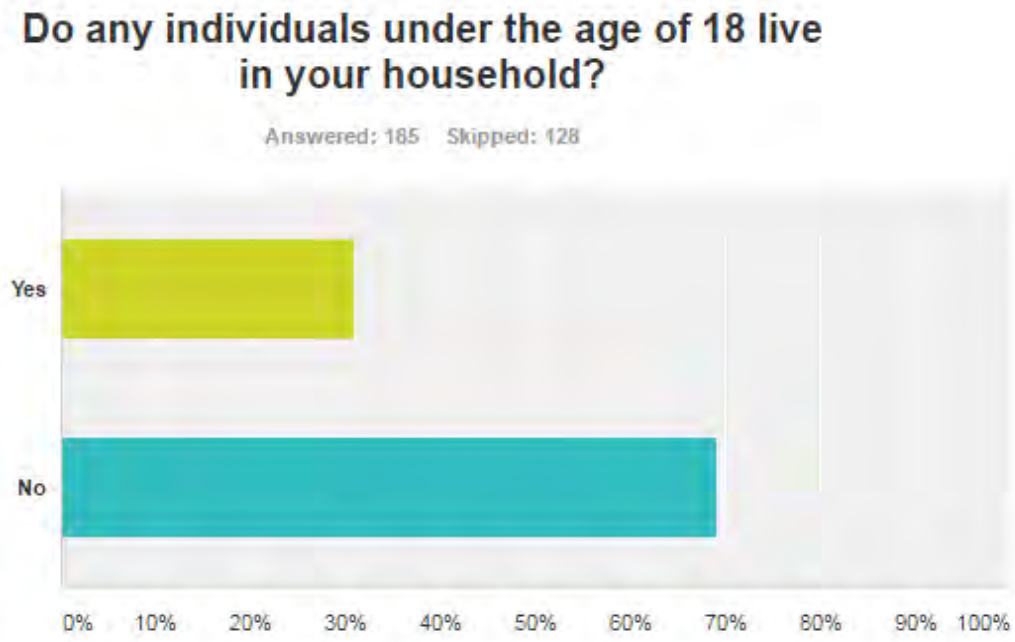
Question 32. How many people are in your household?

Mean: 2.48

Median: 2

Question 33. Individuals under 18 in Household

Figure 38. Individuals under 18 in Household



Answer Choices	Responses	
Yes	30.81%	57
No	69.19%	128
Total		185

APPENDIX F: THRESHOLDS METHODOLOGY

Bureau of Planning and Sustainability
Innovation. Collaboration. Practical Solutions.

THRESHOLDS METHODOLOGY

Design Overlay Zone Assessment

February 2017

Table of Contents

PURPOSE

The purpose of this document is to outline and record the methodology used from November 2016 through February 2017 to inform the consultant's recommendation to adjust the thresholds for design review (Recommendation A.1.). The numbers that appear in the final report were derived from an iterative process whereby several factors such as site size, building height, and valuation were tested using data on cases that went through design review from 2013 to 2015. The data for built projects from these years served as a proxy to determine the potential impact on the number of projects that would be recalibrated to a higher or lower level of review under the different sets of thresholds proposed.

DATA SOURCES + METHODOLOGY

For projects receiving Commercial Occupancy (CO) permits in the d-overlay from 2013 to 2015, we compared the type of scrutiny they went through in reality (Type III, Type II, or CDS) to the type of review that they would undergo based on various iterations of the consultant's proposed thresholds.

We used three spreadsheets of land use review and CDS permit data for COs in the d-overlay (one spreadsheet for each year).

In order to find information about each project, we used MapWorks, TRACS, and Google Maps. We then created columns in each spreadsheet to parse the data by relevant ranges and sort it properly. The methodologies used to gather data are listed below:

- Valuation (alterations): Info field in TRACS (*Note: Some had no valuation listed.*)
- Geography (location): TRACS to find address and MapWorks to determine if in Central City, Gateway, or outside
- Number of floors: Elevations in documents found via TRACS or Google Maps to count visually
- Height range: Based on the number of floors, some projects were easily categorized as above or below 55 feet. If not, heights were investigated via TRACS Description fields, elevations in documents found via TRACS, or the Building Footprint layer of MapWorks.
- Floor area (of existing building): MapWorks Taxlot Details
- Lot size: MapWorks Taxlot Details
- New floor area (additions): TRACS Description fields or documents found via TRACS
- Type of review under current system: Subtype field

A fourth spreadsheet titled includes the tables showing the changes in caseloads across the three years (which are presented here).

There is an inherent margin of error due to messiness in the data, various potential interpretations, and human error. In addition, it is impossible to know the universe of projects that did not undergo any design scrutiny based on the current thresholds but would have undergone some type of scrutiny under the proposed thresholds.

NEW CONSTRUCTION

The first round of thresholds treated new construction projects, alterations, and additions the same. The thresholds were based primarily on site size and secondarily on geography and number of floors, as shown below:

Step 1: **How big is the site?**	Step 2**: Is it in the Central City?**	Step 3: **How many floors are there?**	Answer: **Type of scrutiny**
More than 10,000 sf	Yes and no	3 or more	Type III
		2 or less	Type II
5,000 to 10,000	Yes	Any number	Type II
	No	4 or more	Type II
		3 or less	CDS
Less than 5,000	Yes and no	Any number	None

Before the first round of analysis was completed, we revised the bounds as highlighted below.

Step 1: **How big is the site?**	Step 2**: Is it in the Central City?**	Step 3: **How many floors are there?**	Answer: **Type of scrutiny**
More than 15,000 sf	Yes and no	3 or more	Type III
		2 or less	Type II
5,000 to 15,000	Yes	Any number	Type II
	No	4 or more	Type II
		3 or less	CDS
Less than 5,000	Yes and no	Any number	None

Recognizing that alterations and additions should be treated differently than new construction, those types of projects were removed. The table below shows the thresholds applied only to new construction projects.

2013-2015 Change in Review Type Based on Proposed Thresholds (New Construction Only)			
	Total		Net Change
	Current	Proposed	Number of cases
Type III	67	59	**-8**
Type II	36	47	**11**
CDS	31	16	**-15**
None	0	12	**12**
Total	134	134	

Removing additions and alterations from the dataset to focus only on new construction projects, the thresholds would reduce the number of Type III and CDS cases and increase the number of Type II cases. A small proportion (9 percent) of new construction cases would be exempt from scrutiny.

The table below shows where the new construction cases that would be newly classified as Type III are located and what type of review they underwent in reality.

2013-2015 New Type III Cases by Geography (New Construction Only)				
	Central City	**Gateway**	**Outside Central City and Gateway**	Total
From Type II	0	1	10	**11**
From CDS	0	0	1	**1**
Total	**0**	**1**	**11**	12

Note: This total does not equal the proposed number of Type III cases because some cases switched from Type III to Type II, and others remained Type III.

The new thresholds would result in 1 additional Type III review for new construction from Gateway and 11 additional Type III reviews for new construction in areas outside the Central City and Gateway. Eleven of the new Type III cases were processed as Type II reviews in reality, while 1 used CDS.

Changing from number of floors to building height

We switched from using number of floors as a proxy for height to the measured height of the building itself. This would prevent buildings with tall mezzanines from counting as fewer floors than the eye would perceive, for example. Instead of differentiating between 2, 3, and 4 stories in different places, a cutoff of 40 feet was applied to all categories. This number aimed to point out the difference between 3 and 4 stories.

Step 1: How big is the site?	Step 2: Is it in the Central City?	Step 3: How tall is the building?	Answer: Type of scrutiny
More than 15,000 sf	Yes and no	40 or more feet	Type III
		Less than 40 feet	Type II
5,000 sf to 15,000 sf	Yes	40 or more feet	Type III
		Less than 40 feet	Type II
	No	40 or more feet	Type III
		Less than 40 feet	CDS
Less than 5,000 sf	Yes	40 or more feet	Type II
		Less than 40 feet	None
	No	40 or more feet	CDS
		Less than 40 feet	None

The changes in caseloads for new construction projects were presented in the following table:

2013-2015 Change in Review Type Based on Proposed Thresholds (New Construction by Height)			
	Total		**Net Change**
	Current	Proposed	Number of cases
Type III	67	84	**17**
Type II	36	19	**-17**
CDS	22	16	**-6**
None	0	6	**6**
Total	125	125	

Under these thresholds there would be a net increase in Type III reviews for new construction projects, but some projects would be exempt from any type of scrutiny. There would be a net decrease in both Type II reviews and CDS cases.

The table below shows where the cases that would be newly classified as Type III are located and what type of review they underwent in reality.

2013-2015 New Type III Cases by Geography (New Construction by Height)				
	Central City	**Gateway**	**Outside Central City and Gateway**	Total
From Type II	2	0	16	**18**
From CDS	0	0	1	**1**
Total	**2**	**0**	**17**	19

Note: This total does not equal the proposed number of Type III cases because some cases switched from Type III to Type II, and others remained Type III.

Sixteen of the cases that would be newly classified as Type III under these thresholds are located outside the Central City and Gateway, while 2 are located in the Central City. Only 1 of these 17 newly classified cases occurred as a CDS case in reality.

Changing building height bounds

We changed the building height cutoffs from 40 feet to 55 feet in order to align with the existing code provision that disallows projects otherwise eligible to use the Community Design Standards from using them if they are greater than 55 feet tall (so projects greater than 55 feet have to go through design review). We also revised the review type for tall buildings on mid-sized sites outside the Central City down to Type II from Type III.

Step 1: **How big is the site?**	Step 2**: Is it in the Central City?**	Step 3: **How tall is the building?**	Answer: **Type of scrutiny**
More than 15,000 sf	Yes and no	More than 55 feet	Type III
		55 feet or fewer	Type II
5,000 sf to 15,000 sf	Yes	More than 55 feet	Type III
		55 feet or fewer	Type II
	No	More than 55 feet	Type II
		55 feet or fewer	CDS
Less than 5,000 sf	Yes	More than 55 feet	Type II
		55 feet or fewer	None
	No	More than 55 feet	CDS
		55 feet or fewer	None

The changes in caseloads for new construction projects were presented in the following table:

2013-2015 Change in Review Type Based on Proposed Thresholds (New Construction by Site Size and Height)			
	Total		Net Change
	Current	Proposed	Number of cases
Type III	67	68	**1**
Type II	36	33	**-3**
CDS	22	15	**-7**
None	0	9	**9**
Total	125	125	

The caseloads with these thresholds are remarkably similar to current caseloads, with slight decreases in Type II and CDS cases and 9 projects that would be exempt from design scrutiny. The Design Commission's workload for new construction projects would remain about stable.

The table below shows where the cases that would be newly classified as Type III are located and what type of review they underwent in reality.

2013-2015 Change in Review Type Based on Proposed Thresholds (New Construction by Site Size and Height)				
	Central City	**Gateway**	**Outside Central City and Gateway**	Total
From Type II	1	0	6	**7**
From CDS	0	0	0	**0**
Total	**1**	**0**	**6**	7

Note: This total does not equal the proposed number of Type III cases because some cases switched from Type III to Type II, and others remained Type III.

Of the cases that would be newly classified as Type III under these thresholds but were not Type III cases in reality, 1 is located in the Central City and 6 are located outside the Central City and Gateway. None came from Gateway. All new Type IIIs were processed as Type II reviews in reality, and none were processed as CDS cases.

Increasing upper bound for site size

We revised the upper bound for site size to 20,000 sf from 15,000 sf.

Step 1: **How big is the site?**	Step 2**: Is it in the Central City?**	Step 3: **How tall is the building?**	Answer: **Type of scrutiny**
More than 20,000 sf	Yes and no	More than 55 feet	Type III
		55 feet or fewer	Type II
5,000 sf to 20,000 sf	Yes	More than 55 feet	Type III
		55 feet or fewer	Type II
	No	More than 55 feet	Type II
		55 feet or fewer	CDS
Less than 5,000 sf	Yes	More than 55 feet	Type II
		55 feet or fewer	None
	No	More than 55 feet	CDS
		55 feet or fewer	None

The changes in caseloads for new construction projects were presented in the following table:

2013-2015 Change in Review Type Based on Proposed Thresholds (New Construction by Site Size and Height)			
	Total		**Net Change**
	Current	Proposed	Number of cases
Type III	67	67	**0**
Type II	36	31	**-5**
CDS	22	18	**-4**
New Exemptions	0	9	**9**
Total	125	125	

The caseloads with these thresholds are remarkably similar to current caseloads, with slight decreases in Type II and CDS cases and 9 projects that would be exempt from design scrutiny. The Design Commission's workload for new construction projects would remain the same.

The table below shows where the cases that would be newly classified as Type III are located and what type of review they underwent in reality.

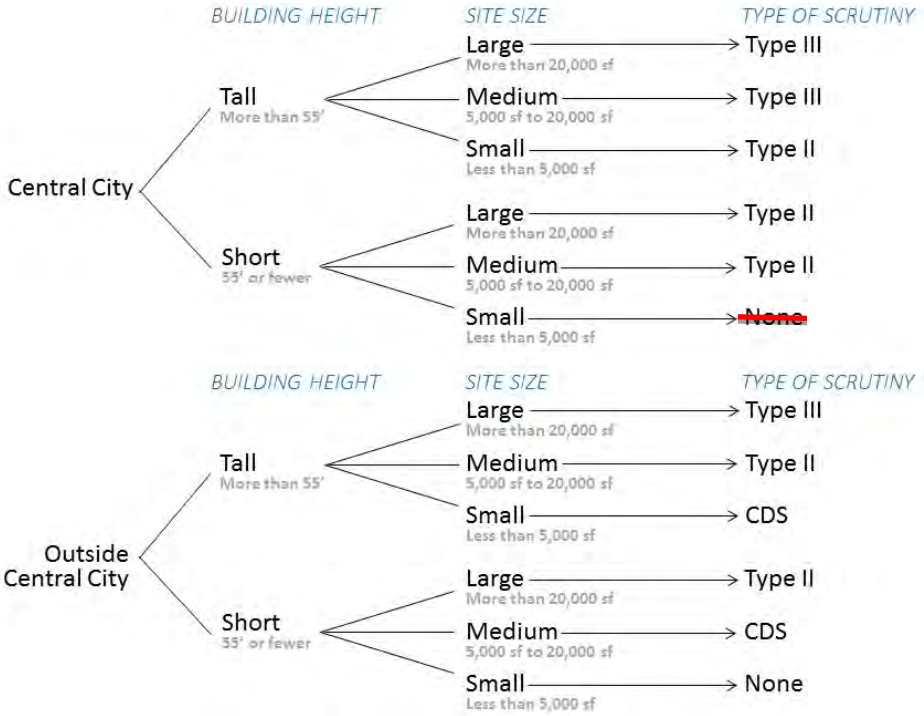
2013-2015 Change in Review Type Based on Proposed Thresholds (New Construction by Site Size and Height)				
	Central City	**Gateway**	**Outside Central City and Gateway**	Total
From Type II	1	0	4	**5**
From CDS	0	0	1	**1**
Total	**1**	**0**	**5**	6

Note: This total does not equal the proposed number of Type III cases because some cases switched from Type III to Type II, and others remained Type III.

Of the cases that would be newly classified as Type III under these thresholds but were not Type III cases in reality, 1 is located in the Central City and 5 are located outside the Central City and Gateway. None came from Gateway. Five new Type IIIs were processed as Type II reviews in reality, and 1 was processed as a CDS case.

Modifying review type for short buildings on small sites in the Central City

After a round of review in workshops with the Design Commission, Planning and Sustainability Commission, and staff as well as a public open house, new construction of short buildings on small sites in the Central City were changed to be subject to Type II review instead of being newly exempt, due to discomfort on the part of multiple parties with exempting any new construction in the Central City from scrutiny. See the change in red below:



2013-2015 Change in Review Type Based on Proposed Thresholds **New Construction**			
	Total		**Net Change**
	Current	Proposed	Number of cases
Type III	67	67	**0**
Type II	36	33	**-3**
CDS	22	18	**-4**
New Exemptions	0	7	**7**
Total	125	125	

Compared to the last round of new construction thresholds, this chang Type II two fewer projects being exempt and two more projects going through Type II over the three-year period. Both occurred as Type II reviews in reality, so this set of thresholds would not change their review type.

ALTERATIONS

Alterations and additions were at first analyzed together due to the small sample size of additions as well as the tendency of alterations and additions to be classified as the other by TRACS users. This section begins with the analysis done on alterations and additions taken together and then moves onto analysis done on alterations alone.

Investigating site sizes of certain alterations and additions that occurred 2013–2015

Type III additions and alterations Site sizes of alterations and additions that went through Type III review from 2013 to 2015 under the current thresholds were examined in more detail in order to identify an appropriate set of thresholds for these types of work. Only 7 additions and alterations went through Type III review during this time period. The smallest of these Type III cases were half-block, with one façade alteration and one addition occurring on 20,000 square foot sites. (The former occurred on a 2-story building in the Central City and the latter occurred on a 3-story building outside the Central City in the Northwest Plan District.) Larger sites included places such as the lower portion of the Bancorp Tower, the Lloyd Center Mall, and the PSU Peter Stott Athletic Center.

Alterations and additions on small sites There were 9 total alterations and additions on sites less than 5,000 sf. Seven of these went through design review (Type II or Type III) and 2 used CDS.

Site sizes of alterations and additions that *would be* Type III reviews under the new construction thresholds After examining the alterations and additions that went through Type III review in reality, the projects that *would be* classified as Type III using the proposed new construction thresholds were investigated. Site sizes were examined to determine if there was a logical breaking point at which it would make sense to divide projects between Type II and Type III review (see below). Among the range of larger site sizes that could feasibly undergo either Type II or Type III review, 40,000 sf represented a rough median and was selected as an upper bound. Forty thousand square feet is also the size of a full block, and using this number as an upper bound between Type II and Type III review aimed to place the alterations and additions with the greatest impact in front of the Design Commission.

2013	2014	2015
17583	19693	20000
19930	19930	20000
22010	20000	20000
27500	20000	20000
30000	20000	21628
34300	20000	26000
39000	20000	32322
39201	25000	39000
40000	28200	40000
40000	32750	40000
40000	34250	40000
40000	38000	40000
40000	38000	40000
46094	38078	40000
47704	38509	40000
55812	39602	40000
56465	40000	45260
63294	40000	46094
76164	40000	46094
107158	40000	47922
122839	40000	47980
130874	40000	51400
200665	40000	74590
200665	43700	107222
200665	46081	122839
517011	47500	322780
47704	1142890	
48861	1142890	
56465		
63568		
72000		
76164		
90199		
122839		
200665		
302742		
517011		
517011		
1142890		
1142890		
1142890		
1142890		
1142890		

Alterations and additions thresholds by site size (40,000 sf upper bound)

Step 1: **How big is the site?**	Step 2: **Is it in the Central City?**	Step 3: **How many floors are there?**	Answer: **Type of scrutiny**
More than 40,000 sf	Yes and no	3 or more	Type III
		2 or less	Type II
10,000 sf to 40,000 sf	Yes	Any number	Type II
	No	4 or more	Type II
		3 or less	CDS
Less than 10,000 sf	Yes and no	Any number	None

The changes in caseloads for alterations and additions were presented in the following table:

2013-2015 Change in Review Type Based on Proposed Thresholds (Alterations and Additions by Site Size)			
	Total		**Change**
	Current	Proposed	Number of cases
Type III	7	55	**48**
Type II	248	145	**-103**
CDS	46	44	**-2**
None	0	57	**57**
Total	301	301	

These thresholds would place more alterations and additions in front of the Design Commission than the current condition. This could make sense because a large proportion (71 percent) of the projects in the d-overlay from 2013 to 2015 were alterations and additions. Just over one-sixth of the alterations and additions with the greatest impact – those with 3 or more stories on sites larger than a full block – would be placed in front of the Commission, compared to only 2 percent of alterations and additions today. At the same time, the proposed thresholds would reduce the workload on staff processing Type II reviews and reduce workload in general by exempting roughly one-sixth of the projects with the least impact from scrutiny.

The table below shows where the cases that would be newly classified as Type III are located and what type of review they underwent in reality.

2013-2015 New Type III Cases by Geography (Alterations and Additions by Site Size)				
	Central City	**Gateway**	**Outside Central City and Gateway**	Total
From Type II	27	0	16	**43**
From CDS	0	0	10	**10**
Total	**27**	**0**	**26**	53*

Note: This total does not equal the proposed number of Type III cases because some cases switched from Type III to Type II, and others remained Type III.

About an equal number of projects classified as Type III reviews based on the proposed thresholds are located in the Central City as outside of Central City and Gateway. None of the new Type III reviews for additions and alterations are located in Gateway.

Investigating floor area of certain alterations and additions that occurred 2013 – 2015

The following sections lay out a new approach: setting thresholds for alterations and additions based on floor area of the existing building instead of site size, which would recognize that a larger or taller building on a small site could have a greater impact on the public realm than a smaller or short building on a large site.

Floor area of Type III alterations and additions The floor areas of the 7 Type III alterations and additions that occurred over the three-year period are:

- 64,400 sf
- 82,975 sf
- 88,863 sf
- 106,035 sf
- 138,500 sf
- ~752,320 sf (lower portion of Big Pink)
- 1,233,930 sf (Lloyd Center Mall)

Alterations and additions thresholds by floor area (60,000 sf upper bound)

The upper bound was set at 60,000 sf of floor area of the existing building. This would ensure that the Type III alterations and additions that occurred from 2013 to 2015 would remain Type III.

Step 1: **How big is the building?**	Step 2: **Is it in the Central City?**	Step 3: **How many floors are there?**	Answer: **Type of scrutiny**
More than 60,000 sf	Yes and no	3 or more	Type III
		2 or less	Type II
10,000 sf to 60,000 sf	Yes	Any number	Type II
	No	4 or more	Type II
		3 or less	CDS
Less than 10,000 sf	Yes and no	Any number	None

The changes in caseloads for alterations and additions were presented in the following table:

2013-2015
Change in Review Type Based on Proposed Thresholds
(Alterations and Additions by Floor Area)

	Total		Change
	Current	Proposed	Number of cases
Type III	7	96	**89**
Type II	248	77	**-171**
CDS	46	30	**-16**
None	0	98	**98**
Total	301	301	

Like the thresholds by site size, these thresholds by floor area result in a sort of stratification of review type: more Type III reviews and projects exempt from scrutiny and fewer Type II and CDS cases.

The table below shows where the cases that would be newly classified as Type III are located and what type of review they underwent in reality.

2013-2015 New Type III Cases by Geography (Alterations and Additions by Floor Area)				
	Central City	**Gateway**	**Outside Central City and Gateway**	Total
From Type II	73	0	16	**89**
From CDS	0	0	3	**3**
Total	**73**	**0**	**19**	92

Note: This total does not equal the proposed number of Type III cases because some cases switched from Type III to Type II, and others remained Type III.

Unlike the thresholds by site size, the thresholds by floor area result in significantly more Type III reviews coming from the Central City than from areas outside Central City and Gateway. However, neither set of thresholds results in any new Type III cases coming from Gateway.

Alterations and additions thresholds by floor area (250,000 sf upper bound)

This upper bound was selected by examining the floor areas of the additions and alterations of the projects that *would have* been classified as a Type III review under the above thresholds (60,000 sf upper bound). See below for these numbers:

2013	2014	2015
78391	24543	64400
86750	62000	78148
88129	62143	106035
90075	64961	118000
106918	71547	122452
137366	75900	144699
152701	87478	149710
172700	88863	152701
173620	88863	160177
179685	120960	173620
186161	126850	173632
230400	127720	175000
238629	128500	217017
267299	137231	238629
297714	149710	238629
313808	152701	240000
356500	171224	241000
373663	172700	247090
412000	173620	257418
500000	183244	262000
584483	183244	275817
752320	183244	344127
785000	183244	365000
785000	184285	395600
785000	186161	395600
	187920	409260
	200000	470790
	228030	
	254585	
	271000	
	273239	
	280000	
	313808	
	354677	
	362287	
	400000	
	426618	
	500000	
	500000	
	559646	
	785000	

Floor area of 250,000 sf seemed to mark a logical breaking point at which to differentiate between potential Type III and Type II reviews.

Step 1: **How big is the building?**	Step 2**: Is it in the Central City?**	Step 3: **How many floors are there?**	Answer: **Type of scrutiny**
More than 250,000 sf	Yes and no	3 or more	Type III
		2 or less	Type II
10,000 sf to 250,000 sf	Yes	Any number	Type II
	No	4 or more	Type II
		3 or less	CDS
Less than 10,000 sf	Yes and no	Any number	None

The changes in caseloads for alterations and additions were presented in the following table:

2013-2015
Change in Review Type Based on Proposed Thresholds (Alterations and Additions by Floor Area)

	Total		Net Change
	Current	Proposed	Number of cases
Type III	7	35	**28**
Type II	248	126	**-122**
CDS	46	42	**-4**
None	0	98	**98**
Total	301	301	

Relative to the floor area thresholds with an upper bound of 60,000 sf, these thresholds result in a sharper net decrease in Type II and CDS cases and a smaller net increase in Type III cases. Almost a third of alterations and additions would be exempt from scrutiny, while over 11 percent would go in front of the Commission.

The table below shows where the cases that would be newly classified as Type III are located and what type of review they underwent in reality.

2013-2015 New Type III Cases by Geography (Alterations and Additions by Floor Area)				
	Central City	**Gateway**	**Outside Central City and Gateway**	Total
From Type II	31	0	2	**33**
From CDS	0	0	1	**1**
Total	**31**	**0**	**3**	34*

Note: This total does not equal the proposed number of Type III cases because some cases switched from Type III to Type II, and others remained Type III.

Relative to the floor area thresholds with an upper bound of 60,000 sf, these thresholds result in a more severe split in the geography of new Type III cases: a greater share of new Type III cases occur in the Central City than in areas outside the Central City and Gateway. As with all proposed thresholds for additions and alterations examined thus far, no new Type III cases would occur in Gateway.

Alterations and additions thresholds by floor area (500,000 sf floor area upper bound)

Next, an upper bound of 500,000 sf of floor area was applied in an attempt to decrease the number of cases going before the Design Commission.

Step 1: **How big is the building?**	Step 2**: Is it in the Central City?**	Step 3: **How many floors are there?**	Answer: **Type of scrutiny**
More than 500,000 sf	Yes and no	3 or more	Type III
		2 or less	Type II
10,000 sf to 500,000 sf	Yes	Any number	Type II
	No	4 or more	Type II
		3 or less	CDS
Less than 10,000 sf	Yes and no	Any number	None

The changes in caseloads for alterations and additions were presented in the following table:

2013-2015 Change in Review Type Based on Proposed Thresholds (Alterations and Additions by Floor Area)			
	Total		Net Change
	Current	Proposed	Number of cases
Type III	7	8	**1**
Type II	248	152	**-96**
CDS	46	43	**-3**
None	0	98	**98**
Total	301	301	

These thresholds result in greater caseloads for staff processing Type II and CDS cases relative to the previous proposal but decreased caseloads compared to the current condition. The Design Commission would only see one more case than they did in reality.

The 6 theoretical new Type III cases are located in the Central City and were processed as Type II reviews in reality.

Examining alterations by valuation

We decided to split up alterations and additions and examine them separately, despite the small sample size of additions and the tendency for some of these projects to be mislabeled as the other category (for example, a project that includes a major renovation and a small addition could be classified as an Addition in TRACS, while the alteration comprised the more significant work). We then examined alterations under a variety of thresholds based on valuation. *Note: The dataset for alterations is incomplete because some alteration projects did not have valuations listed in TRACS. This impacts the caseloads for alterations and, in turn, the caseloads when all thresholds are combined.*

Alterations thresholds by valuation

We began by examining alterations with bounds of $30,000 and $3,000,000.

Step 1: **How much does the work cost?**	Step 2: **Is it in the Central City?**	Step 3: **How tall is the building?**	Answer: **Type of scrutiny**
More than $3,000,000	Yes and no	Any height	Type III
Between $30,000 and $3,000,000	Yes	Any height	Type II
	No	More than 55 feet	Type II
		55 feet or fewer	CDS
Less than $30,000	Yes and no	Any height	None

The changes in caseloads for alterations and additions were presented in the following table:

2013-2015 Change in Review Type Based on Proposed Thresholds (Alterations by Valuation and Height)			
	Total		Net Change
	Current	Proposed	Number of cases
Type III	4	5	**1**
Type II	195	93	**-102**
CDS	41	52	**11**
New Exemptions	0	90	**90**
Total	240	240	

Based on an analysis of the 240 alterations from 2013 to 2015 with valuations listed, the proposed thresholds would result in one less Type III case, a notable decrease in Type II cases, a slight increase in CDS cases, and 90 cases that would be exempted from any type of design scrutiny. *Note: The dataset for alterations is incomplete because some alteration projects did not have valuations listed in TRACS. This impacts the caseloads for alterations and, in turn, the caseloads when all thresholds are combined.*

Alterations: revising valuation bounds downward

The upper bound for valuation was revised down to $2.5 million from $3 million in order to retain the placement of one significant alteration in front of the Design Commission. The lower bound was revised down to $25,000 for parallel construction.

Step 1: **How much does the work cost?**	Step 2: **Is it in the Central City?**	Step 3: **How tall is the building?**	Answer: **Type of scrutiny**
More than $2,500,000	Yes and no	Any height	Type III
Between $25,000 and $2,500,000	Yes	Any height	Type II
	No	More than 55 feet	Type II
		55 feet or fewer	CDS
Less than $25,000	Yes and no	Any height	None

The changes in caseloads for alterations were presented in the following table. *Note: The dataset for alterations is incomplete because some alteration projects did not have valuations listed in TRACS. This impacts the caseloads for alterations and, in turn, the caseloads when all thresholds are combined.*

2013-2015 Change in Review Type Based on Proposed Thresholds (Alterations by Valuation and Height)			
	Total		Net Change
	Current	Proposed	Number of cases
Type III	3	4	**1**
Type II	195	102	**-93**
CDS	41	56	**15**
None	0	77	**77**
Total	239	239	

These thresholds would result in a fairly stable – and small – caseload of Type III alterations for the Design Commission. They would notably decrease the number of Type II reviews and exclude many smaller, less valuable projects from design scrutiny.

Only one alteration would be newly classified as Type III under these thresholds. It is located outside the Central City and Gateway and was processed as a Type II review in reality.

Alterations: finalizing valuation bounds

Based on prior rounds of analysis, the valuation bounds were revised to $3,000,000 and $20,000.

Step 1: **How much does the work cost?**	Step 2: **Is it in the Central City?**	Step 3: **How tall is the building?**	Answer: **Type of scrutiny**
More than $3,000,000	Yes and no	Any height	Type III
Between $20,000 and $3,000,000	Yes	Any height	Type II
	No	More than 55 feet	Type II
		55 feet or fewer	CDS
Less than $20,000	Yes and no	Any height	None

The changes in caseloads for alterations were presented in the following table:

2013-2015 Change in Review Type Based on Proposed Thresholds (Alterations by Valuation and Building Height)			
	Total		Net Change
	Current	Proposed	Number of cases
Type III	4	3	**-1**
Type II	194	114	**-80**
CDS	41	66	**25**
None	0	56	**56**
Total	239	239	

The Design Commission's workload would decrease by one case along with a notable decrease in Type II cases. The number of CDS cases would increase by 25 and 56 cases would be exempt from design scrutiny.

ADDITIONS

Alterations and additions were at first analyzed together due to the small sample size of additions as well as the tendency of alterations and additions to be classified as the other by TRACS users. This section begins with the analysis done on alterations and additions taken together and then moves onto analysis done on additions alone.

Investigating site sizes of certain alterations and additions that occurred 2013–2015

Type III additions and alterations Site sizes of alterations and additions that went through Type III review from 2013 to 2015 under the current thresholds were examined in more detail in order to identify an appropriate set of thresholds for these types of work. Only 7 additions and alterations went through Type III review during this time period. The smallest of these Type III cases were half-block, with one façade alteration and one addition occurring on 20,000 square foot sites. (The former occurred on a 2-story building in the Central City and the latter occurred on a 3-story building outside the Central City in the Northwest Plan District.) Larger sites included places such as the lower portion of the Bancorp Tower, the Lloyd Center Mall, and the PSU Peter Stott Athletic Center.

Alterations and additions on small sites There were 9 total alterations and additions on sites less than 5,000 sf. Seven of these went through design review (Type II or Type III) and 2 used CDS.

Site sizes of alterations and additions that *would be* Type III reviews under the new construction thresholds After examining the alterations and additions that went through Type III review in reality, the projects that *would be* classified as Type III using the proposed new construction thresholds were investigated. Site sizes were examined to determine if there was a logical breaking point at which it

would make sense to divide projects between Type II and Type III review. Among the range of larger site sizes that could feasibly undergo either Type II or Type III review, 40,000 sf represented a rough median and was selected as an upper bound. Forty thousand square feet is also the size of a full block, and using this number as an upper bound between Type II and Type III review aimed to place the alterations and additions with the greatest impact in front of the Design Commission.

2013	2014	2015
17583	19693	20000
19930	19930	20000
22010	20000	20000
27500	20000	20000
30000	20000	21628
34300	20000	26000
39000	20000	32322
39201	25000	39000
40000	28200	40000
40000	32750	40000
40000	34250	40000
40000	38000	40000
40000	38000	40000
46094	38078	40000
47704	38509	40000
55812	39602	40000
56465	40000	45260
63294	40000	46094
76164	40000	46094
107158	40000	47922
122839	40000	47980
130874	40000	51400
200665	40000	74590
200665	43700	107222
200665	46081	122839
517011	47500	322780
47704	1142890	
48861	1142890	
56465		
63568		
72000		
76164		
90199		
122839		
200665		
302742		
517011		
517011		
1142890		
1142890		
1142890		
1142890		

1142890

Alterations and additions thresholds by site size (40,000 sf upper bound)

Step 1: **How big is the site?**	Step 2: **Is it in the Central City?**	Step 3: **How many floors are there?**	Answer: **Type of scrutiny**
More than 40,000 sf	Yes and no	3 or more	Type III
		2 or less	Type II
10,000 sf to 40,000 sf	Yes	Any number	Type II
	No	4 or more	Type II
		3 or less	CDS
Less than 10,000 sf	Yes and no	Any number	None

The changes in caseloads for alterations and additions were presented in the following table:

2013-2015
Change in Review Type Based on Proposed Thresholds
(Alterations and Additions by Site Size)

	Total		Change
	Current	Proposed	Number of cases
Type III	7	55	**48**
Type II	248	145	**-103**
CDS	46	44	**-2**
None	0	57	**57**
Total	301	301	

These thresholds would place more alterations and additions in front of the Design Commission than the current condition. This could make sense because a large proportion (71 percent) of the projects in the d-overlay from 2013 to 2015 were alterations and additions. Just over one-sixth of the alterations and additions with the greatest impact – those with 3 or more stories on sites larger than a full block – would be placed in front of the Commission, compared to only 2 percent of alterations and additions today. At the same time, the proposed thresholds would reduce the workload on staff processing Type II reviews and reduce workload in general by exempting roughly one-sixth of the projects with the least impact from scrutiny.

The table below shows where the cases that would be newly classified as Type III are located and what type of review they underwent in reality.

2013-2015 New Type III Cases by Geography (Alterations and Additions by Site Size)				
	Central City	**Gateway**	**Outside Central City and Gateway**	Total
From Type II	27	0	16	**43**
From CDS	0	0	10	**10**
Total	**27**	**0**	**26**	53*

Note: This total does not equal the proposed number of Type III cases because some cases switched from Type III to Type II, and others remained Type III.

About an equal number of projects classified as Type III reviews based on the proposed thresholds are located in the Central City as outside of Central City and Gateway. None of the new Type III reviews for additions and alterations are located in Gateway.

Investigating floor area of certain alterations and additions that occurred 2013 – 2015

The following sections lay out a new approach: setting thresholds for alterations and additions based on floor area of the existing building instead of site size, which would recognize that a larger or taller building on a small site could have a greater impact on the public realm than a smaller or short building on a large site.

Floor area of Type III alterations and additions The floor areas of the 7 Type III alterations and additions that occurred over the three-year period are:

- 64,400 sf
- 82,975 sf
- 88,863 sf
- 106,035 sf
- 138,500 sf
- ~752,320 sf (lower portion of Big Pink)
- 1,233,930 sf (Lloyd Center Mall)

Alterations and additions thresholds by floor area (60,000 sf upper bound)

The upper bound was set at 60,000 sf of floor area of the existing building. This would ensure that the Type III alterations and additions that occurred from 2013 to 2015 would remain Type III.

Step 1: **How big is the building?**	Step 2**: Is it in the Central City?**	Step 3: **How many floors are there?**	Answer: **Type of scrutiny**
More than 60,000 sf	Yes and no	3 or more	Type III
		2 or less	Type II
10,000 sf to 60,000 sf	Yes	Any number	Type II
	No	4 or more	Type II
		3 or less	CDS
Less than 10,000 sf	Yes and no	Any number	None

The changes in caseloads for alterations and additions were presented in the following table:

2013-2015
Change in Review Type Based on Proposed Thresholds
(Alterations and Additions by Floor Area)

	Total		Change
	Current	Proposed	Number of cases
Type III	7	96	**89**
Type II	248	77	**-171**
CDS	46	30	**-16**
None	0	98	**98**
Total	301	301	

Like the thresholds by site size, these thresholds by floor area result in a sort of stratification of review type: more Type III reviews and projects exempt from scrutiny and fewer Type II and CDS cases.

The table below shows where the cases that would be newly classified as Type III are located and what type of review they underwent in reality.

2013-2015 New Type III Cases by Geography (Alterations and Additions by Floor Area)				
	Central City	**Gateway**	**Outside Central City and Gateway**	Total
From Type II	73	0	16	**89**
From CDS	0	0	3	**3**
Total	**73**	**0**	**19**	92

Note: This total does not equal the proposed number of Type III cases because some cases switched from Type III to Type II, and others remained Type III.

Unlike the thresholds by site size, the thresholds by floor area result in significantly more Type III reviews coming from the Central City than from areas outside Central City and Gateway. However, neither set of thresholds results in any new Type III cases coming from Gateway.

Alterations and additions thresholds by floor area (250,000 sf upper bound)

This upper bound was selected by examining the floor areas of the additions and alterations of the projects that *would have* been classified as a Type III review under the above thresholds (60,000 sf upper bound). See below for these numbers:

2013	2014	2015
78391	24543	64400
86750	62000	78148
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152701	87478	149710
172700	88863	152701
173620	88863	160177
179685	120960	173620
186161	126850	173632
230400	127720	175000
238629	128500	217017
267299	137231	238629
297714	149710	238629
313808	152701	240000
356500	171224	241000
373663	172700	247090
412000	173620	257418
500000	183244	262000
584483	183244	275817
752320	183244	344127
785000	183244	365000
785000	184285	395600
785000	186161	395600
	187920	409260
	200000	470790
	228030	
	254585	
	271000	
	273239	
	280000	
	313808	
	354677	
	362287	
	400000	
	426618	
	500000	
	500000	
	559646	
	785000	

Floor area of 250,000 sf seemed to mark a logical breaking point at which to differentiate between potential Type III and Type II reviews.

Step 1: **How big is the building?**	Step 2**: Is it in the Central City?**	Step 3: **How many floors are there?**	Answer: **Type of scrutiny**
More than 250,000 sf	Yes and no	3 or more	Type III
		2 or less	Type II
10,000 sf to 250,000 sf	Yes	Any number	Type II
	No	4 or more	Type II
		3 or less	CDS
Less than 10,000 sf	Yes and no	Any number	None

The changes in caseloads for alterations and additions were presented in the following table:

2013-2015
Change in Review Type Based on Proposed Thresholds (Alterations and Additions by Floor Area)

	Total		Net Change
	Current	Proposed	Number of cases
Type III	7	35	**28**
Type II	248	126	**-122**
CDS	46	42	**-4**
None	0	98	**98**
Total	301	301	

Relative to the floor area thresholds with an upper bound of 60,000 sf, these thresholds result in a sharper net decrease in Type II and CDS cases and a smaller net increase in Type III cases. Almost a third of alterations and additions would be exempt from scrutiny, while over 11 percent would go in front of the Commission.

The table below shows where the cases that would be newly classified as Type III are located and what type of review they underwent in reality.

2013-2015 New Type III Cases by Geography (Alterations and Additions by Floor Area)				
	Central City	**Gateway**	**Outside Central City and Gateway**	Total
From Type II	31	0	2	**33**
From CDS	0	0	1	**1**
Total	**31**	**0**	**3**	34*

Note: This total does not equal the proposed number of Type III cases because some cases switched from Type III to Type II, and others remained Type III.

Relative to the floor area thresholds with an upper bound of 60,000 sf, these thresholds result in a more severe split in the geography of new Type III cases: a greater share of new Type III cases occur in the Central City than in areas outside the Central City and Gateway. As with all proposed thresholds for additions and alterations examined thus far, no new Type III cases would occur in Gateway.

Alterations and additions thresholds by floor area (500,000 sf floor area upper bound)

Next, an upper bound of 500,000 sf of floor area was applied in an attempt to decrease the number of cases going before the Design Commission.

Step 1: **How big is the building?**	Step 2: **Is it in the Central City?**	Step 3: **How many floors are there?**	Answer: **Type of scrutiny**
More than 500,000 sf	Yes and no	3 or more	Type III
		2 or less	Type II
10,000 sf to 500,000 sf	Yes	Any number	Type II
	No	4 or more	Type II
		3 or less	CDS
Less than 10,000 sf	Yes and no	Any number	None

The changes in caseloads for alterations and additions were presented in the following table:

2013-2015 Change in Review Type Based on Proposed Thresholds (Alterations and Additions by Floor Area)			
	Total		Net Change
	Current	Proposed	Number of cases
Type III	7	8	**1**
Type II	248	152	**-96**
CDS	46	43	**-3**
None	0	98	**98**
Total	301	301	

These thresholds result in greater caseloads for staff processing Type II and CDS cases relative to the previous proposal but decreased caseloads compared to the current condition. The Design Commission would only see one more case than they did in reality.

The 6 theoretical new Type III cases are located in the Central City and were processed as Type II reviews in reality.

Examining additions by new floor area

Next, we applied thresholds based on new floor area of projects that created an addition.

Step 1: **How much new floor area is there?**	Step 2: **Is it in the Central City?**	Step 3: **How tall is the building?**	Answer: **Type of scrutiny**
More than 5,000 sf	Yes and no	Any height	Type III
Between 500 and 5,000 sf	Yes	Any height	Type II
	No	More than 55' feet	Type II
		55' feet or fewer	CDS
Less than 500 sf	Yes and no	Any height	None

The changes in caseloads for additions were presented in the following table:

2013-2015 Change in Review Type Based on Proposed Thresholds (Additions by New Floor Area)			
	Total		Net Change
	Current	Proposed	Number of cases
Type III	3	6	**3**
Type II	8	1	**-7**
CDS	5	3	**-2**
None	0	6	**6**
Total	16	16	

Comparing the review type of the 16 projects that added additional square footage from 2013 to 2015 with these thresholds shows that there would be a net increase of 3 Type III cases. However, there would be a net decrease in both Type II and CDS cases, with 6 projects becoming exempt from any design scrutiny. *Note the small sample size for this category of projects.*

The 4 cases that would be newly classified as Type III occurred as Type II reviews in reality, and they are all located outside the Central City and Gateway.

Additions: applying building height bound to large additions

Instead of requiring all large additions to go through Type III review, we applied the 55-foot height bound to allow shorter buildings to go through Type II review.

Step 1: **How much new floor area is there?**	Step 2: **Is it in the Central City?**	Step 3: **How tall is the building?**	Answer: **Type of scrutiny**
More than 5,000 sf	Yes and no	More than 55' feet	Type III
		55' feet or fewer	Type II
Between 500 and 5,000 sf	Yes	Any height	Type II
	No	More than 55' feet	Type II
		55' feet or fewer	CDS
Less than 500 sf	Yes and no	Any height	None

The changes in caseloads for additions were presented in the following table:

2013-2015 Change in Review Type Based on Proposed Thresholds (Additions by New Floor Area)			
	Total		Net Change
	Current	Proposed	Number of cases
Type III	3	2	**-1**
Type II	8	5	**-3**
CDS	5	5	**0**
None	0	4	**4**
Total	16	16	

Changing the thresholds for additions would reduce the workload for the Design Commission as well as staff processing Type II decisions. The number of CDS cases would remain the same, and a quarter of cases from 2013 to 2015 would be exempt from design scrutiny. *Note the small sample size for this category of projects.*

Both projects that would be classified as Type III under these thresholds were processed as Type II reviews in reality and are located outside the Central City and Gateway.

Investigating square footages of new floor area for additions

In order to better hone the floor area thresholds, the floor areas of the additions that occurred from 2013 to 2015 were investigated, presented from high to low below:

New Floor Area
66780
52975
47488
19909
10000
5936
4045
3266
2890
2655
1864
1044
484
450
419
182

Additions: changing floor area bounds

Based on the aforementioned analysis of the new floor areas of additions that occurred from 2013 to 2015, the bounds for new floor area were revised upward.

Step 1: **How much new floor area is there?**	Step 2: **Is it in the Central City?**	Step 3: **How tall is the building?**	Answer: **Type of scrutiny**
More than 10,000 sf	Yes or no – Applies citywide	More than 55' feet	Type III
		55' feet or fewer	Type II
Between 1,000 and 10,000 sf	Yes	Any height	Type II
	No	More than 55' feet	Type II
		55' feet or fewer	CDS
Less than 1,000 sf	Yes and no – Applies citywide	Any height	None

The changes in caseloads for additions were presented in the following table:

2013-2015
Change in Review Type Based on Proposed Thresholds Additions

	Total		Net Change
	Current	Proposed	Number of cases
Type III	3	0	**-3**
Type II	8	5	**-3**
CDS	5	7	**2**
New Exemptions	0	4	**4**
Total	16	16	

Changing the thresholds for additions would reduce the workload for the Design Commission as well as staff processing Type II decisions. Some of these design review cases would become CDS cases, and a quarter of cases from 2013 to 2015 would be exempt from design scrutiny. *Note the small sample size for this category of projects.*

FINAL CASELOAD RESULTS

For the final presentation of the thresholds we landed on, we reorganized the thresholds by a hierarchy that shows the location of the project (in the Central City versus outside) as primary, followed by the building height and the characteristic relevant to each project type (site size for new construction, valuation for alterations, and new floor area for additions). This reinforces the framework of two distinct treatments – one for projects in the Central City and one for outside of it – and removes the more onerous requirements for Gateway due to its current designation as a regional center. Displaying the thresholds in trees instead of tables also allows for a more graphical presentation.

New construction

The thresholds for new construction projects would be reconfigured as follows:

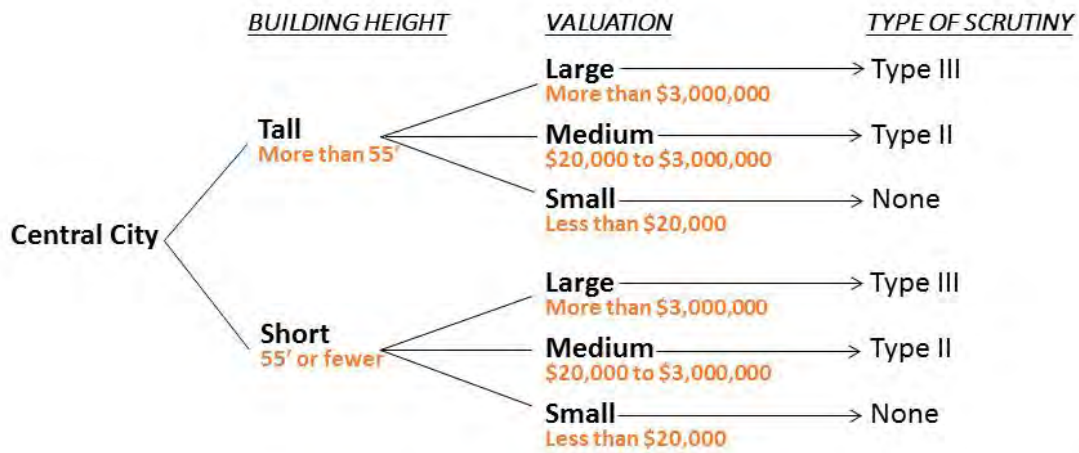
The caseloads for new construction projects would shift as follows:

2013-2015 Change in Review Type Based on Proposed Thresholds **New Construction**			
	Total		**Net Change**
	Current	Proposed	Number of cases
Type III	67	67	**0**
Type II	36	33	**-3**
CDS	22	18	**-4**
New Exemptions	0	7	**7**
Total	125	125	

The caseloads with these thresholds are similar to current caseloads, with slight decreases in Type II and CDS cases and 7 projects (6 percent) that would be exempt from design scrutiny. The Design Commission's workload for new construction projects would remain the same. Of the cases that would be newly classified as Type III under these thresholds but were processed as Type II cases in reality, one is located in the Central City and six are located outside the Central City. None came from Gateway.

Alterations

The thresholds for alterations would be reconfigured as follows:



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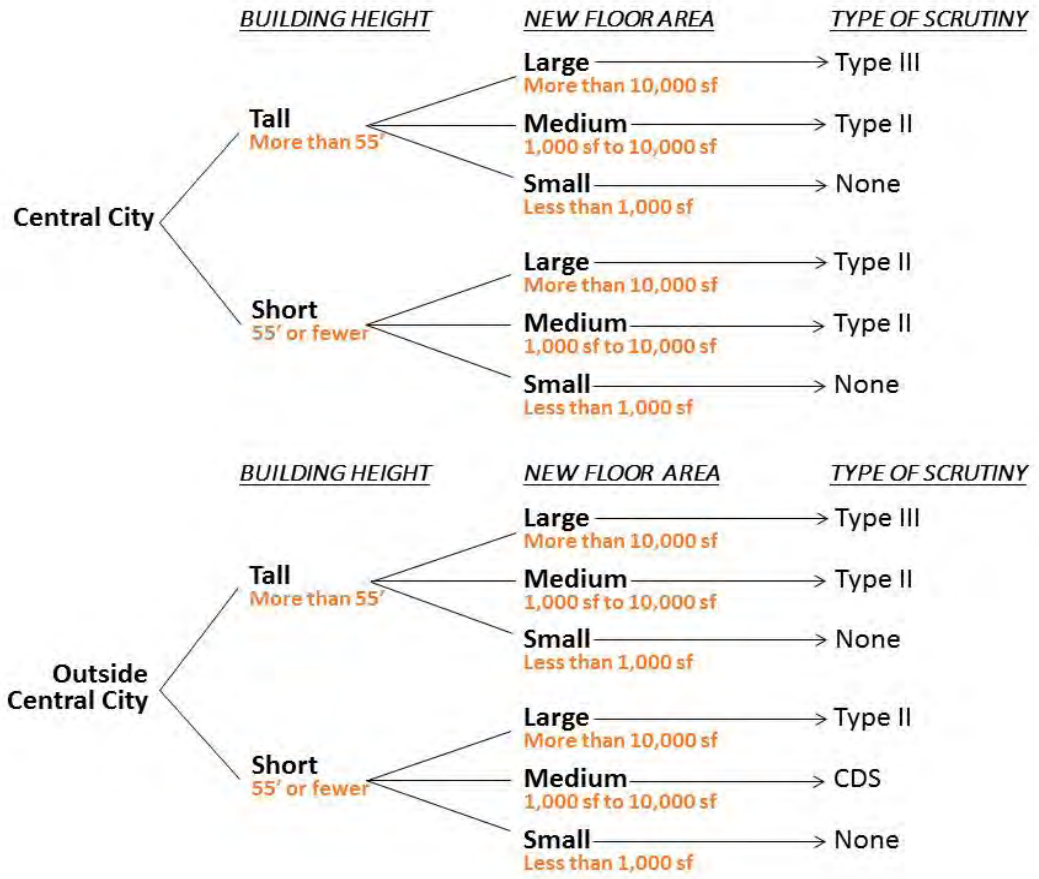
The caseloads for alterations would shift as follows:

2013-2015 Change in Review Type Based on Proposed Thresholds **Alterations**			
	Total		**Net Change**
	Current	Proposed	Number of cases
Type III	4	3	**-1**
Type II	194	114	**-80**
CDS	41	66	**25**
New Exemptions	0	56	**56**
Total	239	239	

Based on an analysis of the 239 alterations from 2013 to 2015 with valuations listed, the proposed thresholds would result in one less Type III case, a notable decrease in Type II cases, an increase in CDS cases, and 56 cases that would be exempted from any type of design scrutiny. The one case that would be newly classified as Type III under these thresholds is located outside the Central City and occurred as a Type II review in reality. *Note: The dataset for alterations is incomplete because some alteration projects did not have valuations listed in TRACS. This impacts the caseloads for alterations and, in turn, the caseloads when all thresholds are combined.*

Additions

The thresholds for additions would be reconfigured as follows:



The caseloads for additions would shift as follows:

2013-2015 Change in Review Type Based on Proposed Thresholds **Additions**			
	Total		**Net Change**
	Current	Proposed	Number of cases
Type III	3	0	**-3**
Type II	8	5	**-3**
CDS	5	7	**2**
New Exemptions	0	4	**4**
Total	16	16	

Changing the thresholds for additions would reduce the workload for the Design Commission as well as staff processing Type III decisions. A quarter of cases from 2013 to 2015 would be exempt from design scrutiny. *Note the small sample size for this category of projects.*

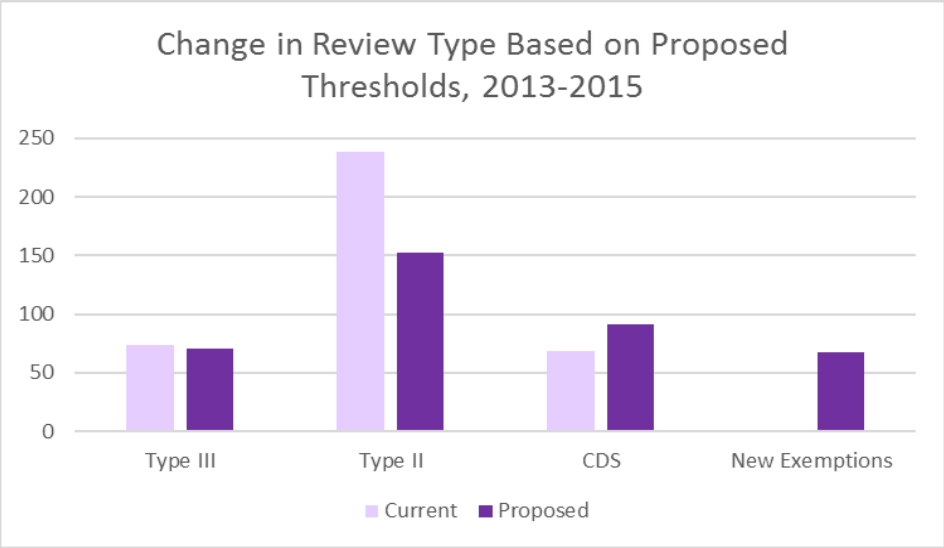
Overall change in caseloads

We ran our final analysis of the change in caseloads with the three sets of thresholds.

2013-2015 Change in Review Type Based on Proposed Thresholds **Overall**			
	Total		**Net Change**
	Current	Proposed	Number of Cases
Type III	74	70	**-4**
Type II	238	152	**-86**
CDS	68	91	**23**
New Exemptions	0	67	**67**
Total	380	380	

The Design Commission would see a slightly reduced workload, while staff processing Type II design reviews would see a notably reduced workload, responsible for 40 percent of projects instead of 63 percent under the current condition. The number of CDS cases would increase over the present condition, and a number of smaller or less valuable projects would be exempt from any type of design scrutiny. None of the projects that would be newly classified as Type III under these thresholds are located in Gateway. *Note: The dataset is incomplete because some alteration projects did not have valuations listed in TRACS.*

The chart below illustrates the change in review type across all categories of work from the above table.



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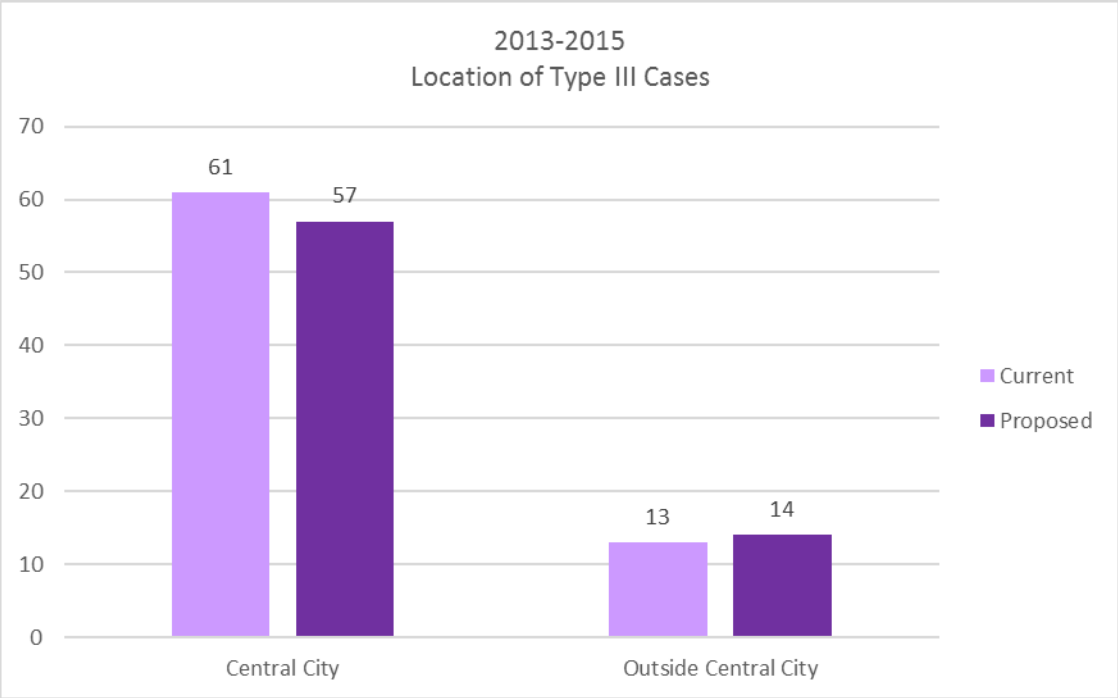
OTHER TAKEAWAYS

Location of current and proposed Type III projects

The chart below compares the locations of Type III projects across all categories of work.



The light purple bars show the Type III cases for new construction, alterations, and additions that occurred from 2013 to 2015. Sixty-one were located in the Central City, while 13 were located outside the Central City. The dark purple bars show the location of these projects that would be classified as Type III if subject to the proposed thresholds. Compared to the current condition, four fewer (57) Type III projects would be located in the Central City, and one more (14) would be located outside the Central City.

A note on additions and alterations

The small sample size of additions revealed an inconsistency in how these projects are classified by TRACS users. Some projects that included both alterations of some sort with additional square footage were not classified as the type of work that took precedence. For instance, a project that includes a major renovation and a small addition could be classified as an addition in TRACS, even though the alteration comprised the more significant work. The renovation of the Red Lion Hotel into Hotel Eastlund provides one such example from this dataset. The renovation included a 4,045 sf addition and the following work described in the decision:

> ...completely new exterior window system, new metal fins and canopies attached around the outside of the building, expanded lobby space along NE Hassalo Street that closes the driveway access on this street, reconfigured roof deck with new trellis, removal of all existing wireless telecommunications equipment from the roof, removal of all existing signs, new retail space at the SW corner of the parking structure, improvements to the parking screening and parking court and NE Grand Avenue pedestrian entryway, new exterior elevator at the parking court lobby entry, bike parking and general landscaping improvements, new wall-mounted and projecting signs, and a new stair entry from NE MLK Blvd.

This inconsistency could impact the data presented here and in future projects. For example, Hotel Eastlund, classified as an addition in TRACS, went through Type III review in reality but would be classified as a Type II under the proposed thresholds. Had it been classified as an alteration in TRACS, it would remain a Type III review under the proposed thresholds.

This example reveals a need for the code to clearly define additions and/or for standard operating procedures to clearly describe how staff should choose between alterations and additions in TRACS when categorizing projects that both alter the façade and increase floor area.

Which projects shifted review types

The following tables show which projects from 2013 to 2015 would switch review types under the proposed thresholds. They include addresses for easy searching in Google Maps as well as case numbers, location (Central City, Gateway, or outside these areas), work type, and details or notes if available.

The table below shows the addresses of projects that would shift from **Type III to Type II:**

Year	Case Number	Address	Work Type	Details	Location (Central City, Gateway, or Outside)
13	139304	1225 NE 2ND AVE	New construction		Central City
13	165620	555 SW Oak St	Alteration	$2,600,000 façade alteration	Central City
14	251633	2305 SW WATER AVE	New construction		Central City
14	185350	312 NE 102ND AVE	New construction		Gateway
14	220722	1950 NW PETTYGROVE ST	New construction		Outside
14	229920	1315 NW 19th Ave	New construction		Outside
14	144166	1021 NE Grand Ave	Addition	4,045 sf addition/remodel of Red Lion Hotel into Hotel Eastlund	Central City
15	208454	1177 SE Stark St	New construction	St. Francis	Central City

				Apartments	

The table below shows the addresses of projects that would shift from **Type II to Type III:**

Year	Case Number	Address	Work Type	Details	Location (Central City, Gateway, or Outside)
13	131079	115 N COOK ST	New construction	Mixed use	Outside
14	208752	3181 SW SAM JACKSON PARK RD	Alteration	Rooftop/mechanical	Outside
14	106239	4134 N VANCOUVER AVE	New construction		Outside
15	204013	318 NE COUCH ST	New construction	Commercial	Central City
15	232457	1231 N ANCHOR WAY; LOT 1	New construction	Apartments	Outside
15	232463	1055 N Anchor Way	New construction	Apartments	Outside

Finally, this table shows the addresses for Type II and Type III projects that would become eligible to use the Community Design Standards or be exempt from design scrutiny under the proposed thresholds.

Old Review Type	New Review Type	Year	Case Number	Address	Work Type	Details	Location (Central City, Gateway, or Outside)
Type III	**CDS**	15	LU 15-205150	2815 SW BARBUR BLVD (YMCA renovation)	Alteration	Façade alterations	Outside
Type II	**CDS**	13	171869	10595 SE STARK ST	Alteration	Façade alterations	Gateway
Type II	**CDS**	13	115564	10305 NE HALSEY ST	Alteration	Façade alterations	Gateway
Type II	**CDS**	13	146879	10248 NE HOLLADAY ST	Alteration	Façade alterations	Gateway
Type II	**CDS**	13	199456	11411 NE HALSEY ST	Alteration	Façade alterations	Gateway
Type II	**CDS**	13	121017	10015 SE STARK ST	Alteration	Façade alterations	Gateway

Type II	**CDS**	14	LU 14-240996	1424 NE 109TH AVE	Alteration	Other	Gateway
Type II	**CDS**	15	LU 15-202348	1111 NE 102nd Ave (Fred Meyer Gateway)	Alteration	Other	Gateway
Type II	**CDS**	14	LU 14-137281	10247 NE PACIFIC ST	New construction	Garage	Gateway
Type II	**CDS**	14	LU 14-163732	4540 SW KELLY AVE	Addition	additional floor	Outside
Type II	**CDS**	14	LU 14-104030	3181 SW SAM JACKSON PARK RD	Addition	3-story addition to hospital	Outside
Type II	**CDS**	15	LU 15-280264	533 NE KILLINGSWORTH ST	Addition		Outside
Type II	**CDS**	15	LU 15-138150	8218 N LOMBARD ST	Addition		Outside
Type II	**CDS**	13	225117	1832 NW RALEIGH ST	Alteration	Façade alterations	Outside
Type II	**CDS**	13	169536	6611 NE MLKJR BLVD	Alteration	Rooftop/mechanical	Outside
Type II	**CDS**	13	242079	115 N COOK ST	Alteration	Other	Outside
Type II	**CDS**	13	207756	7510 N CHARLESTON AVE	Alteration	Rooftop/mechanical	Outside
Type II	**CDS**	13	149891	1610 NW GLISAN ST	Alteration	Façade alterations	Outside
Type II	**CDS**	13	233068	3138 N Vancouver Ave (Vancouver Avenue First Baptist Church)	Alteration	Rooftop/mechanical	Outside
Type II	**CDS**	13	134798	122 NE 122ND AVE	Alteration	Other	Outside
Type II	**CDS**	13	241266	4030 NE HALSEY ST	Alteration	Façade alterations	Outside
Type II	**CDS**	13	123563	7524 SW MACADAM AVE	Alteration	Rooftop/mechanical	Outside
Type II	**CDS**	14	LU 14-111211	3525 NE M L KING BLVD	Alteration	Façade alterations	Outside
Type II	**CDS**	14	LU 14-254756	1233 N KILLINGSWORTH	Alteration	Façade alterations	Outside

				ST			
Type II	**CDS**	14	LU 14-142645	7439 N CHARLESTON AVE	Alteration	Other	Outside
Type II	**CDS**	14	LU 14-244854	1638 NW OVERTON ST	Alteration	Façade alterations	Outside
Type II	**CDS**	14	LU 14-251504	705 N KILLINGSWORTH ST	Alteration	Façade alterations	Outside
Type II	**CDS**	14	LU 14-111443	220 BEECH ST	Alteration	Façade alterations	Outside
Type II	**CDS**	14	LU 14-147004	850 N JESSUP ST	Alteration	Signs/awnings	Outside
Type II	**CDS**	14	LU 14-117855	6420 SW MACADAM AVE	Alteration	Rooftop/mechanical	Outside
Type II	**CDS**	15	LU 15-272501	422 NE ALBERTA ST	Alteration	Façade alterations	Outside
Type II	**CDS**	15	LU 15-216730	8111 SE FOSTER RD	Alteration	Façade alterations	Outside
Type II	**CDS**	15	LU 15-149351	1715 NW JOHNSON ST	Alteration	Façade alterations	Outside
Type II	**CDS**	15	LU 15-136804	727 NE 24TH AVE	Alteration	Façade alterations	Outside
Type II	**CDS**	15	LU 15-143845	7520 SW MACADAM AVE	Alteration	Façade alterations	Outside
Type II	**CDS**	15	LU 15-194023	2215 NW QUIMBY ST	Alteration	Façade alterations	Outside
Type II	**CDS**	15	LU 15-183249	2304 N FLINT AVE	Alteration	Façade alterations	Outside
Type II	**CDS**	15	LU 15-261182	1400 NW 22ND AVE	Alteration	Façade alterations	Outside
Type II	**CDS**	13	186843	1905 NE 41ST AVE	Alteration	Façade alterations	Outside
Type II	**CDS**	13	160368	2705 NE SANDY BLVD	New construction	Commercial	Outside
Type II	**CDS**	13	239517	N LOMBARD ST	New construction	Mixed use	Outside
Type II	**CDS**	14	LU 14-151377	8332 N WILLAMETTE BLVD	New construction	Apartments	Outside
Type II	**CDS**	14	LU 14-	4322 SW	New	Storage	Outside

			215410	BEAVERTON HILLSDALE HWY	constructi on		
Type II	**CDS**	14	LU 14-200181	1532 N BLANDENA ST	New constructi on	Apartments	Outside
Type II	**CDS**	15	LU 15-184171	12 NE Fremont St	New constructi on	Mixed use	Outside
Type II	**None**	13	103853	610 SE 6TH AVE	Addition		Central City
Type II	**None**	13	146863	1521 SW SALMON ST	Alteration	Façade alterations	Central City
Type II	**None**	13	106800	1136 SW ALDER ST	Alteration	Rooftop/mechanical	Central City
Type II	**None**	13	193404	1025 SW STARK ST	Alteration	Rooftop/mechanical	Central City
Type II	**None**	13	154666	1405 NE LLOYD CENTER	Alteration	Signs/awnings	Central City
Type II	**None**	13	218447	1234 SE M L KING BLVD	Alteration	Signs/awnings	Central City
Type II	**None**	13	108002	907 SW 9TH AVE	Alteration	Rooftop/mechanical	Central City
Type II	**None**	13	130128	2001 SW JEFFERSON ST	Alteration	Façade alterations	Central City
Type II	**None**	13	138758	1900 SW 5TH AVE	Alteration	Other	Central City
Type II	**None**	13	132218	1924 SW BROADWAY	Alteration	Façade alterations	Central City
Type II	**None**	13	101772	506 SW MILL ST	Alteration	Other	Central City
Type II	**None**	13	154648	225 SW BROADWAY	Alteration	Rooftop/mechanical	Central City
Type II	**None**	13	108833	1025 SW STARK ST	Alteration	Rooftop/mechanical	Central City
Type II	**None**	14	LU 14-251751	3530 N VANCOUVER AVE	Alteration	Façade alterations	Central City
Type II	**None**	14	LU 14-144266	0650 SW MEADE ST	Alteration	Façade alterations	Central City
Type II	**None**	14	LU 14-243759	735 SW STARK ST	Alteration	Other	Central City
Type II	**None**	14	LU 14-222254	1966 SW 5TH AVE	Alteration	Rooftop/mechanical	Central City
Type II	**None**	14	LU 14-	306 SE 8TH AVE	Alteration	Façade alterations	Central

			232696				City
Type II	**None**	14	LU 14-110829	1 CENTER CT	Alteration	Signs/awnings	Central City
Type II	**None**	14	LU 14-100237	215 SE 9TH AVE	Alteration	Façade alterations	Central City
Type II	**None**	14	LU 14-233468	225 SW BROADWAY	Alteration	Signs/awnings	Central City
Type II	**None**	14	LU 14-112435	421 SW 5TH AVE	Alteration	Façade alterations	Central City
Type II	**None**	14	LU 14-182663	851 SW 6TH AVE	Alteration	Signs/awnings	Central City
Type II	**None**	14	LU 14-186061	1417 SW 10TH AVE	Alteration	Façade alterations	Central City
Type II	**None**	14	LU 14-168151	664 N RUSSELL ST	Alteration	Façade alterations	Central City
Type II	**None**	15	LU 15-166628	1136 SW ALDER ST	Alteration	Façade alterations	Central City
Type II	**None**	15	LU 15-119457	127 SW SALMON ST	Alteration	Other	Central City
Type II	**None**	15	LU 15-117163	140 SW COLUMBIA ST	Alteration	Other	Central City
Type II	**None**	15	LU 15-198380	539 SW BROADWAY	Alteration	Rooftop/mechanical	Central City
Type II	**None**	15	LU 15-263849	2020 SW 4TH AVE	Alteration	Signs/awnings	Central City
Type II	**None**	15	LU 15-145803	821 SW 11TH AVE	Alteration	Façade alterations	Central City
Type II	**None**	14	LU 14-139218	2311 SE 11TH AVE	New construction	Apartments	Central City
Type II	**None**	15	LU 15-209072	1112 SE LINCOLN ST & 1116 SE LINCOLN ST	New construction	Apartments	Central City
Type II	**None**	13	126824	10501 SE MARKET ST	Addition		Gateway
Type II	**None**	13	144347	9900 SE WASHINGTON ST	Alteration	Signs/awnings	Gateway
Type II	**None**	13	187319	9908 NE HALSEY ST	Alteration	Signs/awnings	Gateway
Type II	**None**	13	218059	10414 SE WASHINGTON	Alteration	Signs/awnings	Gateway
Type II	**None**	13	103779	631 NE 102ND AVE	Alteration	Façade alterations	Gateway

Type II	**None**	14	LU 14-154833	9927 SE ASH ST	Alteration	Rooftop/mechanical	Gateway
Type II	**None**	15	LU 15-130255	10355 NE HALSEY ST	Alteration	Façade alterations	Gateway
Type II	**None**	15	LU 15-229656	10541 SE CHERRY BLOSSOM DR	Alteration	Signs/awnings	Gateway
Type II	**None**	13	130153	5839 SW HOOD AVE	Alteration	Other	Outside
Type II	**None**	13	138754	1640 NW 19TH AVE	Alteration	Other	Outside
Type II	**None**	13	104077	4116 WILLIAMS AVE	Alteration	Rooftop/mechanical	Outside
Type II	**None**	13	189448	7140 SW MACADAM AVE	Alteration	Rooftop/mechanical	Outside
Type II	**None**	13	174460	2831 NE M L KING BLVD	Alteration	Façade alterations	Outside
Type II	**None**	14	LU 14-128740	750 N FREMONT ST	Alteration	Rooftop/mechanical	Outside
Type II	**None**	15	LU 15-174170	3181 SW SAM JACKSON PARK RD	Alteration	Rooftop/mechanical	Outside
Type II	**None**	15	LU 15-255458	2290 NW THURMAN ST	Alteration	Signs/awnings	Outside
Type II	**None**	14	LU 14-196692	4603 N ALBINA AVE	New construction	Commercial use (vacation rental in a home)	Outside
Type II	**None**	15	LU 15-139681	4713 N Albina Ave	New construction	Commercial	Outside

Only one of these projects – the renovation of the YMCA on Barbur – went through Type III review in reality and it would be eligible to use the Community Design Standards under the proposed thresholds.

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APPENDIX G: SITE EVALUATIONS

LONG-FORM ASSESSMENT OF REVIEW PROCESS AND DEVELOPMENT OUTCOMES

Methodology

The following site assessments provide a more comprehensive look at fourteen individual projects with a focus on qualitative evaluation of process. Along with a review of project documents to gather information about each project and process (including applicant submittals, staff reports, early assistance notes, zoning check sheets, and correspondences), the consultant team interviewed both City staff and project team members who were involved with each project. These conversations help to tell the story of the design review process in a way that visual assessment of built outcomes, documents, and data cannot. However, it should be noted that the consultant team was not able to talk to individuals from all project teams or each City staff member who was involved.

The projects are grouped by the guidelines or standards they were subject to:

- Central City Fundamental Design Guidelines;
- Community Design Guidelines;
- Community Design Standards; and
- No d-overlay (for comparison).

Key Findings

- Most of the large, full-block projects evaluated went through Type III hearings; however, some developments of similar scale and impact that were outside the Central City did not receive the same level of scrutiny through hearings.
- Within the 14 projects studied, the median length in days of a Type III process was about 14 weeks, while the median length of Type II staff reviews and projects subject to Community Design Standards or base zone standards was 11 weeks (from completion of application to decision).
- Concerns about the required time, cost, and effort may be inadvertently encouraging project teams to choose compliance with objective standards rather than discretionary review.
- Staff reports in Type II processes show a general emphasis on guidelines related to the public realm, pedestrian experience, and context, and lack the emphasis on materials and details that seemed commonplace in hearings.
- Lack of a d-overlay or Type III review process did not preclude a successful built outcome; some project teams held their work to standards that were not directly addressed by guidelines or standards (for example, sustainability targets, response to neighbor concerns, or knowledge of local character and context).
- Attention to materials and details in Type III processes did not consistently result in a better overall built outcome.
- Across the board, there were many instances of a lack of desirable results in the pedestrian/public realm.
- Management of hearings was often pointed to as a factor impacting the effectiveness of Type III hearings, particularly in terms of covering all relevant topics rather than spending disproportionate time on one or a few topics.
- For Type III hearings, applicants often mentioned a lack of clarity in direction from the Commission and a lack of written basis in the guidelines for requested changes to building design.
- Project teams felt they generally had a collaborative relationship with staff throughout the design review process; empowerment of City staff to approve changes independently of the Commission during the course of a review process was credited as a positive factor in many projects.

BUILDING 1

BLOCK 15 (“THE COSMOPOLITAN”)

Ground floor at southwest corner of building as of August 2016

Rendering from applicant presentation showing southwest corner

PROJECT INFORMATION

28 story, mixed-use high rise condominium tower; 197 parking spaces provided above-grade; 168 residential units, including 5 ground-floor live-work spaces; 6,866 sf ground floor retail.

Address	1075 NW Northrup St
Architect/Developer	Bora Architects/Hoyt Street Properties
Zone	EX
Overlays	d
Comp Plan	EX
Year Built	2014
Procedure Type	Type III
Neighborhood	Pearl
Building Area	353,359 sf
Site Area	0.9 ac
Staff Recommend.	Approve with Conditions
Approval	Yes

ZONING MAP

PROCESS TIMELINE

Design Advice Request
January 28, 2013

Design Advice Meeting
April 4, 2013

Submittal
April 16, 2013

Application Complete
May 7, 2013

Hearings
July 11, 2013
July 18, 2013 (decision)

Total Days (Complete to Decision):
72 DAYS

QUALITATIVE ASSESSMENT

GUIDELINES	
What criteria were applied?	• Central City Fundamental Design Guidelines • River District Design Guidelines
What guidelines seemed to guide decisions?	Guidelines regarding response to context seemed to guide decisions. There was also significant focus on the singular issue of the ground floor bike storage space; this seemed to take time from the discussion of other issues.

KEY ISSUES RAISED DURING REVIEW	
Major Staff Report Findings	• Building preserves views, provides pedestrian connections • Needs to provide retail space along NW 10th in place of bike storage • Condition to work with RACC for public art along NW 11th and to add retail space
Design Commission Comments (DAR)	• Very complimentary; high praise for building design • Some concern about screening condition of parking at ground floor
Public Comments	• Neighborhood Association Chair commented in support • One neighbor concerned about height and compatibility with neighborhood character; more suited to downtown, not Pearl
Subjects of Contention	• Bicycle storage on ground floor • Exterior vs. interior fasteners on lower levels

OUTCOME	
Project achievement of design objectives: *1. Response to Context* *2. Public realm/ground floor* *3. Quality and Permanence*	1. Overall building form was successful, but ground floor has yet to prove successful in engaging the street, pending full occupancy. 1. Ground floor is still partially under construction; some concerns at the time of hearing regarding transparency and active uses on the ground floor and discussion of material quality and consistency. Ground floor includes five “live/work” spaces, offering some flexibility for tenant adaptation. 1. New kind of cladding was approved, but over time, issues with glare, scorching of adjacent park plantings, and bird safety emerged.
Design issues evident in the result	Few details on the street level directed toward pedestrians. More emphasis placed on overall mass and cladding; for example, the ground floor lacks a comfortable canopy or shelter, as the building’s overhanging second story was intended to meet this need. However, the eventual occupation of retail spaces could change the pedestrian experience.

PROCESS	
Did the process result in a successful built outcome?	The project was an overall success. It was well-designed and created a new “showpiece” for the Pearl area. The integration of balconies and rooftop mechanical equipment was successful. The ground floor, however, has yet to prove itself successful; it remains vacant at the time of this writing. Issues with glare, scorching, and bird collisions created some contention.
Was the process successful?	The process was successful in that it wrapped up smoothly and without major contention. At the time, City staff seem to have been more empowered, reportedly able to approve changes on their own after the hearings; this may have contributed to a successful process.
What steps could have been improved or avoided altogether?	There were good conversations and a collaborative relationship between applicant and staff. However, the review may have focused too much on certain issues to the detriment of others. The process lacked adequate meeting management to ensure all relevant points were addressed.

BUILDING 2

ABIGAIL APARTMENTS

Completed building, June 2016

Approved project rendering, January 2014

Southern courtyard entry

PROJECT INFO

6-story mixed-use building. 138 family-oriented affordable residential units. 13,000 sf ground floor spaces for community service or school; 129 parking spaces and a central couryard. Included modifications.

Address	1616 NW 13th Ave
Architect/Developer	Ankrom Moisan Architects/Bridge Housing, Hoyt Street Properties
Zone	EX
Overlays	d
Comp Plan	EX
Year Built	2014
Procedure Type	Type III
Neighborhood	Pearl
Building Area	190,762 sf
Site Area	0.9 ac
Staff Recommend.	Approve with Conditions
Approval	Yes

ZONING MAP

PROCESS TIMELINE

Design Advice Request
Nov. 15, 2012

Design Advice Meeting
Feb. 21st, 2013

Submittal
Aug. 6, 2013

Application Complete
Oct. 4, 2013
(applicant extended 120 day period)

Hearings
Nov. 21, 2013
Dec. 19, 2013
January 23, 2014

Total Days (Complete to Decision):
111 DAYS

QUALITATIVE ASSESSMENT

GUIDELINES	
What criteria were applied?	• Central City Fundamental Design Guidelines • River District Design Guidelines
What guidelines seemed to guide decisions?	Guidelines regarding plaza and open space design were particularly important due to the courtyard design. Also, guidelines about coherency of materials played a strong role as the design proposed a unique material composition.

KEY ISSUES RAISED DURING REVIEW	
Major Staff Report Findings	• Project evolved significantly through review process • Ground level promotes robust pedestrian experience • Courtyards and east wing were significantly modified by applicant in response to Design Commission concerns
Design Commission Comments (DAR)	• Desire for better courtyard space, more light. “Celebrate” rail corridor rather than designing it away • Massing could be two separate buildings or “wings” • Create more coherence in material palette
Public Comments	• Questions about long-term basement bike parking, advocating floor racks
Subjects of Contention	• Integration versus separation of program elements through building massing and materials • Courtyard and connecting “bridge” design

OUTCOME	
Project achievement of design objectives: *1. Response to Context* *2. Public realm/ground floor* *3. Quality and Permanence*	1. Agreement was reached after significant adjustment by the applicant. Mainly, the applicant was advised to modify the eastern courtyard to create a better response to the railroad and Naito Parkway. 2. Design creates pedestrian connections, encourages social interaction, and maximizes utility of open spaces on the private property. 3. Material palette of masonry, metal panel, and concrete was deemed acceptable and durable.
Design issues evident in the result	None identified.

PROCESS	
Did the process result in a successful built outcome?	Yes. The design was significantly refined over the course of the design review process.
Was the process successful?	The process produced a successful building; however, it was lengthy and may have overburdened the applicant, staff, and the Design Commission.
What steps could have been improved or avoided altogether?	The process was lengthy, and the applicant felt they were faced with criteria whose relationship to the guidelines was subjective and not available in written form. Staff and the Commission repeated the same requests for changes to the design multiple times. While these requested changes ultimately resulted in a successful product, they were not always clearly related to the written guidelines. All parties experienced some frustration; an atmosphere of greater mutual respect and listening would have been beneficial.

BUILDING 3

BLOCK A (“UNION APARTMENTS”)

View of western corner

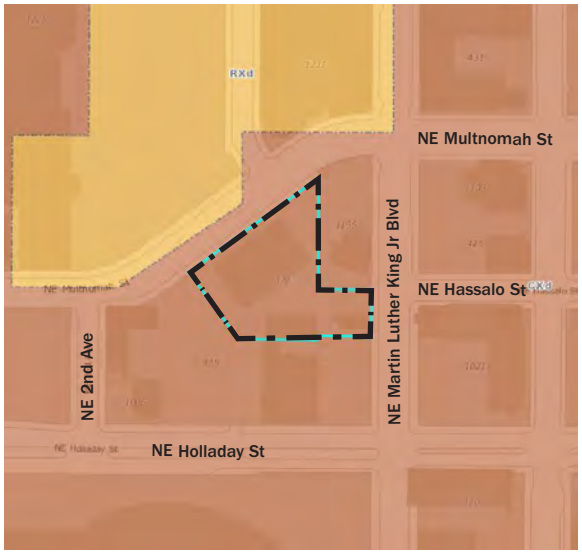
Art along SW Multnomah Ave frontage

Approved project rendering of western corner

PROJECT INFO

6-story, mixed-use building with 186 residential units over 3,600 sf of retail. 97 garage parking spaces, 9 street parking, and 308 bike parking spaces.

Address	304 NE Multnomah St.
Architect/Developer	GBD Architects/Rembold Companies, Starterra LLC, PDC
Zone	CX
Overlays	d
Comp Plan	CX
Year Built	2015
Procedure Type	Type III
Neighborhood	Lloyd District
Building Area	167,000 sf
Site Area	1 ac
Staff Recommend.	Approve with Conditions
Approval	Yes



ZONING MAP

PROCESS TIMELINE

Design Advice Request
July 31, 2012

DAR Meeting
Sept. 20, 2012

Submittal
March 6, 2013

Application Complete
March 27, 2013

Hearings
May 16, 2013
July 11, 2013

Total Days (Complete to Decision):
106 DAYS

QUALITATIVE ASSESSMENT

GUIDELINES	
What criteria were applied?	• Central City Fundamental Design Guidelines • Lloyd District Special Design Guidelines
What guidelines seemed to guide decisions?	Guidelines regarding a vibrant public realm, ground floor, and pedestrian experience were of particular importance. Quality and durability of materials were also important. Also, guidelines focused on enhancing the unique character of the Lloyd District and the superblocks were important.

KEY ISSUES RAISED DURING REVIEW	
Major Staff Report Findings	• Project will add activity and pedestrian scale to the western edge of the Lloyd District • Design was significantly revised after first hearing, and merits approval
Design Commission Comments (DAR)	• Pay close attention to public realm/ground level • Research make-up of proposed building material; seems durable • Nice variety at the ground level
Public Comments	• Neighbor advocated for proposed private driveway to become a public street • Member of Lloyd District Community Association supported the proposed development
Subjects of Contention	• Quality and durability of siding material • Quality of public art component

OUTCOME	
Project achievement of design objectives: *1. Response to Context* *2. Public realm/ground floor* *3. Quality and Permanence*	1. Block A was meant to be “half of a big picture” with the adjacent Convention Center Hotel project, but hotel project stalled. Ground floor on Multnomah does not respond adequately to context. 2. Several areas did not meet Commissioners’ expectations, particularly the public art screening mechanical systems at the ground level facing NE Multnomah St. 3. Siding material is not considered high-quality. Interior fasteners are popping out.
Design issues evident in the result	Not many elements of interest to pedestrians along Multnomah Ave.

PROCESS	
Did the process result in a successful built outcome?	There is some concern that the building materials were not ultimately successful in terms of quality and permanence. The public art piece was somewhat of a band-aid solution, and the siding material is not aging well.
Was the process successful?	The project team had a good working relationship and positive experience with staff. However, there was concern that the limitations of a volunteer commission and issues of interpretation of guidelines precluded the best possible outcome.
What steps could have been improved or avoided altogether?	The Commission’s request for additional renderings may have been unnecessary. The applicant spent a significant amount of time satisfying design review criteria that were interpreted by the Commission and staff in a way that was not made available to the applicant in writing.

BUILDING 4

GRANT PARK VILLAGE (PHASE I)

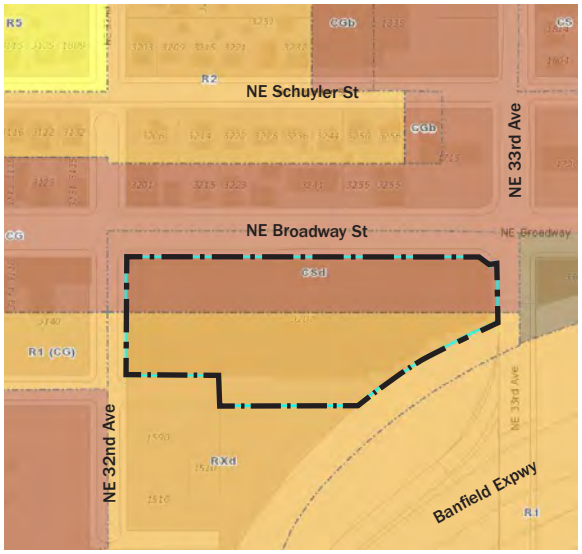
View from NE Broadway St

Approved project rendering

PROJECT INFO

Three to four-story mixed-use building with one large retail tenant and 211 residential units. 270 shared parking spaces in 2-floor garage.

Address	3215 NE Weidler St
Architect/Developer	LRS Architects/Capstone Partners
Zone	CS/RXd
Overlays	d
Comp Plan	IS/UC
Year Built	2013
Procedure Type	Type III
Neighborhood	Sullivan's Gulch
Building Area	275,647 sf
Site Area	2.7 ac
Staff Recommend.	Approve with Conditions
Approval	Yes



ZONING MAP

PROCESS TIMELINE

Design Advice Request
July 12, 2012

DAR Meeting
Aug. 16, 2012

Submittal
Sept. 25, 2012

Application Complete
Oct. 25, 2012

Hearings
Dec. 6, 2012
Jan. 24, 2013

Total Days (Complete to Decision):
91 DAYS

QUALITATIVE ASSESSMENT

GUIDELINES	
What criteria were applied?	• Community Design Guidelines
What guidelines seemed to guide decisions?	Relevant guidelines dealt with pedestrian environment and safety, blending in to and responding to context, and massing/orientation.

KEY ISSUES RAISED DURING REVIEW	
Major Staff Report Findings	• Project is a significant contribution to the neighborhood and meets majority of Community Design Guidelines • Requested modifications and adjustments better meet guidelines and standards
Design Commission Comments (at first hearing)	• Major moves are successful; needs focus on details • East court of parking should be covered to protect residences above from exhaust and noise impacts • Simplicity of material and color palette is positive; however, concerned about quality and aesthetic of exterior materials
Public Comments	• Neighborhood Association member in support of project design and of adjustment and modification requests • Comment in general support requesting 50-year review of material durability, more material variety between buildings, and supporting new traffic signal
Subjects of Contention	• Cladding materials • Active uses and street frontages • Architectural continuity and mix of materials

OUTCOME	
Project achievement of design objectives: *1. Response to Context* *2. Public realm/ground floor* *3. Quality and Permanence*	1. Difficulty responding to diverse context; floating “d” overlay was spot-zoned in 2001 by City Council. 2. Broadway and 32nd Ave frontages lack comfortable pedestrian environment. There is no variety or relief from the busy Broadway corridor. The design feels constrained to the repetitive elements that guided the ground floor and massing. 3. After project completion, quality of materials did not meet initial expectations.
Design issues evident in the result	Not many elements of interest to pedestrians along the street. Public areas confusing and conflicting with vehicles. Reference to older building nearby is less than successful - simplistic and repetitive. Appears more commercial than residential.

PROCESS	
Did the process result in a successful built outcome?	More of a “front door” presence on Broadway would have been desirable, as well as a more articulated building massing rather than a monolithic feel. Commission and staff were not satisfied with the outcome after approval.
Was the process successful?	Relationship between staff and applicant was productive, but conflicting opinions often arose from City’s design staff and at Commission hearings.
What steps could have been improved or avoided altogether?	Hearings could have been better managed to ensure all relevant topics were covered; conversation was dominated by discussion of building’s skin, with potentially disproportionate attention to relatively small details and differing opinions about quality of materials and detailing. The application and use of guidelines could have focused on larger issues.

BUILDING 5

PAYNE APARTMENTS

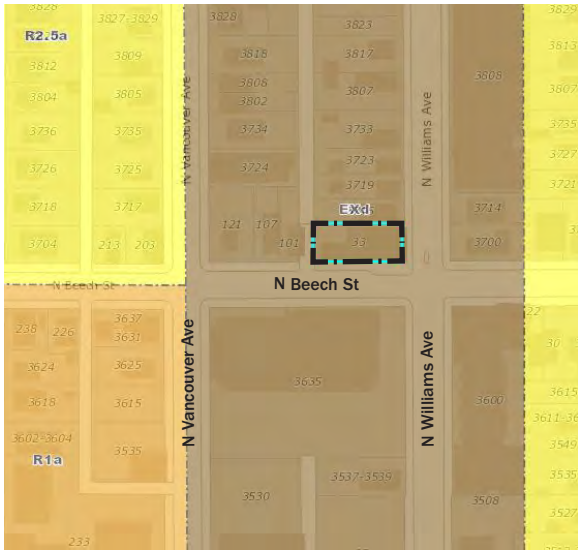
View of southeast corner of building

Project rendering presented at appeal hearing

PROJECT INFO

3, 4 and 5 story mixed use apartment building with 19 residential units and 2 ground floor live-work units.

Address	33 N Beech St
Architect/Developer	GBD Architects/Payne Apts. LLC
Zone	EX
Overlays	d
Comp Plan	EX
Year Built	2013
Procedure Type	Type II
Neighborhood	Boise
Building Area	17,921 sf
Site Area	0.1 ac
Staff Recommend.	Approve with Conditions
Appeal	Yes
Approval	Yes



ZONING MAP

PROCESS TIMELINE

Submittal
Feb. 28, 2012

Application Complete
April 30, 2012

Staff Decision
June 26, 2012

Appeal
July 11, 2012

Hearing/Decision
Sept. 6, 2012 (hearing)
Sept. 14, 2012 (decision)

Total Days (Complete to Decision):
200 DAYS

QUALITATIVE ASSESSMENT

GUIDELINES	
What criteria were applied?	• Community Design Guidelines • Albina Community Plan
What guidelines seemed to guide decisions?	Guidelines relating to context response (particularly in the Albina Community Plan Area), pedestrian environment and safety, and relationship to the main transit street. This was one of the first few projects of this scale in the area.

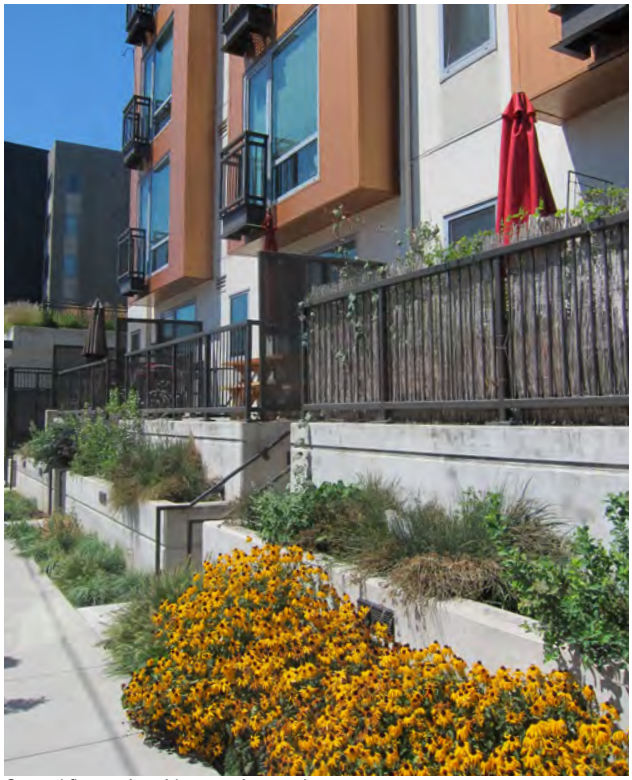
KEY ISSUES RAISED DURING REVIEW	
Major Staff Report Findings	• Project fulfills many of Albina Community Plan Area objectives • Building blends well with existing and new development, provides quality ground-floor public realm
Design Commission Comments	• Upheld staff decision
Public Comments	• Project was appealed by Neighborhood Association; some neighbors felt building scale was incompatible with neighborhood and did not meet Community Design Guidelines
Subjects of Contention	• Height and scale compared to surrounding existing buildings • Main entry location away from main transit street • Character of building compared to other styles in neighborhood

OUTCOME	
Project achievement of design objectives: *1. Response to Context* *2. Public realm/ground floor* *3. Quality and Permanence*	1. Step-down was driven by neighbor concerns, and was in the wrong location relative to zoning; however, massing was a sensitive topic at the time. The project team went the extra mile beyond requirements (passive construction). 2. It was difficult to justify a transit street main entrance in the economic climate of the time; however, flexibility was provided by secondary entrance on N Williams that could be converted to main entry. 3. Cladding materials may have needed more weatherproofing - they are showing signs of deterioriation. The design included a secondary entry along the Transit Street that could be converted over time to become the main entry, allowing longer term adaptation.
Design issues evident in the result	Not many elements of interest to pedestrians along either street. Signs of non-uniform weathering in wood cladding. Rendering suggests a more colorful appearance than the reality.

PROCESS	
Did the process result in a successful built outcome?	The building is thoughtfully designed, and though it outscales the existing single family homes nearby, it is very reasonably scaled in comparison to many larger mixed-use projects in the area. Some of its materials are weathering, but the overall massing and design are successful.
Was the process successful?	The Type II process was conducted smoothly, but the appeal process led to added time and cost.
What steps could have been improved or avoided altogether?	The appeal process was spurred by difference between staff interpretation and neighbors' interpretation of the Community Design Guidelines, specifically the guidelines relating to blending into the neighborhood and response to the area's "desired characteristics and traditions."

BUILDING 6

THE PRESCOTT



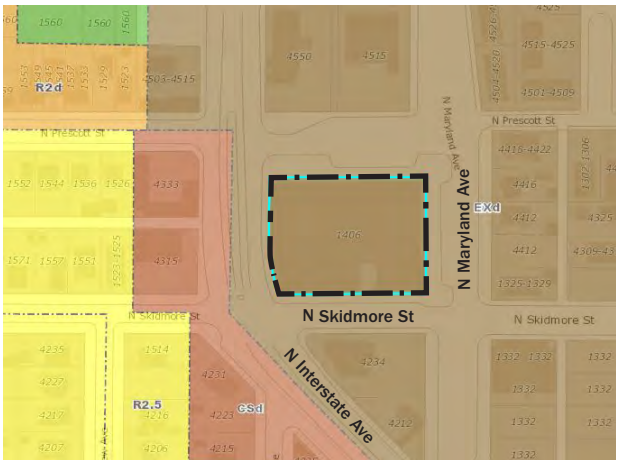
Ground floor units with attractive porch spaces

Project concept rendering, 2012. Courtesy the Daily Journal of Commerce via Mhyre Group Architects.

PROJECT INFO

Mixed use development with 100 residential units and ground floor commercial space. 68 parking spaces provided on-site and 36 on-street. Located directly adjacent to MAX station.

Address	4312 N Interstate Ave
Architect/Developer	Mhyre Group Architecture/Sierra Investment Fund LLC
Zone	EX
Overlays	d
Comp Plan	EX
Year Built	2013
Procedure Type	Type II
Neighborhood	Overlook
Building Area	141,852 sf
Site Area	1 ac
Staff Recommend.	Approve with Conditions



ZONING MAP

PROCESS TIMELINE

Submittal
Aug. 18, 2011
(design changes to complete project application in 2008. Previous project stalled due to recession.)

Application Complete
Aug. 26, 2011
(Applicant waived 120 day time limit)

Decision
Oct. 25, 2011

Total Days (Complete to Decision):
60 DAYS

QUALITATIVE ASSESSMENT

GUIDELINES	
What criteria were applied?	• Community Design Guidelines
What guidelines seemed to guide decisions?	Guidelines relating to fitting into context and blending into the seemed to guide decisions. The building was one of the largest projects to go through Type II review. Analysis focused on responding to context and, according to staff, less on massing.

KEY ISSUES RAISED DURING REVIEW	
Major Staff Report Findings	• Proposal responds well to multiple residential and commercial contexts and scales • Stepped-down height, underground parking, ground floor retail, and expressive massing on west facade are successful
Design Commission Comments	• N/A
Public Comments	• Numerous neighbors commented about issues such as garage entry location, traffic and parking impacts, tree preservation, and a desire for a stronger "gateway" feature on the N Interstate frontage
Subjects of Contention	• Scale of development was large for a Type II process, and with a short timeline

OUTCOME	
Project achievement of design objectives: *1. Response to Context* *2. Public realm/ground floor* *3. Quality and Permanence*	1. West elevation is a mix of different colors and materials; some balconies are shallower than others; generally, the overall massing was not discussed much during the Type II review. 2. The ground floor residential porches and stoops on the eastern face are highly successful and show a clear sense of ownership by residents. Landscape, setback, and height of porches are key details. 3. Metal paneling is somewhat flimsy, but concrete patch coating detail was considered successful. Less successful were concrete wall surfaces along N Interstate Ave.
Design issues evident in the result	Attempt to break down the large mass of the building was not entirely successful; still reads like a large mass. A lot of blank concrete wall surfaces along N Interstate Ave.

PROCESS	
Did the process result in a successful built outcome?	The project displays many successful elements, such as the pleasantly lived-in ground floor porches, and some material details that were less successful, such as concrete wall along Interstate, west elevation colors, and metal paneling.
Was the process successful?	The process was fairly quick and rudimentary, and it may have been more successful with a review with more attention to massing and creating a sense of gateway along N Interstate Ave.
What steps could have been improved or avoided altogether?	Because of its location outside the Central City, the project only required Type II review, but for a project of this scale, Type III review may have been warranted.

BUILDING 7

MARVEL 29

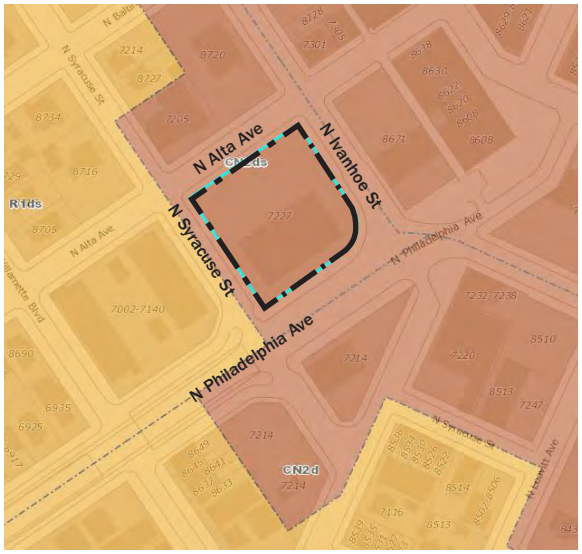
View of eastern corner of building

Project concept rendering after 2014 modifications to exterior design. Courtesy Daily Journal of Commerce via PHK Development.

PROJECT INFO

4-story apartment building with ground floor retail and live-work spaces. 165 residential units with 132 parking spaces in subsurface garage.

Address	7227 N Philadelphia Ave
Architect/Developer	Ankrom Moisan Arch./Patrick Kessi
Zone	CN2
Overlays	d, s
Comp Plan	NC
Year Built	2013
Procedure Type	Type II
Neighborhood	Cathedral Park
Building Area	127,720 sf
Site Area	0.9 ac
Staff Decision	Approve with Conditions



ZONING MAP

PROCESS TIMELINE

Submittal
Aug. 8, 2012

Application Complete
Aug. 29, 2012

Decision
Nov. 15, 2012

Total Days (Complete to Decision):
78 DAYS

QUALITATIVE ASSESSMENT

GUIDELINES	
What criteria were applied?	• Community Design Guidelines • St. Johns/Lombard Plan District Design Guidelines
What guidelines seemed to guide decisions?	Guidelines about fitting with context, particularly the plan area character, and guidelines relating to the pedestrian experience seemed to guide decisions.
Design issues evident in the result	The ground level appears monotonous and repetitive with few interesting elements for pedestrians. The roofline seems crude and chopped off. The project missed an opportunity to create a distinctive landmark at this highly visible intersection.

KEY ISSUES RAISED DURING REVIEW	
Major Staff Report Findings	• The building's curved form, facade design, and proposed materials, particularly the copper verdigris and brick, help respond to the context visually in terms of other buildings and features. • Though height and scale of the development are unprecedented in the area, they are allowed under the Plan District guidelines. • Development will enliven the pedestrian environment with retail and new residents.
Design Commission Comments (DAR)	• N/A
Public Comments	• Substantial written input from local Main Street organization with specific feedback about massing, scale, and pedestrian experience • Letter from neighborhood association supporting project but with concerns about massing and scale relative to context • Community member requesting denial of the project
Subjects of Contention	• Neighbor concerns about massing and relationship to context

OUTCOME	
Project achievement of design objectives: *1. Response to Context* *2. Public realm/ground floor* *3. Quality and Permanence*	1. The upper story has a "chopped" feeling, and could have been improved by a trellis or similar feature. 2. Ground floor live-work has little interaction with the street, and the pedestrian environment is not very inviting. 3. The north and west facades display lower quality materials than the south and east.
Design issues evident in the result	The ground level appears monotonous and repetitive with little interesting elements for pedestrians. The roofline seems crude and chopped off. The project missed an opportunity to create a distinctive landmark at this highly visible intersection. The north and west elevations were not treated with as much care as the other street-facing facades.

PROCESS	
Did the process result in a successful built outcome? Explain.	The building does not fit well within its context, particularly in terms of its unarticulated roofline, but also in terms of creating a better pedestrian experience at the foot of the St. Johns Bridge.
Was the process successful? Why or why not?	The process was not entirely successful in that it did not produce a building that reflects the character of the area in any marked way; public input was perhaps not sufficiently incorporated or addressed.
What steps could have been improved or avoided altogether?	More close attention of the ground floor treatment may have resulted in a better outcome. A Type III process could have resulted in more careful review.

BUILDING 8

THE MISS

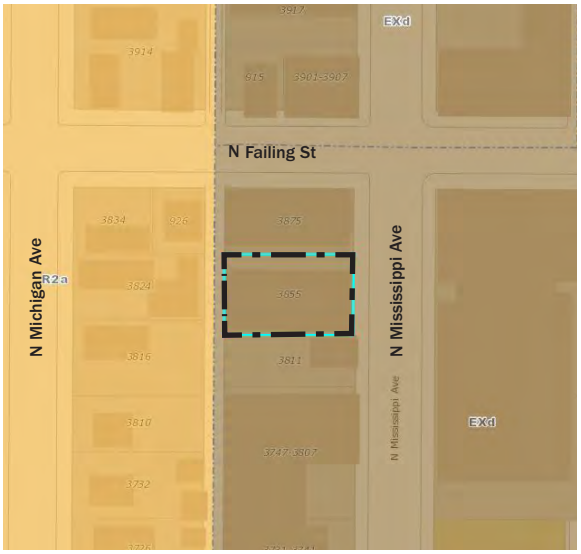
View of building from N Mississippi St

View of alleyway access to ground floor units

PROJECT INFO

4 story, 25 unit apartment building with one retail and one live/work space on the ground floor.

Address	3855 N Mississippi Ave
Architect/Developer	Fosler Architecture/Mark Madden
Zone	EX
Overlays	d
Comp Plan	EX
Year Built	2012
Procedure Type	Community Design Standards
Neighborhood	Boise
Building Area	15,587 sf
Site Area	0.1 ac
Staff Decision	Approve



ZONING MAP

PROCESS TIMELINE

Neighborhood Meetings
Dec. 12, 2011
Jan. 9, 2012

Submittal
Jan. 31, 2012

Planning & Zoning Sign-Off
March 12, 2012

Permit Issued
May 29, 2012

Total Days:
(Submittal to Sign-Off)
41 DAYS

QUALITATIVE ASSESSMENT

STANDARDS	
What criteria were applied?	• Community Design Standards
What standards or other factors seemed to guide design decisions?	The older building to the south seemed to drive the design concept, albeit at a much larger scale.

KEY ISSUES RAISED DURING REVIEW	
Major Staff Report Findings	• Project switched to meet Community Design Standards instead of going through design review
Design Commission Comments (DAR)	• N/A
Public Comments	• Project team met with neighborhood association multiple times through design process, and design was generally well-received.
Subjects of Contention	• None identified

OUTCOME	
Project achievement of design objectives: *1. Response to Context* *2. Public realm/ground floor* *3. Quality and Permanence*	1. The building appears to emulate next-door Pistils Nursery, which itself is unique for the neighborhood context; studying context beyond neighboring building would have been desirable. 2. Ground floor does not currently engage the sidewalk, and building's side yard is separated from sidewalk by metal fence. 3. Some materials, such as awnings and window casements, may not have met expectations for quality.
Design issues evident in the result	Despite efforts to match the lively facade of the older building, the pedestrian level seems dark and lacks interest for pedestrians that could have been achieved with more attention to detail at the street level.

PROCESS	
Did the process result in a successful built outcome?	The project echoes its next door neighbor. Its wood cladding gives it warmth and scale that feels comfortable on the street. Higher quality detailing and more attention to details at the ground floor would have been beneficial.
Was the process successful?	The project opted out of design review in favor of the Community Design Standards. Before this, a letter from staff noting incomplete application asked for elevations and drawings of elements in the pedestrian environment; had the project gone through Type II review, better ground floor results might have been achieved.
What steps could have been improved or avoided altogether?	The project switched to the Community Design Standards late in its process. If the applicant had taken this route when advised of its possibility, the process could have been smoother. Alternatively, if the project had opted for Type II review, the ground floor and public realm may have been more refined.

BUILDING 9

HOLLYWOOD APARTMENTS

View from NE Sandy Blvd

Historic marquee sign on Hollywood Theatre

Project concept rendering shown at Early Assistance meeting

PROJECT INFO

4-story mixed use building with 27 residential units over 5 individual commercial spaces. 12 parking spaces provided on-site. Located next to the historic Hollywood Theater.

Address	4111 NE Broadway
Architect/Developer	Mhyre Group Arch./Creston Homes
Zone	CS
Overlays	d
Comp Plan	UC
Year Built	2013
Procedure Type	Community Design Standards
Neighborhood	Hollywood
Building Area	36,718 sf
Site Area	0.3 ac
Staff Decision	Approve

ZONING MAP

PROCESS TIMELINE

Early Assistance
May 10, 2011

Submittal
June 29, 2011

Planning & Zoning Sign-Off
Sept. 14, 2011

Permit Issued
Nov. 17, 2011

Total Days:
(Submittal to Sign-Off)
77 DAYS

QUALITATIVE ASSESSMENT

STANDARDS	
What criteria were applied?	• Community Design Standards (opted out of design review) • Hollywood and Sandy Plan
What standards or other factors seemed to guide design decisions?	Decisions were guided by the objective Community Design Standards, as the project opted for this route instead of Type II review.

KEY ISSUES RAISED DURING REVIEW	
Major Staff Report Findings	• N/A
Design Commission Comments (DAR)	• N/A. Staff strongly recommended DAR, but it did not take place, and the project proceeded under Community Design Standards.
Public Comments	• Members of the public, including founders of the current Hollywood Theater, expressed concerns about the new building obscuring the theater's terra cotta tower and marquee sign • Concern about walkability of Sandy Blvd
Subjects of Contention	• Lack of connection or respect for historic Hollywood Theater marquee signage • Quality of materials

OUTCOME	
Project achievement of design objectives: *1. Response to Context* *2. Public realm/ground floor* *3. Quality and Permanence*	1. The historic Hollywood Theater sign and tower were not respected or celebrated to the extent possible. 2. One restaurant space creates active use, but much of the ground floor does not connect to the street. 3. The stucco and other details and the differing language of facades did not speak to a sense of quality and permanence.
Design issues evident in the result	Example of complying with standards but missing the larger opportunity to highlight and reinforce an important community space, which the building turns its back to.

PROCESS	
Did the process result in a successful built outcome?	The stucco and brick on different sides of the building create an incoherent set of facades; the volume projecting over the right-of-way at the corner was allowed under oriel window standards, though in the Early Assistance meeting these were flagged as needing PBOT review as they were not only windows but a projection into the right-of-way.
Was the process successful?	Through massing, cladding, and details, this building could have helped strengthen a very important center in the community rather than appearing like it could be anywhere.
What steps could have been improved or avoided altogether?	The project navigated away from design review to avoid the associated risk of appeal and the extensive process and fees. Staff recommended a DAR that could have helped to reduce risk of appeal, and design review may have helped to create a better building, but the project team felt it was more feasible (i.e., less risk of appeal and less added cost and time) to pursue Community Design Standards.

BUILDING 10

ASH STREET COURTYARD

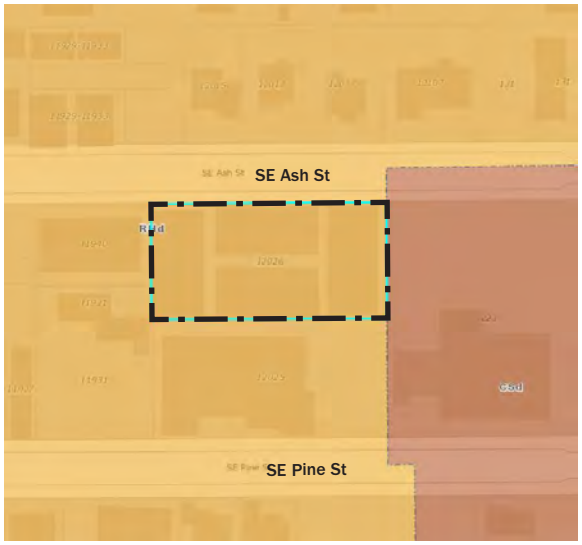
View from SE Ash St

Internal walk between apartment buildings

PROJECT INFO

2-story courtyard apartment building with 47 residential units.

Address	12026 SE Ash St
Architect/Developer	Jivanjee Circosta Architecture/Ash Street LLC
Zone	RH
Overlays	d
Comp Plan	RH
Year Built	2010
Procedure Type	Community Design Standards
Neighborhood	Hazelwood
Building Area	29,814 sf
Site Area	0.5 ac
Staff Decision	Approve (conditions?)



ZONING MAP

PROCESS TIMELINE

Submittal
March 10, 2009

Planning & Zoning Sign-off
April 5, 2010

Permit Issued
Aug. 13, 2010

Total Days:
(Submittal to Sign-Off)
391 DAYS

QUALITATIVE ASSESSMENT

STANDARDS	
What criteria were applied?	• Community Design Standards
What standards or other factors seemed to guide design decisions?	Roof pitch tries to echo single family housing, windows and trim, and cladding.

KEY ISSUES RAISED DURING REVIEW	
Major Staff Report Findings	• N/A. Zoning checksheet suggests that the project was approved with no comments or questions about the application.
Design Commission Comments (DAR)	• N/A
Public Comments	• N/A
Subjects of Contention	• N/A

OUTCOME	
Project achievement of design objectives: *1. Response to Context* *2. Public realm/ground floor* *3. Quality and Permanence*	1. The project does not particularly blend with or stand out from its primarily large-lot single family context. Roof pitches seem to nod to single family development, but site design and street-facing facades do not. 2. The ground floor and public realm are not welcoming and create potentially unsafe conditions for pedestrians in the site's interior. 3. The project would likely fall short of expectations for quality and permanence; for example, the open metal grating of the elevated walkways between buildings does not create a high-quality pedestrian experience for people walking below.
Design issues evident in result	Absence of any detail along the street, imposing and monotonous retaining wall, entry points that seem constricted and potentially dangerous for users. Institutional in massing and form.

PROCESS	
Did the process result in a successful built outcome?	While the project was successful in creating housing units at a higher density, it creates an unfriendly pedestrian condition that deadens the street through fencing, utility placement, and narrow interior walkways that are not visible from the street. No sense of shared or semi-private space; exterior hallway and ground floor facing the lot line does not buffer well from the public street.
Was the process successful?	The process was not entirely successful because the quality of the public realm and ground floor lack thoughtful design.
What steps could have been improved or avoided altogether?	The process did not address some basic elements of the pedestrian environment, such as location of utilities or security fencing. While the base zones do address some of these issues, the Community Design Standards lacked objective criteria to regulate the most impactful elements to the pedestrian and resident experience in this particular project.

BUILDING 11

THE WILMORE

View of building from N Williams Ave

Cladding on western facade of building

Project concept rendering. Courtesy Studio 3 Architecture.

PROJECT INFO

4-story, 45' tall mixed-use building. 65 residential units over retail space. 35 parking spaces provided on site.

Address	4357 N Williams Ave
Architect/Developer	Studio3 Architecture/Marathon Acq. & Development
Zone	EX/R1
Overlays	d, a
Comp Plan	EX/R1
Year Built	2014
Procedure Type	Community Design Standards
Neighborhood	Humboldt
Building Area	80,697 sf
Site Area	0.7 ac
Staff Decision	Approve (conditions?)

ZONING MAP

PROCESS TIMELINE

Early Assistance
Nov. 27, 2012

Submittal
July 12, 2013

Planning & Zoning Sign-off
Oct. 2, 2013

Permit Issued
Oct. 31, 2012

Total Days:
(Submittal to Sign-Off)
82 DAYS

QUALITATIVE ASSESSMENT

STANDARDS	
What criteria were applied?	• Community Design Standards
What standards seemed to guide decisions?	The Community Design Standards for structures in EX zones guided decisions. As part of early assistance, issues noted included the need to provide a landscape plan (to clarify buffer and parking landscape area requirements), meeting cornice requirements, and meeting the standard for a 2' base that is distinguished from the rest of the building.

KEY ISSUES RAISED DURING REVIEW	
Major Staff Report Findings	• N/A
Design Commission Comments (DAR)	• N/A
Public Comments	• Neighborhood contact was required under Community Design Standards, but no specific comments were apparently documented
Subjects of Contention	• N/A

OUTCOME	
Project achievement of design objectives: *1. Response to Context* *2. Public realm/ground floor* *3. Quality and Permanence*	1. The large massing and repetitive forms do not fit very well with the scale of the neighborhood. 2. The ground level does not read like a retail environment, with blank walls that constantly shift and dark glass. 3. The cladding materials are of lower quality on the back side of the building. The brick cladding used on the projecting volumes could have been better suited to the inset volumes instead, so that the "heavier" material was more suggestive of strength and support rather than appearing as a thin veneer.
Design issues evident in the result	Recessed entries and dark window panes make it difficult for each retail space to have a unique relationship to the street. The back and front facades of the building differ significantly, creating an odd condition for the surrounding neighborhood.

PROCESS	
Did the process result in a successful built outcome?	Despite efforts to reduce the mass through oriel windows, the repetition of bays, materials, and colors seems to reinforce the building's large mass. The street level contains little of interest to people walking.
Was the process successful?	Although the development added new housing to the area, its block-long size and repetition of materials and forms present a monolithic face to the community, with little added to the pedestrian experience.
What steps could have been improved or avoided altogether?	The project may have been improved with a Design Advice session to address massing and scale. Though a building of its scale has a significant impact to the neighborhood, it was exempt from discretionary design review only because of its location.

BUILDING 12

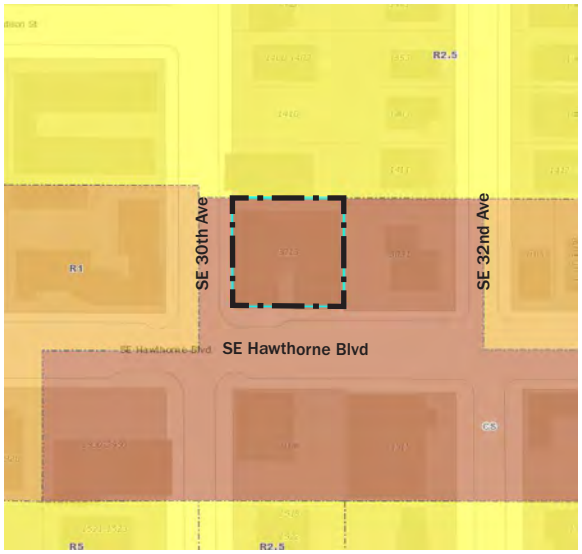
SE HAWTHORNE & SE 30TH APARTMENTS

View of building from SE Hawthorne Blvd

PROJECT INFO

50 residential unit apartment building with no commercial uses and no parking provided on site.

Address	3013 SE Hawthorne Blvd
Architect/Developer	Creston Homes
Zone	CS
Overlays	n/a
Comp Plan	UC
Year Built	2013
Procedure Type	Zoning code standards review
Neighborhood	Sunnyside
Building Area	29,521 sf
Site Area	0.2 ac



ZONING MAP

PROCESS TIMELINE

Submittal
June 26, 2012

Planning & Zoning Sign-off
Oct. 2, 2012

Permit Issued
Oct. 31, 2012

Total Days:
(Submittal to Sign-Off)
68 DAYS

QUALITATIVE ASSESSMENT

STANDARDS	
What criteria were applied?	• Title 33 Base Zone Standards
What standards seemed to guide decisions?	Title 33 base zone standards guided all decisions.

KEY ISSUES RAISED DURING REVIEW	
Major Staff Report Findings	• N/A
Design Commission Comments (DAR)	• N/A
Public Comments	• N/A
Subjects of Contention	• N/A

OUTCOME	
Project achievement of design objectives: *1. Response to Context* *2. Public realm/ground floor* *3. Quality and Permanence*	1. The building's form attempts to mimic its single-family residential context to the north, but its massing and scale make this aesthetic feel misplaced. 2. The ground floor has no engagement of the street, and ground floor windows look directly into units. 3. The quality of materials is questionable, and the scale of the building makes the choice of materials, which are reminiscent of single-family construction, seem inappropriate.
Design issues evident in the result	The ground level contains little of interest to pedestrians, which breaks from prevalence of a wide range of uses and frontages along the street.

PROCESS	
Did the process result in a successful built outcome?	The building looks and feels out of place in its context along busy Hawthorne Street. It also lacks an engaged ground floor and relationship to the streetscape.
Was the process successful?	The design of the roof forms reflects adjacent residential rooftops, but at the scale of a four-story building, this does not fit into the context well.
What steps could have been improved or avoided altogether?	The size of this project has a significant impact on the character of the corridor. It could have contributed much more if it had been reviewed with stronger criteria.

BUILDING 13

3125 SE DIVISION

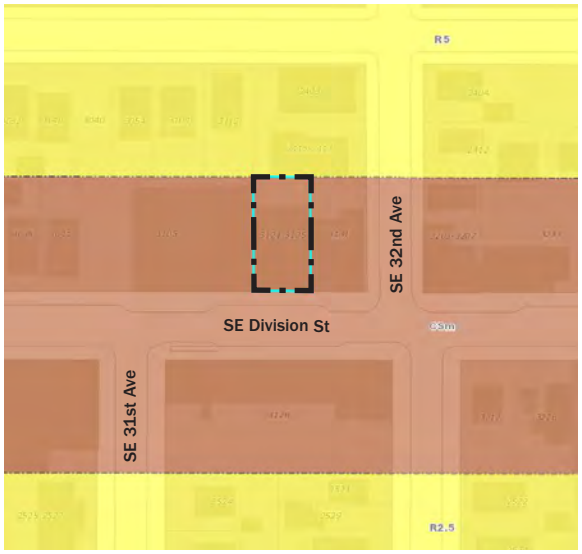
View of building from SE Division St

Main entry to building and adjacent utilities

PROJECT INFO

4 story building with retail spaces and residential lobby on first level and 15 residential rental units on levels 2-4.

Address	3125 SE Division St
Architect/Developer	GBD Architects/PN RE Holdings LLC, MP Real Estate LLC
Zone	CS
Overlays	m
Comp Plan	UC
Year Built	2012
Procedure Type	Zoning code standards review
Neighborhood	Richmond
Building Area	14,777 sf
Site Area	0.1 ac



ZONING MAP

PROCESS TIMELINE

Submittal
June 28, 2011

Planning & Zoning Sign-off
Nov. 18, 2011

Permit Issued
Dec. 9, 2011

Total Days:
(Submittal to Sign-Off)
143 DAYS

QUALITATIVE ASSESSMENT

STANDARDS	
What criteria were applied?	• Title 33 Base Zone Standards
What standards seemed to guide decisions?	Title 33 base zone standards guided all decisions.

KEY ISSUES RAISED DURING REVIEW	
Major Staff Report Findings	• N/A
Design Commission Comments (DAR)	• N/A
Public Comments	• N/A
Subjects of Contention	• Metal screen material was not clearly drawn in application submittal, and end product looked very different from submitted elevations

OUTCOME	
Project achievement of design objectives: *1. Response to Context* *2. Public realm/ground floor* *3. Quality and Permanence*	1. The building looks awkward in its context as a single, massive volume with no articulation. 2. The ground floor entrance is adjacent to external utilities, and does not create activity or a place to be on the street. More perforations in the screen may have led to better transparency and relationship with the street. 3. The screening material is unsuccessful and does not allow a pleasing relationship with the street. Materials are lasting, but not used in an engaging way.
Design issues evident in the result	The placement of a dense metal screen over the windows transforms this apartment building into something that resembles a storage facility. Furthermore, the elements along the street frontage do not contribute to a positive pedestrian experience; the experience is almost entirely a negative one.

PROCESS	
Did the process result in a successful built outcome?	The project adds architectural diversity to the streetscape, but the overall built outcome does not add life or activity to the public realm, nor does it attempt to fit with the surrounding context.
Was the process successful?	The project meets the Title 33 base zone standards, but does not necessarily meet the intent; the process was less successful than it could have been in creating a building that fits with its context and contributes to a vibrant pedestrian environment.
What steps could have been improved or avoided altogether?	Through design review, more attention to the impact of the screen and massing could have helped create a better building.

BUILDING 14

3810 SE DIVISION

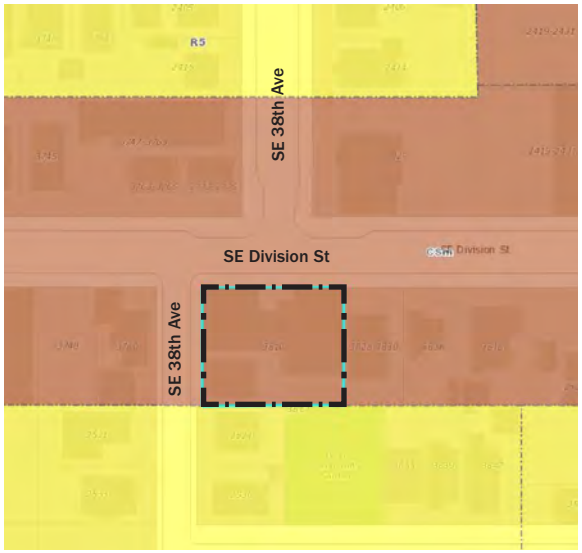
View of building from SE Division St

Plaza space between building and community garden to the south

PROJECT INFO

Mixed-use 4 story building with 23 residential units and 5,000 sf of retail on the ground floor. Adjacent to Ivon Community Garden. Project relocated existing house to avoid demolishing.

Address	3810 SE Division St
Architect/Developer	FBD Architects/Urban Development+Partners
Zone	CS
Overlays	m
Comp Plan	UC
Year Built	2010
Procedure Type	Type II (Adjustment Review)
Neighborhood	Richmond
Building Area	28,117 sf
Site Area	0.3 ac



ZONING MAP

PROCESS TIMELINE

Submittal
March 20, 2009

Planning & Zoning Sign-off
May 29, 2009

Permit Issued
Apr. 2, 2010

Total Days:
(Submittal to Sign-Off)
70 DAYS

QUALITATIVE ASSESSMENT

STANDARDS	
What criteria were applied?	• Title 33 Base Zone Standards
What standards seemed to guide decisions?	Title 33 base zone standards guided all decisions.

KEY ISSUES RAISED DURING REVIEW	
Major Staff Report Findings	• Project complies with Adjustment Approval Criteria
Design Commission Comments (DAR)	• N/A
Public Comments	• Concern about lack of parking, added traffic, and building height
Subjects of Contention	• N/A

OUTCOME	
Project achievement of design objectives: *1. Response to Context* *2. Public realm/ground floor* *3. Quality and Permanence*	1. The project team moved an existing house in order to preserve it, and provided a courtyard facing the existing community garden to the south. The courtyard acts as a buffer between the project and the existing, lower-density neighborhood. 2. The ground floor retail creates street activity, and the building's courtyard is a comfortable and inviting space. 3. The materials are of high quality; balconies and other features are well-integrated; and the project achieved LEED platinum certification.
Design issues evident in the result	Although this project was shaped by relatively few standards, the development team incorporated many elements to make it fit better within its particular context, such as generous balconies, a divided massing, interior courtyard and retaining the transitioning form of the house. The result is a pleasant outcome on the street and a respectful gesture to the adjacent neighborhood.

PROCESS	
Did the process result in a successful built outcome?	The built outcome was successful in that it respected and enhanced the surrounding context, added activity to the street, and was thoughtfully designed with high quality materials.
Was the process successful?	The process was successful in that it proceeded smoothly with little effort to comply with standards and receive approval for adjustment -- and still resulted in a high-quality outcome.
What steps could have been improved or avoided altogether?	The project went through plan check and adjustment review, not a design review; in some respects, this reduced burden on the project in terms of fees and paperwork. The outcome was successful in this case because of the project team's desire to create a successful and responsible building.

Short-Form Assessment of Review Criteria and Development Outcomes

Introduction

The three design tenets

At the outset of this project, three key design tenets were identified as fundamental to good design in Portland:

1. Response to Context
2. Public Realm and Ground Floor Design
3. Quality and Sense of Permanence

These tenets are not meant to supersede adopted policies, guidelines and standards, but rather to provide a lens through which to understand them. They represent essential elements of excellent design that are embodied in numerous design standards and guidelines, and generally a high priority focus of the design review process. The tenets are useful for assessing development outcomes and the review criteria because they generally represent broader principles, concepts or outcomes that the guidelines and standards intend to achieve.

Prior to completing the assessment, these design tenets were better defined by relating the concepts to adopted policies of the 2035 Comprehensive Plan and existing design guidelines and standards. This analysis summarizes the varied ways in which the tenets are interpreted and addressed, discusses their relationship to Comprehensive Plan policy goals, and proposes a few essential dimensions of each objective that may be a useful framework for assessing the design guidelines and standards in more detail.

Methodology

The following sections of this report are intended to assess how well the existing design standards and guidelines are helping to achieve the City's design objectives. For each category, the report identifies key findings and examples. In order to provide a baseline for comparison, the report also considers recent buildings and alteration which are not in the d-overlay.

More than 70 new buildings and 43 additions and alterations were examined. The sites represent projects that are:

- Built, with permits completed from 2009 to 2015.
- Multi-story, mixed use and/or apartment developments (if this type was not available, then commercial/office development with 1 to 2 stories was examined).
- Located in a range of geographies where the d-overlay is applied and/or market conditions have yielded a large amount of development within the time period.
- Sites subject to the following standards and guidelines:
    - Community Design Standards – The projects went through a non-discretionary permit review, using the Community Design Standards found in Portland's Zoning Code, 33.218.
    - Community Design Guidelines (Type II Design Review – projects went through a staff-level discretionary review and Type III Design Review – projects went through a hearing process with Design Commission)
    - Central City Fundamental Design Guidelines (Type II and Type III Design Review)
    - Gateway Regional Center Design Guidelines (Type II and Type III Design Review)
    - No d-overlay – the staff used base zone development requirements only.
- In some cases, selected projects highlight design challenges, appeals, or other interesting factors.

While there are more applications for alterations and additions, new buildings tend to have a greater impact; and thus represent the majority of the sample sites and the primary focus of this analysis. Due to the large sample size it was not possible to evaluate the development history of behind each of the sample sites or to complete a site visit for all of them, so the focus of these "short-form" assessments is on the built outcome as viewed through Google maps, Google Street View (all photographs from Google) and similar photographic information. A profile of each example site is attached. This report identifies broader trends and key findings related to development outcomes and the review criteria defined in the design standards and guidelines.

Assessment of review criteria and development outcomes

Community Design Standards (CDS)

Background

The adoption of what are now known as the Community Design Standards (formerly the Supplemental Compatibility Standards) originated with the implementation of the Albina Community Plan. Because the Albina Community Plan mapped several new areas outside the Central City within the d-overlay zone, its adoption prompted the City of Portland to create a two-track system. The creation of this system is required by state law to provide a non-discretionary alternative track in areas where needed housing is proposed. Two areas within the city are not eligible for the two-track system (and thus, cannot use the CDS): Central City and Gateway Regional Center, as state law does not require the two-track system in areas designated as regional centers.

The original standards required design features, such as pitched roofs, front porches, trim, landscaping, and garages that took a less dominant role. These design standards were aiming to be compatible with the character of older established neighborhoods. They applied to areas designated with the d-overlay, as well as locally-designated historic areas in Portland. The CDS are now included in Section 33.218 of the Zoning Code and differ depending on the underlying base zone and uses. They include regulation of street frontage, exterior materials, architectural features, and compatibility with surrounding structures. Properties within historic conservation districts and historic landmarks are subject to additional standards. In the RH, RX, C, and E zones, structures that are entirely residential can choose to meet the standards for structures in the R3, R2, and R1 districts, rather than the standards for all structures in RH, RX, C, and E zones.

Buildings Reviewed

In order to evaluate the success of the CDS in achieving the City's design objectives we considered 22 new buildings and 11 recent additions and alterations. The examples are focused on the RH, RX, C and E Zones, which are subject to the design standards in 33.218.140 (or if all residential 33.218.110).

Building #	Neighborhood	Address	Year Built	New/Alteration
A-1	Arbor Lodge	6906 N Greenwich Ave	2014	New
A-2	Arbor Lodge	6924 N Greenwich Ave	2012	New
A-3	Cathedral Park	9000 N Ivanhoe St	2010	New
A-4	Cathedral Park	6819 N Salem Ave	2013	New
A-5	Cathedral Park	6855 N Burlington Ave	2013	New
A-6	Eliot	2955 NE MLK Jr Blvd	2013	New
A-7	Glenfair	300 SE 148th Ave	2010	New

A-8	Hazelwood	450 SE 127th Ave	2013	New
A-9	Hazelwood	14060 E Burnside St	2014	New
A-10	Hillsdale	6363 SW Capitol Hwy	2014	New
A-11	Hollywood	4110 NE Tillamook St	2012	New
A-12	Hollywood	3910 NE Tillamook St	2014	New
A-13	Hollywood	1521 NE 41st Ave	2015	New
A-14	Kerns	2530 NE Oregon St	2012	New
A-15	Kerns	2445 NE Pacific St	2013	New
A-16	Northwest District	1222 NW 18th Ave	2014	New
A-17	Northwest District	2250 NW Thurman St	2013	New
A-18	Northwest District	1415 NW 19th Ave	2012	New
A-19	Northwest District	2651 NW Thurman St	2014	New
A-20	Northwest District	1607 NW Davis St	2013	New
A-21	Overlook	5120 N Interstate Ave	2013	New
A-22	Overlook	3966 N Interstate Ave	2008	New
A-23	Arbor Lodge	1600 N Colfax St	1949	Alteration
A-24	Boise	17 N Shaver St	1946	Alteration
A-25	Foster-Powell	5035 SE 82nd Ave	1969	Alteration
A-26	Hazelwood	401 NE 139th Ave	2012	Addition
A-27	Hillsdale	6250 SW Capitol Hwy	1925	Addition
A-28	King	5824 NE MLK Jr Blvd	1945	Addition
A-29	Multnomah	7634 SW Capitol Hwy	N/A	Addition
A-30	Northwest District	2465 NW Thurman St	1977	Addition
A-31	Northwest District	610 NW 17th Ave	1952	Alteration
A-32	Northwest District	2025 NW Overton St	1948	Alteration
A-33	St. John’s	8803 N Lombard St	1906	Alteration

Key Findings

- Development on some corridors subject to the CDS seems to overwhelm its surroundings. Standards seem to address parts of buildings but do not address very well the relationship to context, significantly breaking down large building masses, or activating the ground level.
- Because many ground floor design and massing fundamentals are now covered by the base zones and other standards, there is not much “left on the table” for the Community Design Standards (CDS). For example, building setbacks on a Transit Street or in a Pedestrian District and the orientation of a building to the street corner are addressed in the commercial

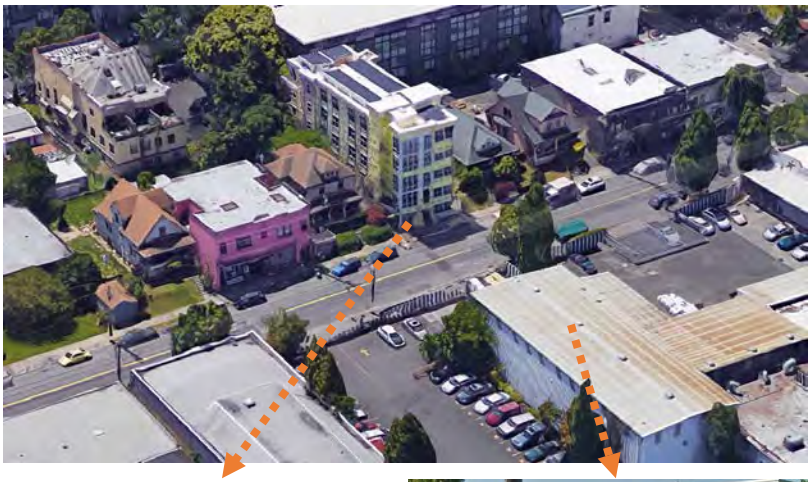
zones. Buildings in CS (or other commercial zones) that were subject to the CDS were not substantially different in appearance from those that were not.

- A number of the case study buildings have top floors which are cantilevered over the ground floor. This appears to be a relatively recent design preference on the part of builders. It is possible that its current popularity is being incentivized by a number of standards working in combination including: zero setback, required 2 feet of landscaping (for ground floor residential), façade variations, and required weather protection. While not necessarily a problem, in some circumstances the ground floor can end up looking less like a full floor and more like an oversized daylight basement.
- The CDS, which were originally created with the Albina area in mind, embody an architectural style, or elements of a style, in an attempt to create consistency. Creating context-sensitive standards is challenging, for a few reasons outlined below.
    - The immediate context of any particular building may differ from the style embodied in the standards, either due to localized differences or an emerging style that is becoming more prevalent than the original.
    - Specific architectural elements (roof forms, window shapes, trim) incorporated separately from a broader architectural style may no longer be recognizable as consistent with a prevailing character.
    - Windows are required to be square or vertical, presumably to be consistent with traditional styles, but this no longer be effective when the design departs from many other traditional conventions. If the entire style intended for the building is to be consistent with traditional forms, then the elements prescribed by the CDS can result in a generally successful and coherent design.
- The CDS are not sufficiently comprehensive to guide development to be a unifying contributor to the streetscape. The standards are not wide-ranging enough to either (a) require a design to fully adopt the broad range of elements necessary to embody a successful architectural style; or (b) allow variation in styles so that buildings can respond to nuanced contexts (e.g., some of the requirements are very prescriptive—such as roof forms or window shapes—which limits the opportunity for a building designed under these standards to be unique).
- While the CDS does prohibit certain materials, it does not address issues related to the appearance of “authenticity” of materials (e.g. the thickness of faux stone or brick veneers). Vinyl and aluminum siding are permitted in certain circumstances (residential-only buildings).
- Windows are required, which provides “eyes on street.” However, when glazing is set in the same plane with the siding instead of being recessed inside the window casing, it can give the impression that the walls are very thin. This impression may be appropriate in a glass tower, but may feel insubstantial when walls are intended to appear solid, as with panel construction.

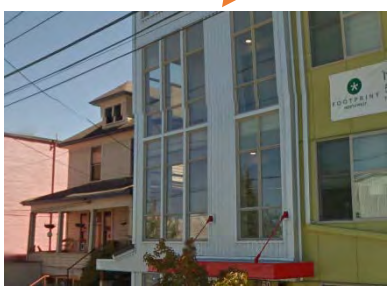
- The requirement for window trim that is at least 3-1/2 inches wide can result in “picture frame” trim rather than functional window frames (frames constructed like a picture frame with mitered joints at all four corners and attached over the siding). These can look inauthentic and also can allow infiltration of water at the top corners.

Examples: Response to Context

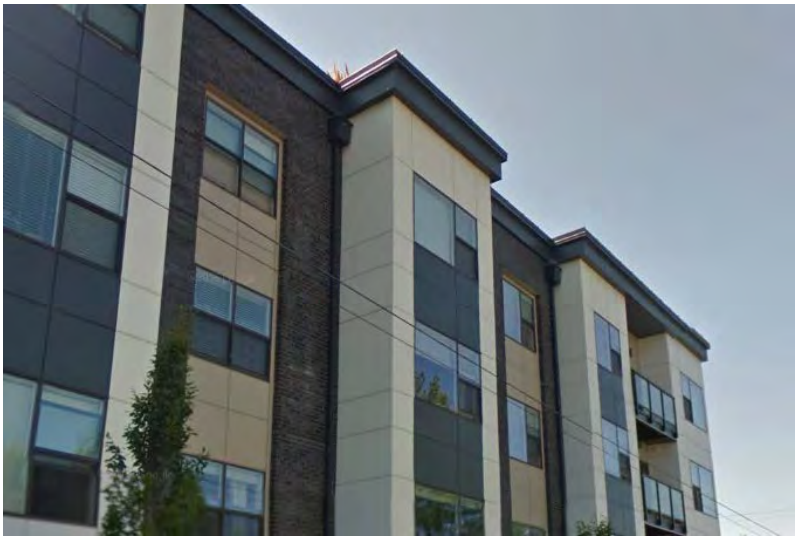
This building’s style and proportions contrast with the adjacent homes, but the roof form, height, and materials are more consistent with its wider context.



The metal cladding of the new residential building may take inspiration from the industrial character of the area.



The blue building, which is new construction, responds to the context and provides a transition from commercial to residential, but is less successful in relation to the street corner.	

The very substantial cornices on both of these buildings may be partly caused by the CDS requirement for a specific and traditional cornice form. In the absence of a wider range of traditional design elements, the cornice does not produce a coherent traditional aesthetic.	 
The design of this commercial building is not responsive to the opportunity presented by a prominent corner location. The façade facing the corner looks like the back side of the building.	

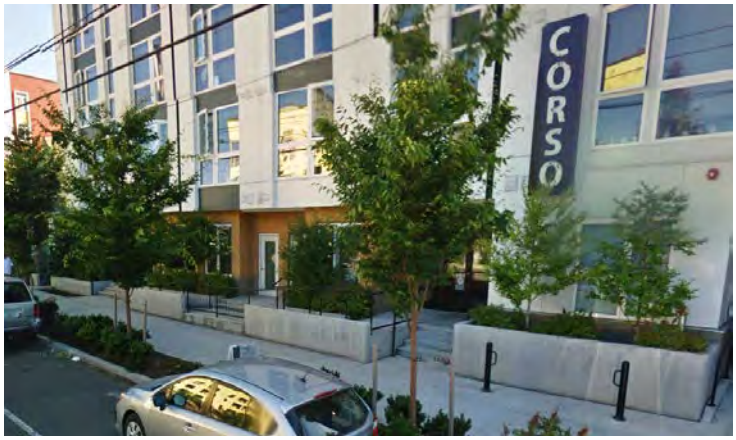
Examples: Ground Floor Design and Public Realm

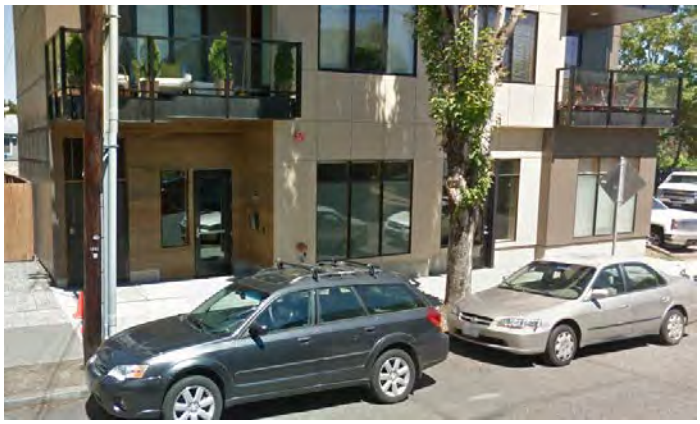
The combination of four elements creates an unwelcoming public realm in these three examples:

1. Low ground floor height
2. Overhanging façade
3. Minimal landscaping
4. Covered windows.

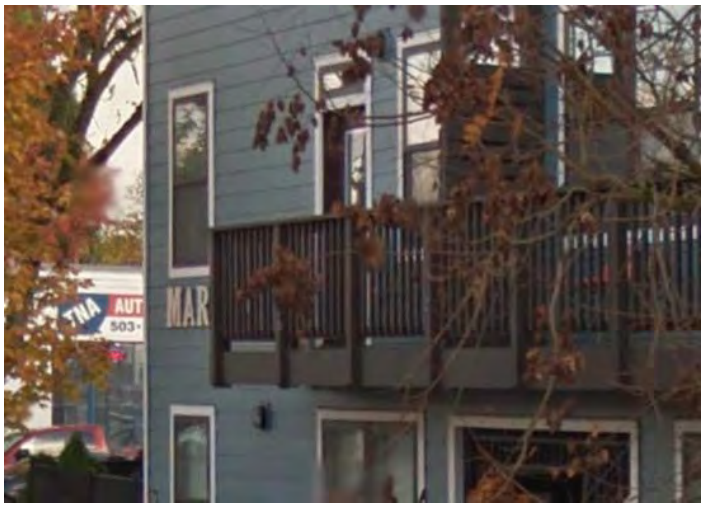
The overhang in these examples may be driven by the need to meet articulation standards of 33.218.110(E) and landscaping standards of 33.218.110(A) while maximizing the building envelope.

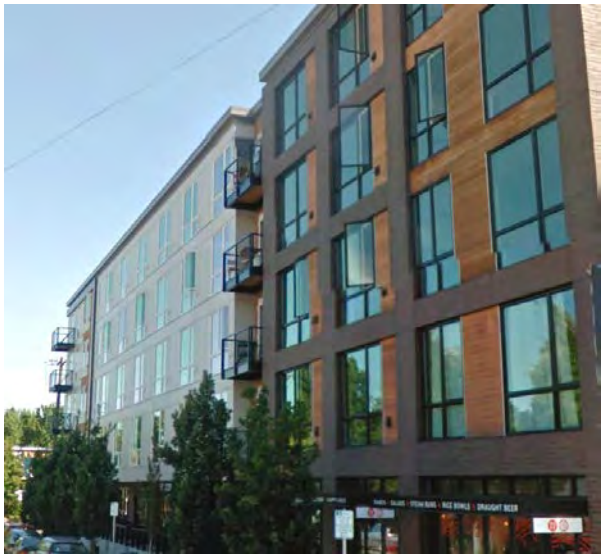
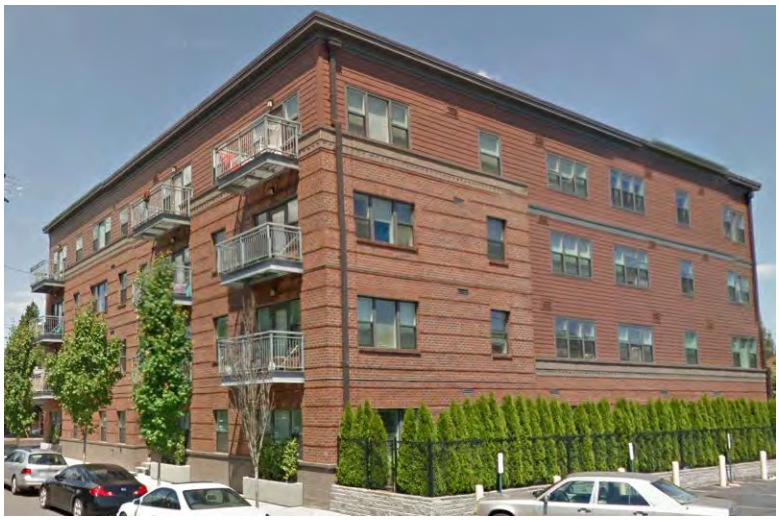
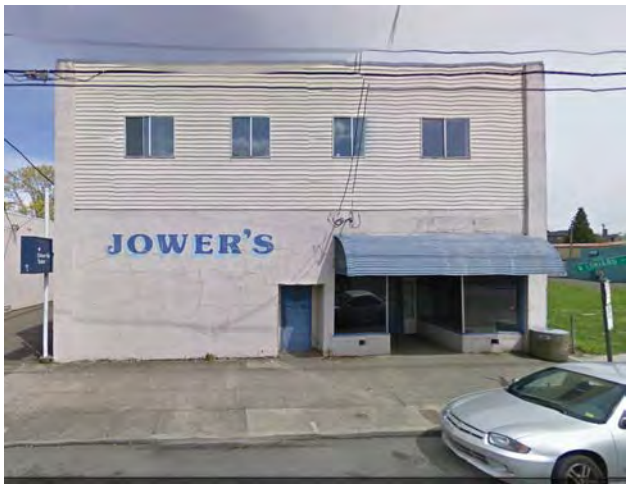
The ground floor entrances, brick, and more substantial landscaping improve this public realm, but the low ground floor height limits its appeal.



A ground floor can be built to the lot line, made visually distinct from upper floors, and include windows, but still lack visual interest.	
Windows for ground floor housing are often covered to preserve privacy. Windows are not inherently interesting; they need to frame views of people, things and activity.	
This recent alteration shows a much-improved public realm, including landscaping, defined base, permeability of the structure, and outdoor seating.	 

Examples: Quality and Sense of Permanence

The metal cladding on this building may be perceived as thin or impermanent. However, the inset windows provide a positive impression of the solidity of the brick wall.	
The trim on these windows meets the standard for width, but the lack of depth or functional integration with the window gives the façade a thin, planar look that may read as low-quality.	

The use of brick, wood, and articulation on the right side of this building gives an impression of quality and textural detail. However, the smooth, planar look of the left side of the building looks relatively insubstantial.	
This building promotes permanence by using high-quality materials and attention to detail. Inset window glazing and the use of window sills create a sense of authenticity.	
This recent alteration shows dramatic improvement in terms of quality of materials used as well as in the expanded ground floor windows.	

Community Design Guidelines

Background

Most areas within the d-overlay that are outside the Central City or Gateway Regional Center use the Community Design Guidelines. The Community Design Guidelines were adopted in 1998 and updated in 2008. They are mandatory approval criteria that must be met as part of design review and historic design review. Many examples are provided of how these guidelines may be met in various districts of the city. The intent is to allow flexibility in how projects meet these guidelines. During the design review process, the reviewing body (Design Commission or City staff) must find that the proposal meets each guideline. Applicants may request that the City consider modifications of site-related development standards as part of the design review process. However, it is unclear whether the reverse is also true (i.e. whether compliance with the Community Design Guidelines could lead the City to require a modification of the site-related development standards of the base zone in order to approve a building). Some areas, such as the King's Hill Historic District and the Terwilliger Design District, have their own guidelines; however, this analysis is limited in focus to the Community Design Standards.

Buildings Reviewed

In order to evaluate the success of the Community Design Guidelines in achieving the City's design objectives we considered 20 new buildings and 2 recent alterations. Of these 5 were subject to Type III review by the Design Commission and the remainder were reviewed by staff as Type II.

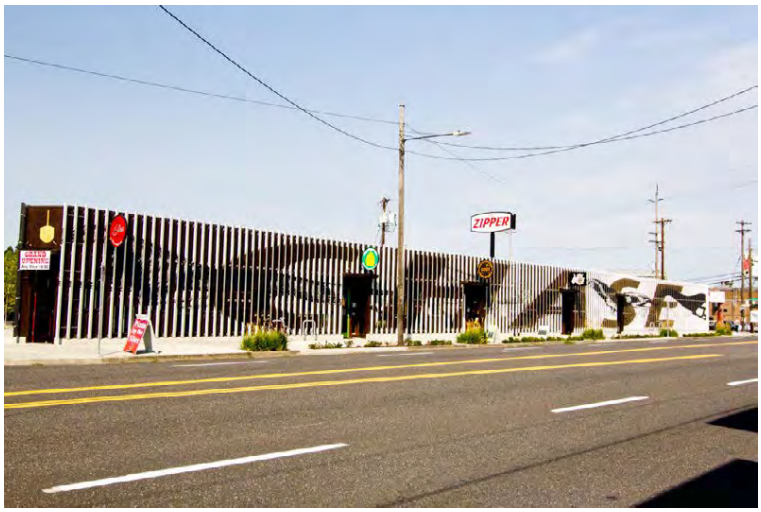
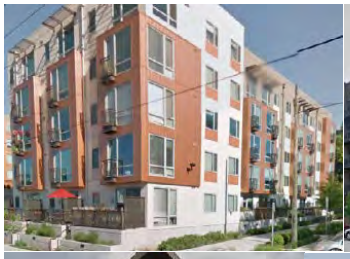
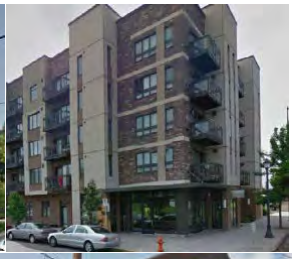
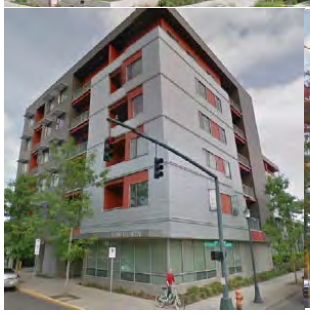
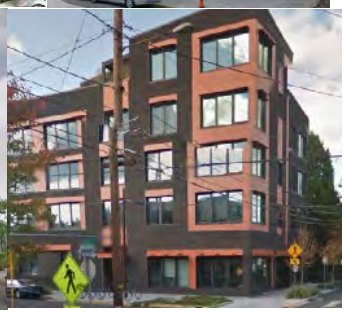
Building #	Neighborhood	Plan District	Address	Year Built	New/Alteration
B-1	Boise	N/A	33 N Beech St	2013	New
B-2	Boise	N/A	3529 N Williams Ave	2015	New
B-3	Boise	N/A	3600 N Williams Ave	2011	New
B-4	Boise	N/A	3530 N Vancouver Ave	2015	New
B-5	Eliot	Albina	3250 NE MLK Jr Blvd	2013	New
B-6	Kerns	Albina	2705 NE Sandy Blvd	2015	New
B-7	Kerns	Albina	455 NE 24th Ave	2012	New
B-8	King	Albina	405 NE Mason St	2014	New
B-9	King	Albina	4150 NE MLK Jr Blvd	2011	New
B-10	King	Albina	375 NE Shaver St	2014	New
B-11	Multnomah	N/A	7837 Capitol Hwy	2010	New

B-12	Northwest District	Northwest	1906 NW Overton St	2013	New
B-13	Northwest District	Northwest	1505 NW 21st Ave	2014	New
B-14	Northwest District	Northwest	2270 NW Savier St	2012	New
B-15	Northwest District	Northwest	2275 NW Raleigh St (now 1606-1616 NW 23rd Ave)	2012	New
B-16	Northwest District	Northwest	1950 NW Raleigh St	2013	New
B-17	Overlook	North Interstate	1455 N Killingsworth St	N/A	New
B-18	Overlook	North Interstate	1450 N Prescott St	2013	New
B-19	St. John's	St. John's	8741 N Lombard St	2014	New
B-20	Sullivan's Gulch	N/A	3215 NE Weidler St	2013	New
B-21	Northwest District	Northwest	1832 NW Raleigh St	1972	Addition
B-22	West Portland Park	N/A	10315 SW Barbur Blvd	2007	Addition

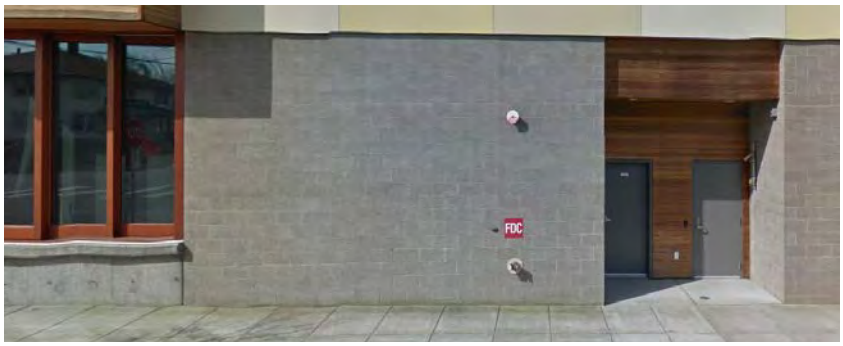
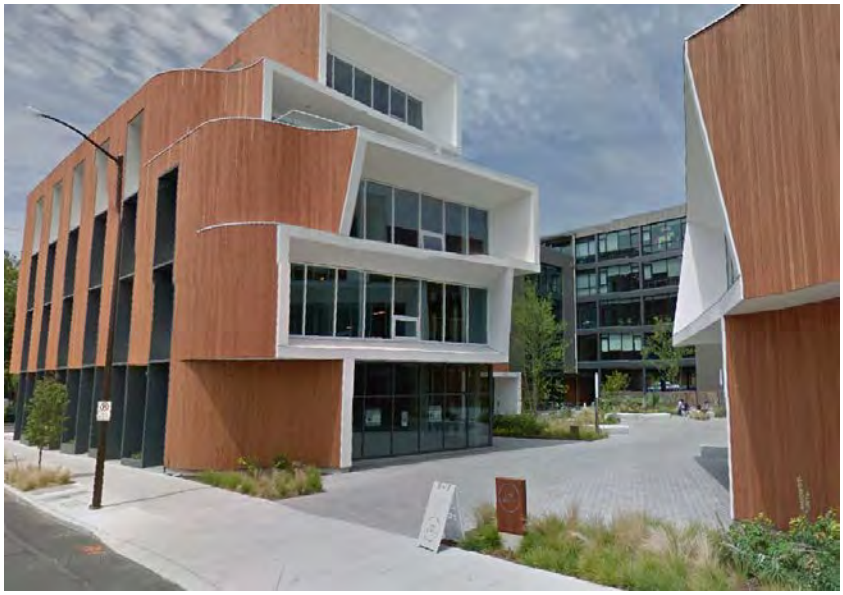
Key Findings

- Overall, the structures built under the Community Design Guidelines appear to reflect a somewhat greater attention to detail than those built under the Community Design Standards. This could indicate the merit of professional judgment in discussions about design, rather than merely following prescriptive standards.
- Similar to the Community Design Standards, many of the ground floor design fundamentals are covered by the base zones and other standards, meaning there is not much "left on the table" for the Community Design Guidelines. Revisions to the guidelines could "raise the bar" and focus on subjects not addressed in the base zones.
- Judging from the site evaluations, the Guidelines result in a greater variety of building forms and appearances than the Community Design Standards. This is expected, as the process is intended to provide greater flexibility in achieving the desired outcomes.
- The Guidelines address "Plan Area Character" by requiring buildings that incorporate "building design features that respond to the area's desired characteristics and traditions." The examples provided are very broad, from protecting trees to replicating a pattern of roads or building massing, to incorporating art or interpretive signs.
- Guideline E3 requires projects to "create a sense of enclosure and visual interest…by incorporating small scale building design features, creating effective gathering places, and differentiating street level facades." Most projects appear to provide these pedestrian amenities, though they suffer from the same issues mentioned under the Community Design Standards.

Examples: Response to Context

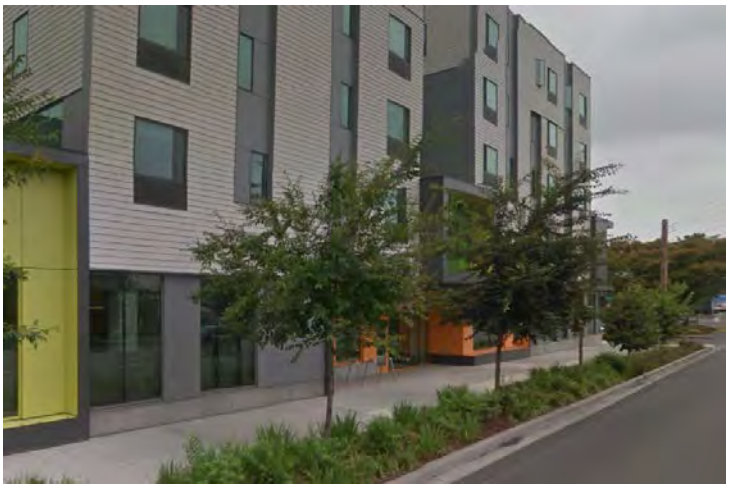
The Guidelines allow for creative use of small, oddly-shaped sites, such as this triangular commercial property along Sandy.	
This common “4-5 over 1” building form varies in its details, but does not seem to address any particular context in a meaningful way. These structures could be in any part of the city.	   

Examples: Ground Floor Design and Public Realm

Grey brick or poured concrete is a common ground floor treatment for mixed-use buildings. Occasional stretches of blank façade exist in some of these projects.	
Guideline D1 requires the creation of “sizeable, usable outdoor areas” connected to the pedestrian circulation system. This office/commercial project provides a public plaza.	

Examples: Quality and Sense of Permanence

The materials used in construction are modest, but the site contains thoughtful details.	
Classic form with quality brick façade.	

In at least one case, we are seeing the “very large cornices” occur under the Guidelines.	
Flat facades and inexpensive materials here are only slightly mitigated by the use of color. These are explicitly low-income units with non-profit commercial space, and perhaps that is a tradeoff appropriate for the Commission to make.	
The design of the parking area on the right makes this building seem unstable. The ground floor has little relation to the upper floors.	

Central City Fundamental Design Guidelines

Background

Projects in the Central City plan district do not have the option to use non-discretionary design standards. These areas are classified as the regional centers for Portland, which allows the city to require the discretionary process. The determination of whether a project must go through a Type II versus a Type III review is either based on the value of the exterior work, the location of the project, or the type of development being proposed. In some cases the thresholds to trigger a Type III are quite low. For example, in the Downtown core of the Central City plan district, a project creating more than 1,000 square feet of new floor area, or an alteration valued at more than $437,750 (2016 dollars) is subject to a Type III Design Review, while in many other subdistricts of the Central City, the threshold for a Type III Design Review is $2,188,650.

The Central City Fundamental Design Guidelines (2001) serve as the “base layer” of design guidelines. However, the Central City Fundamental Design Guidelines identified eight original subdistricts: Downtown, University District, Goose Hollow, River District, Lower Albina, Lloyd District, Central Eastside and North Macadam (South Waterfront was adopted more recently). Most of these areas have location-specific design guidelines. In addition, many areas of the Central City have historic district design guidelines. Where present, these additional guidelines are used in conjunction with the Central City Fundamental Design Guidelines. Further complicating matters, in addition to subdistricts, there are “special areas” in the Central City. While the sub district guidelines play an important role in the results, the scope of this report was limited to the Central City Fundamental Design Guidelines and the broad design outcomes and potential gaps or challenges for implementing the guidelines. These Guidelines emphasize Portland Personality, Pedestrian Emphasis, and Project Design.

Buildings Reviewed

We considered 13 new buildings and 16 recent alterations. All of the new buildings and 8 of the alterations and additions were subject to Type III review. The remaining alterations and additions were subject to Type II review.

Bldg. #	Neighborhood	Plan Subdistrict	Address	Year Built	New or Alteration
C-1	Buckman	Central Eastside	60 SE 10th Ave	2014	New
C-2	Downtown	University District	550 SW College St	2011	New
C-3	Downtown	Downtown	728 SW 9th Ave	2008	New
C-4	Downtown	Downtown/West End	1101 SW Market St	2015	New
C-5	Kerns	Central Eastside	111 NE 6th Ave	2011	New
C-6	Lloyd	Lloyd District	1061 NE 9th Ave	2013	New
C-7	Lloyd	Lloyd District	1306 NE 2nd Ave	2015	New

Bldg. #	Neighborhood	Plan Subdistrict	Address	Year Built	New or Alteration
C-8	Northwest District	River District	2130 NW Front Ave	2014	New
C-9	Pearl	River District	33 NW Broadway	2011	New
C-10	Pearl	River District	1150 NW 9th Ave	2014	New
C-11	Pearl	River District	1455 NW Irving St	2015	New
C-12	South Waterfront	South Waterfront	2730 SW Moody Ave	2013	New
C-13	South Waterfront	South Waterfront	3155 SW Moody Ave	2013	New
C-14	Buckman	Central Eastside	610 SE 6th Ave	1947	Addition
C-15	Downtown	University District	1620 SW Park Ave	1912	Addition
C-16	Downtown	Downtown	300 SW Yamhill St	1990	Alteration
C-17	Downtown	Downtown	1320 SW Broadway	1909	Alteration
C-18	Downtown	Downtown	1025 SW Stark St	1920	Alteration
C-19	Downtown	Downtown	1135 SW Alder St	1920	Addition
C-20	Downtown	Downtown	515 SW Clay St	1962	Alteration
C-21	Downtown	Downtown	300 SW 6th Ave	1982	Alteration
C-22	Lloyd	Lloyd District	1021 NE Grand Ave	1963	Addition
C-23	Lloyd	Lloyd District	1425 NE 7th Ave	1999	Alteration
C-24	Northwest District	Goose Hollow	100 NW 20th Pl	2014	Addition
C-25	Northwest District	Goose Hollow	2057 W Burnside St	1977	Alteration
C-26	Old Town/Chinatown	River District	321 NW Glisan St	1926	Alteration
C-27	Pearl	River District	411 NW Park Ave	1923	Addition
C-28	Pearl	River District	830 NW Everett St	1910	Alteration
C-29	South Waterfront	South Waterfront	4310 SW Macadam Ave	1982	Addition

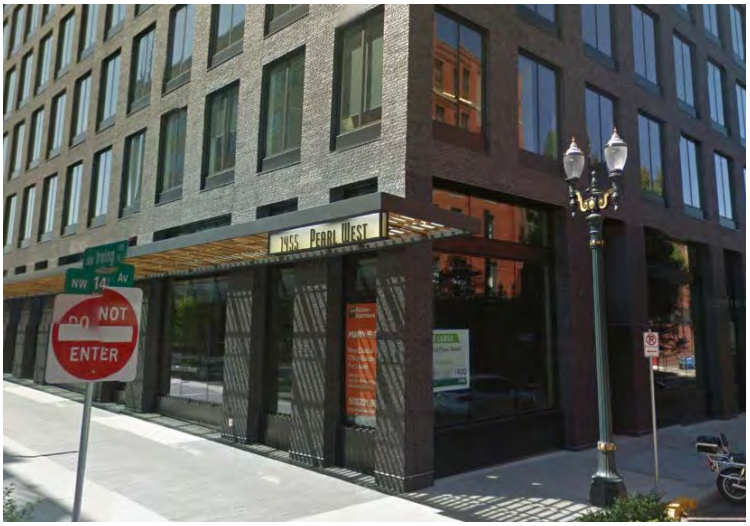
Key Findings

- Several buildings recessed the ground floor and used a cantilevered overhang that spanned most of the building. This design can achieve some level of weather protection called for in Guideline B6, and achieves Guideline D8 (Differentiate the Sidewalk Level of Buildings) but it can also detract from the pedestrian experience by making the public realm feel less prominent and important, limiting natural light, and drawing eyes upward to the more visually prominent upper floors. This outcome may illustrate a shortcoming with the conception of Guideline C8; the guideline speaks to visually differentiating the ground floor, rather than the importance and prominence of the public realm.

- Weather protection (Guideline B6) was not implemented widely. In many buildings, weather protection did not project far enough over the sidewalk or span enough of the width of the building to be practical and effective. In other examples, the weather protection seemed too low or too visually heavy, detracting from the public realm.
- “Stopping and viewing places” (Guideline B4) were rarely implemented. Only two of the 21 examples included some form of built-in seating located along the building frontage, as called for by the guidelines. Many buildings included café seating, and a few provided seating in adjacent plazas or open spaces. This guideline appears to be the least often implemented of all the guidelines.
- The guidelines do not directly address the unique challenges of designing effective ground floor housing. Base zones address minimum glazing standards for nearly everywhere that a Type III procedure is required. However, because window coverings into ground floor housing are almost always drawn for privacy reasons, glazing standards cannot be relied upon to create an interesting and active pedestrian experience.
- Many of the buildings reviewed employed materials that promoted a sense of quality and permanence as identified in Guideline C2; glass, brick, and stone were used widely. However, some types of cladding were less effective at promoting quality and permanence. Regardless of objective durability, metals with a finer-grained texture or glossy finish seemed to convey an attention to detail that is associated with quality and a sense of permanence. Metals with either a matte surface or no texture may be perceived as “thin” or insubstantial, regardless of actual thickness or durability. As noted above, when window glazing is set in the same plane as the siding instead of being recessed inside the window casing, it can give the impression that the walls are very thin. This impression may be appropriate in a glass tower but may feel insubstantial and inauthentic when walls are intended to appear solid.
- Smooth or matte metal cladding, as well as wood cladding, was used more effectively when surrounded by or recessed behind a material that looks more substantial or durable, such as brick. This application may give an impression of greater quality or permanence because the material of questionable quality is less exposed to the environment and is not perceived as structurally functional to the building. While brick is a traditional material in the Central City, if brick veneer is used it should be thick enough, and used in such a manner that it provides a realistic appearance; otherwise it can appear inauthentic.
- A few guidelines are vague, such as “integrate the river” and “integrate encroachments.” More complete explanations would help applicants to understand what these mean.
- Portland themes, under Portland Personality, could be expanded beyond fountains, fish, and roses. Other candidates that could express local character are arts, music, fresh food, handmade crafts, advanced technology, and sustainability.
- These guidelines have been effective in shaping many buildings within and near the center. They are inspirational, illustrated, and invite a range of design approaches. The basic direction is made clear, but variations can be acceptable.

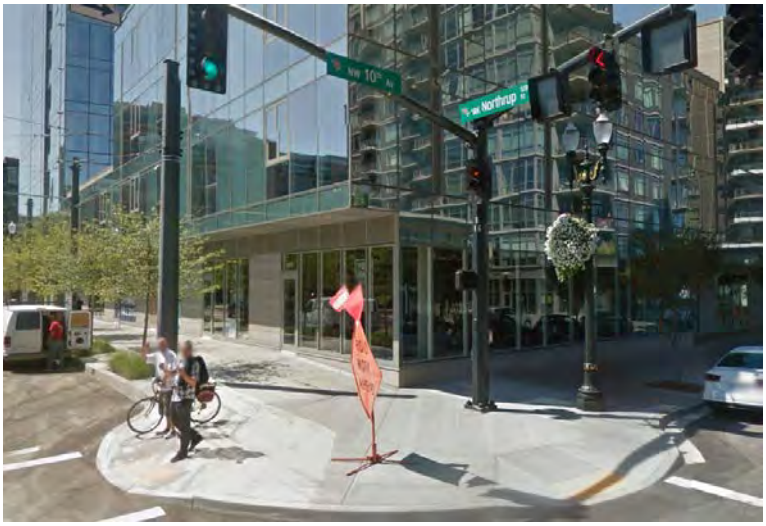
Examples: Response to Context

Several buildings did not reinforce the prominence of the corner effectively.



The address sign on this building is placed at the corner but is insignificant compared to the scale of building.

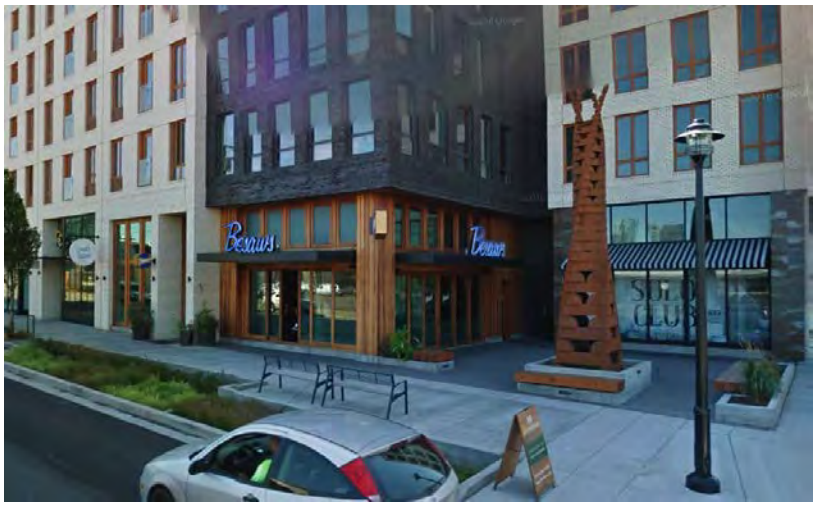
The design of this corner does not make it feel like an important, distinct place.

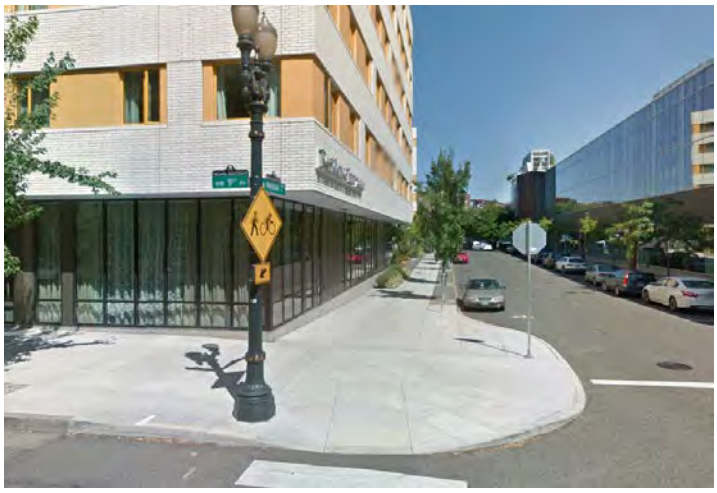
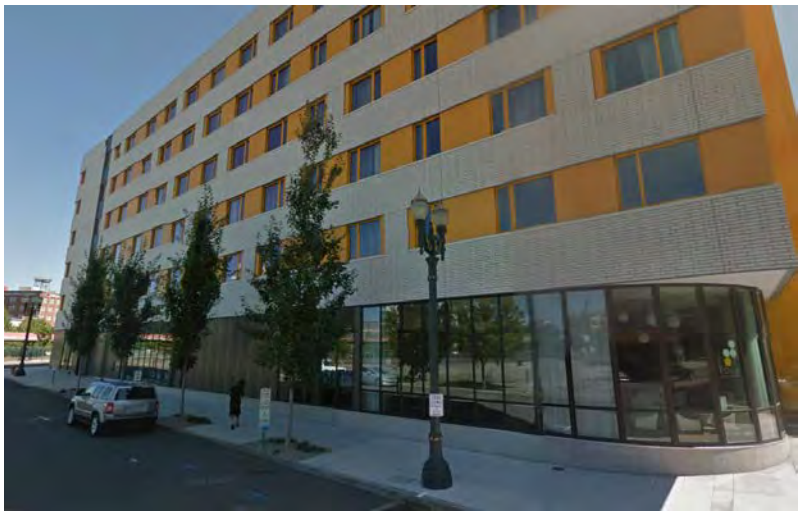


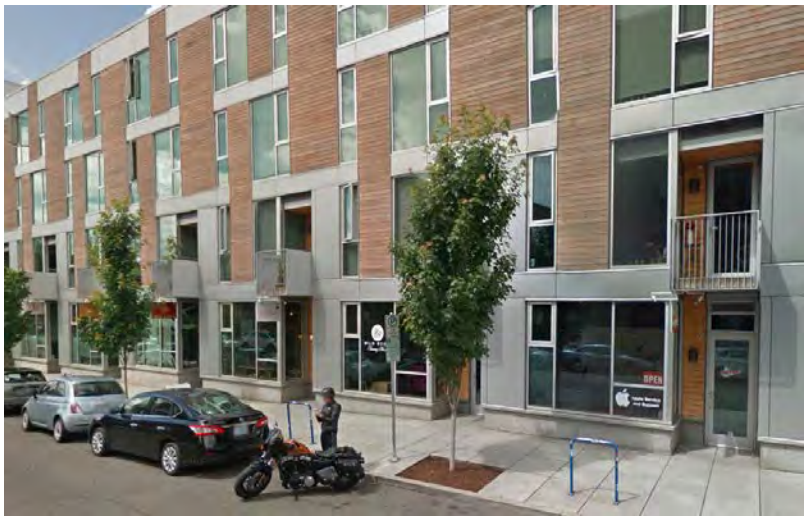
An industrial aesthetic was common throughout the examples, but at times the design looks out of place if not inspired by industrial buildings in the neighborhood.

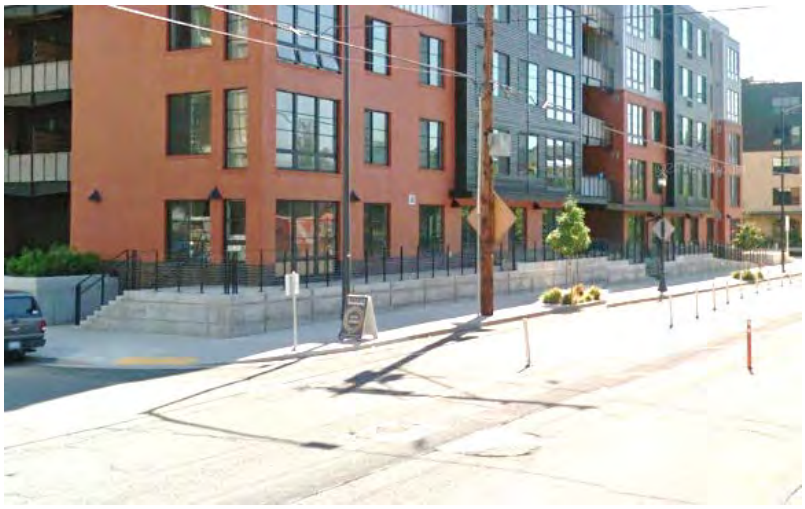
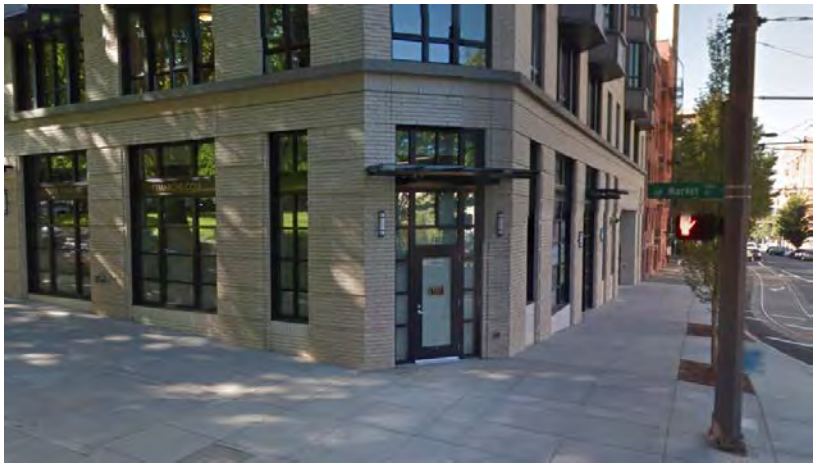
The industrial aesthetic was much more effective if the building was located in an authentically industrial area and used appropriate materials.

Examples: Ground Floor Design and Public Realm

This ground floor design addresses many of the guidelines effectively: • Visual distinction between ground floor and upper floors • Variation in texture and architectural detail • Generous glazing • Prominent height of ground floor • Stopping places • Weather protection • Reinforce the corner • Public art	

Recessed ground floors with overhangs tend to detract from the experience of the public realm by making it feel less prominent and important, limiting natural light, and drawing eyes upward to the more visually prominent upper floors.	
A low ground floor height, even if not recessed under an overhang, reads as less prominent and uninviting.	

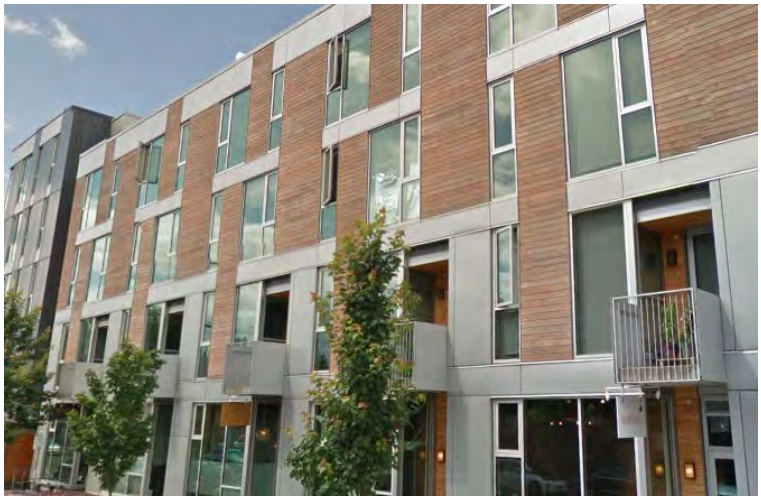
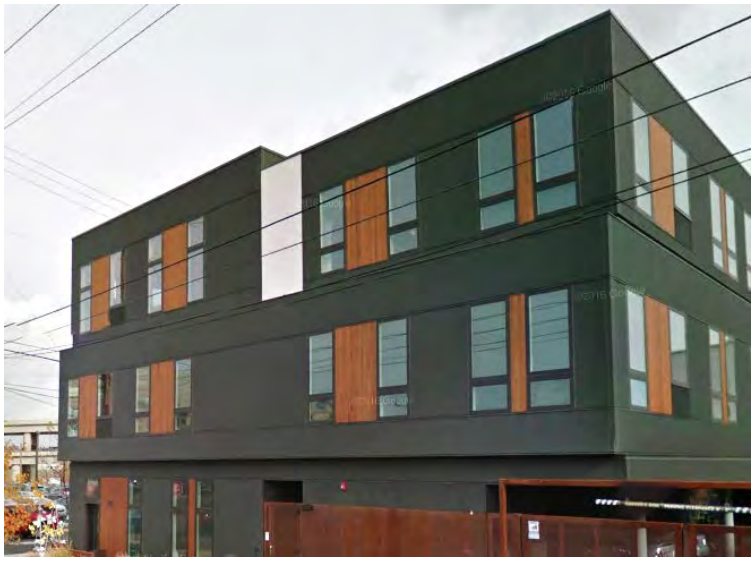
Some ground floors are not markedly distinct from upper floors, though visual distinction is called for in the guidelines.	
Weather protection often does not extend far enough over sidewalk or span enough of the façade to be practical and effective.	 

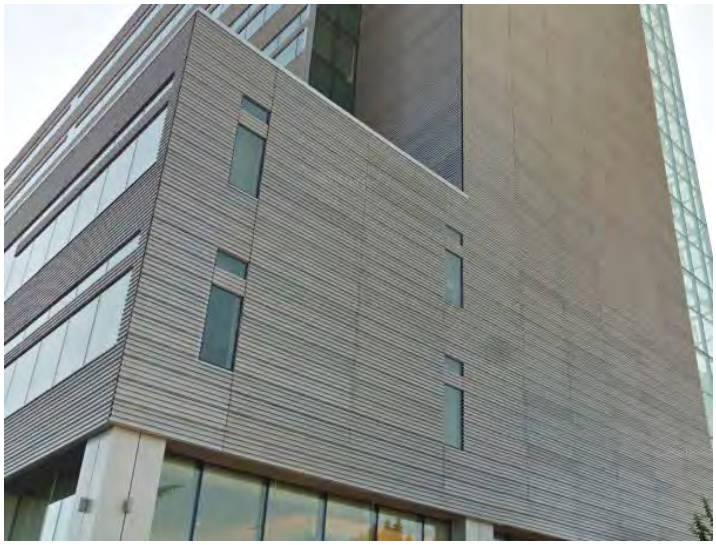
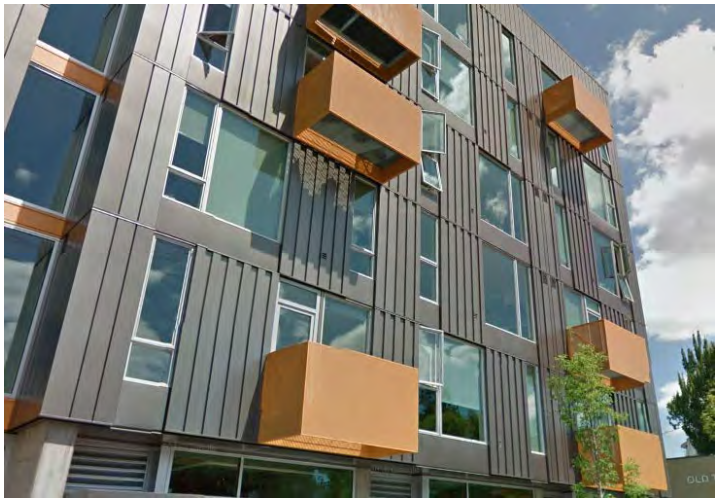
Ground floor housing can feel inactive and lack interest in the absence of complete landscaping, stoops, patios, or other architectural detail.	
Paned windows add interest and a sense of privacy to this ground floor, but there is an abrupt transition from public realm to private patio.	
A few details can make the ground floor much more interesting, such as the paned and recessed windows, angled corner, horizontal bands and small cornice in this example.	

This Type III alteration has significantly improved the pedestrian realm along the frontage. Reconfigured parking allows for a large open courtyard and outdoor seating.	 
Alterations to “Union Way” provided a new pedestrian connection through the block and created several new retail spaces while enhancing the historic character of the area.	

	 UNION WAY

Examples: Quality and Sense of Permanence

Some types of metal or wood cladding may be perceived as thin, insubstantial or unfinished (matte surface), giving an impression that the building lacks durability or attention to detail.	
When window glazing is set in the same plane as the siding instead of being recessed inside the window casing, it can give the impression that the walls are very thin and materials are insubstantial or inauthentic.	

Metal or wood cladding used on smaller areas, or recessed and surrounded by a thicker, more substantial material may be perceived as more durable or higher-quality.	
Metal cladding with a more fine-grained texture seems to convey an attention to detail and promote a greater sense of quality than matte or smooth metal surfaces.	 

Gateway Regional Center Design Guidelines

Background

The Gateway Regional Center is the City of Portland's only designated regional center outside of the Central City. Gateway is located at the nexus of multiple interstate highways and three MAX light rail lines; the area is envisioned to redevelop into a pedestrian-oriented, highly urbanized center that is second only in size to Portland's Central City.

Many of the Gateway Regional Center Design Guidelines are very similar to the Community Design Guidelines; approximately 10 of the 17 guidelines are roughly parallel to a guideline in the Community Design Guidelines. Accordingly, many of the broad trends and outcomes observed in relation to the Community Design Guidelines were also evident in buildings that were subject to the Gateway Design Guidelines. The guidelines that are unique to Gateway address the placement of mechanical equipment and service areas, encroachments into the pedestrian environment, the integration of rooftop components, integration of sustainability features, opportunities for active use at major street intersections, and creation of a variable edge facing the I-205 freeway.

Buildings Reviewed

We considered 4 new buildings and 1 recent alteration.

Building #	Neighborhood	Plan District	Address	Year Built	New/Alteration
D-1	Gateway	Gateway	9850 NE Everett Ct	2014	New
D-2	Hazelwood	Gateway	10248 NE Holladay St	2014	New
D-3	Hazelwood	Gateway	555 NE 100th Ave	2014	New
D-4	Mill Park	Gateway	10721 SE Cherry Blossom Dr	2014	New
D-5	Hazelwood	Gateway	10501 SE Market St	1983	Addition

Key Findings

- The guideline centered on quality and permanence (B1) may be sending a mixed message. It encourages design that "provide foundations for new communities" but also calls for a palette of materials that is similar to longstanding buildings in the neighborhood. In some cases, materials often did not convey craftsmanship or attention to detail and overall designs lacked sufficient visual texture, though these features are cited in the guidelines as ways to convey quality and a sense of permanence.
- Three of the five buildings reviewed were single-story structures. However, many of the design guidelines do not show examples of single-story buildings, and many do not apply to single-story structures.

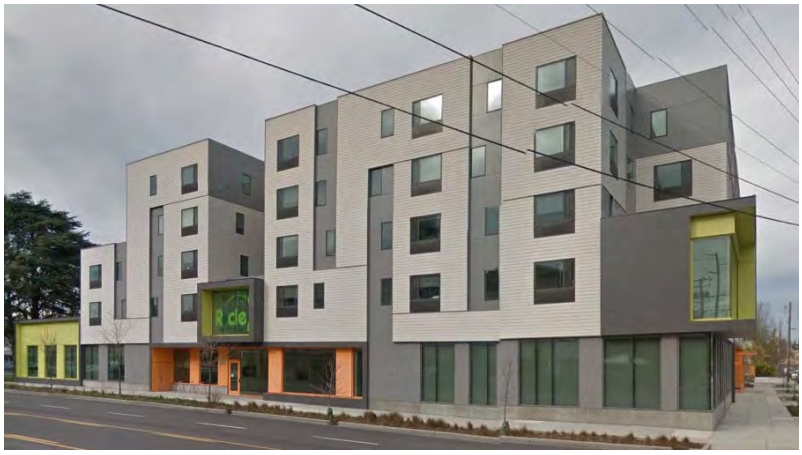
- Similar to the issues observed in other areas of the city subject to the Community Design Guidelines, the design of ground floor residential uses appears to need further attention and direction. While most buildings included the minimum necessary elements for ground floor design (a distinct ground floor, some amount of transparency, landscaping), the cumulative effect still resulted in inactive and uninviting public realm in some cases. This may also apply to ground floor office or institutional uses, in some cases.
- Numerous guidelines recommend articulation of the facade, using a variety of materials, or breaking up the building mass to create visual interest. As the examples below illustrate, these guidelines may be in tension with Guideline B3 – Design for Coherency, which recommends a "base-middle-top" composition. A base-middle-top pattern is not a common form of any of the buildings reviewed. Without a broader pattern—such base-middle-top—variation in the façade or materials can seem less composed and coherent.
- The developments were largely consistent with the Guideline A3 – Integrate Building Mechanical Equipment and Service Areas. Both of the larger residential developments reviewed used effective ways of consolidating access and screening parking areas, mechanical equipment, and waste disposal. The developments also both incorporated small plazas with pedestrian accessways, as consistent with Guideline C3 – Support Open Spaces with New Development.
- Guideline B1 (Convey Design Quality and Building Permanence) encourages architectural styles that "provide the foundation for new communities." However, if the development uses materials that do not convey permanence, it can limit the degree to which the building can establish an enduring new identity or character, because the building may seem impermanent. Additionally, some buildings reviewed did not utilize the full development potential allowed under the base zone; a building being significantly smaller than the expected or planned future for the district can also foster a sense of impermanence.

Examples: Quality and Sense of Permanence

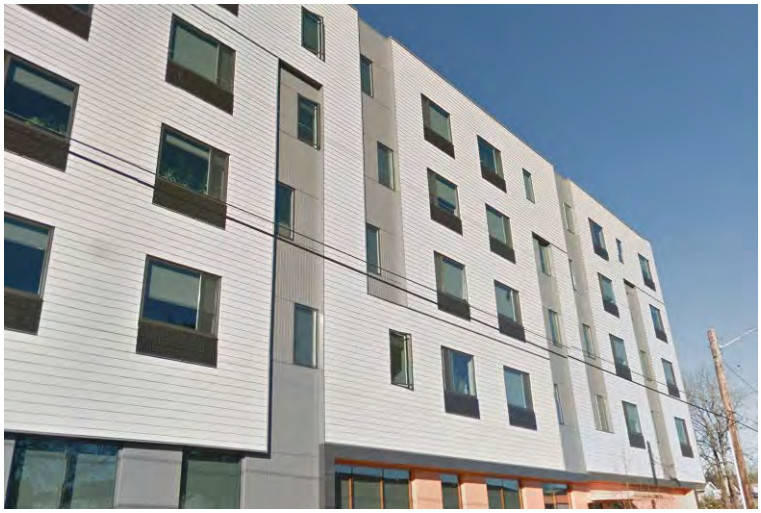
These buildings use a variety of materials and articulation to create an interesting façade. However, the windows are set on the same plane as the façade (not recessed), the materials do not necessarily convey attention to detail, and the variation in materials doesn't have a salient pattern.

How can the guidelines promote "visual texture" (Guideline B1) that is more fine-grained and integrated with the structure or materials of the building?

Further, these designs may feel less coherent because they do not fully "express the base, middle and top" as recommended in Guideline B3 – Design for Coherency.



Examples: Response to Context

This design is distinct from the immediate context and may set a tone for a new identity, responding to Guideline B1 to "provide foundations for new communities." However, the materials used do not convey a sense of permanence, which may limit the building's ability to establish an enduring identity for the area. Additionally, the design of the ground floor also contributes to a sense of impermanence because it does not stand out as prominent, inviting, or intended to be an anchored and permanent part of the community.	
The guidelines recommend a number of ways for buildings to help "create a variable edge facing the I-205 freeway." This building uses one of the recommended strategies – varying the façade plane. While the variation may create visual interest from the highway, the high degree of articulation can feel less composed up close. The wide variation in materials, colors, and the plane of the façade (due to balconies) may look more coherent if a larger pattern for the variation was more prominent, or if the variations were more subtle.	

The high degree of articulation on this design may have also been influenced by Guideline C5 (Transition to Adjacent Neighborhoods), which recommends “breaking the building mass into multiple volumes” to soften the transition to lower density areas.	

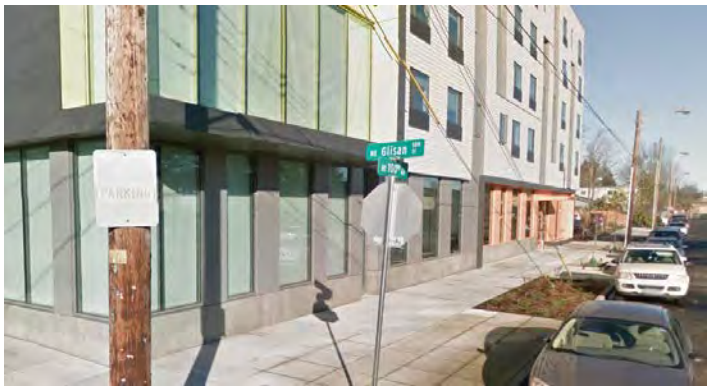
Examples: Ground Floor Design and Public Realm

Guideline B2 recommends “designing landscaping into the building.” Landscaping is a positive feature of this ground floor. However, the example in the guidelines uses more than landscaping to create a transition space between the private and public realm; it includes a vertical separation with a stoop, a low wall/gate, and more intense landscaping.

Additionally, the example building uses a setback after the second floor and a continuation of material from the first floor to “expand the sidewalk level” (Guideline A2). The Gateway building differentiates the ground level, but does not make it feel prominent or important.

Example image from guidelines document (Johnson Street Townhomes):

The bulky feel of this overhang, in combination with the low height of the ground floor, results in a public realm that feels uninviting. Guideline B4 recommends “building elements that project into the right-of-way”, but if the ground floor is a low height and/or lacks articulation or interest, the sense of enclosure created by the overhang is not as appealing. Additionally, the overhang does not denote the location of an entrance, nor does it offer substantial weather protection, so its function is ambiguous.



These single-story buildings office/institutional buildings incorporate the minimum necessary elements of ground floor design. Similar to ground floor residential, ground floor office/institutional uses may need additional direction to create a more inviting and interesting public realm.

No d-overlay

Background

In order to establish a baseline from which to consider the effectiveness d-overlay, this section of the analysis evaluates projects which are outside of the d-overlay. The examples are generally focused along corridors that are recommended for inclusion in the overlay. While results vary by location, in general the base zones include a number of standards that result in good urban design, including:

- Site design: setbacks (minimum and maximum), vehicle area limits, minimum landscaping/trees, pedestrian connections, screening of garbage areas, limits on exterior display/ storage/ activities, limits on drive-through (allowance & design)
- Building bulk: FAR, building coverage (minimum and maximum), height
- Building design / street presence: ground floor windows, transit street main entrance

Buildings Reviewed

We considered 13 new buildings and recent 11 alterations which were located outside the d-overlay. The examples are generally focused along corridors that are recommended for inclusion in the overlay.

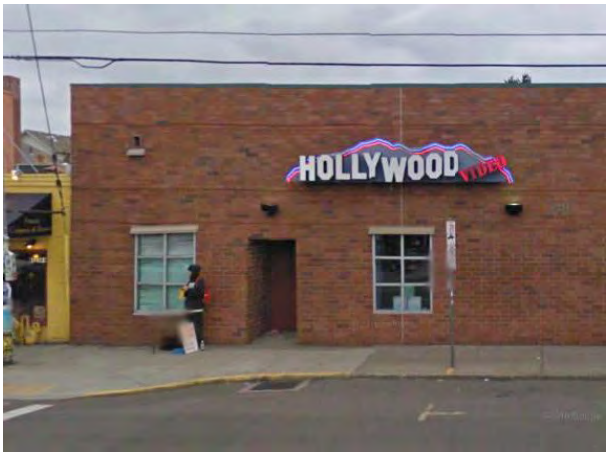
Building #	Neighborhood	Address	Year Built	New/Alteration
D-1	Buckman	1250 E Burnside St	2013	New
D-2	Buckman	2625 SE Hawthorne Blvd	2013	New
D-3	Creston-Kenilworth	3909 SE 52nd Ave	2003	New
D-4	Foster-Powell	6425 SE Holgate Blvd	2014	New
D-5	Kerns	160NE 6th Ave	2015	New
D-6	Kerns	1950 NE Everett St	2014	New
D-7	Northwest District	2688 NW Vaughn St	2013	New
D-8	Richmond	3233 SE Division St	2013	New
D-9	Richmond	3339 SE Division St	2013	New
D-10	Richmond	2450 SE 37th Ave	2013	New
D-11	St. John's	6815 N Lombard St	2011	New
D-12	Sunnyside	4717 SE Hawthorne Blvd	2014	New
D-13	Sunnyside	3442 SE Belmont St	N/A	New
D-14	Hosford-Abernathy	2314 SE Division St	1957	Alteration
D-15	Mt. Tabor	5051 SE Hawthorne Blvd	1942	Alteration
D-16	Powellhurst-Gilbert	2825 SE 122nd Ave	1957	Alteration
D-17	Sellwood-Moreland	7918 SE 13th Ave	1906	Alteration

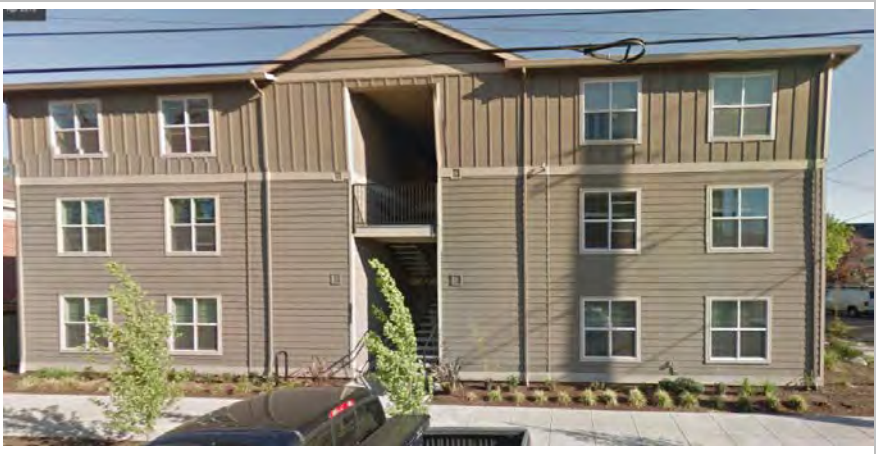
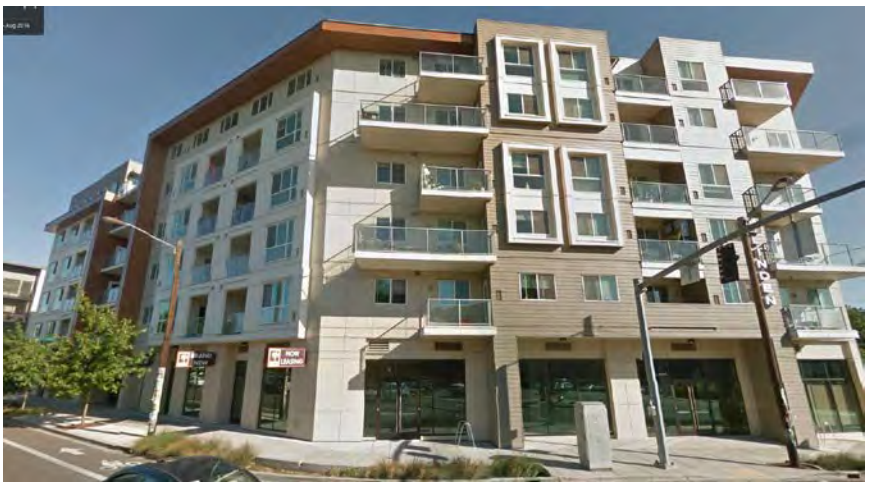
D-18	South Tabor	6509 SE Powell	1954	Alteration
D-19	Sunnyside	4243 SE Belmont St	1940	Alteration
D-20	Sunnyside	3557 SE Hawthorne Blvd	1911	Alteration
D-21	Vernon	1737 NE Alberta St	1910	Alteration
D-22	Vernon	1452 NE Alberta St	1998	Alteration
D-23	Vernon	1601-1621 NE Killingsworth St	1946	Alteration
D-24	West Portland Park	10065 SW Barbur Blvd	1990	Alteration

Key Findings

- The base zone standards do not directly address materials, techniques, or aesthetic values oriented around visual interest, craftsmanship, attention to detail and texture, and appropriateness and authenticity of materials. These elements are left to the choice of the development team. However, the quality of materials and level of design detail on many of buildings does not appear to be significantly different than those buildings subject to d-overlay, and potential issues are comparable to those noted in the other sections.
- Many of the case studies are in the Storefront Commercial (CS) zone and are also on designated Transit Streets. This combination of base zone and transit street standards addresses many of fundamentals elements of good ground floor design and contribution to the public realm. This is particularly noticeable in mixed use buildings where standards such as the requirement for Transit Street main entrances apply to ground floor non-residential tenants.
- The lack of design standards or guidelines is most noticeable in residential-only buildings.
- The impact from a lack of attention to detail is potentially exacerbated on very large sites.

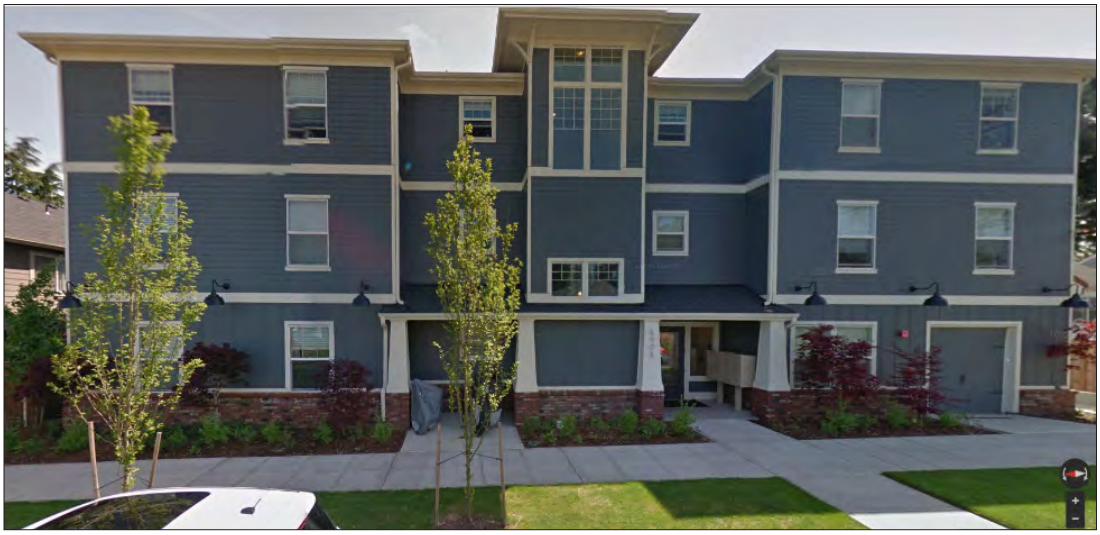
Examples: No d-overlay

In some cases, there are not significant differences between buildings within the d-overlay and those that are not. Both of these buildings are in the CS zone. The first building pictured is not within the d-overlay, the second building is within the d-overlay and was subject to Type II Design Review.	 
Similarly, alterations and additions benefitted from the design standards in the base zones, such as the storefront window requirements in the commercial zones, without the benefit of the d-overlay.	

	
The lack of design standards or guidelines is most noticeable in residential-only buildings. The ground floor of this building is not differentiated from the upper floors, and lacks sufficient glazing or visual interest.	
The impact from a lack of attention to detail is potentially exacerbated on very large sites.	

COMMUNITY DESIGN STANDARDS

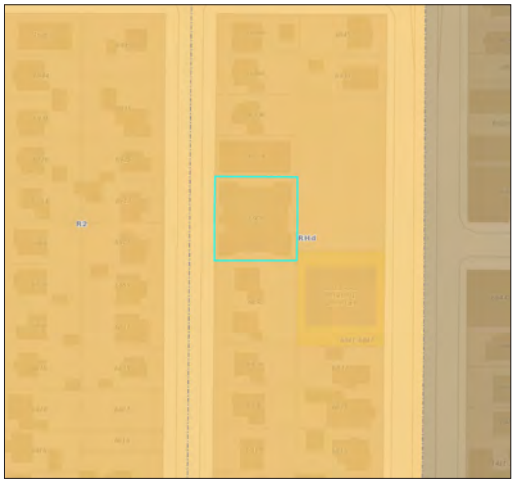
BUILDING A-1



PROJECT INFO

23 unit apartment

Address	6906 N Greenwich Ave
Architect/Developer	Ralph Olson
Permit #	14-113396 CO
Zone	RH – High Density Residential
Overlays	d - Design
Comp Plan	RH - High Density Multi Dwelling
Year Built	2014
Procedure Type	Permit Review
Neighborhood	Arbor Lodge
Building Area	21,080 sq ft



ZONING MAP

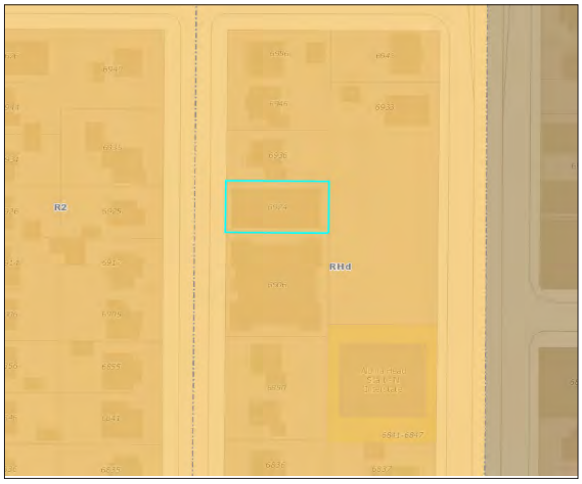
COMMUNITY DESIGN STANDARDS

BUILDING A-2

PROJECT INFO

2-story 5-plex

Address	6924 N Greenwich Ave
Architect/Developer	Adrian Vasile
Permit #	10-193716 CO
Zone	RH – High Density Residential
Overlays	d - Design
Comp Plan	RH - High Density Multi Dwelling
Year Built	2012
Procedure Type	Permit Review
Neighborhood	Arbor Lodge
Building Area	5,484 sq ft



ZONING MAP

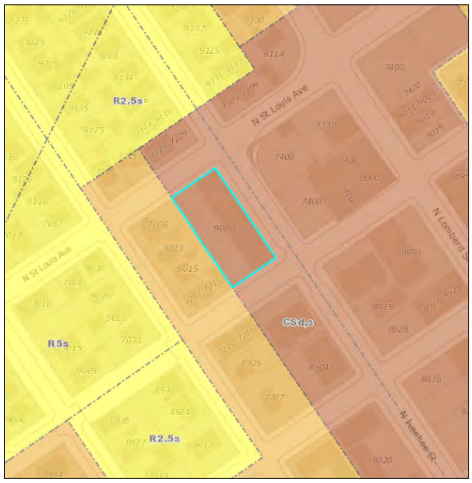
COMMUNITY DESIGN STANDARDS

BUILDING A-3

PROJECT INFO

3-story 48 unit apartment building and parking lot

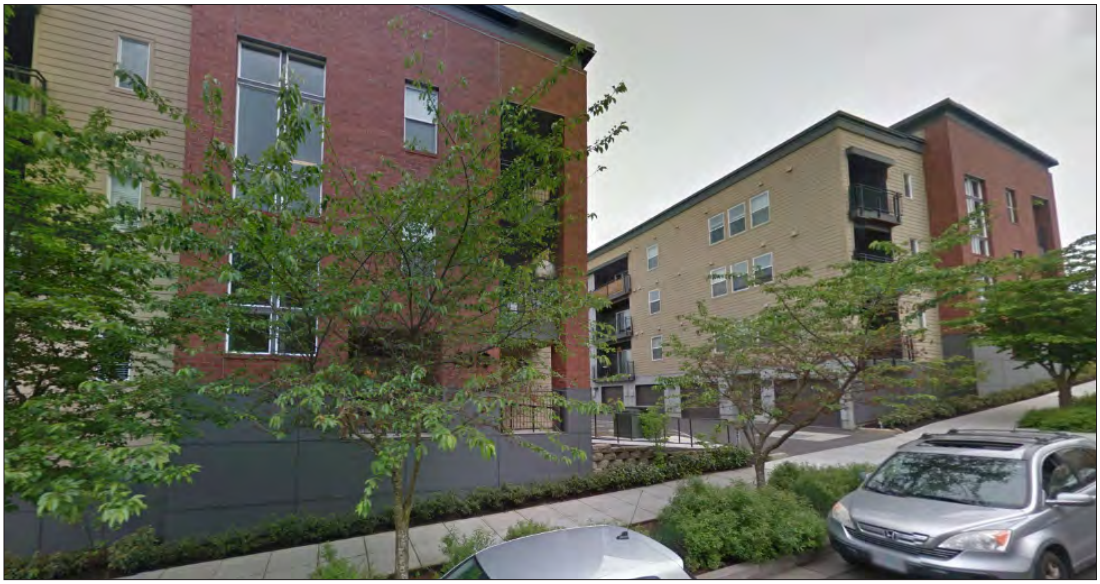
Address	9000 N Ivanhoe St
Architect/Developer	Mayard Mentrum, Louis York Apartments
Permit #	09-122052
Zone	CS – Storefront Commercial
Overlays	d - Design, s - Scenic Resource
Comp Plan	UC – Urban Commercial
Year Built	2010
Procedure Type	Permit Review
Neighborhood	Cathedral Park
Building Area	26,794 sq ft



ZONING MAP

COMMUNITY DESIGN STANDARDS

BUILDING A-4



PROJECT INFO

18 units multi-family

Address	6819 N Salem Ave
Architect/Developer	N/A
Permit #	12-143609
Zone	EX – Central Employment
Overlays	d - Design
Comp Plan	EX – Central Employment
Year Built	2013
Procedure Type	Permit Review
Neighborhood	Cathedral Park
Building Area	29,874 sq ft

ZONING MAP

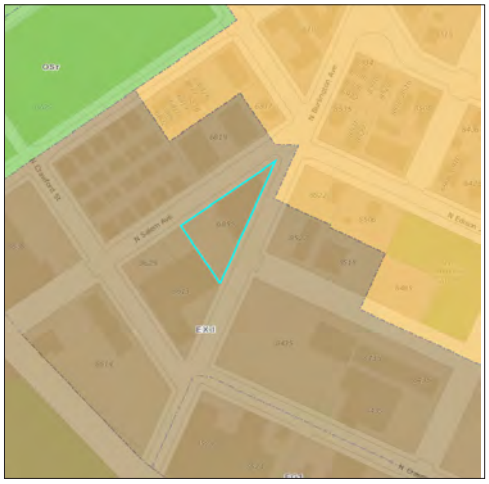
COMMUNITY DESIGN STANDARDS

BUILDING A-5

PROJECT INFO

36 units multi family

Address	6855 N Burlington Ave
Architect/Developer	N/A
Permit #	12-143595
Zone	EX – Central Employment
Overlays	d - Design
Comp Plan	EX – Central Employment
Year Built	2013
Procedure Type	Permit Review
Neighborhood	Cathedral Park
Building Area	21,756 sq ft



ZONING MAP

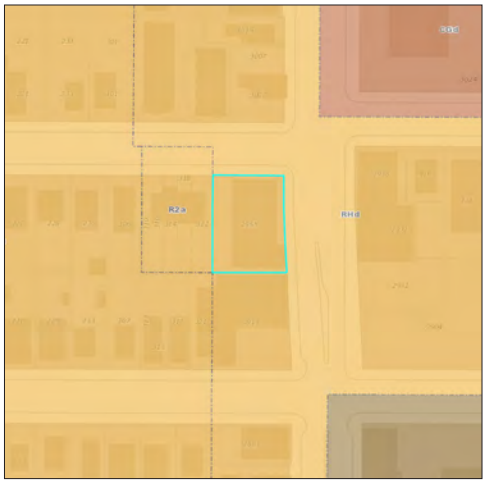
COMMUNITY DESIGN STANDARDS

BUILDING A-6

PROJECT INFO

2-story 14-unit apartment building

Address	2955 MLK Jr Blvd
Architect/Developer	Fosler Architect
Permit #	12-146349 CO
Zone	RH – High Density Residential
Overlays	d - Design
Comp Plan	RH - High Density Multi Dwelling
Year Built	2013
Procedure Type	Permit Review
Neighborhood	Eliot
Building Area	9742 sq ft



ZONING MAP

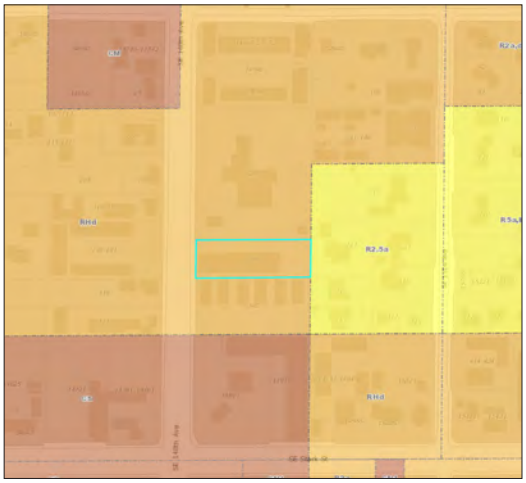
COMMUNITY DESIGN STANDARDS

BUILDING A-7

PROJECT INFO

30 unit apartment building

Address	300 SE 148th Ave
Architect/Developer	Sterling Construction Services
Permit #	09-144452
Zone	RH – High Density Residential
Overlays	d - Design
Comp Plan	RH - High Density Multi Dwelling
Year Built	2010
Procedure Type	Permit Review
Neighborhood	Glenfair
Building Area	23664 sq ft



ZONING MAP

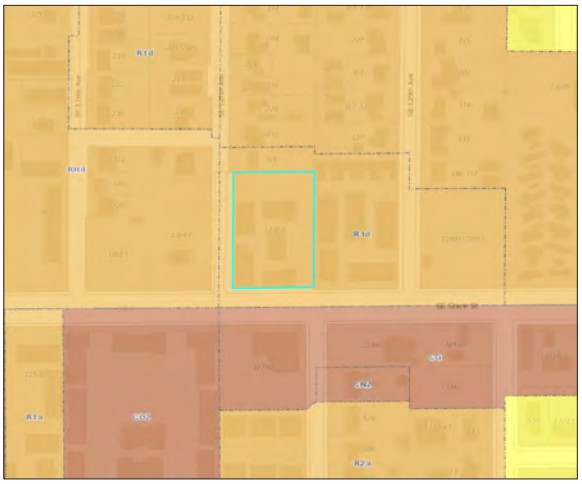
COMMUNITY DESIGN STANDARDS

BUILDING A-8

PROJECT INFO

5 buildings with 12 units each

Address	450 SE 127th Ave
Architect/Developer	Jivanjee Circosta Architecture
Permit #	12-115103
Zone	R1 – Residential
Overlays	d - Design
Comp Plan	R1 - Medium Density Multi Dwelling
Year Built	2013
Procedure Type	Permit Review
Neighborhood	Hazelwood
Building Area	42,100 sq ft



ZONING MAP

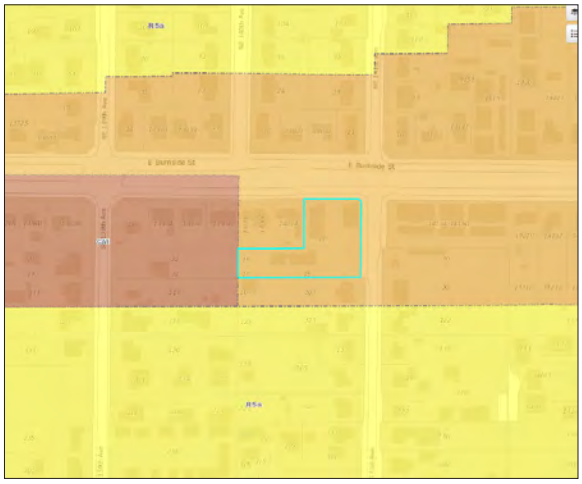
COMMUNITY DESIGN STANDARDS

BUILDING A-9

PROJECT INFO

3 buildings with 12 units

Address	14060 E Burnside St
Architect/Developer	Jivanjee Circosta Architecture
Permit #	13-240474
Zone	R2 – Residential 2000
Overlays	d - Design, a - Alternative Design Density
Comp Plan	R2 – Low Density Multi-Dwelling
Year Built	2014
Procedure Type	Permit Review
Neighborhood	Hazelwood
Building Area	30,079 sq ft



ZONING MAP

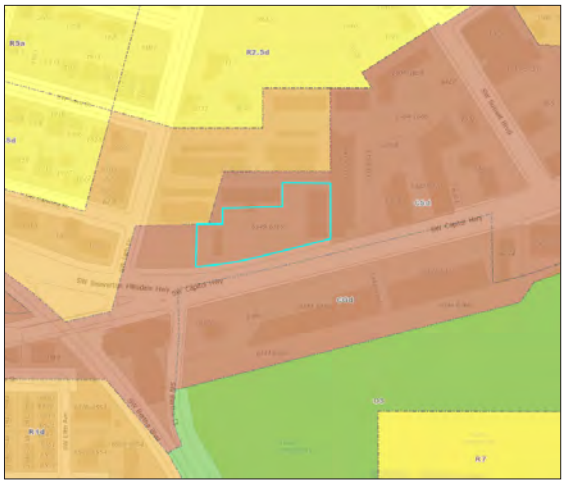
COMMUNITY DESIGN STANDARDS

BUILDING A-10

PROJECT INFO

Single story commercial shell with tenant space

Address	6363 SW Capitol Hwy
Architect/Developer	Richard Brown Architect
Permit #	14-117981
Zone	CS – Storefront Commercial
Overlays	d - Design
Comp Plan	UC – Urban Commercial
Year Built	2014
Procedure Type	Permit Review
Neighborhood	Hillsdale
Building Area	11,832 sq ft



ZONING MAP

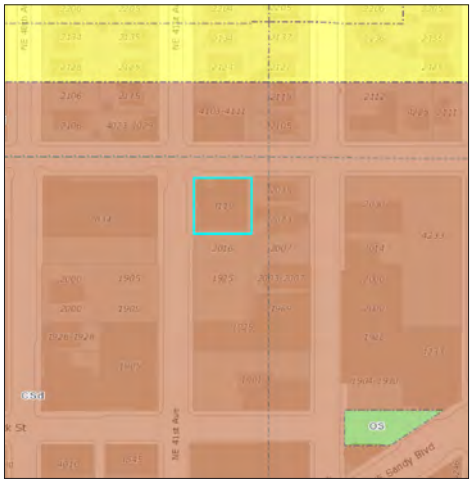
COMMUNITY DESIGN STANDARDS

BUILDING A-11

PROJECT INFO

4-story apartment building 47 units

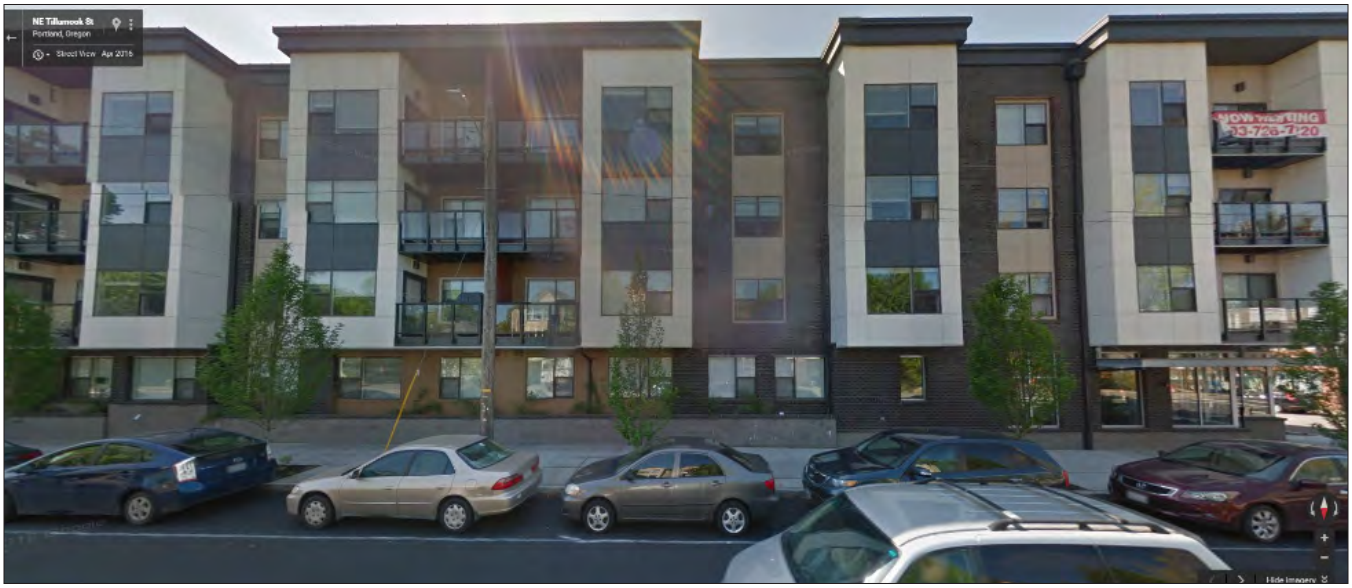
Address	4110 NE Tillamook St
Architect/Developer	SK Hoff/ David Mullens
Permit #	11-202846
Zone	CS – Storefront Commercial
Overlays	d - Design
Comp Plan	UC – Urban Commercial
Year Built	2012
Procedure Type	Permit Review
Neighborhood	Hollywood
Building Area	29,797 sq ft



ZONING MAP

COMMUNITY DESIGN STANDARDS

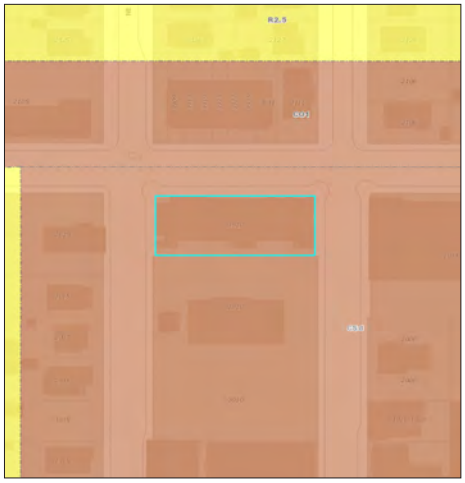
BUILDING A-12



PROJECT INFO

5-story multi-family apartment building with 75 units

Address	3910 NE Tillamook St
Architect/Developer	SK Hoff/ David Mullens
Permit #	13-237902
Zone	CS – Storefront Commercial
Overlays	d - Design
Comp Plan	UC – Urban Commercial
Year Built	2014
Procedure Type	Permit Review
Neighborhood	Hollywood
Building Area	51,348 sq ft



ZONING MAP

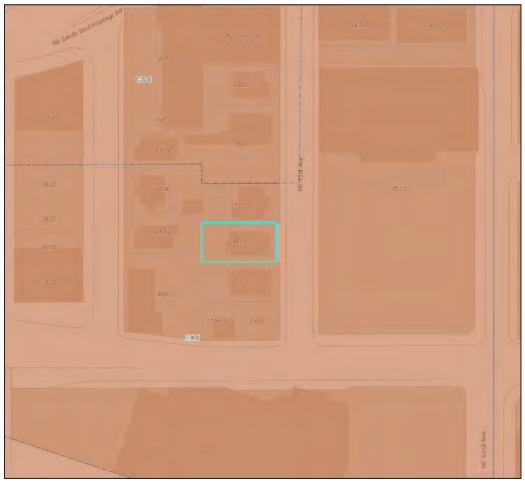
COMMUNITY DESIGN STANDARDS

BUILDING A-13

PROJECT INFO

4-story apartment; 54 units sharing 2 common kitchens per floor (micro-unit apartments)

Address	1521 NE 41st Ave
Architect/Developer	Stricker Cato Murphy Architects
Permit #	13-220858
Zone	CX – Central Commercial
Overlays	d - Design
Comp Plan	CX - Central Commercial
Year Built	2015
Procedure Type	Permit Review
Neighborhood	Hollywood
Building Area	14,584 sq ft



ZONING MAP

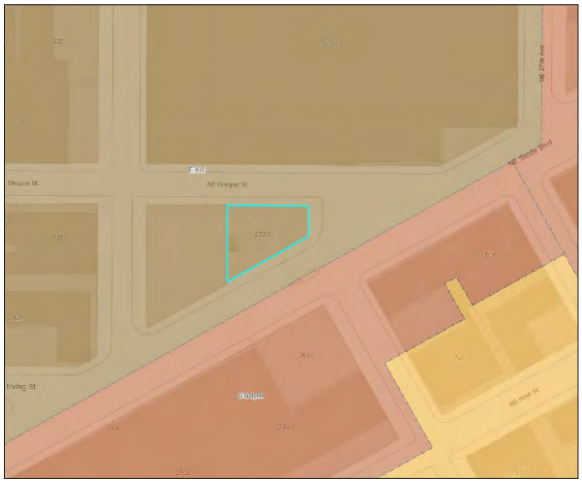
COMMUNITY DESIGN STANDARDS

BUILDING A-14

PROJECT INFO

Single story dental clinic

Address	2530 NE Oregon St
Architect/Developer	B&G Buildingers
Permit #	10-135251
Zone	EX – Central Employment
Overlays	d - Design
Comp Plan	EX – Central Employment
Year Built	2012
Procedure Type	Permit Review
Neighborhood	Kerns
Building Area	2,012 sq ft



ZONING MAP

COMMUNITY DESIGN STANDARDS

BUILDING A-15

PROJECT INFO

3-story mixed use building, office and 2 units

Address	2445 NE Pacific Dr
Architect/Developer	Andrews Architects
Permit #	11-104948
Zone	EX – Central Employment
Overlays	d - Design
Comp Plan	EX – Central Employment
Year Built	2013
Procedure Type	Permit Review
Neighborhood	Kerns
Building Area	N/A

ZONING MAP

COMMUNITY DESIGN STANDARDS

BUILDING A-16

PROJECT INFO

5 story building mixed use 104 units, 24 parking, 1500 sf commercial

Address	1222 NW 18th Ave
Architect/Developer	Ankrom Moisan
Permit #	12-207583 CO
Zone	EX – Central Employment
Overlays	d - Design
Comp Plan	EX – Central Employment
Year Built	2014
Procedure Type	Permit Review
Neighborhood	Northwest District
Building Area	81,323 sq ft

ZONING MAP

COMMUNITY DESIGN STANDARDS

BUILDING A-17

PROJECT INFO

5-story micro-apt; shared common kitchen and lounge on each floor

Address	2250 NW Thurman St
Architect/Developer	Stricker Cato Murphy (now Jackson Main)
Permit #	13-102286 CO
Zone	CS – Storefront Commercial
Overlays	d - Design
Comp Plan	UC – Urban Commercial
Year Built	2013
Procedure Type	Permit Review
Neighborhood	Northwest District
Building Area	11,138 sq ft

ZONING MAP

COMMUNITY DESIGN STANDARDS

BUILDING A-18

PROJECT INFO

12 unit apartment building

Address	1415 NW 19th Ave
Architect/Developer	Fosler Portland Architecture
Permit #	11-103678 CO
Zone	EX – Central Employment
Overlays	d - Design
Comp Plan	EX – Central Employment
Year Built	2012
Procedure Type	Permit Review
Neighborhood	Northwest District
Building Area	6,428 sq ft

ZONING MAP

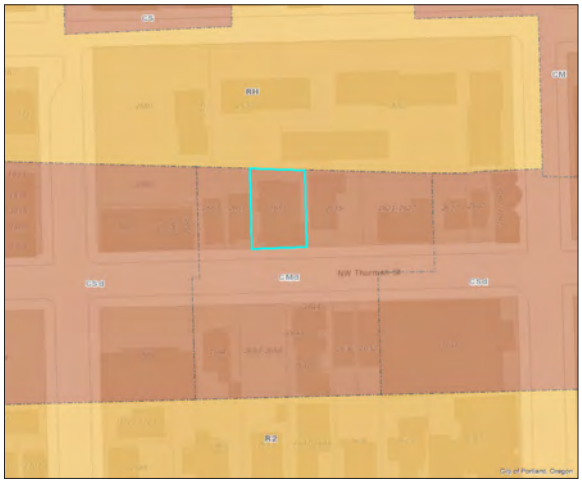
COMMUNITY DESIGN STANDARDS

BUILDING A-19

PROJECT INFO

4-story mixed use buildings with 14 residential units

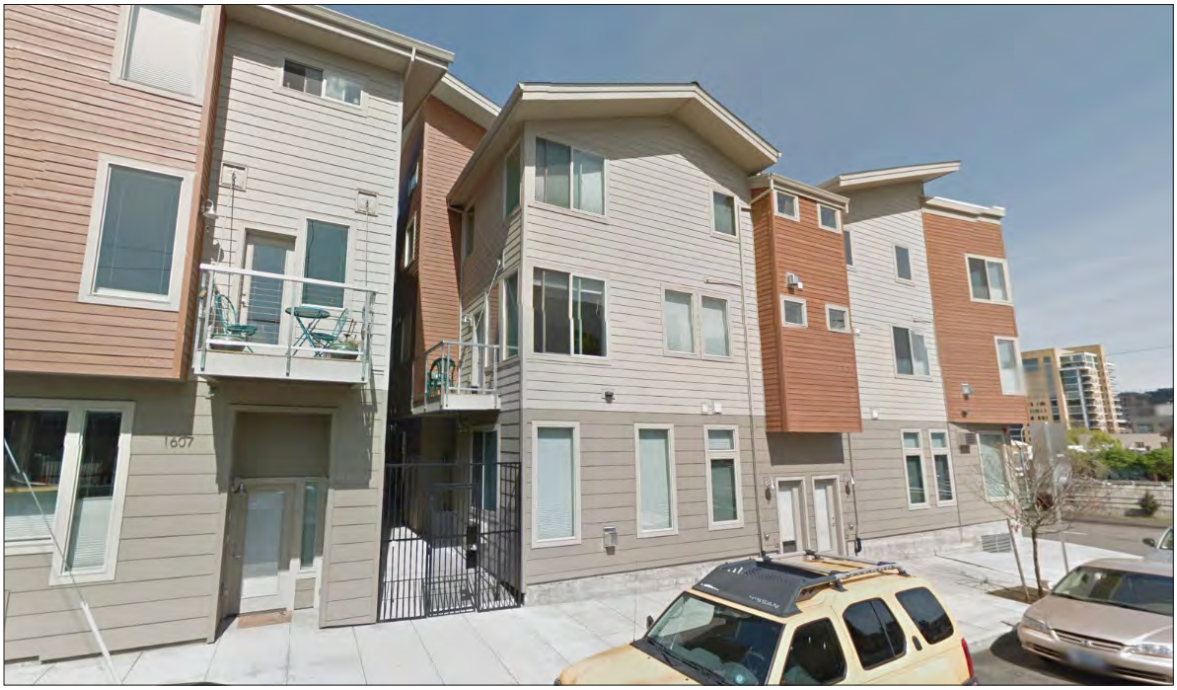
Address	2651 NW Thurman St
Architect/Developer	Allusa Architecture
Permit #	08-141296 CO, 08-112319 EA
Zone	CM – Mixed Commercial/Residential
Overlays	d - Design
Comp Plan	UC – Urban Commercial
Year Built	2014
Procedure Type	Permit Review
Neighborhood	Northwest District
Building Area	13,921 sq ft



ZONING MAP

COMMUNITY DESIGN STANDARDS

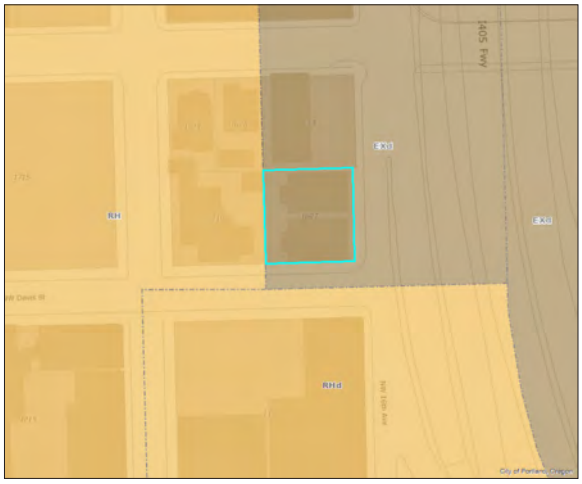
BUILDING A-20



PROJECT INFO

3-story 16-unit wood-framed condominiums over 1 level concrete basement parking garage

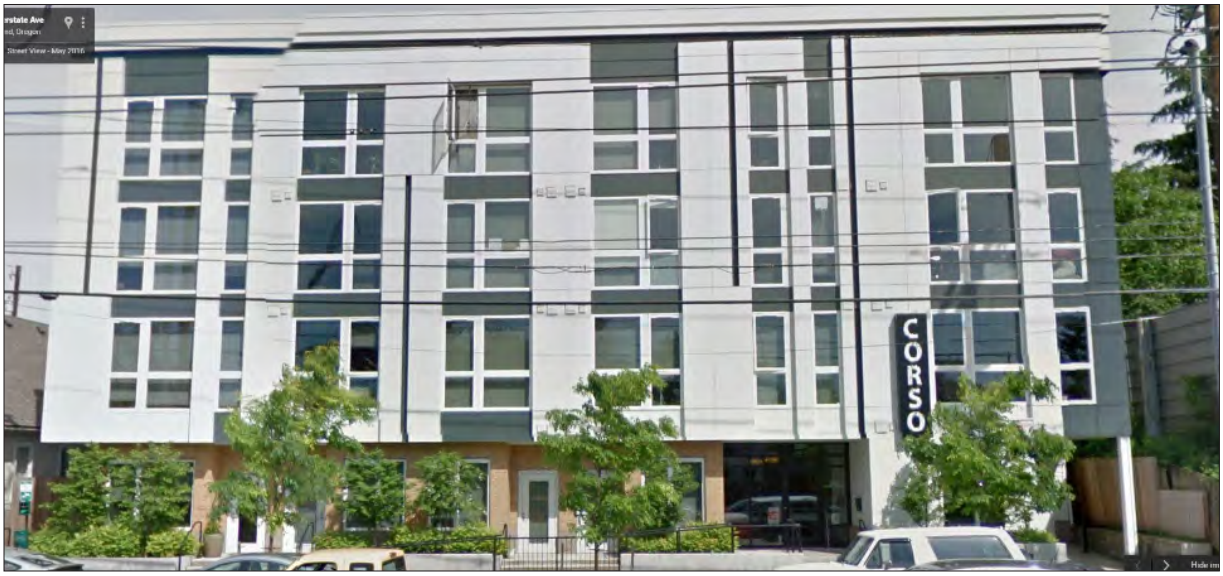
Address	1607 NW Davis St
Architect/Developer	Brett Schulz
Permit #	08-143997 CO, 08-109236 EA
Zone	EX – Central Employment
Overlays	d - Design
Comp Plan	EX – Central Employment
Year Built	2013
Procedure Type	Permit Review
Neighborhood	Northwest District
Building Area	20,275 sq ft



ZONING MAP

COMMUNITY DESIGN STANDARDS

BUILDING A-21



PROJECT INFO

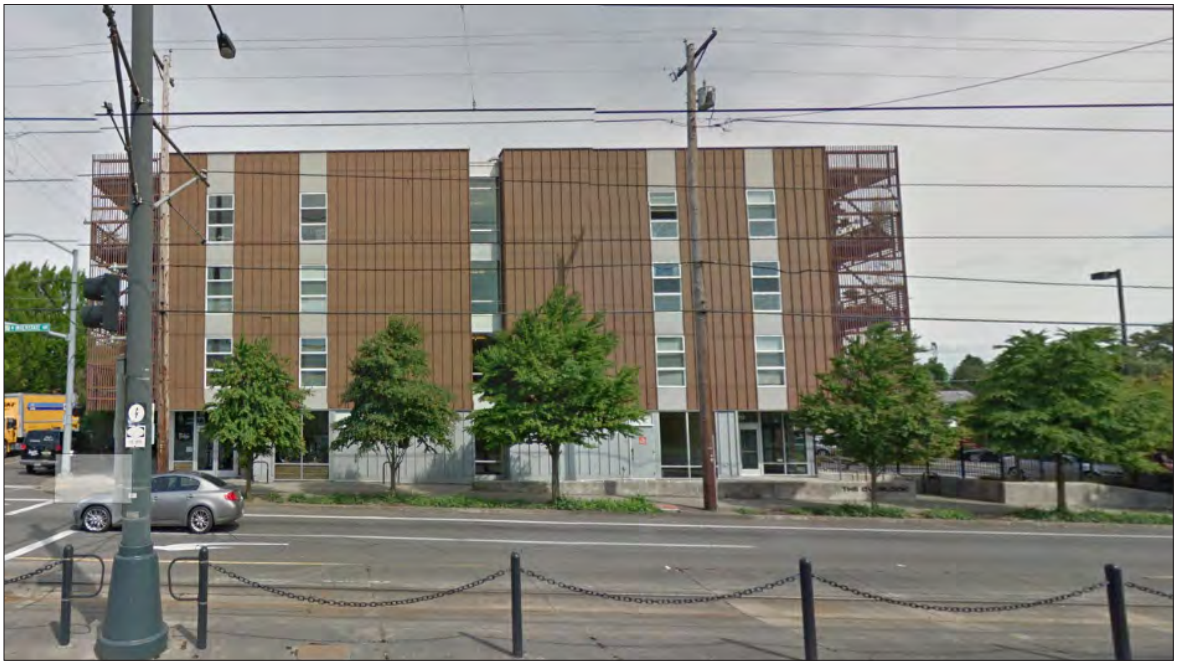
4 story wood frame apartment building, 46 units

Address	5120 N Interstate Ave
Architect/Developer	Ankrom Moisan
Permit #	12-142505 CO, 12-128329 AD
Zone	EX – Central Employment
Overlays	d - Design
Comp Plan	EX – Central Employment
Year Built	2013
Procedure Type	Permit Review
Neighborhood	Overlook
Building Area	30,000 sq ft

ZONING MAP

COMMUNITY DESIGN STANDARDS

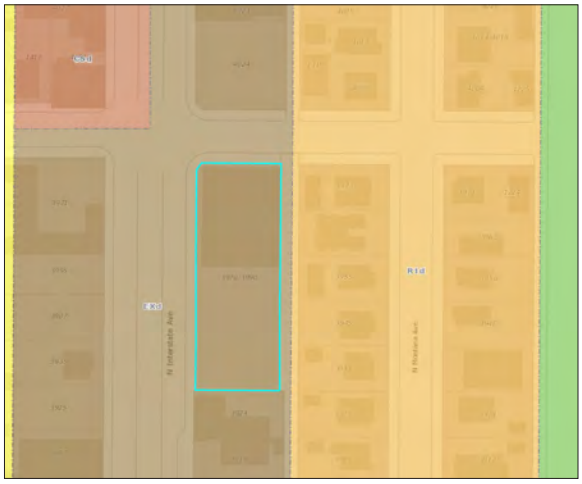
BUILDING A-22



PROJECT INFO

4-story 30-unit condo with ground floor retail and surface parking

Address	3966 N Interstate Ave
Architect/Developer	SERA
Permit #	06-184177 CO, 06-175195 AD
Zone	EX – Central Employment
Overlays	d - Design
Comp Plan	EX - Central Employment
Year Built	2008
Procedure Type	Permit Review
Neighborhood	Overlook
Building Area	N/A



ZONING MAP

COMMUNITY DESIGN STANDARDS

BUILDING A-23

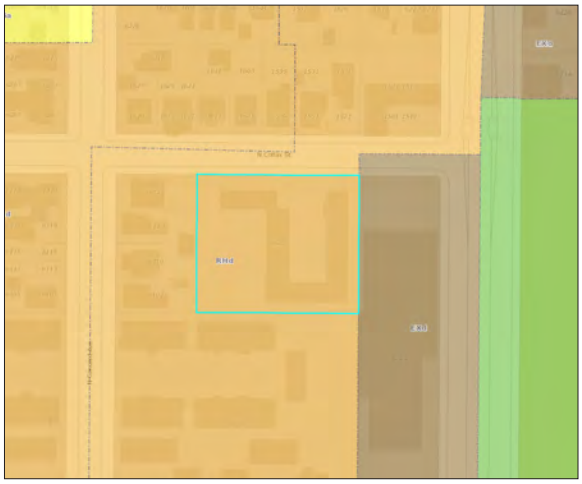
Before

After

PROJECT INFO

Refurbish apartments, replace windows and siding

Address	1600 N Colfax St
Architect/Developer	N/A
Permit #	13-225749 CO
Zone	RH – High Density Residential
Overlays	d - Design
Comp Plan	RH - High Density Multi Dwelling
Year Built	1949
Procedure Type	Permit Review
Neighborhood	Arbor Lodge
Building Area	21,128 sq ft



ZONING MAP

COMMUNITY DESIGN STANDARDS

BUILDING A-24

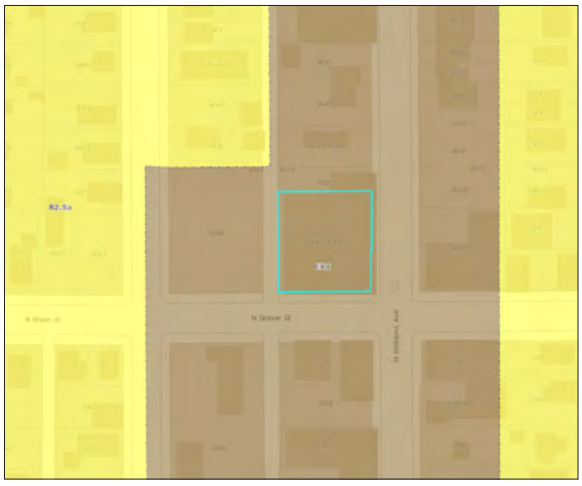
Before

After

PROJECT INFO

Exterior changes on facades, change of occupancy, interior buildout with 8 new shell tenant spaces and common corridor

Address	17 N Shaver St
Architect/Developer	N/A
Permit #	13-111596 CO
Zone	EX – Central Employment
Overlays	d - Design
Comp Plan	EX – Central Employment
Year Built	1946
Procedure Type	Permit Review
Neighborhood	Boise
Building Area	14,256 sq ft



ZONING MAP

COMMUNITY DESIGN STANDARDS

BUILDING A-25

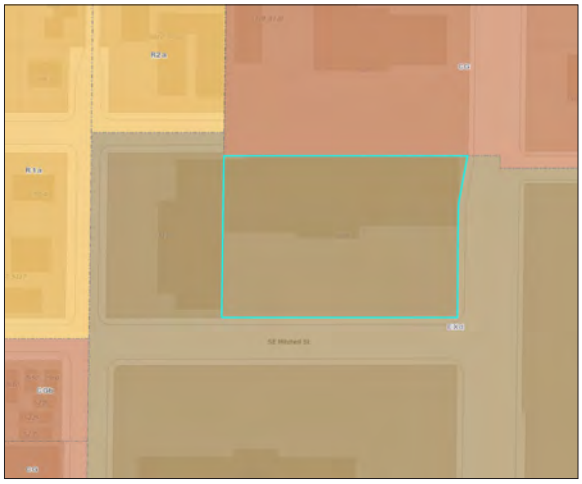
Before

After

PROJECT INFO

Interior alteration for new tenant, new walls

Address	5035 SE 82nd Ave
Architect/Developer	N/A
Permit #	14-114407 CO
Zone	EX – Central Employment
Overlays	d - Design
Comp Plan	EX – Central Employment
Year Built	1969
Procedure Type	Permit Review
Neighborhood	Foster-Powell
Building Area	26,052 sq ft



ZONING MAP

COMMUNITY DESIGN STANDARDS

BUILDING A-26

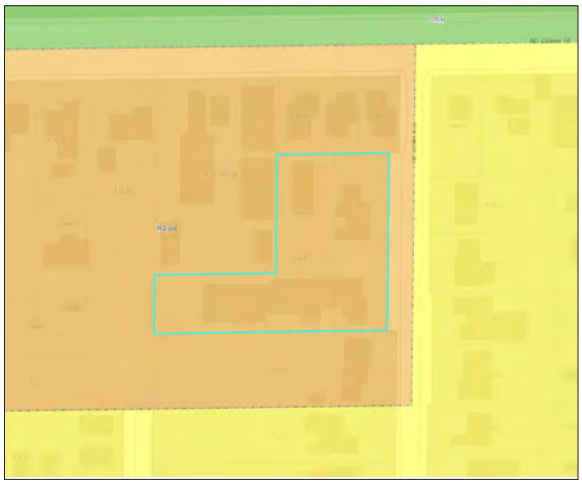
Before

After

PROJECT INFO

Add 15 bedrooms, change occupancy to residential care facility

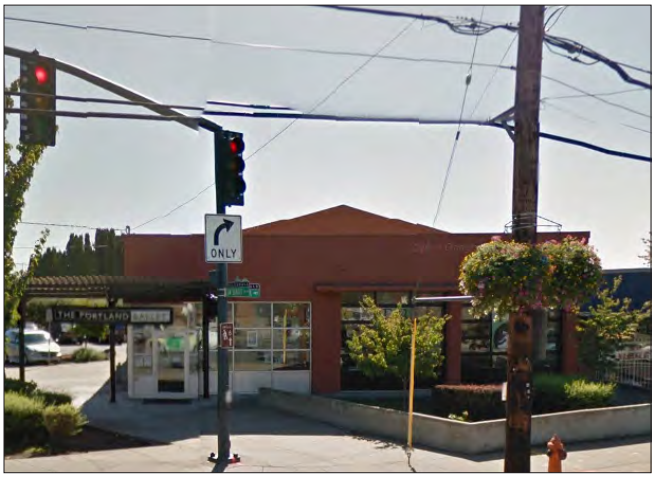
Address	401 NE 139th Ave
Architect/Developer	N/A
Permit #	09-162052 CO
Zone	R2 – Residential 2000
Overlays	d - Design, a - Alternative Design Density
Comp Plan	R2 - Low Density Multi-Dwelling
Year Built	2012
Procedure Type	Permit Review
Neighborhood	Hazelwood
Building Area	21,205 sq ft



ZONING MAP

COMMUNITY DESIGN STANDARDS

BUILDING A-27



Before

After

PROJECT INFO

2,655 sf addition to ballet school, expand studio, new restrooms and offices

Address	6250 SW Capitol Hwy
Architect/Developer	N/A
Permit #	13-146206 CO
Zone	CS – Storefront Commercial
Overlays	d - Design
Comp Plan	UC - Urban Commercial
Year Built	1925
Procedure Type	Permit Review
Neighborhood	Hillsdale
Building Area	7,975 sq ft

ZONING MAP

COMMUNITY DESIGN STANDARDS

BUILDING A-28

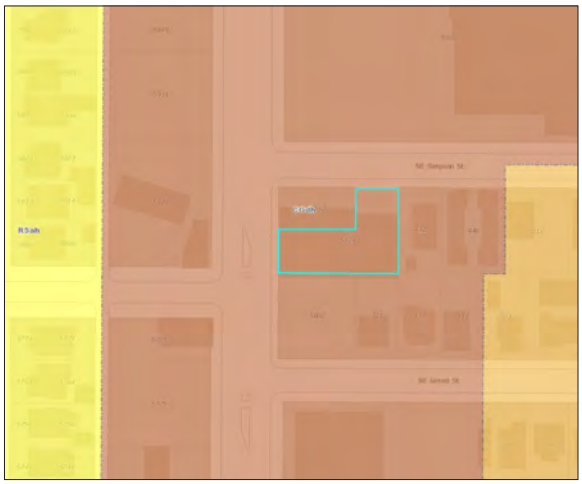
Before

After

PROJECT INFO

2-story 10,250 sf addition to one-story building, retail main level, warehouse above

Address	5824 NE MLK Jr Blvd
Architect/Developer	N/A
Permit #	10-106206 CO
Zone	CG – General Commercial
Overlays	d - Design, h - Aircraft Landing
Comp Plan	CG – General Commercial
Year Built	1945
Procedure Type	Permit Review
Neighborhood	King
Building Area	3,642 sq ft



ZONING MAP

COMMUNITY DESIGN STANDARDS

BUILDING A-29

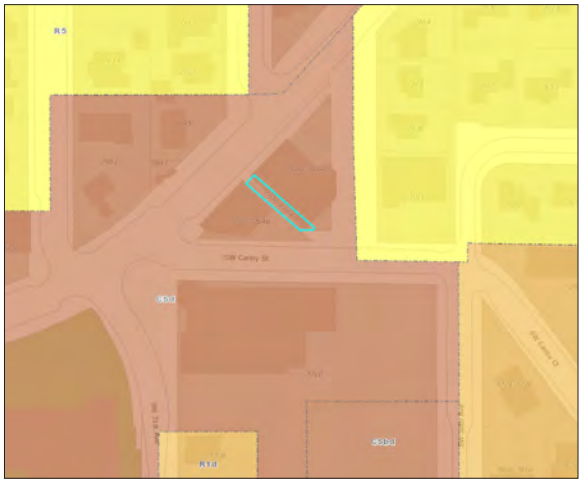
Before

After

PROJECT INFO

Change of occupancy from storage-manufacturing to mixed-use, demo and replace front 14' with small 2-story addition

Address	7634 SW Capitol Hwy
Architect/Developer	N/A
Permit #	13-189699 CO
Zone	CS – Storefront Commercial
Overlays	d - Design
Comp Plan	UC - Urban Commercial
Year Built	N/A
Procedure Type	Permit Review
Neighborhood	Multnomah
Building Area	N/A



ZONING MAP

COMMUNITY DESIGN STANDARDS

BUILDING A-30

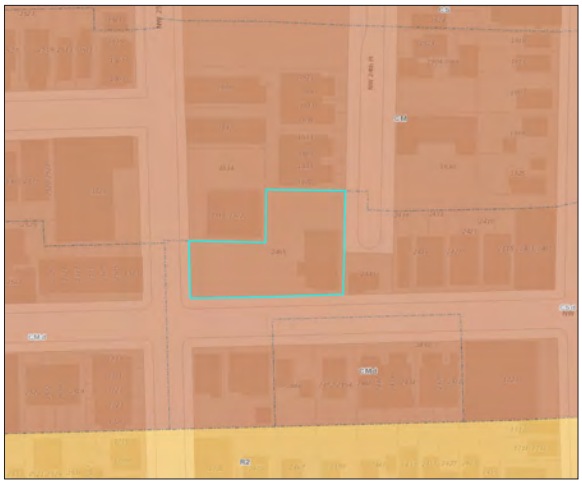
Before

After

PROJECT INFO

Vestibule addition, elevator for credit union

Address	2465 NW Thurman St
Architect/Developer	N/A
Permit #	12-160022 CO
Zone	CS – Storefront Commercial
Overlays	d - Design
Comp Plan	UC - Urban Commercial
Year Built	1977
Procedure Type	Permit Review
Neighborhood	Northwest District
Building Area	5,346 sq ft

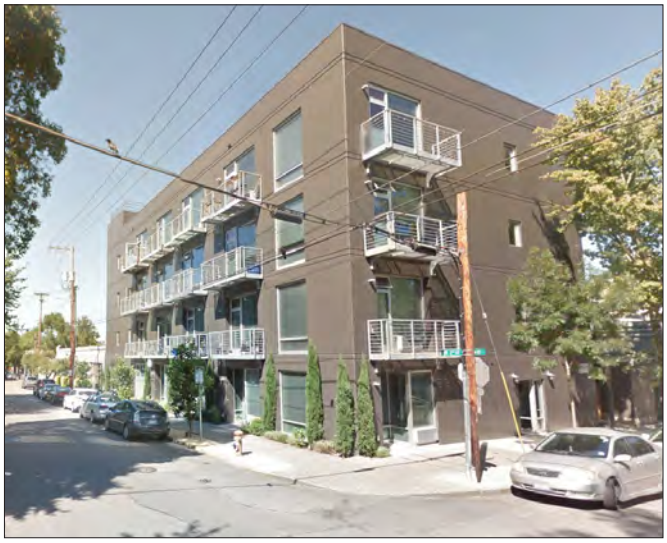


ZONING MAP

COMMUNITY DESIGN STANDARDS

BUILDING A-31

Before

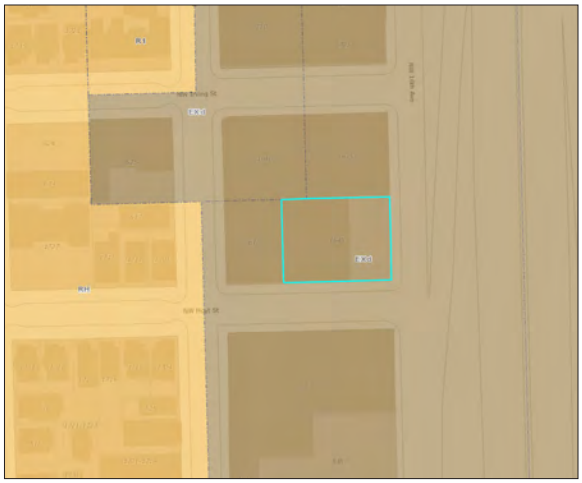


After

PROJECT INFO

Convert 4-story warehouse to 39-unit apartment building, new windows, doors, balconies, façade updates

Address	610 NW 17th Ave
Architect/Developer	N/A
Permit #	13-120823 CO
Zone	EX – Central Employment
Overlays	d - Design
Comp Plan	EX – Central Employment
Year Built	1952
Procedure Type	Permit Review
Neighborhood	Northwest District
Building Area	7,500 sq ft

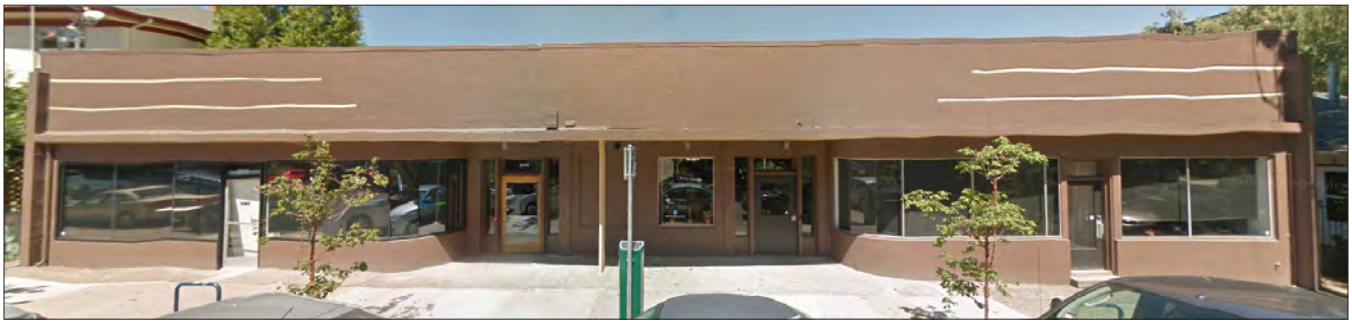


ZONING MAP

COMMUNITY DESIGN STANDARDS

BUILDING A-32

Before



After

PROJECT INFO

Fitness center to offices, exterior ramp, deck, stair

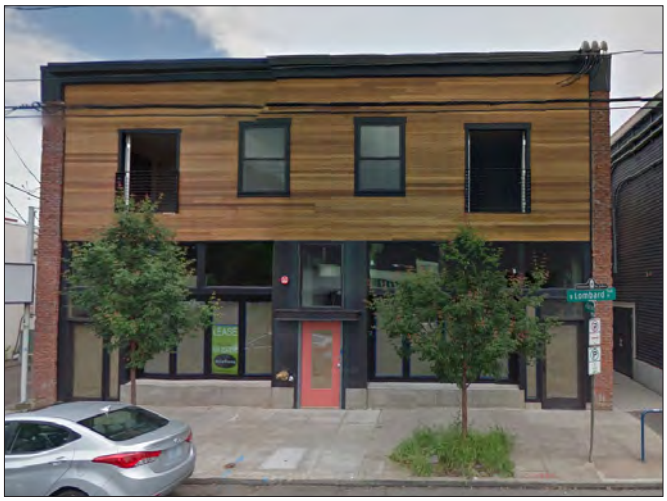
Address	2025 NW Overton St
Architect/Developer	N/A
Permit #	11-124323 CO
Zone	EX – Central Employment
Overlays	d - Design
Comp Plan	EX – Central Employment
Year Built	1948
Procedure Type	Permit Review
Neighborhood	Northwest District
Building Area	18,266 sq ft

ZONING MAP

COMMUNITY DESIGN STANDARDS

BUILDING A-33

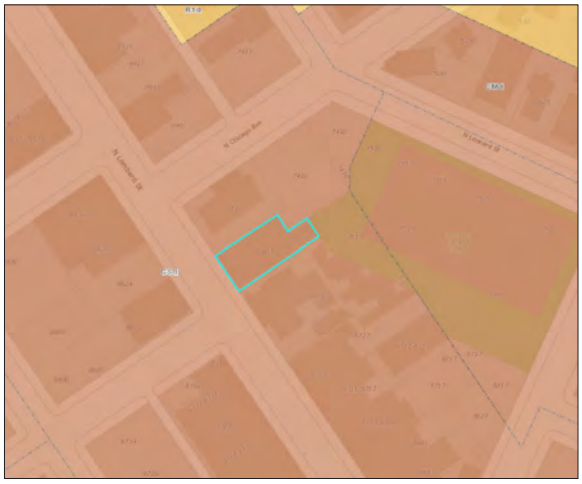
Before


After

PROJECT INFO

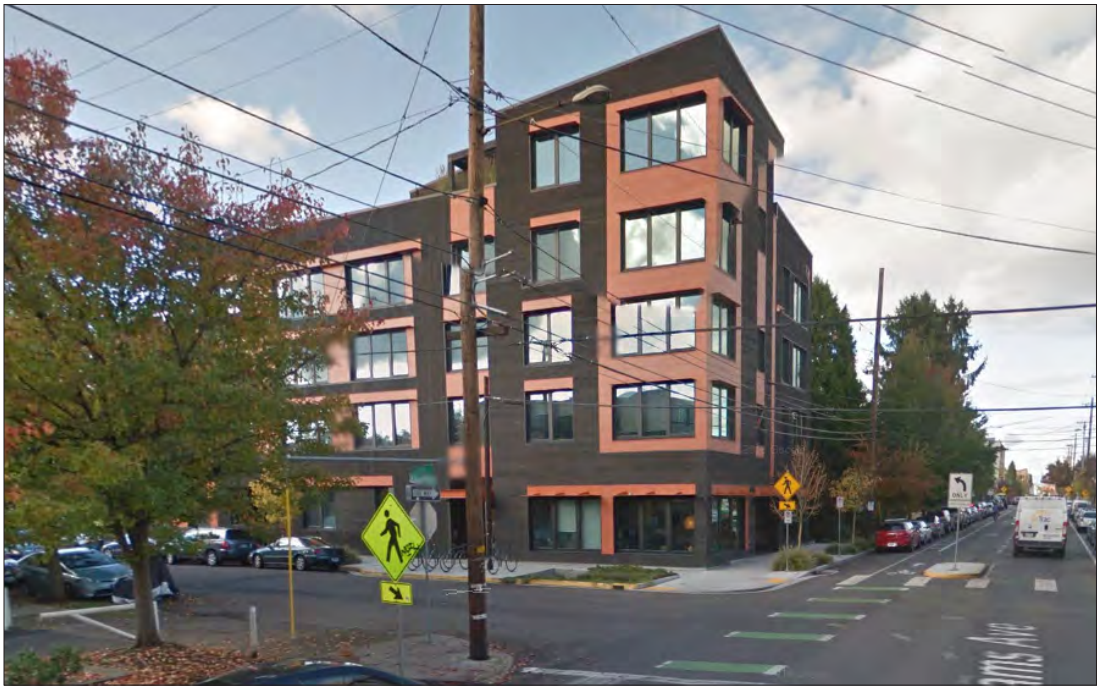
Re-roof, seismic wall anchorage, new steel frame for storefront

Address	8803 N Lombard St
Architect/Developer	N/A
Permit #	11-165402 CO
Zone	CS – Storefront Commercial
Overlays	d - Design
Comp Plan	UC - Urban Commercial
Year Built	1906
Procedure Type	Permit Review
Neighborhood	St. John's
Building Area	9,262 sq ft


ZONING MAP

COMMUNITY DESIGN GUIDELINES

BUILDING B-1



PROJECT INFO

4 story mixed use with mezz, 20 units

Address	33 N Beech St
Architect/Developer	GBD Architects
Permit #	12-116432 DZM, 12-136140 CO
Zone	EX – Central Employment
Overlays	d - Design
Comp Plan	EX - Central Employment
Year Built	2013
Procedure Type	Type II
Neighborhood	Boise
Building Area	15,094 sq ft

ZONING MAP

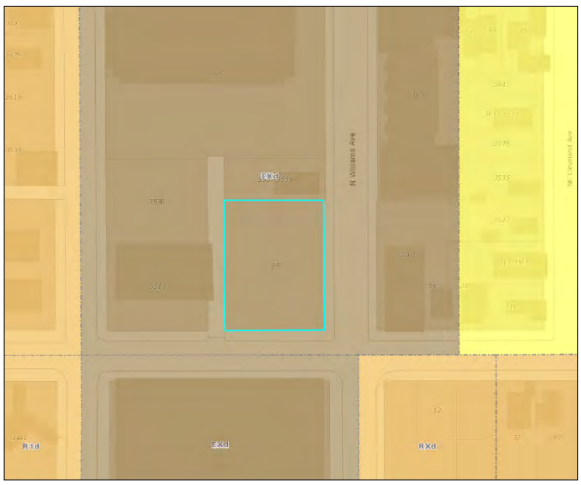
COMMUNITY DESIGN GUIDELINES

BUILDING B-2

PROJECT INFO

4-story mixed use office/retail building and adjacent courtyard

Address	3529 N Williams Ave
Architect/Developer	Holst
Permit #	13-240623 DZM, 14-108226 CO
Zone	EX – Central Employment
Overlays	d - Design
Comp Plan	EX - Central Employment
Year Built	2015
Procedure Type	Type II
Neighborhood	Boise
Building Area	35,620 sq ft



ZONING MAP

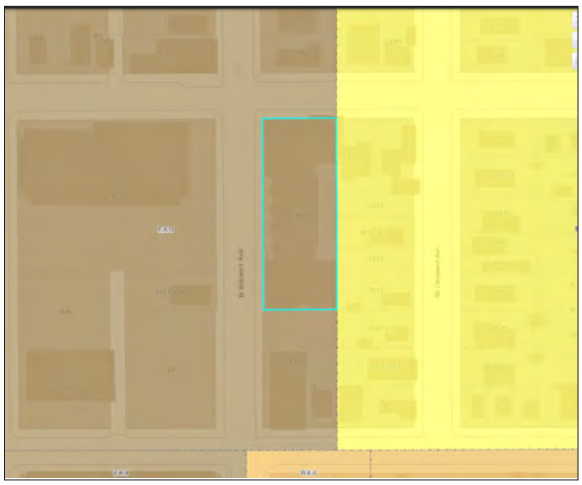
COMMUNITY DESIGN GUIDELINES

BUILDING B-3

PROJECT INFO

4-story, 72 unit apartment building with ground floor retail

Address	3600 N Williams Ave
Architect/Developer	LRS Architects
Permit #	09-101831 DZM, 10-174332 CO
Zone	EX – Central Employment
Overlays	d - Design
Comp Plan	EX - Central Employment
Year Built	2011
Procedure Type	Type II
Neighborhood	Boise
Building Area	31,211 sq ftg



ZONING MAP

COMMUNITY DESIGN GUIDELINES

BUILDING B-4

PROJECT INFO

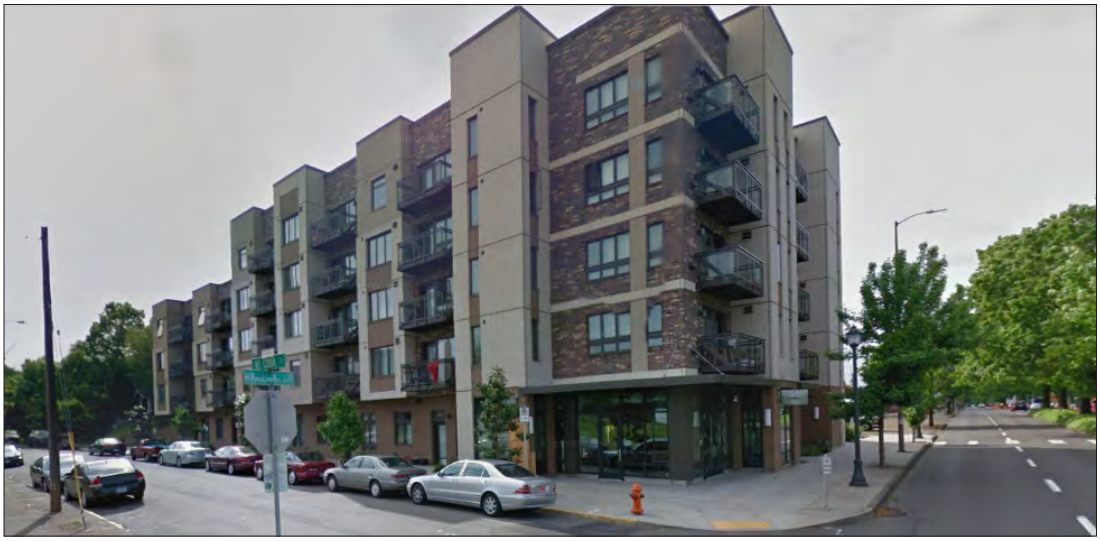
5-story office building with on-site parking and ground floor retail

Address	3530 N Vancouver Ave
Architect/Developer	Path/Kaiser
Permit #	13-123068 DZM, 13-164353 CO
Zone	EX – Central Employment
Overlays	d - Design
Comp Plan	EX - Central Employment
Year Built	2015
Procedure Type	Type II
Neighborhood	Boise
Building Area	37,639 sq ft

ZONING MAP

COMMUNITY DESIGN GUIDELINES

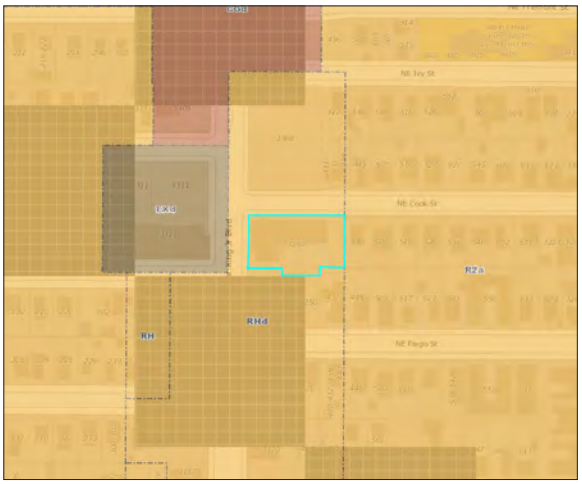
BUILDING B-5



PROJECT INFO

5 story apartment building with community room and 1,700 sq ft retail

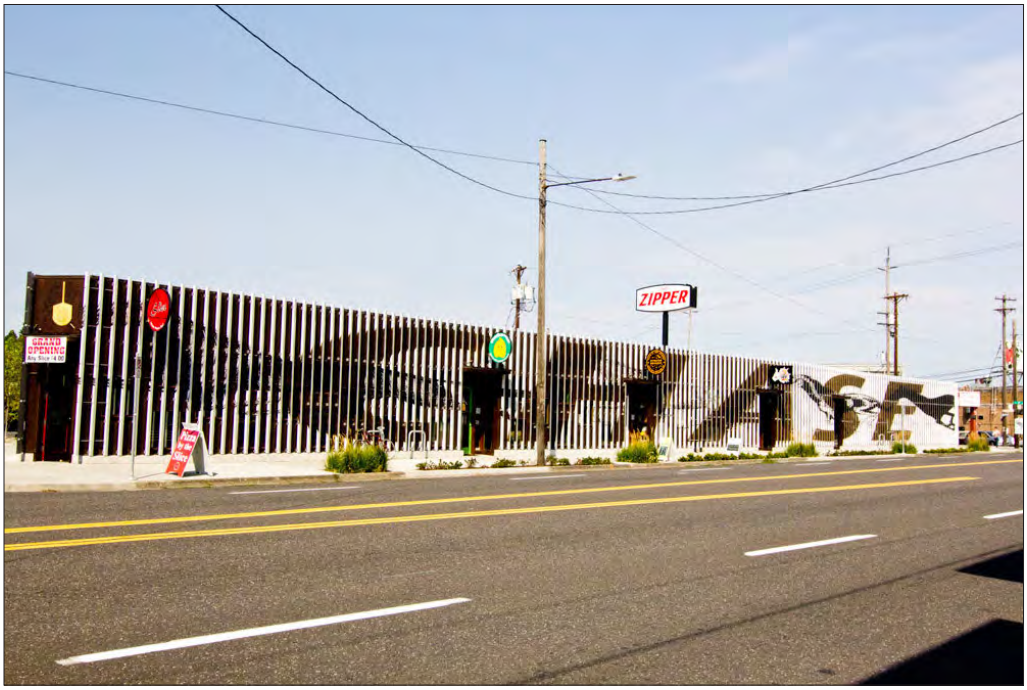
Address	3250 NE MLK Jr Blvd
Architect/Developer	Eliot Housing Limited Partnership
Permit #	12-118607 DZM, 12-132453 CO
Zone	RH – High Density Residential
Overlays	d - Design
Comp Plan	RH - High Density Multi Dwelling
Year Built	2013
Procedure Type	Type II
Neighborhood	Eliot
Building Area	48,281 sq ft



ZONING MAP

COMMUNITY DESIGN GUIDELINES

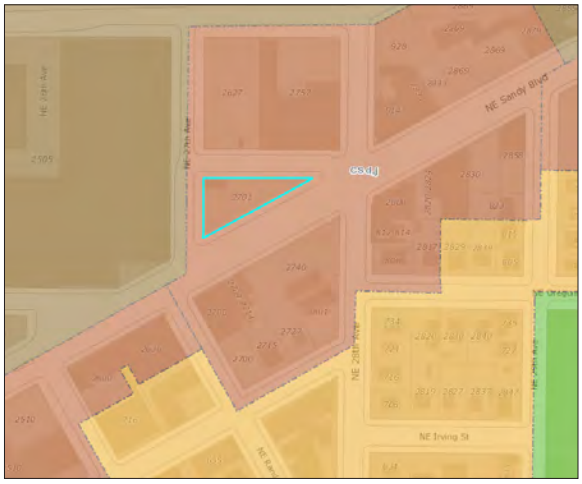
BUILDING B-6



PROJECT INFO

Single story commercial, multi-tenant retail

Address	2705 NE Sandy Blvd
Architect/Developer	Brett Schultz and Kevin Cavanaugh
Permit #	13-160362
Zone	CS – Storefront Commercial
Overlays	d – Design, j – Main Street Node
Comp Plan	UC – Urban Commercial
Year Built	2015
Procedure Type	Type II
Neighborhood	Kerns
Building Area	7,763 sq ft



ZONING MAP

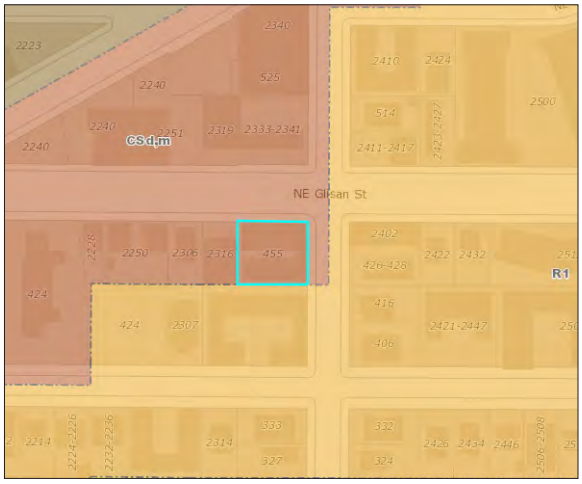
COMMUNITY DESIGN GUIDELINES

BUILDING B-7

PROJECT INFO

Mixed use development with 32 dwelling units

Address	455 NE 24th Ave
Architect/Developer	Young Design Studio
Permit #	11-168885
Zone	CS – Storefront Commercial
Overlays	d - Design
Comp Plan	UC – Urban Commercial
Year Built	2012
Procedure Type	Type II
Neighborhood	Kerns
Building Area	18,542 sq ft



ZONING MAP

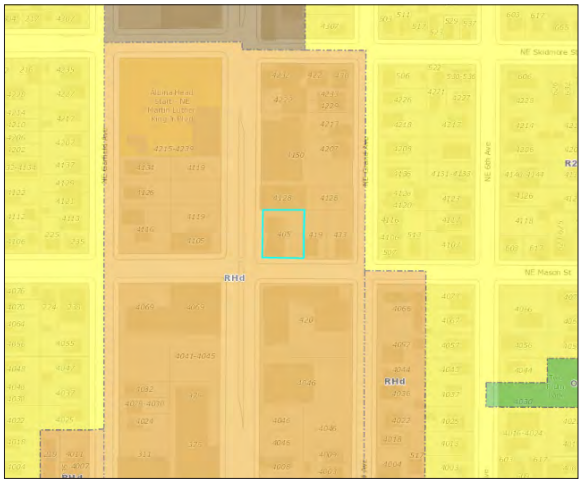
COMMUNITY DESIGN GUIDELINES

BUILDING B-8

PROJECT INFO

5-story 36 unit apartment building with ground floor retail and covered on-site parking

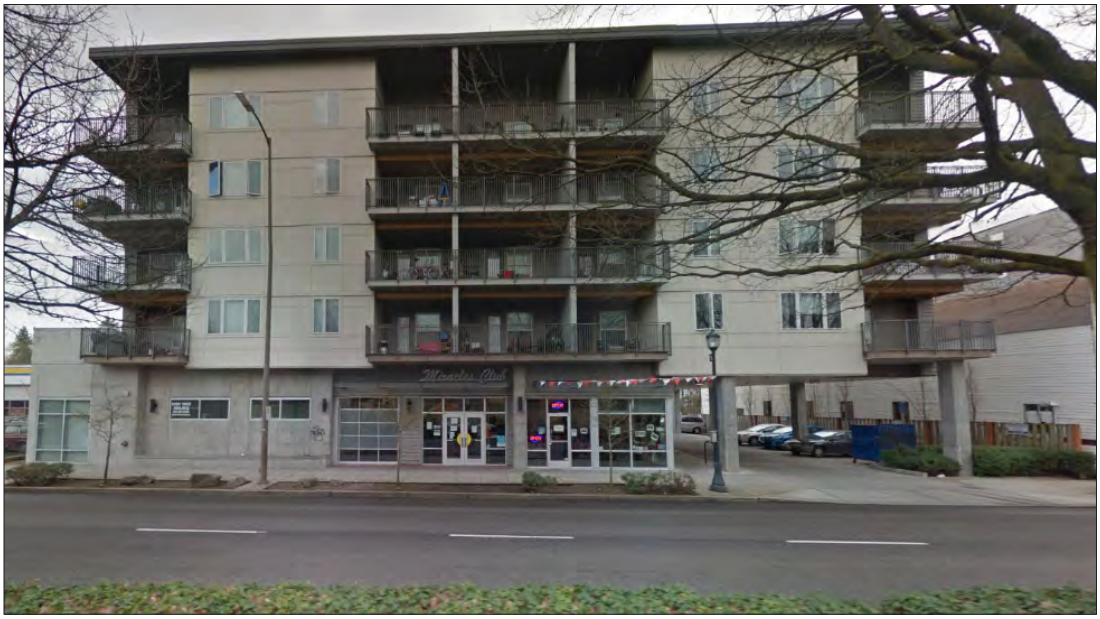
Address	405 NE Mason St
Architect/Developer	TVA Architects
Permit #	12-193617 DZ, 13-216795 CO
Zone	RH – High Density Residential
Overlays	d - Design
Comp Plan	RH - High Density Multi Dwelling
Year Built	2014
Procedure Type	Type II
Neighborhood	King
Building Area	27,240 sq ft



ZONING MAP

COMMUNITY DESIGN GUIDELINES

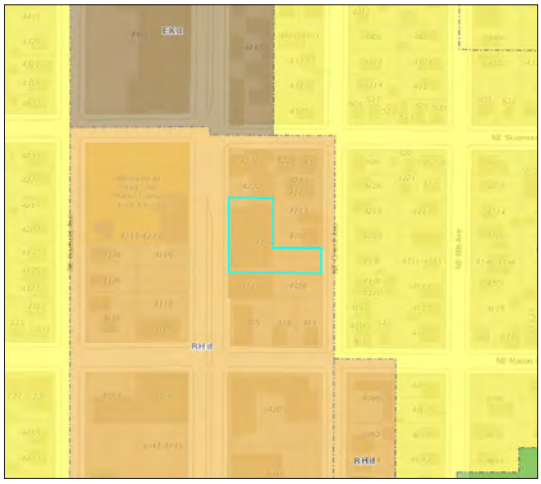
BUILDING B-9



PROJECT INFO

5-story mixed use building, 4 floors of apartments (40 units), ground floor community service offices and gathering space

Address	4150 NE MLK Jr Blvd
Architect/Developer	Carleton Hart
Permit #	08-146557 DZM + a CU and DZ amend, 09-133471 CO
Zone	RH – High Density Residential
Overlays	d - Design
Comp Plan	RH - High Density Multi Dwelling
Year Built	2011
Procedure Type	Type II
Neighborhood	King
Building Area	46,994 sq ft



ZONING MAP

COMMUNITY DESIGN GUIDELINES

BUILDING B-10

PROJECT INFO

6 story, 85 unit apartment building, 32 at grade parking

Address	375 NE Shaver St
Architect/Developer	Deca
Permit #	06-178089 DZMZ, 08-112956 CO
Zone	RH – High Density Residential
Overlays	d - Design
Comp Plan	RH – High Density Multi-Dwelling
Year Built	2008
Procedure Type	Type II
Neighborhood	King
Building Area	89,814 sq ft

ZONING MAP

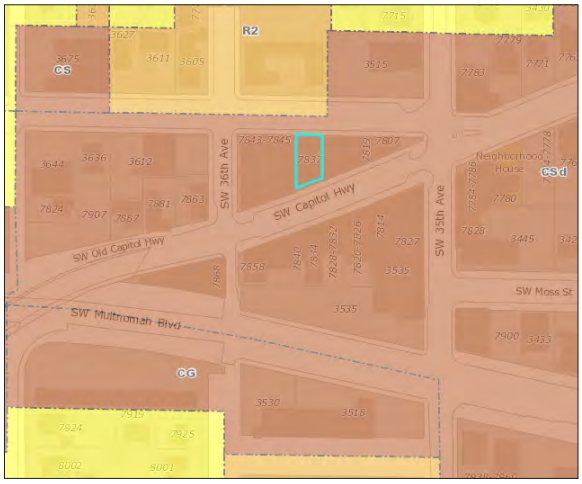
COMMUNITY DESIGN GUIDELINES

BUILDING B-11

PROJECT INFO

3-story mixed-use (retail and apartments)

Address	7837 Capitol Hwy
Architect/Developer	Madrona Hill Development LLC
Permit #	09-109786
Zone	CS – Storefront Commercial
Overlays	d - Design
Comp Plan	UC – Urban Commercial
Year Built	2010
Procedure Type	Type II
Neighborhood	Multnomah
Building Area	7,475 sq ft



ZONING MAP

COMMUNITY DESIGN GUIDELINES

BUILDING B-12

PROJECT INFO

Mixed use; 7 residential units, 1 commercial unit, only Type II new construction in nw

Address	1906 NW Overton St
Architect/Developer	Works Partnership
Permit #	12-209779 CO, 12-193619 DZM
Zone	EX – Central Employment
Overlays	d - Design
Comp Plan	EX – Central Employment
Year Built	2013
Procedure Type	Type II
Neighborhood	Northwest District
Building Area	8,046 sq ft

ZONING MAP

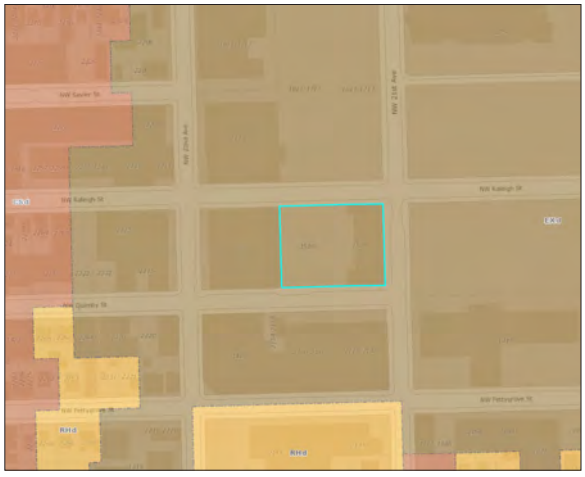
COMMUNITY DESIGN GUIDELINES

BUILDING B-13

PROJECT INFO

6-story mixed use over underground parking

Address	1505 NW 21st Ave
Architect/Developer	GBD Architects
Permit #	13-224794 CO, 13-148833 DZM
Zone	EX - Central Employment
Overlays	d - Design
Comp Plan	EX - Central Employment
Year Built	2014
Procedure Type	Type III
Neighborhood	Northwest District
Building Area	127,028 sq ft



ZONING MAP

COMMUNITY DESIGN GUIDELINES

BUILDING B-14

PROJECT INFO

Two buildings across street, same review; 4 story mixed use, below grade parking, 5900 sf retail, 125 apt units

Address	2270 NW Savier St
Architect/Developer	SERA Architects
Permit #	11-147284 CO, 11-117524 DZM
Zone	CS – Storefront Commercial
Overlays	d - Design
Comp Plan	UC – Urban Commercial
Year Built	2012
Procedure Type	Type III
Neighborhood	Northwest District
Building Area	108233 sq ft

ZONING MAP

COMMUNITY DESIGN GUIDELINES

BUILDING B-15

PROJECT INFO

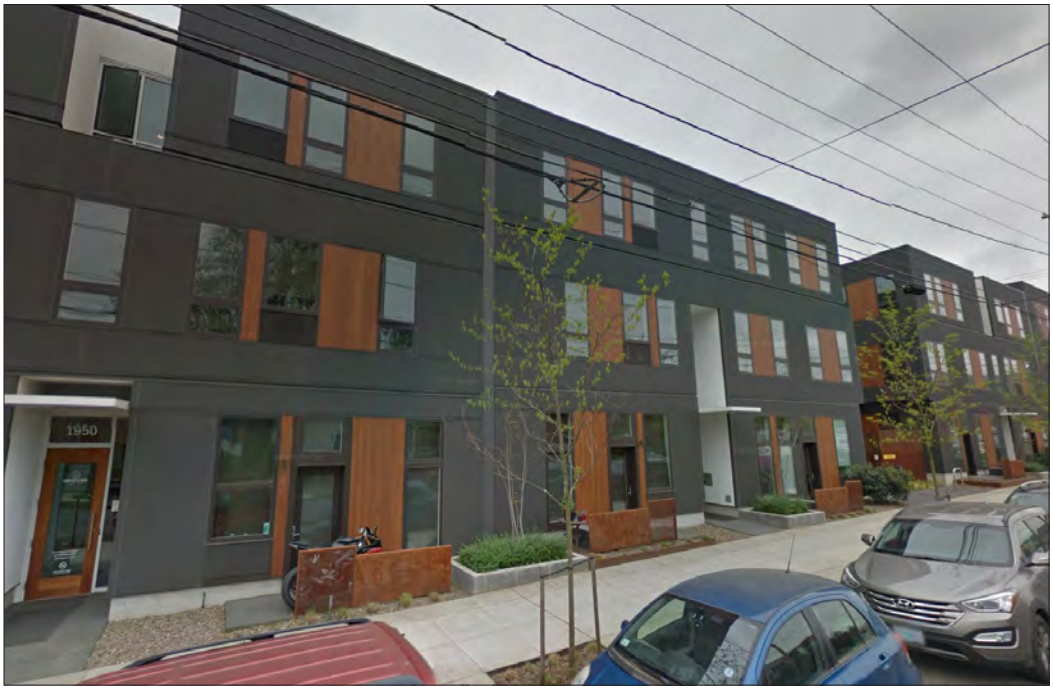
4-story mixed-use building, 3 stories residential (24 units) over ground floor retail and parking

Address	2275 NW Raleigh St (now 1606-1616 NW 23rd Ave)
Architect/Developer	GBD Architects
Permit #	12-113647 CO, 11-177105 DZ
Zone	CS – Storefront Commercial
Overlays	d - Design
Comp Plan	UC – Urban Commercial
Year Built	2012
Procedure Type	Type III
Neighborhood	Northwest District
Building Area	29,985 sq ft

ZONING MAP

COMMUNITY DESIGN GUIDELINES

BUILDING B-16



PROJECT INFO

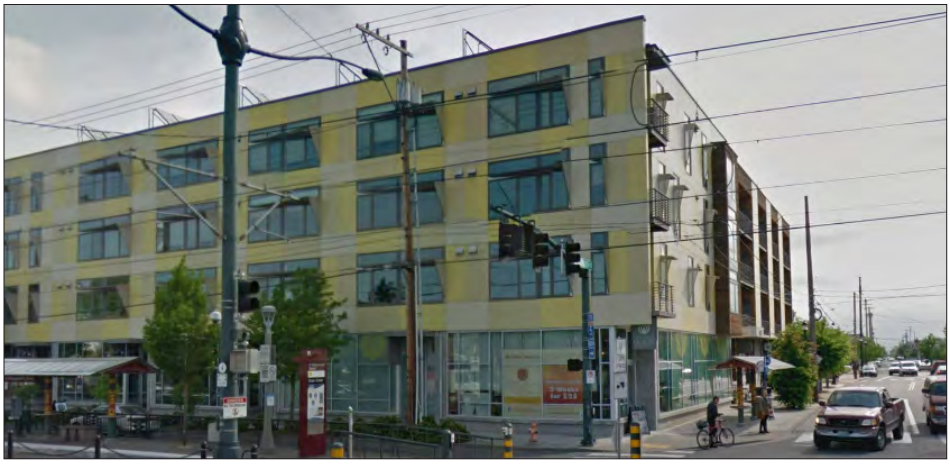
3 story 20-unit apartment building, two building complex

Address	1950 NW Raleigh St
Architect/Developer	Holst/CE John
Permit #	12-155778 CO, 12-155783 CO, 12-148087 DZM
Zone	EX – Central Employment
Overlays	d - Design
Comp Plan	EX – Central Employment
Year Built	2013
Procedure Type	Type III
Neighborhood	Northwest District
Building Area	42,266 sq ft

ZONING MAP

COMMUNITY DESIGN GUIDELINES

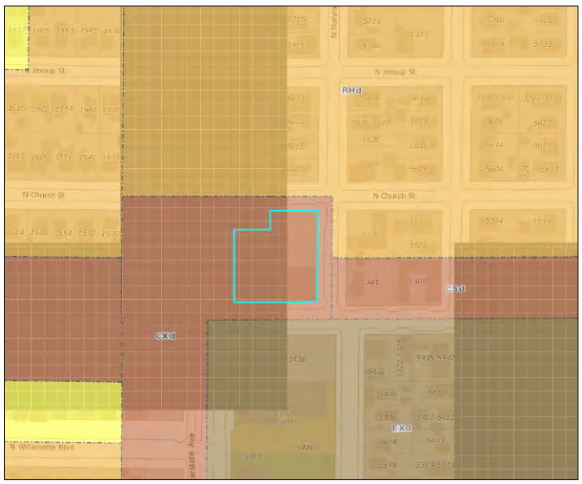
BUILDING B-17



PROJECT INFO

4-story mixed use building, 57 units and 9658 sq ft commercial, 16 individual garages and 33 surface parking

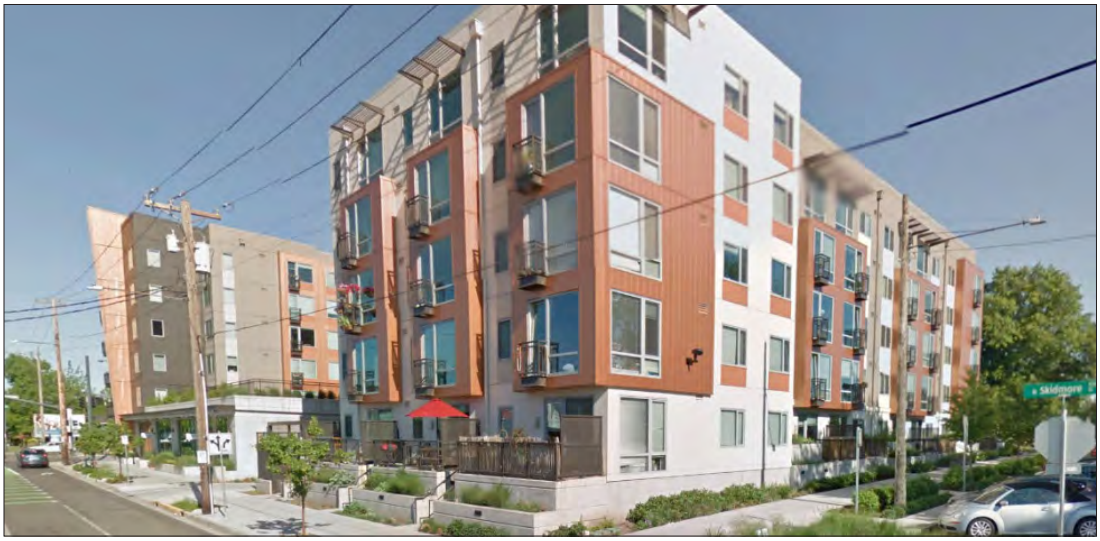
Address	1455 N Killingsworth St
Architect/Developer	Vallaster & Corl Architects
Permit #	08-160136 DZ, 08-174709 CO
Zone	CX – Central Commercial
Overlays	d - Design
Comp Plan	EX - Central Employment
Year Built	N/A
Procedure Type	Type II
Neighborhood	Overlook
Building Area	N/A



ZONING MAP

COMMUNITY DESIGN GUIDELINES

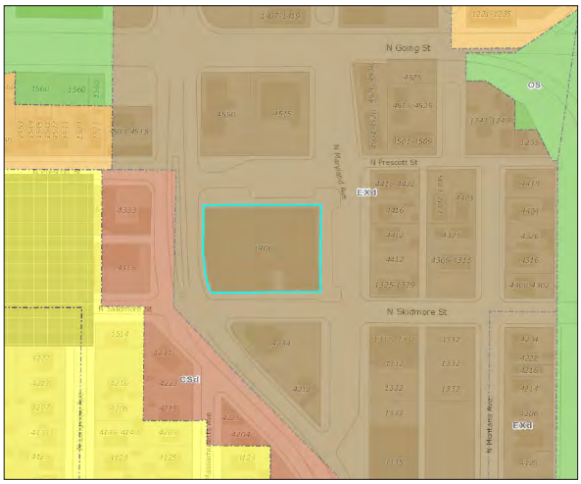
BUILDING B-18



PROJECT INFO

155 unit apartment building

Address	1450 N Prescott St
Architect/Developer	Myhre Group
Permit #	08-135305 DZ AD, 11-140153 CO
Zone	EX – Central Employment
Overlays	d - Design
Comp Plan	EX – Central Employment
Year Built	2013
Procedure Type	Type II
Neighborhood	Overlook
Building Area	141,852 sq ft



ZONING MAP

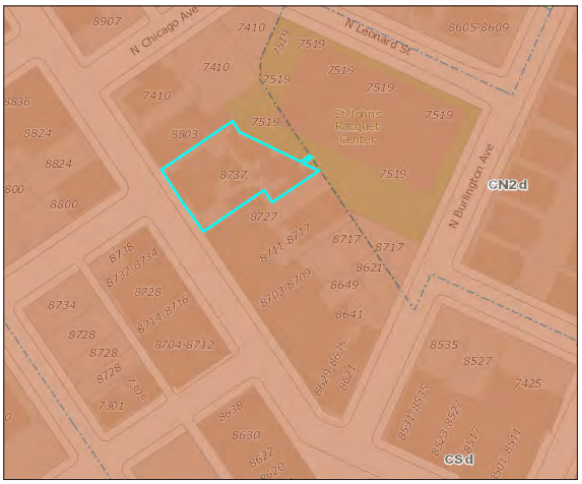
COMMUNITY DESIGN GUIDELINES

BUILDING B-19

PROJECT INFO

6 townhouse units with retail

Address	8741 N Lombard St
Architect/Developer	Kevin Cavenaugh
Permit #	13-240630
Zone	CS – Storefront Commercial
Overlays	d - Design
Comp Plan	UC - Urban Commercial
Year Built	2014
Procedure Type	Type II
Neighborhood	St. John's
Building Area	12,968 sq ft



ZONING MAP

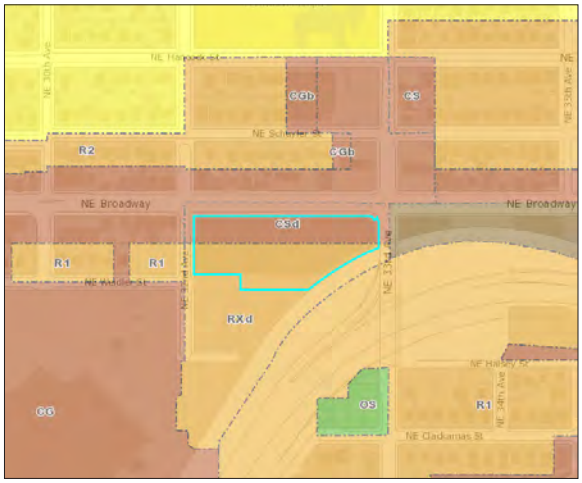
COMMUNITY DESIGN GUIDELINES

BUILDING B-20

PROJECT INFO

4-story mixed-use over 2 levels of parking, 211 apartments and 47,000 sf of retail

Address	3215 NE Weidler St
Architect/Developer	LRS Architects
Permit #	13-114642
Zone	RX – Central Residential, CS – Storefront Commercial
Overlays	d - Design
Comp Plan	UC - Urban Commercial, IS - Industrial Sanctuary
Year Built	2013
Procedure Type	Type III
Neighborhood	Sullivan's Gulch
Building Area	258,082 sq ft



ZONING MAP

COMMUNITY DESIGN GUIDELINES

BUILDING B-21

Before

After

PROJECT INFO

9,730 sf retail, grooming, boarding, rooftop dog play areas; materials and storefront to match existing; guardrails; mechanical unit

Address	1832 NW Raleigh St
Architect/Developer	N/A
Permit #	12-148694 DZ
Zone	EX – Central Employment
Overlays	d - Design
Comp Plan	EX – Central Employment
Year Built	1972
Procedure Type	Type II
Neighborhood	Northwest District
Building Area	19,400 sq ft

ZONING MAP

COMMUNITY DESIGN GUIDELINES

BUILDING B-22

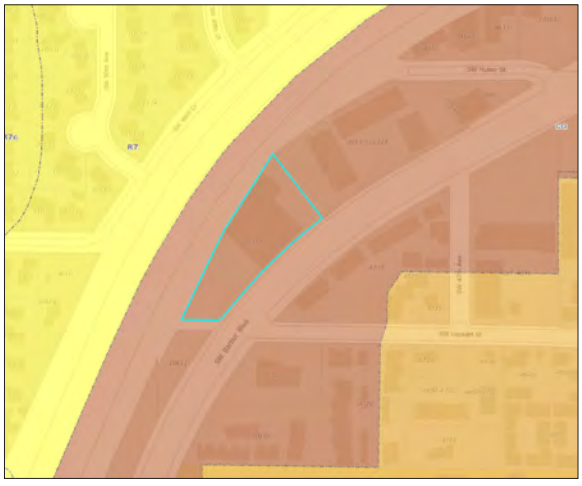
Before

After

PROJECT INFO

3-story addition to self-storage building (horizontal, not vertical – 3-story building next to 3-story building)

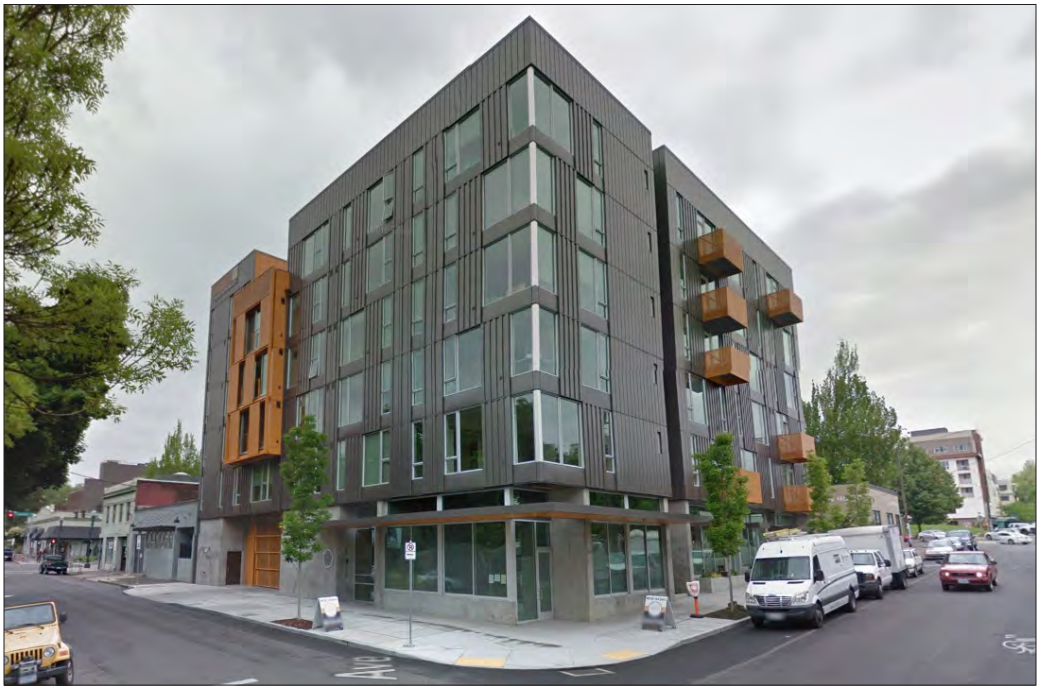
Address	10315 SW Barbur Blvd
Architect/Developer	N/A
Permit #	13-172177 DZ, 13-222908 CO
Zone	CG – General Commercial
Overlays	None
Comp Plan	CG – General Commercial
Year Built	2007
Procedure Type	Type II
Neighborhood	West Portland Park
Building Area	106,918 sq ft



ZONING MAP

CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

BUILDING C-1



PROJECT INFO

6-story mixed-use, 63 units, modifcations for non-standard loading and parking area, ground floor windows

Address	60 SE 10th Ave
Architect/Developer	Vallaster Corl Architects
Permit #	13-211599 DZM, 14-103589 CO
Zone	EX – Central Employment
Overlays	d - Design
Comp Plan	EX – Central Employment
Year Built	2014
Procedure Type	Type III
Neighborhood	Buckman
Building Area	51,351 sq ft

ZONING MAP

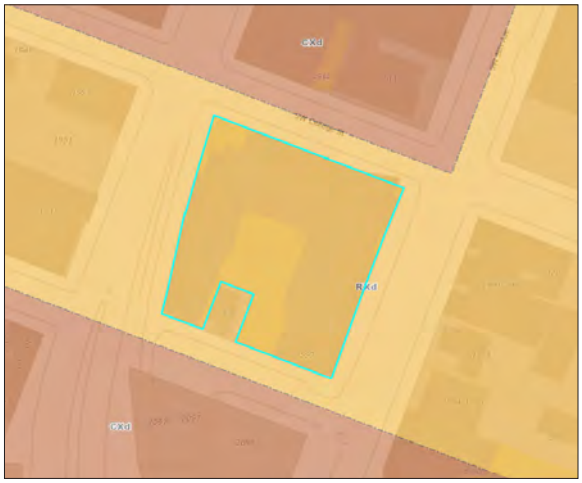
CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

BUILDING C-2

PROJECT INFO

16 story student housing, 283 units

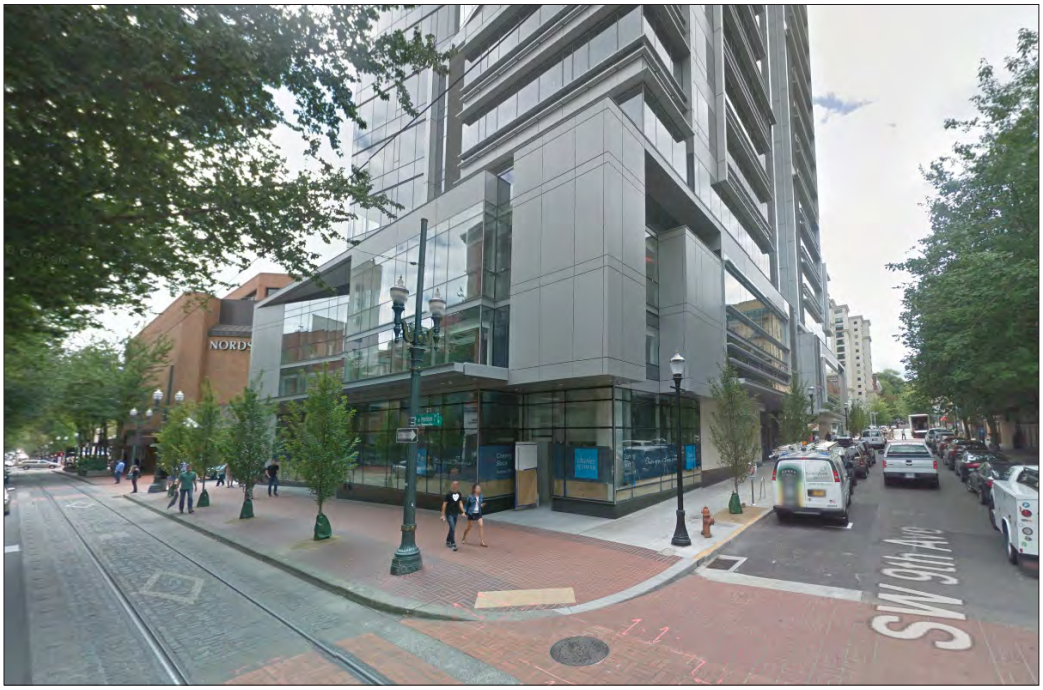
Address	550 SW College St
Architect/Developer	SERA Architects
Permit #	10-135978 CO, 10-1000261 DZM
Zone	RX Central Residential, CS Storefront Commercial
Overlays	d - Design
Comp Plan	RX - Central Residential
Year Built	2011
Procedure Type	Type III
Neighborhood	Downtown
Building Area	371,113 sq ft



ZONING MAP

CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

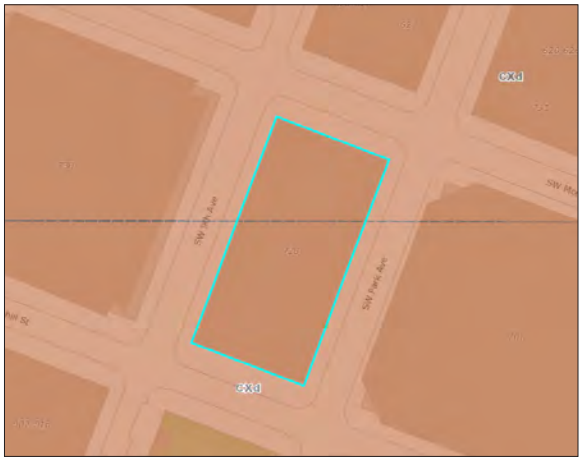
BUILDING C-3



PROJECT INFO

31 story office/retail/condo tower

Address	728 SW 9th Ave
Architect/Developer	TVA Architects
Permit #	07-140633 DZM - plus amend.
Zone	CX – Central Commercial
Overlays	d - Design
Comp Plan	CX Central Commercial
Year Built	2008
Procedure Type	Type III
Neighborhood	Downtown
Building Area	470,790 sq ft



ZONING MAP

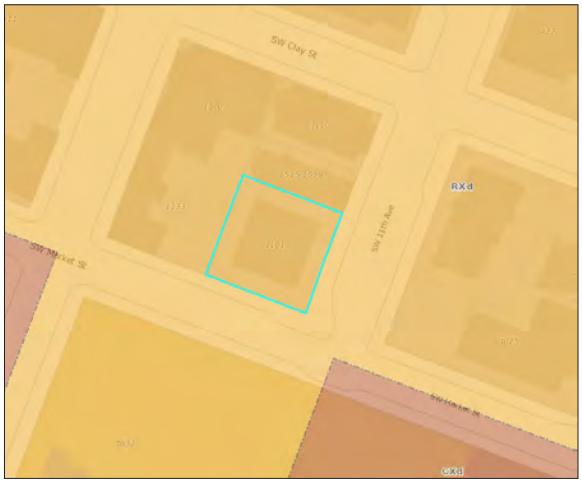
CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

BUILDING C-4

PROJECT INFO

6-story building with 67 residential units (2 live-work) and 19 parking spaces on a quarter block site

Address	1101 SW Market St
Architect/Developer	SERA
Permit #	14-153049 DZM
Zone	RX – Central Residential
Overlays	d - Design
Comp Plan	RX - Central Residential
Year Built	2015
Procedure Type	Type III
Neighborhood	Downtown
Building Area	54,435 sq ft



ZONING MAP

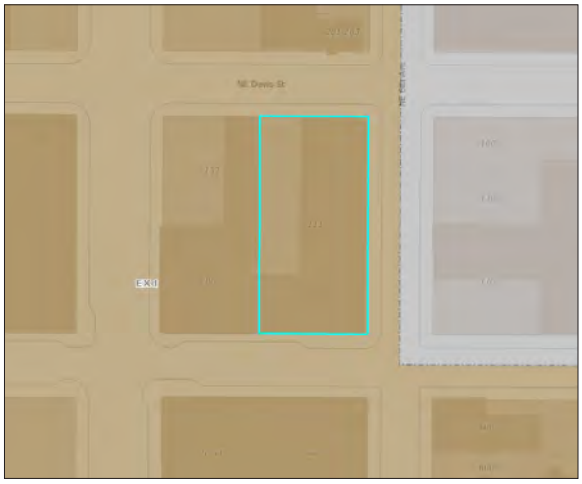
CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

BUILDING C-5

PROJECT INFO

5-story mixed-use retail and apartment building

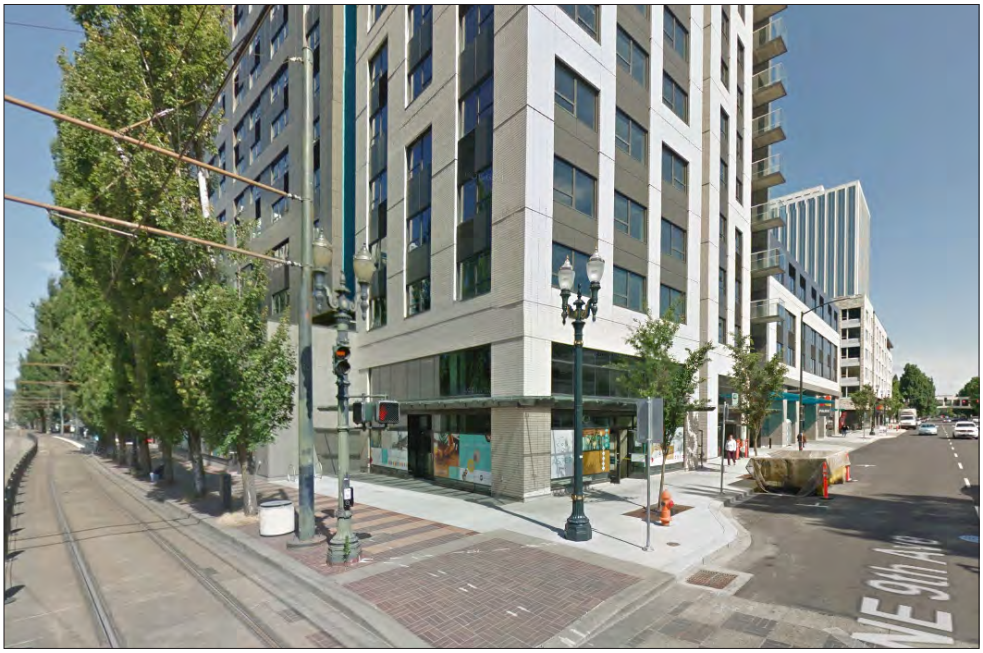
Address	111 NE 6th Ave
Architect/Developer	N/A
Permit #	11-108266 DZM, 11-144202 CO
Zone	EX – Central Employment
Overlays	d - Design
Comp Plan	EX – Central Employment
Year Built	2011
Procedure Type	Type III
Neighborhood	Kerns
Building Area	61,327 sq ft



ZONING MAP

CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

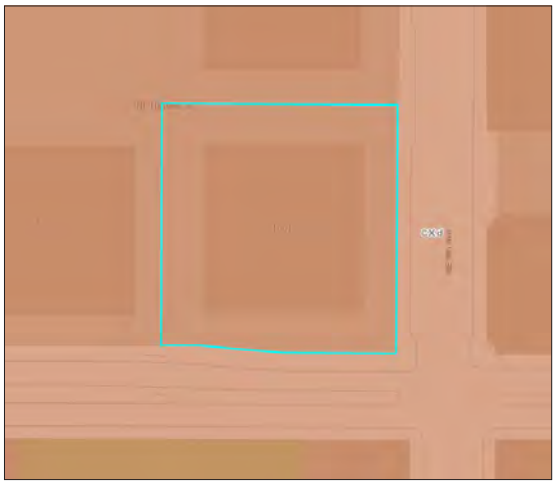
BUILDING C-6



PROJECT INFO

20-story tower mixed use residential (337 units) and ground floor retail

Address	1061 NE 9th Ave
Architect/Developer	GBD
Permit #	13-127647 DZM
Zone	CX – Central Commercial
Overlays	d - Design
Comp Plan	CX Central Commercial
Year Built	2013
Procedure Type	Type III
Neighborhood	Lloyd
Building Area	320,732 sq ft



ZONING MAP

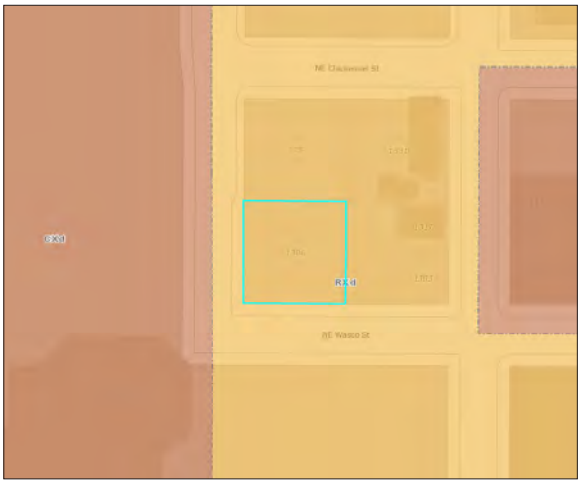
CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

BUILDING C-7

PROJECT INFO

6-story, mixed-use building with 47 residential units and community and peer mentoring services

Address	1306 NE 2nd Ave
Architect/Developer	N/A
Permit #	14-176475 DZM
Zone	RX – Central Residential, CS – Storefront Commercial
Overlays	d - Design
Comp Plan	RX - Central Residential
Year Built	2015
Procedure Type	Type III
Neighborhood	Lloyd
Building Area	48,351 sq ft



ZONING MAP

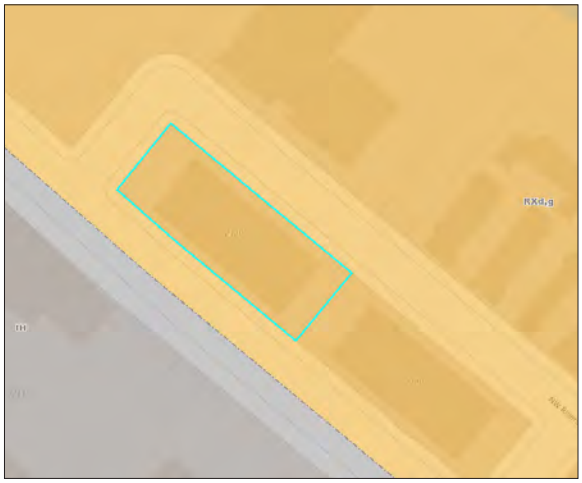
CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

BUILDING C-8

PROJECT INFO

5-story apartments, 63 units, with below grade parking

Address	2130 NW Front Ave
Architect/Developer	Robert Leeb Architects
Permit #	12-212602 DZM, 13-151457 CO
Zone	RX – Central Residential
Overlays	d - Design, g - Greenway
Comp Plan	RX – Central Residential
Year Built	2014
Procedure Type	Type III
Neighborhood	Northwest District
Building Area	75,900 sq ft



ZONING MAP

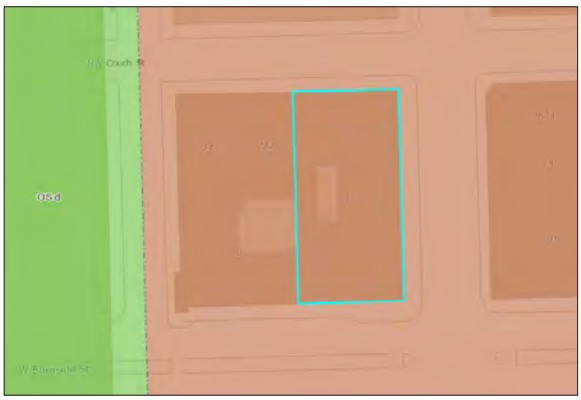
CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

BUILDING C-9

PROJECT INFO

3-story medical; primary care and mental health clinic, 1st and 2nd floor complete build, 3rd floor shell

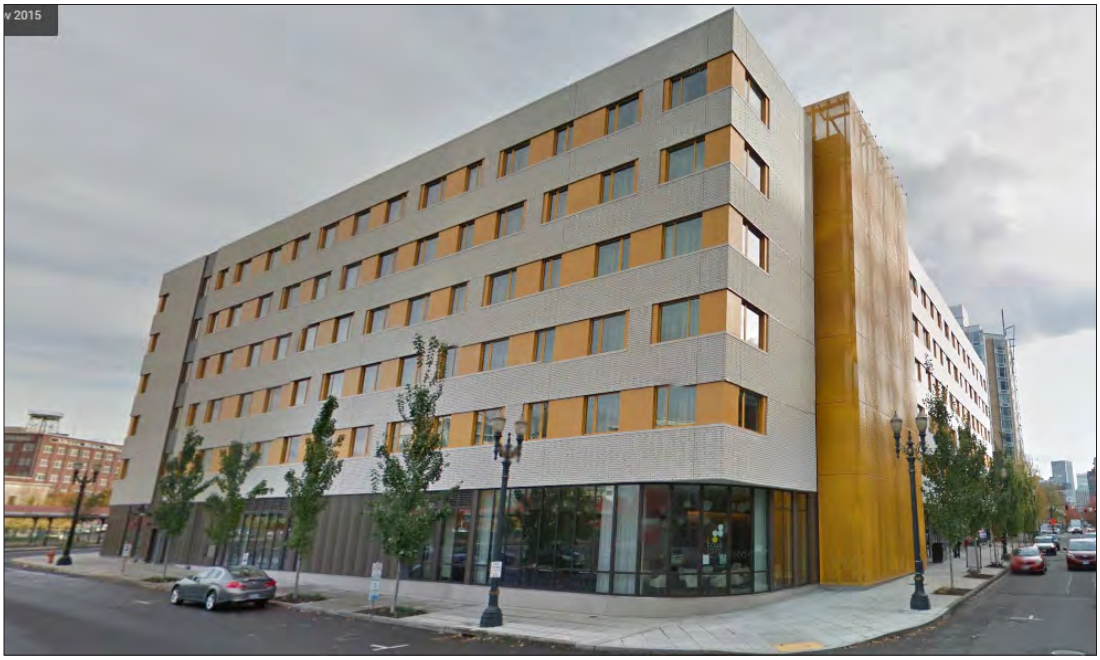
Address	33 NW Broadway
Architect/Developer	SERA
Permit #	10-122870 DZM, 10-137917 CO
Zone	CX – Central Commercial
Overlays	d - Design
Comp Plan	CX – Central Commercial
Year Built	2011
Procedure Type	Type III
Neighborhood	Pearl
Building Area	45,170 sq ft



ZONING MAP

CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

BUILDING C-10



PROJECT INFO

6-story hotel, 5 stories wood over 1 story concrete, 223 units

Address	1150 NW 9th Ave
Architect/Developer	SERA
Permit #	12-111904 DZ, 12-177712 CO
Zone	EX – Central Employment
Overlays	d - Design
Comp Plan	EX – Central Employment
Year Built	2014
Procedure Type	Type III
Neighborhood	Pearl
Building Area	172,700 sq ft

ZONING MAP

CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

BUILDING C-11

PROJECT INFO

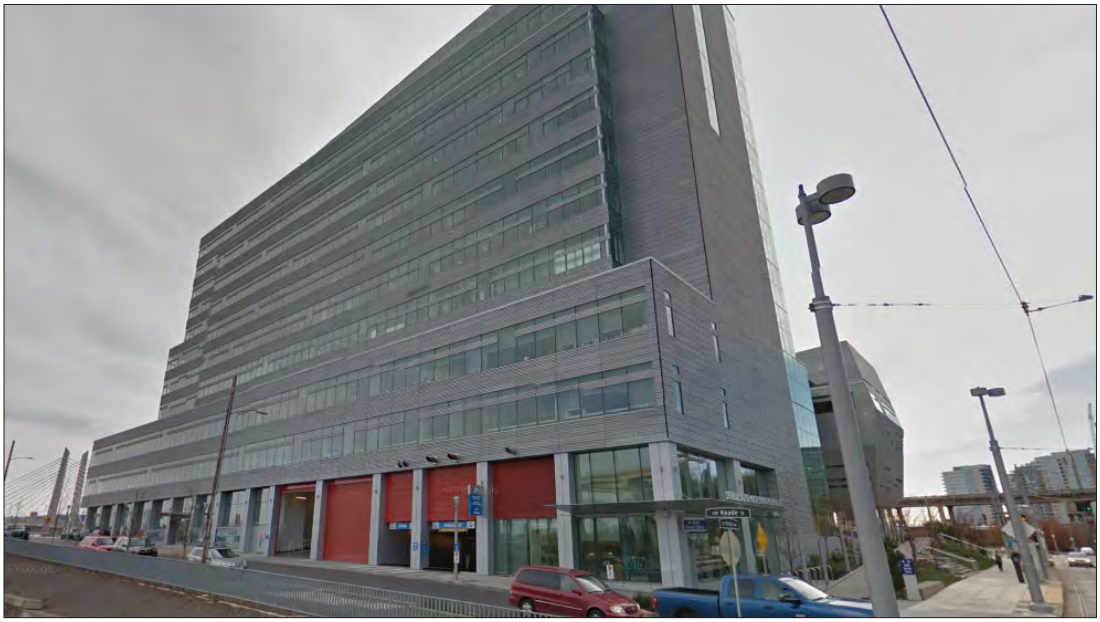
9-story building, 8 floors of office over ground-level retail, 3 floors of below-grade parking

Address	1455 NW Irving St
Architect/Developer	Hacker/GBD
Permit #	14-137564 DZM, 14-150191 CO
Zone	EX – Central Employment
Overlays	d - Design
Comp Plan	EX – Central Employment
Year Built	2015
Procedure Type	Type III
Neighborhood	Pearl
Building Area	230,000 sq ft

ZONING MAP

CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

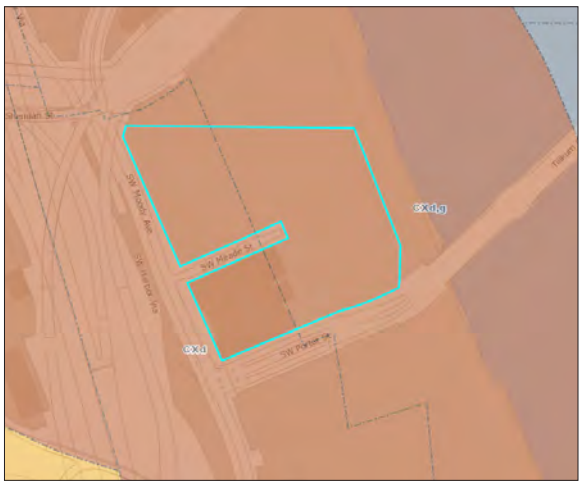
BUILDING C-12



PROJECT INFO

OHSU Collaborative Life Sciences Building

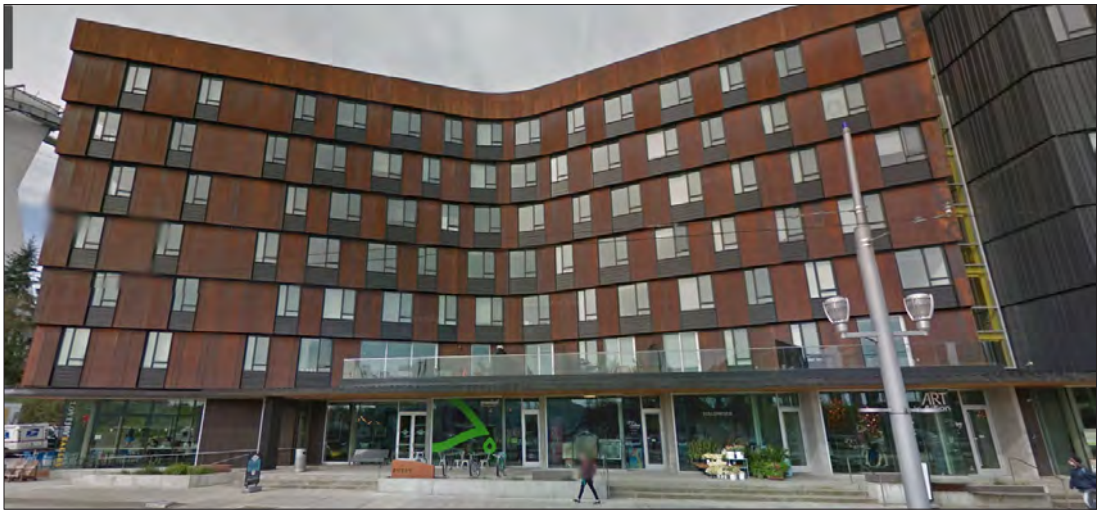
Address	2730 SW Moody Ave
Architect/Developer	SERA
Permit #	11-160898 DZM, 11-140071 MG
Zone	CX – Central Commercial
Overlays	d - Design, g - Greenway
Comp Plan	CX Central Commercial
Year Built	2013
Procedure Type	Type III
Neighborhood	South Waterfront
Building Area	500,000 sq ft



ZONING MAP

CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

BUILDING C-13



PROJECT INFO

7-story mixed-use apartment building with ground floor retail space, a single loading bay, and bike parking room

Address	3155 SW Moody Ave
Architect/Developer	ZGF
Permit #	12-118988 DZM, 12-149959 CO
Zone	CX – Central Commercial
Overlays	d - Design
Comp Plan	CX Central Commercial
Year Built	2013
Procedure Type	Type III
Neighborhood	South Waterfront
Building Area	88,129 sq ft

ZONING MAP

CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

BUILDING C-14

Before

After

PROJECT INFO

Raise roof from 14’ to 22’, exterior window replacement with door, ADA ramp

Address	610 SE 6th Ave
Architect/Developer	N/A
Permit #	13-103853 DZ, 13-141030 CO
Zone	EX – Central Employment
Overlays	d - Design
Comp Plan	EX – Central Employment
Year Built	1947
Procedure Type	Type II
Neighborhood	Buckman
Building Area	5,212 sq ft


ZONING MAP

CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

BUILDING C-15

Before

After

PROJECT INFO

Clear glass bay addition and new glass entry at SW Broadway

Address	1620 SW Park Ave
Architect/Developer	N/A
Permit #	10-114505 DZM
Zone	CX - Central Commercial
Overlays	d - Design
Comp Plan	CX - Central Commercial
Year Built	1912
Procedure Type	Type II
Neighborhood	Downtown
Building Area	109,747 sq ft

ZONING MAP

CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

BUILDING C-16

Before

After

PROJECT INFO

New corner alcove, entry, canopies, storefront, windows

Address	300 SW Yamhill St
Architect/Developer	N/A
Permit #	12-188530 DZ
Zone	CX - Central Commercial
Overlays	d - Design
Comp Plan	CX - Central Commercial
Year Built	1990
Procedure Type	Type II
Neighborhood	Downtown
Building Area	230,400 sq ft

ZONING MAP

CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

BUILDING C-17

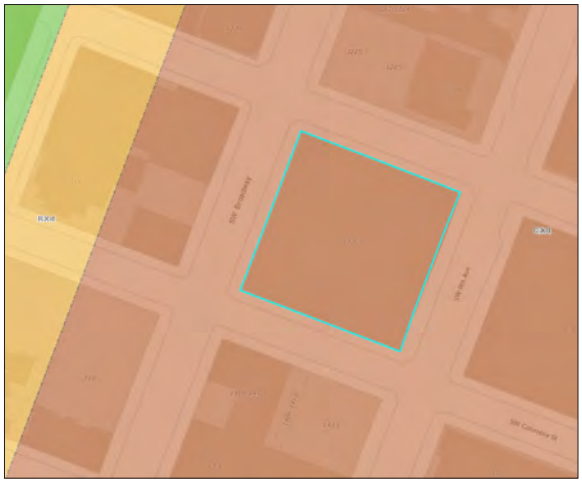
Before

After

PROJECT INFO

Convert office and storage to parking, replace and widen bay entries, new entries

Address	1320 SW Broadway
Architect/Developer	N/A
Permit #	15-132324, 15-237662 CO
Zone	CX - Central Commercial
Overlays	d - Design
Comp Plan	CX - Central Commercial
Year Built	1909
Procedure Type	Type II
Neighborhood	Downtown
Building Area	N/A



ZONING MAP

CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

BUILDING C-18

Before

After

PROJECT INFO

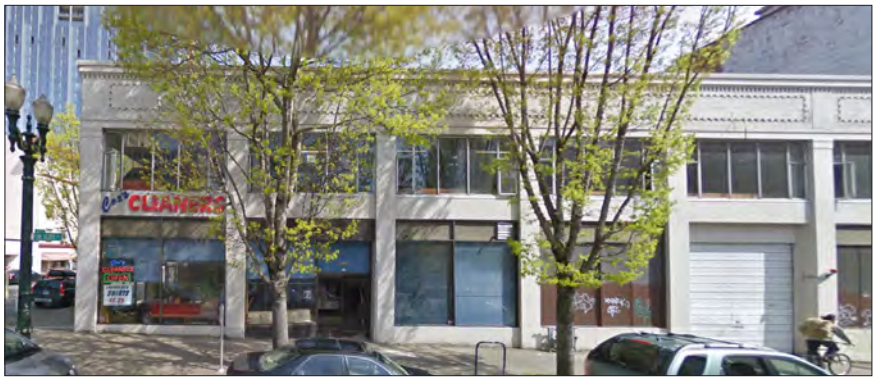
Storefront, recessed entries, canopies, lighting

Address	1025 SW Stark St
Architect/Developer	N/A
Permit #	12-172099
Zone	CX - Central Commercial
Overlays	d - Design
Comp Plan	CX - Central Commercial
Year Built	1920
Procedure Type	Type II
Neighborhood	Downtown
Building Area	10,222 sq ft

ZONING MAP

CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

BUILDING C-19



Before

After

PROJECT INFO

6,000 sf penthouse with 4,000 sf retail plus office; renovate first and second floors existing building

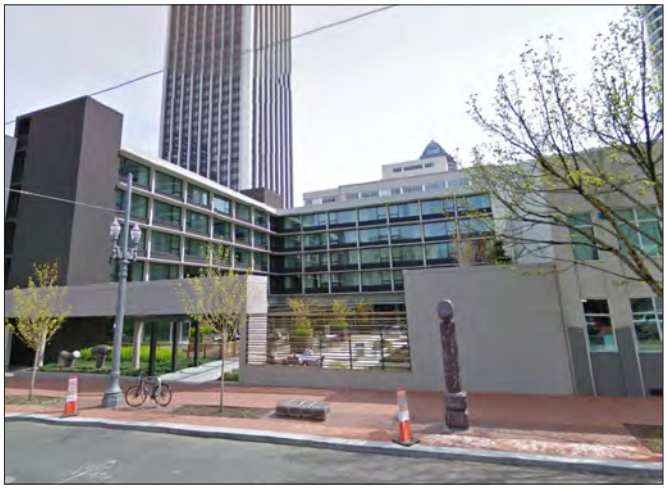
Address	1135 SW Alder St
Architect/Developer	N/A
Permit #	11-175845 DZ
Zone	RX - Central Residential
Overlays	d - Design
Comp Plan	RX - Central Residential
Year Built	1920
Procedure Type	Type III
Neighborhood	Downtown
Building Area	25,990 sq ft

ZONING MAP

CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

BUILDING C-20

Before



After

PROJECT INFO

New windows, entrances, canopies, signage, parking garage screening, courtyard; change parking layout

Address	515 SW Clay St
Architect/Developer	N/A
Permit #	07-150908
Zone	CX - Central Commercial
Overlays	d - Design
Comp Plan	CX - Central Commercial
Year Built	1962
Procedure Type	Type III
Neighborhood	Downtown
Building Area	79,571 sq ft

ZONING MAP

CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

BUILDING C-21

Before

After

PROJECT INFO

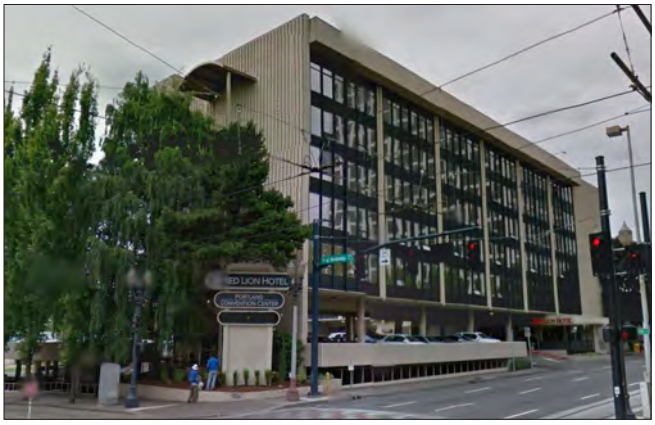
Renovate existing 13-story building and demolish and rebuild existing 3-story building

Address	300 SW 6th Ave
Architect/Developer	N/A
Permit #	07-125870 DZM
Zone	CX - Central Commercial
Overlays	d - Design
Comp Plan	CX - Central Commercial
Year Built	1982
Procedure Type	Type III
Neighborhood	Downtown
Building Area	175,000 sq ft

ZONING MAP

CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

BUILDING C-22



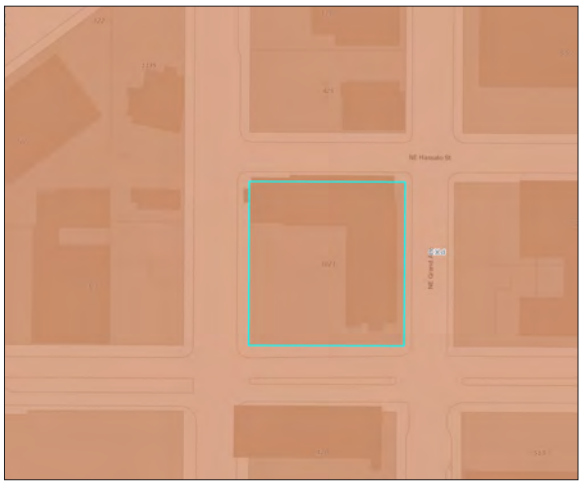
Before

After

PROJECT INFO

Interior and exterior remodel: infill drive aisle with new lobby, new window system, new trellises on parking, new retail space in garage area

Address	1021 NE Grand Ave
Architect/Developer	N/A
Permit #	14-144166 DZM, 14-156126 CO
Zone	CX - Central Commercial
Overlays	d - Design
Comp Plan	CX - Central Commercial
Year Built	1963
Procedure Type	Type III
Neighborhood	Lloyd
Building Area	88,863 sq ft



ZONING MAP

CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

BUILDING C-23

Before

After

PROJECT INFO

Replace vinyl siding, guardrails

Address	1425 NE 7th Ave
Architect/Developer	N/A
Permit #	14-177713 DZ, 14-177774 CO
Zone	CX - Central Commercial
Overlays	d - Design
Comp Plan	CX - Central Commercial
Year Built	1999
Procedure Type	Type II
Neighborhood	Lloyd
Building Area	137,231 sq ft

ZONING MAP

CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

BUILDING C-24

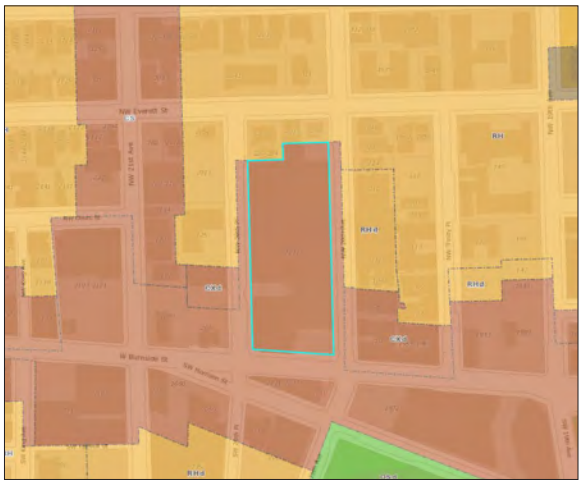
Before


After

PROJECT INFO

Demo 2 levels structured parking; 2-4 story expansion with ground-floor retail, community rooms, offices, upstairs retail; ecoroof; new bus stop

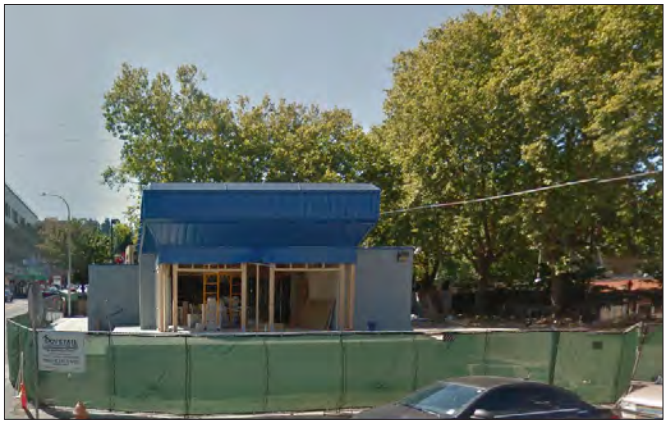
Address	100 NW 20th Pl
Architect/Developer	N/A
Permit #	12-134885 DZM, 13-126837
Zone	CX - Central Commercial
Overlays	d - Design
Comp Plan	CX – Central Commercial
Year Built	2014
Procedure Type	Type III
Neighborhood	Northwest District
Building Area	105,863 sq ft


ZONING MAP

CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

BUILDING C-25

Before



During construction

PROJECT INFO

Doors, display windows, ramp, patio, landscaping, bike parking

Address	2057 W Burnside St
Architect/Developer	N/A
Permit #	14-241913 DZM, 15-139078 CO
Zone	CX - Central Commercial
Overlays	d - Design
Comp Plan	CX - Central Commercial
Year Built	1977
Procedure Type	Type II
Neighborhood	Northwest District
Building Area	1,742 sq ft

ZONING MAP

CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

BUILDING C-26

Before

After

PROJECT INFO

Renovate existing warehouse structure

Address	321 NW Glisan St
Architect/Developer	N/A
Permit #	08-103953 DZM
Zone	CX - Central Commercial
Overlays	d - Design
Comp Plan	CX - Central Commercial
Year Built	1926
Procedure Type	Type III
Neighborhood	Old Town/Chinatown
Building Area	87,976 sq ft

ZONING MAP

CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

BUILDING C-27

Before

After

PROJECT INFO

New window and door systems, lighting, entry; two-story addition and partial addition to quarter-block warehouse

Address	411 NW Park Ave
Architect/Developer	N/A
Permit #	07-118895 DZM
Zone	CX - Central Commercial
Overlays	d - Design
Comp Plan	CX - Central Commercial
Year Built	1923
Procedure Type	Type III
Neighborhood	Pearl
Building Area	48,000 sq ft

ZONING MAP

CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

BUILDING C-28

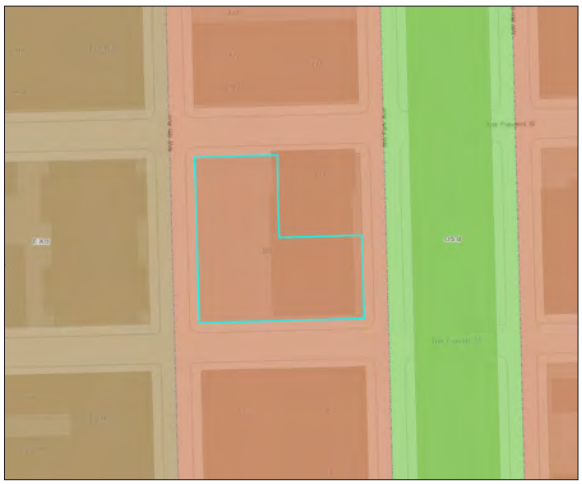
Before

After

PROJECT INFO

Storefront remodel of bays with recessed entries, aluminum storefront, 5 new overhead doors; steel and glass canopies; light fixtures for signage

Address	830 NW Everett St
Architect/Developer	N/A
Permit #	12-132549 DZ
Zone	CX - Central Commercial
Overlays	d - Design
Comp Plan	CX - Central Commercial
Year Built	1910
Procedure Type	Type II
Neighborhood	Pearl
Building Area	38,000 sq ft



ZONING MAP

CENTRAL CITY FUNDAMENTAL DESIGN GUIDELINES

BUILDING C-29

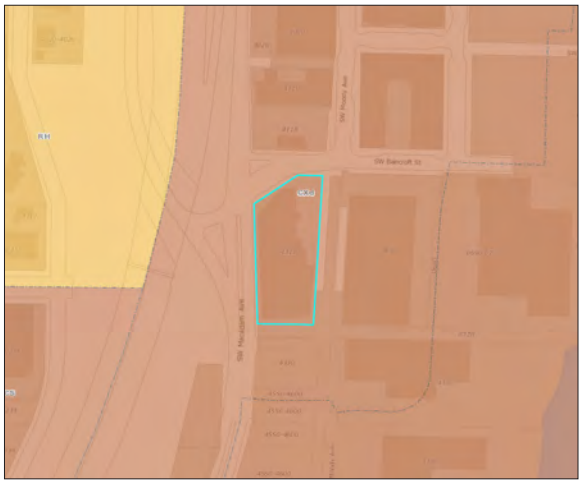
Before

After

PROJECT INFO

3-story addition to 4-story office building; appeal to Council for design issues and conditional use situation

Address	4310 SW Macadam Ave
Architect/Developer	N/A
Permit #	10-145100 DZM
Zone	CX - Central Commercial
Overlays	d - Design
Comp Plan	CX - Central Commercial
Year Built	1982
Procedure Type	Type III
Neighborhood	South Waterfront
Building Area	40,076 sq ft



ZONING MAP

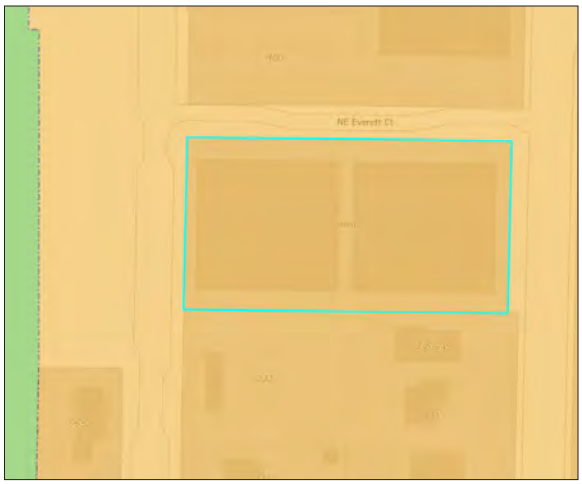
GATEWAY REGIONAL CENTER DESIGN GUIDELINES

BUILDING D-1

PROJECT INFO

4-story 45 unit apartment building

Address	9850 NE Everett Ct
Architect/Developer	Craig Monaghan
Permit #	13-120948 CO, 11-178731 DZ
Zone	RX – Central Residential
Overlays	d - Design
Comp Plan	RX - Central Residential
Year Built	2014
Procedure Type	Type III
Neighborhood	Gateway
Building Area	59,874 sq ft



ZONING MAP

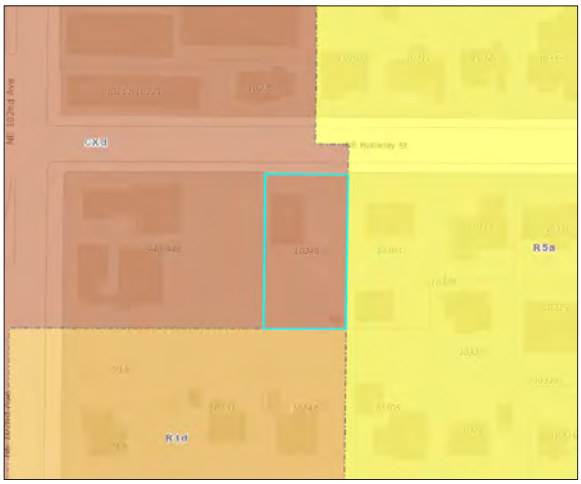
GATEWAY REGIONAL CENTER DESIGN GUIDELINES

BUILDING D-2

PROJECT INFO

Single story dental office

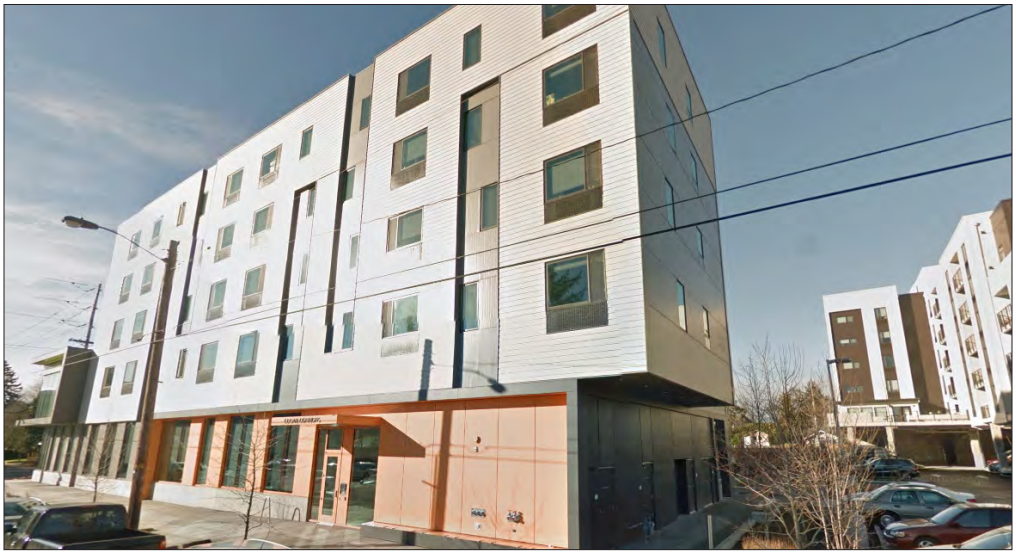
Address	10248 NE Holladay St
Architect/Developer	N/A
Permit #	13-186409 CO, 13-146879 DZ
Zone	CX – Central Commercial
Overlays	d - Design
Comp Plan	CX - Central Commercial
Year Built	2014
Procedure Type	Type II
Neighborhood	Hazelwood
Building Area	1,560 Sq ft



ZONING MAP

GATEWAY REGIONAL CENTER DESIGN GUIDELINES

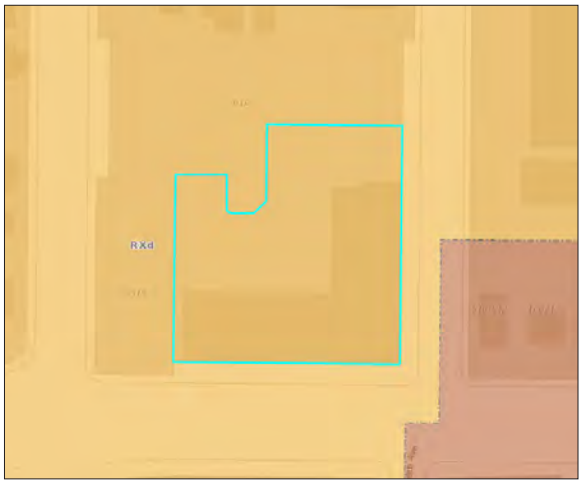
BUILDING D-3



PROJECT INFO

5-story mixed-use building and surface parking, first floor is non-profit commercial office; 67 low-income units

Address	555 NE 100th Ave
Architect/Developer	Holst Architecture
Permit #	12-119572 CO, 12-115245 DZ, 12-116420 MS, 13-199812 DZM
Zone	RX – Central Residential
Overlays	d - Design
Comp Plan	RX - Central Residential
Year Built	2014
Procedure Type	Type III
Neighborhood	Hazelwood
Building Area	14,857 sq ft



ZONING MAP

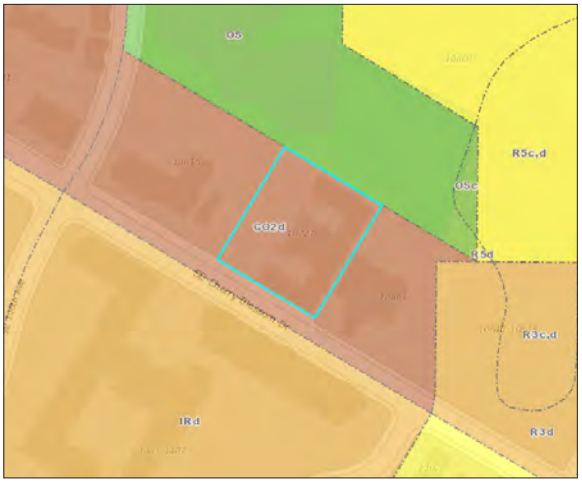
GATEWAY REGIONAL CENTER DESIGN GUIDELINES

BUILDING D-4

PROJECT INFO

Single story memory care facility building with modification to gateway plan district entrances standard

Address	10721 SE Cherry Blossom Dr
Architect/Developer	Generations LLC; Portland Adventist Medical;
Permit #	12-113658 DZM
Zone	C02 - Office Commercial 2
Overlays	d - Design
Comp Plan	OC - Office Commercial
Year Built	2014
Procedure Type	Type II
Neighborhood	Mill Park
Building Area	17,520 sq ft



ZONING MAP

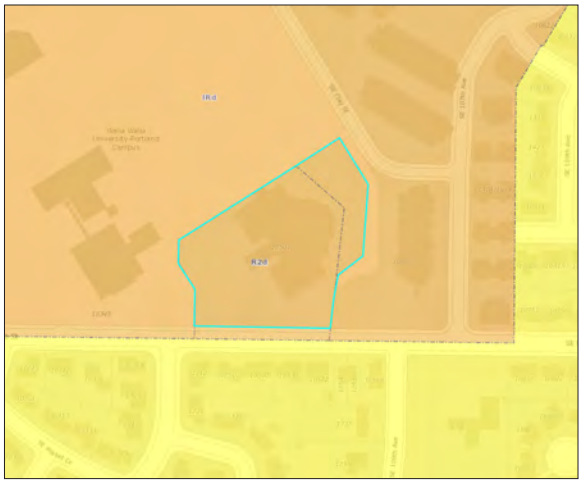
GATEWAY REGIONAL CENTER DESIGN GUIDELINES

BUILDING D-5

PROJECT INFO

484 sf storage room addition to church

Address	10501 SE Market St
Architect/Developer	N/A
Permit #	13-126824 DZM, 13-156055 CO
Zone	IR - Institutional Residential, R2 - Residential 2000
Overlays	d - Design
Comp Plan	IR - Institutional Residential, R2 - Low Density Multi-Dwelling
Year Built	1983
Procedure Type	Type II
Neighborhood	Hazelwood
Building Area	33,684 sq ft



ZONING MAP

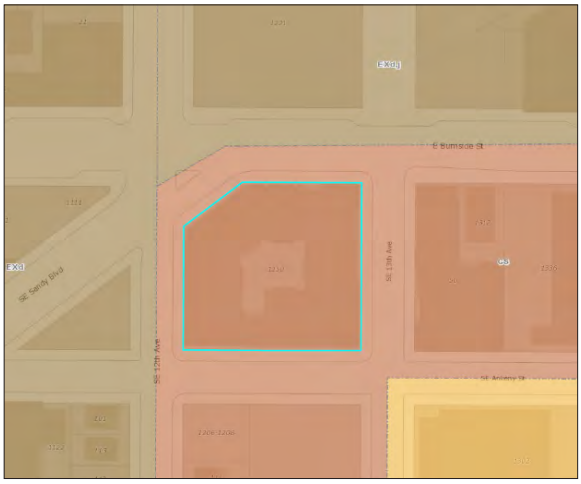
NO ‘D’ OVERLAY

BUILDING E-1

PROJECT INFO

6-story 132 unit senior housing with commercial space and parking garage

Address	1250 E Burnside St
Architect/Developer	KTGY Group
Permit #	12-156531
Zone	CS – Storefront Commercial
Overlays	None
Comp Plan	UC – Urban Commercial
Year Built	2013
Procedure Type	Permit Review
Neighborhood	Buckman
Building Area	127,662 sq ft



ZONING MAP

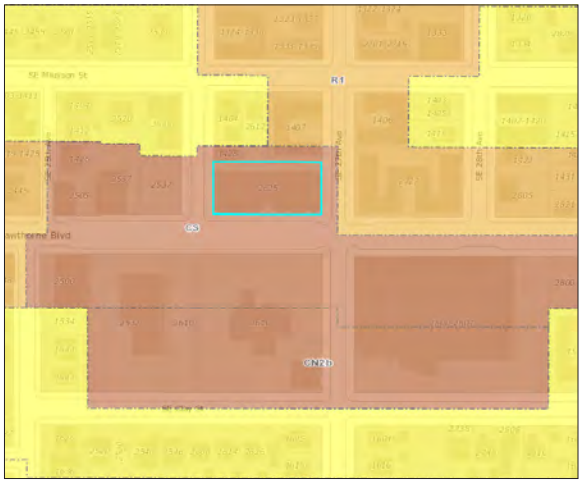
NO ‘D’ OVERLAY

BUILDING E-2

PROJECT INFO

4-story 77-unit wood-frame apartment building with commercial tenant spaces on ground floor and basement parking

Address	2625 SE Hawthorne Blvd
Architect/Developer	SERA
Permit #	12-183572
Zone	CS – Storefront Commercial
Overlays	None
Comp Plan	UC – Urban Commercial
Year Built	2013
Procedure Type	Permit Review
Neighborhood	Buckman
Building Area	71,000 sq ft



ZONING MAP

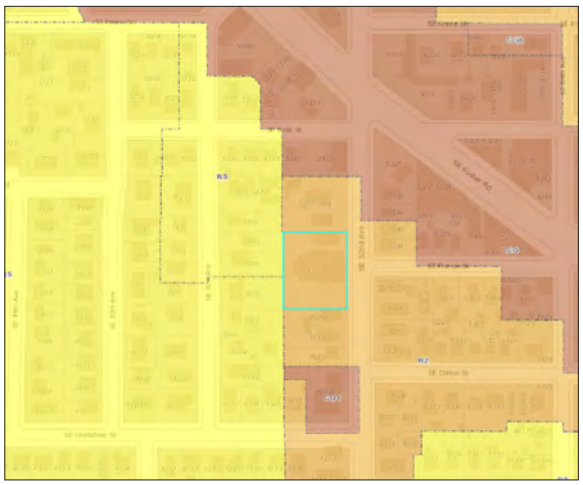
NO ‘D’ OVERLAY

BUILDING E-3

PROJECT INFO

2-story building and site work; offices and caretaker’s apartment

Address	3909 SE 52nd Ave
Architect/Developer	Scott Edwards Architecture
Permit #	11-180875
Zone	R2 – Residential 2000
Overlays	None
Comp Plan	R2 – Low Density Multi-Dwelling
Year Built	2003
Procedure Type	Permit Review
Neighborhood	Creston-Kenilworth
Building Area	13,325 sq ft



ZONING MAP

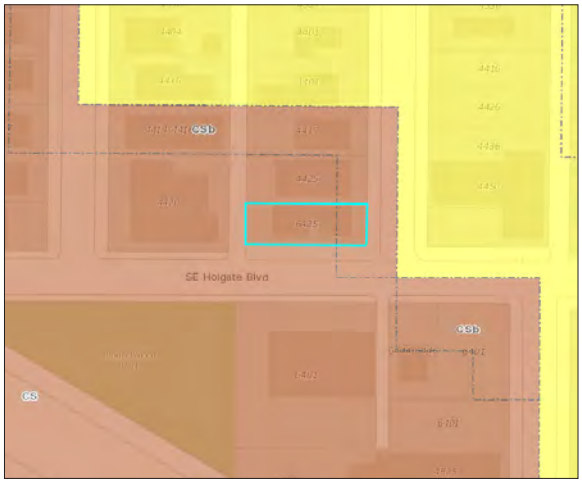
NO ‘D’ OVERLAY

BUILDING E-4

PROJECT INFO

3-story, 6 residential units

Address	6425 SE Holgate Blvd
Architect/Developer	Adrian Vasile
Permit #	13-164342
Zone	CS – Storefront Commercial
Overlays	b - Buffer
Comp Plan	UC – Urban Commercial
Year Built	2014
Procedure Type	Permit Review
Neighborhood	Foster-Powell
Building Area	6,024 sq ft



ZONING MAP

NO ‘D’ OVERLAY

BUILDING E-5

PROJECT INFO

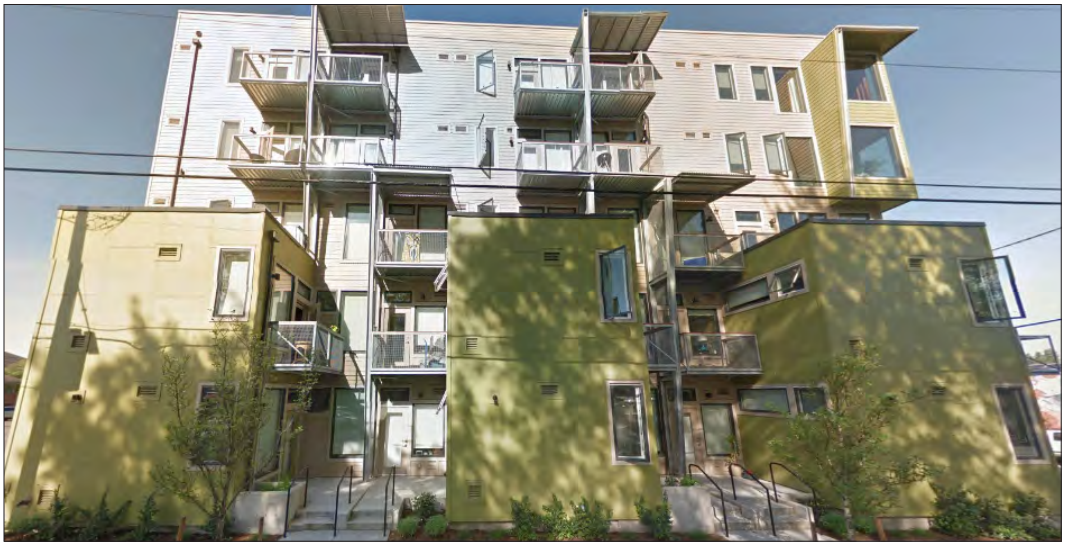
5-story creative office with retail/restaurant space on ground floor

Address	160 NE 6th Ave
Architect/Developer	N/A
Permit #	14-176360 CO, 14-196123 AD
Zone	IG1 - General Employment 1
Overlays	None
Comp Plan	IS – Industrial Sanctuary
Year Built	2015
Procedure Type	Permit Review
Neighborhood	Kerns
Building Area	N/A

ZONING MAP

NO ‘D’ OVERLAY

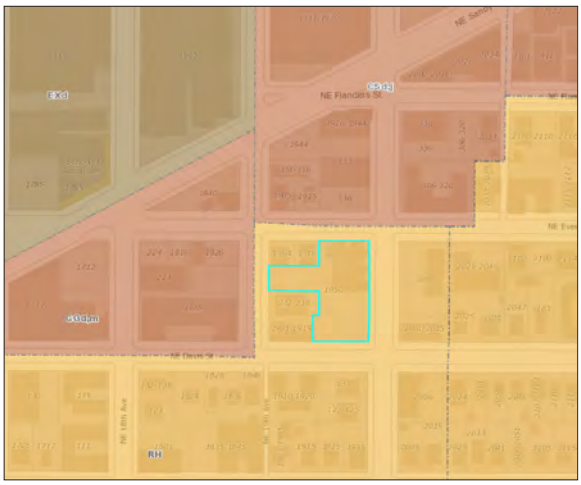
BUILDING E-6



PROJECT INFO

5-story 47-unit apartment building

Address	1950 NE Everett St
Architect/Developer	Waterleaf Architecture
Permit #	13-206564
Zone	RH – High Density Residential
Overlays	None
Comp Plan	RH - High Density Multi Dwelling
Year Built	2014
Procedure Type	Permit Review
Neighborhood	Kerns
Building Area	30,760 sq ft



ZONING MAP

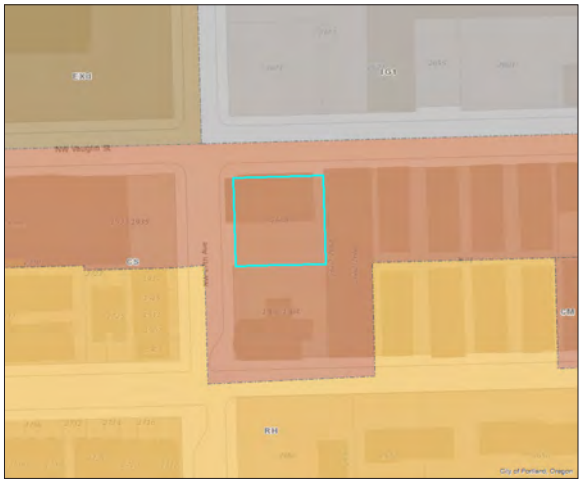
NO ‘D’ OVERLAY

BUILDING E-7

PROJECT INFO

2-story credit union building with offices on 2nd floor

Address	2688 NW Vaughn St
Architect/Developer	Soderstrom Architects
Permit #	11-159663
Zone	CS – Storefront Commercial
Overlays	None
Comp Plan	UC – Urban Commercial
Year Built	2013
Procedure Type	Permit Review
Neighborhood	Northwest District
Building Area	9,530 sq ft



ZONING MAP

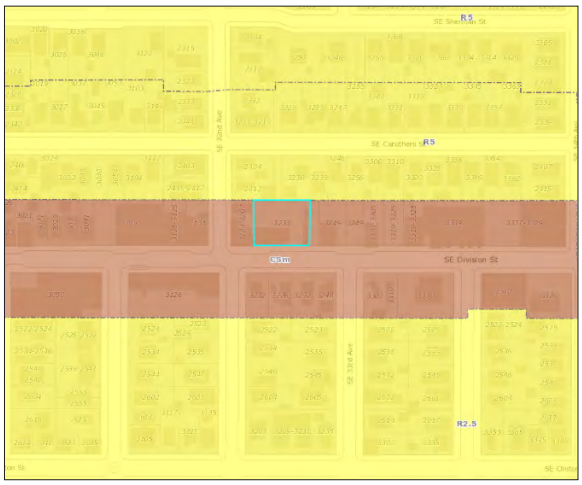
NO ‘D’ OVERLAY

BUILDING E-8

PROJECT INFO

4-story 30-unit apartment building with tuck under parking and surface parking

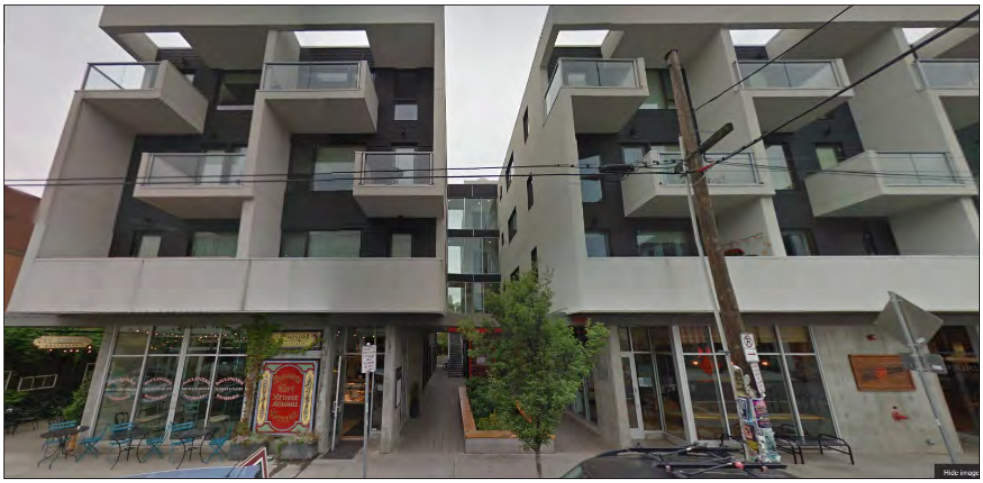
Address	3233 SE Division St
Architect/Developer	Stack Architecture
Permit #	12-218049
Zone	CS – Storefront Commercial
Overlays	m - Main Street Corridor
Comp Plan	UC – Urban Commercial
Year Built	2013
Procedure Type	Permit Review
Neighborhood	Richmond
Building Area	25,775 sq ft



ZONING MAP

NO ‘D’ OVERLAY

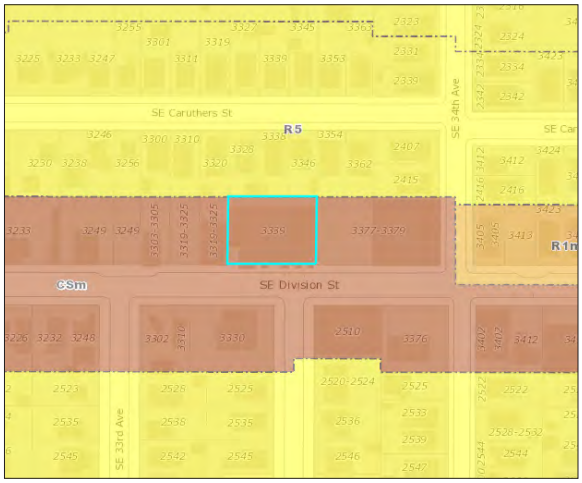
BUILDING E-9



PROJECT INFO

4-story 31-unit apartment building with 2 ground floor retail spaces

Address	3339 SE Division St
Architect/Developer	THA Architecture (Hacker)
Permit #	12-119212
Zone	CS – Storefront Commercial
Overlays	m - Main Street Corridor
Comp Plan	UC – Urban Commercial
Year Built	2013
Procedure Type	Permit Review
Neighborhood	Richmond
Building Area	27,500 sq ft



ZONING MAP

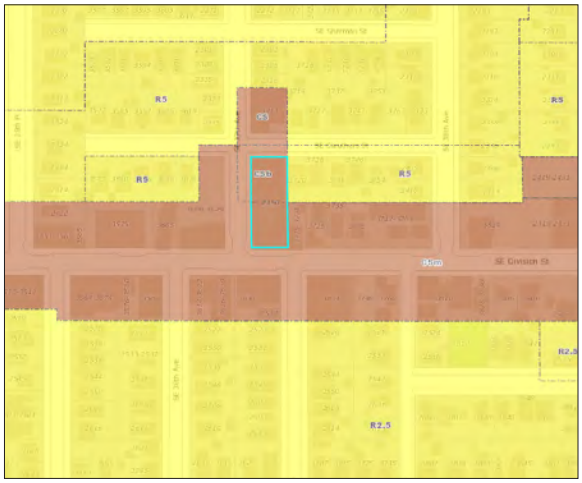
NO ‘D’ OVERLAY

BUILDING E-10

PROJECT INFO

4-story apartment building; 81 residential units

Address	2450 SE 37th Ave
Architect/Developer	SK Hoff
Permit #	13-137610
Zone	CS – Storefront Commercial
Overlays	b - Buffer, m - Main Street Corridor
Comp Plan	UC – Urban Commercial
Year Built	2013
Procedure Type	Permit Review
Neighborhood	Richmond
Building Area	51,865 sq ft



ZONING MAP

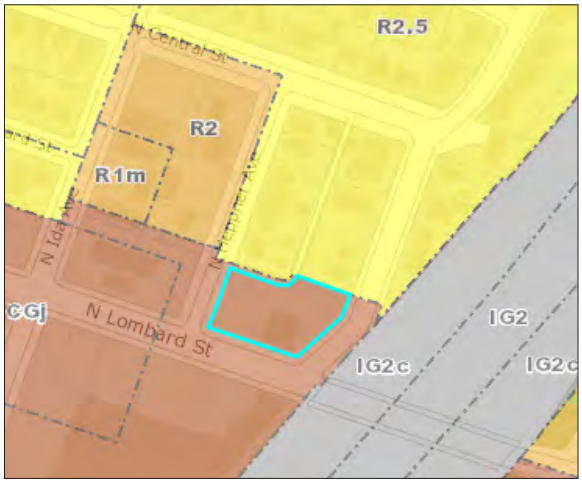
NO ‘D’ OVERLAY

BUILDING E-11

PROJECT INFO

Single-story bank building

Address	6815 N Lombard St
Architect/Developer	Group Mackenzie
Permit #	09-152383
Zone	CG – General Commercial
Overlays	None
Comp Plan	CG – General Commercial
Year Built	2011
Procedure Type	Permit Review
Neighborhood	St. John’s
Building Area	3,699 sq ft



ZONING MAP

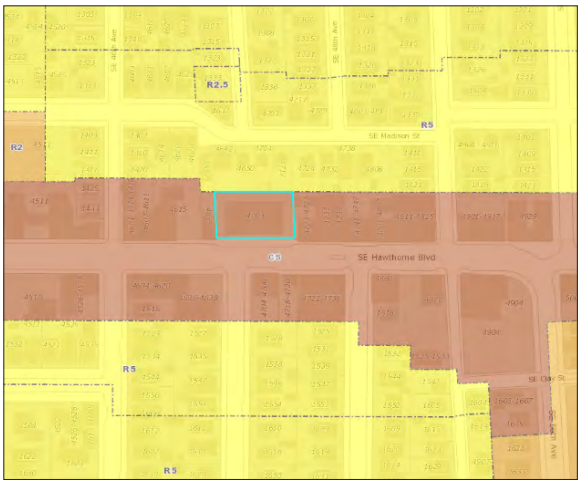
NO ‘D’ OVERLAY

BUILDING E-12

PROJECT INFO

4-story 50 unit apartment building with retail and parking at ground level

Address	4717 SE Hawthorne Blvd
Architect/Developer	LRS Architects
Permit #	14-103800
Zone	CS – Storefront Commercial
Overlays	None
Comp Plan	UC – Urban Commercial
Year Built	2014
Procedure Type	Permit Review
Neighborhood	Sunnyside
Building Area	40,000 sq ft



ZONING MAP

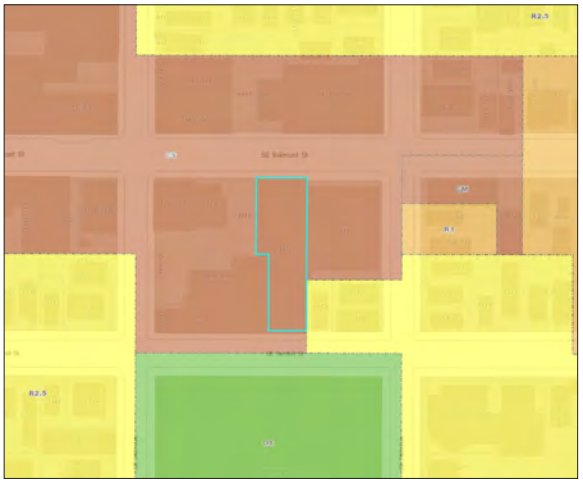
NO ‘D’ OVERLAY

BUILDING E-13

PROJECT INFO

4-story building; 1st floor retail with 27 condo units above

Address	3442 SE Belmont St
Architect/Developer	Holst
Permit #	02-111508
Zone	CS – Storefront Commercial
Overlays	None
Comp Plan	UC – Urban Commercial
Year Built	N/A
Procedure Type	Permit Review
Neighborhood	Sunnyside
Building Area	15,779 sq ft



ZONING MAP

NO ‘D’ OVERLAY

BUILDING E-14

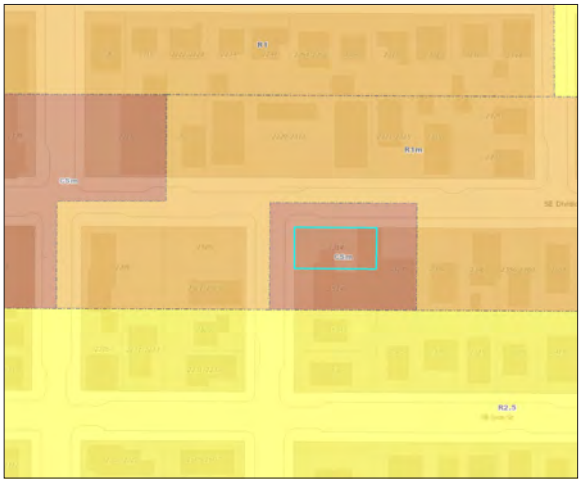
Before

After

PROJECT INFO

TI for new deli

Address	2314 SE Division St
Architect/Developer	N/A
Permit #	07-180348 CO
Zone	CS – Storefront Commercial
Overlays	m - Main Street Corridor
Comp Plan	UC - Urban Commercial
Year Built	1957
Procedure Type	Permit Review
Neighborhood	Hosford-Abernathy
Building Area	1,586 sq ft



ZONING MAP

NO ‘D’ OVERLAY

BUILDING E-15

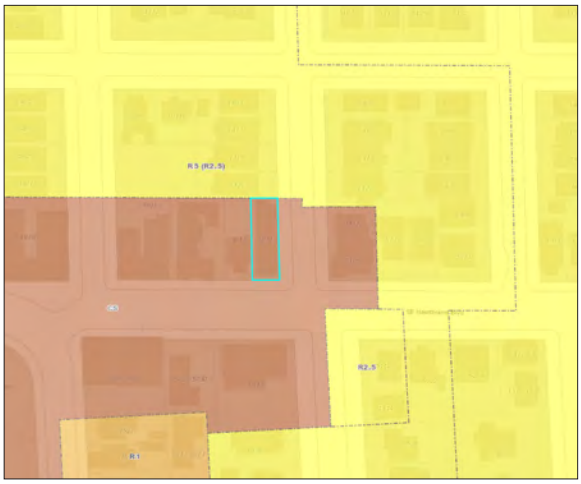
Before

After

PROJECT INFO

Change of occupancy from medical office to bakery; new raised roof, entry stair, ramp, trash room

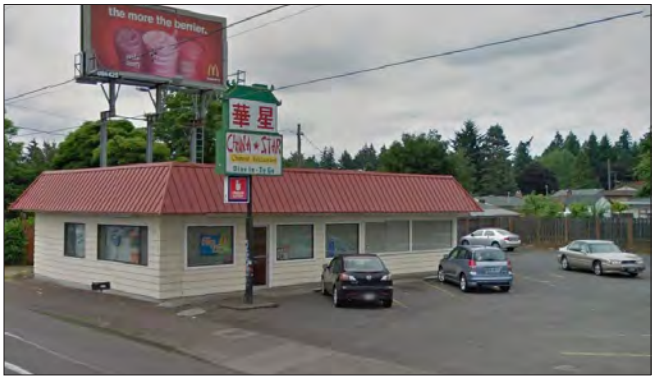
Address	5051 SE Hawthorne Blvd
Architect/Developer	N/A
Permit #	12-117078 CO
Zone	CS – Storefront Commercial
Overlays	None
Comp Plan	UC - Urban Commercial
Year Built	1942
Procedure Type	Permit Review
Neighborhood	Mt. Tabor
Building Area	2,395 sq ft



ZONING MAP

NO ‘D’ OVERLAY

BUILDING E-16



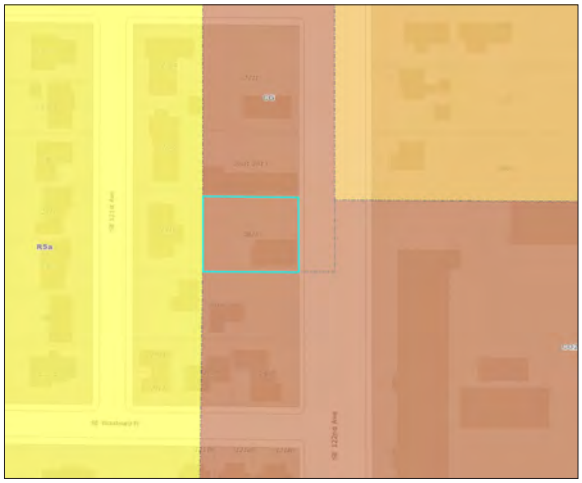
Before

After

PROJECT INFO

1-story, 1,135 sf addition to back of restaurant

Address	2825 SE 122nd Ave
Architect/Developer	N/A
Permit #	12-212189 CO
Zone	CG – General Commercial
Overlays	None
Comp Plan	CG – General Commercial
Year Built	1957
Procedure Type	Permit Review
Neighborhood	Powellhurst-Gilbert
Building Area	2,730 sq ft


ZONING MAP

NO ‘D’ OVERLAY

BUILDING E-17

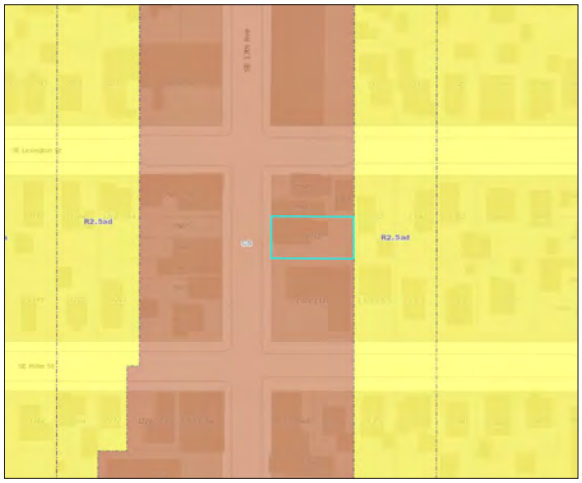
Before


After

PROJECT INFO

2-story, mixed-use addition to extend restaurant for new bakery kitchen and to add 3 new apartments and an office on second floor

Address	7918 SE 13th Ave
Architect/Developer	N/A
Permit #	10-176833 CO
Zone	CS – Storefront Commercial
Overlays	None
Comp Plan	UC - Urban Commercial
Year Built	1906
Procedure Type	Permit Review
Neighborhood	Sellwood-Moreland
Building Area	5,516 sq ft



ZONING MAP

NO ‘D’ OVERLAY

BUILDING E-18

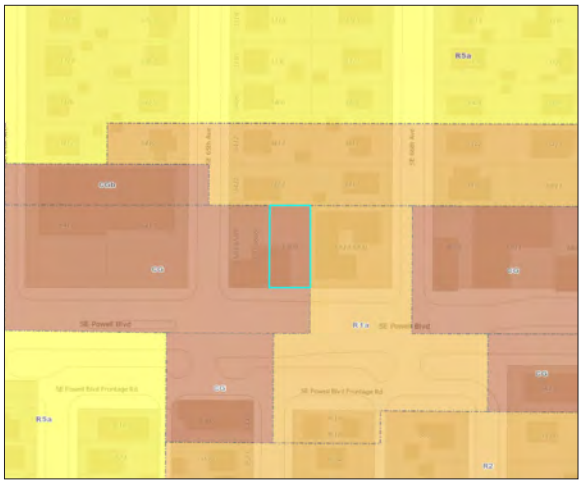
Before

After

PROJECT INFO

Add 2nd-story addition for storage and office

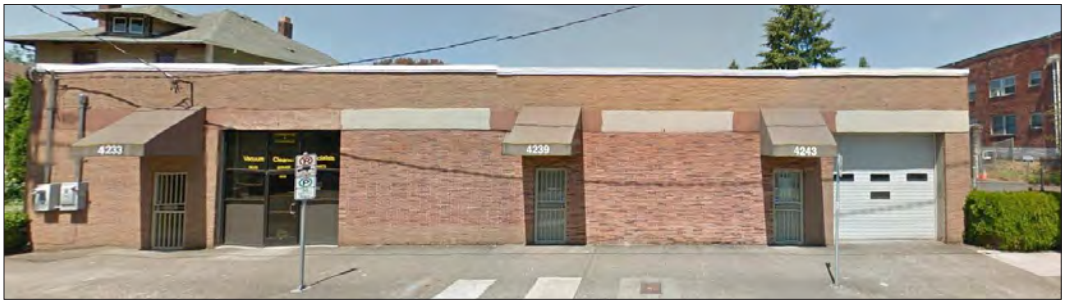
Address	6509 SE Powell
Architect/Developer	N/A
Permit #	11-146873 CO
Zone	CG – General Commercial
Overlays	None
Comp Plan	CG – General Commercial
Year Built	1954
Procedure Type	Permit Review
Neighborhood	South Tabor
Building Area	1,275 sq ft



ZONING MAP

NO ‘D’ OVERLAY

BUILDING E-19



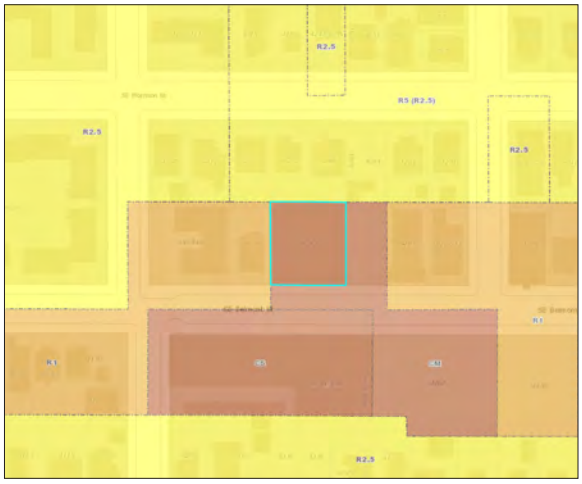
Before


During construction

PROJECT INFO

Partial change of occupancy, seismic upgrade, one tenant remaining and two vacant shell spaces to require future Tis, new walls

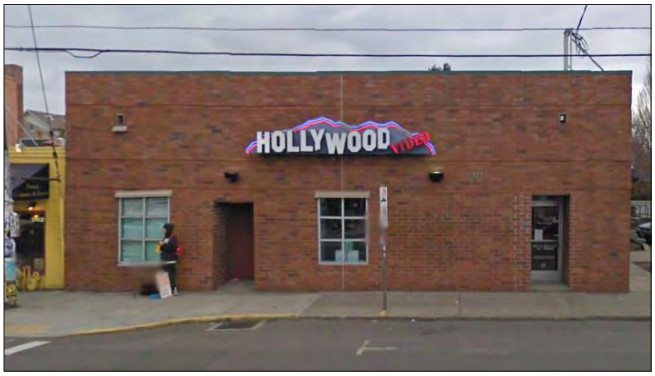
Address	4243 SE Belmont St
Architect/Developer	N/A
Permit #	15-274409 CO
Zone	CM – Mixed Commercial/Residential
Overlays	None
Comp Plan	UC - Urban Commercial
Year Built	1940
Procedure Type	Permit Review
Neighborhood	Sunnyside
Building Area	9,200 sq ft



ZONING MAP

NO ‘D’ OVERLAY

BUILDING E-20



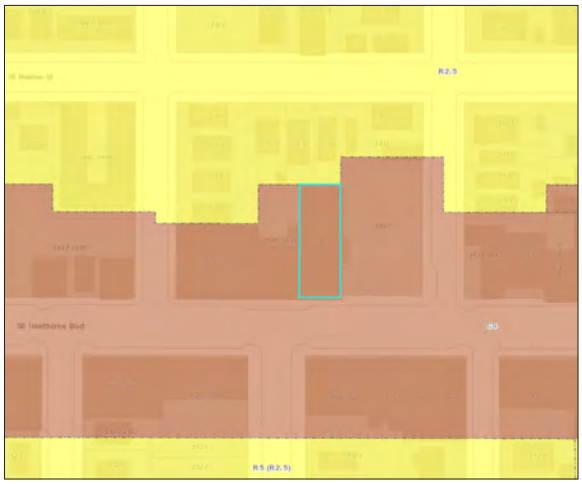
Before

After

PROJECT INFO

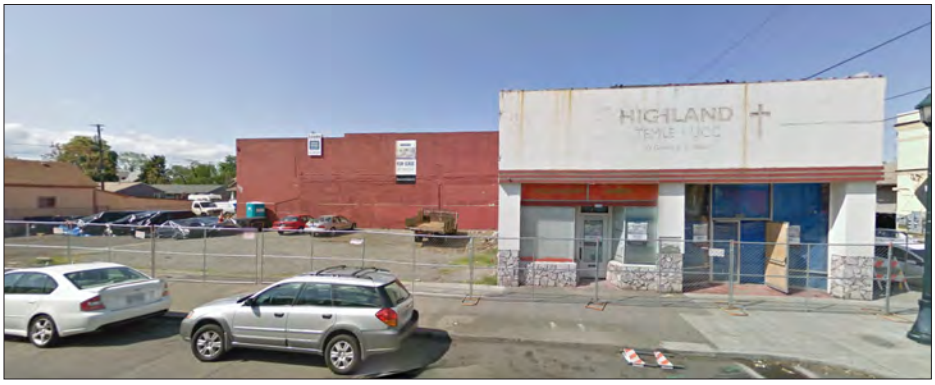
Exterior and interior remodel, 3 total tenant spaces, parking lot improvements

Address	3557 SE Hawthorne Blvd
Architect/Developer	N/A
Permit #	10-134327 CO
Zone	CS – Storefront Commercial
Overlays	None
Comp Plan	UC - Urban Commercial
Year Built	1911
Procedure Type	Permit Review
Neighborhood	Sunnyside
Building Area	7,176 sq ft


ZONING MAP

NO ‘D’ OVERLAY

BUILDING E-21



Before

After

PROJECT INFO

Change of occupancy and 2 new 2-story structures classified as additions, each with 2,800 sf footprint for total addition of 11,200 new sf

Address	1737 NE Alberta St
Architect/Developer	N/A
Permit #	09-106507 CO
Zone	CS – Storefront Commercial
Overlays	h - Aircraft Landing
Comp Plan	UC - Urban Commercial
Year Built	1910
Procedure Type	Permit Review
Neighborhood	Vernon
Building Area	21,707 sq ft

ZONING MAP

NO ‘D’ OVERLAY

BUILDING E-22

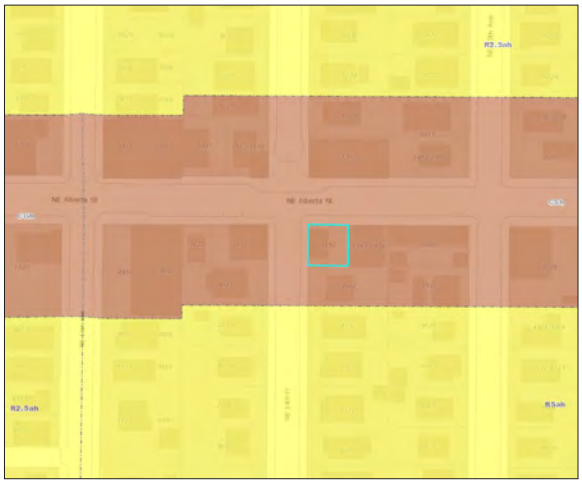
Before

After

PROJECT INFO

2,549 sf 3-story addition for 2 apartments over commercial

Address	1452 NE Alberta St
Architect/Developer	N/A
Permit #	12-184470 CO
Zone	CS – Storefront Commercial
Overlays	h - Aircraft Landing
Comp Plan	UC - Urban Commercial
Year Built	1998
Procedure Type	Permit Review
Neighborhood	Vernon
Building Area	4,469 sq ft



ZONING MAP

NO ‘D’ OVERLAY

BUILDING E-23

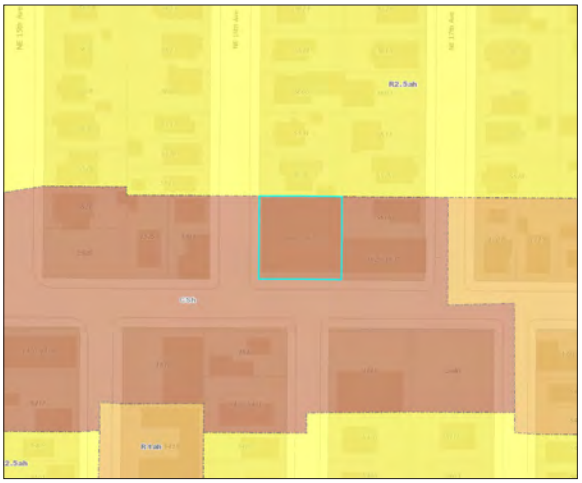
Before

After

PROJECT INFO

Partial change of occupancy, remodel first floor, divide into 9 retail spaces, add exterior canopies

Address	1601-1621 NE Killingsworth St
Architect/Developer	N/A
Permit #	13-124273 CO
Zone	CS – Storefront Commercial
Overlays	h - Aircraft Landing
Comp Plan	UC - Urban Commercial
Year Built	1946
Procedure Type	Permit Review
Neighborhood	Vernon
Building Area	15,436 sq ft



ZONING MAP

NO ‘D’ OVERLAY

BUILDING E-24

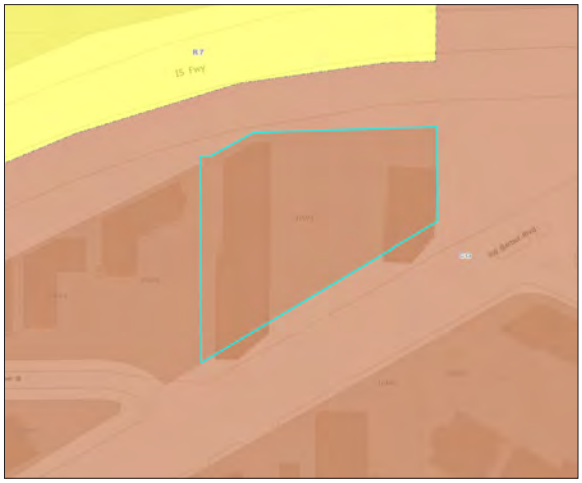
Before

After

PROJECT INFO

Change of occupancy; demolish portion of exterior shell; new storefront, drive through, canopy, trash enclosure

Address	10065 SW Barbur Blvd
Architect/Developer	N/A
Permit #	11-124322 CO
Zone	CG – General Commercial
Overlays	None
Comp Plan	CG – General Commercial
Year Built	1990
Procedure Type	Permit Review
Neighborhood	West Portland Park
Building Area	17,746 sq ft


ZONING MAP

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