

Dear Mayor and Commissioners,

Please vote to pass DOZA along with the excellent amendments proposed by Portland: Neighbors Welcome.

Please **reject** the proposals to weaken DOZA from the Portland Design Commission and the Urban Design Panel.

The Bureau of Planning and Sustainability has thoughtfully drafted DOZA to promote attractive architecture while also reducing housing costs. Prolonged, uncertain review processes that generate spiralling demands for fancy embellishments make housing more expensive to develop. And tight restrictions on "scale and massing" mean fewer residences can be built. The result is housing shortages and higher housing costs. These create real hardships for people struggling to afford housing. When developers have to cater to the exacting tastes of wealthy neighbors and professional design critics, people of lower incomes end up without housing they can afford.

It's especially important to lower costs for buildings subject to inclusionary zoning. As you may have noticed, few such buildings are being constructed. Developers have strong financial incentives to avoid inclusionary-zoning standards. They respond to these incentives by constructing smaller buildings with no affordable units, or by simply not building in Portland. The city's regulations need to be revised to make inclusionary-zoning development more worthwhile for developers. Adopting DOZA with Portland: Neighbors Welcome's proposed amendments will help to do that.

Neighborhood standards such as those proposed by SMILE may be fine, **but only when they don't raise housing costs or reduce housing supply**. For example, suppose a neighborhood association insisted that all developers use cheerful, psychedelic paint colors. That demand wouldn't raise housing costs or reduce the number of units per building. So no problem. I would even support it! But if a neighborhood standard requires expensive features, developers need extra bonuses such as additional FAR or greater height limits to meet that standard without raising housing costs. Any such bonuses should go **above** the limits in the current version of DOZA. If SMILE endorsed positive incentives along those lines to encourage Sellwood developers to add upper-level stepbacks and such, I wouldn't be surprised if Portland: Neighbors Welcome joined forces with them.

Thanks for your time.

Leon Porter