From: David Newman [mailto:md.newman@comcast.net]
Sent: Friday, April 21, 2017 4:27 PM
To: Planning and Sustainability Commission <psc@portlandoregon.gov>
Subject: Portland Art Museum Proposed Rothko Pavilion

April 21, 2017

Dear PSC Commissioners,

Friends of South Park Blocks is a neighborhood organization working with Portland Parks & Recreation to maintain livability in the South Park Blocks and the surrounding neighborhood. Our volunteers spend hundreds of hours each year tending the roses, plantings and turf in the South Park Blocks in front of the Portland Art Museum.

We are concerned about the design of the proposed Rothko Pavilion at the Museum. Access to the South Park Blocks from the area west of the Museum through Madison Plaza would be impeded by the proposed design and operation of the Pavilion. Closing the Madison Street passage will block pedestrian and bike flow from Street Car stops on SW 10th and SW 11th to the South Park Blocks, that is currently a public passageway. Madison street is a walkway between SW Park and SW 11th streets, this essentially blocks off the west side of the South Park Blocks.

The new City of Portland Comprehensive Plan calls for increased walkability in the South Park Blocks Cultural District. We feel that the proposed Pavilion design will reduce the connection between Museum and the community.

We urge no amendments to ORD. 127882. Do not allow restriction of pedestrians, pets and bicycles through the Madison St passage.

Regards, David Newman Friends of South Park Blocks

pdxfospb@gmail.com

Attachment: Central City Fundamental Design Guidelines

CC: Central City Fundamental Design Guidelines

These guidelines provide the constitutional framework for all design review areas in the Central City.

The Central City Fundamental Design Guidelines focus on four general categories. (A) Portland Personality, addresses design issues and elements that reinforce and enhance Portland's character. (B) Pedestrian Emphasis, addresses design issues and elements that contribute to a successful pedestrian environment. (C) Project Design, addresses specific building characteristics and their relationships to the public environment. (D) Special Areas, provides design guidelines for the four special areas of the Central City.

1. Provide for a pleasant, rich and diverse pedestrian experience for pedestrians;

A3. Respect the Portland Block Structures. Maintain and extend the traditional 200-foot block pattern to preserve the Central City's ratio of open space to built space. Where superblock exist, locate public and/or private rights-of-way in a manner that reflects the 200-foot block pattern, and include landscaping and seating to enhance the pedestrian environment.

B1. Reinforce and Enhance the Pedestrian System. Maintain a convenient access route for pedestrian travel where a public right-of-way exists or has existed. Develop and define the different zones of a sidewalk: building frontage zone, street furniture zone, movement zone, and the curb.

Develop pedestrian access routes to supplement the public right-of-way system through superblocks or other large blocks.

B2. Protect the Pedestrian. Protect the pedestrian environment from vehicular movement. Develop integrated identification, sign, and sidewalk-oriented night-lighting systems that offer safety, interest, and diversity to the pedestrian. Incorporate building equipment, mechanical exhaust routing systems, and/or service areas in a manner that does not detract from the pedestrian environment.

B3. Bridge Pedestrian Obstacles. Bridge across barriers and obstacles to pedestrian movement by connecting the pedestrian system with innovative, well-marked crossings and consistent sidewalk designs.

B5. Make Plazas, Parks and Open Space Successful. Orient building elements such as main entries, lobbies, windows, and balconies to face public parks, plazas, and open spaces. Where provided, integrate water features and/or public art to enhance the public open space. Develop locally oriented pocket parks that incorporate amenities for nearby patrons.