

Preliminary Development Plan Waiver List

All In Dublin



Building Type: (3) Apartment Building

Site Plan General:

1. **Vehicle Parking Spaces** (86 spaces provided / 88 spaces required)
 - a. The parking plan provides 86 (75 + 11 on-street) spaces, accounting for anticipated demand and aligning with transit-oriented goals.
 - i. Studies providing the full 88-space parking requirement (inclusive of the 10% reduction allowed for transit proximity) were completed. However, to accommodate the proposed right-of-way expansion—which prioritizes transit, bicycle, and pedestrian infrastructure—the building and associated streetscape were shifted away from the new right-of-way line. This adjustment reduced the available parking on site, but aligns with the broader goal of encouraging alternative transportation modes over reliance on personal vehicles.
 - ii. 86 spaces provide over 1 parking space per unit, which, based on similar communities, is sufficient for this population. Typically, residential communities for individuals with disabilities provide parking at 0.5-0.75 parking spaces per unit. This reduction prevents an overabundance of parking and unnecessary increase in pervious surfaces.
2. **Impervious Surface** (74% provided / 70% required)
 - a. The impervious surface percentage varies from the requirement.
 - i. The current percentage (74%) is improved from the previous submission due to the increased size of the pocket park on the north end of the site.

South Elevation:

1. **Vertical Facade Divisions** (46' - 6" facade increment provided / No greater increment of 40' - 0" required per BSD Code § 153.062 (O) (4) (d) (4))
 - a. Due to internal tenant layout, the vertical facade division at this elevation varies slightly from the 40' - 0" requirement.

West Elevation:

1. **Primary Material Ratio** (79% provided / 80% required per BSD Code § 153.062 (E) (1) (a))
 - a. The primary material percentage difference between provided and required is minor in nature.

2. **Secondary Material Ratio** (21% provided / Less than 20% required per BSD Code § 153.062 (E) (1) (a))
 - a. See reason above.

North Elevation A:

1. **Primary Material Ratio** (76.4% provided / 80% required per BSD Code § 153.062 (E) (1) (a))
 - a. The primary material percentage difference between provided and required is minor in nature.
2. **Secondary Material Ratio** (23.6% provided / Less than 20% required per BSD Code § 153.062 (E) (1) (a))
 - a. See reason above.

North Elevation B:

1. **Vertical Facade Divisions** (46' - 8" facade increment provided / No greater increment of 40' - 0" required per BSD Code § 153.062 (O) (4) (d) (4))
 - a. Due to internal tenant layout, the vertical facade division at this elevation varies slightly from the 40' - 0" requirement.

East Elevation A:

1. **Ground Story Transparency** (16.8% provided / 20% required per BSD Code § 153.062 (N) (4) (d) (1))
 - a. Due to internal tenant layouts, transparency varies slightly from the 20% requirement.

East Elevation B:

1. **Primary Material Ratio** (77.8% provided / 80% required per BSD Code § 153.062 (E) (1) (a))
 - a. The primary material percentage difference between the provided and required is minor in nature.
2. **Secondary Material Ratio** (22.2% provided / Less than 20% required per BSD Code § 153.062 (E) (1) (a))
 - a. See reason above.
3. **Ground Story Transparency** (6.9% provided / 20% required per BSD Code § 153.062 (N) (4) (d) (1))
 - a. The reduced transparency is intentional to accommodate a proposed public art mural, which occupies a significant portion of the façade. This public art feature is intended to add visual interest and support the development's placemaking goals. This deviation also enhances differentiation of this elevation from surrounding façades.

4. **Upper Story Transparency** (0% provided / 20% required per BSD Code § 153.062 (N) (4) (d) (1))
 - a. [See reason above.](#)
5. **Blank Wall** (45' - 0" provided / No greater than 15' - 0" or 30% of facade per story required)
 - a. [See reason above.](#)
6. **Vertical Facade Divisions** (45' - 0" facade increment provided / No greater increment of 40' - 0" required per BSD Code § 153.062 (O) (4) (d) (4))
 - a. [See reason above.](#)