



We value our maritime, naval, working waterfront city, and heritage as a "Market" city.





We value beautiful, authentic places that fit in with their surroundings.





We envision a design that compliments the scale and style of the McIntyre building without mimicking the existing historic character.





We value human-scaled buildings, places, and spaces that foster a sense of community and pride of ownership.





We envision the McIntyre site being integrated into the existing fabric of the city and enhancing the pedestrian connections and views with wide sidewalks and limited vehicular access.





We envision a timeless design that incorporates a sense of Portsmouth's history.



## **Summary Table**

	Total New Construction
OP 1 - NPS Plan without shed	63,078 SF
OP 2 - NPS Plan Squared	71,076 SF
OP 3 - Squared + 62' wings	78,087 SF



## **Summary Table**

	Total New Construction
Community Plan	61,203 SF
OPTION 1 - Community Plan without market hall roof	64,570 SF
OPTION 2 - Community Plan Squared to Penhallow	71,076 SF
OPTION 3 - Squared to Penhallow with arcades	77,966 SF

**Total New Construction** 

### **Summary Table**

	Total New Construction
Community Plan	61,203 SF
Community Plan without market hall roof	64,570 SF
Market hall with arcades and aligned with Penhallow	77,966 SF



	OPTION 1 - Community Plan without market hall roof	OPTION 2 - Community Plan Squared to Penhallow	OPTION 3 - Squared to Penhallow with arcades	
Bow wing			SF	Program
Total Level 1 Floorplate	8,422	8,053	7,977	Retail/circulation
Total Mezzanine Floorplate	3,367	5,915	8,840	Retail/ F&B
Total Level 2 Floorplate	7,825	8,330	11,040	Residential
Total Level 3 Floorplate	6,230	6,891	0	Residential
Total Bow	25,844	29,189	27,857	
Building Height	46	46 ft	41.5 ft	
Penhallow wing				
Total Level 1 Floorplate	11,591	10,624	10,115	Retail/circulation
Total Mezzanine Floorplate	0	0	6,944	Retail/circulation
Total Level 2 Floorplate	10,900	10,464	11,711	Residential
Total Level 3 Floorplate	10,900	10,464	12,230	Residential
Total Level 4 Floorplate	7,210	8,853	9,998	Residential
Total Penhallow	40,601	40,405	50,998	
Building Height	50.5	50.5 ft	56.5 ft	
Total New Construction	66,445	69,594	78,855	

	Community Plan	OPTION 1 - Community Plan without market hall roof	OPTION 2 - Community Plan Squared to Penhallow	OPTION 3 - Squared to Penhallow with arcades	
Bow wing	SF	SF	SF	SF	Program
Total Level 1 Floorplate	7,492	7,492	8,053	7,977	Retail/circulation
Total Mezzanine Floorplate	0	3,367	5,915	8,395	Retail/ F&B
Total Level 2 Floorplate	7,825	7,825	8,330	10,596	Residential
Total Level 3 Floorplate	6,230	6,230	6,891	0	Residential
Total Bow	21,547	24,914	29,189	26,968	
Building Height	46 ft	46 ft	46 ft	41.5 ft	
Penhallow wing					
Total Level 1 Floorplate	10,646	10,646	10,624	10,115	Retail/circulation
Total Mezzanine Floorplate	0	0	0	6,944	Retail/circulation
Total Level 2 Floorplate	10,900	10,900	10,464	11,711	Residential
Total Level 3 Floorplate	10,900	10,900	10,464	12,230	Residential
Total Level 4 Floorplate	7,210	7,210	8,853	9,998	Residential
Total Penhallow	39,656	39,656	40,405	50,998	
Building Height	50.5 ft	50.5 ft	50.5 ft	56.5 ft	
Total New Construction	61,203	64,570	69,594	77,966	



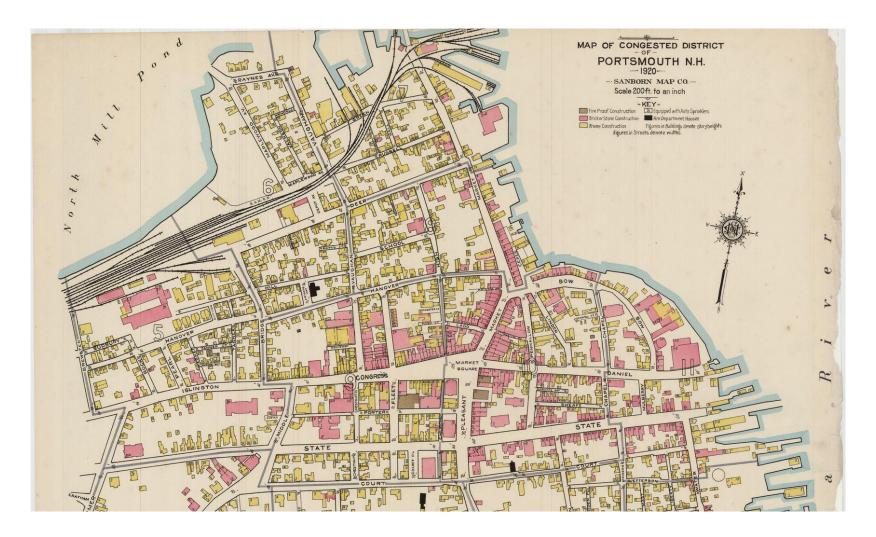
	Community Plan	Community Plan without Market Hall Roof	Market Hall with Arcades & Aligned with Penhallow	
Bow wing	SF	SF	SF	Program
Total Level 1 Floorplate	7,492	7,492	7,977	Retail/circulation
Total Mezzanine Floorplate	0	3,367	8,395	Retail/ F&B
Total Level 2 Floorplate	7,825	7,825	10,596	Residential
Total Level 3 Floorplate	6,230	6,230	0	Residential
Total Bow	21,547	24,914	26,968	
Building Height	46 ft	46 ft	41.5 ft	
Penhallow wing				
Total Level 1 Floorplate	10,646	10,646	10,115	Retail/circulation
Total Mezzanine Floorplate	0	0	6,944	Retail/circulation
Total Level 2 Floorplate	10,900	10,900	11,711	Residential
Total Level 3 Floorplate	10,900	10,900	12,230	Residential
Total Level 4 Floorplate	7,210	7,210	9,998	Residential
Total Penhallow	39,656	39,656	50,998	
Building Height	50.5 ft	50.5 ft	56.5 ft	
Total New Construction	61,203	64,570	77,966	



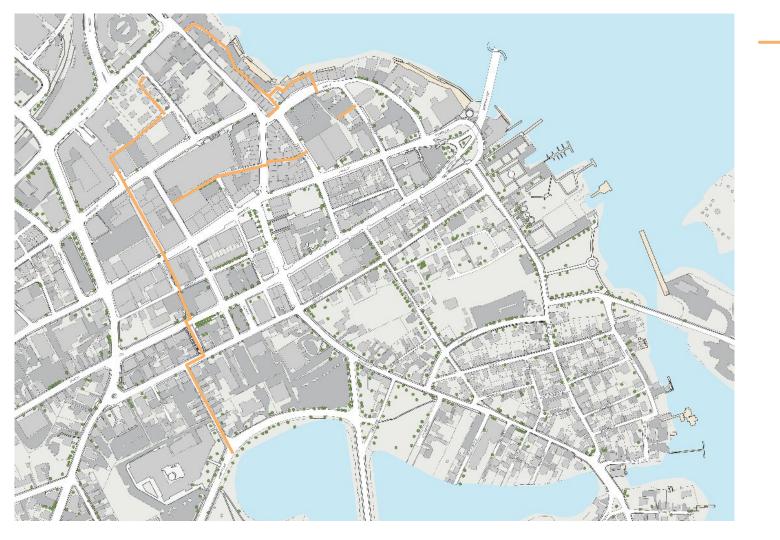
















Existing Passages

Proposed Passages























Market Hall with Arcades and Aligned with Penhallow





### 9 8 4 6 31' 27' 31' 3 6 27' 27' 6 2 5 6 П 5 11 11 11 11 **Ground Floor**

- . Market Hall
- 2. Public Arcade
- 3. Winter Garden
- 1. Lobby
- 5. Anchor Restaurant
- 6. Retail of Various Sizes
- 7. Back of House
- 3. Parking Ramp
- Loading
- 10. Bike Room





- Mezzanine Commercial space
- 2. Double Height
- 3. Balcony
- 4. Back of House
- 5. Upper Market Plaza
- 6. Lobby
- 7. Chapel Court Terrace
- . Chapel Court Arcade





- Apartments
- 2. Roof Terrace & Garden



# 1 Level 3

#### Floor Plan Notes

1. Apartments



# 1 Level 4

- Apartments Terrace







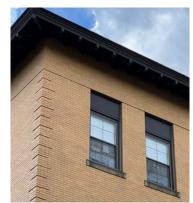
















**Portsmouth's Architectural Patterns** 

















**Historical Precedent Research** 



































**Contemporary Precedent Research** 





**Market Street View** 























**Penhallow Street View** 









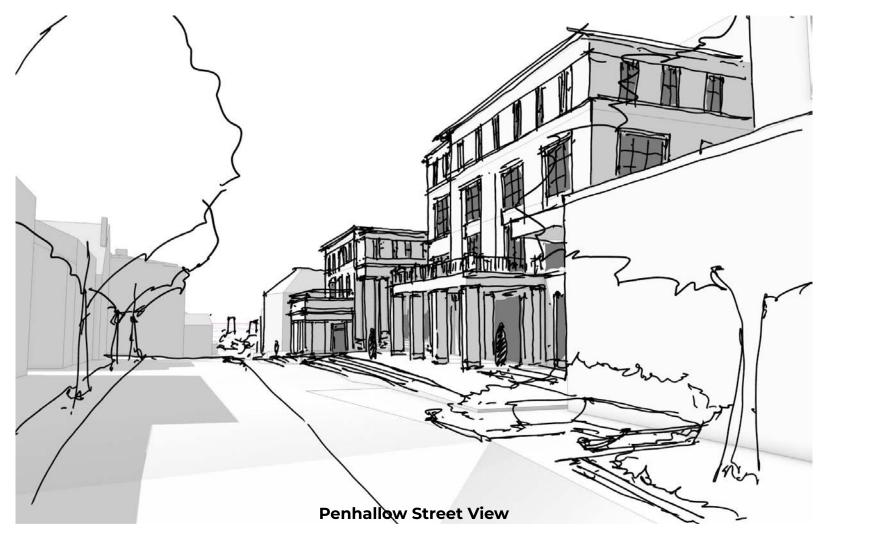
















**Church Perspective from Market Plaza** 



































**Church View from Penhallow St.** 

**Market St. View** 

Penhallow St. View









**Market Street View** 

## Preliminary Area Breakdown

	Penhallow & Bow Resi + Exg McIntyre office				
	Keep building orientation, add resi to post office, keep office @ McIntyre				
	Keep building orientation, add resi to post office, hotel use @ McIntyre				
	Buildings get squared off,add resi to post office, hotel use @ McIntyre				
	Buildings get squared off,add hotel to post office, hotel use @ McIntyre				
800					
Base Case	Medium	Medium	Large	Large	
Scenario	Option 1	Option 2	Option 1	Option 2	
29,541	37,108	37,108	39,508	39,508	
57,000	79,920	79,920	77,615	49,345	
35,430	35,430	0		5	
0	0	35,430	35,430	63,700	
				5	
34,000					
8,170				9	
96,745					
121,971.00	152,458.00	152,458.00	152,553.00	152,553.00	
	Base Case Scenario 29,541 57,000 35,430 0 34,000 8,170 96,745	Keep building of Keep building of Reep building of Buildings get square	Keep building orientation, add   Keep building orientation, add   Buildings get squared off,add research   Buildings get squared off,add here   Buildings get squared off,add here   Scenario   Option 1   Option 2	Keep building orientation, add resi to post office	Keep building orientation, add resi to post office, keep office (Keep building orientation, add resi to post office, hotel use (Buildings get squared off,add resi to post office, hotel use (Buildings get squared off,add hotel to post office, hotel use (Buildings get squared off,add hotel to post office, hotel use (Buildings get squared off,add hotel to post office, hotel use (Buildings get squared off,add hotel to post office, hotel use (Buildings get squared off,add hotel to post office, hotel use (Buildings get squared off,add hotel to post office, hotel use (Buildings get squared off,add hotel to post office, hotel use (Buildings get squared off,add hotel to post office, hotel use (Buildings get squared off,add hotel to post office, hotel use (Buildings get squared off,add hotel to post office, hotel use (Buildings get squared off,add hotel to post office, hotel use (Buildings get squared off,add hotel to post office, hotel use (Buildings get squared off,add resi to post office, hotel use (Buildings get squared off,add resi to post office, hotel use (Buildings get squared off,add resi to post office, hotel use (Buildings get squared off,add resi to post office, hotel use (Buildings get squared off,add resi to post office, hotel use (Buildings get squared off,add resi to post office, hotel use (Buildings get squared off,add resi to post office, hotel use (Buildings get squared off,add resi to post office, hotel use (Buildings get squared off,add resi to post office, hotel use (Buildings get squared off,add resi to post office, hotel use (Buildings get squared off,add resi to post office, hotel use (Buildings get squared off,add hotel to post office, hotel use (Buildings get squared off,add hotel to post office, hotel use (Buildings get squared off,add hotel to post office, hotel use (Buildings get squared off,add hotel to post office, hotel use (Buildings get squared off,add hotel to post office, hotel use (Buildings get squared office, hotel use (Buildings get squared office, hotel use (Buildings get squared

