Seattle Department of Construction & Inspections

DESIGN REVIEW

SECOND EARLY DESIGN GUIDANCE OF THE EAST DESIGN REVIEW BOARD

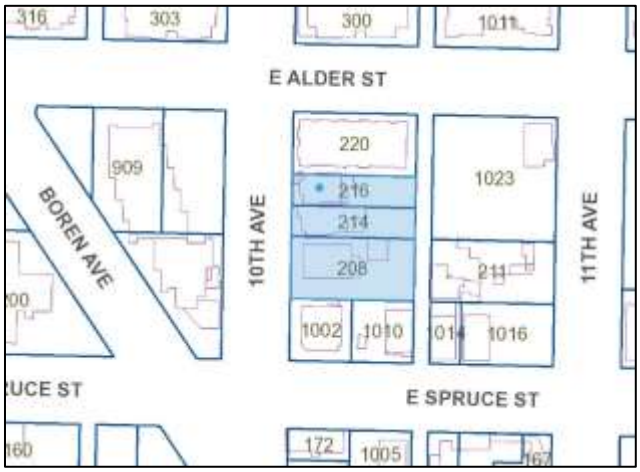
Project Number:	3028186-EG
Address:	216 10th Ave
Applicant:	Adam Rinehart for Macksoud Khan
Date of Meeting:	Wednesday, October 10, 2018
Board Members Present:	Andrew Haas, Chair Melissa Alexander Betsy Anderson Carson Hartmann Alastair Townsend
Board Members Absent:	AJ Taaca
SDCI Staff Present:	Abby Weber

SITE & VICINITY

Site Zone: Midrise (MR)

Nearby Zones: (North) MR
(South) MR
(East) MR
(West) MR

Lot Area: 14,400 SF



Current Development:

The rectangular development site is compiled of 3 existing parcels, totaling 14,400 SF. Each of the 3 parcels is developed with an existing single family or duplex residence. The existing residences are 2-story wood frame structures with gabled roofs. The primary entries are located on stoops or porches that are elevated above the sidewalk grade.

Surrounding Development and Neighborhood Character:

The site is located in the 12th Ave Urban Center Village, a subarea of the First Hill/Capitol Hill Urban Center. Surrounding development primarily consists of a mix of midrise multi-family

residential structures of various architectural styles and ages, ranging from 3-7 stories in height. There are several remaining single family residences in the immediate vicinity.

The site is 2-3 blocks south of Seattle University, 2-3 blocks from the nearest First Hill Streetcar stop at Broadway and E Terrace St, 1 block east of Yesler Terrace, and 2 blocks west of the King County Juvenile Detention Center. Horiuchi Parking is located a half block south. While the 10th Ave and Boren Ave roadways do not intersect at the southern end of the block of the proposed development, there is a pedestrian connection.

Access:
Existing vehicular access occurs from the alley and 10th Ave. No parking or vehicular access is proposed. Existing and proposed pedestrian access occurs from 10th Ave.

Environmentally Critical Areas:
There are no ECAs onsite, however, there is a steep slope erosion hazard ECA located adjacent to the southeast corner of the site. The 15-foot ECA buffer may extend onto the subject site.

PROJECT DESCRIPTION
Design Review Early Design Guidance proposing a 6-story building with 111 apartment units. Existing buildings at 208, 214 & 216 10th Ave are proposed to be demolished. No parking is proposed.

The design packet includes information presented at the meeting, and is available online by entering the project number at this website:
http://www.seattle.gov/DPD/aboutus/news/events/DesignReview/SearchPastReviews/default.aspx

The packet is also available to view in the file, by contacting the Public Resource Center at SDCI:

Mailing Address:	**Public Resource Center** 700 Fifth Ave., Suite 2000 P.O. Box 34019 Seattle, WA 98124-4019
Email:	PRC@seattle.gov

FIRST EARLY DESIGN GUIDANCE May 9, 2018

PUBLIC COMMENT
The following public comments were offered at this meeting:

- Concerned about traffic and access associated with moving, utility, trash, and maintenance vehicles.
- Concerned about how the building mass meets the grade at the alley.

- Concerned about the loss of the single family scale, neighborhood character and trees, and that the proposed development does not fit the character or "texture" of the existing neighborhood.
- Would like to see the design accommodate heavy pedestrian traffic; the design should celebrate the pedestrian, provide substantial pedestrian amenities, and contribute to the appearance of a pedestrian-oriented neighborhood.
- Would like to see a community space incorporated into the design.
- Concerned that 20' x 20' internal courtyard is not sufficient open space for 100 units.
- Concerned about environmental health impacts.

SDOT provided the following comments prior to this meeting:

- Encouraged the incorporation of additional street trees within the planting strip to increase Seattle's tree canopy.
- Supported Code requirements for planting strip and sidewalk dimensions, curb installation at the existing curb cut, and trash collection at the alley. Noted trash receptacles must be stored outside the right of way.

SDCI also received non-design related comments concerning parking. One purpose of the design review process is for the Board and City to receive comments from the public that help to identify feedback and concerns about the site and design concept, identify applicable citywide and neighborhood design guidelines of highest priority to the site and explore conceptual design, siting alternatives and eventual architectural design. Concerns with off-street parking, traffic and construction impacts are reviewed as part of the environmental review conducted by SDCI and are not part of this review.

All public comments submitted in writing for this project can be viewed using the following link and entering the project number: http://web6.seattle.gov/dpd/edms/

PRIORITIES & BOARD RECOMMENDATIONS

After visiting the site, considering the analysis of the site and context provided by the proponents, and hearing public comment, the Design Review Board members provided the following siting and design guidance.

1. Massing & Response to Context

a. The Board weighed the merits of each of the three massing options and ultimately recommended the applicant return for a second Early Design Guidance meeting. The Board directed further refinement of massing Options A and B in response to the guidance provided herein.

i. The Board was concerned that massing Option A – the applicant's preferred massing option – maximizes the bulk of proposed development and fails to connect to the pedestrian realm or respond to topography. While the Board preferred massing Option B, they noted Option A could be included at the next EDG meeting provided there is significant development in response to guidance and concerns. (CS1-C, CS2-B-2, CS2-D-1, CS2-D-2, DC2-A-1)

1. The Board did not support the upper-level overhang as proposed on massing Option A as it appears to loom over the adjacent single family residence to the south and fails to respond to the scale of the existing development. The Board noted an upper-level setback may be more appropriate. (CS2-D-1, CS2-D-2, DC2-A-1)

ii. The Board supported massing Option B as it provides a more sympathetic response to the existing context and a better opportunity to activate the courtyard. (CS2-D-1, CS2-D-2, PL1-B)
    1. The Board generally supported the upper-level setback adjacent to the existing single family residence to the south as proposed on massing Option B as it responds well to the scale of existing development and promotes access to light at courtyard-level. The Board, however, noted that the setbacks could be more richly designed and encouraged further exploration of multiple terraced setbacks in a manner that responds to topography, reduces the perceived height, bulk and scale, takes advantage of views, and creates usable open space on multiple levels. (CS1-C, CS2-D-1, CS2-D-2, DC2-A-1)

b. In response to public comment, the Board directed further development of a façade composition that responds to the scale and rhythm of the existing neighborhood context and single family residences that are proposed to be demolished. This study should be well-documented and presented at the next EDG meeting. The Board did not support the conceptual façade treatment as proposed, as it did not appear to be grounded within the local architectural context. (CS2-D-1, CS3-A-1, DC2-B-1)
c. The Board specifically prioritized Design Guideline CS1-C, Topography, and requested sectional studies illustrating the relationship between each massing option, its open space, adjacent sites and the grade change. (CS1-C)
d. In agreement with public comment, the Board was concerned that the proposed development did not respond to the existing neighborhood context, and specifically prioritized Design Guidelines CS3-A, Emphasizing Positive Neighborhood Attributes, and CS2-B, Local History and Culture. The Board encouraged the applicant to engage with local community groups or neighbors as the design develops. (CS3-A, CS3-B)
e. The Board specifically prioritized Design Guidelines DC2-A, Massing, and DC2-B, Architectural and Façade Composition. (CS3-A-1, CS3-B, DC2-A, DC2-B)

2. Landscape, Open Space & Amenity Areas

a. The Board supported the courtyard entry concept as proposed in Option B as it presents an opportunity to activate the pedestrian realm and create a vibrant communal space. The Board, however, encouraged further study of similarly scaled U-shaped courtyard buildings around east Seattle. These studies should inform the development of massing Option B. (CS2-B-2, CS3-A-1, PL1-B, PL1-A-2, PL3-A-1, PL3-B-4, DC1-A-2, DC1-A-4, DC2-A-1, DC3-A, DC3-B)
b. The Board directed further development of an interior/exterior amenity space concept that activates the pedestrian realm and facilitates communal activity, such as an interior common room that spills out onto the central courtyard. The Board specifically prioritized Design Guidelines PL1-C, Outdoor Uses and Activities; DC3-A-1,

Building-Open Space Relationship; and DC3-B, Open Space Uses and Activities. (PL1-C, DC3-A-1, DC3-B)

c. In agreement with public comment, the Board did not support the size of the central courtyard of massing Option A as it is not a usably sized open space. From the Option A shadow study, it appears there is no time of year when sunlight reaches the ground-level of the courtyard. The Board directed further development of a usably sized central courtyard that is designed to promote gathering and community life – the heart of the building. (CS1-B-2, DC3-B)
d. The Board specifically prioritized Design Guideline CS1-B, Sunlight and Natural Ventilation, and requested updated shadow studies at the next EDG meeting, as well as a study depicting the potential shadow impact of future development on the adjacent site to the south. (CS1-B)
e. The Board did not support the significant amount of hardscape proposed adjacent to the sidewalk. The Board recommended the incorporation of terraced landscaping along the perimeter of the site in a manner that responds to topography. Pedestrian amenities, such as benches, should be incorporated. (CS1-C, PL1-B-3, DC3-C-2, DC4-D)
f. The Board specifically prioritized Design Guideline DC4-D, Trees Landscape and Hardscape Materials, and requested a conceptual landscape plan for each massing option at the next EDG meeting. The plan should include all right-of-way, perimeter and rooftop landscaping, circulation, spot elevations as needed to understand the grade, and existing structures and improvements within 30-feet of the site. Adequate amenity areas should be identified. (DC3-B, DC4-D)

3. Entries, Circulation & Access

a. The Board specifically prioritized Design Guidelines PL3-A, Entries, and PL4-A, Entry Locations and Relationships, and noted the entry of massing Option A should be more open. The Board supported the central courtyard entry of massing Option B. (PL3-A, PL4-A)
b. The Board directed further study of street-facing individual entries for ground-level residential units. The Board noted that individual entries should not be oriented onto the courtyard as they may appear to privatize the common space. (PL3-A-3)
c. The Board did not support the prominent location of the bike storage room as proposed in massing Options A and B, and stated a preference for pedestrian amenities or common areas at the street-level as they present a greater opportunity to create community. The Board recommended access to bike storage off the alley. (PL3-B-4, PL4-B-2)
d. The Board specifically prioritized Design Guideline PL1-B, Walkways and Connections. (PL1-B)
e. The Board was concerned about security along the north pathway, as proposed for massing Options A and B. The Board suggested incorporating visual cues for security and narrowing the stair to minimize space for potential encampments. The Board would like to see more information, including sections, at the next EDG meeting that depicts how the pathway/stairs relate to grade and adjacent interior uses. (PL2-B, PL3-B-1)
f. The Board supported access to trash storage off the alley and specifically prioritized Design Guideline DC1-C-4, Service Uses, which states the location of trash storage

should reduce impacts on building aesthetics and pedestrian circulation. Adequate trash storage should be depicted for each massing option at the next EDG meeting. (DC1-C-4)

SECOND EARLY DESIGN GUIDANCE October 10, 2018

PUBLIC COMMENT
No public comments were offered at this meeting.

All public comments submitted in writing in advance of this meeting can be viewed using the following link and entering the record number: http://web6.seattle.gov/dpd/edms/

PRIORITIES & BOARD RECOMMENDATIONS
After visiting the site, considering the analysis of the site and context provided by the proponents, and reviewing the response to guidance from the first Early Design Guidance (EDG) meeting, the Design Review Board members provided the following recommendations.

1. **Response, Context & Architectural Concept:** The Board was concerned that the proposed response to their initial guidance was insufficient and unanimously recommended the project return for a third EDG meeting for further development in response to the following guidance and reasons listed at the end of this report. The Board acknowledged that only the Director may require a third EDG meeting.
    a. The Board maintained concerns that the proposed development does not respond to the existing neighborhood context and was disappointed by the lack of community outreach, as previously encouraged at the first EDG meeting. The Board was also concerned that the designer has still not visited the site. The Board directed the applicant to conduct a broader and more thorough analysis of the neighborhood context and meet with local community groups prior to the next meeting. (CS2-D-1, CS3)
    b. The Board continued to be concerned with the lack of a clear architectural concept and was frustrated that the designer was not present to clarify the design-thinking. The Board directed the applicant to demonstrate a clear understanding of the site and context analysis, illustrate the design process, and diagram the step-by-step sequence of massing moves. This information should convey where and why each massing move occurs. (DC2)
    c. The Board supported the courtyard studies in theory. However, the Board was disappointed that the studies were prepared using online aerial imagery rather than an on-the-ground exercise. The Board noted that part of the intent of their earlier guidance – to "further study of similarly scaled U-shaped courtyard buildings around east Seattle" – was to get the design team out in the neighborhood. (DC3, CS3-A-1, DC2, DC2-A-1)

2. **Massing & Response to Adjacent Sites:** The Board was concerned that the response to the massing-related guidance from the first EDG meeting was too literal and simply show

isolated findings, rather than thoughtfully considered and absorbed into a larger concept. Of the two massing options, the Board preferred massing Option B with further simplification in response to the following guidance.

a. The Board was concerned that massing Option A, the applicant's preferred massing option, introduced too many gestures that were not supported by a larger concept. (DC2, DC2-A)
b. For massing Option B, the Board was concerned that the step down from the 7-story northern volume to the 2-4-story southern volume was too great and does not relate to the anticipated scale of potential redevelopment on the adjacent site to the south. The Board directed the applicant increase the 2-story tier to 3-stories, and the 4-story tier to 5-stories. (CS2-D-1, DC2-A-1)
c. The Board encouraged further resolution of the townhouse expression of the southern massing volume. (DC2-B-1, PL3-A-3, DC2-D-1)
d. The Board also described massing Option B in terms of the "L" and the "bar". The "L" is the northern 7-story volume – the short leg of the "L" is the portion of the mass that extends south adjacent to the courtyard – and the "bar" is the southern 2-tiered volume. The Board directed the applicant to simplify the mass to better reflect these two components and study the relationship between them. The Board stated that the northern volume should become the "bar" and the southern 2-tiered volume should become the "L". (DC2, DC2-A-1)
e. The Board did not support the proposed location of the elevator core adjacent to the courtyard as it reads as a separate/independent massing volume, rather than simply a subtle protrusion. The Board directed the applicant to internalize the elevator and stair overruns within the taller massing volume in a manner that appears integrated with the overall design. (DC2, DC2-A)
f. The Board opposed the retention of the existing retaining wall along the south property line and the alley, as it appears to create window wells and a trench condition where these would not otherwise occur if the retaining wall was removed. The Board strongly recommended the applicant remove the existing retaining wall and develop an elegant perimeter condition that better responds to topography in place of the window wells. The Board directed the applicant to engage the adjacent neighbor to the south in the development of attractive screening along the shared property line. (CS2-D-5, DC2-A-1, DC2-C-3)

3. **Circulation & Open Space:** The Board discussed the evolution of the two massing options in terms of circulation and open space, and expectations for further development.
    a. There was concern about the lack of an open space concept. The Board stated that each open space should have a clear use and program. (DC3, DC3-B-1)
    b. The Board preferred the configuration of the pathway along the north property line in massing Option A. Particularly of note was how it is not a straight connection between the street and alley, but rather it is accessed through the exterior common amenity area within the front setback. (PL1)
    c. The Board stated there should be a meaningful relationship between the pathway along the north property line and the adjacent interior uses, including units and the stairwell. The Board noted that windows or direct access could help activate the passage and promote security through visibility. The Board encouraged the applicant to consider direct access from the north pathway. (PL2, PL2-B-1, DC3-A-1)

d. The Board directed further development of the trash storage area in response to earlier guidance from the first EDG meeting, which stated, "the location of trash storage should reduce impacts on building aesthetics and pedestrian circulation". The Board requested more information on how the trash storage area is attractively screened. (DC1-C-4)

4. **Façade Composition & Materiality:** The Board discussed the need for a broader context analysis as it relates to façade composition and materiality, and expectations for further development.
   a. The Board noted that the area has been rapidly redeveloping and that recent developments are very similar in appearance, particularly in regard to material treatment – large cementitious panels with little depth around windows. The Board was concerned that context analysis only highlighted the three closest recent developments and encouraged the applicant to look to the Pike/Pine corridor and Central District for successful examples of modern projects that enhance the existing neighborhood. (CS3, CS3-A-1, DC2-B-1)
   b. If the project returns at the EDG phase, the Board requested that the mass be further articulated and include fenestration patterns. The material treatment should be conveyed through precedent imagery and be informed by a broader context analysis – beyond the three closest recent developments. The treatment should be contextual, however, the Board was open to an internationally inspired treatment if it is supported by the analysis and precedent imagery. (CS3-A-1, DC2-B-1, DC2-D-2, DC4-A)
   c. The Board stated they expect to see high quality materials and thoughtful detailing at the Recommendation phase. (DC4, DC4-A-1)
   d. The Board requested window overlap privacy studies, updated sun/shadow studies, perspectives from the alley and street as viewed from the adjacent properties, signage and lighting plans, and a thorough understanding of details, including venting, handrails, entries, window depth, secondary features, etc. at the Recommendation phase. (CS1-B-2, CS2-D-5, DC2, DC4, DC4-A-1)

DEVELOPMENT STANDARD DEPARTURES

At the time of the second Early Design Guidance meeting, no departures were requested.

DESIGN REVIEW GUIDELINES

The Citywide guidelines recognized by the Board as Priority Guidelines are identified above. All guidelines remain applicable and are summarized below. For the full text please visit the Design Review website.

CONTEXT & SITE

CS1 Natural Systems and Site Features: Use natural systems/features of the site and its surroundings as a starting point for project design.

CS1-A Energy Use

CS1-A-1. Energy Choices: At the earliest phase of project development, examine how energy choices may influence building form, siting, and orientation, and factor in the findings when making siting and design decisions.

CS1-B Sunlight and Natural Ventilation

CS1-B-1. Sun and Wind: Take advantage of solar exposure and natural ventilation. Use local wind patterns and solar gain to reduce the need for mechanical ventilation and heating where possible.

CS1-B-2. Daylight and Shading: Maximize daylight for interior and exterior spaces and minimize shading on adjacent sites through the placement and/or design of structures on site.

CS1-B-3. Managing Solar Gain: Manage direct sunlight falling on south and west facing facades through shading devices and existing or newly planted trees.

CS1-C Topography

CS1-C-1. Land Form: Use natural topography and desirable landforms to inform project design.

CS1-C-2. Elevation Changes: Use the existing site topography when locating structures and open spaces on the site.

CS1-D Plants and Habitat

CS1-D-1. On-Site Features: Incorporate on-site natural habitats and landscape elements into project design and connect those features to existing networks of open spaces and natural habitats wherever possible. Consider relocating significant trees and vegetation if retention is not feasible.

CS1-D-2. Off-Site Features: Provide opportunities through design to connect to off-site habitats such as riparian corridors or existing urban forest corridors. Promote continuous habitat, where possible, and increase interconnected corridors of urban forest and habitat where possible.

CS1-E Water

CS1-E-1. Natural Water Features: If the site includes any natural water features, consider ways to incorporate them into project design, where feasible

CS1-E-2. Adding Interest with Project Drainage: Use project drainage systems as opportunities to add interest to the site through water-related design elements.

CS2 Urban Pattern and Form: Strengthen the most desirable forms, characteristics, and patterns of the streets, block faces, and open spaces in the surrounding area.

CS2-A Location in the City and Neighborhood

CS2-A-1. Sense of Place: Emphasize attributes that give a distinctive sense of place. Design the building and open spaces to enhance areas where a strong identity already exists, and create a sense of place where the physical context is less established.

CS2-A-2. Architectural Presence: Evaluate the degree of visibility or architectural presence that is appropriate or desired given the context, and design accordingly.

CS2-B Adjacent Sites, Streets, and Open Spaces

CS2-B-1. Site Characteristics: Allow characteristics of sites to inform the design, especially where the street grid and topography create unusually shaped lots that can add distinction to the building massing.

CS2-B-2. Connection to the Street: Identify opportunities for the project to make a strong connection to the street and public realm.

CS2-B-3. Character of Open Space: Contribute to the character and proportion of surrounding open spaces.

CS2-C Relationship to the Block

CS2-C-1. Corner Sites: Corner sites can serve as gateways or focal points; both require careful detailing at the first three floors due to their high visibility from two or more streets and long distances.

CS2-C-2. Mid-Block Sites: Look to the uses and scales of adjacent buildings for clues about how to design a mid-block building. Continue a strong street-edge and respond to datum lines of adjacent buildings at the first three floors.

CS2-C-3. Full Block Sites: Break up long facades of full-block buildings to avoid a monolithic presence. Provide detail and human scale at street-level, and include repeating elements to add variety and rhythm to the façade and overall building design.

CS2-D Height, Bulk, and Scale

CS2-D-1. Existing Development and Zoning: Review the height, bulk, and scale of neighboring buildings as well as the scale of development anticipated by zoning for the area to determine an appropriate complement and/or transition.

CS2-D-2. Existing Site Features: Use changes in topography, site shape, and vegetation or structures to help make a successful fit with adjacent properties.

CS2-D-3. Zone Transitions: For projects located at the edge of different zones, provide an appropriate transition or complement to the adjacent zone(s). Projects should create a step in perceived height, bulk and scale between the anticipated development potential of the adjacent zone and the proposed development.

CS2-D-4. Massing Choices: Strive for a successful transition between zones where a project abuts a less intense zone.

CS2-D-5. Respect for Adjacent Sites: Respect adjacent properties with design and site planning to minimize disrupting the privacy of residents in adjacent buildings.

CS3 Architectural Context and Character: Contribute to the architectural character of the neighborhood.

CS3-A Emphasizing Positive Neighborhood Attributes

CS3-A-1. Fitting Old and New Together: Create compatibility between new projects, and existing architectural context, including historic and modern designs, through building articulation, scale and proportion, roof forms, detailing, fenestration, and/or the use of complementary materials.

CS3-A-2. Contemporary Design: Explore how contemporary designs can contribute to the development of attractive new forms and architectural styles; as expressed through use of new materials or other means.

CS3-A-3. Established Neighborhoods: In existing neighborhoods with a well-defined architectural character, site and design new structures to complement or be compatible with the architectural style and siting patterns of neighborhood buildings.

CS3-A-4. Evolving Neighborhoods: In neighborhoods where architectural character is evolving or otherwise in transition, explore ways for new development to establish a positive and desirable context for others to build upon in the future.

CS3-B Local History and Culture

CS3-B-1. Placemaking: Explore the history of the site and neighborhood as a potential placemaking opportunity. Look for historical and cultural significance, using neighborhood groups and archives as resources.

CS3-B-2. Historical/Cultural References: Reuse existing structures on the site where feasible as a means of incorporating historical or cultural elements into the new project.

PUBLIC LIFE

PL1 Connectivity: Complement and contribute to the network of open spaces around the site and the connections among them.

PL1-A Network of Open Spaces

PL1-A-1. Enhancing Open Space: Design the building and open spaces to positively contribute to a broader network of open spaces throughout the neighborhood.

PL1-A-2. Adding to Public Life: Seek opportunities to foster human interaction through an increase in the size and quality of project-related open space available for public life.

PL1-B Walkways and Connections

PL1-B-1. Pedestrian Infrastructure: Connect on-site pedestrian walkways with existing public and private pedestrian infrastructure, thereby supporting pedestrian connections within and outside the project.

PL1-B-2. Pedestrian Volumes: Provide ample space for pedestrian flow and circulation, particularly in areas where there is already heavy pedestrian traffic or where the project is expected to add or attract pedestrians to the area.

PL1-B-3. Pedestrian Amenities: Opportunities for creating lively, pedestrian oriented open spaces to enliven the area and attract interest and interaction with the site and building should be considered.

PL1-C Outdoor Uses and Activities

PL1-C-1. Selecting Activity Areas: Concentrate activity areas in places with sunny exposure, views across spaces, and in direct line with pedestrian routes.

PL1-C-2. Informal Community Uses: In addition to places for walking and sitting, consider including space for informal community use such as performances, farmer's markets, kiosks and community bulletin boards, cafes, or street vending.

PL1-C-3. Year-Round Activity: Where possible, include features in open spaces for activities beyond daylight hours and throughout the seasons of the year, especially in neighborhood centers where active open space will contribute vibrancy, economic health, and public safety.

PL2 Walkability: Create a safe and comfortable walking environment that is easy to navigate and well-connected to existing pedestrian walkways and features.

PL2-A Accessibility

PL2-A-1. Access for All: Provide access for people of all abilities in a manner that is fully integrated into the project design. Design entries and other primary access points such that all visitors can be greeted and welcomed through the front door.

PL2-A-2. Access Challenges: Add features to assist pedestrians in navigating sloped sites, long blocks, or other challenges.

PL2-B Safety and Security

PL2-B-1. Eyes on the Street: Create a safe environment by providing lines of sight and encouraging natural surveillance.

PL2-B-2. Lighting for Safety: Provide lighting at sufficient lumen intensities and scales, including pathway illumination, pedestrian and entry lighting, and/or security lights.

PL2-B-3. Street-Level Transparency: Ensure transparency of street-level uses (for uses such as nonresidential uses or residential lobbies), where appropriate, by keeping views open into spaces behind walls or plantings, at corners, or along narrow passageways.

PL2-C Weather Protection

PL2-C-1. Locations and Coverage: Overhead weather protection is encouraged and should be located at or near uses that generate pedestrian activity such as entries, retail uses, and transit stops.

PL2-C-2. Design Integration: Integrate weather protection, gutters and downspouts into the design of the structure as a whole, and ensure that it also relates well to neighboring buildings in design, coverage, or other features.

PL2-C-3. People-Friendly Spaces: Create an artful and people-friendly space beneath building.

PL2-D Wayfinding

PL2-D-1. Design as Wayfinding: Use design features as a means of wayfinding wherever possible.

PL3 Street-Level Interaction: Encourage human interaction and activity at the street-level with clear connections to building entries and edges.

PL3-A Entries

PL3-A-1. Design Objectives: Design primary entries to be obvious, identifiable, and distinctive with clear lines of sight and lobbies visually connected to the street.

PL3-A-2. Common Entries: Multi-story residential buildings need to provide privacy and security for residents but also be welcoming and identifiable to visitors.

PL3-A-3. Individual Entries: Ground-related housing should be scaled and detailed appropriately to provide for a more intimate type of entry.

PL3-A-4. Ensemble of Elements: Design the entry as a collection of coordinated elements including the door(s), overhead features, ground surface, landscaping, lighting, and other features.

PL3-B Residential Edges

PL3-B-1. Security and Privacy: Provide security and privacy for residential buildings through the use of a buffer or semi-private space between the development and the street or neighboring buildings.

PL3-B-2. Ground-level Residential: Privacy and security issues are particularly important in buildings with ground-level housing, both at entries and where windows are located overlooking the street.

PL3-B-3. Buildings with Live/Work Uses: Maintain active and transparent facades in the design of live/work residences. Design the first floor so it can be adapted to other commercial use as needed in the future.

PL3-B-4. Interaction: Provide opportunities for interaction among residents and neighbors.

PL3-C Retail Edges

PL3-C-1. Porous Edge: Engage passersby with opportunities to interact visually with the building interior using glazing and transparency. Create multiple entries where possible and make a physical and visual connection between people on the sidewalk and retail activities in the building.

PL3-C-2. Visibility: Maximize visibility into the building interior and merchandise displays. Consider fully operational glazed wall-sized doors that can be completely opened to the street, increased height in lobbies, and/or special lighting for displays.

PL3-C-3. Ancillary Activities: Allow space for activities such as sidewalk vending, seating, and restaurant dining to occur. Consider setting structures back from the street or incorporating space in the project design into which retail uses can extend.

PL4 Active Transportation: Incorporate design features that facilitate active forms of transportation such as walking, bicycling, and use of transit.

PL4-A Entry Locations and Relationships

PL4-A-1. Serving all Modes of Travel: Provide safe and convenient access points for all modes of travel.

PL4-A-2. Connections to All Modes: Site the primary entry in a location that logically relates to building uses and clearly connects all major points of access.

PL4-B Planning Ahead for Bicyclists

PL4-B-1. Early Planning: Consider existing and future bicycle traffic to and through the site early in the process so that access and connections are integrated into the project along with other modes of travel.

PL4-B-2. Bike Facilities: Facilities such as bike racks and storage, bike share stations, shower facilities and lockers for bicyclists should be located to maximize convenience, security, and safety.

PL4-B-3. Bike Connections: Facilitate connections to bicycle trails and infrastructure around and beyond the project.

PL4-C Planning Ahead For Transit

PL4-C-1. Influence on Project Design: Identify how a transit stop (planned or built) adjacent to or near the site may influence project design, provide opportunities for placemaking.

PL4-C-2. On-site Transit Stops: If a transit stop is located onsite, design project-related pedestrian improvements and amenities so that they complement any amenities provided for transit riders.

PL4-C-3. Transit Connections: Where no transit stops are on or adjacent to the site, identify where the nearest transit stops and pedestrian routes are and include design features and connections within the project design as appropriate.

DESIGN CONCEPT

DC1 Project Uses and Activities: Optimize the arrangement of uses and activities on site.

DC1-A Arrangement of Interior Uses

DC1-A-1. Visibility: Locate uses and services frequently used by the public in visible or prominent areas, such as at entries or along the street front.

DC1-A-2. Gathering Places: Maximize the use of any interior or exterior gathering spaces.

DC1-A-3. Flexibility: Build in flexibility so the building can adapt over time to evolving needs, such as the ability to change residential space to commercial space as needed.

DC1-A-4. Views and Connections: Locate interior uses and activities to take advantage of views and physical connections to exterior spaces and uses.

DC1-B Vehicular Access and Circulation

DC1-B-1. Access Location and Design: Choose locations for vehicular access, service uses, and delivery areas that minimize conflict between vehicles and non-motorists wherever possible. Emphasize use of the sidewalk for pedestrians, and create safe and attractive conditions for pedestrians, bicyclists, and drivers.

DC1-B-2. Facilities for Alternative Transportation: Locate facilities for alternative transportation in prominent locations that are convenient and readily accessible to expected users.

DC1-C Parking and Service Uses

DC1-C-1. Below-Grade Parking: Locate parking below grade wherever possible. Where a surface parking lot is the only alternative, locate the parking in rear or side yards, or on lower or less visible portions of the site.

DC1-C-2. Visual Impacts: Reduce the visual impacts of parking lots, parking structures, entrances, and related signs and equipment as much as possible.

DC1-C-3. Multiple Uses: Design parking areas to serve multiple uses such as children's play space, outdoor gathering areas, sports courts, woonerf, or common space in multifamily projects.

DC1-C-4. Service Uses: Locate and design service entries, loading docks, and trash receptacles away from pedestrian areas or to a less visible portion of the site to reduce possible impacts of these facilities on building aesthetics and pedestrian circulation.

DC2 Architectural Concept: Develop an architectural concept that will result in a unified and functional design that fits well on the site and within its surroundings.

DC2-A Massing

DC2-A-1. Site Characteristics and Uses: Arrange the mass of the building taking into consideration the characteristics of the site and the proposed uses of the building and its open space.

DC2-A-2. Reducing Perceived Mass: Use secondary architectural elements to reduce the perceived mass of larger projects.

DC2-B Architectural and Facade Composition

DC2-B-1. Façade Composition: Design all building facades—including alleys and visible roofs— considering the composition and architectural expression of the building as a whole. Ensure that all facades are attractive and well-proportioned.

DC2-B-2. Blank Walls: Avoid large blank walls along visible façades wherever possible. Where expanses of blank walls, retaining walls, or garage facades are unavoidable, include uses or design treatments at the street level that have human scale and are designed for pedestrians.

DC2-C Secondary Architectural Features

DC2-C-1. Visual Depth and Interest: Add depth to facades where appropriate by incorporating balconies, canopies, awnings, decks, or other secondary elements into the façade design. Add detailing at the street level in order to create interest for the pedestrian and encourage active street life and window shopping (in retail areas).

DC2-C-2. Dual Purpose Elements: Consider architectural features that can be dual purpose— adding depth, texture, and scale as well as serving other project functions.

DC2-C-3. Fit With Neighboring Buildings: Use design elements to achieve a successful fit between a building and its neighbors.

DC2-D Scale and Texture

DC2-D-1. Human Scale: Incorporate architectural features, elements, and details that are of human scale into the building facades, entries, retaining walls, courtyards, and exterior spaces in a manner that is consistent with the overall architectural concept

DC2-D-2. Texture: Design the character of the building, as expressed in the form, scale, and materials, to strive for a fine-grained scale, or "texture," particularly at the street level and other areas where pedestrians predominate.

DC2-E Form and Function

DC2-E-1. Legibility and Flexibility: Strive for a balance between building use legibility and flexibility. Design buildings such that their primary functions and uses can be readily determined from the exterior, making the building easy to access and understand. At the same time, design flexibility into the building so that it may remain useful over time even as specific programmatic needs evolve.

DC3 Open Space Concept: Integrate open space design with the building design so that they complement each other.

DC3-A Building-Open Space Relationship

DC3-A-1. Interior/Exterior Fit: Develop an open space concept in conjunction with the architectural concept to ensure that interior and exterior spaces relate well to each other and support the functions of the development.

DC3-B Open Space Uses and Activities

DC3-B-1. Meeting User Needs: Plan the size, uses, activities, and features of each open space to meet the needs of expected users, ensuring each space has a purpose and function.

DC3-B-2. Matching Uses to Conditions: Respond to changing environmental conditions such as seasonal and daily light and weather shifts through open space design and/or programming of open space activities.

DC3-B-3. Connections to Other Open Space: Site and design project-related open spaces to connect with, or enhance, the uses and activities of other nearby public open space where appropriate.

DC3-B-4. Multifamily Open Space: Design common and private open spaces in multifamily projects for use by all residents to encourage physical activity and social interaction.

DC3-C Design

DC3-C-1. Reinforce Existing Open Space: Where a strong open space concept exists in the neighborhood, reinforce existing character and patterns of street tree planting,

buffers or treatment of topographic changes. Where no strong patterns exist, initiate a strong open space concept that other projects can build upon in the future.

DC3-C-2. Amenities/Features: Create attractive outdoor spaces suited to the uses envisioned for the project.

DC3-C-3. Support Natural Areas: Create an open space design that retains and enhances onsite natural areas and connects to natural areas that may exist off-site and may provide habitat for wildlife.

DC4 Exterior Elements and Finishes: Use appropriate and high quality elements and finishes for the building and its open spaces.

DC4-A Exterior Elements and Finishes

DC4-A-1. Exterior Finish Materials: Building exteriors should be constructed of durable and maintainable materials that are attractive even when viewed up close. Materials that have texture, pattern, or lend themselves to a high quality of detailing are encouraged.

DC4-A-2. Climate Appropriateness: Select durable and attractive materials that will age well in Seattle's climate, taking special care to detail corners, edges, and transitions.

DC4-B Signage

DC4-B-1. Scale and Character: Add interest to the streetscape with exterior signs and attachments that are appropriate in scale and character to the project and its environs.

DC4-B-2. Coordination with Project Design: Develop a signage plan within the context of architectural and open space concepts, and coordinate the details with façade design, lighting, and other project features to complement the project as a whole, in addition to the surrounding context.

DC4-C Lighting

DC4-C-1. Functions: Use lighting both to increase site safety in all locations used by pedestrians and to highlight architectural or landscape details and features such as entries, signs, canopies, plantings, and art.

DC4-C-2. Avoiding Glare: Design project lighting based upon the uses on and off site, taking care to provide illumination to serve building needs while avoiding off-site night glare and light pollution.

DC4-D Trees, Landscape, and Hardscape Materials

DC4-D-1. Choice of Plant Materials: Reinforce the overall architectural and open space design concepts through the selection of landscape materials.

DC4-D-2. Hardscape Materials: Use exterior courtyards, plazas, and other hard surfaced areas as an opportunity to add color, texture, and/or pattern and enliven public areas through the use of distinctive and durable paving materials. Use permeable materials wherever possible.

DC4-D-3. Long Range Planning: Select plants that upon maturity will be of appropriate size, scale, and shape to contribute to the site as intended.

DC4-D-4. Place Making: Create a landscape design that helps define spaces with significant elements such as trees.

DC4-E Project Assembly and Lifespan

DC4-E-1. Deconstruction: When possible, design the project so that it may be deconstructed at the end of its useful lifetime, with connections and assembly techniques that will allow reuse of materials.

BOARD RECOMMENDATION

At the conclusion of the SECOND EARLY DESIGN GUIDANCE meeting, the Board recommended the project return for another meeting in response to the guidance provided. The Board acknowledged that only the Director may require a third EDG meeting and provided the following reasons in support of their recommendation.

1. The Board did not have access to the design-thinking that has informed the proposal as the designer was not present at the first or second EDG meeting and was not available to answer clarifying questions;
2. The designer has not visited the site and context studies were prepared with reliance on online mapping tools;
3. There was no interaction with the local community groups or neighbors, as encouraged by the Board at the first EDG meeting;
4. The response to massing-related guidance from the first EDG meeting was too literal – rather than processed and absorbed into a larger concept – while the proposal was unresponsive to other areas of guidance;
5. There was no clear architectural or open space concept;
6. The proposal was unresponsive to site topography along alley and southern property line;
7. There appear to be several non-viable units adjacent to the courtyard and window well/trench that do not have adequate access to light and air;
8. The level of documentation in the second EDG packet was not to standard – including incomplete context analysis, incorrect renderings and difficult to read or missing dimensions – making it difficult to visualize certain aspects of the design.

The Director considered the Board's recommendation and ultimately determined that the project may proceed to MUP application with the expectation that the applicant will work closely with the Planner to resolve the Board's guidance and prioritized Design Guidelines.