

the goodtime hotel



Efforts to Revitalize Washington Avenue

- 2014-2015 Mayor's Blue Ribbon Panel for Washington Avenue
- Applicant was an active participant and a key player in the revitalization, which resulted in the creation of the CD-2 Washington Avenue Regulations.
- the goodtime hotel is catalyst project, one of the first new developments on Washington Avenue

WASHINGTON AVENUE VISION AND MASTER PLAN



WASHINGTON AVENUE BLUE RIBBON PANEL Zoning Incentives Summary Packet

ZYSCOVICH

The GOALS and OBJECTIVES of the Washington Avenue Master Plan is to:

- Preserve the historical, architectural and cultural character of Washington Avenue as the City's "Main Street";
- Provide for redevelopment, adaptive reuse and infill resulting in economic vitality for the betterment of the community and the City as a whole;
- Create commercial development opportunities that provides quality goods and services to neighborhood residents and tourists alike;
- Allow for a high level of mobility for pedestrians, cyclists, automobiles and public transit; and
- Allow for quality public spaces and beach access to capitalize on the corridor's location and surrounding environs.

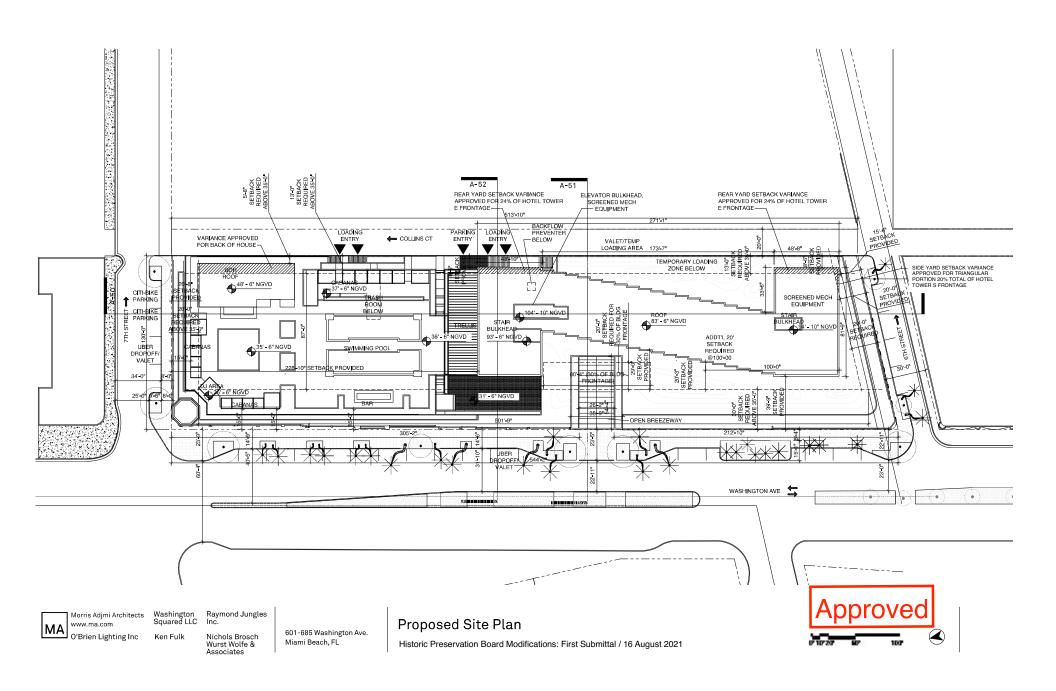
WASHINGTON AVENUE ZONING INCENTIVES

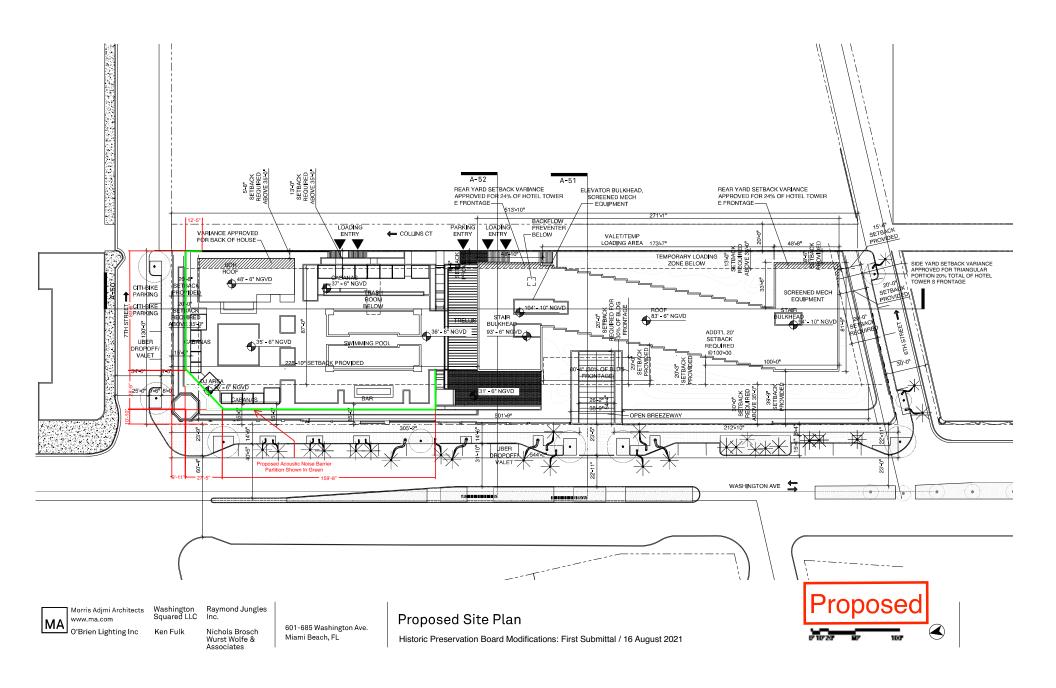
ORDINANCE NO. 20

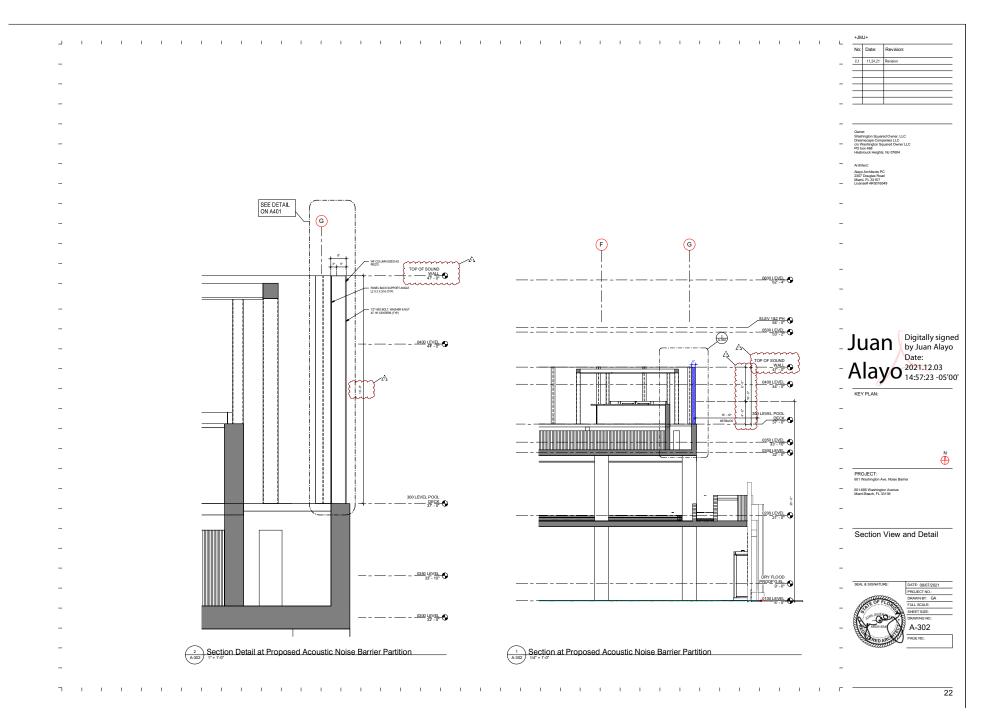
2015-3974

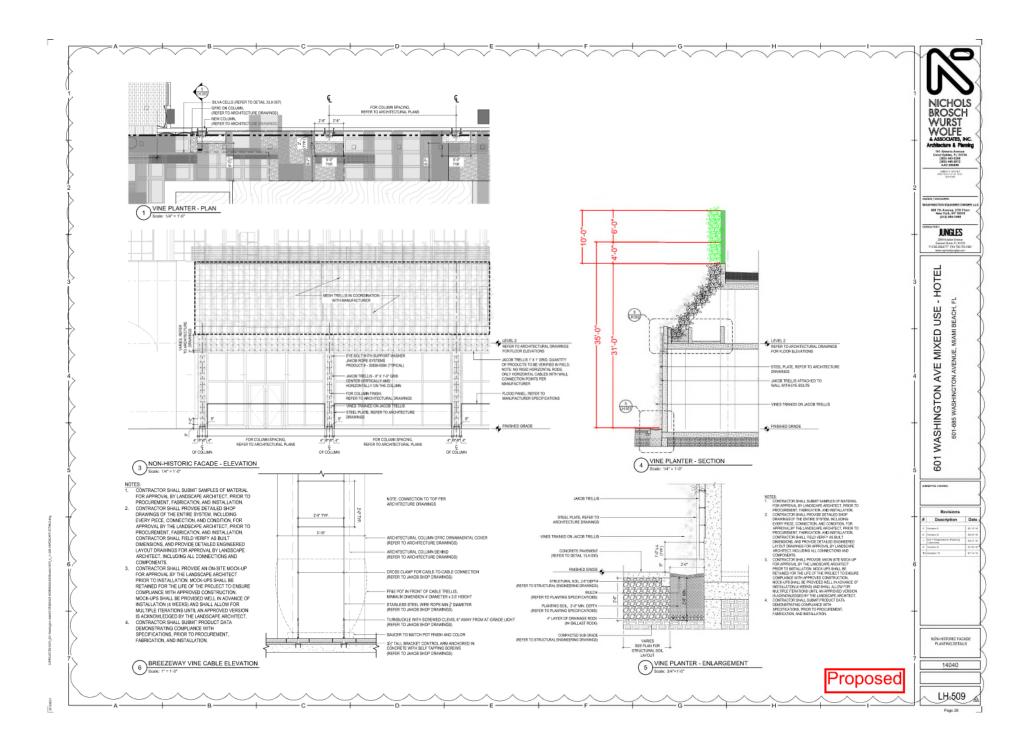
AN ORDINANCE OF THE MAYOR AND CITY COMMISSION OF THE CITY OF MIAMI BEACH, FLORIDA, AMENDING THE LAND DEVELOPMENT REGULATIONS (LDR's) OF THE CITY CODE, BY AMENDING CHAPTER 142, "ZONING DISTRICTS AND REGULATIONS," ARTICLE II, "DISTRICT REGULATIONS," DIVISION 5, "CD-2 COMMERCIAL, MEDIUM INTENSITY DISTRICT," TO ESTABLISH SECTION 13-309, "WASHINGTON AVENUE DEVELOPMENT REGULATIONS AND AREA REQUIREMENTS," TO MODIFY THE DEVELOPMENT REGULATIONS FOR PROPERTIES FRONTING WASHINGTON AVENUE BETWEEN 6TM STREET AND LINCOLN ROAD; BY AMENDING CHAPTER 130, "OFF-STREET PARKING," ARTICLE II, "DISTRICTS; REQUIREMENTS," TO ESTABLISH PARKING DISTRICT 7 TO MODIFY THE PARKING REQUIREMENTS FOR THE PROPERTIES FRONTING WASHINGTON AVENUE BETWEEN 6TM STREET AND LINCOLN; PROVIDING FOR CODIFICATION; REPEALER; SEVERABILITY; AND AN EFFECTIVE DATE.

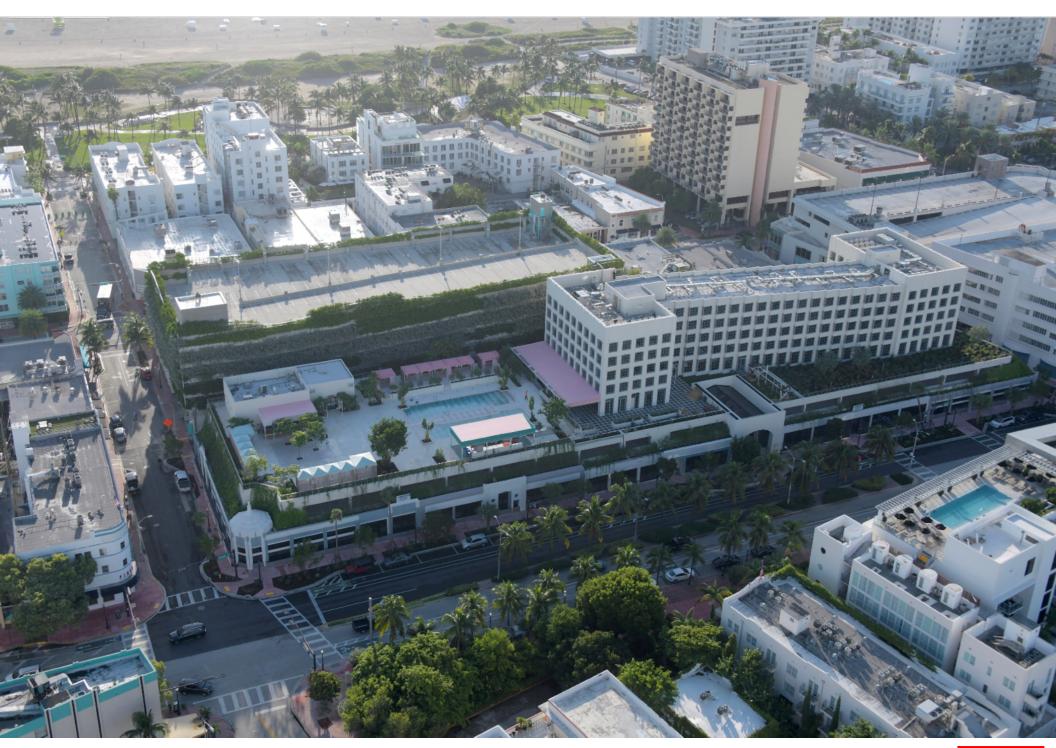


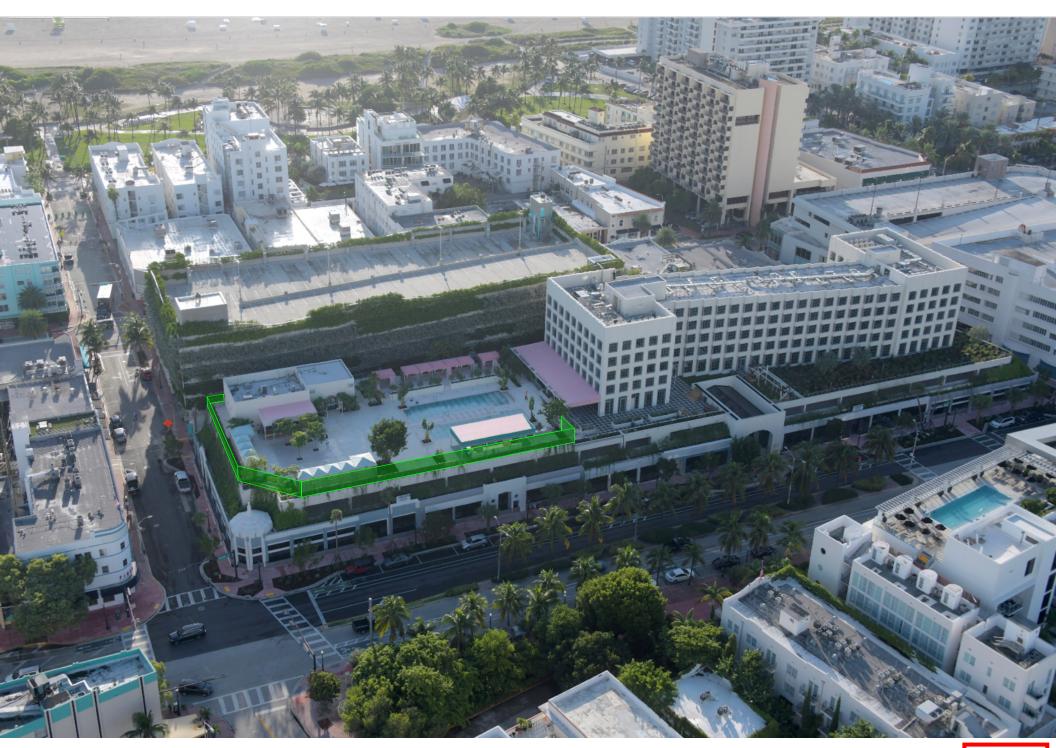








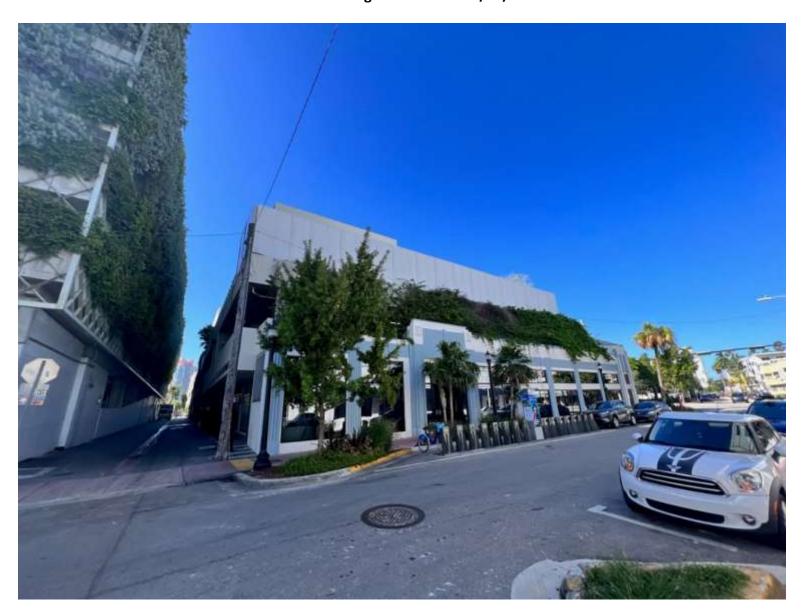


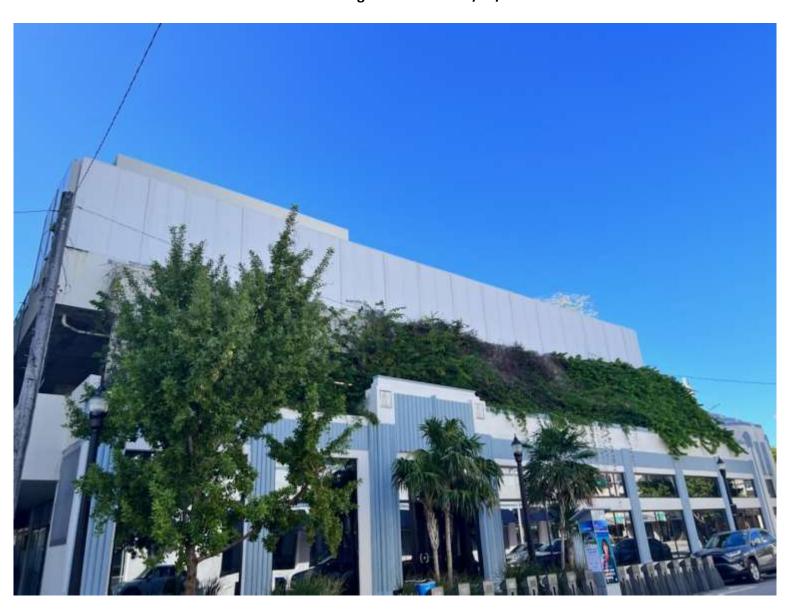




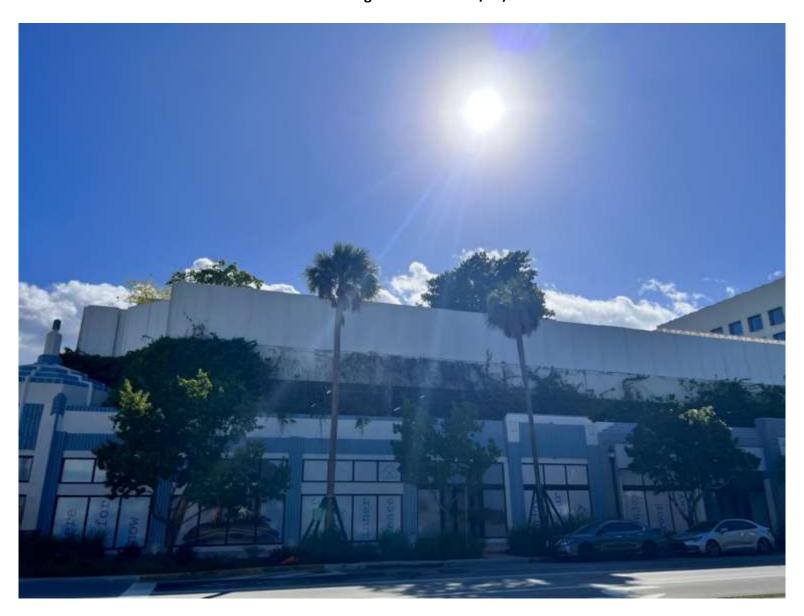






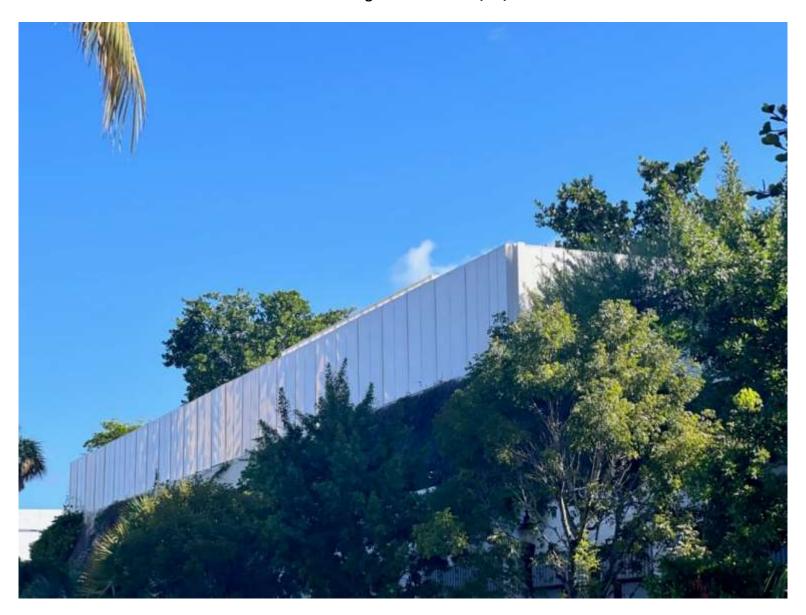








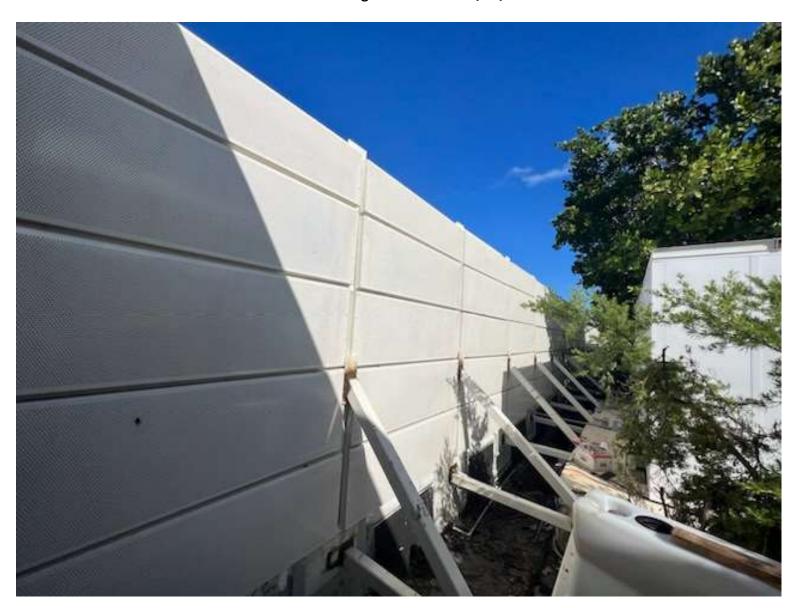


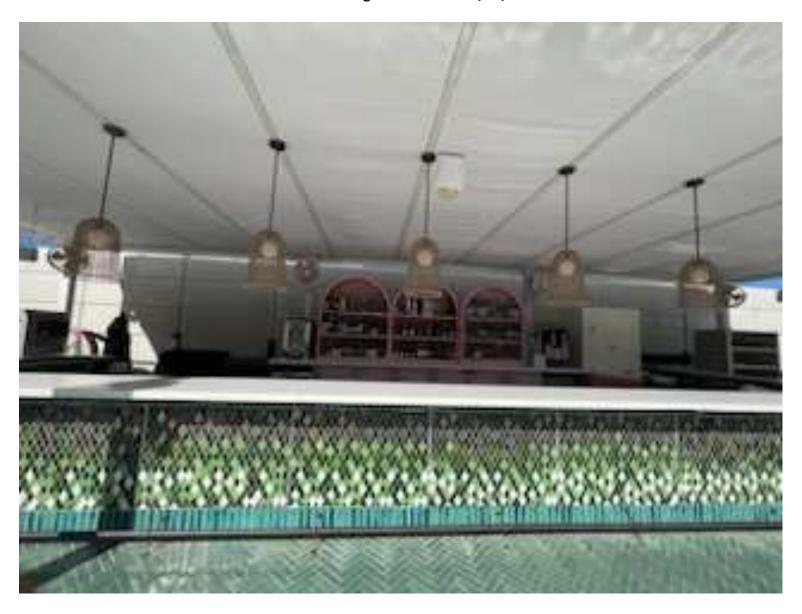




the goodtime hotel 601 Washington Avenue Sound Wall Progress Photos – 10/22/2022











Architectural Acoustics & Systems Design

Date: November 17, 2022

To: City of Miami Beach Planning Board

From: David Kotch & Andy Swerdlow – Criterion Acoustics

Re: The Goodtime Hotel, Miami Beach – CUP Sound Study

1) Overview

Criterion Acoustics (CA) was contracted to perform acoustical measurements and provide a report on the performance of the sound systems and the acoustical noise barrier installed on the roof level of the Goodtime Hotel pool deck ("the project"). The purpose of the testing is to confirm compliance with the approved recommendations and approved design documents for the project.

Relevant Document References:

- 1. ¹Design for the sound system and acoustical barriers are specified in the document titled "211129 Goodtime Hotel Sound Mitigation Report V2 (CA)."
- The Conditional Use Permit (CUP) for the project is titled "PB06-0075 601-685 Washington Avenue. Goodtime Hotel – Progress Report and Revocation/Modification Hearing."

As specified in the CUP:

...the sound systems in the facility shall be tested by a qualified acoustic professional, and a report shall be submitted to the Planning Department for review demonstrating that the system's performance still complies with the design intent and recommendations of the sound system study submitted as part of this application.

2) Sound Systems Testing Methods and Procedures

The testing was scheduled for 1 PM on November 15, 2022. Representatives from the City Planning Department, Code Enforcement, and the sound study peer reviewer (Jesse Ehnert, Arpeggio Acoustics) attended, toured the pool deck, visually inspected the sound systems and the acoustical barrier.

Prior to the arrival of representatives from the City, CA and representatives of the Goodtime Hotel adjusted and balanced sound levels on the pool deck while monitoring noise levels on the street and within certain nearby residences.

A sound level "preset" was developed to be used for the testing, which measured approximately 95 dBC on the Pool Deck, and is representative of potential DJ-permitted "Entertainment" sound permissible according to the CUP.

A) Measurement Equipment:

Two (2) B&K 2270 handheld analyzers were used for the acoustical measurements. Both analyzers have the following software packages installed:

- BZ-7223 Frequency analyzer software
- BZ-7224 Logging software
- BZ-7225 Enhanced logging software
- BZ-7226 Sound recording option

Both meters were calibrated by B&K in the past year, in addition to daily calibration with a B&K 4231 ½" microphone calibrator. All B&K meters are equipped with a 4189 pre-polarized microphone and microphone preamplifier ZC-0032.

B) Measurement data is analyzed using the following parameters:

- 1. Source Level Monitor: A stationary B&K 2270 was set up at a distance of 20' from the DJ Booth on the pool deck to monitor the "source" sound level.
- 2. Receive Level Monitor: A second, mobile B&K 2270 was brought to certain locations during testing to record "receive" sound levels.
- 3. All measurement results are C-weighted LCSmax ("slow maximum") to represent the dynamic "bass" sounds relevant to testing a music source.

C) Measurement Setup:

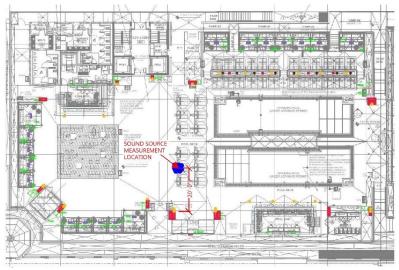


Figure 1 - Key Plan of Pool Deck "Source" Measurements





Figure 2 - "Source" measurement setup



Figure 3 (Left) – "Receive" sound measurement across from the Goodtime Hotel on the west side of Washington Avenue

Figure 4 (Right) - Measurement "receive" inside 730 Pennsylvania, Apt. 702

3) Timeline of Measurement Events:

- A. 1:13 PM [Source Meter: 95.4 dBC] After the tour of the pool deck, "source" sound was set to "preset" levels. CA joined the City and Hotel representatives on the sidewalk west of Washington Avenue. The sound from the venue was not audible.
- B. 1:22 PM [Source Meter: 100.7 dBC] CA asked Hotel representatives to increase the overall sound level by 6_dBC. Bass sounds were faintly audible (within 3 dB of the ambient sound level, which is detectable, but not dominant sound) on the sidewalk west of Washington Ave.



- C. 1:30 PM [Source Meter: 103.2 dBC] CA, City, and Hotel representatives entered 730 Pennsylvania Apt 702 and joined a tenant on the balcony. Pool deck sound was increased to the maximum possible level; the sound was plainly audible on the balcony.
- D. 1:59 PM [Source Meter: 93.9 dBC] The sound in the venue was reduced to the "preset" sound level. Bass sound was faintly audible on the balcony, and CA requested a bass adjustment from Hotel representatives controlling the sound system. The change was successful and all parties on the balcony agreed that no sound or vibrations were detectable.
- E. 1:59 PM [Source Meter: 98.6 dBC] Indoor testing in 730 Pennsylvania Apt. 702. Sound level increased by 4 dB; no sound or vibrations were detectable inside the apartment.

4) Conclusions

The key points are as follows:

- A. The sound systems and the acoustical noise barrier installed on the Goodtime Hotel pool deck are functioning according to the City-approved plan. The directional loudspeakers and the noise barrier installed are functioning properly, and the sound levels modeled by CA are working with the installed systems.
- B. The Goodtime Hotel is compliant with the CUP during Pool Deck music "source" sound level of 93.9 dBC. No audible sound or vibrations from the pool deck were detected (by City representatives or CA) west of Washington Avenue or inside apartment 702 at 730 Pennsylvania Avenue.
- C. <u>Suggested Sound Level Limits:</u>Maximum 93.9 dBC (as measured 20' from the DJ booth, LCSmax setting)
- D. Sound systems settings were saved after testing and concurrent verbal approval from the City representatives present during the sound study.

Please call to further discuss.

Sincerely,

David Kotch.



APPENDIX OF ACOUSTIC TERMS AND DEFINITIONS

Ambient:

Ambient noise includes all sounds present in an environment. The ambient noise level may be measured at any moment, but it will vary widely with time, e.g., with the coming and going of trucks, cars, aircraft, sirens, etc.

Decibel (dB):

A unit of the intensity of sound. The decibel (abbreviated dB) is a relational measure, expressing the relative intensity of the described sound to a reference sound. The decibel is a logarithmic measure, specifically 10 times the logarithm of the ratio of two voltages, currents, or sound pressures. Decibels are a logarithmic scale, so every 3dB increase is a doubling of sound pressure and subjectively it requires 10dB for a perceived doubling of loudness. See Figure A for a chart illustrating comparative dB & SPL values.

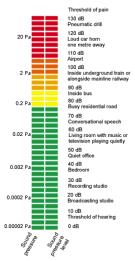


Figure A – Chart illustrating comparative dB & SPL values.

A-Weighting:

The A-contour filters out a significant amount of the bass in order to approximate the way humans hear at the 40 phon level. It is useful for eliminating inaudible low frequencies and is commonly used at SPLs below 70 dB. Sound pressure level values obtained using this weighting are referred to as A-weighted sound pressure levels and are signified by the identifier dBA. See Figure B for a visual comparison of weighting curves.

C-Weighting:

The C-contour is nearly flat, with only a slight reduction at the high and low frequencies. It approximates the way humans hear at very high sound levels and is



commonly used for SPLs above 70 dB. Sound pressure level values obtained using this weighting are referred to as C-weighted sound pressure levels and are signified by the identifier dBC. See Figure B for a visual comparison of weighting curves.

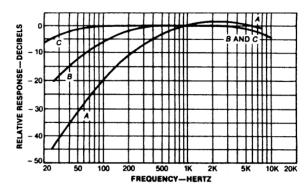


Figure B – A visual comparison of weighting curves.

L_{EQ}:

Equivalent continuous sound level. The steady level which would produce the same sound energy over the test period as the specified time-varying sound. This figure is useful for studying long-term trends in environmental noise.

<u>L_{MAX}:</u>

Highest, or loudest, Sound Pressure Level (in dBA, dBC, or dBZ) measured during the test period.

L_{MIN}:

Lowest, or quietest, Sound Pressure Level (in dBA, dBC, or dBZ) measured during the test period.

<u>Ln:</u>

 L_n values are statistical noise levels (sometimes called percentiles) used to assess noise levels (sound pressure levels) from fluctuating noise sources over time. Any statistical value between 0.01% and 99.99% may be calculated where 'n' is the percent exceeded noise level over a timed measurement period (T).

<u>L_{5.0}:</u>

 $L_{5.0}$ is the level exceeded for 5% of the time. For 5% of the time, the sound or noise has a sound pressure level above $L_{5.0}$. For the rest of the time, the sound or noise has a sound pressure level at or below $L_{5.0}$. These higher sound pressure levels are due to sporadic or intermittent events. $L_{5.0}$ is often used when assessing environmental noise and in planning applications.

<u>L₉₅:</u>

 L_{95} is the level exceeded 95% of the time. For 95% of the time, the noise level is above this level. It is generally considered to be representing the background or ambient level of an environment. L_{95} is often used to quantify the background noise levels in assessments of noise pollution and nuisance noise from industrial sources.

Perception of Sound:



The threshold of perception of the human ear is approximately three decibels and a five-decibel change is considered to be clearly noticeable to the ear. This is primarily due to the logarithmic measuring metric typically associated with decibels. See Chart 1 for perceived change in decibel levels.

| Perceived Change in Decibel Levels | |
|------------------------------------|-----------------------------------|
| Change in sound level | Perceived change to the human ear |
| ± 1dB | Not perceptible |
| ± 3dB | Threshold of perception |
| ± 5dB | Clearly noticeable |
| ±10dB | Twice (or half) as Loud |
| ± 20dB | Fourfold (4x) change |

Chart 1 - Perceived change in decibel levels.

Subtracting Sound Levels:

Sometimes it is necessary to subtract the background noise from the total SPL. The correction for background noise can be done by subtracting background noise from the total noise level using logarithmic subtraction.

If change is less than 3 dB(A), the background noise is too high for an accurate measurement and the correct noise level cannot be found until the background noise has been reduced. If the difference is more than 10 dB(A), the background noise can be ignored.