

STAGE 1

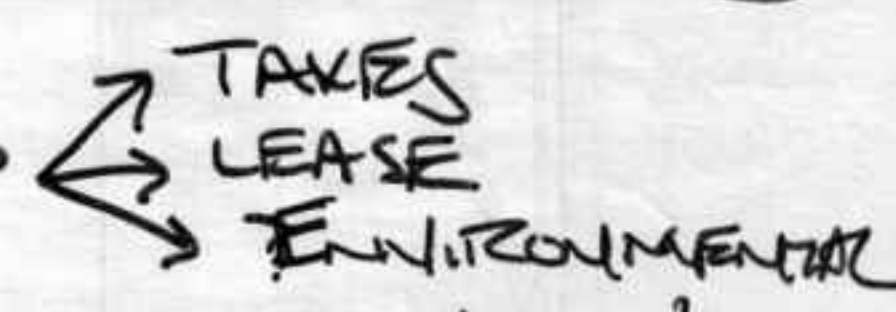
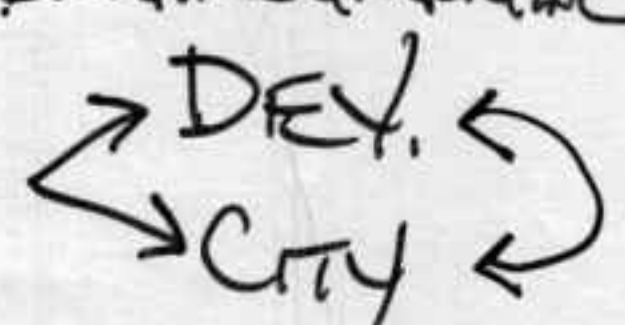
MEETING 2

Thursday, Feb. 8, 2018

GROUP 1

CITY'S GOALS

①

- #1
- FISCAL IMPLICATIONS? 
 - COMPETING OBJECTIVES? 

#2 ACCESS (PUBLIC) / SPACE

TRANSECTS

- ↳ LINDEEN ST.
- ↳ WIDER SIDEWALKS
- ↳ ROOF
- ↳ GREEN SPACES
- ↳ ACTIVE GROUND FLOOR USES / SMALLER SCALE
- ↳ WATER VIEWS
- BOW ST. STREETSCAPE - NEEDS AN EDGE
- INDOOR MARKETPLACE (SOMETHING NEW)
- STRUCTURED PARKING / ADEQUATE PARKING
- WORKFORCE HOUSING - SECONDARY / ELSEWHERE?
- VISITOR'S HOSTEL?
 - ↳ SMALLER SCALE
 - ↳ DATA RESTRICTIONS
 - ↳ RESTRICTIONS IN LEASE
- TRANSPORTATION.
 - ↳ INTERMODAL
 - ↳ WALKABLE
- MIXED-USE (NO HOTEL ~ TOURISM)
- SUSTAINABLE OVER TIME ~ 50+ YEARS
- POST OFFICE (SOMEWHERE)

GROUP 2

Group 2

- Commercial/mixed uses on all floors
- Thru-connection to St. Johns
- Include Chapel St.
- Better integrated w/ surroundings (less fortress)
- Have different excavations -
More land ~~stepping~~ ~~stepping~~
- What is local (local) economic programs for site
- Urban design opport.

- Look to district hall in Boston as model.
- Bring uses such teen or senior activities to the program.
- Have design be contemporary (architecture)
- Involve multiple architects in the design. City is limited by having 1 development team.
- Use leverage of non-binding agreement w/ development team to meet local goals.

- Capitalize on South facing streetscape on Daniel St.
- Open space on site
- ~~Don't~~ Balance density w/ some appropri' scaled open space
- Use mass to create 21st cent. buildings. Compliment old with new for maximum vibrancy.
- Publicly accessible rooftops
- Re-evaluate 1-way street.
- Swap City structures w/ McIntyre

Goal #3

- Reintegrate site into current streets on perimeter.
- North/S + East/West thru property
- 24/7 activity
- Underground parking
- Well landscaped + designed surface parking.
- Pedestrian scale / highly permeable + programming of uses for vibrant design

GOALS

- Fiscal element - prog. must work economically
- Stratify uses wholistic
- Don't ignore future economics
Be adaptable for evolution of city.
- Expand the city's economic development + urban design goals.

- Uses should primarily benefit residents.
- Have cultural destination uses (dance class, performance, like 3S offers.)
- Have uses (hardware, drugstore, groceries) that benefit locals
- Promote independent retail business, locally owned.

GROUP 2 Summary

- ① 24/7, 12 mo. Public realm that is flexible +
- ② Thru-flow, less fortress, reconnect to surroundings, pedestrian scale/friendly
- ③ Diverse/varied use
- ④ Diverse/varied design

GROUP 3

GROUP 3 - CONF RM A

① CITY GOALS

→ Do NOT MAXIMIZE REVENUE *
as TOP GOAL.

SUCCESSFUL ADAPTIVE REUSE
HISTORIC PRESERVATION

* VIEWS - Rooftop?

- Revenue Generation
for HP, OS, PARK

#2 (CO-OP?)

ARCADE-QUALITY

★ Marketplace - Lunch, buy fresh food,
★ ↳ resident services (

★ Bring residents back to downtown.
↳ Keep post office!

↳ Local, necessary goods.

- GROCERY

- PHARMACY - 24 hrs? Active.

→ Residential Use

- WORKFORCE HSG. - SERVICE INDUSTRY?

- DIFFICULT IN NH

↳ Realistic?

PROBLEM LEGAL FRAMEWORK

#2

10'/? → Tight for developer.

Young couples, singles

Do something for citizens of Portsmouth

OPEN SPACE - Road/circulation @ rear of Bldg.

↳ corner of Bow/Penhallow

BALANCE: DEVELOPER / PUBLIC GOOD

Place to be a part of - VITALITY

VIEWS FROM McIntyre should be SHARED.

#2 Elements of Old State House?
↳ EXHIBIT (Remnants → Bench?)

TRANSPORTATION HUB → small one!
EASILY ACCESSIBLE .

- PED. ONLY WALKWAYS

#2

DO NOT "FLOOD" OFFICE MKT.

MIX of uses.

↳ smaller, separate bldgs.

→ PUBLIC SPACE through middle.

DO NOT OVERSHADOW Bow

Bow - Com'l / Residential

DON'T COMPETE w/ mcintyre scale.

KEEP VIEW TO WATER - SITTING AREA

↳ enhance view

↳ raise area to view?

↳ 2nd fl deck?