

Development Services

From Concept to Construction

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APPEAL SUMMARY

Status: Decision Rendered - Reconsideration of IDs 15465 and 15402

Appeal ID: 15952	Project Address: 1444 SE Hawthorne Blvd
Hearing Date: 10/11/17	Appellant Name: peter nylan
Case No.: B-015	Appellant Phone: 503-997-8770
Appeal Type: Building	Plans Examiner/Inspector: Steve Mortensen
Project Type: commercial	Stories: 1 Occupancy: B Construction Type: V-B
Building/Business Name: Mad Genius	Fire Sprinklers: No
Appeal Involves: Alteration of an existing structure, occ Change from E to B	LUR or Permit Application No.:
Plan Submitted Option: pdf [File 1] [File 2] [File 3] [File 4]	Proposed use: escape room game

APPEAL INFORMATION SHEET

Appeal item 1

Code Section 1004 OCCUPANT LOAD

Requires assignment of occupant load

Proposed Design We are proposing a 30 person maximum occupant load. As there is no function listed in table 1004.1.2 that exactly fits that of an "escape room" game, we are asking the appeal board for a determination before assembly of permit and construction documents. Owners Peter and Caitlin Lewis submitted a prior appeal (15465), which was denied, before engaging our services. It is important to note that AT NO TIME will players be locked in rooms.

Reason for alternative Using two methods, we intend to show the adequacy of 30 person maximum occupant load. Method 1 is to apply the "business area" allowance to the entire space, minus the area of fixed seating in the lobby (for 8 people). GSF is 2,248 sf – 120 sf of seating = 2,128 sf = 22 occupants. Using 15 sf/ occupant for the seating area yields 8 occupants for 30 occupants total.

Second method, as described in previous appeal, is using the actual occupants (see game description and run schedule attached). Number of players per game is limited to 8. When fully booked, 2 teams of 8 will overlap making the normal maximum occupant count 19 (including 3 staff). Only with special arrangement (and rarely) will 3 games be played simultaneously, bringing the occupants count to 27.

There are 2 exits (currently with illuminated exits signs with battery backup) from the space. Maximum path of egress travel is 38 feet. Permit drawings, among other things, will include requirements for additional exit signs and emergency egress lighting.

We feel that since both methods yield similar occupant loads, they reinforce the adequacy of the proposed occupant load.

APPEAL DECISION

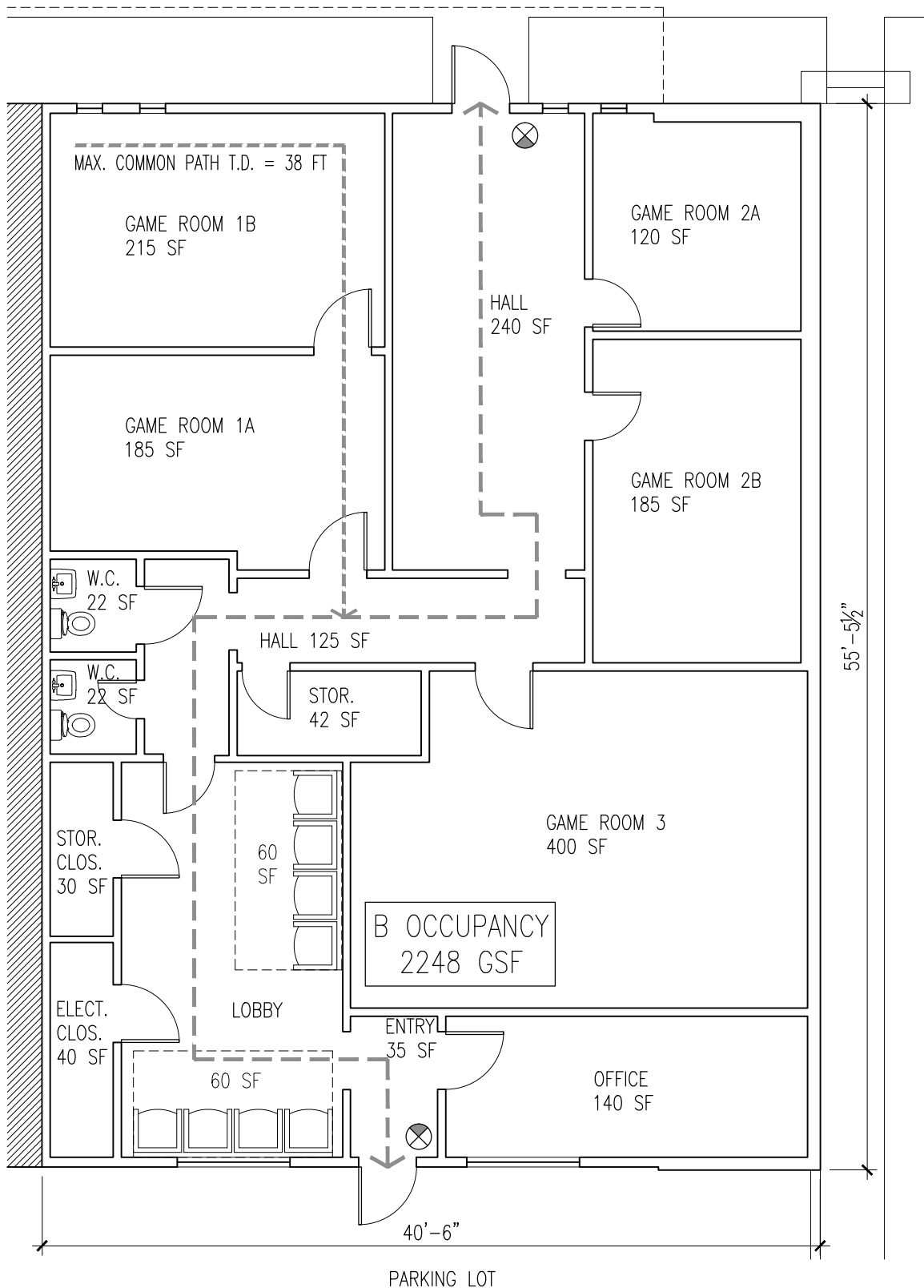
Reduction in occupant load based on actual proposed use: Granted as proposed for this use and occupancy only.

The Administrative Appeal Board finds that the information submitted by the appellant demonstrates that the approved modifications or alternate methods are consistent with the intent of the code; do not lessen health, safety, accessibility, life, fire safety or structural requirements; and that special conditions unique to this project make strict application of those code sections impractical.

Pursuant to City Code Chapter 24.10, you may appeal this decision to the Building Code Board of Appeal within 180 calendar days of the date this decision is published. For information on the appeals process and costs, including forms, appeal fee, payment methods and fee waivers, go to www.portlandoregon.gov/bds/appealsinfo, call (503) 823-7300 or come in to the Development Services Center.

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SE HAWTHORN ST



PLAN -1444 SE HAWTHORN ST

1/8" = 1'-0"





City of Portland
Bureau of Development Services
Building Appeal Supplemental Form
Mad Genius Escapes, LLC

Through this appeal, we are requesting to use the actual occupant load for our new business, rather than what is determined by code. Because of the nature of our business, there will be far fewer actual occupants in our building than the occupant load that would be determined by code. In fact, the way we run the business sets a distinct maximum number of occupants, as evidenced by our business plan.

In order to explain our appeal, we'd like to describe several aspects of our business. The escape game industry is the fastest-growing medium for group entertainment over the last 3 years. In our escape games, teams of up to 8 players solve puzzles, follow clues, and work together to complete a combination of mental challenges within 60 minutes. All of the games are well-lit, family-friendly, and closely monitored; none are claustrophobic or threatening in any way. Each team has a designated "cluemaster," an employee who guides each group through the game, watching on closed-circuit cameras, answering any questions and making sure it is a fun experience for all involved.

Each game can consist of a single room, or multiple connected rooms. Although there are 6 "rooms" in at our facility (not including storage, bathrooms, lobby, or office), there are only three "games." Each game has a maximum of 8 players at a time, and it is very rare to have all three games occupied simultaneously. Our online booking system will only allow customers to book up to 8 players per game and only one game is offered every 40 minutes (*see **Business Plan, Projections.***) When we are fully booked, 2 teams of 8 will overlap and up to 3 employees will be in the building, for a total of 19 occupants. At special request, we can accommodate larger team-building events. However, even at maximum capacity, we would have 8 players in each of our 3 games and up to 3 employees, for a maximum load of 27 occupants (*as noted in the **Business Plan, under Products and Services.***)

Cluemasters will spend the majority of their time in the office and lobby. Players will check in with their cluemaster and pass through the lobby on the way to their game, but will not spend a substantial amount of time there (5 - 10 minutes in most cases). All in all, our average use of the space will be between 5 - 15 occupants, with infrequent events resulting in occupancies as high as, but not exceeding 27 persons at a time.



Mad Genius Escapes
1444 SE Hawthorne Blvd, Portland OR 97214

Weekly Game Schedule - 2017/2018 (2 Games: Cat Lady and Siren Song)

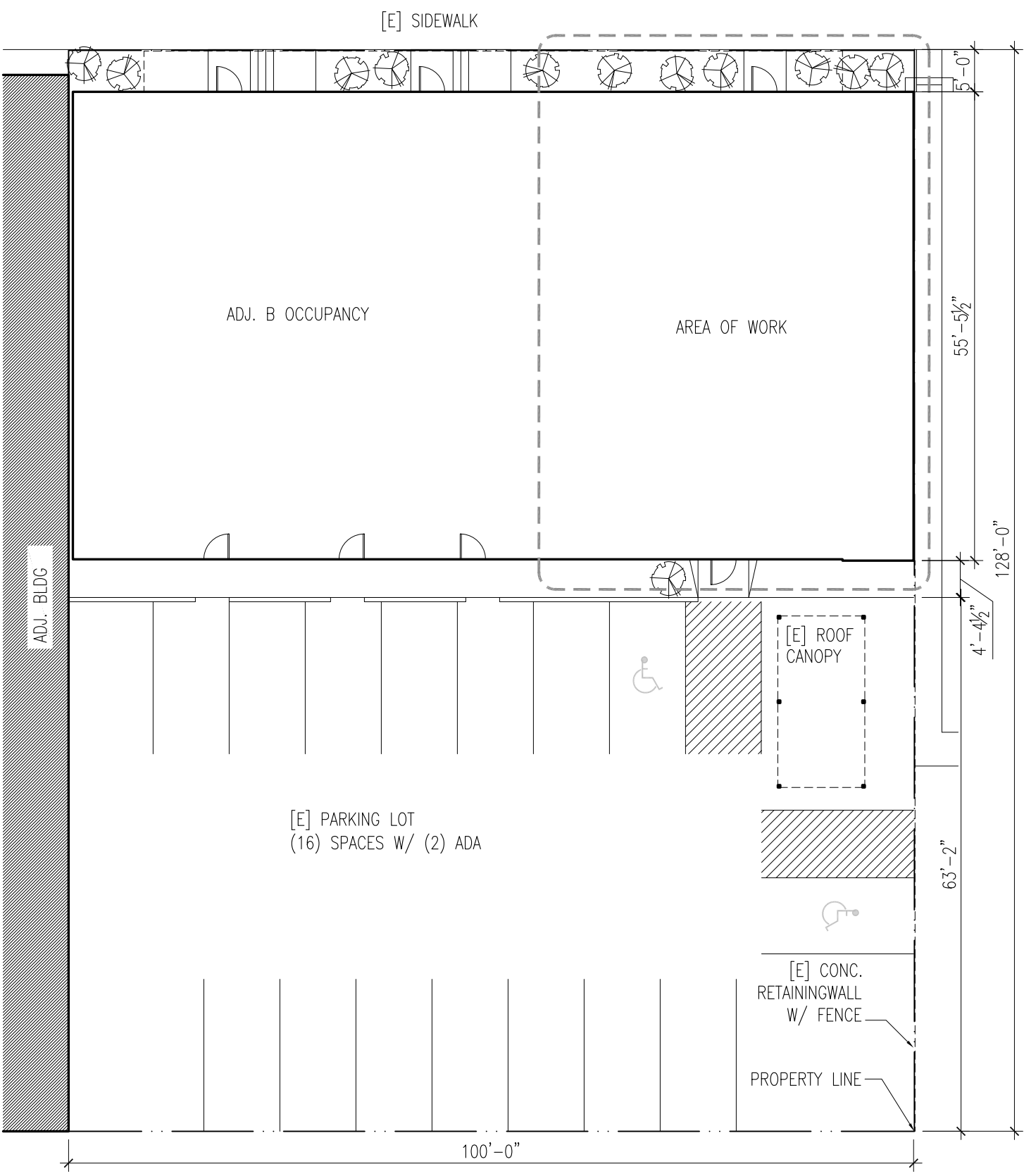
	Sun.	Mon.	Tues.	Weds.	Thurs.	Fri.	Sat.
1pm - 2pm	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)	CLOSED	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)
2pm - 3pm	Siren Song (up to 8 players)	Siren Song (up to 8 players)	CLOSED	Siren Song (up to 8 players)	Siren Song (up to 8 players)	Siren Song (up to 8 players)	Siren Song (up to 8 players)
3pm - 4pm	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)	CLOSED	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)
4pm - 5pm	Siren Song (up to 8 players)	Siren Song (up to 8 players)	CLOSED	Siren Song (up to 8 players)	Siren Song (up to 8 players)	Siren Song (up to 8 players)	Siren Song (up to 8 players)
5pm - 6pm	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)	CLOSED	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)
6pm - 7pm	Siren Song (up to 8 players)	Siren Song (up to 8 players)	CLOSED	Siren Song (up to 8 players)	Siren Song (up to 8 players)	Siren Song (up to 8 players)	Siren Song (up to 8 players)
7pm - 8pm	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)	CLOSED	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)
8pm - 9pm	Siren Song (up to 8 players)	Siren Song (up to 8 players)	CLOSED	Siren Song (up to 8 players)	Siren Song (up to 8 players)	Siren Song (up to 8 players)	Siren Song (up to 8 players)
9pm - 10pm	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)	CLOSED	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)

Weekly Game Schedule - 2019 (3 Games: Cat Lady, Siren Song, and Battle of Ancients)

	Sun.	Mon.	Tues.	Weds.	Thurs.	Fri.	Sat.
1pm - 2pm	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)	CLOSED	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)
2pm - 3pm	Siren	Siren	CLOSED	Siren	Siren	Siren	Siren



	Song (up to 8 players)	Song (up to 8 players)		Song (up to 8 players)	Song (up to 8 players)	Song (up to 8 players)	Song (up to 8 players)
3pm - 4pm	Battle of Ancients (up to 6 players)	Battle of Ancients (up to 6 players)	CLOSED	Battle of Ancients (up to 6 players)	Battle of Ancients (up to 6 players)	Battle of Ancients (up to 6 players)	Battle of Ancients (up to 6 players)
4pm - 5pm	Siren Song (up to 8 players)	Siren Song (up to 8 players)	CLOSED	Siren Song (up to 8 players)	Siren Song (up to 8 players)	Siren Song (up to 8 players)	Siren Song (up to 8 players)
5pm - 6pm	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)	CLOSED	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)
6pm - 7pm	Battle of Ancients (up to 6 players)	Battle of Ancients (up to 6 players)	CLOSED	Battle of Ancients (up to 6 players)	Battle of Ancients (up to 6 players)	Battle of Ancients (up to 6 players)	Battle of Ancients (up to 6 players)
7pm - 8pm	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)	CLOSED	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)	Cat Lady (up to 8 players)
8pm - 9pm	Siren Song (up to 8 players)	Siren Song (up to 8 players)	CLOSED	Siren Song (up to 8 players)	Siren Song (up to 8 players)	Siren Song (up to 8 players)	Siren Song (up to 8 players)
9pm - 10pm	Battle of Ancients (up to 6 players)	Battle of Ancients (up to 6 players)	CLOSED	Battle of Ancients (up to 6 players)	Battle of Ancients (up to 6 players)	Battle of Ancients (up to 6 players)	Battle of Ancients (up to 6 players)



SE HAWTHORNE BLVD - HOLLY ST ALLEY

SITE PLAN -1444 SE HAWTHORN ST

1/16" = 1'-0"

