Equity Residential 1500 Massachusetts Avenue NW, Suite 25 Washington, DC 20005

To: Montgomery County Planning Department

From: Ben Stoll

Re: Edgemont at Bethesda II Noise Waiver

Cc: Stephanie Dickel, Elza Hisel-McCoy, Marco Fuster, Patricia Harris

To Whom It May Concern:

Equity Residential ("Applicant") wishes to pursue a Waiver of Exterior Guidelines for Residential Areas pursuant to section 2.2.2 of Staff Guidelines for the Consideration for Transportation Noise Impacts in Land Use Planning and Development dated June 1983 for its project planned at 4885 Edgemoor Lane ("Phase 2"). There is an existing adjacent apartment building located at 4903 Edgemoor Lane ("Phase 1").

The existing asset has seen success as a highly desirable urban location since its construction in 1989, despite proximity to Woodmont Avenue, a major thoroughfare with associated noise. Given the age of construction any retrofit opportunities are both limited and extremely expensive. Further, the development of the Phase 2 – 15 story building will create a drastically improved sound barrier to Woodmont Avenue compared to the existing single family home and associated minimal landscape. The newly created rooftop amenity space for Phase 2 is 150 feet in the air and noise levels throughout the rooftop's amenity areas will be below 65 dBA Ldn. In addition, ventilation for Phase 2 is designed so that windows may be closed year round, if needed. Overall, the new development is mitigating any noise and will act as a great sound buffer to the existing asset relative to the current conditions.

The east elevation and less than half of the north and south elevations for Phase 2 will be exposed to future roadway noise levels above 65 dBA Ldn. These areas will be designed to include materials with a higher sound transmission class (STC) rating to cause indoor noise levels not to exceed 45 dBA Ldn.

Thank you for your consideration. Should you have any questions, you may reach me at 202-971-7085.

Sincerely,

Ben Stoll - 8.29.18

Ben Stoll

Vice President – Development