



Looking Northwest



Lemons Architecture PLLC

The **Hawks Nest**  
1539 14th Ave S

Streamlined Design Guidance Package

2016.06.08

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## Project Information

Address: 1539 14th Ave S, Seattle, WA 98144

Legal Description: SANDER'S SUPL PLAT REPLAT BL 1-3

Parcel #: 7548800015

Site Area: 5000sf

Zoning: LR3

Overlays: None

ECA: None

Existing Use: Existing Duplex to be Deconstructed

Max FAR: SFR 1.1, RH 1.4 Max, TH 1.3 Max, Apt 1.6 Max (Apts 1.6 if Freq Trans, To be Verified)

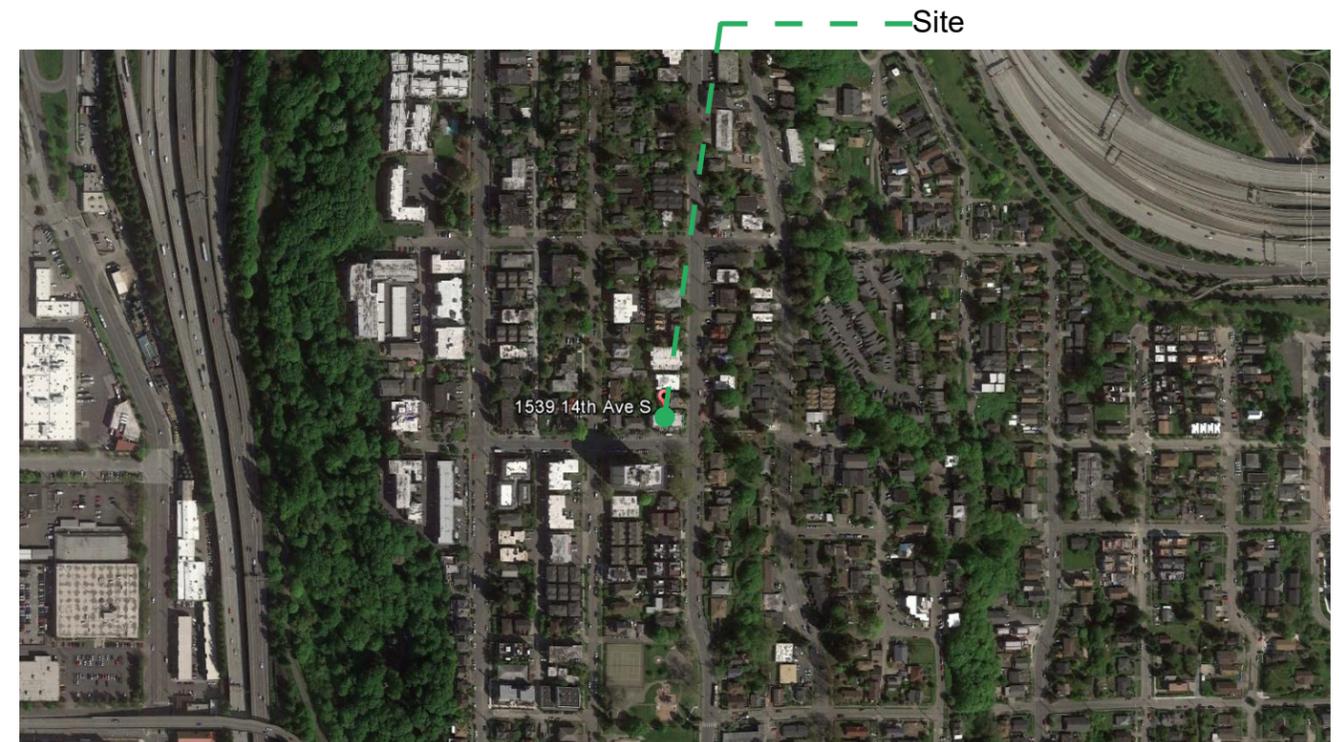
Max Density: TH = SFR = 1/1600sf, RH= No Limit,  
TH = No Limit Max, Apt = No Limit Max

Height: 30' Above AGP Allowed/Provided

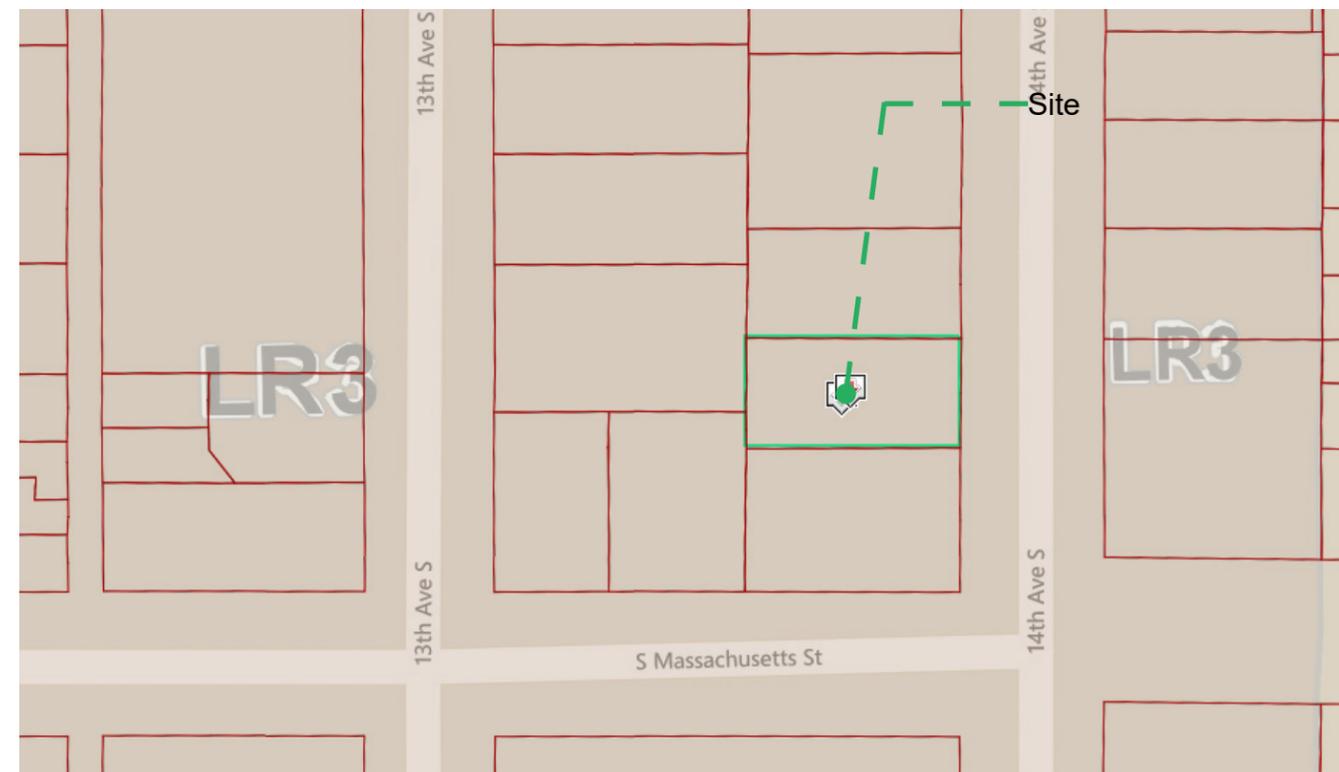
Proposed Project Description: Construct 6 Townhouses with attached parking. Existing structures to be deconstructed.

Proposed Square Footage: Heated = 7,246sf Unheated = 574sf  
Square Footage Towards FAR: 6,484sf, **Complies**  
(See Area Totals on next page)

Proposed Parking Provided: 3 Garage Stalls



Context Map



Zoning Map

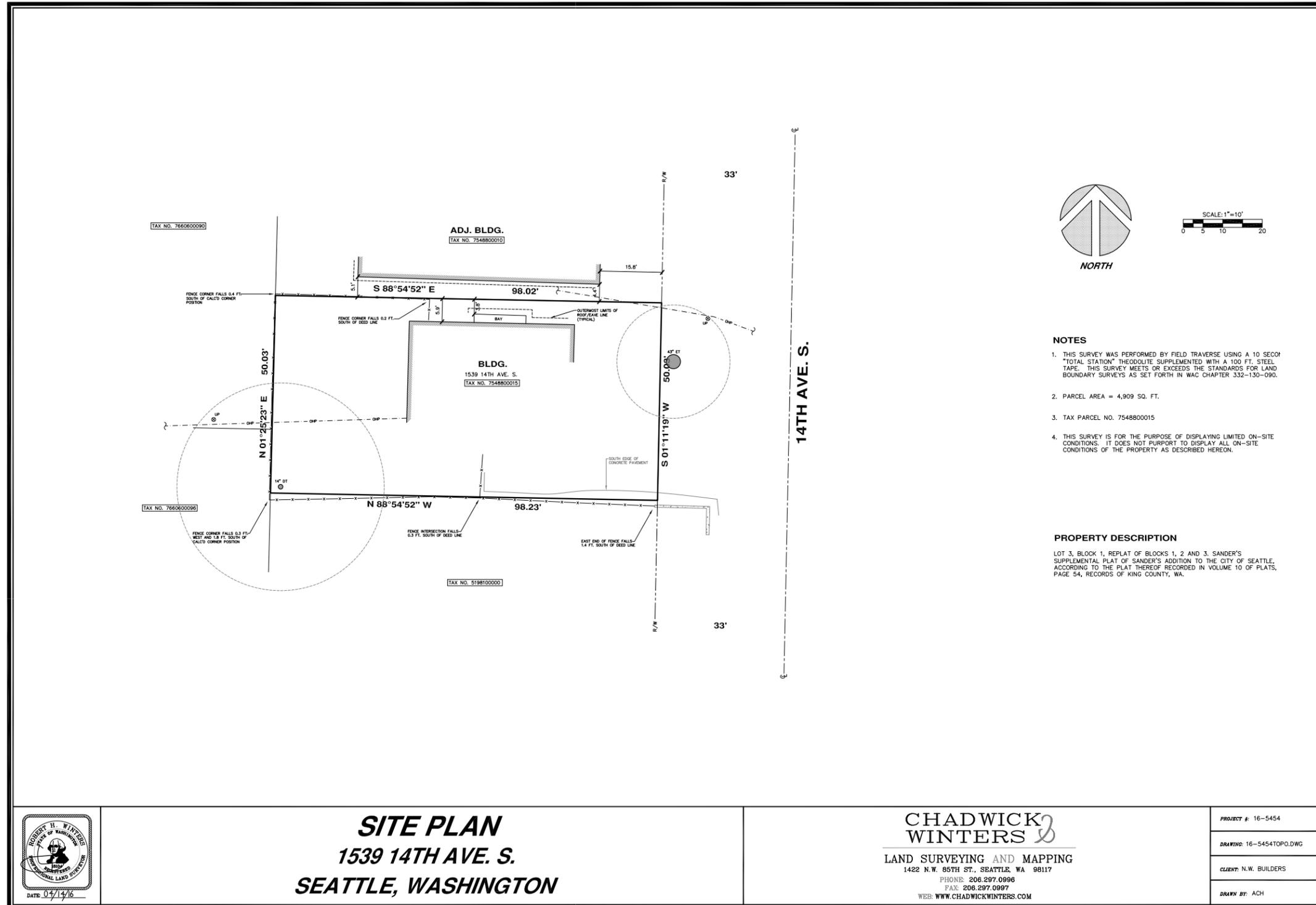
| Area toward FAR Schedule (Inside Face of Wall) |                                  |         |                      |
|--|----------------------------------|---------|----------------------|
| Number   | Name                             | Area    | Area Type            |
| Pedestrian & Motor Court                       |                                  |         |                      |
| Pedestrian & Motor Court                       | Garage 1                         | 81 SF   | Building Common Area |
| Pedestrian & Motor Court                       | Garage 2 (Exclude from FAR)      | 366 SF  | Building Common Area |
| Pedestrian & Motor Court                       | Garage 3                         | 86 SF   | Building Common Area |
| Pedestrian & Motor Court: 3                    |                                  | 534 SF  |                      |
| TH 1   |                                  |         |                      |
| TH 1   | Level 1                          | 296 SF  | Building Common Area |
| TH 1   | Level 2                          | 357 SF  | Building Common Area |
| TH 1   | Level 2 Deck (Excluded from FAR) | 97 SF   | Building Common Area |
| TH 1   | Living Deck (Exclude from FAR)   | 24 SF   | Building Common Area |
| TH 1   | Level 3                          | 357 SF  | Building Common Area |
| TH 1   | Roof Deck (Excluded from FAR)    | 330 SF  | Building Common Area |
| TH 1   | Roof Landing                     | 10 SF   | Building Common Area |
| TH 1: 7  |                                  | 1472 SF |                      |
| TH 2   |                                  |         |                      |
| TH 2   | Level 1                          | 296 SF  | Building Common Area |
| TH 2   | Level 2                          | 357 SF  | Building Common Area |
| TH 2   | Level 2 Deck (Excluded from FAR) | 97 SF   | Building Common Area |
| TH 2   | Living Deck (Exclude from FAR)   | 23 SF   | Building Common Area |
| TH 2   | Level 3                          | 357 SF  | Building Common Area |
| TH 2   | Roof Deck (Excluded from FAR)    | 323 SF  | Building Common Area |
| TH 2   | Roof Landing                     | 10 SF   | Building Common Area |
| TH 2: 7  |                                  | 1464 SF |                      |
| TH 3   |                                  |         |                      |
| TH 3   | Level 1                          | 206 SF  | Building Common Area |
| TH 3   | Level 2                          | 401 SF  | Building Common Area |
| TH 3   | Living Deck (Exclude from FAR)   | 27 SF   | Building Common Area |
| TH 3   | Level 3                          | 401 SF  | Building Common Area |
| TH 3   | Roof Deck (Excluded from FAR)    | 378 SF  | Building Common Area |
| TH 3   | Roof Landing                     | 10 SF   | Building Common Area |
| TH 3: 6  |                                  | 1424 SF |                      |
| TH 4   |                                  |         |                      |
| TH 4   | Level 1                          | 314 SF  | Building Common Area |
| TH 4   | Level 2                          | 375 SF  | Building Common Area |
| TH 4   | Level 2 Deck (Excluded from FAR) | 97 SF   | Building Common Area |
| TH 4   | Level 3                          | 375 SF  | Building Common Area |
| TH 4   | Roof Deck (Excluded from FAR)    | 321 SF  | Building Common Area |
| TH 4   | Roof Deck Stair Heated           | 21 SF   | Building Common Area |
| TH 4: 6  |                                  | 1502 SF |                      |
| TH 5   |                                  |         |                      |
| TH 5   | Level 1                          | 314 SF  | Building Common Area |
| TH 5   | Level 2                          | 375 SF  | Building Common Area |
| TH 5   | Level 2 Deck (Excluded from FAR) | 97 SF   | Building Common Area |
| TH 5   | Level 3                          | 375 SF  | Building Common Area |
| TH 5   | Roof Deck (Excluded from FAR)    | 319 SF  | Building Common Area |
| TH 5   | Roof Deck Stair Heated           | 21 SF   | Building Common Area |
| TH 5: 6  |                                  | 1500 SF |                      |
| TH 6   |                                  |         |                      |
| TH 6   | Level 1                          | 314 SF  | Building Common Area |
| TH 6   | Level 2                          | 375 SF  | Building Common Area |
| TH 6   | Level 3                          | 375 SF  | Building Common Area |
| TH 6   | Roof Deck (Excluded from FAR)    | 320 SF  | Building Common Area |
| TH 6   | Roof Deck Stair Heated           | 21 SF   | Building Common Area |
| TH 6: 5  |                                  | 1405 SF |                      |
| Grand total: 40                                |                                  | 9300 SF |                      |

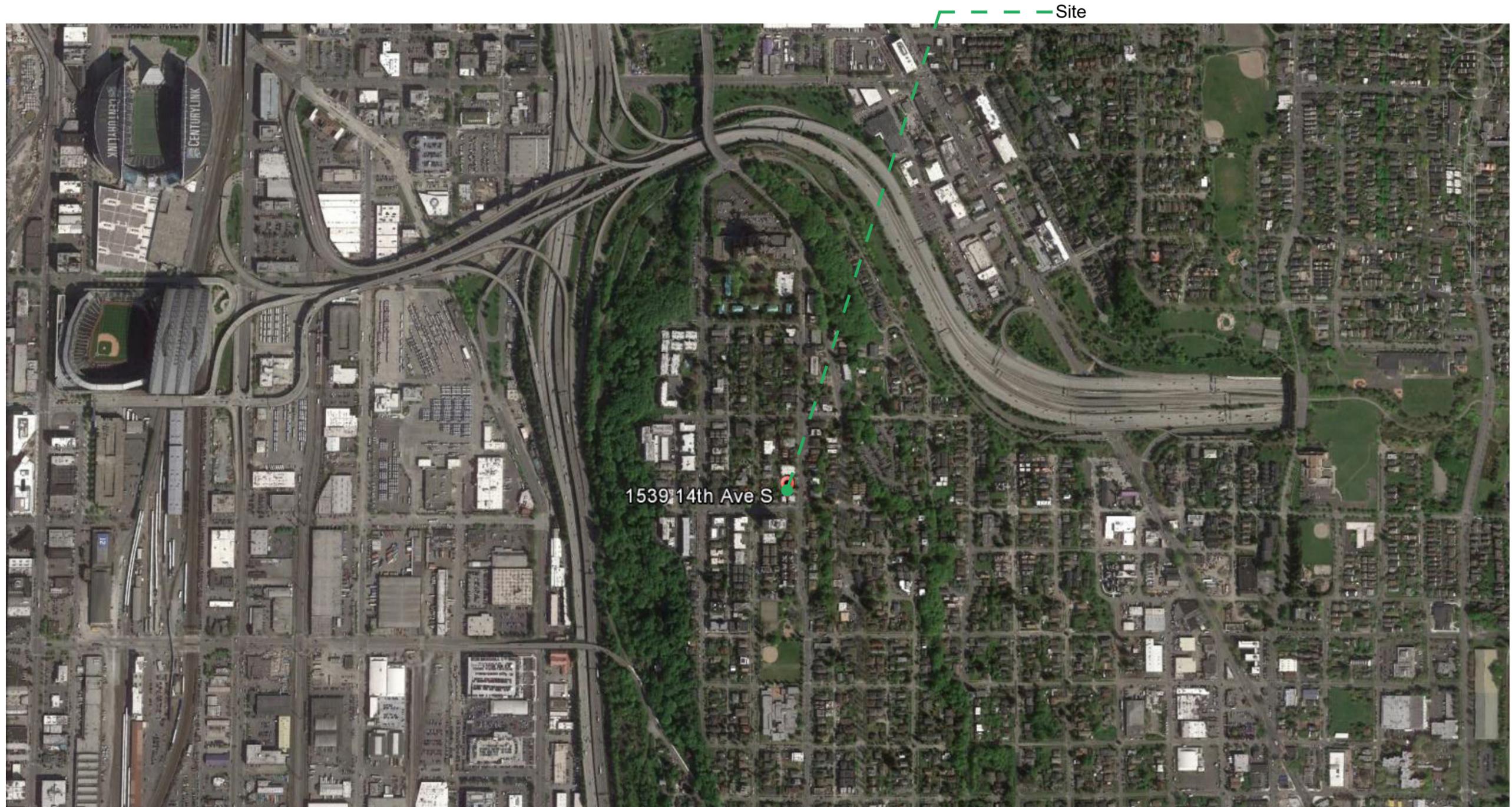
Central Parking Stalls and Roof Decks, Portion with the Amenity Deck above is Excluded from FAR

Total Area: 9,300sf

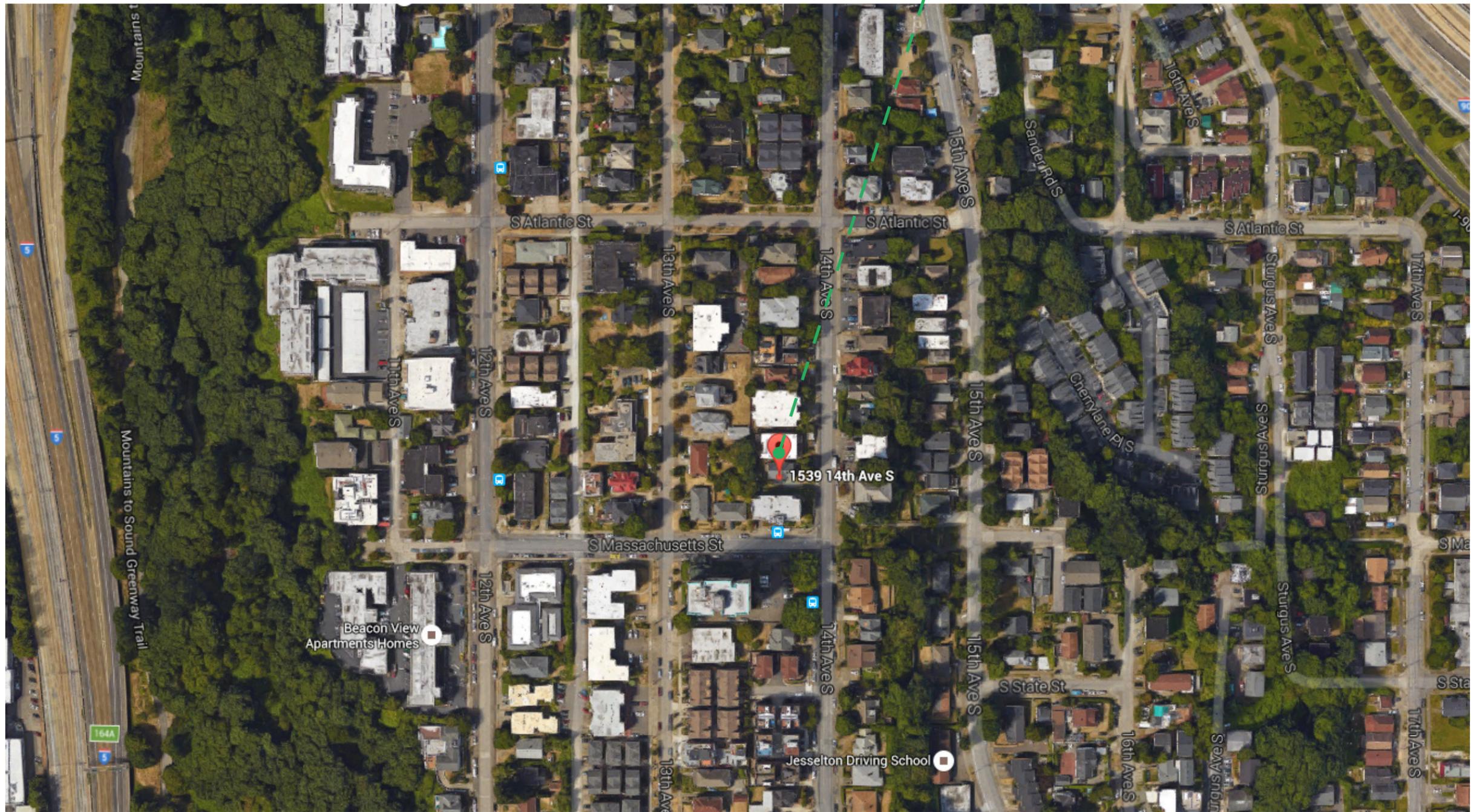
**Proposed: 6,481sf**

**Allowed: 6,500sf > 6,481sf. Complies**





Context Map 



Context Map



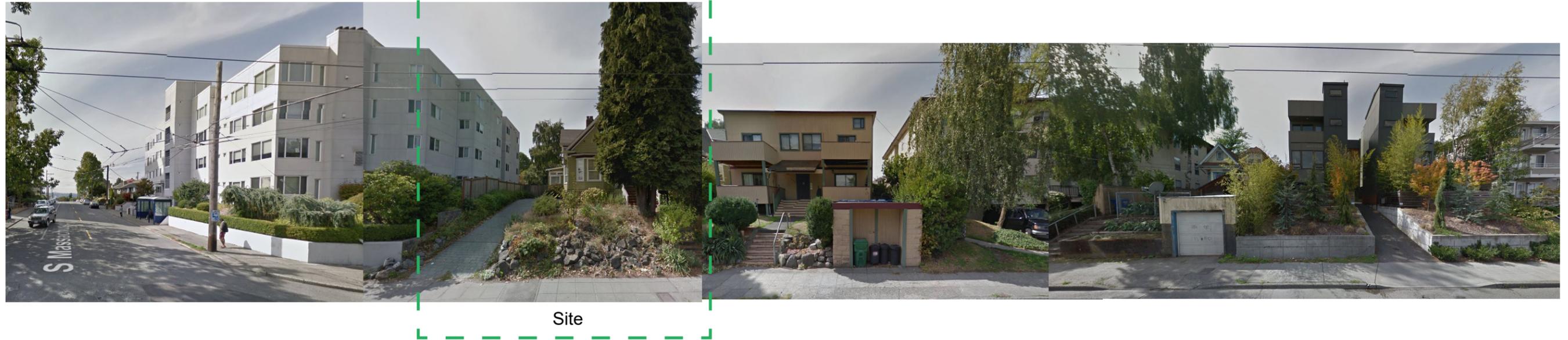


Context Map





Looking West



Looking West on 14th Ave S



Looking East on 14th Ave S

The surrounding built environment is a mixture of apartments and single family homes along 14th Ave S. Public transportation is easily accessible from the site with the closest bus stop being less than a two minute walk South. The site is within close proximity to the Link light rail station, Interstate 5 and Interstate 90 allowing quick access to the greater Seattle area. Nearby attractions include the Dr. Jose Rizal Park , Beacon Hill Playground, and the Mountain to Sound Greenway Trail.

## Seattle Design Guidelines

## Design Response

### CS1. Natural Systems and Site Features

- B. Sunlight and Natural Ventilation..... The building's façades are designed to take advantage of solar gain to minimize the need mechanical heating, while providing cross ventilation during the warmer seasons to reduce the need of mechanical ventilation.

### CS2. Urban Pattern and Form

- A. Location in the City and Neighborhood..... The project is located on a site with a high degree of visibility. The design will create a sense of place in an area that is still developing its architectural language. The project will be built with high quality materials and high level of detail to help bring the envelope mass to a hybrid urban and human scale. The building's design will improve the quality of the public space, contribute to social interactions and economic growth in the area.
- B. Adjacent Sites, Streets, and Open Spaces..... The design brings a strong connection between the site and the public. By setting back the first story and adding landscaping along the sidewalk the project connects to the pedestrian circulation surrounding the site.
- C. Relationship to the Block..... The building is located on a mid-block site. The design successfully responds to the surrounding buildings by proposing a strong street-edge along 14th street. The built environment that surrounds the project is mainly residential. The projects scale is proportional to the surrounding buildings that consist of several multi-story residential buildings, including town-homes and apartments.
- D. Height, Bulk, and Scale..... The project's bulk and scale will appropriately relate to neighboring buildings. The site is located in a LR3 Zone where townhouses, like the one proposed, are encouraged. The surrounding context is comprised of several 3-story buildings above grade.

### CS3. Architectural Context and Character

- A. Emphasizing Positive Neighborhood Attributes..... The site is located in an area that is still evolving. The surroundings are transforming from single family residences to a denser footprint. The project will establish a positive and desirable context for future developments to build upon. The façade articulation and materials will provide a visual interest to the public.

### PL1. Open Space Connectivity

- B. Walkways and Connections..... The design accommodates the necessary space for circulation and provides on-site pedestrian connection to the existing public pedestrian infrastructure. Landscaping and lighting will create a livelier space and will attract interest and interaction with the site.
- C. Outdoor Uses and Activities..... The project provides an informal gathering space in a center courtyard created by the two proposed buildings. Each unit is designed with a private roof deck with good sun exposure and views to the surrounding area.

### PL2. Walkability

- B. Safety and Security..... The building's windows and balconies placed along 14th Ave S will encourage natural surveillance. Pathways, entries will be well-lit to improve pedestrian security.
- D. Wayfinding..... The design will incorporate permeable pavers to designate pedestrian circulation, and will differentiate with different materials the uses and areas within the site.

**PL3. Street Level Interaction**

- A. Entries ..... The entry to each unit will be highly detailed to promote a sense of identity. Each individual unit will be well-lit to emphasize safety for building residents.
- B. Residential Edges ..... The first level of the building will be offset from the sidewalk providing a more private and secure entry for residents. The ground material and landscaping will create a semi-private zone to inform the transition from public to private space.
- C. Retail Edges ..... The project includes no retail space. The level of glazing on the first level is carefully designed to connect the building with the exterior, while providing a good level of privacy to residents.

**PL4. Active Transit**

- A. Entry Locations and Relationships ..... The project has been designed with safe and convenient access for all forms of travel. The driveway location on the South side of the site is directly connected the best access point for the site along 14th Ave S and it takes advantage of the existing curb cut.
- B. Planning Ahead for Transit ..... Public Transportation is easily accessible from the site. A bus stop for routes 60 and 30 connects the site to different areas in Seattle and to the Beacon Hill Light Rail Station located less than a mile away. Bike access is provided, as well as safe and secure bike parking.

**DC1. Project Uses and Activities**

- A. Arrangement of Interior Uses ..... The project is designed with the flexibility to adapt to future uses if needed. Balconies and rooftop decks are incorporated into the design to connect the project to exterior spaces and views.
- B. Vehicular Access and Circulation ..... The design proposes only one driveway shared among the residents, and integrates the existing curb cut to minimize the public disturbance. Pedestrian access will be clearly denoted with the use of permeable pavers, clearly differentiating the vehicular and the pedestrian circulation.
- C. Parking and Services Uses ..... The design places the parking hidden from public view to reduce its visual impact. The location of the driveway and parking area in relation to the building creates a private courtyard for residents to use as a gathering space.

**DC2. Architectural Concept**

- A. Massing ..... The mass of the building is reduced by architectural elements such as materials, façade variations, balconies, and the setback of the first level. Balconies and material modulation give a hybrid urban and human scale to the buildings mass.
- B. Architectural and Façade Composition ..... The placement of windows and the utilization of different materials create a composition that helps express the architecture of the building. Each unit is detailed to bring the building to a human scale and give residents a uniqueness, while maintaining the façade composition and architectural expression.
- C. Secondary Architectural Feature ..... Visual depth is created by incorporating balconies to the front façade. Incorporating a different material on the first level accentuates the depth change from first to second level.

D. Scale and Texture ..... Each unit in the building is designed with a level a detail that gives the building a more human scale, without deterring from the architectural concept of the overall mass. The proposed façade design promotes a more active and vibrant street front for the site.

E. Form and Function ..... The simple form of the building inherently promotes the buildings legibility and flexibility. It the program is easy to access and understand, as well as remaining flexible if other programmatic needs were to arise.

**DC3. Open Spaces Concept**

A. Building-Open Space Relationship ..... The design of the project takes into consideration the building’s relation to outdoor space. The exterior space created by the building’s mass is designed to serve as outdoor gathering area for residents.

B. Open Spaces Uses and Activities ..... The design incorporates private rooftop deck for each unit to provide residents with an outdoor gathering space without sacrificing site density.

C. Design ..... The project design incorporates a strong open space concept, that can inform future development in the area while improving density on the site. Landscape design will complement the architectural concept and make outdoor areas more attractive to residents and the public.

**DC4. Exterior Elements and Materials**

A. Exterior Elements and Finishes ..... The overarching goal of the project through the design phase was to keep the building form inherently simple in order to use high quality materials. All finish materials will be durable and easy to maintain in Seattle’s climate.

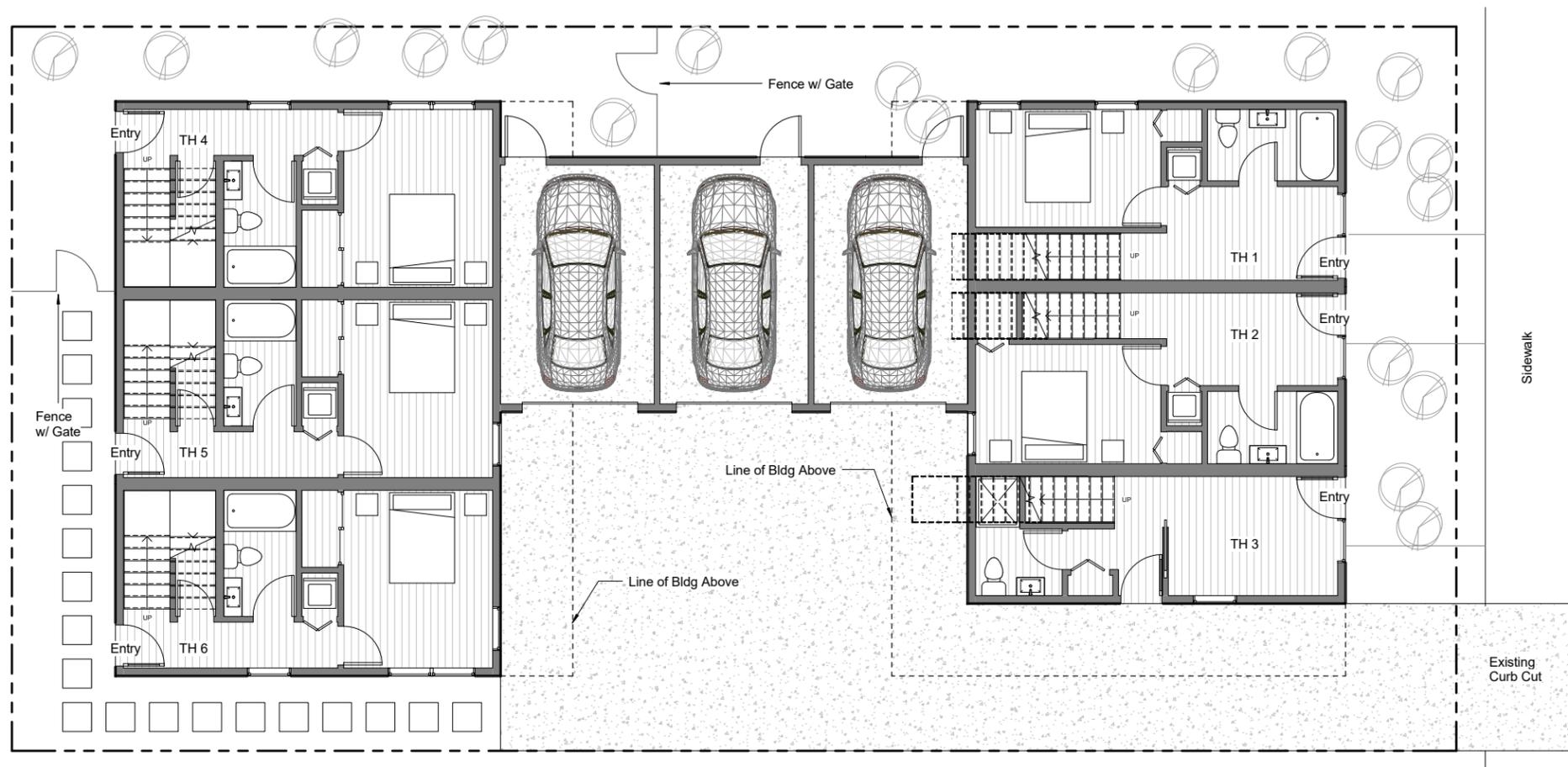
B. Signage ..... The façade design, lighting and signage are coordinated to complement the concept and provide a strong overall design to users and public in general.

C. Lighting ..... The project will incorporate lighting to highlight the architectural and landscaping design, while improving on the site and its surroundings.

D. Trees, Landscape and Hardscape Materials ..... A variety of hardscape materials will be used to differentiate different functions of the site. Permeable pavers indicate a more private function while the wider permeable pavement will indicate a more public function. Tall, thin trees, such as birches, along with other landscaping materials will be used throughout the site’s public and semi-private spaces to accent the design while concurrently screening lighting and creating privacy to adjacent lots.

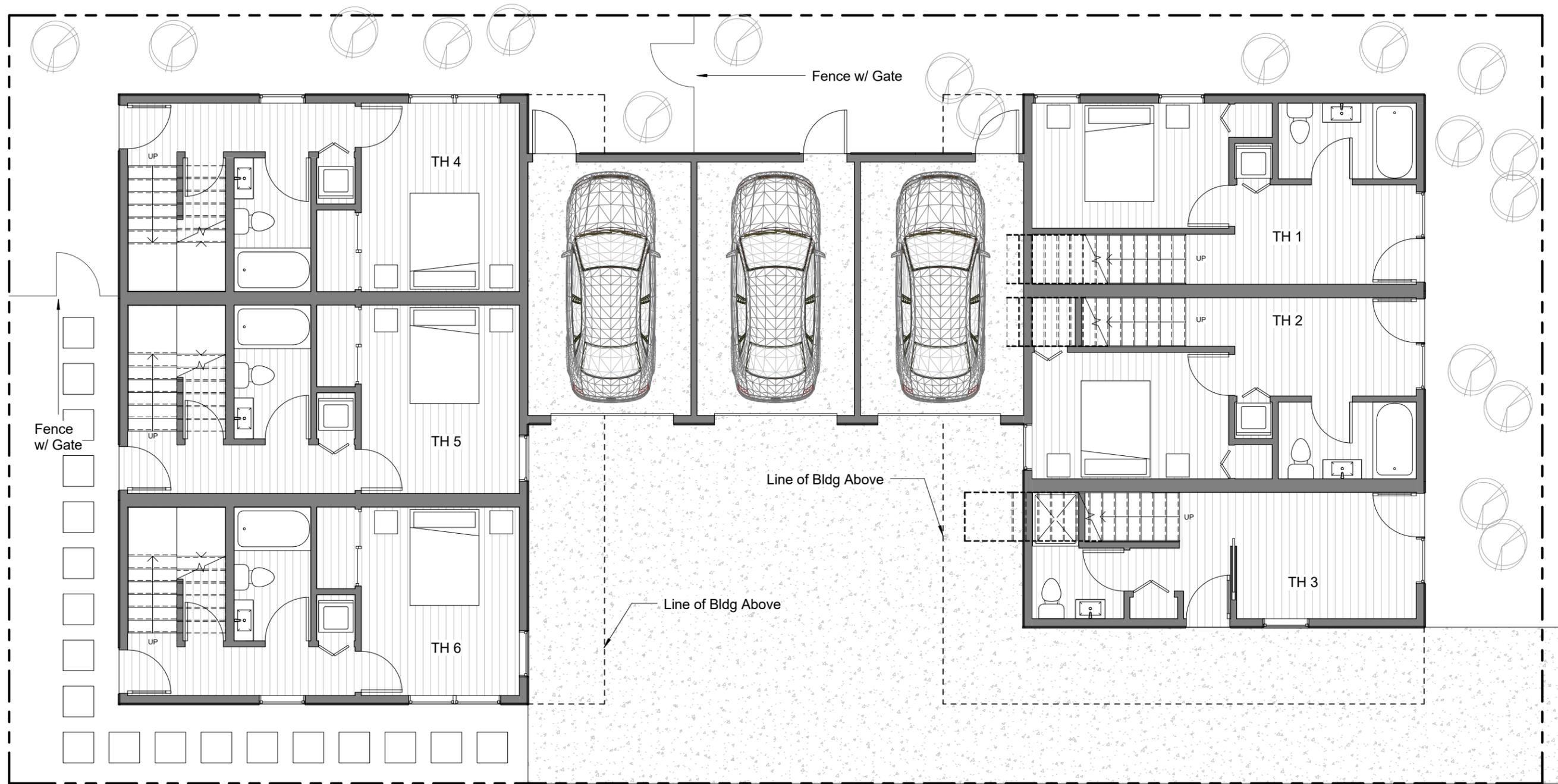


Looking Northwest



**Site Plan**  
3/32 " = 1'-0"





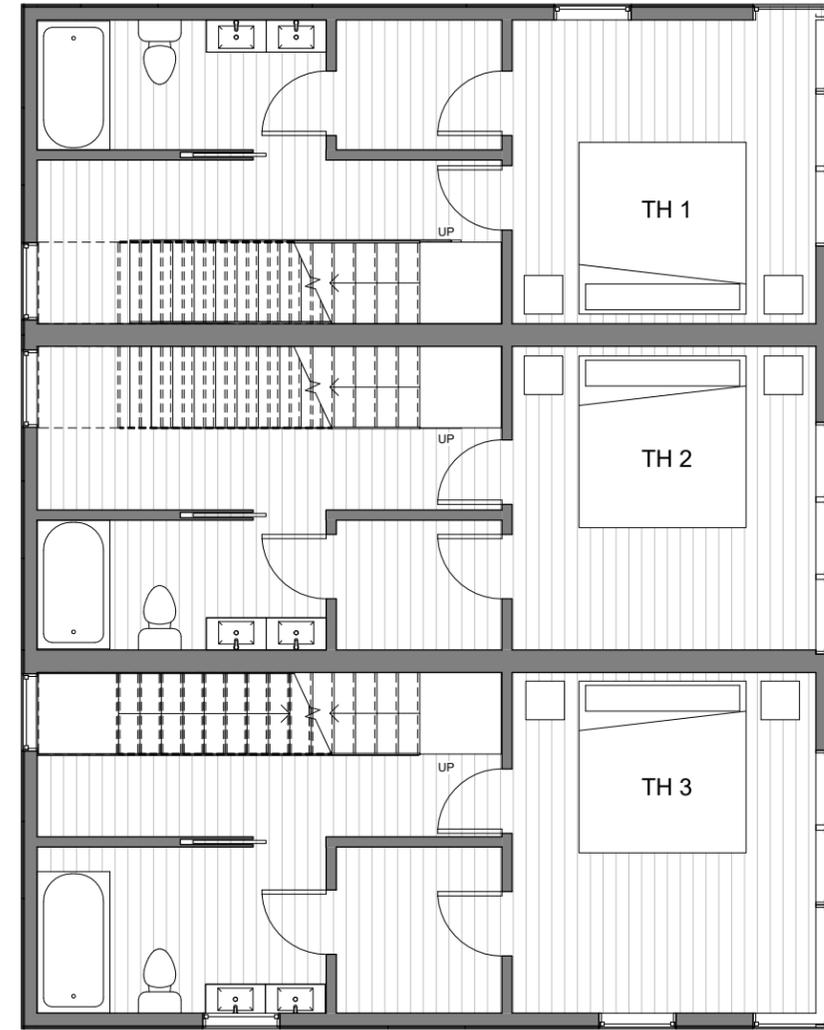
**Level 1 Plan**  
 1/8" = 1'-0"





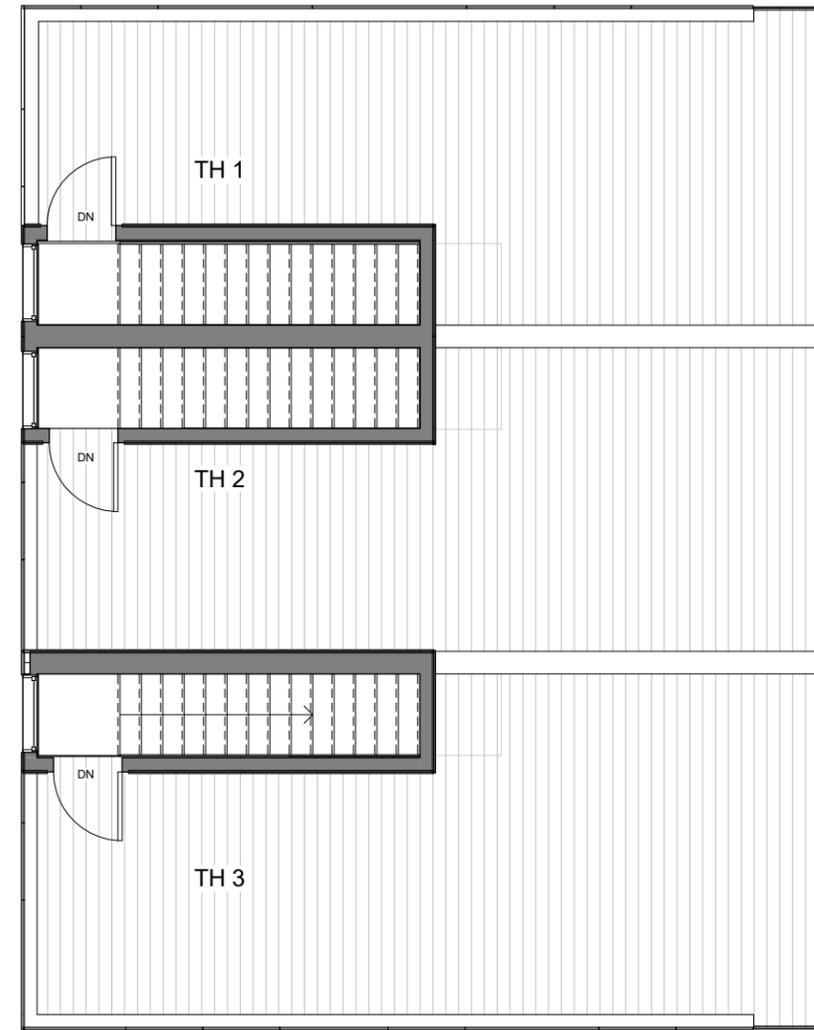
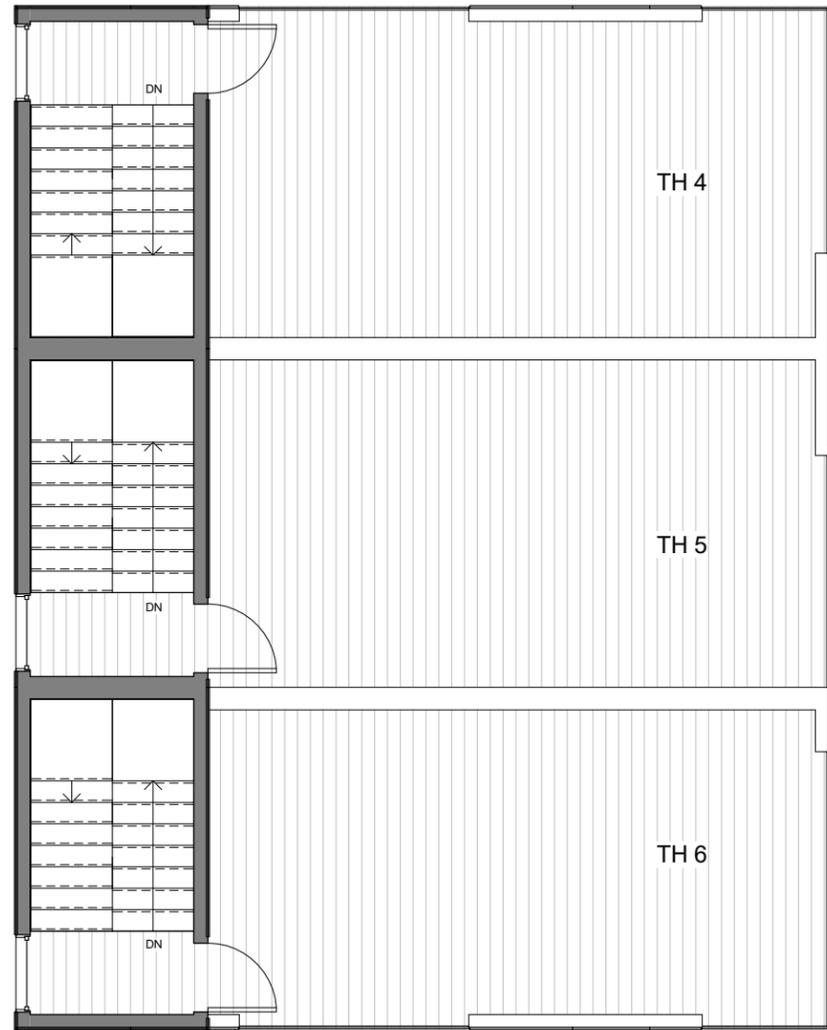
**Level 2 Plan**  
 1/8" = 1'-0"





**Level 3 Plan**  
1/8" = 1'-0"





**Roof Deck Plan**  
1/8" = 1'-0"





**Material Legend**

- 1. Fiber Cement Panel, Light Green
- 2. Fiber Cement Panel, Medium Green
- 3. Fiber Cement Panel, Dark Green
- 4. Fiber Cement Panel, Dark Gray
- 5. Fiber Cement Panel, White
- 6. Cast-in-Place Concrete
- 7. Composite Panel
- 8. Vinyl Window, White

**East Building - East Elevation**

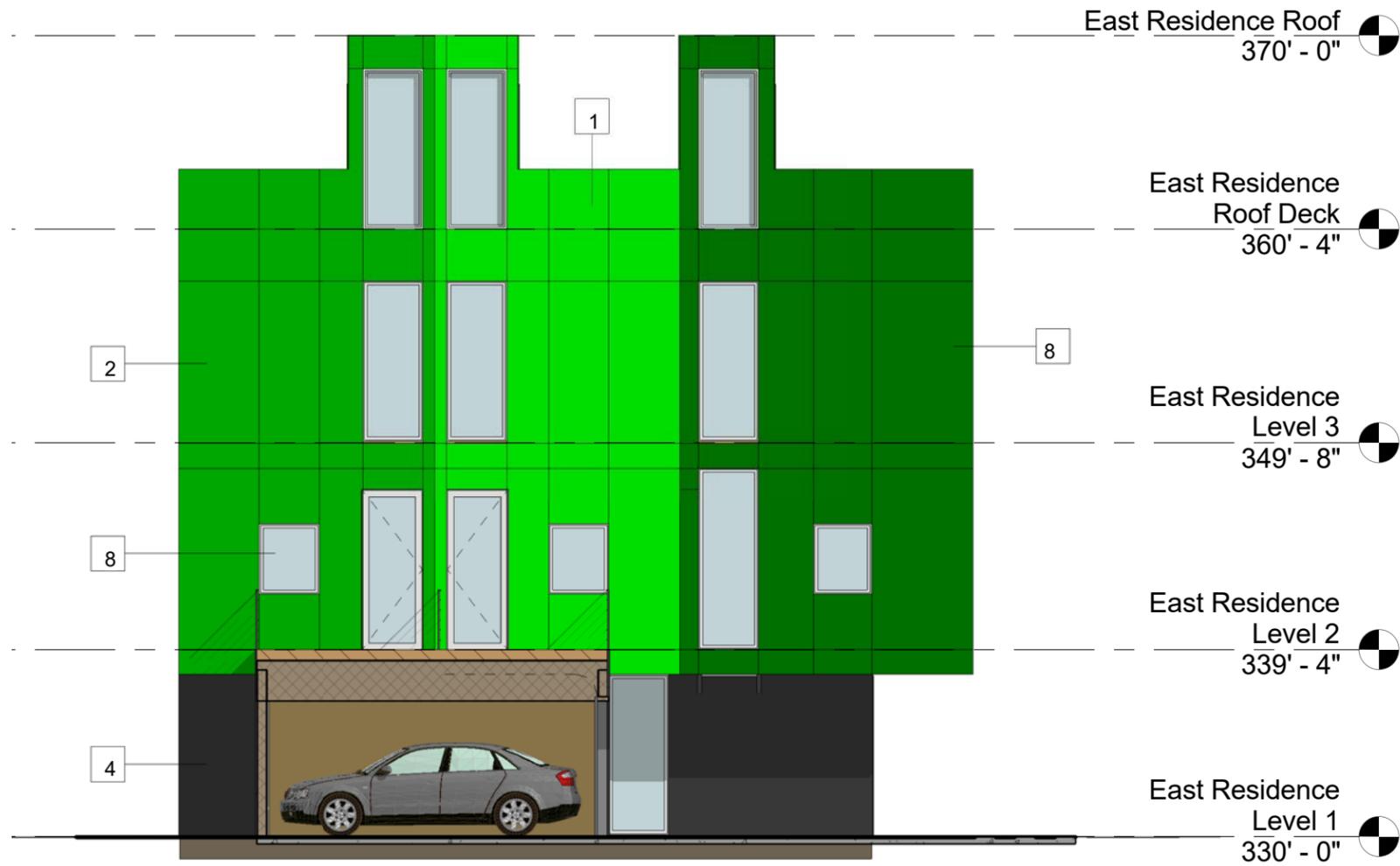
1/8" = 1'-0"



**The Hawks Nest**  
1539 14th S Ave

**East Building - East Elevation**  
Streamlined Design Guidance Package

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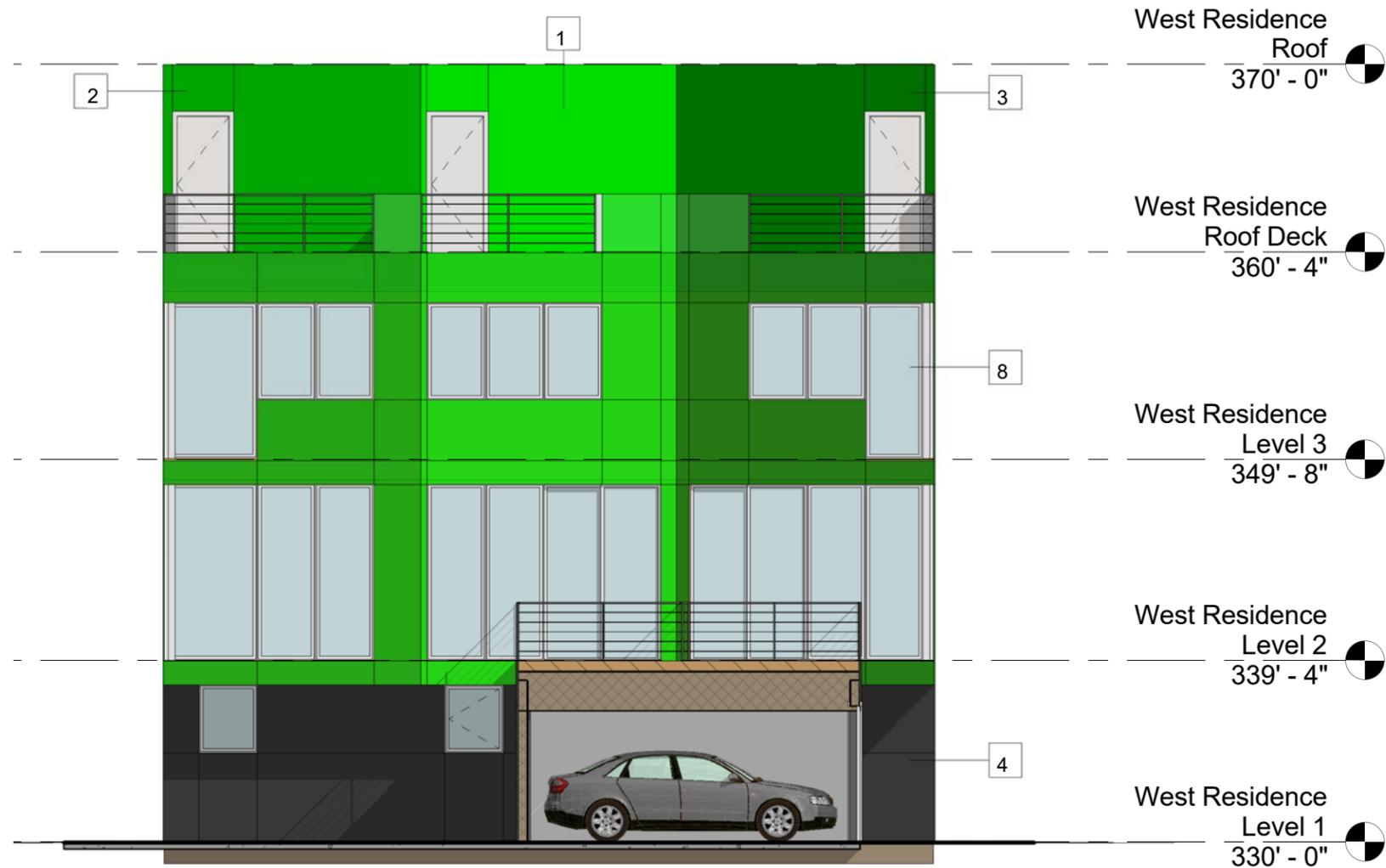


**East Building - West Elevation**

1/8" = 1'-0"

**Material Legend**

- 1. Fiber Cement Panel, Light Green
- 2. Fiber Cement Panel, Medium Green
- 3. Fiber Cement Panel, Dark Green
- 4. Fiber Cement Panel, Dark Gray
- 5. Fiber Cement Panel, White
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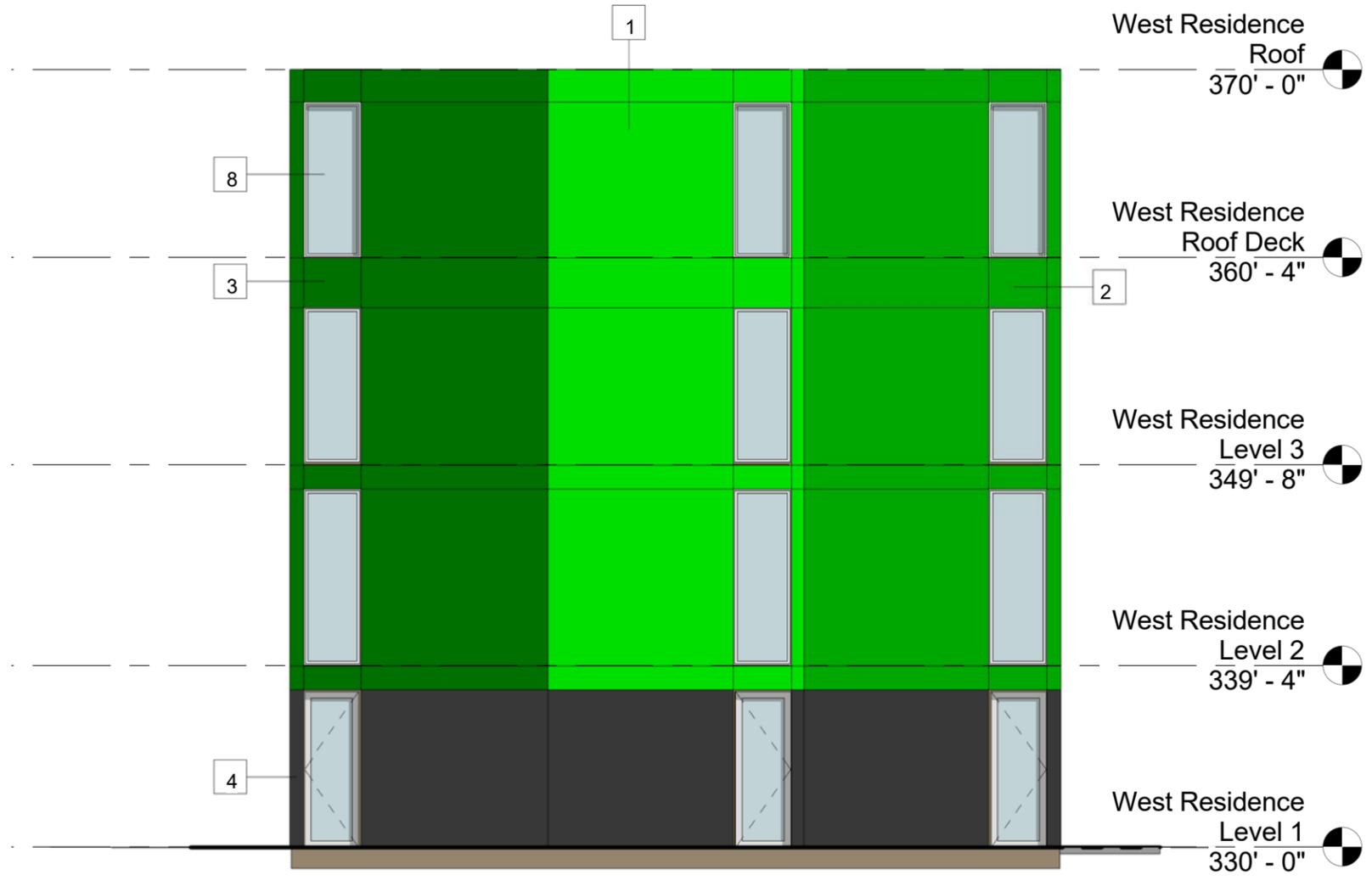


**West Building - East Elevation**

1/8" = 1'-0"

**Material Legend**

- 1. Fiber Cement Panel, Light Green
- 2. Fiber Cement Panel, Medium Green
- 3. Fiber Cement Panel, Dark Green
- 4. Fiber Cement Panel, Dark Gray
- 5. Fiber Cement Panel, White
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**Material Legend**

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- 4. Fiber Cement Panel, Dark Gray
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**West Building - West Elevation**  
 1/8 " = 1'-0"



**South Elevation**  
 3/32 " = 1'-0"

**Material Legend**

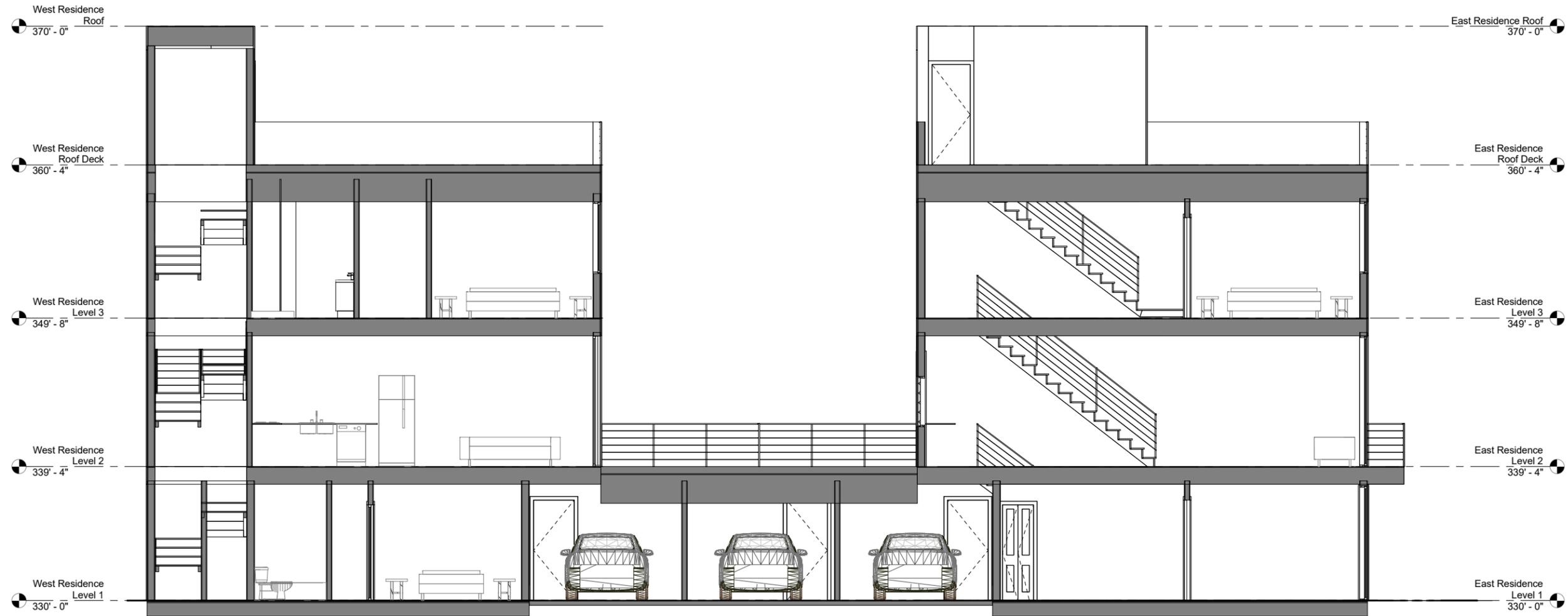
- 1. Fiber Cement Panel, Light Green
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- 5. Fiber Cement Panel, White
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- 7. Composite Panel
- 8. Vinyl Window, White



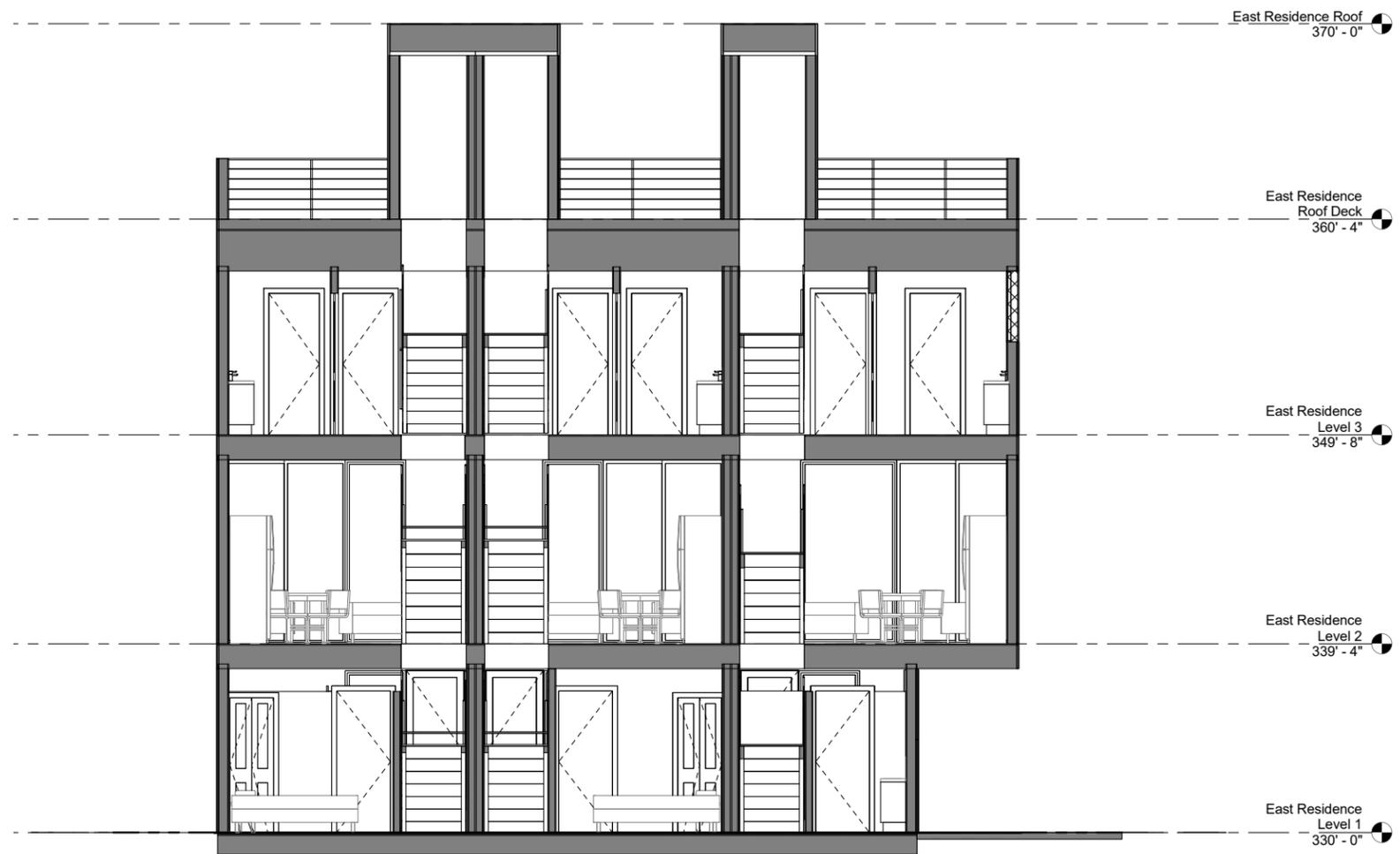
**North Elevation**  
3/32" = 1'-0"

**Material Legend**

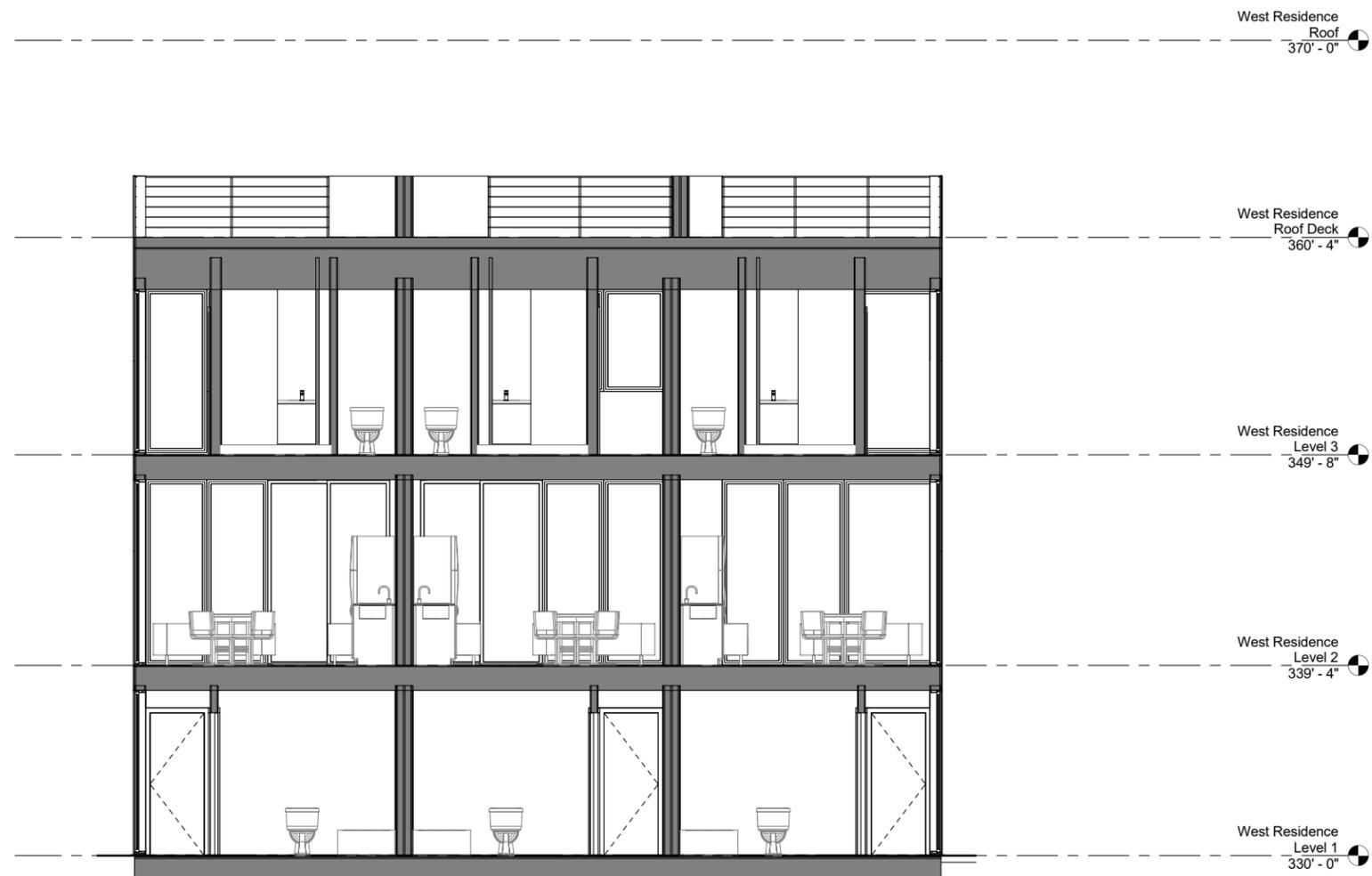
- 1. Fiber Cement Panel, Light Green
- 2. Fiber Cement Panel, Medium Green
- 3. Fiber Cement Panel, Dark Green
- 4. Fiber Cement Panel, Dark Gray
- 5. Fiber Cement Panel, White
- 6. Cast-in-Place Concrete
- 7. Composite Panel
- 8. Vinyl Window, White



**East-West Building Section**  
 1/8" = 1'-0"



**East Building N-S Section**  
 1/8" = 1'-0"



**West Building N-S Section**

1/8 " = 1'-0"



**Material Legend**

- 1. Fiber Cement Panel, Light Green
- 2. Fiber Cement Panel, Medium Green
- 3. Fiber Cement Panel, Dark Green
- 4. Fiber Cement Panel, Dark Grey
- 5. Fiber Cement Panel, White
- 6. Cast-in-Place Concrete
- 7. Composite Panel
- 8. Vinyl Window, White