

**Exhibit A**

**PORTLAND DESIGN COMMISSION  
2017 ANNUAL REPORT TO CITY COUNCIL  
OCTOBER 11, 2018**



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## PURPOSE OF DESIGN REVIEW

### 33.420.010 PURPOSE (PROPOSED REVISION)

The Design overlay zone strengthens Portland as a city designed for people and supports the city's evolution within current and emerging centers of civic life. It promotes **design excellence** in the built environment through the application of additional design guidelines and standards that:

- Build on **context** by enhancing the distinctive physical, natural, historic and cultural qualities of the location while accommodating growth and change;
- Contribute to a **public realm** that encourages social interaction and fosters inclusivity in people's daily experience; and
- Promotes **quality** and **long-term resilience** in the face of changing demographics, climate and economy.

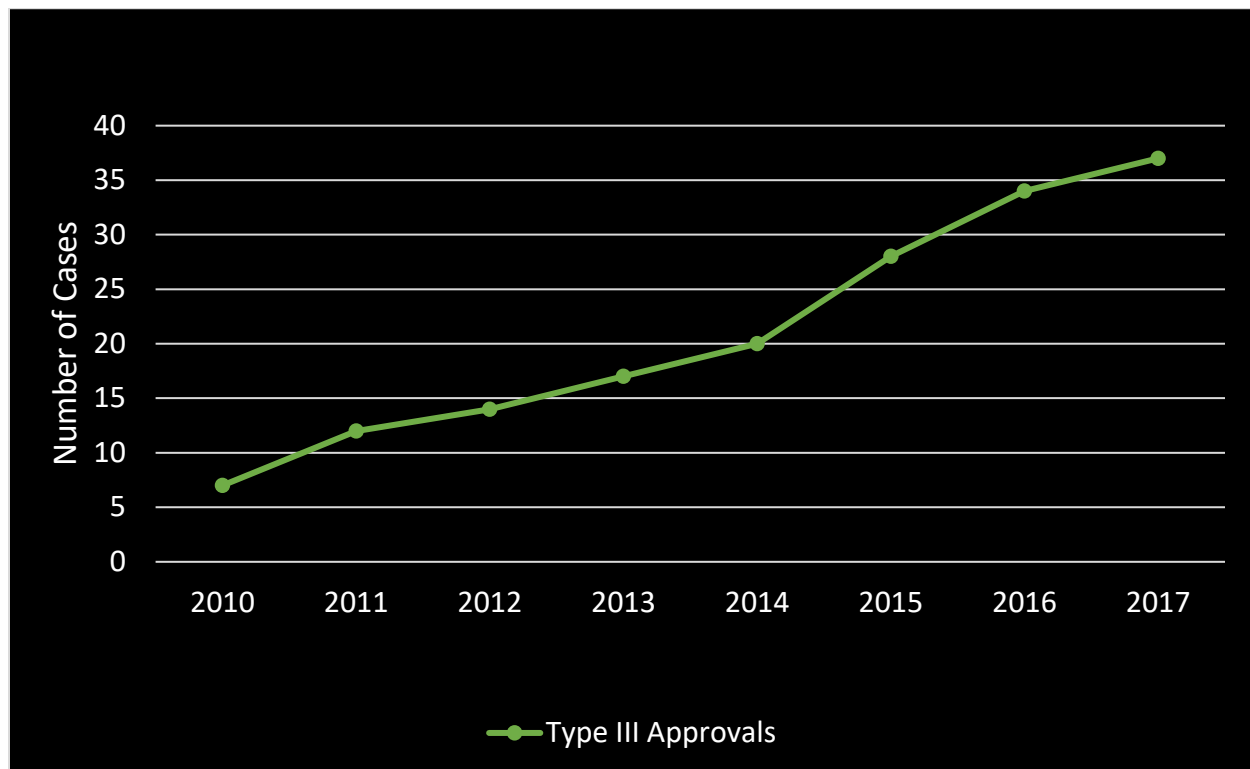
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## DESIGN OVERLAY ZONING AMENDMENTS (DOZA) ADMINISTRATIVE IMPROVEMENTS MADE BY THE BUREAU OF DEVELOPMENT SERVICES (BDS)

1. Improved public outreach tools
  - Consultation with BDS Equity Committee
  - Design Commission Twitter account
  - "Guide to Design Review Process" updated every 1 to 2 years
2. Hearings efficiencies
  - Senior/supervisor added to staff table during all hearings
  - Green/yellow/red timer for all testifiers, including staff presentation
  - Weekly Design Commission leadership meetings with chair and vice chair
  - Improved technology in the hearings room
  - Restructuring applicant/staff presentation order
  - Create design guideline matrix for DAR and land use (LU) reviews
  - Deliberation card
  - Hearing procedure visuals (staff, public, Commission)
3. Improved agendas

- Real start times added to the agenda for each hearing item
- Reprioritizing agenda order
- 4. Renters included in mailed notifications
- 5. Neighborhood Association trainings
  - Greater staff/Commission collaboration with Neighborhood Associations & other community organizations
- 6. Design Advice Request (DAR) re-branding
  - Design Advice Request (DAR) process and submittal improvements
- 7. Courtesy DARs for 100% affordable housing cases
- 8. Increased staffing and professional development
  - Quarterly professional development tours
  - Conferences (APA, NTHP, AIA, etc.)
  - Staff equity training
  - Team-building efforts
  - BPS/BDS special project coordination
  - *BPS/BDS area character & district liaison coordination*
- 9. Commission trainings and regular retreats
  - Facilitation training for chair and Commission staff
  - Reinstating quarterly retreats
  - Compiling training packets for Commission
  - Annual City Attorney refreshers with Commission
  - Design Commission "top ten" biannual reminders
- 10. Design Commission bylaws

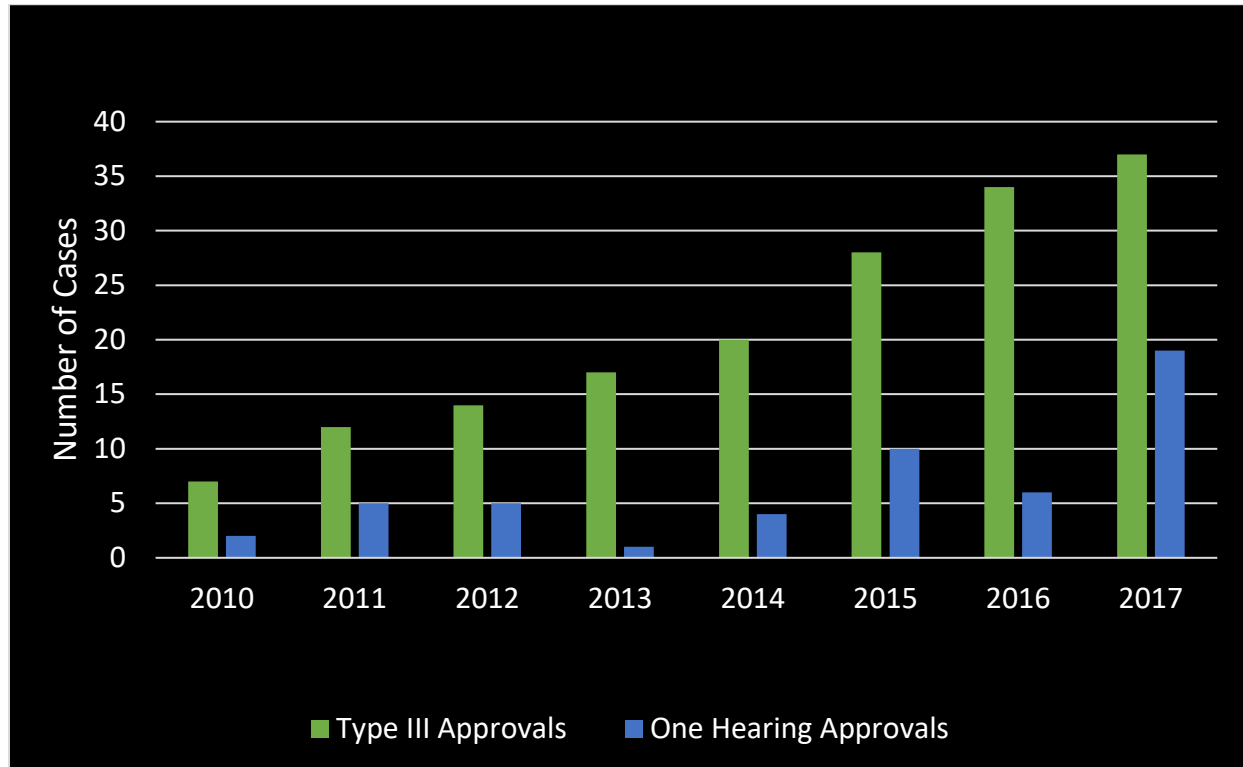
## CASELOAD DATA | WORKLOAD



## CASELOAD DATA | WORKLOAD

	2017	2010
Briefings, retreats, work sessions	25	19
Design advice requests	23	5
Type III approvals	37	8
Type III denials	1	0
Type III appeals to Council	3	0
Type II approvals	142	99
Type II appeals to Commission	4	1
Thursdays	42	19
Total items	277	151

## CASELOAD DATA | HEARING EFFICIENCY



## CASELOAD DATA | BUILDINGS APPROVED

	2017	2016
Downtown	9	10
Goose Hollow	7	1
River District	4	7
Lloyd	2	10
Central Eastside	6	3
South Waterfront	5	3
Southwest	1	1
Northwest	6	3
Northeast	1	3
Gateway	1	1
Total buildings	42	42



## CASELOAD DATA | APPEALS TO COUNCIL, 2016 – SEPTEMBER 2018

Denial appealed by applicant – design revisions approved by Council

- Ankeny Apartments

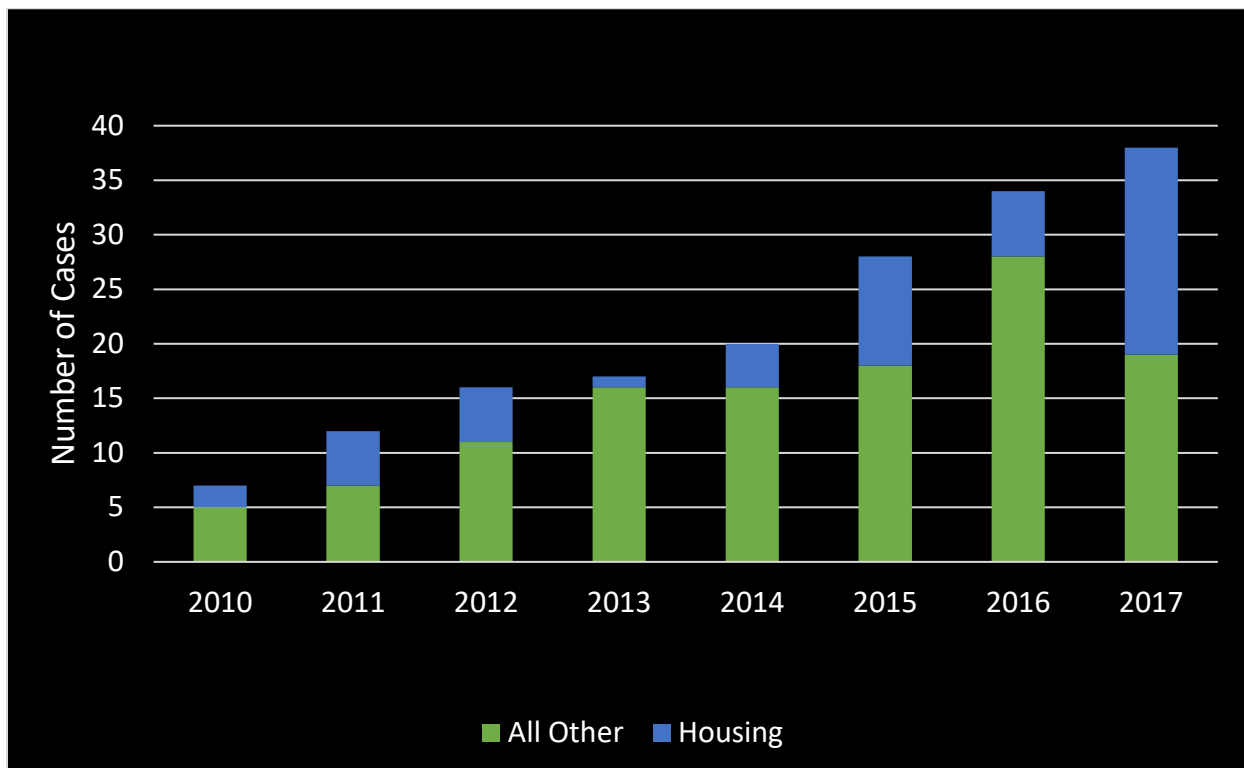
Condition(s) of Approval appealed by applicant – removed or revised by Council

- Next Hotel
- Vibrant! Apartments
- Studio and Guild Theater Building

Approval appealed by neighborhood – decision upheld by Council

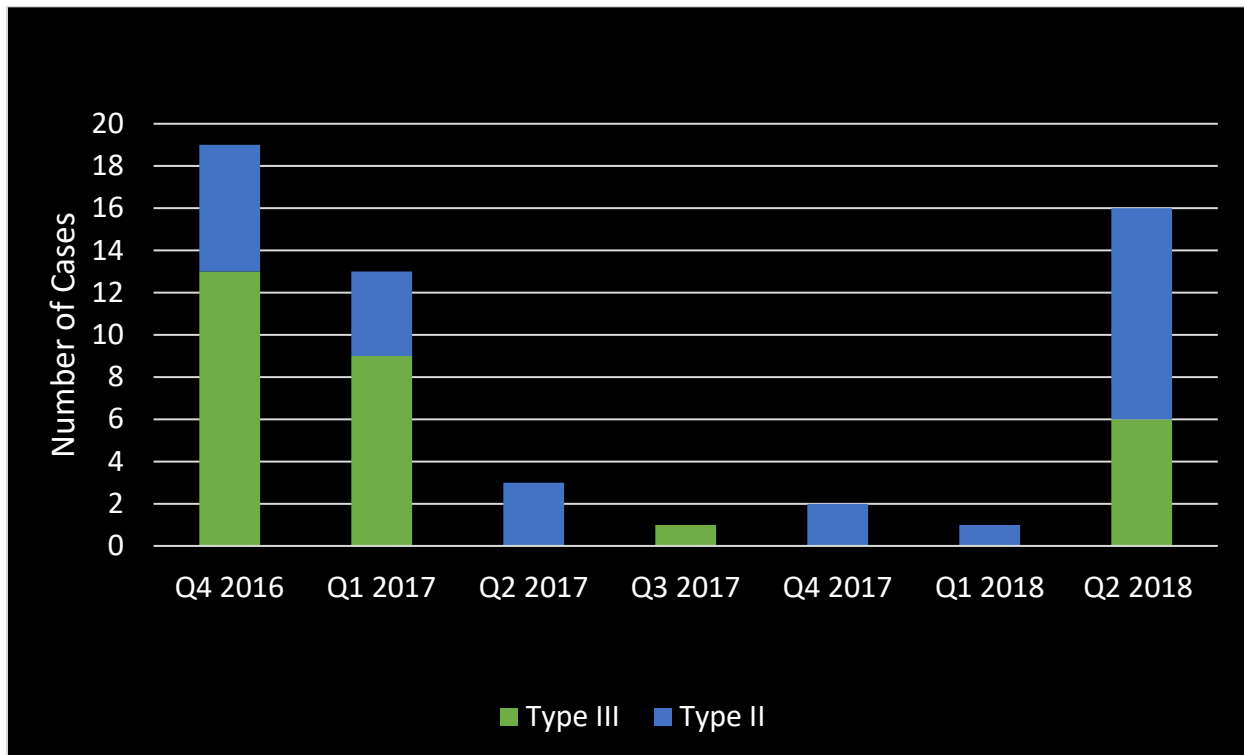
- Press Blocks Tower
- Fremont Apartments
- Block 290 Apartments

## HOUSING SNAPSHOT | TYPE III CASES, ANNUAL



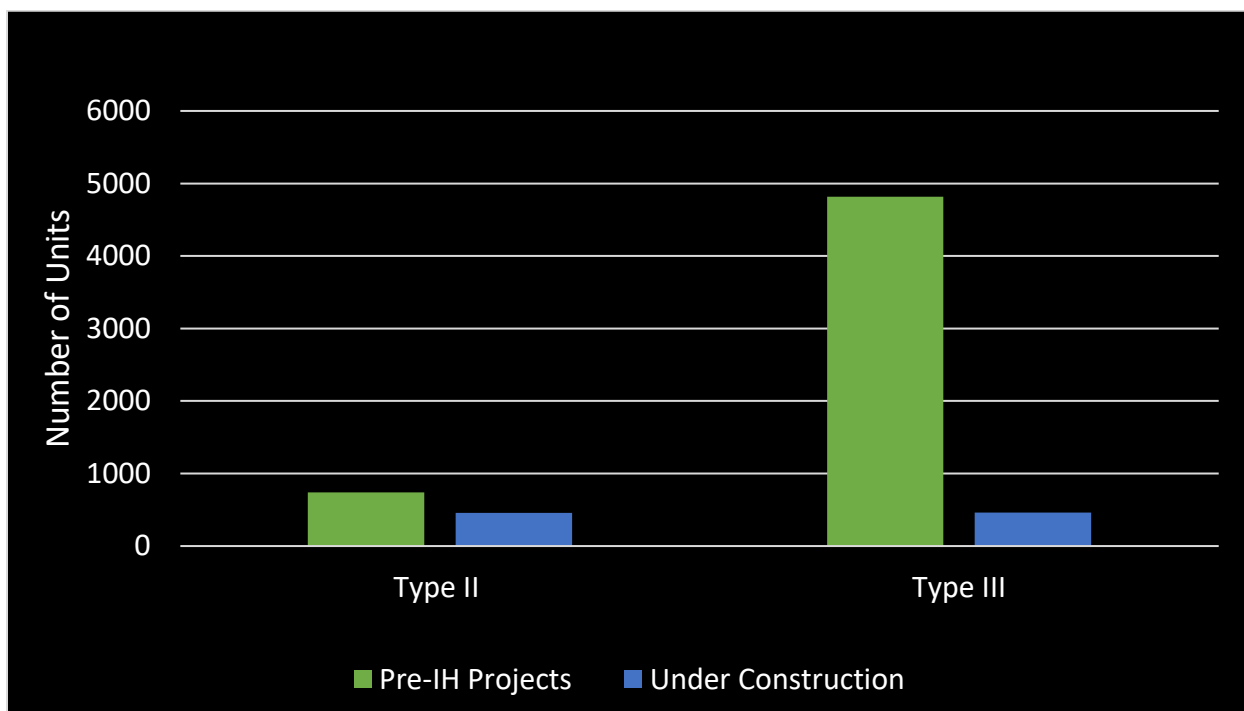
*includes group living*

## HOUSING SNAPSHOT | ALL CASES, QUARTERLY

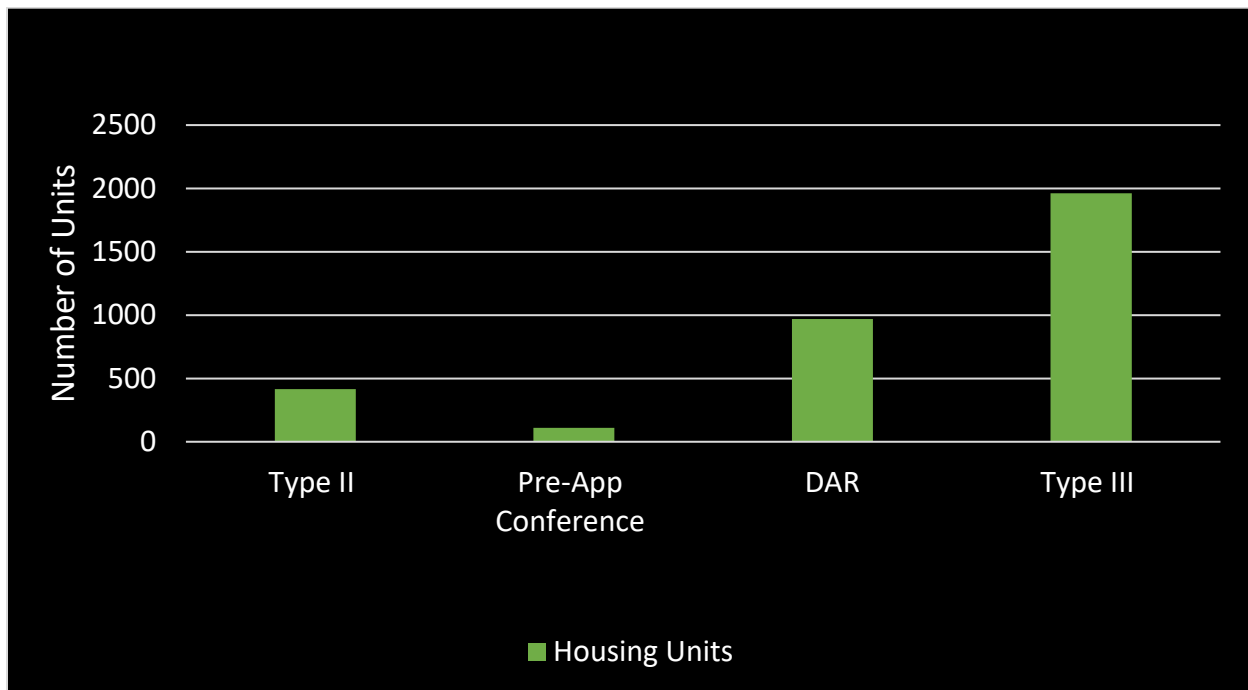


*includes group living*

## HOUSING SNAPSHOT | PRE-INCLUSIONARY HOUSING VESTED UNITS



## HOUSING SNAPSHOT | POST-INCLUSIONARY HOUSING PIPELINE UNITS



*data through September 2018*

## 2017-2018 OVERVIEW OF PROJECTS



### **DOWNTOWN**

SW Park & Columbia Housing, GBD Architects

- A8 Contribute to a vibrant streetscape (public realm)
- B5 Make plazas, parks, and open spaces successful (public realm)
- C2 Promote permanence and quality in design (quality)
- C5 Design for coherency (quality)

### DESIGN NOTES

A quarter-block residential building located on the South Park Blocks.

Proposal received a quick approval due to strong response to all three tenets of design: context, public realm, quality and permanence.

Proposal was vested pre-inclusionary housing, but affordable housing units were provided in accordance with approval of modifications to adjacent Broadway Tower (same development team). 73 housing units total, 30% are affordable to households at or below 80% of median family income.

Tuck-under parking is covered with a lushly landscaped roof so adjacent housing units and neighboring buildings have views of uninhabitable of trees and mass plantings.



**DOWNTOWN** Ten West, Jones Architecture

- A6 Re-use, rehabilitate, and restore buildings (context, quality)
- C3 Respect architectural integrity (context)
- C4 Compliment the context of existing buildings (context)
- C11 Integrate roofs and use rooftops (quality)

#### DESIGN NOTES

The Fliedner Building (1905) is located on a quarter block in the West End.

The scope of work includes exterior alterations, core and shell renovations to support office use at floor 2-5, and a seismic upgrade.

The design focuses on improving accessibility, marketable amenities like a new roof deck and abundant natural light on office floors, and retaining the building's historic character and significant architectural features.

The original ground floor storefront bays were redesigned to provide a building code-required second exit. The applicant pursued every option to retain the original storefront, but the final design includes a new steel storefront system with applied steel filigree that both meets code and preserves the building's architectural integrity.



**DOWNTOWN**

Neuberger Hall, Hackers

- A6 Re-use, rehabilitate, and restore buildings (context, quality)
- B1 Reinforce and enhance the pedestrian system (public realm)
- B5 Make plazas, parks, and open spaces successful (public realm)
- C8 Differentiate the sidewalk level of buildings (public realm)

### DESIGN NOTES

A complex renovation of an existing “neo-brutalist” style PSU campus building that is actually two different structures constructed approximately 10 years apart (1961 & 1969).

Removal of concrete panels at the east elevation (facing SW Broadway) opens a new gallery space to the adjacent public realm.

The west elevation is similarly opened to provide improved visual and physical connections to the South Park Blocks (immediately west of the building).

Significant landscape improvements include a “social jetty” and better integrate the building into a complex context of institutional buildings, the central city's most significant park sequence, and busy rights-of-way.





## **LLOYD**

1010 NE Grand, LRS Architects and LEVER Architecture

- A7 Establish and maintain a sense of urban enclosure (public realm)
- C2 Promote permanence and quality in design (quality)
- C4 Compliment the context of existing buildings (context)
- C7 Design corners than build active intersections (public realm)

## DESIGN NOTES

A new building on a half-block in Lloyd with 240 housing units affordable to households at or below 60% of median family income.

The building's strong response to the architectural context of Lloyd's mid-century towers fits well in the middle-ground between the towers to the north and east and low-rise buildings closer to the river.

Significant ground floor retail space along the length of NE Grand Ave will contribute to Lloyd's evolving public realm.

A cohesive design parti and attractive, durable materials make this building a long-term asset for Portland.



## LLOYD

1732 NE 2<sup>nd</sup> Ave, Works Progress Architecture

- A5 Enhance, embellish, and identify areas (context)
- B1 Reinforce and enhance the pedestrian system (public realm)
- B4 Provide stopping and viewing places (public realm)
- C9 Develop flexible sidewalk level spaces (public realm)

## DESIGN NOTES

Located on a secondary street off NE Broadway, this building serves as a transition between the quiet residential neighborhood to the north and the nearby busy Broadway/Weidler corridor—a gateway into the center of Lloyd.

This is the first significant use of stacked modular housing units in the central city. Modules are pushed and pulled to sculpt and articulate the facades.

At the ground floor, the building develops a strong “sense of place” through active uses, a pedestrian-focused streetscape, and a new through-block plaza adjacent to the south property line that creates new neighborhood connections.





**LLOYD**

Lloyd East Theater, LDA Design Group

A9 Strengthen gateways (context)

B6 Develop weather protection (public realm)

C8 Differentiate the sidewalk level of buildings (public realm)

C13 Integrate signs (quality)

### DESIGN NOTES

Lloyd Center is a large, complex structure that defines much of the central city's Lloyd Subdistrict. This gateway site—formerly Sears—presents an opportunity for iconic architecture.

The applicant and Design Commission worked collaboratively during work sessions and hearings in pursuit of concepts that were both innovative and responsive to guidelines.

Lloyd-specific guidelines were considered met “on-balance” with the final design. Overall coherency and public realm betterments took precedence over Lloyd’s context of light colors and masonry cladding.



**CENTRAL EASTSIDE**

5 MLK, G | R | E | C Architects

- A1 Integrate the river (context)
- A5 Enhance, embellish, and identify areas (context)
- C1 Enhance view opportunities (public realm)
- C11 Integrate roofs and use rooftops (quality)

### DESIGN NOTES

Another very prominent building at the Burnside bridgehead that helps to establish and complete a significant gateway.

This full-block building responds well to steeply sloped site with two ground floor levels.

A complex mixed-use program of retail, office, and housing is unified within a well-composed building facade.



## GOOSE HOLLOW

Providence Park Expansion, Allied Works Architecture

- A2 Emphasize Portland themes (context)
- B2 Protect the pedestrian (public realm)
- C3 Respect architectural integrity (context)
- C10 Integrate encroachments (public realm)

## DESIGN NOTES

The Portland Timbers have sold out the past 110 consecutive games and the Thorns have the largest crowd and fan base of any professional women's soccer team nationally or globally. The stadium has a waiting list of 13,000 fans, which continues to grow each year.

This 4,000 seat expansion brings the total capacity to 25,000 in a state of the art facility. It also completes an earlier vision for the stadium discovered in a 1926 sketch by Portland architects A.E. Doyle and Morris H. Whitehouse.

This scope of work provides new seating, amenities and support spaces at the fully glazed upper levels that face the city center and preserves and enhances pedestrian views, access to light, and public safety along the SW 18<sup>th</sup> Ave frontage.





**GOOSE HOLLOW** Press Blocks, Mithūn and GBD Architects

- B4 Provide stopping and viewing places (public realm)
- B5 Make plazas, parks, and open spaces successful (public realm)
- C4 Compliment the context of existing buildings (context)
- C5 Design for coherency (quality)

#### DESIGN NOTES

The Press Blocks is a multiple-block infill site near Providence Park with both physical constraints (site infrastructure, abutting MAX lines, limited-access frontages) and cultural constraints (historic views, strong contextual fabric of modest buildings, pedestrian scale).

The project was evaluated in phases: massing and building orientation followed by public realm and quality.

A robust and engaging Design Advice Request discussions resulted in approval with a single hearing. The development is a very strong response to all three tenets of design: context, public realm, quality and permanence.



**RIVER DISTRICT**

1319 NW Johnson, TVA Architects

- A5 Enhance, embellish and identify areas (context)
- B4 Provide stopping and viewing places (public realm)
- C4 Compliment the context of existing buildings (context)
- C7 Design corners that build active intersections (public realm)

#### DESIGN NOTES

This petite residential building with a modest amount of ground floor commercial space is a thoughtful contemporary response to a complex site context. It borders both the warehouses of the NW 13<sup>th</sup> Ave Historic District and the modern high-rises of the North Pearl Subdistrict.



**RIVER DISTRICT**

NW Savier St Self-Storage, MCA Architects

- B1 Reinforce and enhance the pedestrian system (public realm)
- B3 Bridge pedestrian obstacles (public realm)
- C2 Promote permanence and quality in design (quality)
- C9 Develop flexible sidewalk level spaces (public realm)

### DESIGN NOTES

The predominance of small housing units in Portland means self-storage buildings are increasingly common in the central city. Due to programmatic constraints, they typically present many challenges to guidelines. This proposal in the River District evolved through voluntary DARs and is considered a benchmark for the self-storage program.

The final design includes a high-quality exterior cladding system and an articulated façade. Active use spaces were incorporated into the ground floor and reinforce the pedestrian experience.

The project will connect and improve two dead ends—NW Savier St and NW 13<sup>th</sup> Avenue—with public sidewalks, a public plaza, public art, and a raised loading dock.





## **GATEWAY**

Cherry Blossom Townhomes, Ankrom Moisan Architects

- A1 Strengthen relationships between buildings and the street (public realm)
- A2 Enhance visual and physical connections (public realm)
- C4 Develop complementary parking areas (context)
- C5 Transition to adjacent neighborhoods (context)

## DESIGN NOTES

This housing development is located on a site at the southeast corner of Gateway Regional Town Center that epitomizes the urban/suburban divide. This new medium-density development is immediately adjacent to existing low-density single-family residential neighborhood that is expected to experience much redevelopment during the next development cycle.

The initial design maximized zoning capacity that didn't sit comfortable in the context. An early Design Advice Request led the project towards a more context-sensitive design with well-integrated open spaces that was supported by the neighborhood.



## MARQUAM HILL

Elks Children's Eye Clinic, NBBJ

- 1 Enhance views of Marquam Hill (context)
- 3 Maintain and enhance existing views from Marquam Hill (context)
- 4 Develop successful formal open areas (public realm)
- 5 Strengthen the pedestrian network (public realm)

## DESIGN NOTES

The challenges of topography and a complex program on OHSU's Marquam Hill campus resulted in a sleek design that is deceptively uncomplicated.

Public access to the building—both at grade and from adjacent structures—is finessed with sensory garden spaces and a skybridge clad with dynamic dichroic glass.





**TYPE II APPEAL, ST JOHNS**

Central Lofts, Jones Architecture

- P1 Enhance the sense of place and identity by incorporating site and building design features that respond to the area's desired characteristics and traditions (context)
- E3 Create a sense of enclosure and visual interest to buildings along sidewalks and pedestrian areas by incorporating small scale building design features, creating effective gathering places, and differentiating street level facades (public realm)
- E4 Create intersections that are active, unified, and have a clear identity through careful scaling detail and location of buildings, outdoor areas, and entrances (public realm)
- D7 Reduce the impact of new development on established neighborhoods by incorporating elements of nearby, quality buildings such as building details, massing, proportions, and materials (quality)

### DESIGN NOTES

This type II staff approval was appealed to the Design Commission based on its response to the St Johns approval criteria—the Community Design Guidelines.

The proposal is a prominent four-story building on a small lot, immediately adjacent to city-owned Central Plaza. It is a CLT structure with 30 apartments on the three upper floors.

Commission found the design to be fully compliant with context, public realm, and quality guidelines. The ground floor program, entries and operable window walls respond well to the plaza and the surrounding street grid. The scale and architectural detailing of the storefront, canopies, lighting, and signage all support a strong public realm and are made of high quality materials.

## 2017 DESIGN EXCELLENCE AWARD



**CENTRAL EASTSIDE**

Eastside Office, Hacker

- A5 Enhance, embellish and identify areas (context)
- A8 Contribute to a vibrant streetscape (public realm)
- C2 Promote quality and permanence in design (quality)
- C5 Design for coherency (quality)
- C4 Complement the context of existing buildings (context)
- C7 Design corners that build active intersections (public realm)

### DESIGN NOTES

Located across the street from the Grand Avenue Historic District, this site presented opportunities to express historic themes in a contemporary manner.

The CLT structure is clad with a creative mortar-washed white brick, has large operable window walls at upper stories, and a full-height storefront with historic details.

The building arrived in the hearings room fully-resolved and beautifully expressed, and was the unanimous choice of Commission and staff for the 2017 Design Excellence Award.

## TESTIMONY

David Keltner HACKER

Tom DiChiara CAIRN PACIFIC

Bert Gregory MITHŪN

Anyeley Hallova PROJECT^

Dave Otte AIA UDP

## Moxy Hotel

Out-of-town developer Matt Mering knew that committing to a project in Portland meant investing in the community. “Portlanders want to make sure they’re maintaining the integrity and culture of the city,” says Mering.

Mering, director of development and acquisitions for Minnesota-based developer Graves Hospitality, has had his sights on Portland for some time. “There’s great demand, it’s a growing city,” says Mering, who’s worked in development for more than 16 years. “San Francisco is extremely expensive and Seattle’s getting there. So there’s a great push to Portland. You’ve got a bunch of young smart engineers around town. There’s a good workforce. There’s a great quality of life. Those factored in our decision.”

The future development sits on a 7,500-square-foot combination food truck-parking lot in Portland’s West End. Despite the constrained site, less than a quarter-block long, the property at 539 SW 10<sup>th</sup> Avenue will soon see a 12-story modern hotel, boasting 179 guestrooms and a ground floor that emphasizes the pedestrian experience in Portland. Generous canopies at street level will shield pedestrians from rain and provide shelter over the integrated benches for the public along the street frontage. Floor-to-ceiling windows frame the views of downtown, the east side, and Mount Hood. At the ground floor, a plan to incorporate food vendors into the lounge/bar will invite hotel guests and Portlanders alike to enjoy the space.

The constrained development site fronts the Streetcar tracks and has a 4-foot grade change between two first-floor entrances on opposite sides of the building. These are complicated elements for any team to manage, and especially difficult for an out-of-town development team.

The team, DLR Group Architects and Graves Hospitality, engaged early on with BDS staff, interagency partners and the Design Commission through an Early Assistance meeting, a Pre-application Conference, and two Design Advice Requests. The final result sailed through its first Design Commission hearing in record time, to the unanimous and glowing approval of the Commissioners.

With the help of BDS staff, the team made significant changes to their original design to ensure that the building is appropriate for the context of the surrounding area. Their original proposal included an industrial-style building based on warehouse architecture, which BDS City Planner Hannah Bryant says is more indicative of Portland’s Central Eastside. Responding to the Design Commission’s feedback, DLR and Graves staff returned with a brick building designed with whimsical, contemporary architectural expression that mirrors the ornate surrounding buildings.

“We had to scrap a lot of the ideas from the original building,” says Mering. “But what I found over the years is when you work with creative people like architects and engineers, you need to define parameters and direction. We have a much better product going through the process than when we initially came through the gate.”

Bryant says the success of this proposal was a testament to how collaborative, responsive applicants can take advantage of the design review process to yield a better result than the original proposal. “Despite the fact that the team was from out of state, and hadn’t worked with Portland’s design review before, they used the approval criteria, staff and commission feedback to cultivate and strengthen their design concept,” says Bryant. “The final result is a contextually

appropriate building that will enhance the public realm, while achieving their unique design goals.”

Mering thinks Portland’s design review process is straightforward compared to other cities. “We’ve had some fairly complicated design review processes elsewhere.” Mering says. “The process here is as smooth as we’ve seen. It was constructive and transparent. We knew along the way where the steps were.”

Rebecca Buchmeier, Project Manager at DLR, credits BDS staff for their positive experience. “Hannah [Bryant] was very accessible to us,” Buchmeier says. “No question was a stupid question. The clarity that she was able to bring to us was helpful. Having a clear list with criteria to meet these requirements gives you a framework as a designer to work within that to create a better design.”

## Block 41 and Block 44

Alan Jones, founding principal of Jones Architecture, and Kyle Andersen, principal architect at GBD Architects, are self-proclaimed veterans of the design review process. “The design review process in Portland makes buildings better,” says Jones.

When the two firms came together to design mixed-use buildings on Block 41 and Block 44 in the South Waterfront, Jones and Anderson say that their teams melded quickly to tackle design issues that are important to Portlanders. “Our own work gets better through the design review process,” says Jones. “We had strong support from BDS staff from the beginning.”

The project includes two seven-story, mixed-use buildings with 524 residential units and 10,500 square feet of retail space.

Block 41 and Block 44 lie in the Central City Plan District (South Waterfront Sub District), within the design and greenway overlay zones. Andersen and Jones took care to inform themselves and ask questions about these planning, zoning, and design requirements. Staff provided feedback based on the context of the area, and Jones and Andersen say it helped smooth the process. “We try to have as much interaction with staff going in to the project as possible,” says Andersen.

With Block 41 and Block 44, Jones and Andersen point out that design guidelines for view corridors in South Waterfront influenced their design where the two blocks open up to each other with a large courtyard in the middle. Because the blocks abut where the South Waterfront Greenway will be, city guidelines require the developer to either build part of the trail or enter into an agreement with Portland Parks & Recreation to build it.

Andersen and Jones also met with the neighborhood and solicited feedback that they took into consideration in their designs. They listened to the Design Commission’s suggestions, responded to their concerns and presented reasonable design solutions. Having worked on several large-scale projects in Portland, both Jones and Andersen have gone through their fair share of design review.

“This project was a good model for how the process should go,” says Andersen.

*Jones Architecture and GBD Architects have worked together on joint ventures in the past, including on the Con-way and Slabtown developments. The development team was a partnership between long-time property owner Prometheus and local developer Cairn Pacific.*

## Colour Authority

Denise Mahoney's family has owned Colour Authority hair salon for three generations. It's the most prominent business in a building that she and her husband, Tom, own. It sits on an auto-oriented stretch of Northeast Halsey Street that seems a world away from design reviews and overlays.

"Our family has been part of the neighborhood for over 50 years," Denise says. "We've seen it grow and change. Gateway is such a prime location, being central between [downtown] Portland, Vancouver and Gresham."

The Mahoney's wanted to create a sense of identity for the businesses in their building, while enhancing accessibility for customers with mobility devices. The couple received funding from Prosper Portland's Prosperity Improvement Program (formerly the Storefront Improvement Program). This program paired the Mahoney's with Brian Murtagh, an architect who has worked with other businesses in the Gateway district.

Through the grant, the received design support and funding to replace their existing sign – hidden on the far side of the building next to a two-story Jiffy Lube – with an attractive new retro sign flanked by new concrete planters along the sidewalk on Halsey Street. The planters will flank new stairs leading from the sidewalk, as well as an ADA ramp from the parking lot. Additional minor signage improvements will help identify individual businesses in the building.

To make all these improvements happen, Murtagh worked with BDS staff through a discretionary Type II Design Review process. The Mahoneys were surprised that their modest \$24,000 project required this level of review. Murtagh submitted the project for design review in September and received approval in November. As of April 2018, construction is nearly complete.

"The design review was challenging," Denise recalls. As a small business owner, she didn't know that her project would require public notice and a formal decision process.

Design Review is currently required for projects within the design overlay zone. Colour Authority is also located in the Gateway Plan District. In other parts of the city, simple projects don't need to go through a discretionary review. Instead, those projects have the option to meet the objective Community Design Standards in the Portland Zoning Code. Gateway does not currently have that option.

"All of this could have been designed to community design standards," Murtagh says.

One of the priority recommendations from the package of DOZA amendments (*Assessment Recommendation A.1*) is to allow for smaller projects like this one to use Community Design Standards.

"These changes are going to be really important for a small business owner," Murtagh says.

As Portland's real estate market pushes people farther east for more affordability, these neighborhoods stand to gain from streamlined, and more affordable access to design review and permitting services.

The Mahoney's are excited about how their neighborhood is changing. "We really want to support other businesses in the neighborhood," Tom says.

Allowing more small projects like this to use Community Design Standards may encourage additional investment by local small business owners.

"The easier you make it, the more people will improve the neighborhood," Tom says.

Their customers are already noticing the new storefront improvements. Denise says, beaming: "Clients come in. They say, 'I love the front,' and they say, 'Thank you.'"



## Low Income Single Adult Housing (LISAH)

Dave Otte, a Partner at Holst Architects in Portland, is developing LISAH (Low Income Single Adult Housing), a new concept to provide dignified permanent supportive housing at a lower cost. The 42-unit dwelling on Hunt Street in the Kenton neighborhood will consist of four buildings with surface parking and landscaping. Residents will live in single occupant rooms and utilize shared spaces—each dwelling unit will include space for six people with one kitchen and two bathrooms. In this style, “people can support each other and live more efficiently in a community,” Otte says.

The LISAH project is subject to a Type II Design Review, meaning that city staff have full discretion over the decisions made (unless the project is appealed to the Design Commission). Holst Architects decided to submit the proposal for a Design Advice Request (DAR) to get early feedback on proposed design concepts. The City waived DAR fees for this 100% affordable housing project. Otte says this early assistance was essential to the success of the project, and that they could test design ideas early in the process.

The Commission provided feedback on building placement, landscaping, materials, and use of the space in relation to its unique context – a transition area between an established single-family neighborhood, a mixed-use main street and a heavy industrial corridor. Otte says they had a lot of opportunity to experiment with the design, given the oddly shaped lot and physical constraints.

“The surprising thing was that we got suggestions to push boundaries to ask for other modifications that we weren’t anticipating but would benefit the project,” Otte says. “The Design Commission challenged some of the prescriptive parts of the zoning code.”

Otte says the Commission’s collaborative work with BDS staff has made the process more efficient and positive. “It’s very fulfilling when you’re able to pick up the phone and have a productive conversation with a planner and not get bogged down with process and policy when you’re both on the same page of trying to solve the problem,” Otte says.

Holst plans to submit their land use application before November 2018 and apply for permits near the end of this year. The development will be maintained by Transition Projects, which operates emergency shelters and short term residential programs in Portland.

## Salmon Street Apartments

Kurt Schultz of SERA Architects is leading the design of a 170,000-square foot 8-story mixed use building at 1715 SW Salmon Street. The property, wedged between Lincoln High School and Providence Park, will feature 182 market rate apartments, ground floor retail, and a mechanical parking system with 80 parking spaces.

The Design Commission reviewed and approved the project on September 27, 2018, in only 1 hearing. Kurt says the success of their project has come down to one element: collaboration.

Kurt has experience with Design Review processes in other jurisdictions, and he says that the collaborative nature of the Bureau of Development Services' process is the best he has gone through.

"When working in other jurisdictions, it can take 7 months from the time we start to work with staff, get to the submittal process, get a staff report to getting a first Design Review hearing," Kurt says.

"You can work with the City of Portland staff and the Design Commission simultaneously. I've found that brainstorming with all three parties to come up with potential solutions is really smart."

Feedback from the Design Commission, Kurt says, is essential to the success of a project in the long run.

"Some cities don't offer Design Advice Requests," Kurt says. "So, for months you could be flying blind about what the Commission will think of a project. It's a total surprise going into it, and you've invested a lot of time and the client has invested a lot of money...you want to be sure you know where you stand."

In his experience, Kurt has learned from BDS staff about what to expect and how to prepare for a Design Commission hearing. In preparing for his hearing on September 27, he hoped that the Design Advice Requests his team has gone through would help with the speed of approval.

"The staff at the City of Portland are really smart," Kurt says. "The planners have good advice, and they are good at anticipating what the Commission will want. That helps the project go faster."

# DOZA Implementation - Administration

## BDS Internal Work Plan

September 1, 2018

	TASK DESCRIPTION	STATUS	
<b>A2</b>	<b>Improve the review processes with a charter, better management of meetings and training for both the Design Commission and staff</b>		
(a)	Adopt a new charter for the Design Commission		
1	Prepare Draft	<div></div>	Complete
2	Review & Adopt with Commission	<div></div>	Complete
(b)	Manage Commission meetings more effectively.		
1	Senior/Supervisor added to Staff Table during all hearings	<div></div>	Ongoing
2	Hearing Procedure Visuals (Staff, Public, Commission)	<div></div>	In Progress
3	Real start times added to the agenda for each hearing item	<div></div>	Ongoing
4	Green/Yellow/Red Timer for all testifiers, including staff presentation	<div></div>	Ongoing
5	Design Commission Leadership Meetings with Chair and Vice Chair	<div></div>	Ongoing
6	Annual City Attorney refreshers with Design Commission (first hearing of every year)	<div></div>	Ongoing
7	Facilitation training for Chairs and Commission staff	<div></div>	Ongoing
8	Improved technology in the hearings room	<div></div>	Complete
9	Reprioritizing Agenda Order	<div></div>	Ongoing
10	Restructuring Applicant/Staff Presentation Order	<div></div>	Complete
11	Design Commission "Top Ten" Biannual Reminders	<div></div>	Ongoing
(c)	Provide training for staff.		
1	Compiling Training Packets for Commission	<div></div>	Ongoing
2	Quarterly professional Development Tours in Portland and elsewhere (i.e. Gresham, Seattle, San Francisco) to experience other Commissions, talk with other City staff and view projects.	<div></div>	Ongoing
3	Professional Development - Building Systems & Materials	<div></div>	Ongoing
4	Conferences (APA, NTHP, AIA, etc)	<div></div>	Ongoing
5	Staff Equity Training	<div></div>	Ongoing
6	Facilitation/Leadership training	<div></div>	Ongoing
7	Improved Technology Tools	<div></div>	Started
8	Continuing Education - General	<div></div>	Ongoing
9	BPS/BDS Area Character & District Liason Coordination	<div></div>	Ongoing
10	BPS/BDS Special Project Coordination	<div></div>	Ongoing
11	Team-building efforts	<div></div>	Ongoing
12	Team-building workshop	<div></div>	Started
13	Post decision/hearing debrief with applicant	<div></div>	Ongoing
14	Staff Equity Library	<div></div>	Ongoing
(d)	Convene regular Design Commission retreats.		
1	Reinstating Quarterly Retreats	<div></div>	Ongoing
2	Consider location, inclusion, duration	<div></div>	Ongoing
<b>A3</b>	<b>Align the City's review process with the design process.</b>		
(a)	Organize the City's review process to correspond to a project's typical design process.		

	TASK DESCRIPTION	STATUS	
1	Public/private subcommittee group assembled to discuss ways to better align Design Review (City) and design (private) processes.	<div></div>	Complete
2	Design Advice Request (DAR) process and submittal improvements	<div></div>	In Progress
3	BETA Test alignment	<div></div>	Complete
4	Coordination with BPS & Applicants on Alignment Concept	<div></div>	In Progress
5	Team training on new DAR tools	<div></div>	In Progress
6	Applicant training on DAR tools - including sample set		Not Started
7	Exploration of other Early Assistance (EA) options	<div></div>	Complete
8	Expedited DAR for 100% Affordable Housing Projects	<div></div>	Ongoing
9	Permit Review Includes D/H Planner	<div></div>	Ongoing
(b)	Focus deliberations.		
1	Create Design Guideline Matrix for DAR and Land Use (LU) Reviews	<div></div>	Complete
2	Deliberation Card	<div></div>	Complete
(d)	Expect a collaborative attitude from all participants.		
	See A2		
<b>A4</b>	<b>Better communicate the role of urban design and the d-overlay tool.</b>		
1	"Guide to Design Review Process" updated annually	<div></div>	Ongoing
2	Add appendices to Guide on approvable design solutions to common issues	<div></div>	Started
3	Design Commission Twitter account	<div></div>	Ongoing
4	Improve Early Assistance Staff response template	<div></div>	Complete
5	Principles of Urban Design within Guideline preface	<div></div>	In Progress
6	Applicant responsibility handout	<div></div>	In Progress
(a)	Improve public information and education.		
1	Citizen's Academy (Lunch & Learn)	<div></div>	Started
2	Consult with BDS Equity Committee	<div></div>	Ongoing
3	Design Review website with case activity	<div></div>	Started
4	Public handouts for process & examples	<div></div>	Started
5	Design Review 101 for counter planners	<div></div>	Started
6	Greater Staff/Commission collaboration with Neighborhood Associations (NAs) & other community organizations	<div></div>	Started
7	Presentations to NAs & community organizations in expanded d-overlay areas (work with BPS)	<div></div>	Started
8	Presentations to Affordable Housing Organizations	<div></div>	Started
9	Revise Guide to Presenting Testimony		Not Started
10	Coordination with Portland Online Permitting System (POPS)		Not Started
(b)	Hold applicant orientation "primers" on a regular basis.		
1	Lunch & Learns for applicants		Not Started
<b>A5</b>	<b>Improve the public involvement system.</b>		
1	Explore digital options for project notification	<div></div>	Started
(a)	Post large signs noting impending reviews		
1	Conducted a study of other jurisdictions who post new development sites with up to 4' x 8' posting boards	<div></div>	Complete
2	Simplify & Improve posting notice	<div></div>	Ongoing
3	<i>Revising posting requirements requires legislative action</i>		Started
(b)	Increase mailed notices for Type II and Type III reviews.		

	TASK DESCRIPTION	STATUS	
1	Include renters in all land use documents we currently mail to property owners	<div></div>	Ongoing
(c)	Require applicants to document community input.		
1	<i>Requires legislative action.</i>		Started
(d)	Ensure inclusivity in LU decision-making process.		
1	Consult with BDS Equity Committee	<div></div>	In Progress
<b>A6 Monitor and evaluate these amendments.</b>			
(a)	Document where changes are occurring and what the impacts are. The analysis should be evaluated by BPS, BDS, Design Commission, and Planning and Sustainability Commission.		
1	Develop workplan	<div></div>	Ongoing
2	Quarterly updates on progress	<div></div>	Ongoing
(b)	Formalize the annual reporting in Design Commission's "State of Design."		
1	Improve yearly case reporting	<div></div>	Ongoing
2	Include DOZA progress and impacts in State of Design Report	<div></div>	In Progress
3	Design Commission's Annual Design Excellence Award	<div></div>	Ongoing
4	Successful Applications of guidelines		Not Started
<b>Other - Process General</b>			
1	Increased Staffing	<div></div>	Ongoing
2	Improved Coordination with Interagency Partners	<div></div>	Ongoing
3	Coordinate process improvements with Historic Resource Reviews & Historic Landmarks Commission where applicable	<div></div>	Ongoing



# City of Portland Design Commission

CENTRAL CITY FDG (2003)		PROJECT NAME: <i>add here</i>		CASE NUMBER	
DATE		PROJECT ARCHITECT: <i>add here</i>		PROJECT VALUE \$	
CONTEXT	STAFF		COMMISSION		
	+ / -	Comments	+ / -	Comments	
A1: Integrate the River					
A2: Emphasize Portland Themes					
A3: Respect the Portland Block Structures					
A5: Enhance, Embellish & Identify Areas					
A6: Re-use, Rehabilitate, Restore Buildings					
A9: Strengthen Gateways					
C1: Enhance View Opportunities					
C4: Complement the Context of Existing Buildings					
D1: Park Blocks					
D2: South Waterfront Area					
D3. Broadway Unique Sign District					
D4. New China/Japantown Unique Sign District					
PUBLIC REALM	STAFF		COMMISSION		
	+ / -	Comments	+ / -	Comments	
A4: Use Unifying Elements					
A7: Establish and Maintain a Sense of Urban Enclosure					
A8: Contribute to a Vibrant Streetscape					
B1: Reinforce and Enhance the Pedestrian System					
B2: Protect the Pedestrian					
B3: Bridge Pedestrian Obstacles					
B4: Provide Stopping and Viewing Places					
B5: Make Plazas, Parks & Open Space Successful					
B6: Develop Weather Protection					

B7: Integrate Barrier-Free Design				
C6: Develop Transitions Between Buildings & Public Spaces				
C7: Design Corners that Build Active Intersections				
C8: Differentiate the Sidewalk Level of Buildings				
C9: Develop Flexible Sidewalk Level Spaces				
C10: Integrate Encroachments				
C11: Integrate Roofs and Use Rooftops				
C12: Integrate Exterior Lighting				
C13: Integrate Signs				
QUALITY & PERMANENCE	STAFF		COMMISSION	
	+ / -	Comments	+ / -	Comments
C2: Promote Permanence & Quality in Design				
C3: Respect Architectural Integrity				
C5: Design for Coherency				

# VOTING PROCEDURE

## MOTION

**A COMMISSIONER  
MAKES A MOTION  
FOR AN ACTION**

## SECOND

**ANOTHER  
COMMISSIONER  
SECONDS THE  
MOTION**

- COMMISSIONERS HAVE THE OPPORTUNITY TO DISCUSS THE MOTION
- CHAIR RE-STATES THE MOTION, INCLUDING ANY CLARIFICATIONS
- CHAIR REQUESTS ROLL

## VOTE

**COMMISSION  
MEMBERS  
PRESENT VOTE  
AND STATE  
REASONS FOR  
THEIR VOTE**

## RESULT

**CHAIR  
ANNOUNCES THE  
RESULT OF THE  
VOTE, INCLUDING  
THE VOTE COUNT**





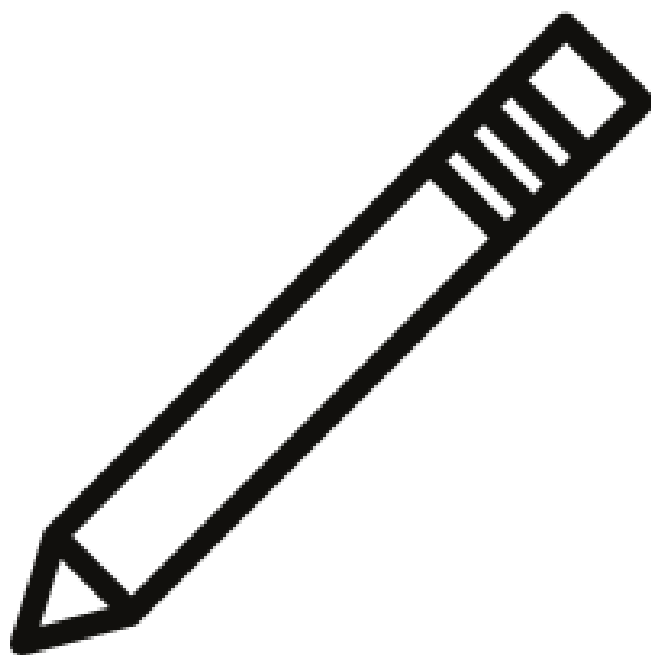
City of Portland

# Design Commission

## Welcome

## We're glad you are here

### Here's how you can engage:



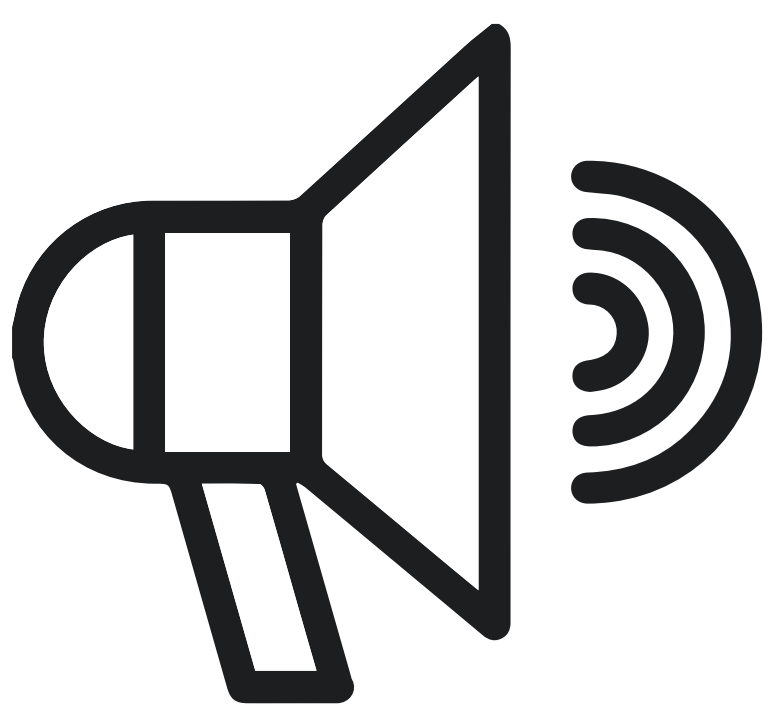
#### Sign in to comment

- Comment sheets are available as you enter Fill in the requested information
- Include your address to receive future reports
- Confirm the estimated start time for your item is on the agenda



#### Listen to the project narrative

- The applicant will describe the project
- Please be respectful, even when you disagree
- The applicant will demonstrate how all criteria have been, or will be, met



#### Voice your opinion

- Speak directly into the microphone
- State your full name and address
- Limit your comments to 2 minutes
- Your comments must relate to the criteria



#### Bring new ideas

- Explain how you think:
  - the proposal meets or does not meet the criteria
  - the criteria are being incorrectly interpreted,
  - the incorrect criteria are being applied, or
  - additional criteria should be applied
- Coordinate with other commenters to avoid repetition and ensure your voice is heard



#### Commission will consider comments

- Comments are considered in Commission discussion
- If a vote is called in a Design Review proceeding, the
- Commission may:
  - approve the project
  - deny the project
  - approve the project, with conditions
- Projects may be continued to another Commission meeting date



#### Stay engaged

You can find more information on projects at:  
[www.portlandonline.com/designcommission](http://www.portlandonline.com/designcommission)



[portlandoregon.gov/bds/design commission](http://portlandoregon.gov/bds/design%20commission)



1900 SW 4th Avenue, Portland, OR 97201



(503) 823-7300 / [bds@portlandoregon.gov](mailto:bds@portlandoregon.gov)





# City of Portland Design Commission

## Design Review Overview

### Just so we're clear

#### Here's what you can expect:



#### What we do

The Design Commission is a volunteer board that provides leadership and expertise on urban design and architecture. The Commission reviews and makes decisions on large projects, and appeals of staff reviews, on sites within the Design Overlay Zone.



#### Our criteria

Design Guidelines are the approval criteria used in design review. All projects must respond to this set of criteria in order to be approved. Design Guidelines can be found online at:  
[portlandoregon.gov/designguidelines](http://portlandoregon.gov/designguidelines)



#### Your participation

Testifying at a public hearing is a great way to engage in your community. The Design Commission relies on citizens to bring their perspective on neighborhood issues.



#### Outside our scope

The Design Commission only has the authority to influence elements of a project that relate to the approval criteria. For example, guidelines do not address private views. There are other resources for questions and feedback on issues that the Design Commission cannot address (see below).

#### Resources for related concerns:

Office of Community & Civic Life  
503-823-4519  
[portlandoregon.gov/civic](http://portlandoregon.gov/civic)

- Neighborhood Association Information
- Crime Prevention
- Noise Control Program
- Neighborhood Mediation

Bureau of Planning and Sustainability (BPS)  
503-823-7700  
[portlandoregon.gov/bps](http://portlandoregon.gov/bps)

- Off-street Parking Requirements
- Upcoming Legislative Projects on Zoning

Bureau of Transportation (PBOT)  
503-823-5185  
[portlandoregon.gov/transportation](http://portlandoregon.gov/transportation)

- On Street Parking
- Construction Impacts on Streets & Sidewalks



City of Portland

# Design Commission

## Agenda

### We respect your time



#### Design Advice Request Meeting

5 min	Staff Introduction
20 min	Applicant Presentation
5 min	Staff Discussion Topics
2 min each	Public Comments (please sign in to comment)
30-45 min	Commission & Applicant Discussion

Estimated Total  
Time: 90 min





City of Portland

Design Commission

Agenda

We respect your time



Type III Design Review Hearing

10 min	Staff Presentation	
20 min	Applicant Presentation	Questions for Applicant
5 min	Staff Recommendation	Questions for Staff
2 min each	Public Testimony (please sign in to provide oral testimony)	In Support & In Opposition
5 min	Applicant Response to Public Testimony	
up to 60 min	Commission Deliberation	
5 min	Vote or Continue Hearing	

Estimated Total

Time: 120 min



# City of Portland Design Commission

## Design Advice Request Overview

Why we're here

### Here's what you can expect:



#### What we do

Design Advice Requests (DAR) are a form of early assistance and are intended to provide feedback on early design concepts prior to design review. This feedback is advisory and preliminary in nature. This meeting is not a land use review. Decisions are not made in the DAR process.



#### Our criteria

Design Guidelines are used to guide the conversation during the DAR because they are the approval criteria used in Design Review. All feedback should relate to the concept's response to the context, public realm, or quality and permanence. Guidelines generally address one or more of these design tenets. Hard copies of the Design Guidelines are available on the back table and can be found at: [portlandoregon.gov/designguidelines](http://portlandoregon.gov/designguidelines)



#### Your participation

The Design Commission relies on Portlanders to bring their perspective on their community. Portland has a strong design legacy that continues through this process. Your early input on significant projects helps to make sure we get this right.



#### Outside our scope

The Design Commission only has the authority to influence elements of a project that relate to the criteria. For example, guidelines do not address private views. There are other resources for questions and feedback on issues that the Design Commission cannot address (see below).

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# City of Portland Design Commission

## Terminology Just so we're clear

The terms used in the Design Advice Request and Land Use Review processes are distinctly different. Below is a guide to the language used in each.

### DESIGN ADVICE REQUEST MEETING



#### Concept

The drawing set is not a formal submittal for land use review; changes are likely.



#### Comments

Public comments are not considered part of the future land use record.



#### Staff Memo

Design Review staff provide topics for Commission Discussion.



#### Discussion

The DAR creates an opportunity for informal feedback on a project.



#### Direction

The DAR cannot result in a formal decision, but can provide concept direction.



#### Next Steps

Engage in the formal land use case.

### TYPE III DESIGN REVIEW HEARING

#### Proposal

The project has been formally submitted and is an active quasi-judicial land use case. Changes are possible.



#### Testimony

All testimony is considered part of the land use record.



#### Staff Report

Design Review staff provide a formal recommendation of approval or denial.



#### Deliberation

The Commission deliberation leads to a formal decision on the proposal.



#### Decision

The proposal is approved, approved with conditions, or denied.



#### Next Steps

If you disagree with the findings, the decision can be appealed to City Council.



ALWAYS Lead with Criteria