LOTT ALLIANCE WASTEWATER TREATMENT PLANT ZONING





The update of Olympia's Comprehensive Plan now being considered by the City Council has led to a review of the City's current zoning map. One of the sites that the staff has identified for a possible change is a portion of LOTT's downtown property north of Adams Street. The staff is now seeking public comment on this possibility. Comments and questions should be directed to Todd Stamm, Principal Planner, at city hall at 360.753.8597 or tstamm@ci.olympia.wa.us. Note that before any decisions are made, the Olympia Planning Commission would hold a public hearing and review the proposal – and any final decision would be made by the City Council.



<u>Current Land Use</u> <u>Zoning</u>:

Industrial (I)

Being Considered:

Change to Urban Waterfront (UW)

Options:

Retain Industrial zoning; change to Urban Waterfront zoning; or place in Urban Waterfront zone, but impose 45-foot height limit instead of standard 65-foot limit. See next page for a basic comparison of the two zones.

<u>Why change</u>? Wastewater treatment facilities are allowed by both the Industrial and Urban Waterfront zones. In fact, the treatment plant has outgrown the industrial designation on the map above and now extends into the surrounding Urban Waterfront area. LOTT's use of this portion of their property is not expected to change. However, designation of a portion of the LOTT site as Industrial does result in this site being treated as potentially occupied by heavy industry by appraisers of adjacent land. City regulations similarly require soundproofing of nearby buildings as if the LOTT plant will someday be an industrial site. Removing the Industrial designation would avoid such impressions, without affecting LOTT activities.

New Future (long-term) Land Use designation being considered for this site as part of the Comprehensive Plan: "Urban Waterfront. Consistent with the State's Shoreline Management Act, this designation provides for a compatible mix of commercial, light industrial, limited heavy industrial, and multifamily residential uses along the waterfront."

In general the Urban Waterfront zone is intended as a mixed use area near the waterfront of downtown and along West Bay, with view protection provisions. The zone would allow most businesses, but auto-oriented business such as service stations, auto sales and drive-through restaurants are prohibited. Although heavy industry is prohibited, most forms of light industry are allowed. Residential uses are generally allowed, except for low-density uses like single-family homes. Medical services requiring overnight stays are generally prohibited. Most public facilities, including wastewater treatment plants, are allowed, although some such as jails require special approval.

In contrast, the Industrial zone is intended for heavy manufacturing and other industry. Commercial uses are generally limited to those that commonly occur in industrial areas. Residential uses are prohibited, and even government offices require a special 'conditional use' approval.

Note that specific lists of permitted uses can be provided upon request. Development standards of the two zones are outlined below:

DEVELOPMENT STANDARDS - LOTT SITE COMPARISON

STANDARD	Industrial Zone	Urban Waterfront
MINIMUM LOT SIZE	No minimum.	No minimum.
FRONT YARD SETBACK	No minimum.	No minimum; however, see Chapter <u>18.100</u> for design guidelines for pedestrian access and view corridors
REAR YARD SETBACK	No minimum.	No minimum; however, see OMC <u>18.100</u> for design guidelines for pedestrian access and view corridors
SIDE YARD SETBACK	No minimum.	No minimum; however, see Chapter <u>18.100</u> for design guidelines for pedestrian access and view corridors
MAXIMUM BUILDING HEIGHT	50 feet	65', plus two additional residential stories may be built. See OMC <u>18.06.100(A)(2)(b)</u>
MAXIMUM BUILDING COVERAGE	1 sq. ft. of floor area per sq. ft. of land area	100% for properties not between the shoreline and the nearest upland street
MAX. DEVELOPMENT COVERAGE	100%	100% development coverage