BOSTON CIVIC DESIGN COMMISSION

DECISION TO REVIEW:

Project:	GENERAL ELECTRIC HEADQUARTERS
Address:	36-78 Necco Court (two brick buildings) and 43-99 Necco Street (a portion of the Gillette parking lot), in the 100-Acre PDA Plan Area (and partially within the Fort Point Channel Landmark District area) of the South Boston Waterfront District
Description:	Office Rehab (Brick Buildings) ~ 95,400 SF Programs include Maker Space, Bistro, Lab, Lobby New Office Building ~293,300 SF Programs include Employee Comm. Space, Convener Space, Museum, Community Work Lounge, Coffee Bar TOTAL ~388,700 SF Total retail/public ground floor spaces ~ 28,900 SF Parking (below grade) ~30 spaces Public Exterior spaces include 'GE Plaza' and Harborwalk
Proponent:	General Electric
 X Large-Scale Development Projects" gross floor area ± 100,000 Sq. Ft. "Projects of Special Significance" requiring a majority vote by the Design Commission to be considered of special urban design significance to the City of Boston. Civic Project - open space/public monument, cultural center. X District Design Guideline/Guidelines for Development of a specific area (IMP or PDA) of Boston. Condition of prior vote by the Commission. Proposed project review would extend beyond scope of BRA or that granted consensually by the Mayor or Article 28. Another duly constituted Commission's and/or public agencies jurisdiction protects the responsibilities of the BCDC. Submission is incomplete and does not conform to Schematic Design requirements 	
as described by BRA Project review is pri substantially alter the	A development review procedures. marily the rehabilitation to interior spaces and does not

DATE: AUGUST 2, 2016

REVIEW DECISION – General Electric Headquarters Project Page 2	
Commission Public Hearing Date <u>August 2, 2016</u> (project accepted for rev	view)
Commission Members Present and Voting: #6 (quorum 5) Vote Taken For:6 Against0	
Co-Vice-ChairMike Davis	
Deneen Crosby	
anal.	
Linda Eastley	
Andrea Leers M. Rum	
William Rawn	
RCDC Director	6

David Carlson