



Freeland Development Regulations

Planning Commission

March 12, 2018

Island County Planning & Community Development

GMA Item No. 13623



Freeland Development Regulations – Draft 2.0

Workshop Topics

- What's new in version 2.0
- Options
- Next Steps



What is New in 2.0



NEW STRUCTURE

- Pulled over conditional uses from 17.03.180 as modified standards to fit in Freeland (Section 300)
- Breaking Section 300 into several sections to improve navigation and limit scrolling when published in Municode
 - Land Use Standards (300)
 - Block Design Standards (400)
 - Site Design Standards (500)
 - Building Design Standards (600)



Freeland Development Regulations – Draft 2.0

Zoning Districts (100)

- Clarified the language on the Build-to lines and percentages for Business Village
- Added landscape screening, sign heights for 525 overlay



Permitted Uses (200)

- Minor updates, including allowing churches as schools in the LD (as a Type III)
- Adding size limits to trigger a Type III for retail and assembly uses
- Added to prohibited uses list:
 - Composting and grinding
 - Junk and/or salvage yard
 - Non-residential structure greater than 50,000 gross floor area.
- **Added Temporary Uses** (from 17.03.180, with modifications)



Permitted Uses (200)

- Reworked / simplified non-conforming structures

Cumulative change ⁽¹⁾	What is subject to new code	Applicable standards
Up to 50%	Only the addition/remodel and any related site improvements	All standards that do not involve repositioning the building or reconfiguring the site development
>50% or >4,000 sq ft	All portions of the development	All

(1) Total change of footprint proposed shall be considered the cumulative (sum) of the current addition and any addition completed in the prior 5 years.



Land Use Standards (300)

- Conditional uses + residential building types
- Broke into sections:
 - General Standards for Non-Residential Uses
 - Home Based Businesses
 - Residential Building Types
 - Overnight Lodging
 - Commercial Uses
 - Institutional Uses
- **Added:** Artisan Workshop, Fuel Service, Hotels/Motels, Outdoor Storage, Loading Docks/Service Bays
- Simplified Schools
- Home Based Businesses – standards by housing unit type



Freeland Development Regulations – Draft 2.0

Land Use Standards (300)

Home Industry Use	Single Family, detached (1 unit)	Single Family, attached (2-4 units)	Live/Work units	Mixed-Use Residential	Multi-Family
	SFd	SFa	L/W	MXD	MF
Antique shops	II	II	II	II (1,2)	
Art or photography studios	II	II	II	II (1,2,5)	
Blacksmith shop	II (3)		II (4)		
Construction office	II	II	II	II	
Furniture repair or refinishing	II (3)		II (4)		
School, 7 – 35 students	II				
Small day care center	II	II	II	II	II
Pottery shop	II	II	II	II (1,2)	
Woodworking shop	II (3)		II (4)		

II = Type 2 permit, subject to the standards of this chapter and the conditions below as specified:

- (1) Allowed on the first floor only.
- (2) Only allowed where there is direct access/entry to the unit (not allowed off an internal shared hallway).
- (3) Minimum parcel size of one-half (0.5) acres.
- (4) Only allowed where unit is not sharing a common wall with an adjacent unit or property.



Freeland Development Regulations – Draft 2.0

Block Design Standards (400)

- **Added: Block Lengths, Lot Design**
 - Includes relationship to natural areas and topography
- **Moved to here: Pedestrian pathways, block frontages**



Site Design Standards (500)

Open Space (510)

- Added:
 - Usable open space minimums
 - Placement of open space
 - Amenities
 - Requirement for an open space plan



Site Design Standards (500)

Figure 17.06.410.C.8.b – Lot layouts adjacent to natural areas.

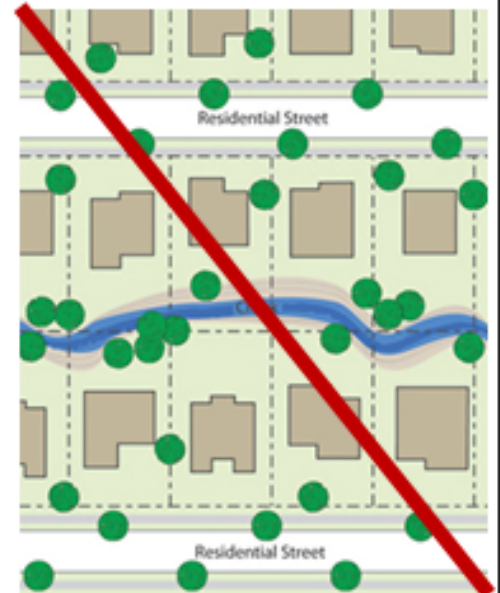
FACING



SIDING



BACKING





Site Design Standards (500)

Landscaping (520) – Re-written

- Added detailed tables and illustrations
- Moved parking lot landscaping here
- Added:
 - Landscape plan submittal
 - Tree standards & sizing
 - Required and optional landscaping
 - Water Resource Zones



Site Design Standards (500)

Table 17.06.520.E.2.b. – Required Tree Canopy

Development Type	Retail	Office / Non-Retail	Multi-Family	Mixed-Use
TREES PER ACRE (medium or large trees)	12	12	15	8

Table 17.06.520.E.2.d. - Tree Size Categories

Size	Height at Maturity ⁽¹⁾
Small / ornamental tree	< 15 <u>ft</u>
Medium tree	15 <u>ft</u> – 35 <u>ft</u>
Large tree	> 35 <u>ft</u>

(1) Capable of growing to height range shown under normal growing conditions.



Site Design Standards (500)

Table 17.06.520.F – Required and Optional Landscaping by Use

Type	Retail	Office/ Non-Retail	Multi- Family	Mixed- Use
Façade Landscape Areas				
Retail Façade	R			R
Office / Non-Retail Façade		R	O	
Parking Lot <u>Lanscaping</u>				
Ceremonial Drive	O	O	O	O
Parking Lot Perimeters	R	R	R	R
Internal Parking Lot Landscaping	R	R	R	R
Water Resource Zone - Landscape Edge Option	O	O	O	O
Water Resource Zone - Pervious Surface Option	O	O	O	O
O = Optional; R = Required				



Site Design Standards (500)

G. Façade Landscape Areas

Table 17.06.520.G.(1) - Retail Shopping Center Façade

<p>1</p>	<p>Sidewalk</p>	<p>10' min. to building w/ 6' min. unobstructed If building is >100 ft in length, 12' min to building w/ 8' min. unobstructed</p>	<p>The diagram consists of two parts. The top part is a top-down view of a building facade and parking area. It shows a sidewalk (1) adjacent to the building, a main drive aisle (2) with a width of 24' min., and a parking island (4) with a width of 9' min. Façade trees (3) are shown on a 30' on-center grid. Parking lot trees (5) are shown in the landscape. The bottom part is a side elevation view showing the building facade, sidewalk, and trees. It illustrates the 10' min. sidewalk setback (1), the 24' min. main drive aisle (2), the 9' min. parking island (4), and the placement of trees (3 and 5) relative to the building and parking rows (6).</p>
<p>2</p>	<p>Main drive aisle</p>	<p>24' min. width</p>	
<p>3</p>	<p>Façade trees</p>	<p>30' on center ⁽¹⁾ in grates or tree wells ⁽²⁾</p>	
<p>4</p>	<p>Parking island</p>	<p>9' min. width Terminus of parking rows at main drive aisle</p>	
<p>5</p>	<p>Parking lot trees</p>	<p>Center in landscape</p>	
<p>6</p>	<p>Parking rows</p>		
<p>(1) Structural soil or equivalent required per industry standard (provide details). (2) Not required for section where arcade is provided or hard awning (not fabric) extends over the sidewalk.</p>			



Site Design Standards (500)

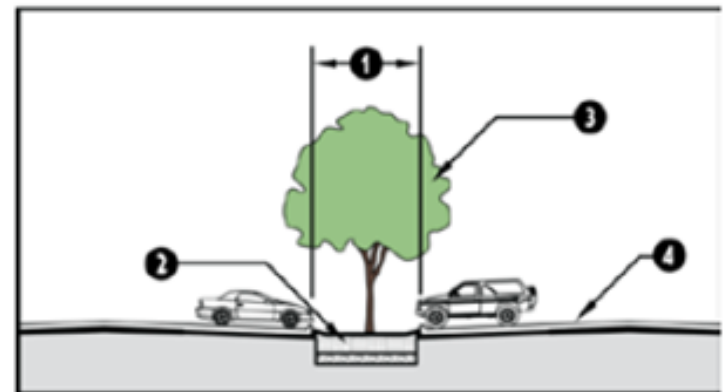
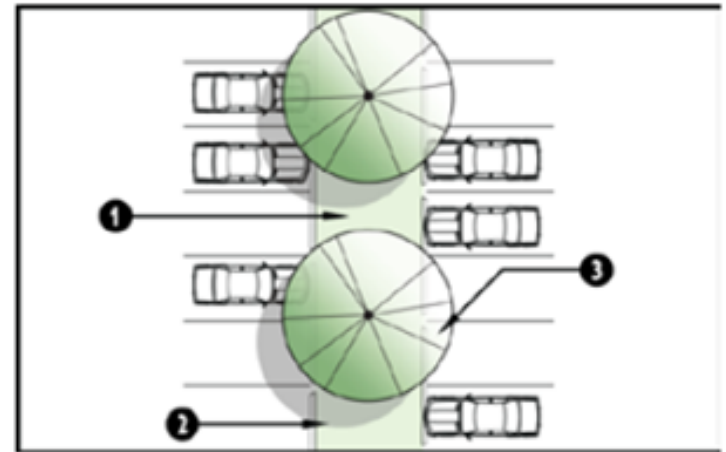
4. Water Resource Zones

Option One – Landscape Edge

- | | | |
|----------|------------------|---|
| 1 | Landscape buffer | 12' minimum width ¹ ;

5 percent of the parking surface area, including drive aisles, for nonresidential;

7 percent of the parking surface area, including drive aisles, for multifamily; |
| 2 | Stormwater BMP | Engineered bioswale or bioretention |
| 3 | Trees | One tree per 500 square feet of landscape area |
| 4 | Parking lot | Grade parking lot to drain towards landscape area
Design with wheel stops or curb cuts to allow drainage into landscape buffer |





Site Design Standards (500)

Screening (540) – Re-written

- Created two sections:
 - On-site screening
 - Added: Drive-Thru, Loading Docks
 - Screening between property lines
 - Moved wall/fence standards to this section



Site Design Standards (500)

**Table 17.06.540.2.b.
Required Screening for Multi-Family, Mixed-Use, and Non-Residential Development**

Proposed Land Use Land Use Categories/ Classes	Existing Land Use					
	Residential Use – Single Family Detached	Multi-Family Residential, Mixed Use, Lodging	Non Residential Uses- Entertainment/ Recreation/ Lodging / Large Scale Retail, Food Service, Office, and Services	Non Residential Uses- Small Scale Retail, Food Service, Office, and Services	Non Residential Uses- Manufacturing/Industrial	Utilities
Multi-Family Residential, Mixed Use, Overnight Lodging	√	N/A	N/A	√	N/A	N/A
Non Residential Uses- Entertainment/ Recreation, Lodging, Large Scale Retail, Food Service, Office, and Services	√	√	N/A	√	N/A	N/A
Non Residential Uses- Small Scale Retail, Food Service, Office, and Services	√	√	N/A	N/A	N/A	N/A
Non Residential Uses- Manufacturing/Industrial	√	√	√	√	N/A	√
Utilities	√	√	√	√		N/A



Site Design Standards (500)

Table 17.06.540.E.3. – Screening & Buffering Options by Zoning District

● = Allowed	Low Density Residential	Medium Density Residential	Business Village	Business General	Non-Residential Mixed-Use	Industrial	Public
SCREENING TYPE	LD	MD	BV	BG	NM	IND	PUB
S1. Fence	●	●					
S2. Screening Wall with View Fence ⁽¹⁾	●	●	●	●			●
S3. Solid Screening Wall ⁽¹⁾	● ⁽⁴⁾	●		● ⁽³⁾	●	●	
S4. Screening Wall with Topographic Change ⁽¹⁾	●	●	●	●	●	●	●
S5. Living Screen ⁽¹⁾	●	●	●	●	●	●	●
S6. Natural Area with Enhanced Buffer ⁽²⁾		●	●	●	●	●	●

1. Must select at least one allowed screening type when adjacent to Single Family or Multifamily use
2. Required for development adjacent to wetland, creek, steep slope, or trail.
3. For gas stations adjacent to residential uses
4. Subdivision wall only, not for individual property lines



Site Design Standards (500)

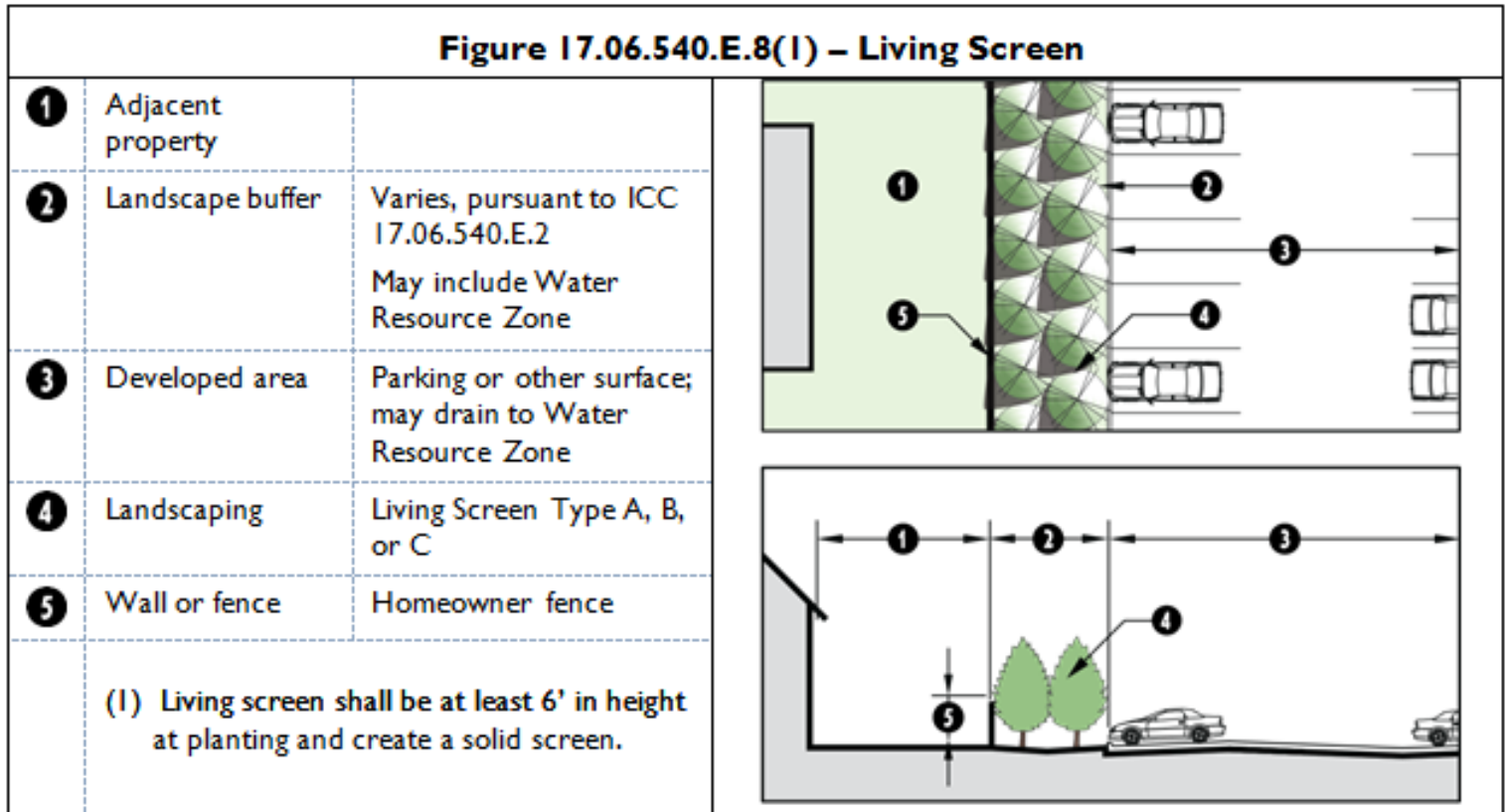
Figure 17.06.540.E.5 – Screening wall with view fence

<p>1 Adjacent property</p>		
<p>2 Buffer</p>	<p>Varies, pursuant to ICC 17.06.540.E.2 May include Water Resource Zone</p>	
<p>3 Development area</p>	<p>Parking or other surface; may drain to Water Resource Zone</p>	
<p>4 Trees</p>	<p>One row of large evergreen trees, 30' on center</p>	
<p>5 Wall</p>	<p>6' – 8' high 30% masonry 70% tubular steel</p>	
<p><u>Elevation Detail</u></p>	<p>A Landscaped area</p>	
	<p>B View fence</p>	
	<p>C Solid masonry / pilaster wall</p>	



Site Design Standards (500)

Figure 17.06.540.E.8(I) – Living Screen





Site Design Standards (500)

Table 17.06.540.E.8(2) Minimum Standards for Living Screen

	Type A	Type B	Type C
Purpose	A full screen and visual barrier	A “filtered screen” that functions as a visual separator	A “see-through screen” that functions as a partial visual separator
Typical Uses	Between residential and non-residential areas and to screen unwanted views	Between differing types of residential development, and to screen unwanted views from the pedestrian environment	between multi-family developments or to soften the appearance of parking areas and building elevations
Trees ⁽¹⁾	≥ 70% large ≥ 50% evergreen	≥ 70% large ≥ 30% evergreen	≥ 70% large ≥ 70% deciduous
Large	1: 300 sq ft or 30 linear ft 6' min. height at planting	1: 300 sq ft or 30 linear ft 6' min. height at planting	1: 300 sq ft or 30 linear ft 6' min. height at planting
Medium	1: 220 sq ft or 22 linear ft	1: 220 sq ft or 22 linear ft	1: 220 sq ft or 22 linear ft
Small	1: 150 sq ft or 15 linear ft	1: 150 sq ft or 15 linear ft	1: 150 sq ft or 15 linear ft
Shrubs ⁽¹⁾	Predominately evergreen 1: 20 sq ft	1: 20 sq ft No more than 8' apart	1: 20 sq ft No more than 8' apart
Groundcover Planting Density	Cover buffer within 3 years	Cover buffer within 3 years	
Material Selection & Configuration ⁽²⁾	Screen 70% within 5 years Fully screen within 6 years	Fully screen within 5 years	Fully screen within 5 years



Site Design Standards (500)

Parking & Circulation (550)

- Minor edits
- Brought over access and cross-circulation language from 17.03.180



Site Design Standards (500)

Signs (560)

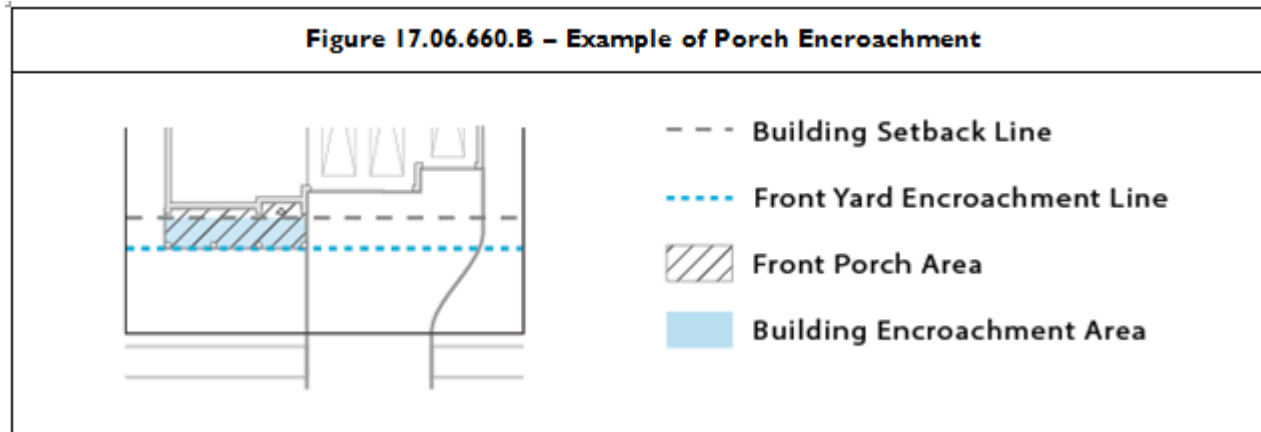
- Added:
 - Max sign dimensions
 - Wall sign locations
 - Hanging & Projecting sign types





Building Design Standards (600)

- **Added:**
 - Front Porch Encroachment Standards
 - Garage Standards
 - Driveway Standards





Code Options



Code Options

Build-to lines vs. setbacks

- Do we want to make the Medium Density district a build-to zone as well?



Code Options

Front Yard Encroachments

- Do we want to increase the incentive by allowing the building to encroach as well?



Code Options

Open space for residential plats

- Do we want to add minimum usable/common open space requirements for residential plats (long plats only)?
- If we do want to include this provision, should be limit it to plats greater than 20 lots, or some other minimum size?



Code Options

Open Space – Townhomes

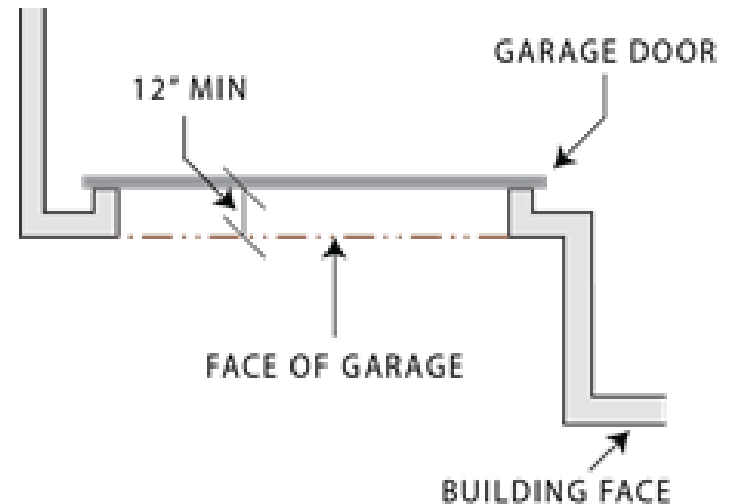
- Are we ok with allowing this requirement to be met with PRIVATE usable open space options vs. PUBLIC/COMMUNITY usable open space?
- If we are ok, do we want to limit the private space that counts towards usable open space to a max of 50% (some common space required)?



Code Options

Garage Standards

- Is this tailored right for Freeland? Do we want to keep the requirements for 3, add more options, need more than 3, eliminate this standard?





Code Options

Tiny Homes

- Do we want to add language that allows Tiny Home communities in the NMUGA?
- If yes, which code option the best fit? Alternatively, do we allow in both as an either/or option for developers?



Code Options

Incremental growth – Density shifts

- **Should we include density shifts in the code with the transitional use corners (specific locations only)?**



Code Options

Building Size Limits

- The draft code prohibits non-residential structures greater than 50,000 gross floor area. **Do we keep, discard, or modify this standard?**
- Retail buildings greater than 12,000 sq ft are a type III (otherwise a type II). **Do we keep, discard, or modify this standard?**
- Assembly/Event Center space is a type III if greater than 8,000 sq ft (otherwise a type II). **Do we keep, discard, or modify this standard?**



Code Options

Parking Lot Landscaping Islands

- Do we keep, discard, or modify this standard?

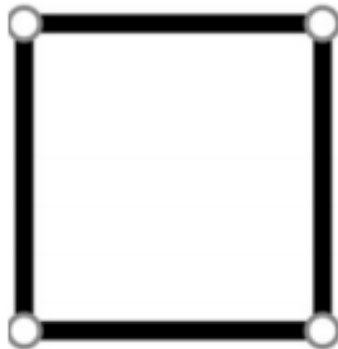
Parking Location	Original Thought	Current Draft
Front	4 spaces	6 spaces
Side	4 spaces	10 in BV, BG, NM 12 other districtx
Rear	10 spaces	20 spaces



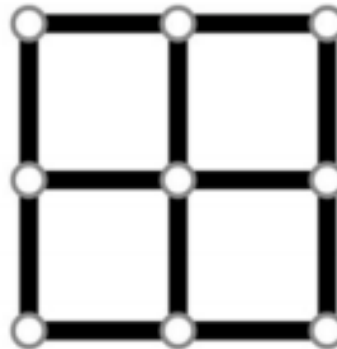
Code Options

Connectivity Requirements for Plats

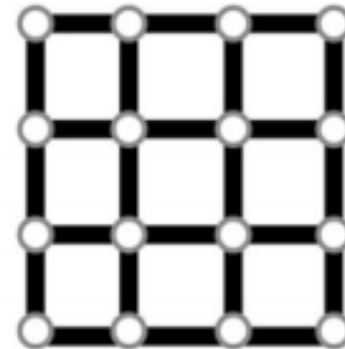
- Do we want to add a connectivity requirement for long plats in the NMUGA?



4 Links / 4 Nodes = 1.0



12 Links / 9 Nodes = 1.33



24 Links / 16 Nodes = 1.5