

CITY OF MERCER ISLAND

ORDINANCE NO. 95C-125

AN ORDINANCE OF THE CITY OF MERCER ISLAND, WASHINGTON ADOPTING NEW DEVELOPMENT AND DESIGN REQUIREMENTS FOR THE TOWN CENTER DISTRICT AND DELETING AND AMENDING CERTAIN SECTIONS OF THE LAND USE CODE, MUNICIPAL CODE TITLE 19.

WHEREAS, in compliance with the requirements of the Washington State Growth Management Act, the city adopted a new Comprehensive Plan on October 3, 1994; and

WHEREAS, in compliance with the Growth Management Act, development regulations shall be consistent with the Comprehensive Plan; and

WHEREAS, new development and design requirements for the city's Town Center District have been drafted, consistent with the policy direction of the Comprehensive Plan; and

WHEREAS, over 250 copies of the draft requirements were distributed, a public open house was conducted and notice of the public hearing was sent to all property owners in and within the 300' of the boundaries of the Town Center District; and

WHEREAS, the City of Mercer Island Planning Commission conducted study sessions on June 9, July 19, October 2, and October 4, 1995 and public hearings on August 16, September 6, 1995 and November 8, 1995; and

WHEREAS, the City Council conducted a study session on October 2, 1995 and a public hearing on December 4, 1995; and

WHEREAS, in compliance with the State Environmental Policy Act, the proposed requirements were found not to have any significant adverse impacts on the environment and the previously adopted Determination of Non-significance prepared for the City of Mercer Island Comprehensive Plan, July 6, 1994, was adopted by reference for the proposal;

NOW THEREFORE, THE CITY COUNCIL OF THE CITY OF MERCER ISLAND, WASHINGTON DO ORDAIN AS FOLLOWS:

Section 1. The document entitled "Town Center District Development and Design Requirements" which is attached as Exhibit No. 1 and incorporated herein by reference, is adopted as Chapter 19.04.0512, Title 19 Land Use Code of the City of Mercer Island Municipal Code.

Section 2. Appendix 11-CBD DISTRICT PLAN of the Land Use Code is repealed.

Section 3. Portions of Section 19.04.020 DEFINITIONS are repealed as follows:

ADULT BOOK STORE
ADULT BUSINESS AND/OR ADULT ENTERTAINMENT
ACTIVITIES
ADULT DANCING OR EXHIBITIONS
ADULT ENTERTAINMENT STUDIO
ADULT NOVELTY SHOP
ADULT VIDEO STORE
ARCHITECTURAL FEATURE
CENTRAL BUSINESS DISTRICT PLAN
MOTEL

Section 4. Portions of Section 19.04.020 DEFINITIONS are amended as follows:

RETAIL USE: An establishment engaged in selling goods or merchandise and rendering services incidental to the sale of such goods. Small scale retail is defined as occupying a space of 20,000 square feet or less. Large scale retail is more than 20,000 square feet. Retail outdoor is defined as the display and sale primarily outside a building or structure of the following: vehicles, garden supplies, gas tires, boats and aircraft, motor homes, building and landscape materials and lumber yards.

Section 5. A new definition is added to Section 19.04.020 DEFINITIONS as follows:

HOTEL/MOTEL: A facility offering transient accommodations to the general public and providing additional services such as restaurants, meeting rooms, entertainment, and recreational facilities.

Section 6. Section 19.04.030(A) ZONE ESTABLISHMENT is amended as follows:

Town Center TC

Section 7. Section 19.04.0505(G) MULTI-FAMILY R-2L is amended as follows:

(G) DESIGN REQUIREMENTS: Any development within the MULTI-FAMILY R-2L district shall comply with the applicable sections of the TOWN CENTER Design Requirements, Parts 2 and 3, Section 19.04.0512.

Section 8. Section 19.04.0506(F) MULTIPLE FAMILY R-2 is amended as follows:

(F) DESIGN REQUIREMENTS: Any development within the MULTI-FAMILY R-2 district shall comply with the applicable sections of the TOWN CENTER Design Requirements, Parts 2 and 3, Section 19.04.0512.

Section 9. Section 19.04.0510(C) PUBLIC INSTITUTION is amended as follows:

(C) DESIGN REQUIREMENTS: Any development within the PUBLIC INSTITUTION district shall comply with the applicable sections of the TOWN CENTER Design Requirements, Parts 2 and 3, Section 19.04.0512.

Section 10. Section 19.04.070 PARKING REQUIREMENTS, paragraph (B) is amended as follows:

(B) BUSINESS AND COMMERCIAL ZONES-MINIMUM PARKING REQUIREMENTS, EXCEPT FOR THE TOWN CENTER

Section 11. The Official Zoning Map of the City of Mercer Island is amended as shown on Exhibit 2 and incorporated herein by reference.

Section 12. Validity - if any section, paragraph, clause or phrase of this Ordinance is for any reason held to be unconstitutional or invalid, such decision shall not affect the validity of the remaining portions of this Ordinance. The City Council hereby declares that they would have passed this Ordinance and each section, paragraph, subsection, clause or phrase thereof irrespective of the fact that any one or more sections, paragraphs, clauses, or phrases may subsequently be found by competent authority to be unconstitutional or invalid.

Section 13. This Ordinance shall take effect and be in force thirty (30) days after its passage, approval, and publication.

PASSED BY THE CITY COUNCIL AT ITS REGULAR MEETING ON THE 4TH DAY OF DECEMBER, 1995.

Judy Ciibborn
Judy Ciibborn, Mayor

ATTEST:

Tina Eggers
Tina Eggers, City Clerk

APPROVED AS TO FORM:

David E. Kahn
David E. Kahn, City Attorney

DATE OF PUBLICATION December 13, 1995

Exhibit 1 and Exhibit 2 can be obtained by calling the City Clerk at 236-3572.

Exhibit No 1 to
Ord No. 95C-125

TOWN CENTER DISTRICT

DEVELOPMENT AND DESIGN REQUIREMENTS

CITY OF MERCER ISLAND
CITY COUNCIL ADOPTION
DECEMBER 4, 1995

Errata to Town Center Development and Design Requirements

Development Standards, page 6

6. Existing Structures

a. All structures that existed prior to January 14, 1996 shall be considered conforming. A structure that existed prior to the effective date of this ordinance and which is damaged or partially destroyed as a result of a catastrophic loss, may be reconstructed to its previous configuration.

7. Transportation Requirements

b. Required Parking Spaces--

	MINIMUM	MAXIMUM
COMMERCIAL	2.5 space/1000 gross floor area	3.5 spaces/1000 gross floor area on grade*
RESIDENTIAL	1.0 space/residential unit 0.5 space/senior residential unit	1.0 space/bedroom to a maximum of 3.0 spaces/residential unit

* Additional parking spaces above the maximum may be provided in underground parking structures.

Special Site Features, page 35

e. Special designed all-weather features that will make spending time outdoors feasible in all seasons.

2

TABLE OF CONTENTS
TOWN CENTER DISTRICT
DESIGN AND DEVELOPMENT REQUIREMENTS

	PAGE
INTRODUCTION	1
PART 1 DEVELOPMENT REQUIREMENTS	
A. Purpose	1
1. Station Square Focus Area	
2. Mixed Use Focus Area	
3. Mid-rise Office Focus Area	
4. Residential Focus Area	
5. Auto-oriented Focus Area	
B. Permitted Uses	3
C. Primary Uses	4
D. Development Standards	4
1. Building Height	
2. Setbacks	
3. Parking Location	
4. Outdoor Display of Merchandise	
5. Objectionable or Hazardous Uses	
6. Existing Structures	
7. Transportation Requirements	
E. Development Guidelines	7
1. Affordable Housing	
2. Transit Facilities	
3. Bicycle Facilities	
4. Shared Parking	
5. ADA	

	PAGE
PART 2 DESIGN REQUIREMENTS	
A. Purpose	9
B. Organization of Design Requirements	10
I. Fundamental Design Elements	11
<i>Scale</i>	
<i>Form</i>	
II. Architectural and Design Character	24
<i>Design Character</i>	
<i>Materials and Colors</i>	
<i>Special Site Features</i>	
<i>Visual Interest</i>	
III. Parking Lot Design	40
IV. Auxiliary Design Elements	46
<i>Landscaping</i>	
<i>Lighting</i>	
<i>Screening of Accessory Structures</i>	
<i>Signs</i>	
PART 3 ADMINISTRATION	
A. Design Review	61
1. Purpose	
2. Review Process for Major New Construction	
3. Review Process for Modification to Existing Structures and Sites	
4. Findings for Approval of a Design Review Request	
B. Conditional Use Permit	63
1. Purpose	
2. Scope	
3. Authorities	
4. Review Process	
5. Validity of Permit	
6. Findings for Approval of a Conditional Use Permit	
7. Findings for Approval of a Conditional Use Permit for Adult Entertainment	
PART 4 DEFINITIONS	67
APPENDIX	72

PART 1

DEVELOPMENT REQUIREMENTS

CITY OF MERCER ISLAND
TOWN CENTER DISTRICT
Development and Design Requirements

INTRODUCTION

The Town Center Design and Development Requirements are the regulatory mechanism for implementation of the city's policies for the Mercer Island Central Business District. Those policies were articulated in a series of planning programs beginning with the Citizen's Vision in 1993, the Comprehensive Plan adoption and in the Town Center Plan developed in 1994.

As envisioned by the city's policies, the Town Center District is intended to be a place of diverse land uses within an aesthetically attractive, easily accessible and economically healthy environment. A range and mix of commercial, service, public and residential land uses is to be encouraged. The primary focus of commercial uses is intended to be in the core of the Town Center. Residential uses are encouraged and expected to replace existing commercial uses over time in the periphery of the Town Center.

The urban design vision for the Town Center is a pedestrian scale environment. Pedestrian scale is created through limiting building height and locating structures adjacent to streets and sidewalks. The historical, primary access to the area by automobile is maintained. Well placed, accessible parking is located to the rear of structures. Quality designed structures and site features create visual interest that encourage greater pedestrian and transit use.

PART 1 DEVELOPMENT REQUIREMENTS

A. PURPOSE

The purpose of the Town Center Requirements is to implement the policies of the Comprehensive Plan and the design concepts outlined in the Town Center Plan (see Part 4 Appendix) To meet the land use objectives of the Comprehensive Plan, Specific Focus Areas have been established. (see location map, Exhibit 1)

1. **Station Square Focus Area**

The purpose of the Station Square is to create a focused commercial core, oriented toward pedestrian connections and regional transit access. The broadest mix of land uses are allowed, including retail offices, services, restaurants, entertainment, lodging and community facilities. Buildings are oriented toward the street and public spaces.

2. **Mixed Use Focus Area**

The purpose of the Mixed Use Area is to provide mixed retail, office, and residential uses at a level of intensity sufficient to support transit service. Ground floor retail or offices are encouraged along SE 27th Street and 77th Avenue SE with residential and/or offices on the upper stories.

3. **Mid-rise Office Focus Area**

The purpose of the Mid-rise Office Area is to provide an area for office use in close proximity to transit, the Interstate 90 corridor and retail. Ground floor retail is encouraged along SE 27th Street consistent with the existing pattern of retail development.

4. **Residential Focus Area**

The purpose of the Residential Area is to encourage low-rise, high density housing around the commercial core. A mix of housing types is anticipated including townhouses, condominiums and apartments. Office and retail uses are also allowed. Three residential sub-areas are established with varied height restrictions. The Northwest Sub-area allows for structures at a maximum of five stories. The Central Sub-area allows for a maximum of four stories, and the South Sub-area is restricted to a maximum of three stories for transition with the single family uses to the south.

5. **Auto-oriented Focus Area**

The purpose of the Auto-oriented area is to provide a location for commercial uses that are dependent on automobile intensive uses. Uses allowed in other areas of the Town Center District are also permitted in this area.

B. PERMITTED USES

Specific categories of uses allowed for each Specific Focus Area are listed in the chart which follows. If the symbol "P" appears, the use is permitted. If the symbol "C" appears, the use is subject to conditional use permit provisions specified in section L. If no symbol appears, the use is not allowed in that Specific Focus Area. Questions as to the inclusion or exclusion of a particular use shall be determined by the Manager of Development Services based on the Standard Industrial Classification System.

LAND USE	STATION SQUARE	MIXED USE	MID-RISE OFFICE	RESIDENTIAL			AUTO-ORIENTED
				NW	CENTRAL	SOUTH	
Adult Entertainment	C		C				
Bar	P	P	P	P	P	C	P
Care Facility		P	P	P	P	P	P
Hotel/motel	P	P	P	P	P	C	P
Manufacturing		C	C				P
Office	PERMITTED IN ALL DISTRICTS						
Parking	C	C	P	C	C	C	P
Public Facility	PERMITTED IN ALL DISTRICTS						
Recreation	PERMITTED IN ALL DISTRICTS						
Residential dwelling	PERMITTED IN ALL DISTRICTS						
Restaurant	PERMITTED IN ALL DISTRICTS						
Retail-small scale	PERMITTED IN ALL DISTRICTS						
Retail-large scale	CONDITIONAL USE IN ALL DISTRICTS						
Retail-outdoors							C
Service	PERMITTED IN ALL DISTRICTS						
Theater	P	P	P	C	C	C	P
Transportation/ utilities	PERMITTED IN ALL DISTRICTS						
Warehousing							C

C. PRIMARY USES

Within each Focus Area, primary uses are identified. In order to achieve additional height above the base height of two stories, primary uses shall be provided, as well as adherence with the design requirements established in Part 2 of this chapter. The primary uses for each Focus Area are as follows.

FOCUS AREA	PRIMARY USES
Station Square	Hotel/motel, public facilities, ground floor retail, service, office, restaurant, recreation, or parking.
Mixed Use	Mix of uses as defined in section B. At least two or more uses shall be provided to qualify as a mixed use development.
Mid-rise Office	Office, residential, or ground floor retail along SE 27th Street
Residential-Northwest	Residential
Residential-Central	Residential or pedestrian oriented land uses including but not limited to retail or restaurant along 77th Ave SE.
Residential-South	Residential
Auto-oriented	none

D. DEVELOPMENT STANDARDS

1. Building Height

A base building height of two stories shall be allowed within the Town Center District.

Additional building height shall be allowed when the site development complies with the following requirements:

- a. the primary uses are provided as established in Section C. and;
- b. the design complies with the requirements established in Part 2, as determined by the Design Commission and in compliance with the public hearing, review procedures, and findings established in Part 3 Administration of this chapter.

The maximum building height allowed in each Specific Focus Area are identified in the chart which follows.

FOCUS AREA	MAXIMUM HEIGHT
Station Square	Five (5) stories--65'
Mixed Use	Five (5) stories--65'
Mid-rise Office	Five (5) stories--65'
Residential-Northwest	Five (5) stories--65'
Residential-Central	Four (4) stories--52'
Residential-South	Three (3) stories--39'
Auto-oriented	Two (2) stories--26'

(See Part 4 Definitions for the standard on how building height shall be measured and the exclusions from the height limitation. See Part 2 Design Requirements for the design of exclusions from the maximum building height limitation.)

One (1) story structures located adjacent to the public right of way shall be a minimum of eighteen feet (18').

2. Setbacks

All structures shall be setback so that at least twelve feet (12') of sidewalk exists between the structure and the street curb, excluding locations where the curblin is interrupted by parking pockets. In these locations the sidewalk width may be less than the required twelve feet (12') parallel to the parking pocket.

3. Parking Location

All surface parking lots shall be located behind structures.

4. Outdoor Display of Merchandise

The total area allowed for outdoor storage and/or merchandise display shall be less than five percent (5%) of the total gross square footage of the use, except as provided in the Part 2 Design Requirements as established in this chapter. This standard does not apply to temporary uses such as material storage during construction or street vendors.

5. Objectionable or Hazardous Uses

No use shall be allowed which produces excessive odor, dust, smoke, cinders, gas, fumes, noise, vibration, refuse matter or water carried waste. The standard for excessive shall be based on the average or normal production of these items by adjoining uses permitted in the vicinity of the proposed new use. A use is excessive if it unreasonably interferes with the ability of adjoining property owners to utilize their property for working or living activities.

6. Existing Structures

a. All structures that existed prior to January ____, 1996 shall be considered conforming. A structure that existed prior to the effective date of this ordinance and which is damaged or partially destroyed as a result of a catastrophic loss, may be reconstructed to its previous configuration.

b. Structures that are enlarged, intensified, increased or altered in excess of 50% of the value of the existing structure shall be reviewed through the design review process for major new construction, and shall meet the findings for such changes as established in Part 3 Administration of this chapter. The value of the structure shall be deemed to be the value at the time a design review application is submitted, excluding the value of tenant improvements.

7. Transportation Requirements:

a. Intent--The intent of the transportation standards is to meet the need for adequate parking and minimize the negative effects of the automobile while encouraging transit and other forms of transportation.

b. Required Parking Spaces--

	MINIMUM	MAXIMUM
COMMERCIAL	2.0 space/1000 gross floor area	3.3 spaces/1000 gross floor area on grade*
RESIDENTIAL	1.0 space/residential unit 0.5 space/senior residential unit	1.0 space/bedroom to a maximum of 3.0 spaces/residential unit

* Additional parking spaces above the maximum may be provided in underground parking structures.

c. **Commute Trip Reduction**--Employers of 100 or more qualified employees shall adhere to the goals and requirements of the City's Commute Trip Reduction (CTR) program.

d. **Access Restriction Prohibited**--Restricting vehicular and pedestrian access between adjoining parking lots at the same grade is prohibited.

E. DEVELOPMENT GUIDELINES

1. Affordable Housing

Affordable housing units should be encouraged in all areas of the Town Center District. When there is a commitment by an applicant to provide affordable housing as a portion of a development project, the city may waive permit fees for the entire project and provide priority to the processing of plan review and inspections. Commitment to providing affordable housing and the waiver of city process and fees, shall be made in the form of a development agreement between the city and the applicant prior to the review of building permits.

Permit fees may be waived when the proposal meets the following standards:

a. The units are affordable to households making 70% or less of the median income for King County; and

b. A covenant is placed on the property requiring the property owner to maintain the units as affordable for twenty years.

2. Transit Facilities

Bus parking/loading space, and shelters and facilities for transit users should be integrated in the design of major new construction. Plans should be coordinated with transit providers to maximize the interface with community-wide and regional transit systems.

3. Bicycle Facilities

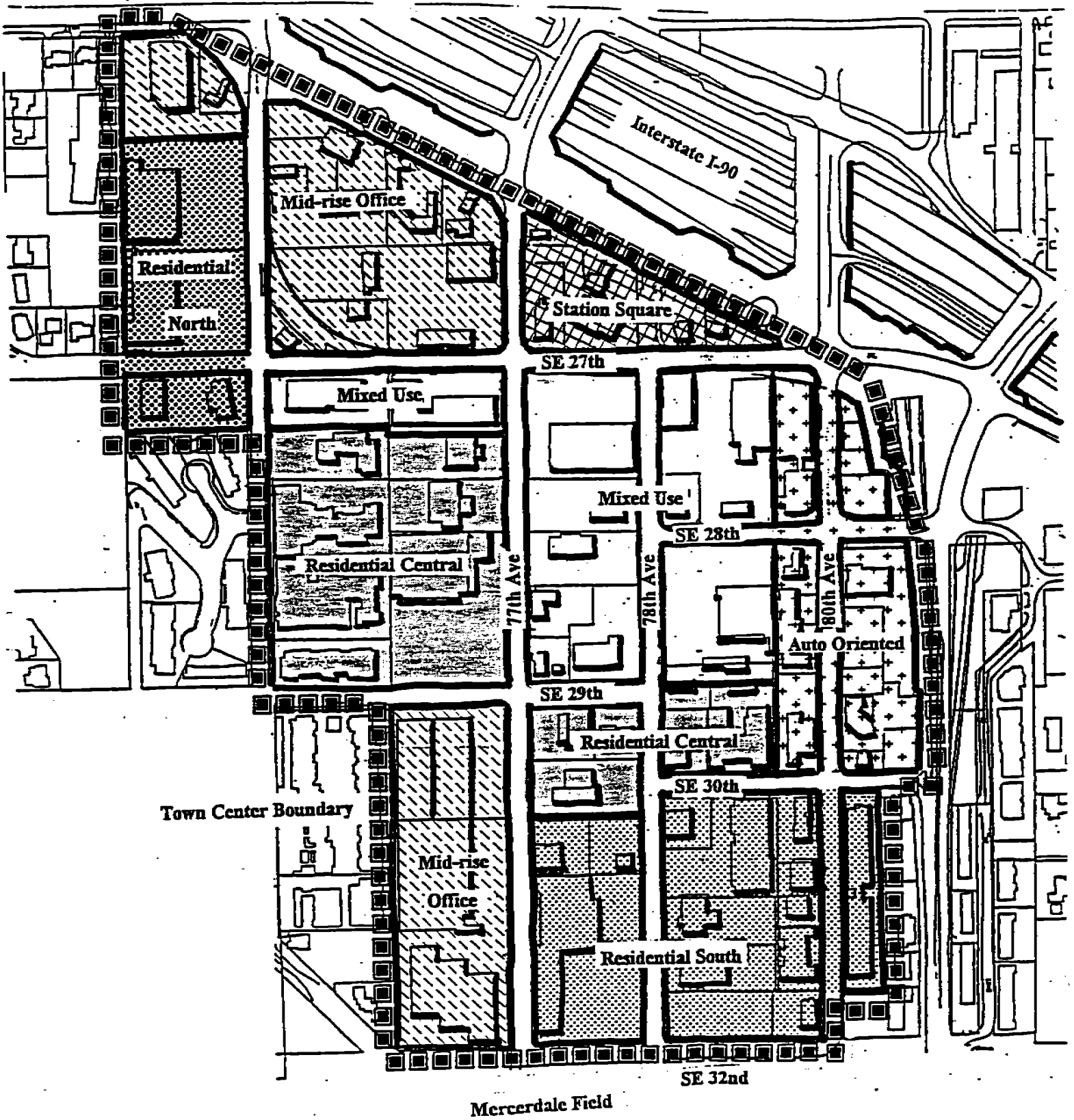
Parking and facilities that support bicycle use, including racks, covered and secured bike-storage areas, lockers, and showers are encouraged in the design of major new construction.

4. Shared Parking

Shared parking spaces between adjoining properties or the use of off-site parking spaces is encouraged consistent with findings for approval of a design review request established in Part 3 Administration of this chapter.

5. ADA

Accessibility for persons with disabilities shall be provided consistent with state and federal regulations.



TOWN CENTER DISTRICT

PART 2

DESIGN REQUIREMENTS

PART 2. DESIGN REQUIREMENTS

A. PURPOSE

The purpose of the design requirements is to enhance the Town Center, create a development pattern oriented toward the public rights-of-way and provide a center for public interaction. In addition, these requirements are intended to further the following goals:

- * New structures are to be located close to the sidewalk edge.
- * Parking lots are to be located behind the buildings and in less visible areas. Where viable existing structures are separated from the sidewalk by a parking lot, provisions for pedestrian circulation and infill development closer to the sidewalk is encouraged.
- * New buildings are to be varied in their height, footprint and setbacks.
- * New and extended mid-block connections - alleys, are encouraged to break up the existing large blocks and provide for better pedestrian and vehicular circulation.

The Town Center Plan creates a vision for the downtown's future. Two plans from The Town Center Plan are included as exhibits in this document. Exhibit 2, The Town Center Plan shows the downtown vision - the future pattern of building location around the sidewalk edge. It identifies 78th Avenue as the major pedestrian-oriented street and calls for creation of new mid-block connections. Exhibit 3 shows the future plan for location of parking behind the buildings and car access to the parking from the secondary streets, in order to activate 78th Avenue SE with pedestrians.

The design objectives and principles do not set a particular style of architecture or design theme. They are intended to establish a greater sense of quality and unity of the Town Center with its physical assets and civic role. The design principles are not intended to slow or restrict development, but rather to add consistency and predictability to the permit review process.

Design review is conducted by the city's Design Commission in conformance with the process outlined in Part 3 Administration of this chapter. The Design Commission has the responsibility to review project proposals in conformance with these requirements. In the exercise of this responsibility, the Design Commission shall review the applicability of each of the design principles and determine the project's conformance with the intended objectives.

The degree of conformance with all of the design requirements will vary on a project by project basis. The Commission shall review each project on the project's degree of overall conformity with the goals and objectives of these requirements, the concepts of the Town Center Plan and the Comprehensive Plan. The Design Commission has the authority to approve, modify and approve, or deny projects based on the Findings for Decision established in Part 3. Administration.

B. ORGANIZATION OF DESIGN REQUIREMENTS:

The design topics are divided into four sections:

- I. **FUNDAMENTAL DESIGN ELEMENTS:** Scale and Form;
- II. **ARCHITECTURAL AND DESIGN CHARACTER:** Design Character, Materials and Colors, Special Site Features and Visual Interest.
- III. **PARKING LOT DESIGN;**
- IV. **AUXILIARY DESIGN ELEMENTS:** Landscaping, Lighting, Screening of Accessory Structures and Signs.

For each topic, a design objective or end result of what is intended to be achieved is stated. Following each objective are a series of design principles. There are two types of design principles. Some design principles are viewed as fundamental in achieving the stated design objective. These principles are mandatory. In these statements, the word "shall" is used. The second type of design principle are examples or alternatives to achieving the design objectives. In these principles, the word "should" is used. This implies an obligation to comply with the principle statement unless the project demonstrates to the Design Commission a better means for achieving the design objective.

I. Fundamental Design Elements

A. SCALE

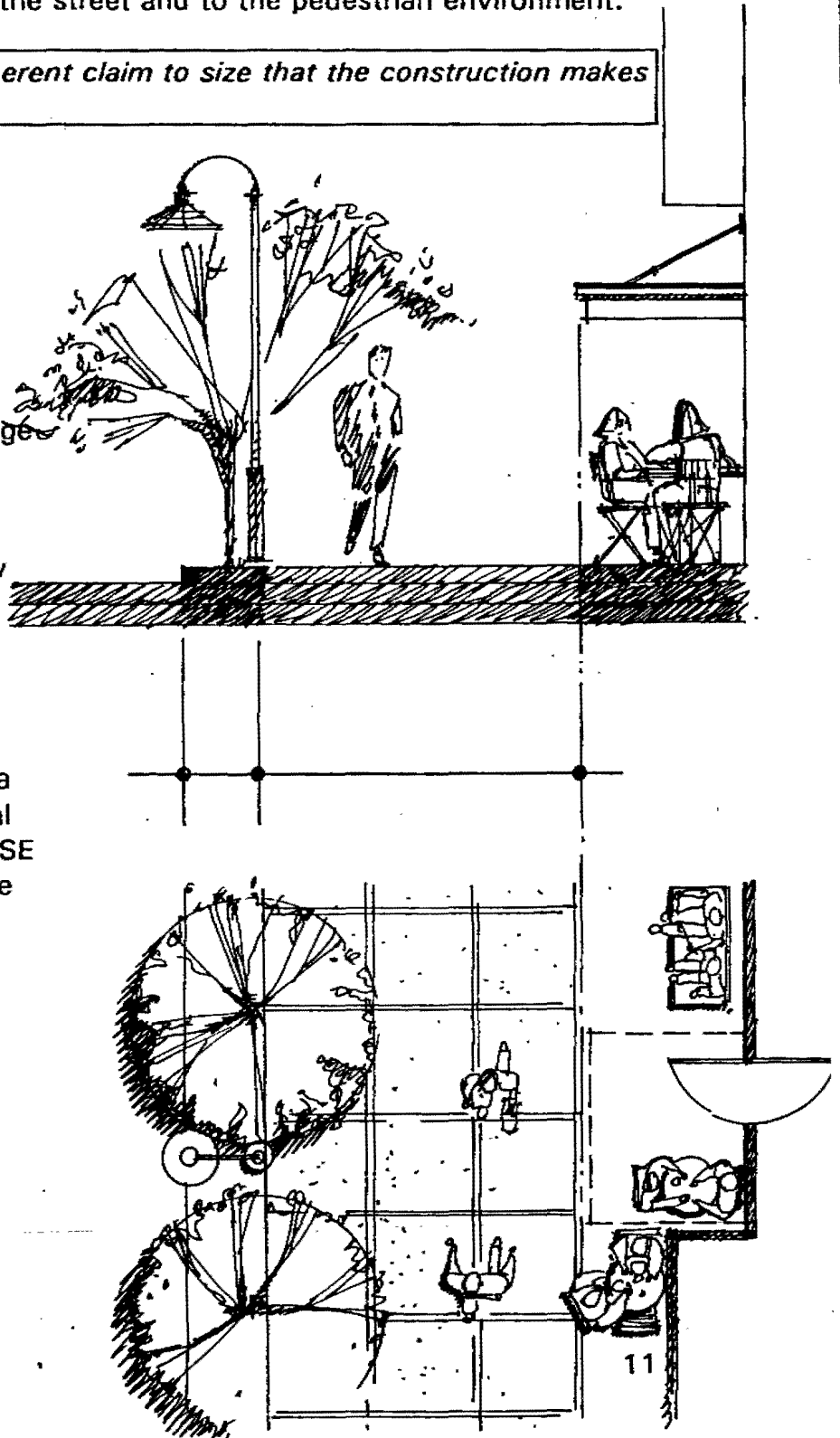
OBJECTIVE: The design of all structures shall consider how the structure and site development will be viewed from the street and adjacent properties. Scale is not simply the size of buildings, it is the proportion of buildings in relationship to each other, to the street and to the pedestrian environment.

"Scale is not size, it is the inherent claim to size that the construction makes to the eye. - Gordon Cullen

PRINCIPLES

1. Street width, sidewalks, pedestrian alleys, exterior plazas, landscaping and building mass should encourage and complement pedestrian activity, including walking, outdoor dining and seating, public gatherings and window shopping.

At least 12' of the sidewalk width shall be preserved for pedestrian movement in front of every building fronting on a public right of way. Additional setbacks along 78th Avenue SE should provide space for more pedestrian oriented activities and to accommodate the existing trees.



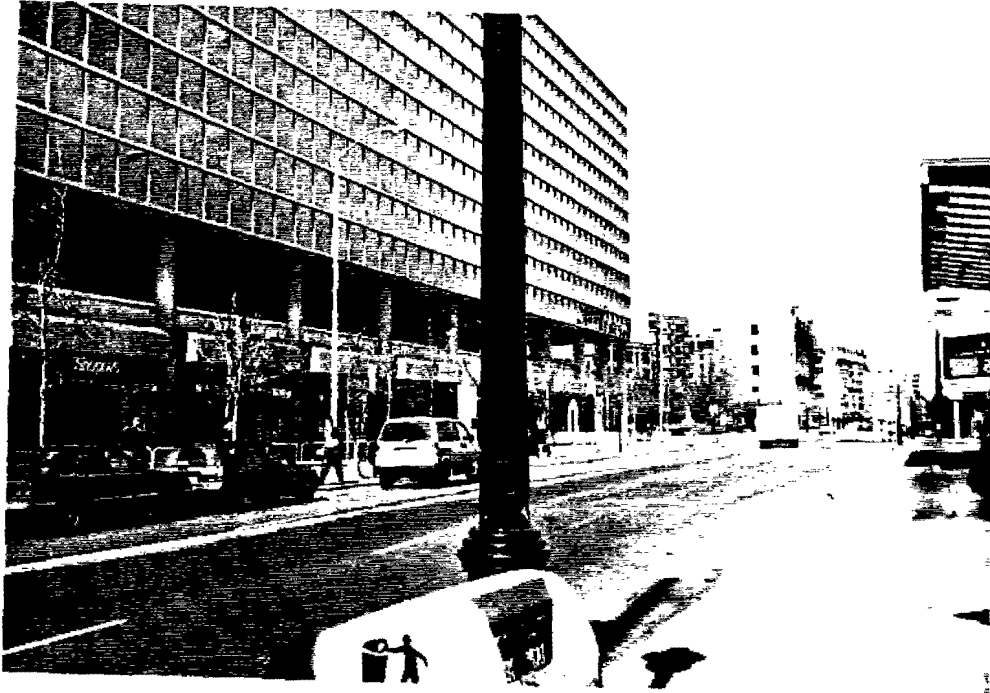
2. Buildings in the Station Square, Mixed-Use and Mid-Rise Office Focus Areas shall have the appearance of at least two stories as viewed from the street.



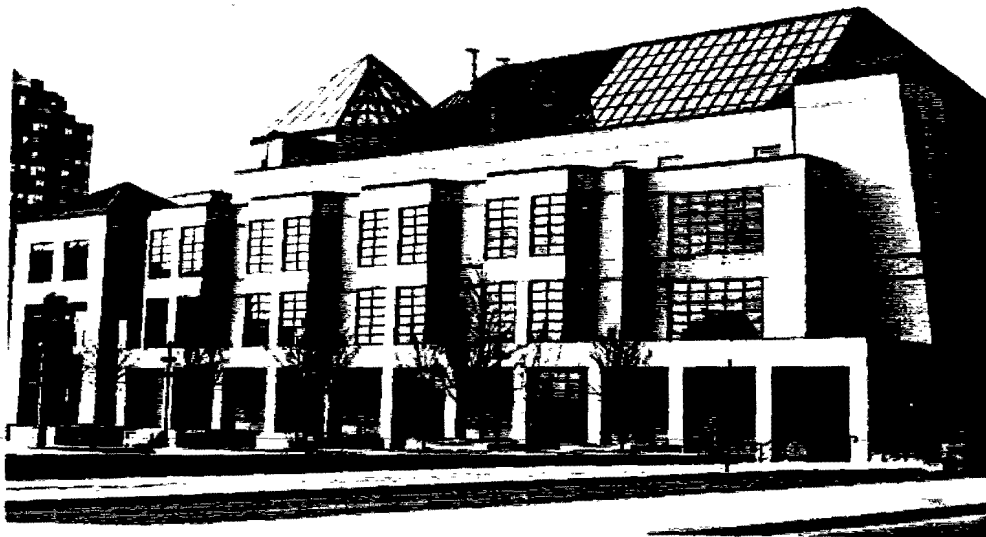
3. Long buildings (more than 50') should provide relief to perceived building mass from the street elevation through such as varied setbacks or heights; or projecting windows, entrances or walls.



Discourage facade treatment
that exemplifies bulk.

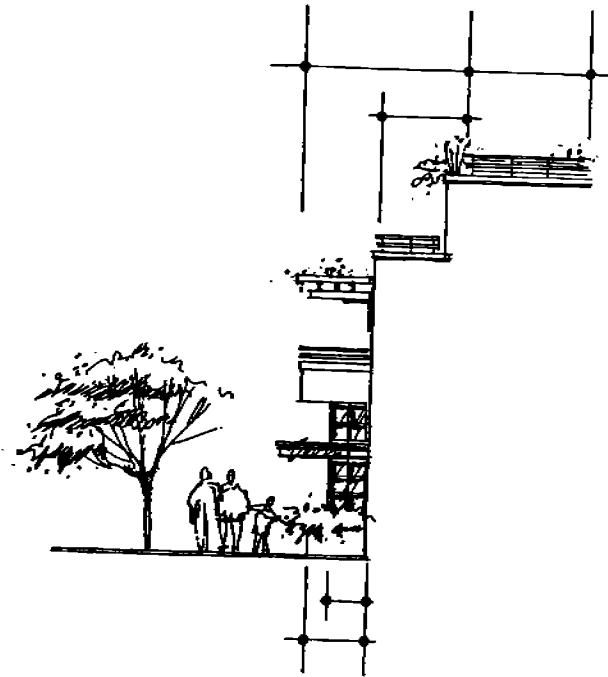


Encourage relief to perceived
mass on long buildings

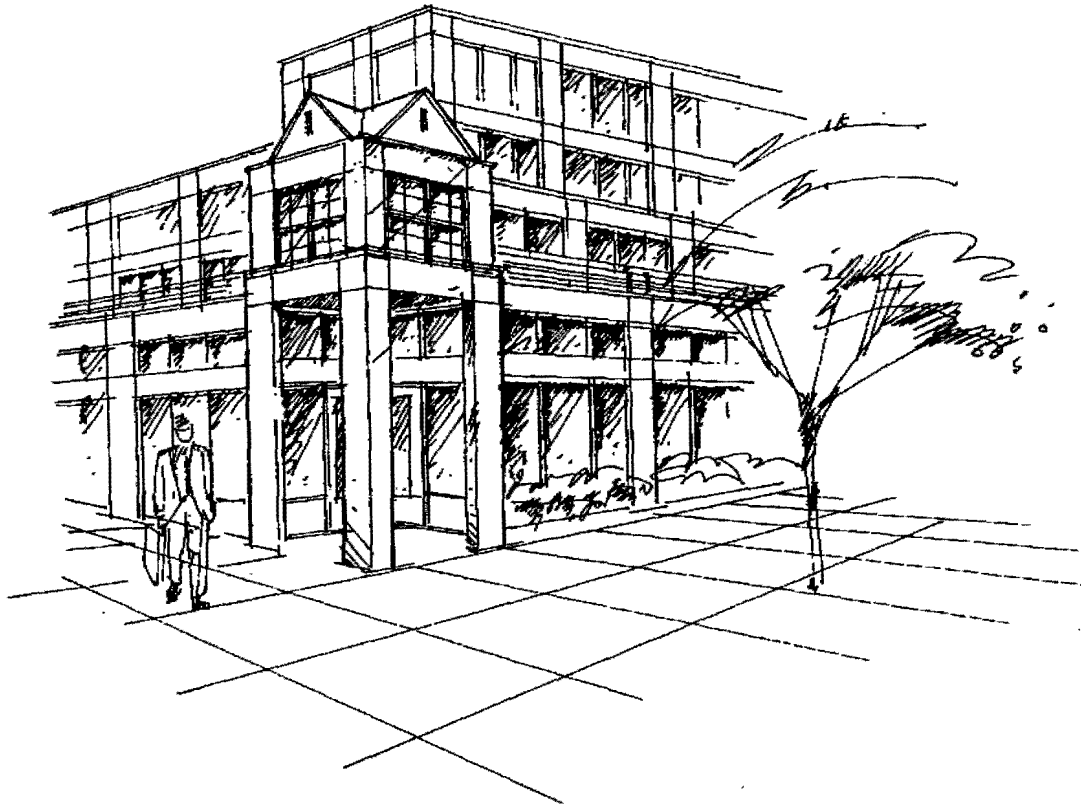


4. Upper stories of buildings above two stories should maintain an expression line along the facade such as a setback, change of material, or a projection to reduce the perceived building mass.

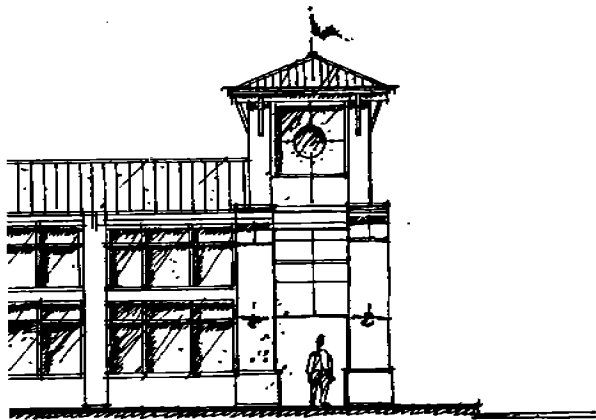
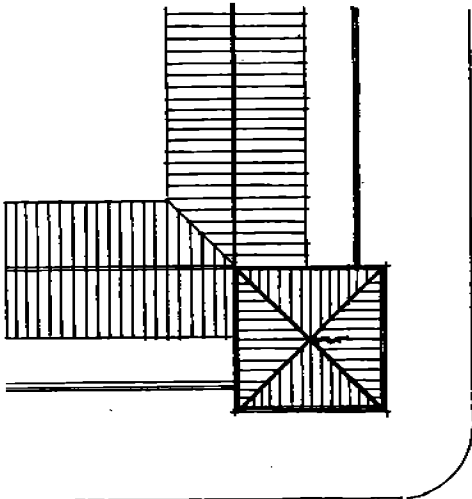
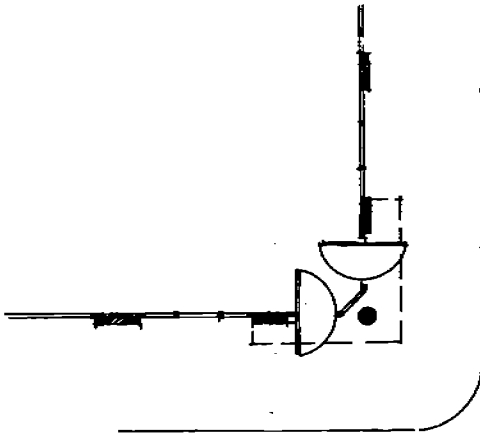
5. The massing and placement of new buildings along 78th Avenue SE and SE 27th Street should utilize the concept from the demonstration projects included in the Town Center Plan.



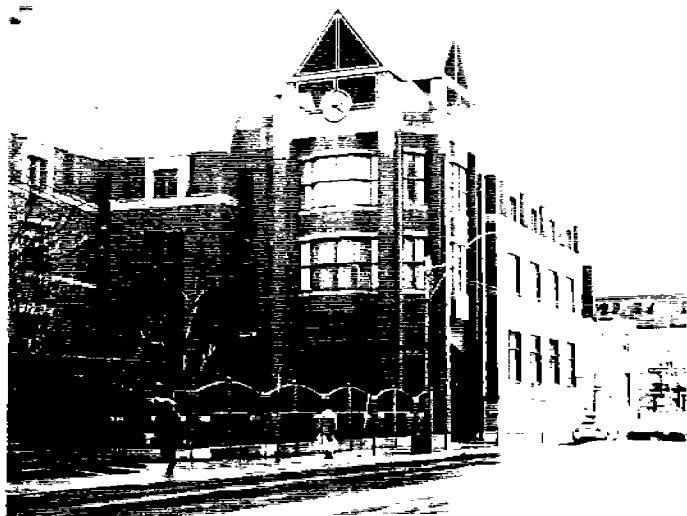
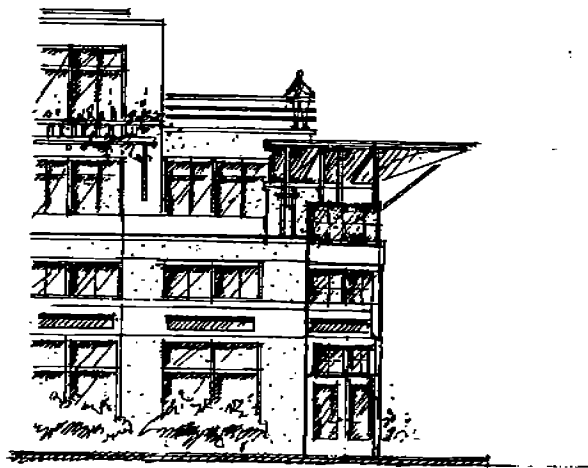
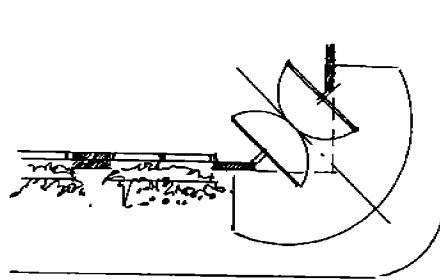
6. Public buildings, unique community structures and corner structures should have a prominent scale, emphasizing their identity.



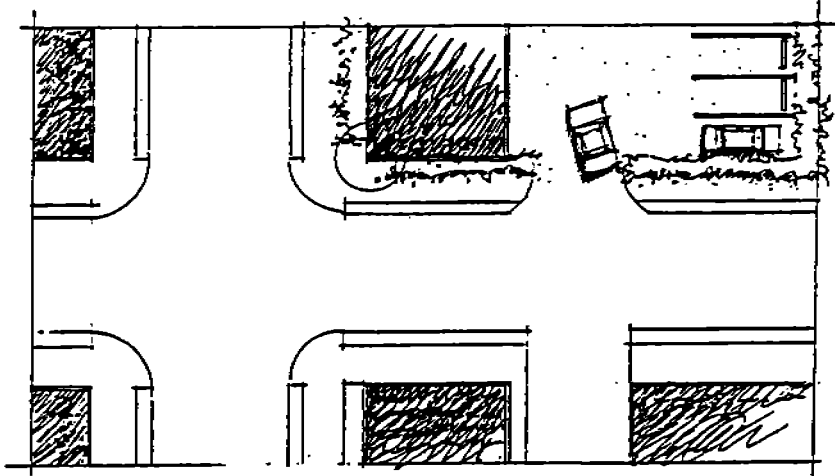
7. Buildings on corner lots should be oriented to the corner. Corner entries and/or architectural treatment should be used to emphasize the corner.



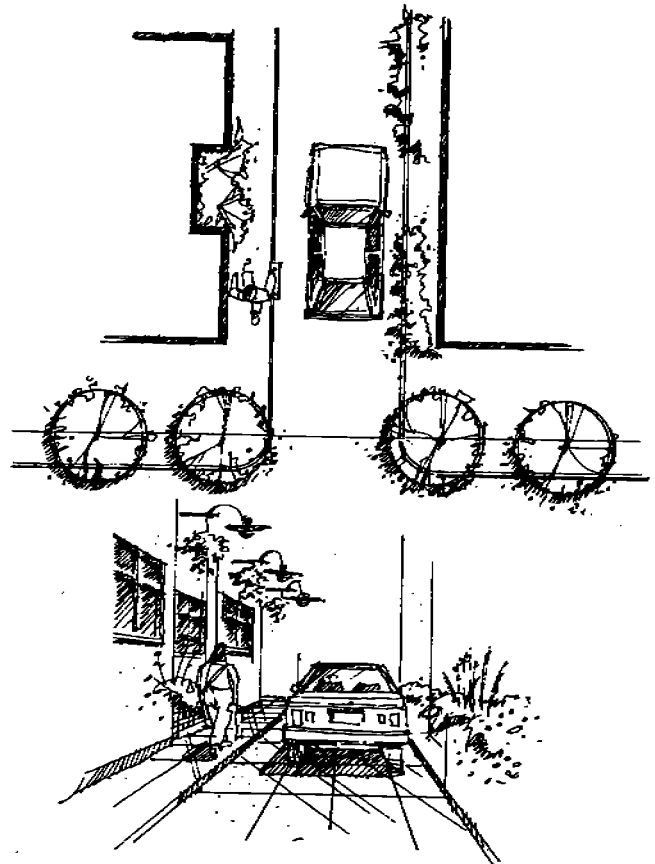
Encourage architectural treatment of corners.



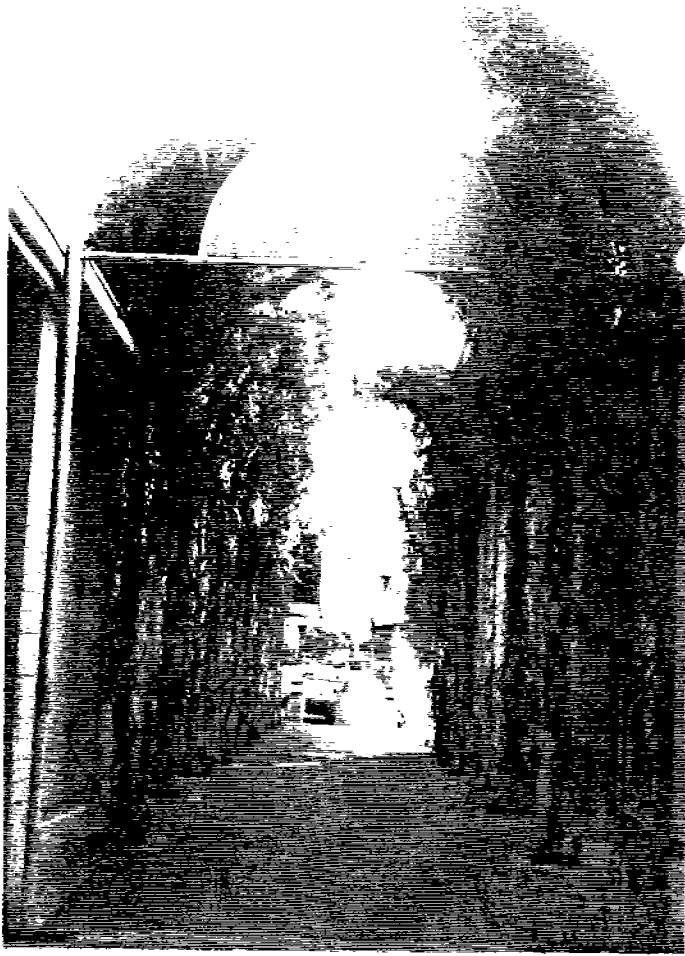
8. Parking lots shall not be located on a corner facing an intersection.



9. Creatively designed, clean and functional alleys should provide for vehicular access and pedestrian linkages through mid-blocks and between properties. Lighting shall be provided for pedestrian safety. Amenities such as seating and planters should be provided to encourage pedestrian circulation.



9. (continued)



B. FORM

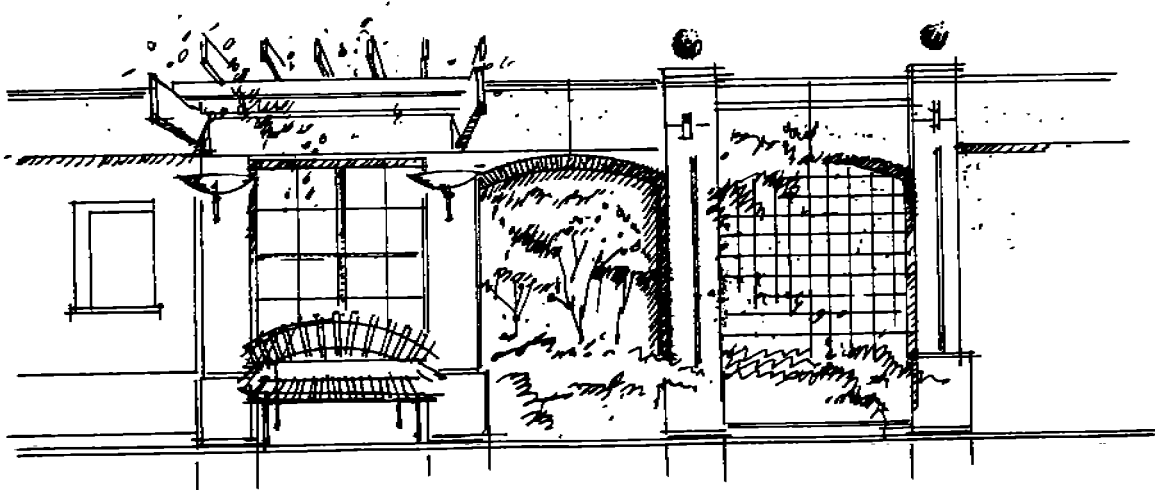
OBJECTIVE: Building forms shall not present visual mass or bulk impacts that are out of proportion to the of adjoining structures, or that appear from the street or sidewalk as having unmodulated visual mass or bulk. Variation of building shapes and architectural details should differentiate between the Residential, Auto-Oriented, Mixed-Use, Mid-Rise Office and Station Square Focus Areas.

"Buildings should not be conceived as objects isolated from their surroundings; they should contribute to the spatial definition of streets, parks and other open spaces." - Peter Todd W. Bressi

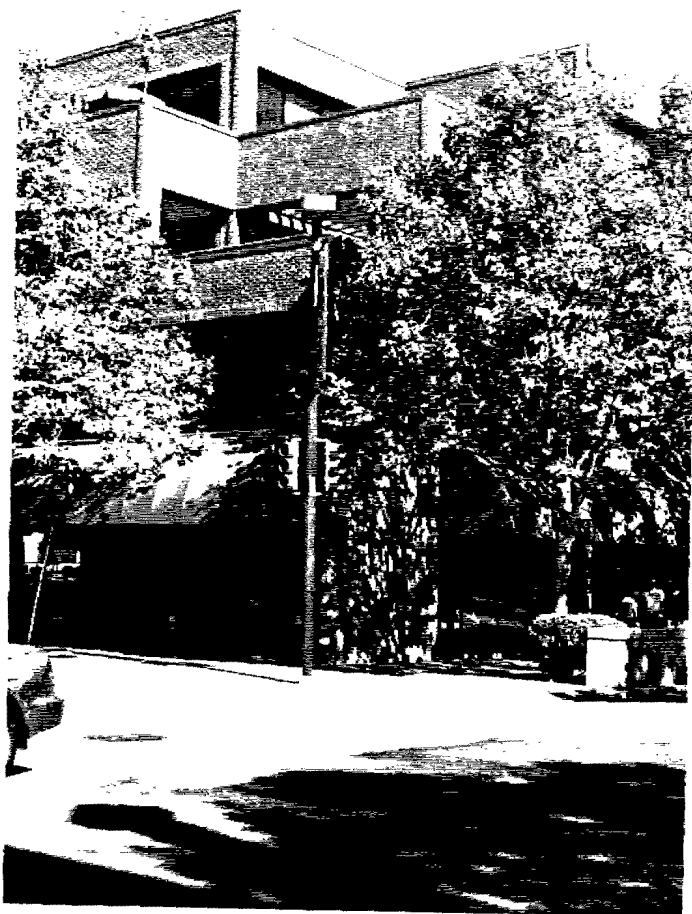
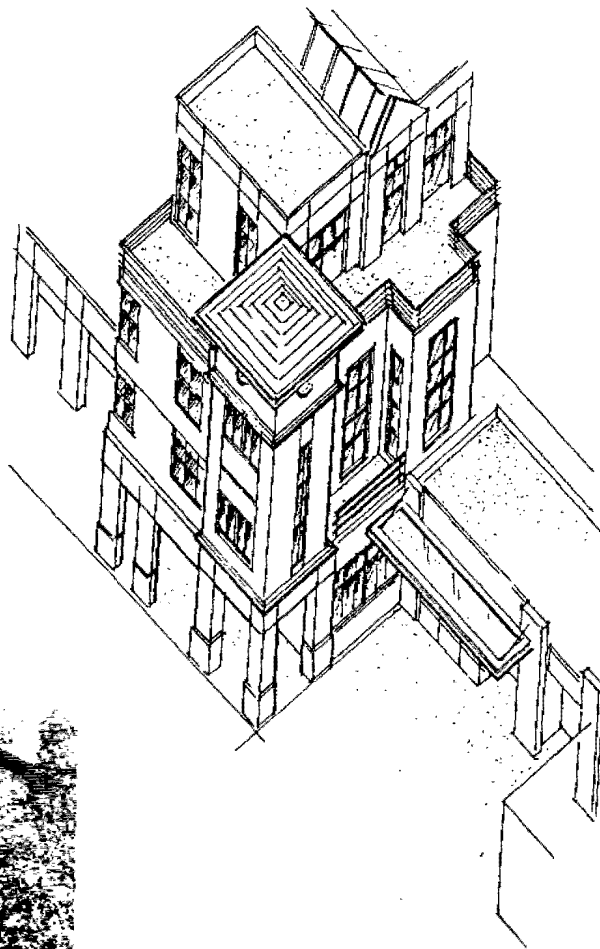
"The owner who turns a blank wall to the street not only deadens his part of the frontage, he breaks the retail continuity of the block." - William H. White

PRINCIPLES

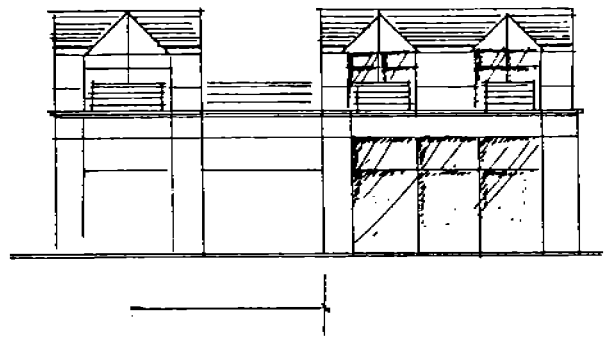
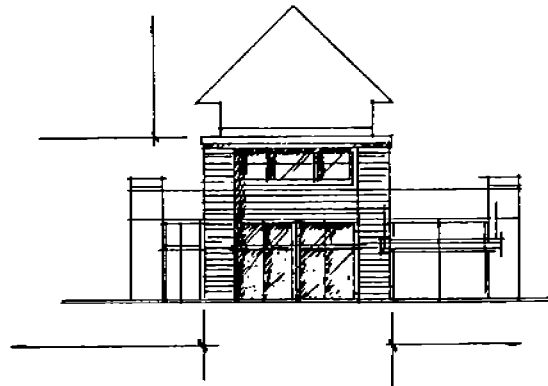
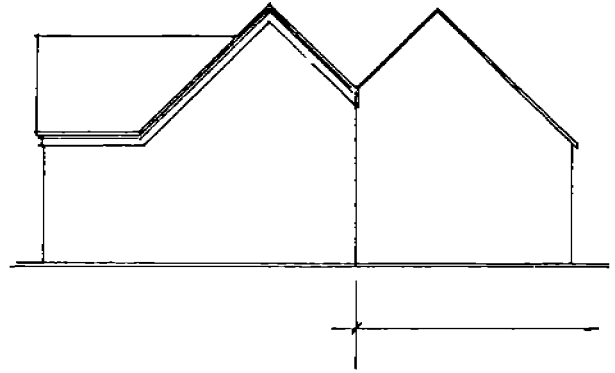
1. All building fronts should provide features that are designed to be consistent with pedestrian activity and that provide a variety of architectural details that can be viewed from the pedestrian perspective. Blank walls without visual or architectural features should not be designed. Walls facing the sidewalk or other pedestrian-accessible space should be architecturally treated with recesses, trellises with climbing vines or landscaping, artwork and other means of breaking up the blank wall surface.



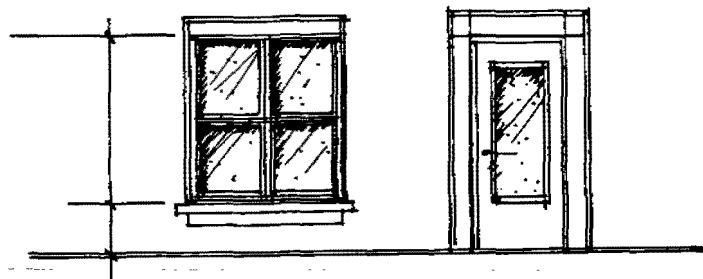
2. Roofs are a design element and should relate to the building facade articulations. A variety of roof types and configurations should be used to add interest and reduce the perceived building bulk.



3. Building additions should complement the original structure in design.



4. Major New Construction along 78th Avenue SE and SE 27th Street, within the Station Square, Mid-Rise Office and Mixed Use Focus Areas should have at least 75% of the length of the ground-floor facade between the height of 2'-0" and 7'-0" devoted to windows and doors affording views into retail, office, or lobby space. Buildings without pedestrian oriented uses on the ground-floor facade may substitute artwork, fountains, garden type landscape areas and/or display windows to meet this principle.



II. Architectural and Design Character

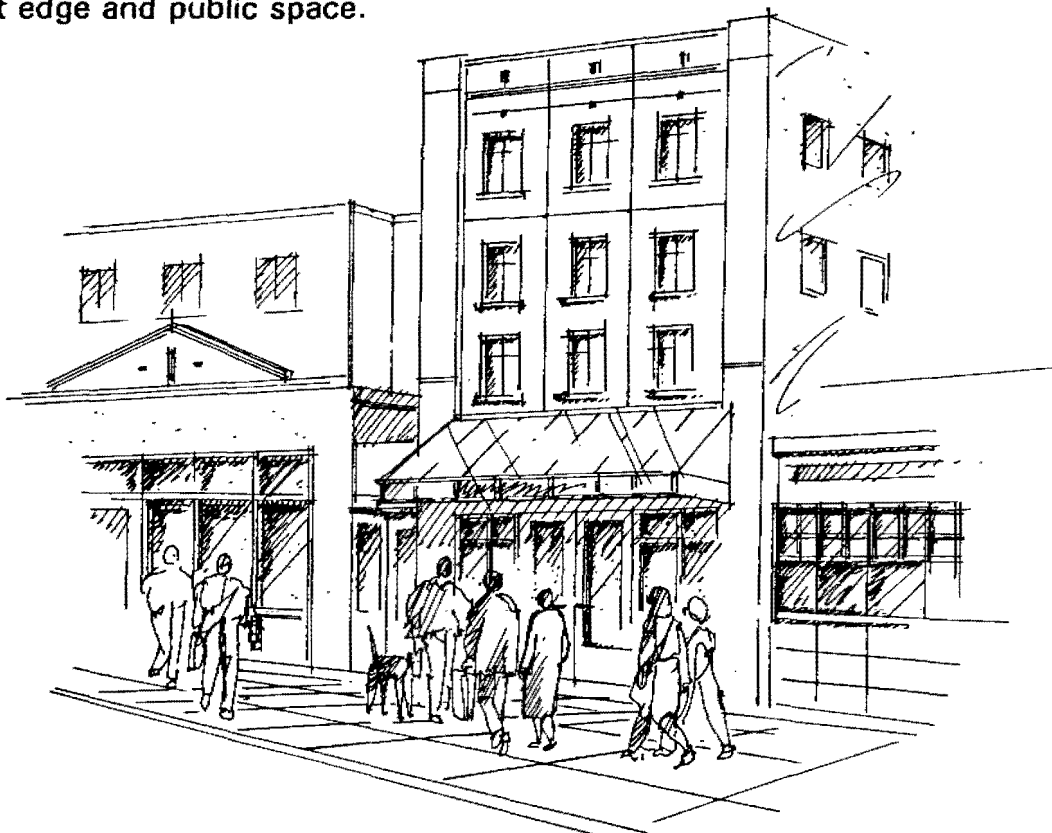
A. DESIGN CHARACTER

OBJECTIVE: Building facades shall have a variety of architectural elements designed to suggest the building use within the specific Focus Area context. Each individual building shall be designed to comply with the applicable design standards set out in the Town Center Design Requirements, so that there is consistency of design and architectural features which support the overall Town Center Plan.

"One building standing alone in the countryside is experienced as a work of architecture, but bring half a dozen buildings together and an art other than architecture is made possible. Several things begin to happen in the group which would be impossible for the isolated building. We may walk through and past the buildings, and as a corner is turned, an unsuspected building is suddenly revealed. We may be surprised, even astonished (a reaction generated by the composition of the group and not by the individual building)." - Gordon Cullen

PRINCIPLES

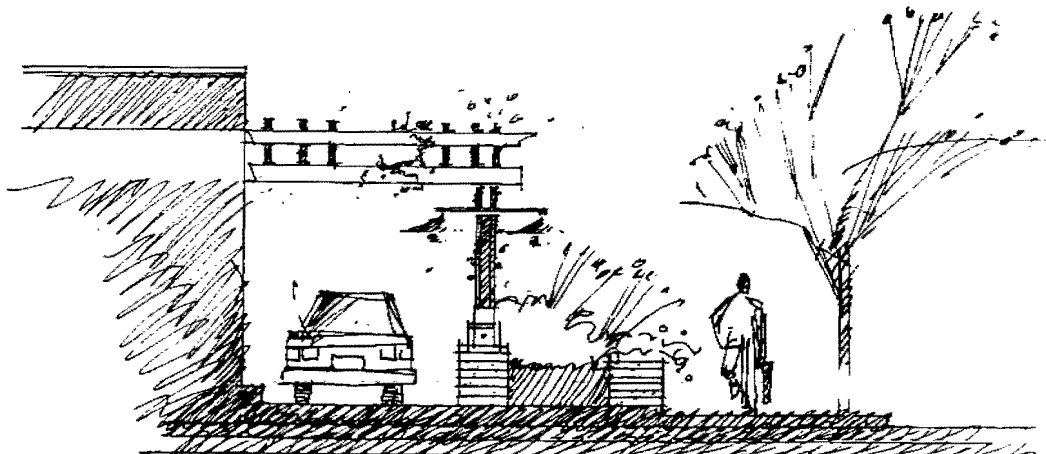
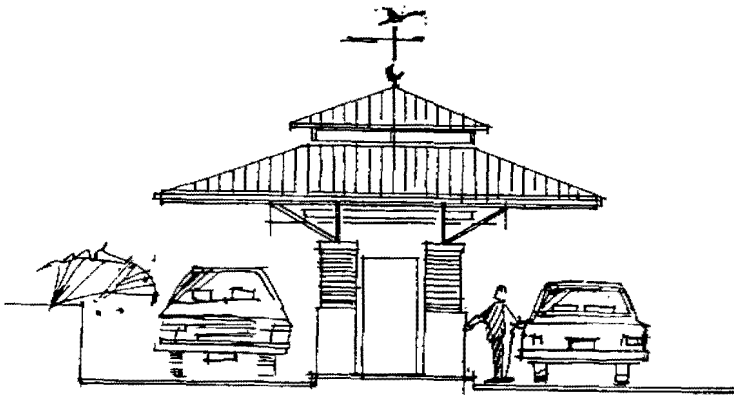
1. Building design should reinforce the building's location adjacent to street edge and public space.



2. Architectural details should provide distinctive and unique visual accents to the building with the goal of being visually interesting.

3. Building design should complement other design features in the Town Center, including other structures, open spaces and public improvements.

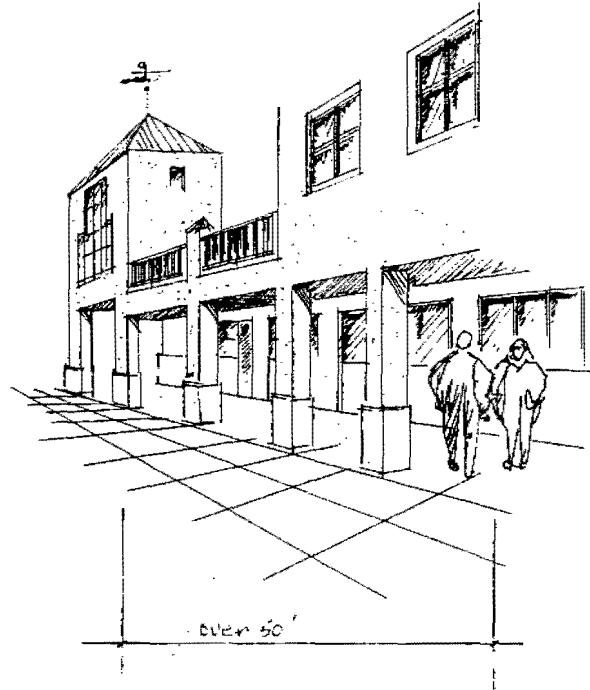
4. Prototype design for franchises should use customized components consistent with the design requirements for the Town Center that reinforce visual consistency with other buildings in the Town Center area.



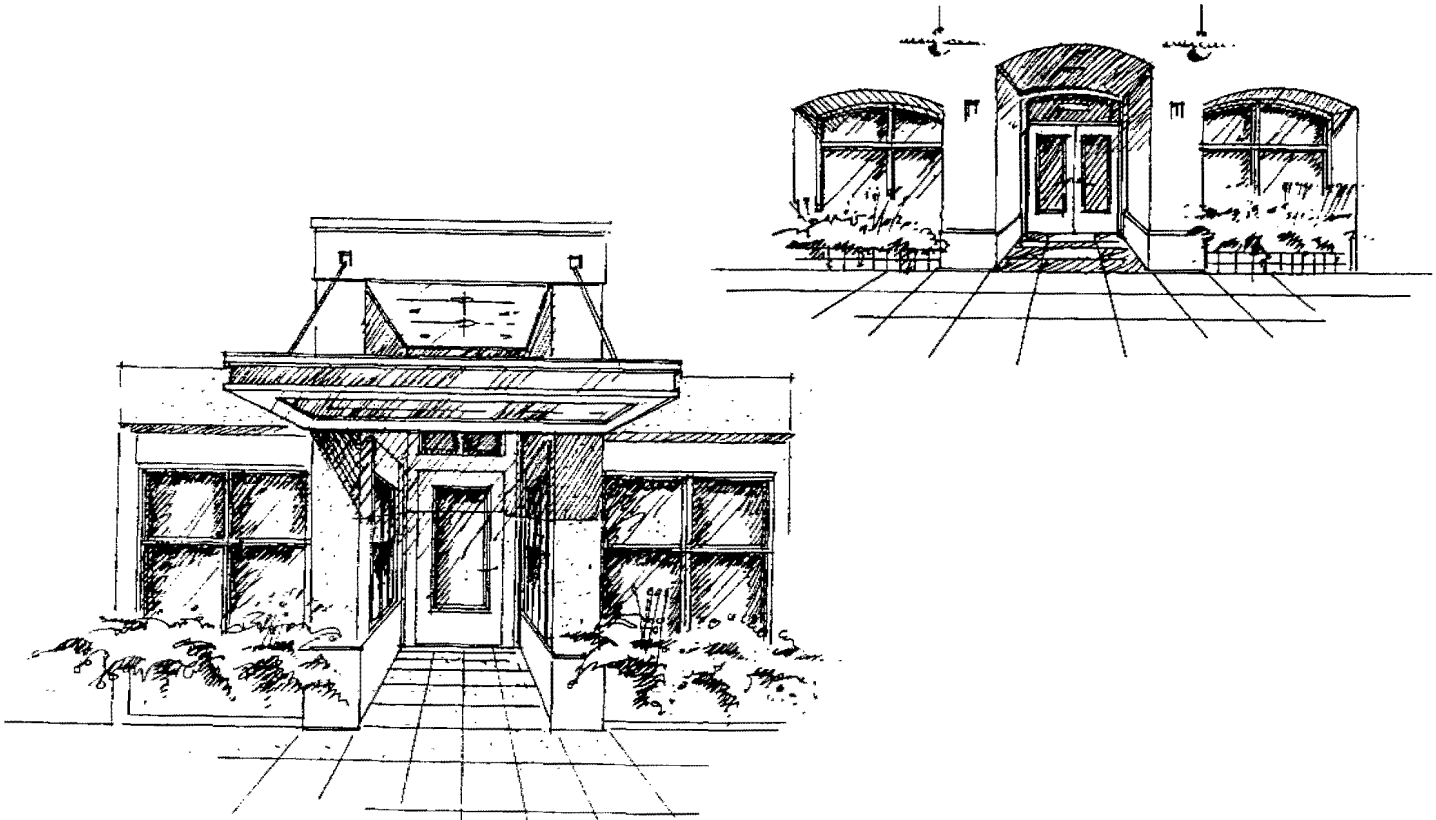
5. Articulated, transparent facades should be created along pedestrian rights-of-way. Avoid highly tinted or mirrored glass windows, shades, blinds or screens that prevent pedestrian view into buildings.



6. A contiguous building facade (longer than 50 feet) along the street frontage should have a building element, such as an embellished entrance, courtyard, arcade or other architectural element dividing the facade visually.



7. Building entrances should concentrate along the sidewalk and should be physically and visually-inviting. Entrance doors should be recessed from the facade surface.



8. (continued)



B. MATERIALS AND COLORS

OBJECTIVE: The use of colors and materials shall highlight the design pattern of the building. Texture, high-quality materials and colors should bring a stimulating experience into the streetscape.

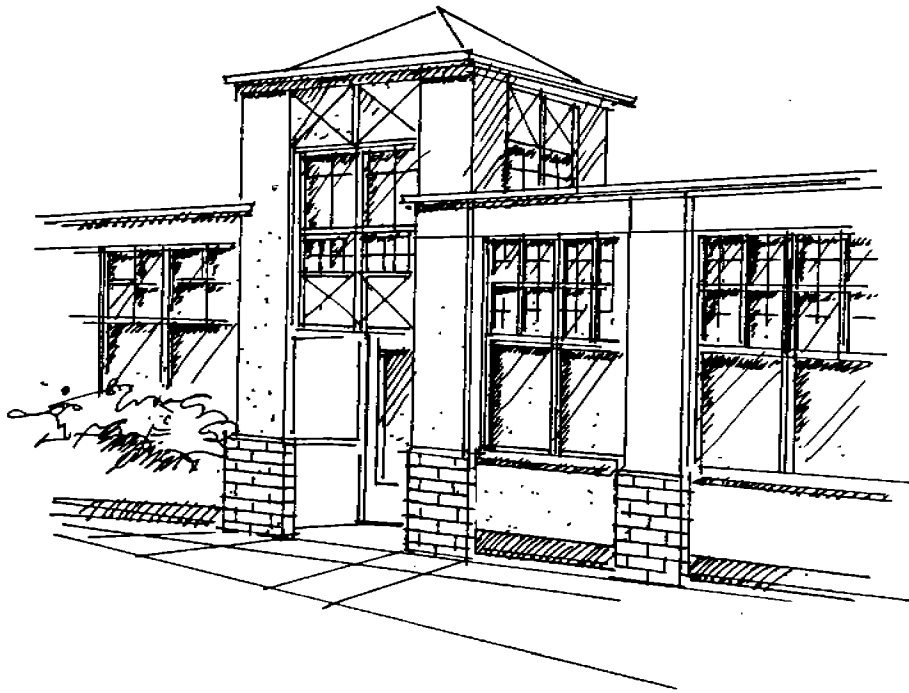
"The incongruous, flashing colors, plastic and porcelain enameled surfaces, disparate shapes, auto-oriented signs, and spatial configurations of corporate fast-food and gasoline franchises pose a threat to the character of places." - Ronald Lee Fleming, AICP, President of the Townscape Institute

PRINCIPLES

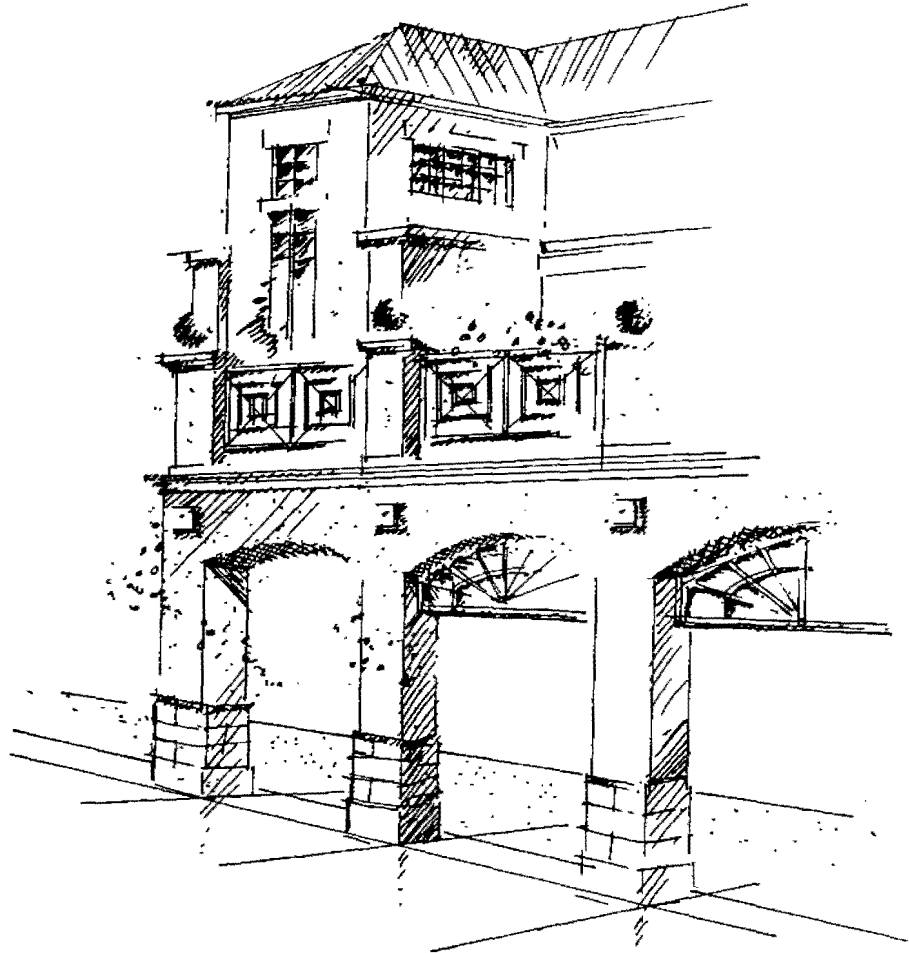
1. Building exteriors should be constructed from high quality and durable materials. It is important that the materials and colors will weather well and that building exteriors will need minimal maintenance.



2. Materials and colors should be used with consistency on all sides of a building.



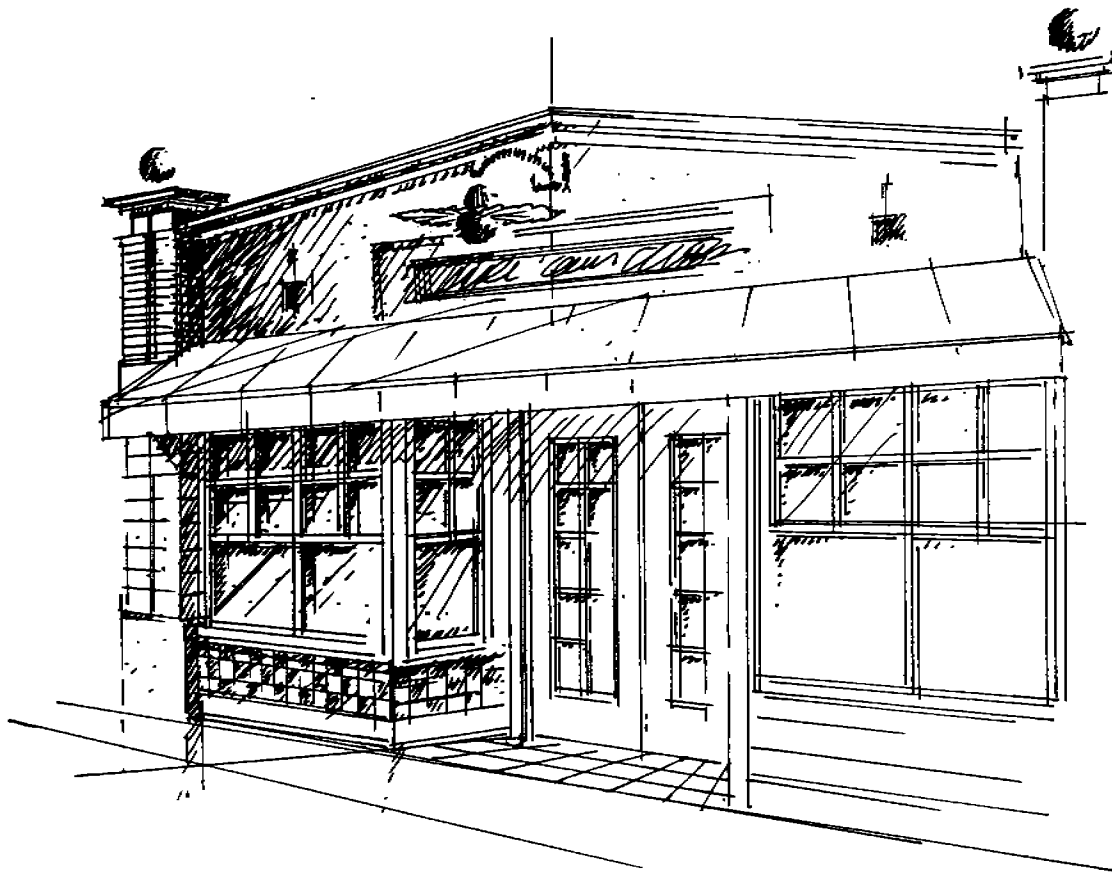
3. Concrete walls should be architecturally treated. The enhancement may include: textured concrete such as exposed aggregate, sand blasting, or color coating.



4. Beveled metal siding, mirrored glass, vinyl siding and back-lit awnings should not be used.

5. A harmonious range of colors should be used within the Town Center. Neon or very bright colors, which have the effect of unreasonably setting the building apart from other adjacent buildings on the street should not be used.

6. Bright colors should be used only for trim and accents. The Design Commission may approve bright colors if the use is consistent with the building design and other design requirements.



C. SPECIAL SITE FEATURES

OBJECTIVE: All major new construction shall create an inviting environment, designed to attract people to the Town Center. Special site features, coordinated with the public street improvements, should unify and upgrade the Town Center's visual character.

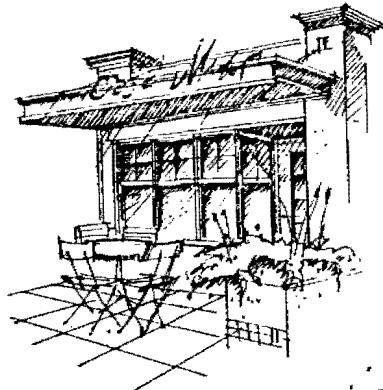
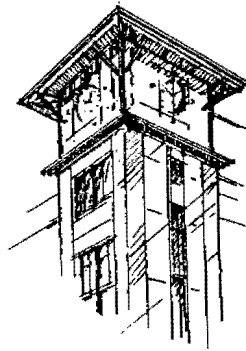
"The street is a room by agreement." - Louis Kahn

PRINCIPLES

1. All major new construction shall include at least two of the following amenities:

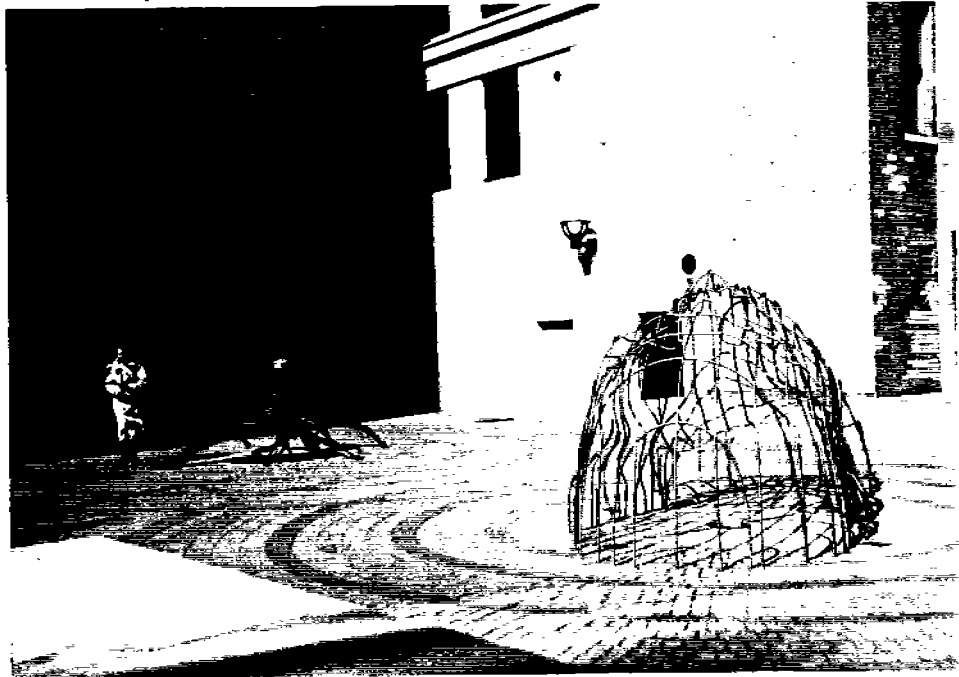
a. Plazas:

Plazas should be designed as an outdoor room for use by people as opposed to serving only as a setting for a building. Plazas should be accessible from adjacent sidewalks or pedestrian linkages. Plazas should be located in sunny areas and provide plenty of seating on benches, steps and/or ledges, public art and other amenities.



b. Art:

Art should be integrated with the public street improvements. The location should provide for public view but not hinder pedestrian traffic.



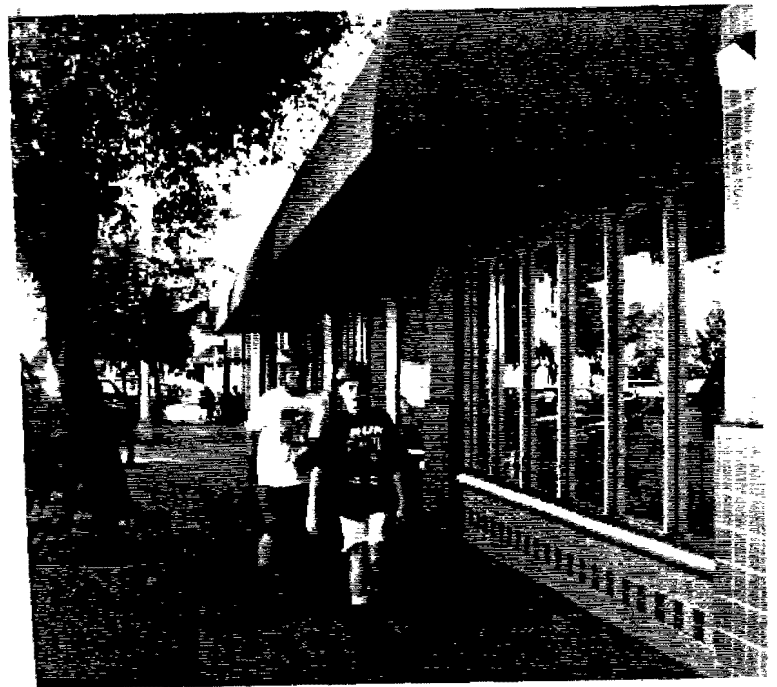
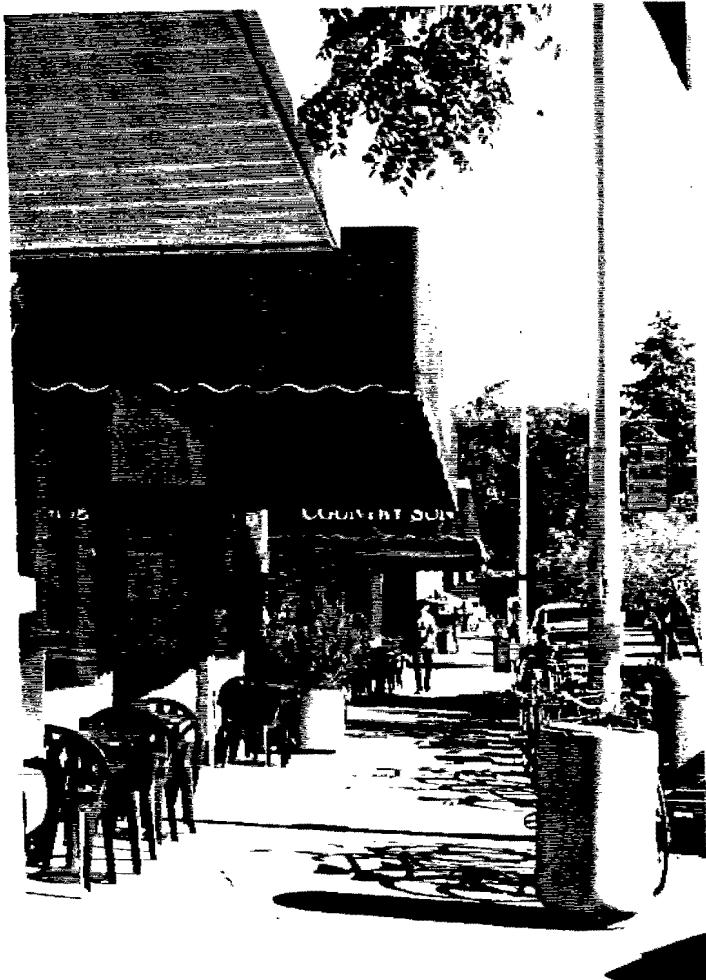
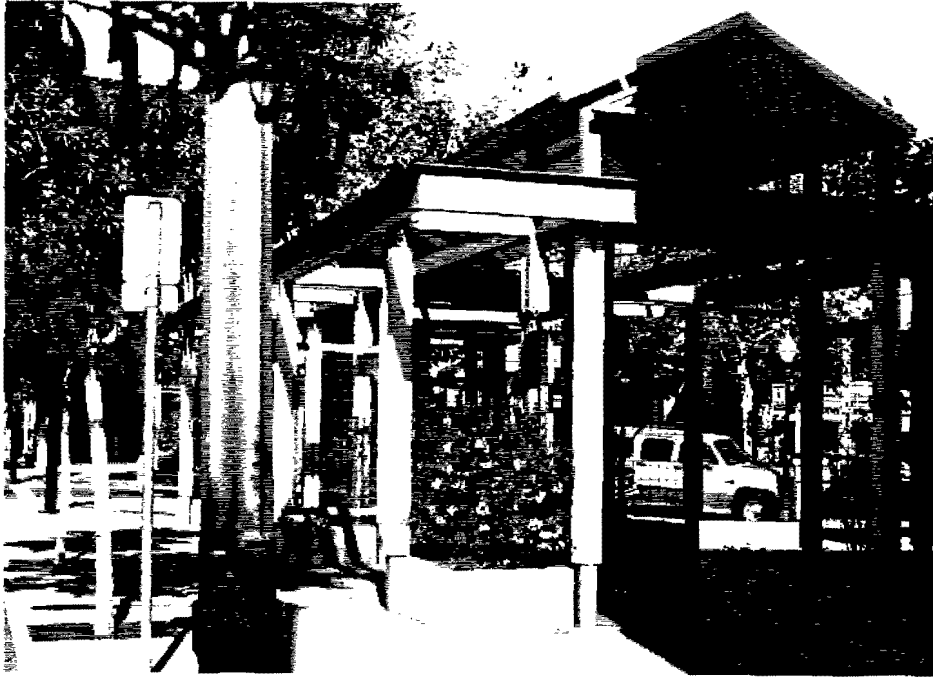
c. Water feature or decorative drinking fountain:

A water feature or fountain should be accessible and/or visible by pedestrians from an adjacent sidewalk or plaza. A water feature or decorative drinking fountain should be designed to use water efficiently with low water loss from evaporation and wind.



d. Decorative clock or decorative landmarks

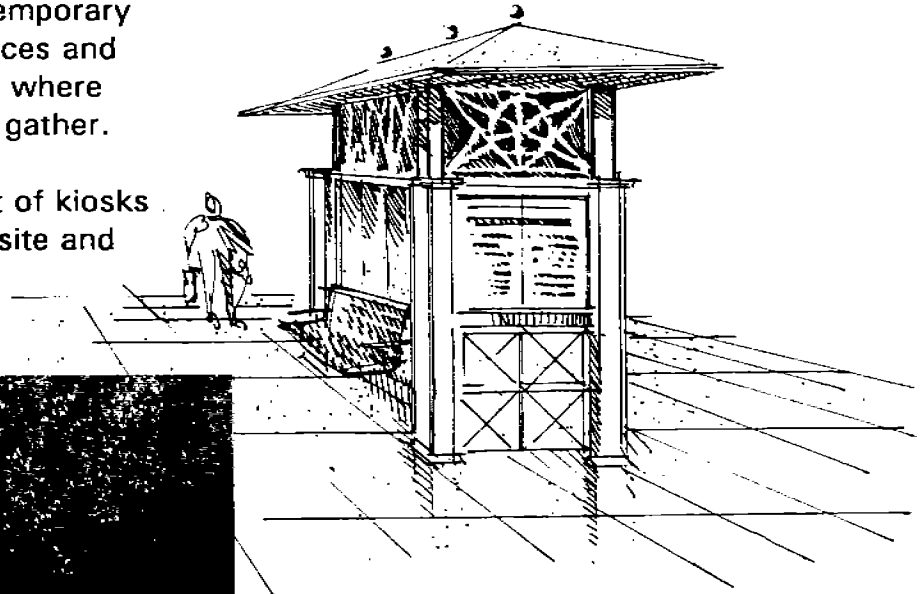
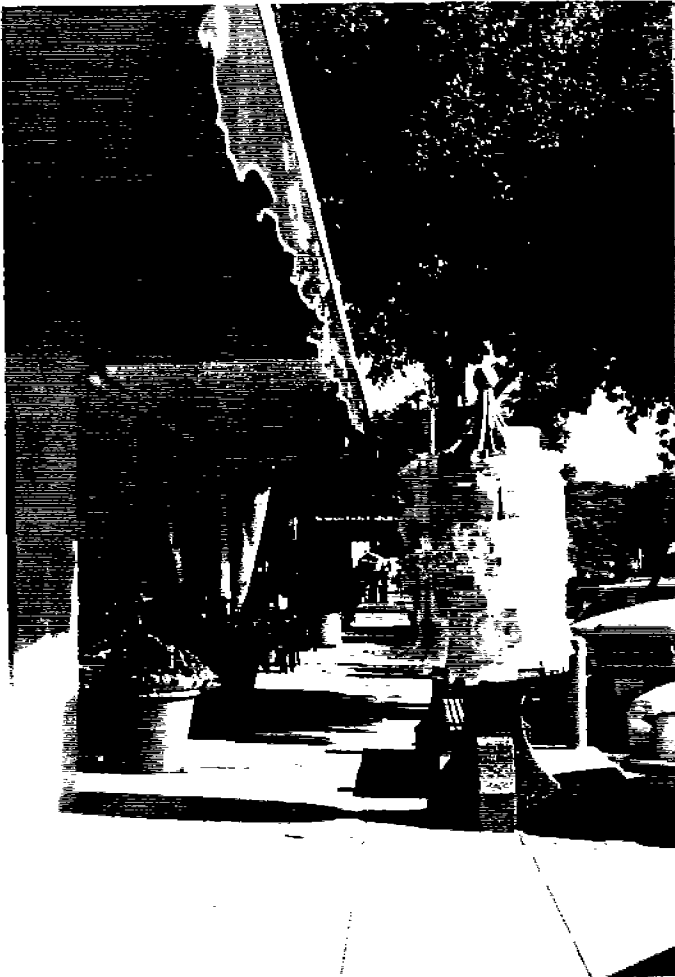
e. Special designed all-weather features that will make spending time outdoors a pleasure in the Northwest climate.



f. Kiosks:

Kiosks are suitable for temporary community-oriented notices and could be placed in areas where larger number of people gather.

The style and placement of kiosks should complement the site and the streetscape.



The Design Commission may approve other amenities in place of the above, including the provision of affordable housing as established in Part 1.

The applicant may propose to contribute to another art or design project in lieu of the amenities. For example, the applicant may choose to contribute to the city's I-90 Artway.

2. All plazas, arcades and open-air seating shall provide handicapped access.

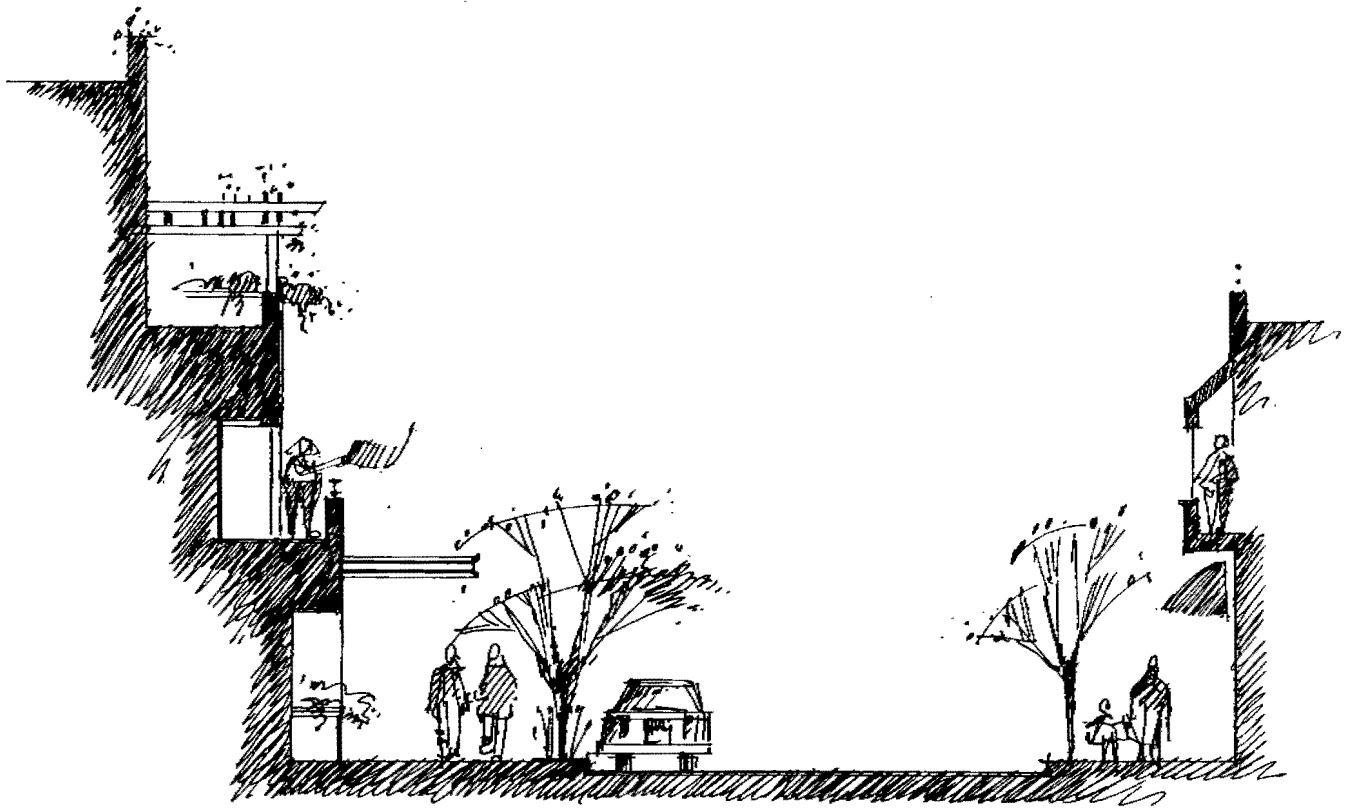
D. VISUAL INTEREST

OBJECTIVE: Within the Town Center all buildings shall provide elements that attract the interest of residents, shoppers and workers.

"An open door is very attracting. Given a choice, people will head for the door that is open or is about to be opened by someone else. Some people are natural door openers. Most are not." - William H. Whyte

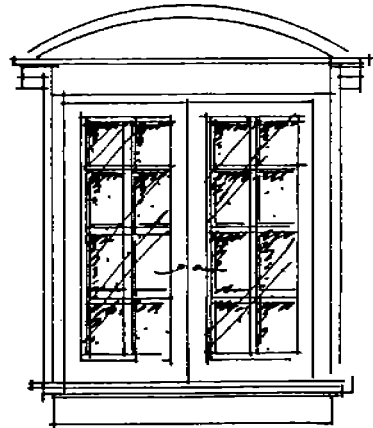
PRINCIPLES

1. All major new construction should have upper-story features which improve the relationship between the upper story and the street. Such features include but are not limited to balconies, roof decks, bay windows or upper-story commercial activities.

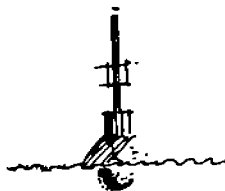


2. A compatible mix of styles for the Town Center is acceptable providing that some basic design features which complement each other are present. In order to encourage diversity, all major new construction shall include at least three of the following elements on the street facing facades:

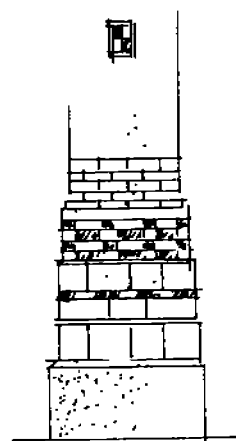
a. Window and door treatment which embellishes the facade.



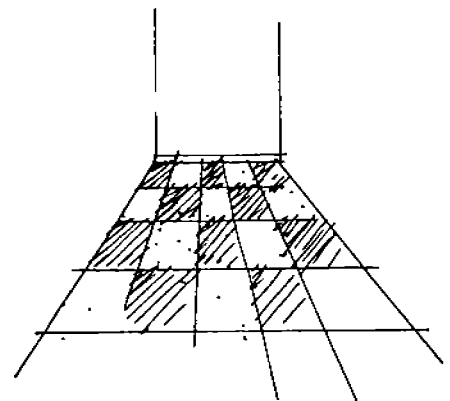
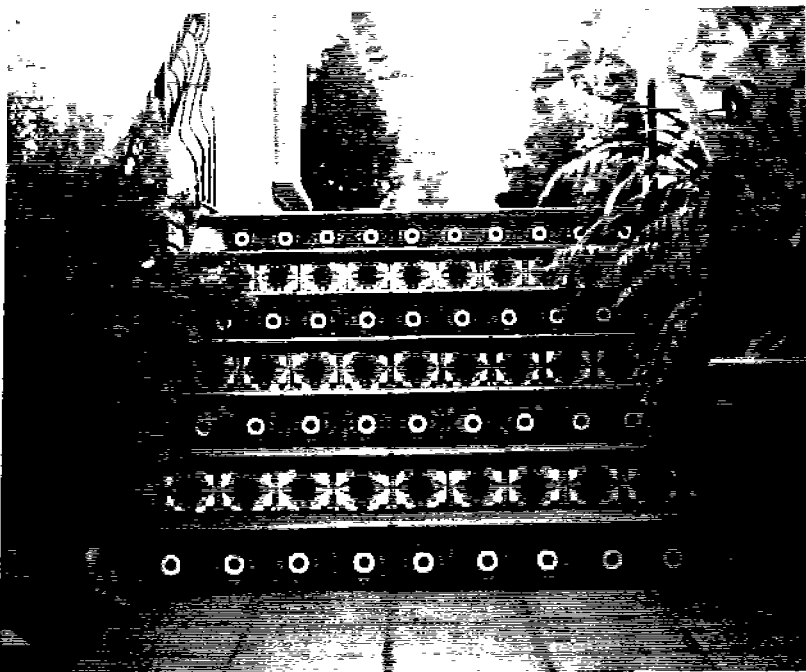
b. Decorative light fixtures.



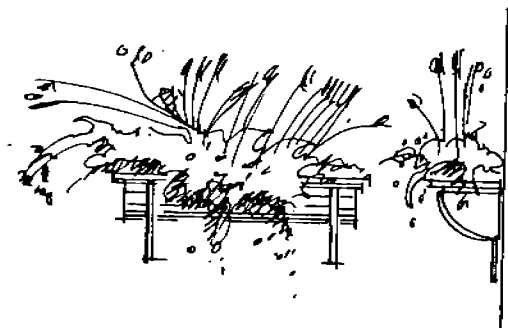
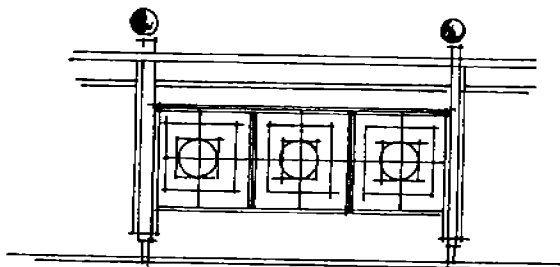
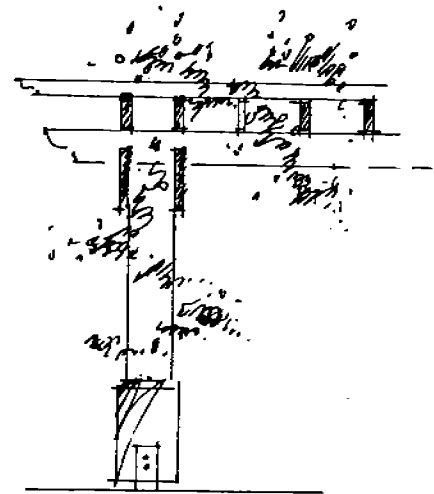
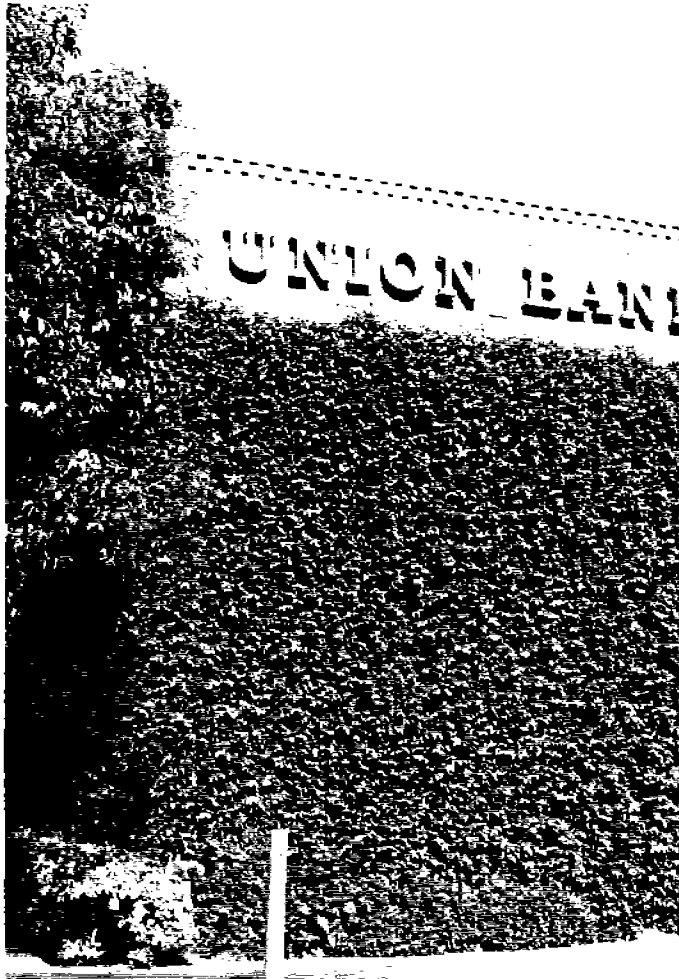
c. Unique facade treatment, such as decorative materials and design elements.



d. Decorative paving



e. Trellises, railings, gates, grill work, or unique landscaping



The Design Commission may approve other elements in place of the above.

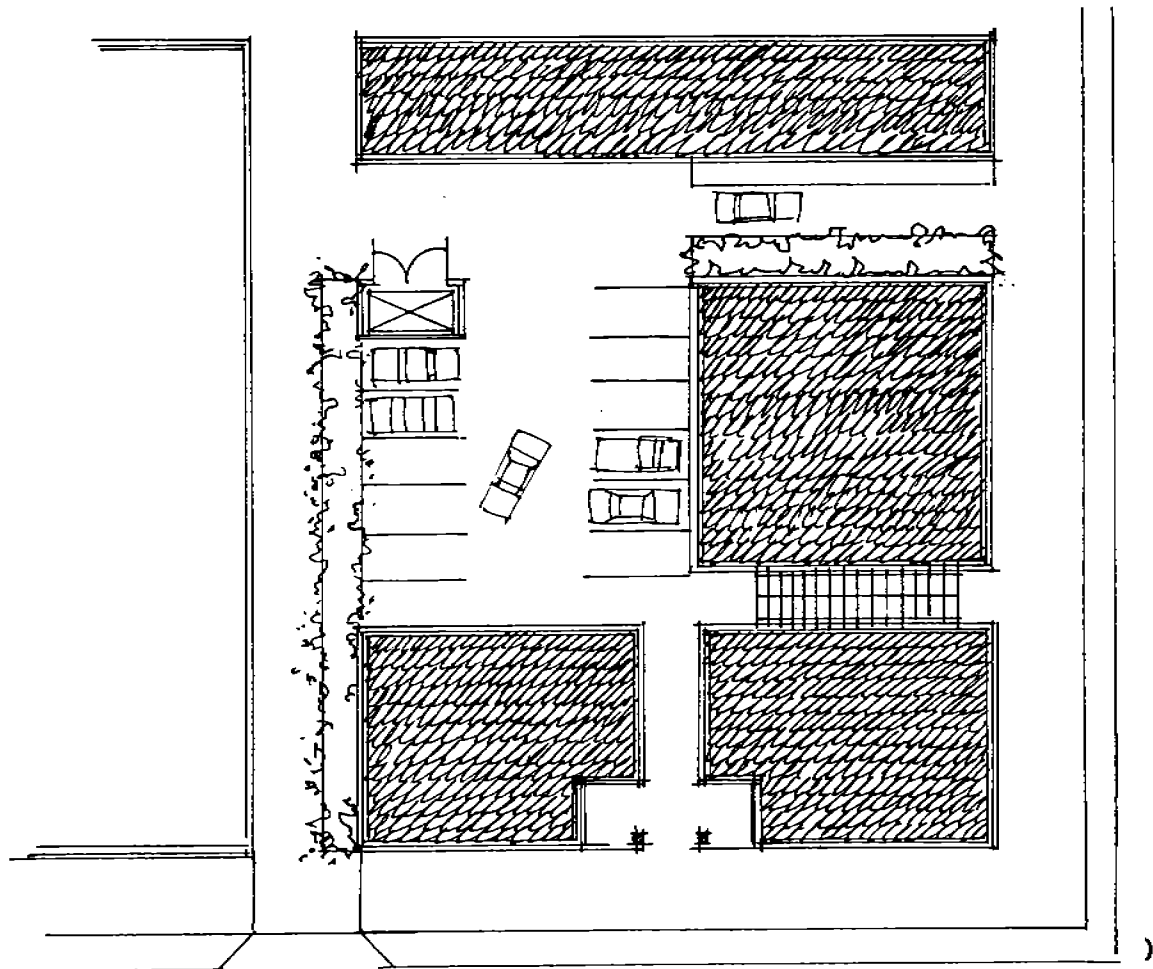
III. Parking Location and Design

OBJECTIVE: Parking shall be integrated with the design of the Town Center and complement the pedestrian activities and visual character of the Center. Intrusive impacts of parking lots and structures should be mitigated through sensitive design, location and configuration. All surface parking lots shall be located behind buildings.

PRINCIPLES

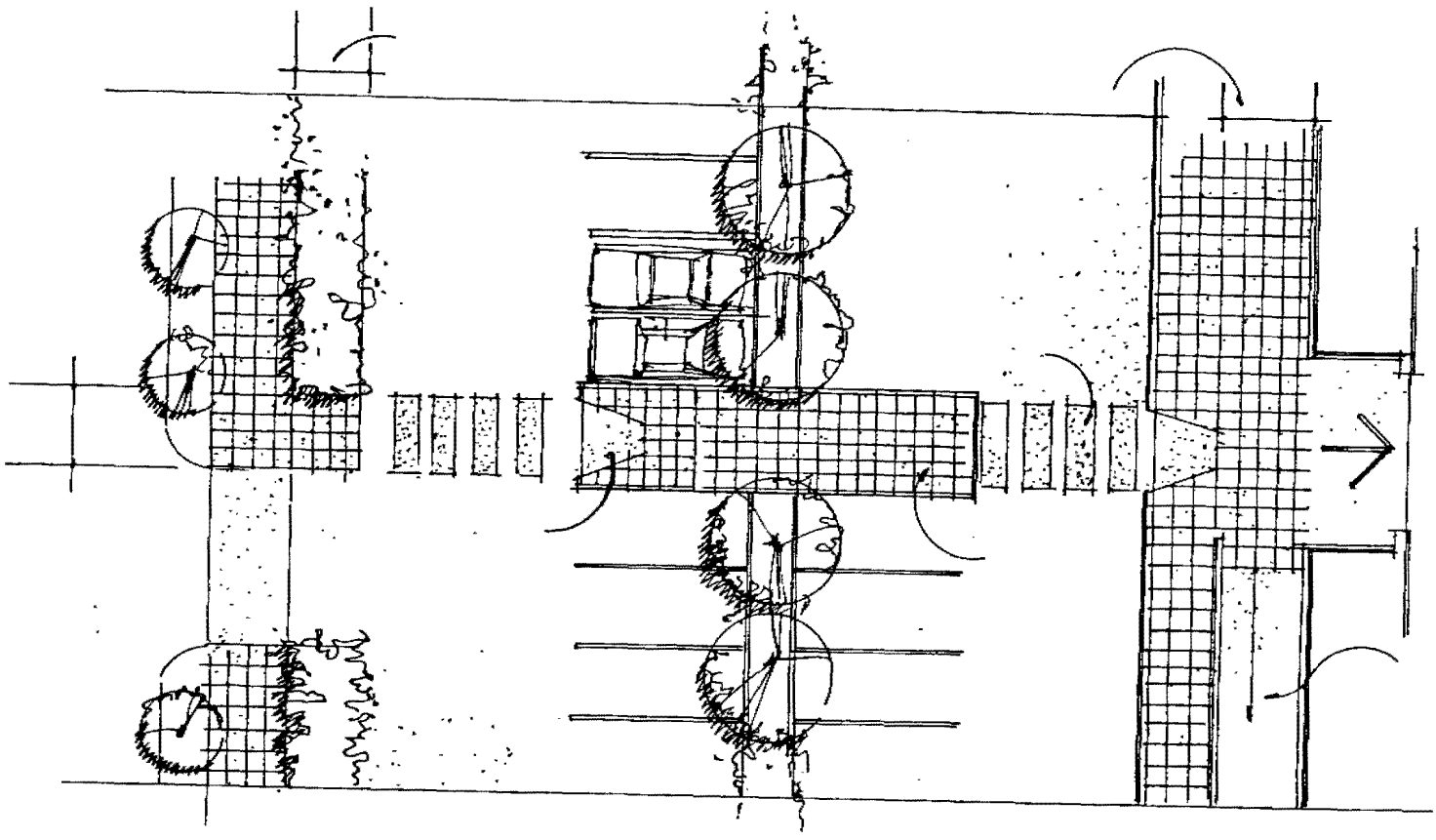
1. PARKING LOCATION AND ENTRANCES

- a. The number of parking lot entrances, driveways and curb cuts should be minimized in all Town Center districts in favor of combined driveways and coordinated parking areas among business owners.
- b. Individual parking entrances and curb cuts on 78th Avenue S.E. should be consolidated to complement a coordinated parking strategy illustrated in the Town Center Plan.

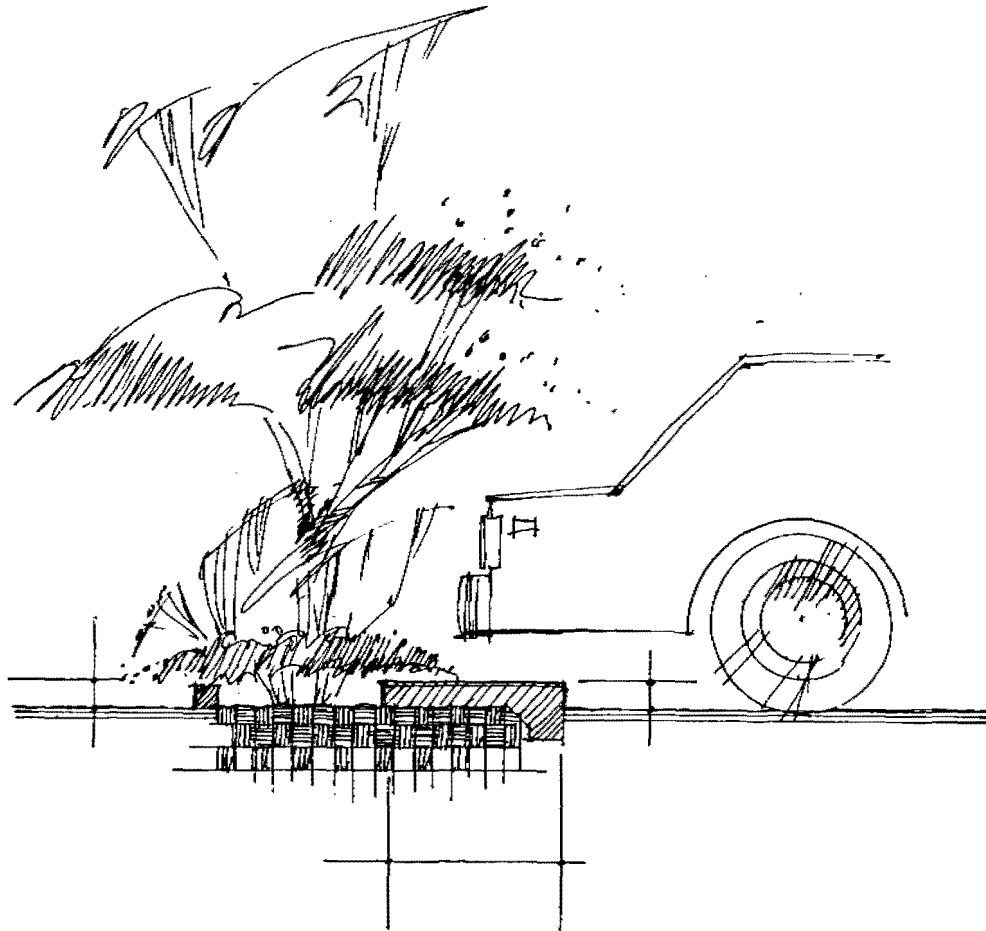


2. DESIGN OF SURFACE PARKING AND PEDESTRIAN ACCESS

- a. Existing surface parking lots should be redeveloped over time with higher intensity development which would take advantage of the amenities created in the Town Center. Exhibit 2 is intended to show conceptually how buildings and parking might be arranged to make the streets more inviting to pedestrians and to keep parking from becoming a barrier between the buildings and sidewalk.
- b. Parking lot design should be clear and well organized. Pedestrian walkways should be provided through all parking lots.
- c. Landscaping and lighting of surface parking lots should be in conformance with Landscaping and Lighting sections of this Chapter.
- d. Minimum eight feet (8') wide pedestrian walkways with wheelchair ramps should be constructed between the sidewalk and building entrances. Raised concrete pavement should be provided where the walkway traverses between parking stalls and/or is adjacent to vehicular circulation.



e. All parking areas, landscaping areas and driveways should be surrounded by six inch (6") high vertical concrete curb.

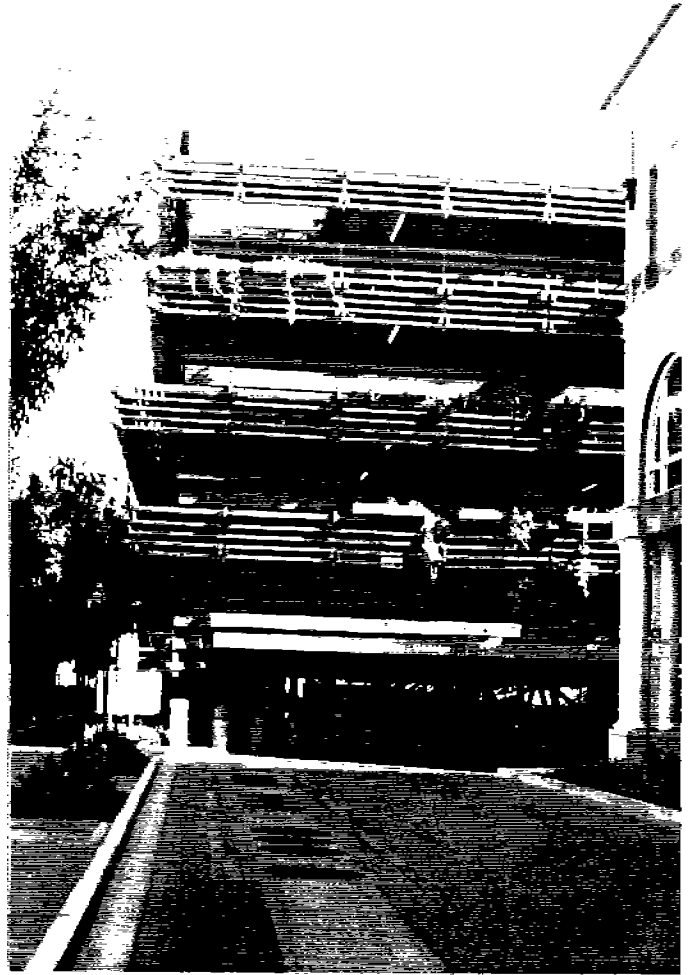
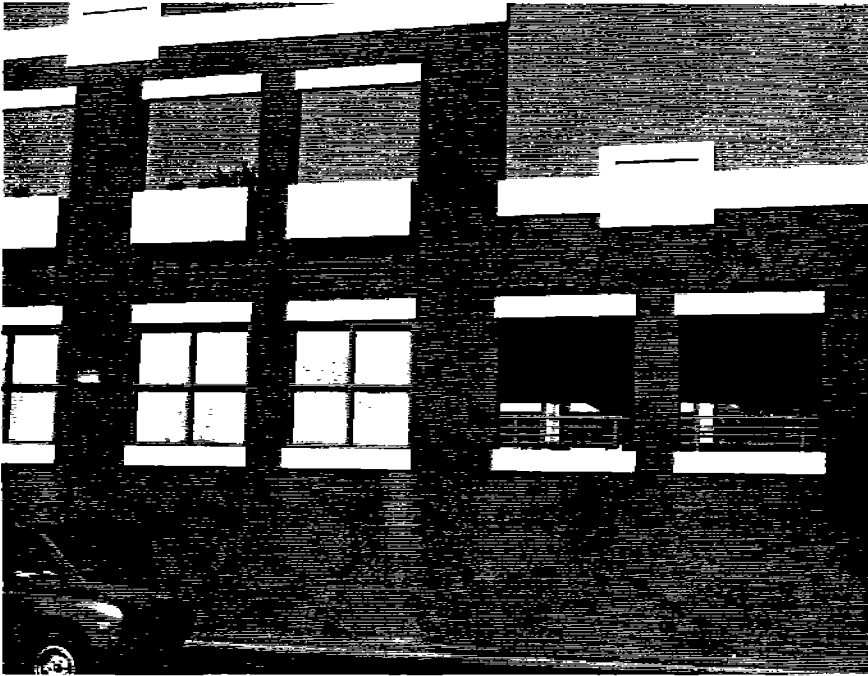


f. All landscape and pedestrian areas should be protected from encroachment by parked cars. Two foot (2') wide wheel stop (as measured outward from the paved or planted area) should be constructed for all non-parallel parking stalls.

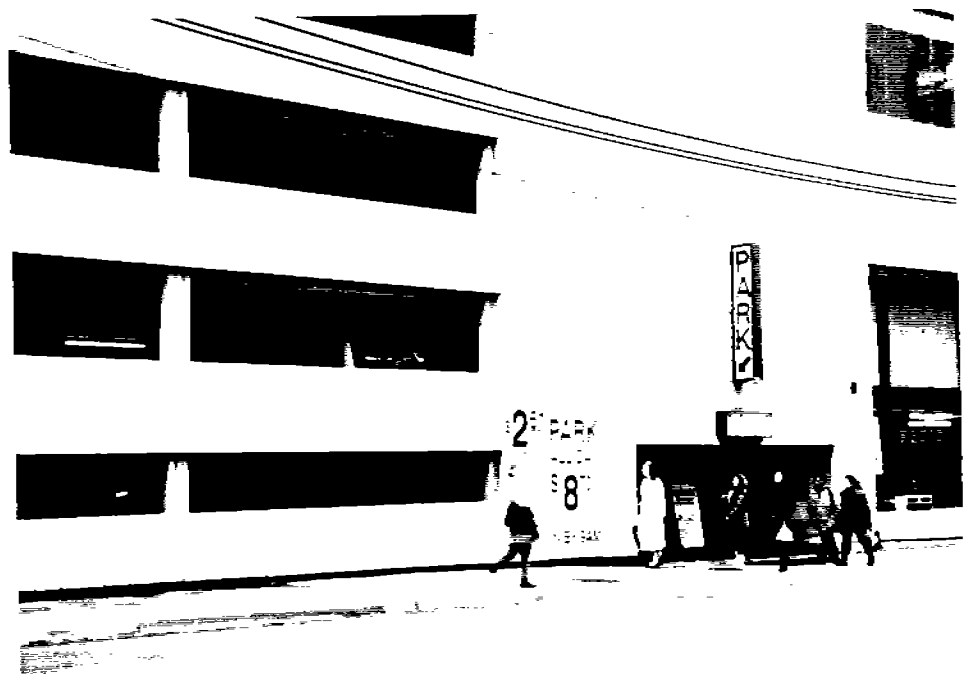
g. Signs within parking lots should be limited to those necessary for safety and identification. Any required signs for individual stalls should be marked on the pavement. Free standing or wall mounted signs are not permitted, with exception of handicapped parking signs.

3. DESIGN OF STRUCTURED PARKING

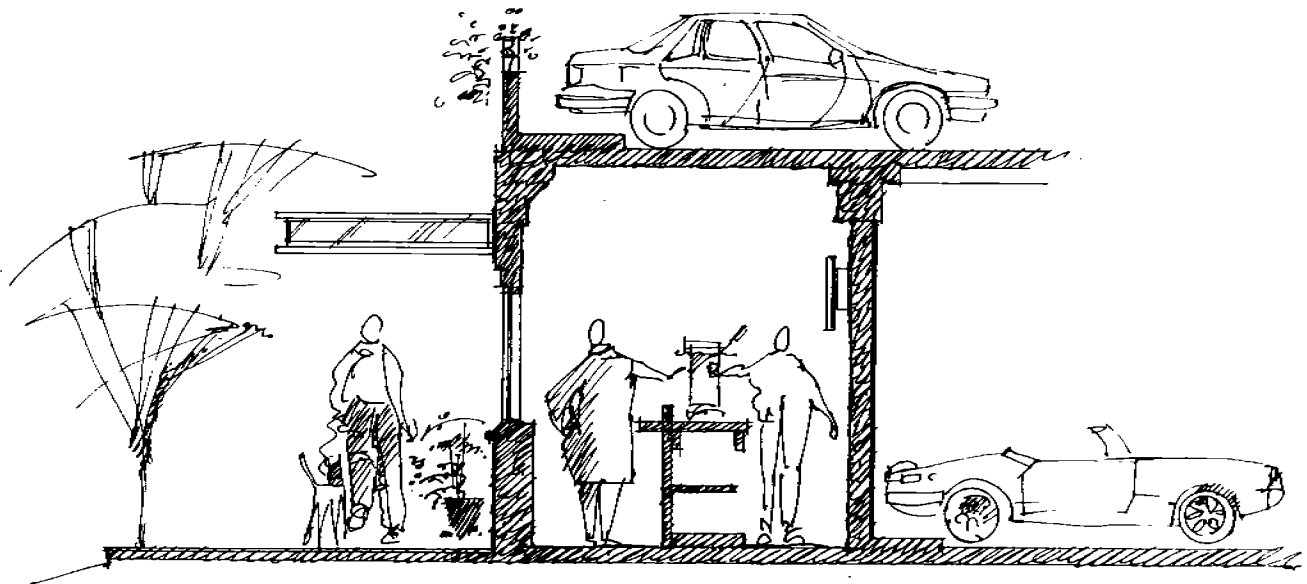
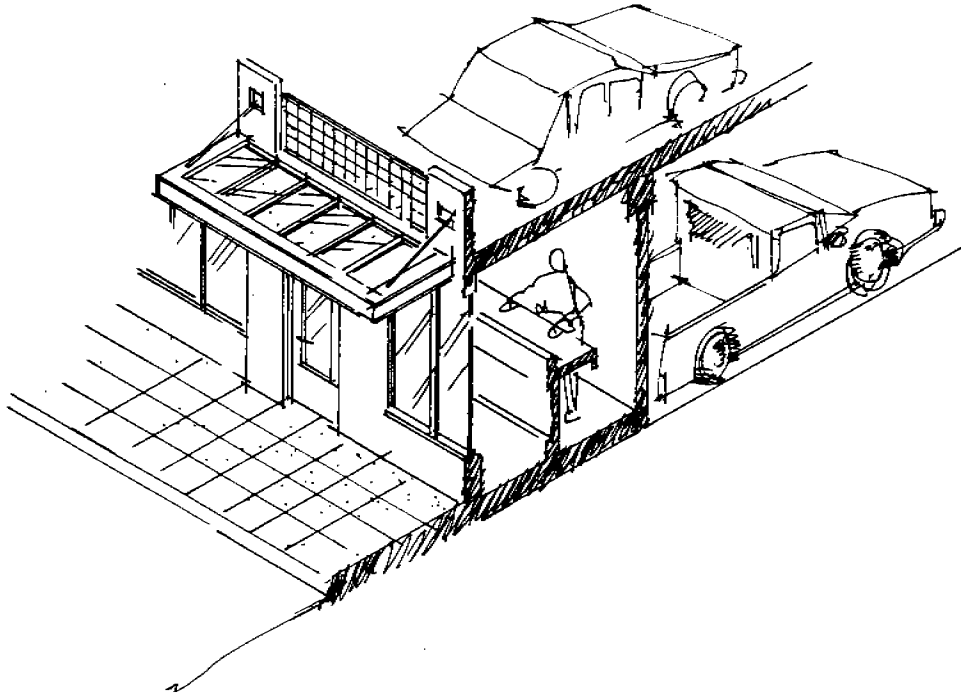
a. Parking structures should be architecturally integrated or designed with an architectural theme similar to the main building.



discourage →



b. The perimeter of each floor of a parking structure facing the street should have a screening mechanism designed to shield automobiles and any mechanical appurtenances from public views. An architectural treatment, landscaping and/or space for pedestrian oriented businesses along the street-side edges of the parking structure shall be provided.



IV. Auxiliary Design Elements

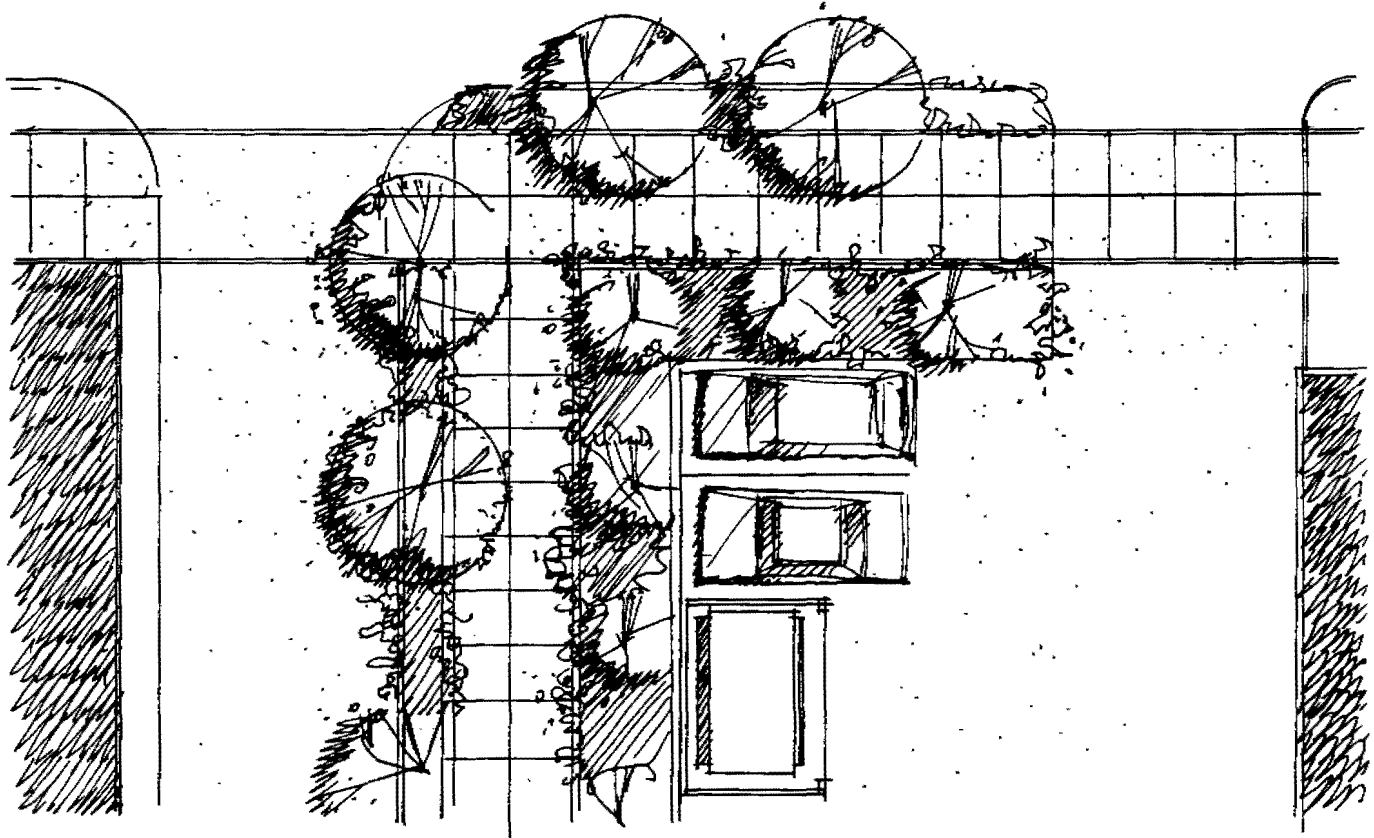
A. LANDSCAPING

OBJECTIVE: Trees and landscaping shall be incorporated into the site design in order to continue the distinct character and quality of life in the Town Center.

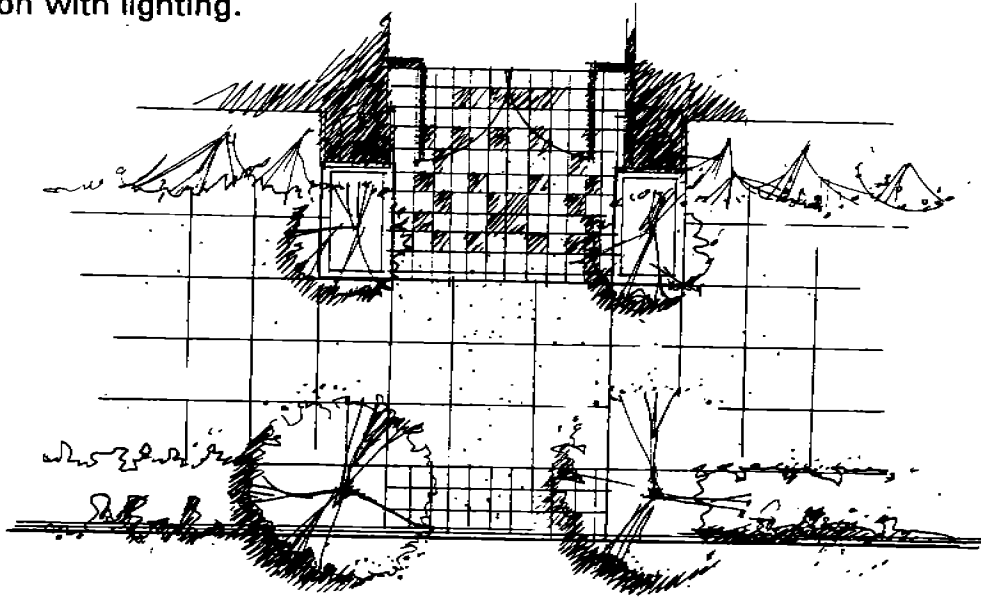
"Trees and other landscaping help to establish a distinct character and quality of life for a community." - Peter Calthorpe

PRINCIPLES

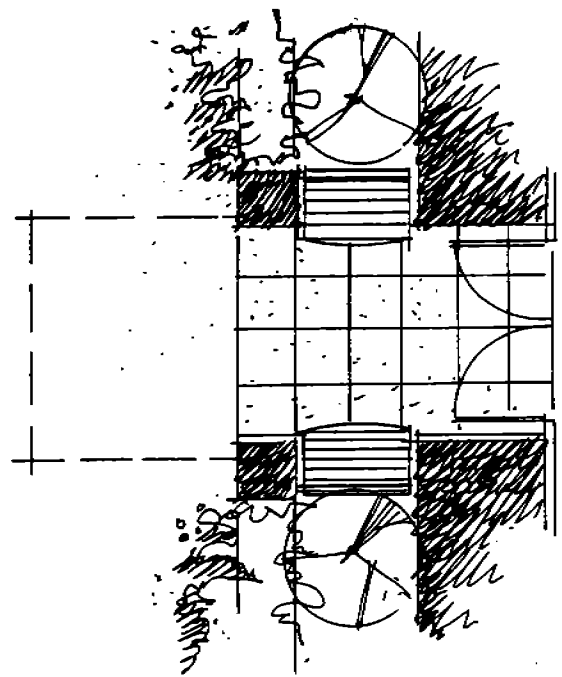
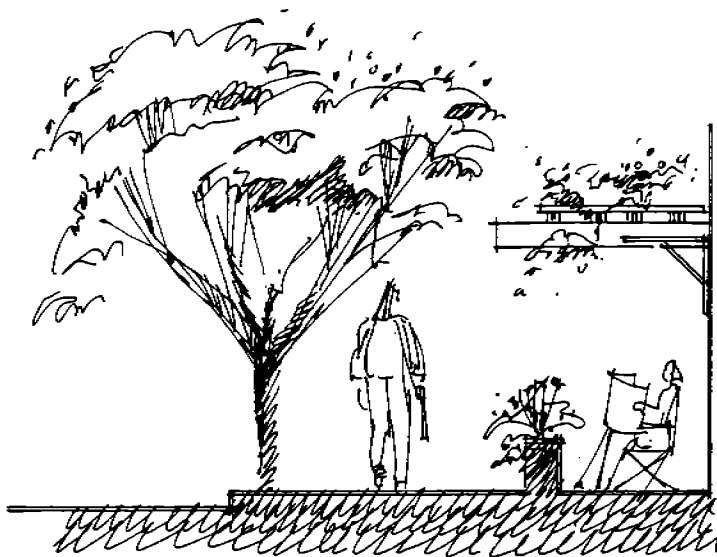
1. Indigenous, drought tolerant or plant species proven adaptable to the local climate should be used. Prominent trees should be preserved.
2. All grade-level parking, structures for storage, trash and loading should be separated from the street and screened from pedestrian view by landscaping. The landscaping must include shrubs and trees, be located on private property and be wide enough to maintain the plant material and screen the view.



3. Building entries should be emphasized with special landscaping and/or paving in combination with lighting.

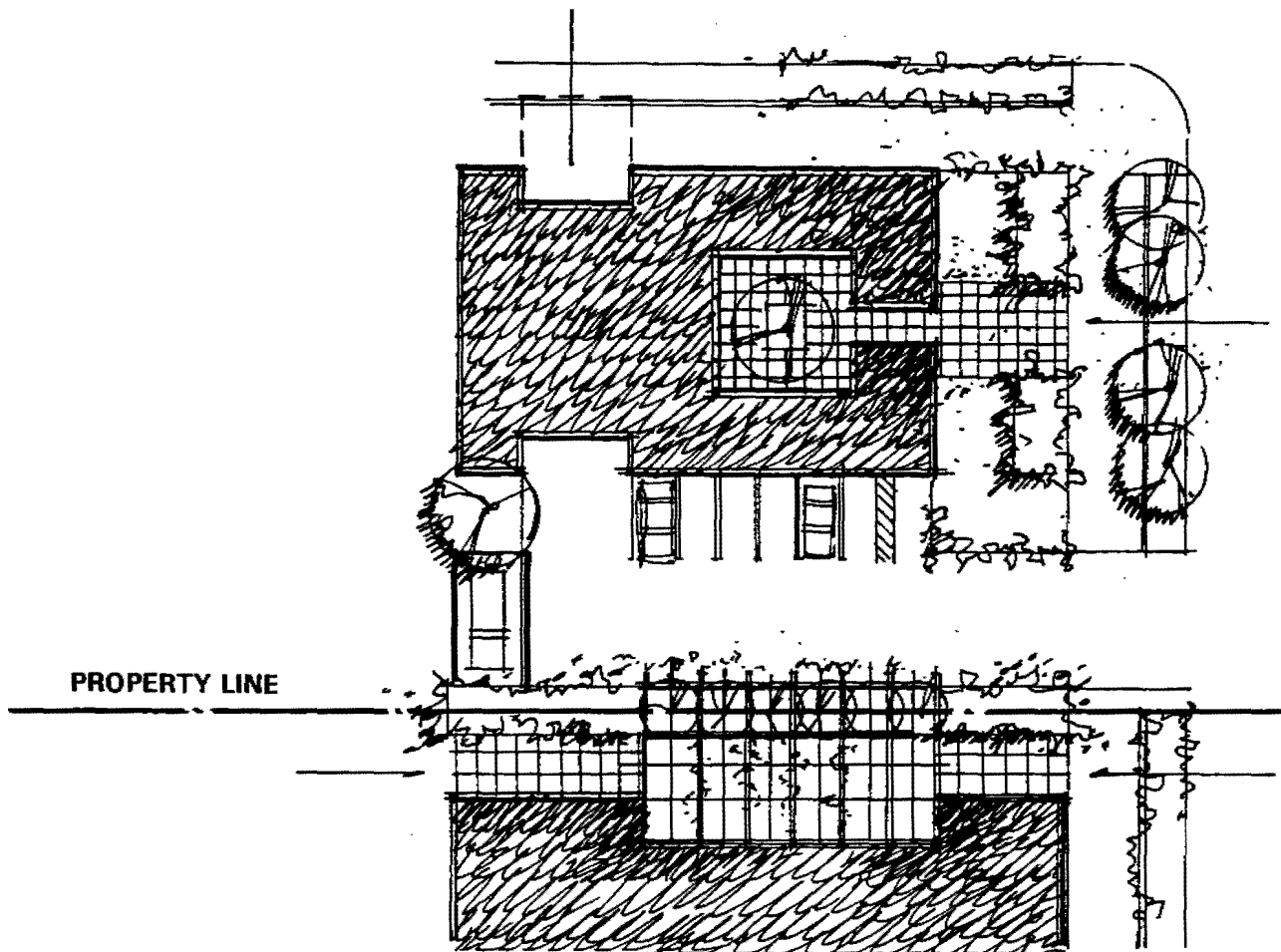


4. Building facade modulation and setbacks should include features such as courtyards, fountains or landscaping.



5. The amount and location of landscaping should complement the design of the development. As a guideline, approximately one square foot of landscape space should be provided for every 100 square feet of gross building floor area.

6. Landscaping should provide design continuity between the neighboring properties.



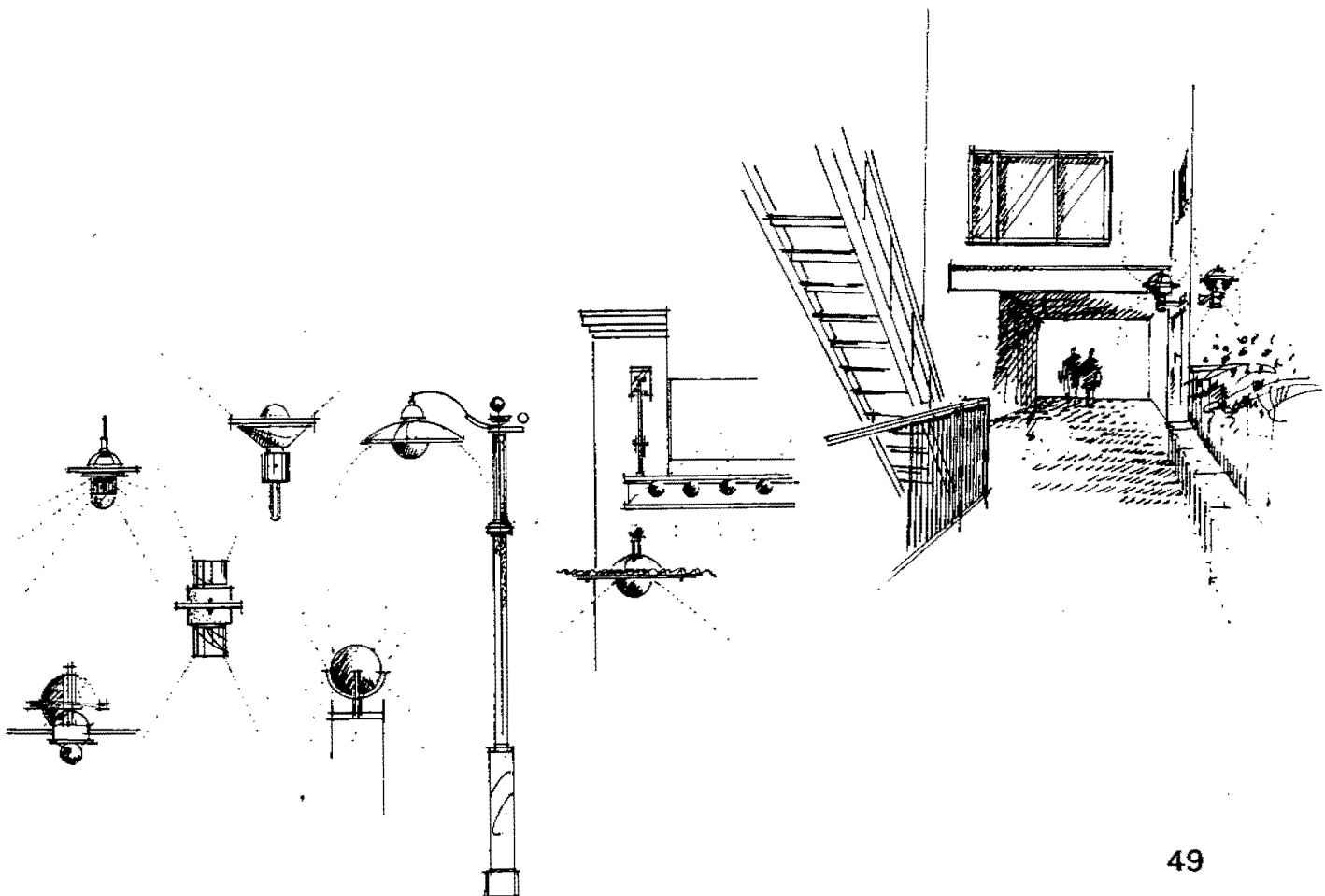
B. LIGHTING

OBJECTIVE: Lighting shall contribute to the individuality, security and safety of the site design without having overpowering effects on the adjacent areas.

"What we need to do is to integrate street lighting with the fabric and character of the town, both by day and by night, to manipulate light and the light sources in the full knowledge and love of our towns and cities." - Gordon Cullen

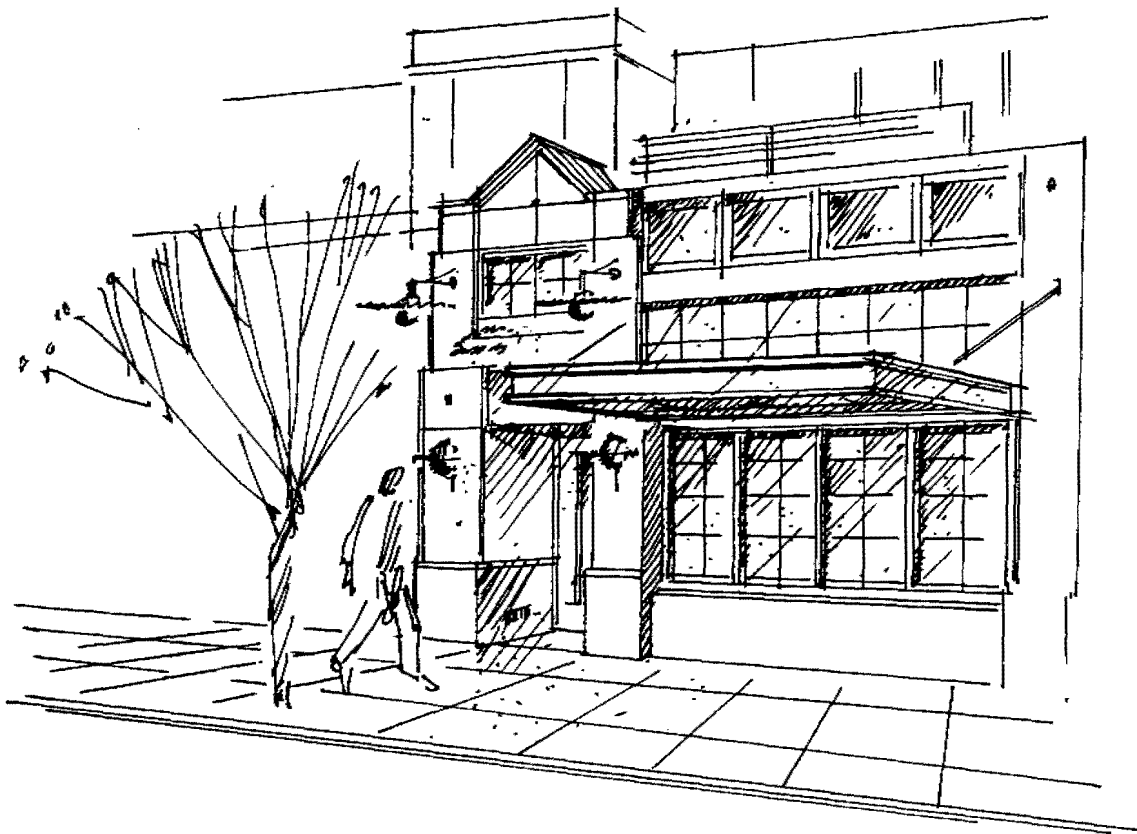
PRINCIPLES

1. Pedestrian scale light fixtures should be incorporated into the site design to give visual variety from one building to the next and should blend with the architectural style.



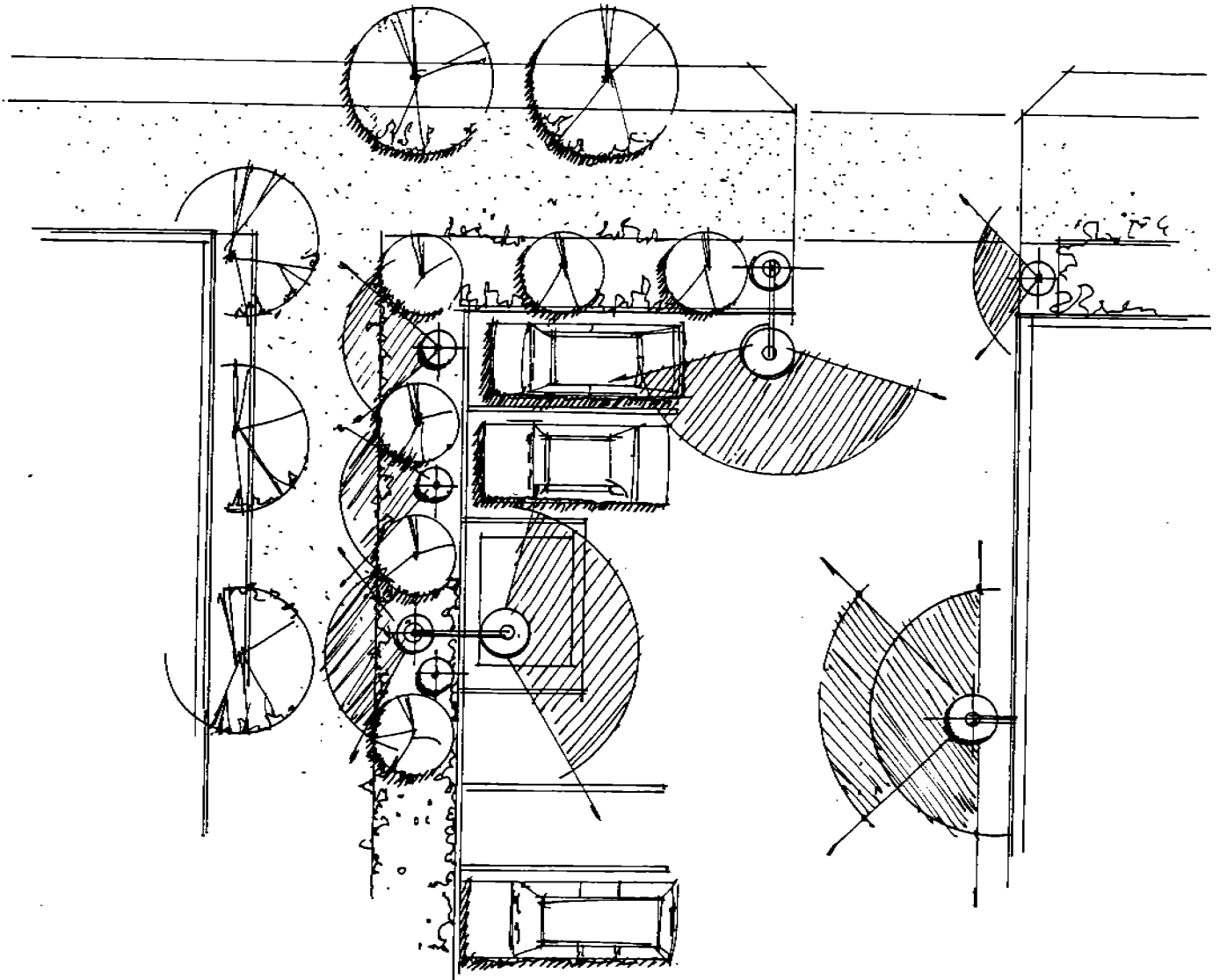
2. Lighting should use minimum wattage metal halide or color corrected sodium light sources which give more "natural" light. Non-color corrected low pressure sodium and mercury vapor light sources are prohibited.

3. All building entrances should be well lit to provide inviting access and safety.



4. Building-mounted lights and display window lights should contribute to lighting of walkways in pedestrian areas.

5. Parking area light fixtures should be designed to confine emitted light to the parking area. Post height should not exceed sixteen feet (16').



Re. City of

Sept 5

6. Back-lit or internally lit vinyl awnings are prohibited.

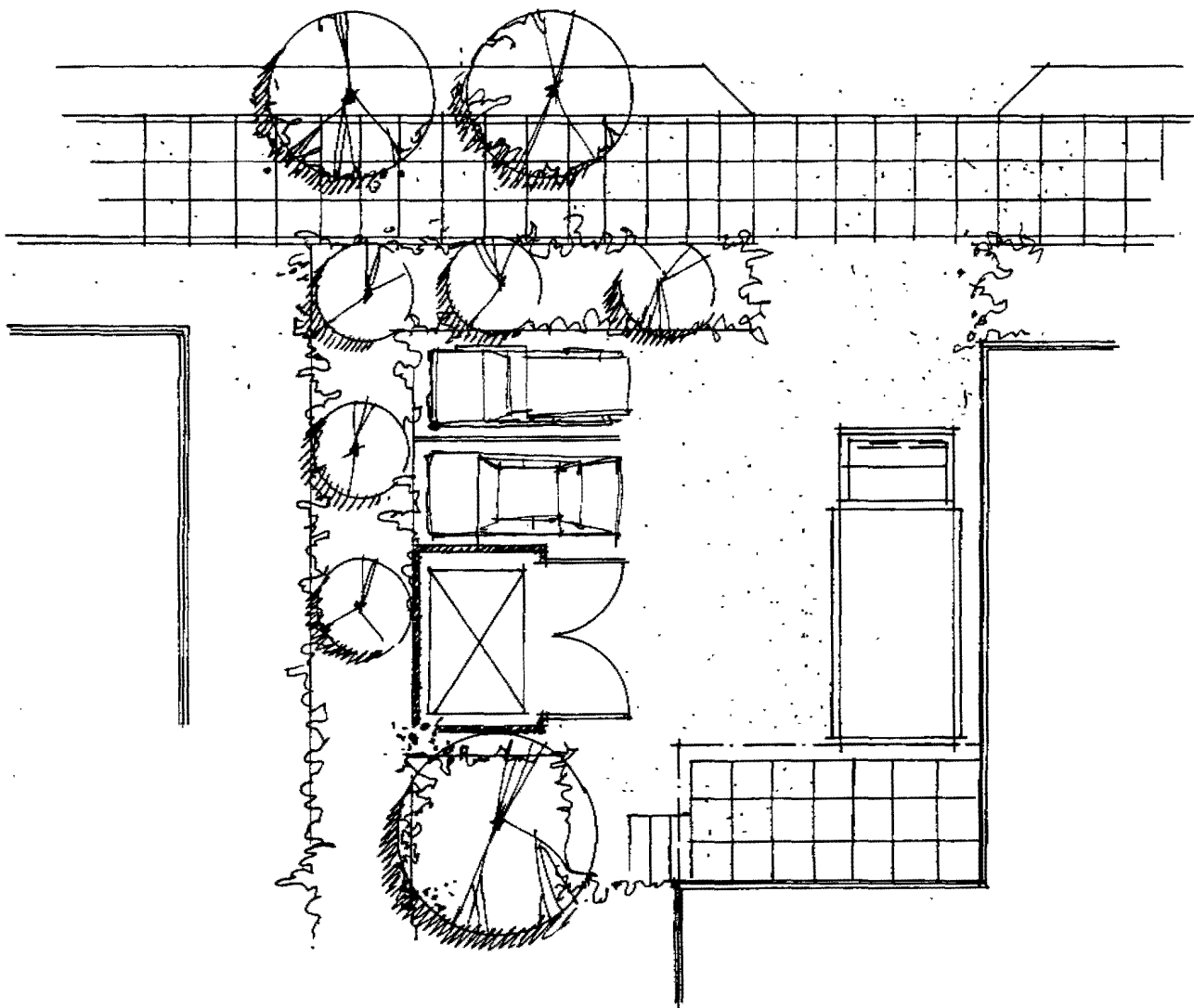
7. Neon lighting may be used as a lighting element, provided that the tubes are concealed and are an integral part of the building design. Neon tubes used to outline the building are prohibited.

C. SCREENING OF ACCESSORY AREAS AND STRUCTURES

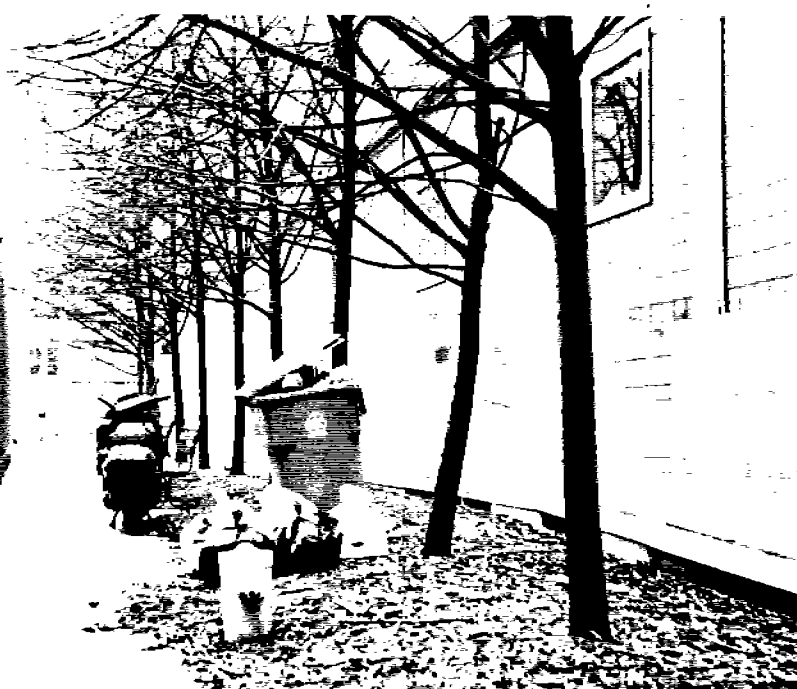
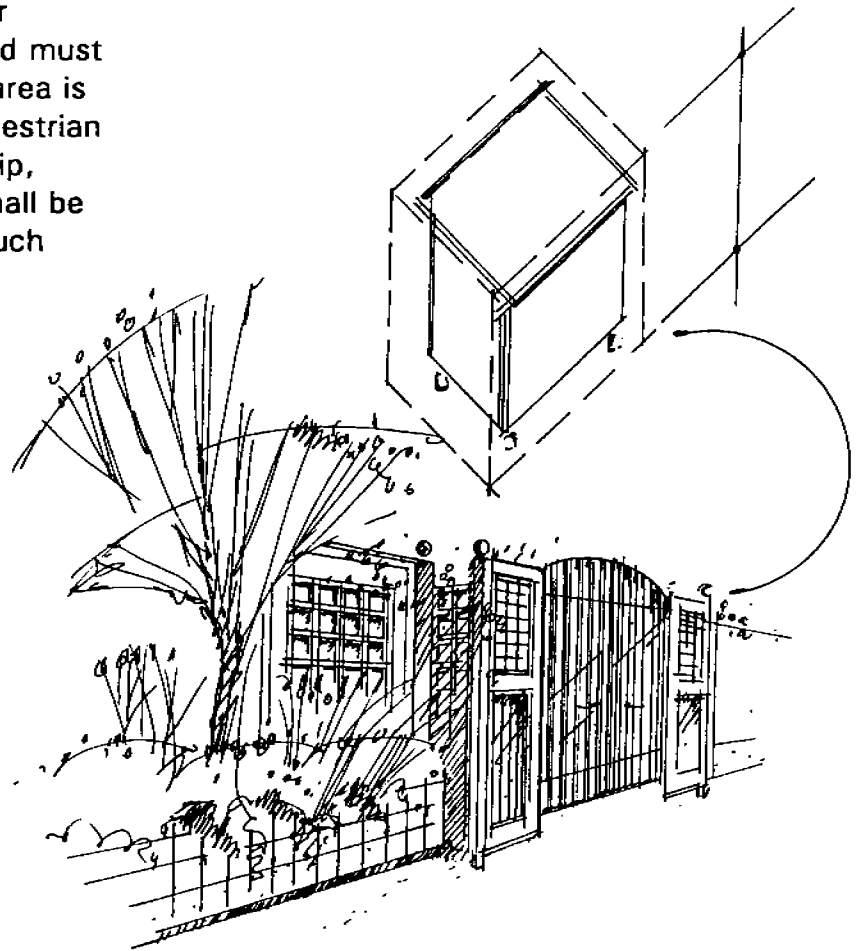
OBJECTIVE: To unify and support the Town Center visual character, storage, service and truck loading areas, utility structures, elevator and mechanical equipment on the ground or roof shall be screened from public view. Any emissions of noise, vapor, heat or fumes should be mitigated.

PRINCIPLES

1. All on-site service areas, loading zones, outdoor storage areas, garbage collection and recycling areas and similar activities should be located in an area not visible from public streets. Consideration should be given to developing common service courts at the interior of blocks.

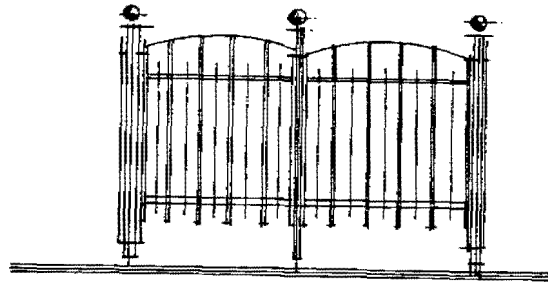


2. Garbage, recycling collection and utility areas must be enclosed and screened around their perimeter by at least seven (7) feet high wall or fence, concealed on the top and must have self-closing doors. If the area is adjacent to public street or pedestrian alley, a landscaped planting strip, minimum three (3) feet wide shall be located on the three sides of such facility.

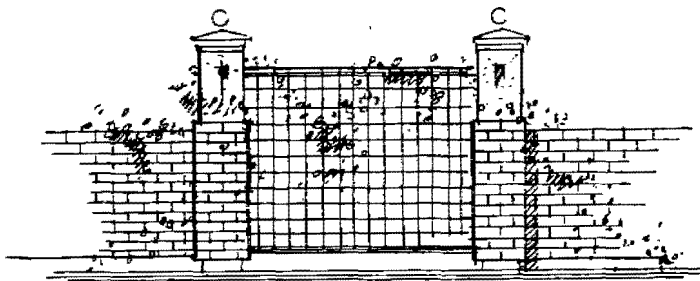
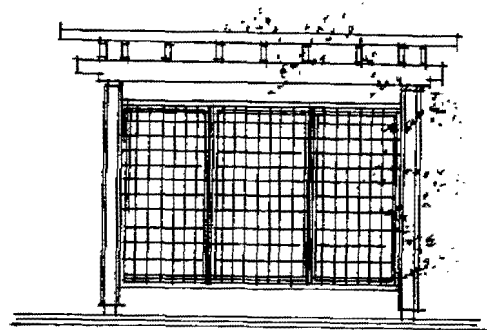


← DISCOURAGE

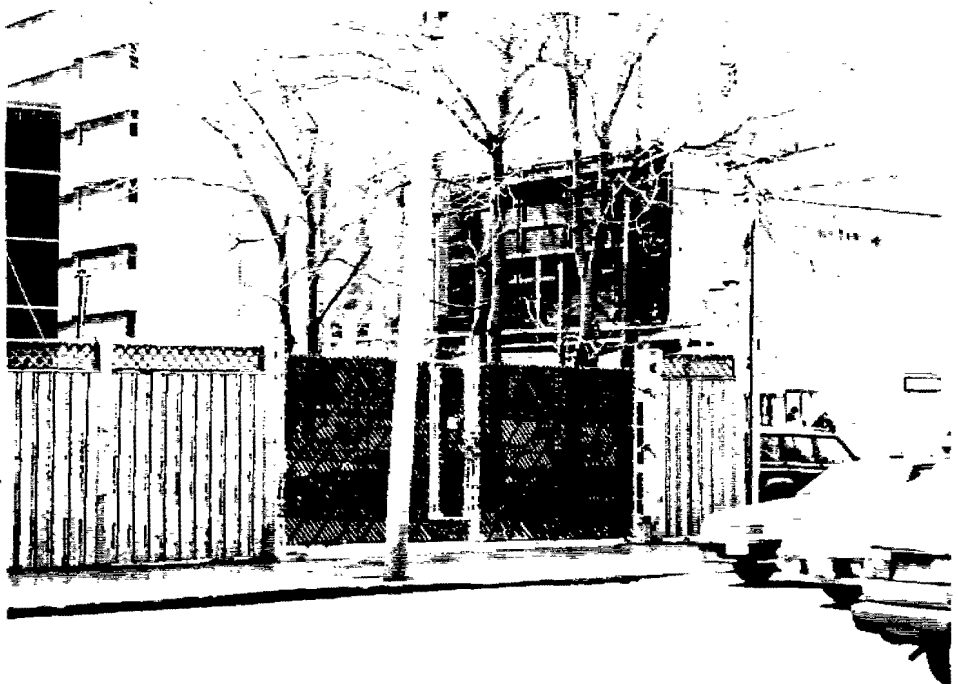
3. Water meters, gas meters, electric meters, ground-mounted mechanical units and any other similar structures should be hidden from public view or be screened.



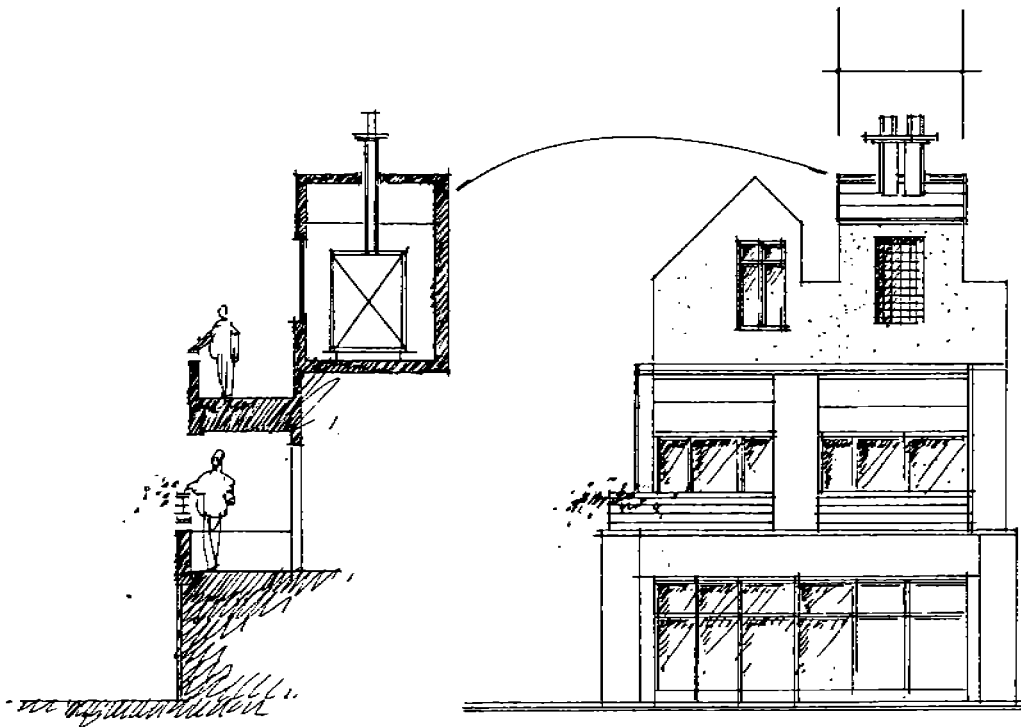
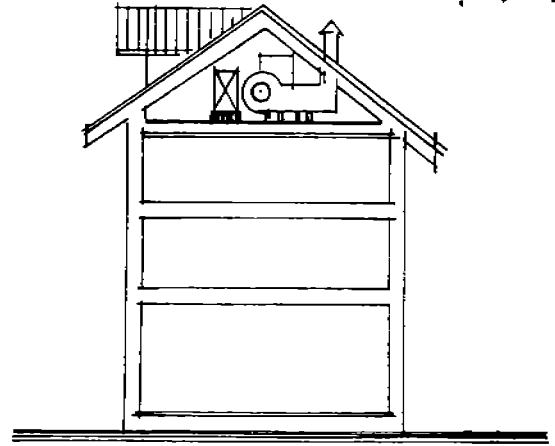
4. Fences designed for privacy or screening should be made of masonry, ornamental metal or wood, or some combination of the three. The use of chain link, plastic or wire fencing is prohibited.



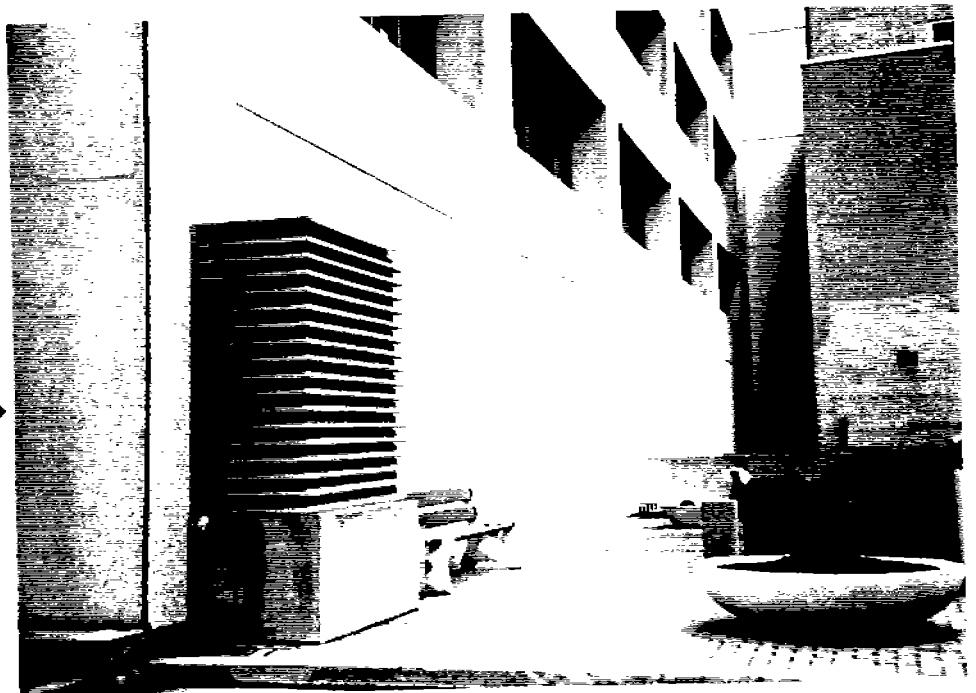
DISCOURAGE →



5. Mechanical units, utility equipment, elevator equipment and telecommunication receiving devices located on the roof shall be grouped together, incorporated into the roof design and thoroughly screened. The maximum height of such building elements shall not exceed fifteen feet (15').



DISCOURAGE →



D. SIGNS

OBJECTIVE: To encourage distinctive, finely crafted signs designed to enhance the aesthetics of the Town Center and to improve pedestrian and traffic safety. Signs shall be integrated into the building design, compatible with their surroundings and clearly inform pedestrians and motorists of business names and services, but should not detract from the architectural quality of individual buildings or from the streetscape as a whole.

"Lowly, unpurposeful and random as they may appear, sidewalk contacts are the small change from which a city's wealth of public life may grow." - Jane Jacobs

PRINCIPLES

FREE STANDING GROUND SIGNS:

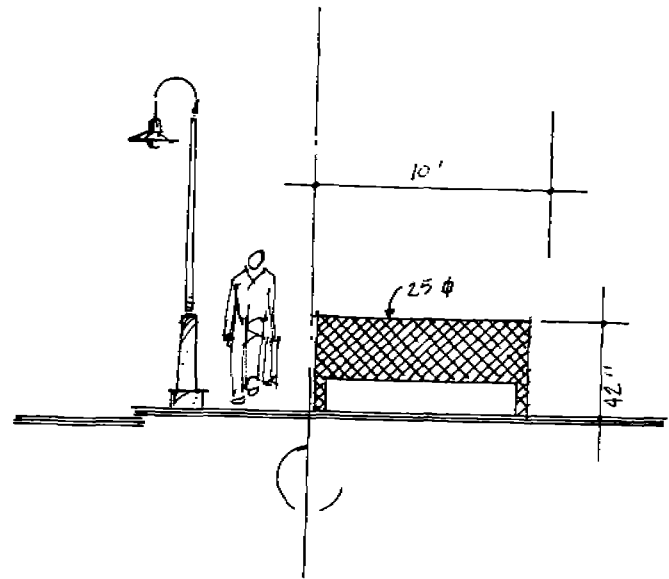
1. A building or complex may not display more than one ground sign on each street frontage.
2. The sign shall be architecturally compatible with the style, materials, colors and details of the building. The sign content should be integrated in one design (in contrast to displaying two or more separate elements). Use of symbols is encouraged.
3. Exposed areas of backs of signs should be finished to present an attractive appearance.

DISCOURAGE →

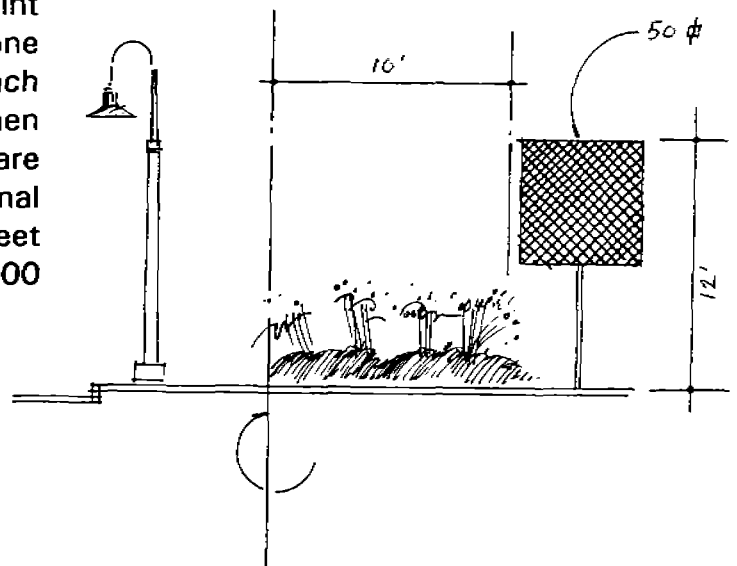


4. Maximum size:

a) A maximum of 25 square feet for individual business ground signs, shopping complex identification ground signs and signs within 10 foot setback from any property line on a street.



b) A maximum of 50 square feet for joint ground signs (identifying more than one enterprise): six (6) square feet for each enterprise included in the complex. When more than five (5) enterprises are included in the complex, one additional ground sign may be placed on the street front, if signs are located at least 100 feet apart.



5. Maximum height: 42 inches within setback of 10 feet from any property line on a street; Six feet (5') beyond the ten (10) foot setback.

WALL SIGNS:

1. A wall sign shall be granted to commercial uses occupying buildings facing the streets and are limited to one sign per business on each street frontage.

2. Maximum size:

a) 25 square feet for individual business signs.

b) 50 square feet for joint business directory signs identifying the occupants of a commercial building and located next to the entrance.

The sign size is measured as follows:

a) "Boxed" display - total area of display including the background and borders.

b) Individual letters and symbols - total combined area of a rectangle drawn around the outer perimeter of each word and each symbol.

3. Wall signs may not extend above the building parapet, soffit, the eave line or the roof of the building, or the window sill of the second story.



4. When a commercial complex provides spaces for signs above window displays, these signs should be compatible in shape, scale of letters, size, color, lighting, materials and style.



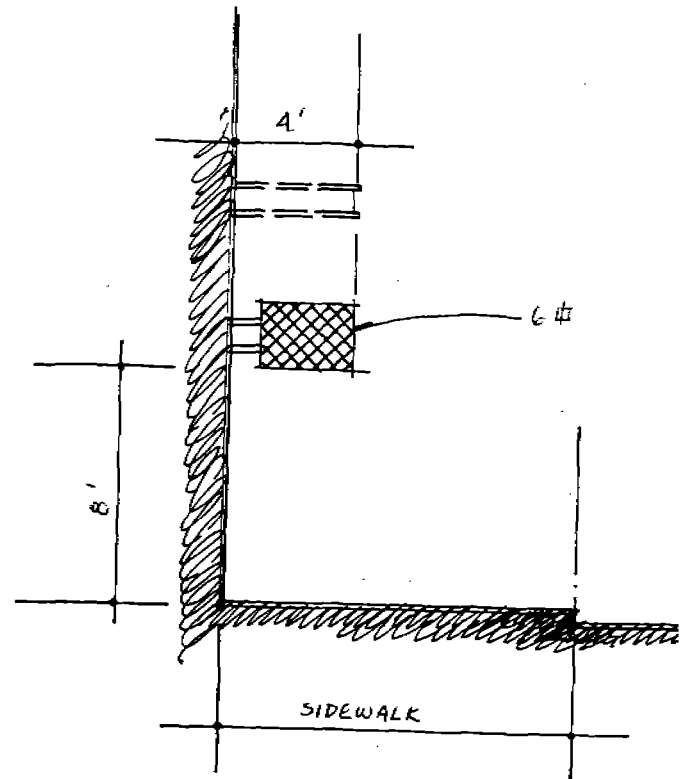
5. If applicant demonstrates to the satisfaction of the Design Commission that a wall sign is creative, artistic and integral part of the architecture, the Commission may waive the above restrictions.



scaling

PROJECTING SIGNS:

1. Projecting signs should clear sidewalk by 8 feet.
2. Maximum size: 6 square feet.
3. Signs should not project over 4 feet from the building, unless the sign is a part of a permanent marquee or awning over the sidewalk.



WINDOW SIGNS:

Permanent and temporary window signs are limited to maximum 25% of the window area. Every effort should be made to integrate window signs with window display.

PROHIBITED SIGNS:

Signs mounted on the roof, spinning devices, flashing lights and pennants are not permitted.

STREET NUMBERS:

Street numbers should be installed on all buildings and will not be counted towards permitted sign area.

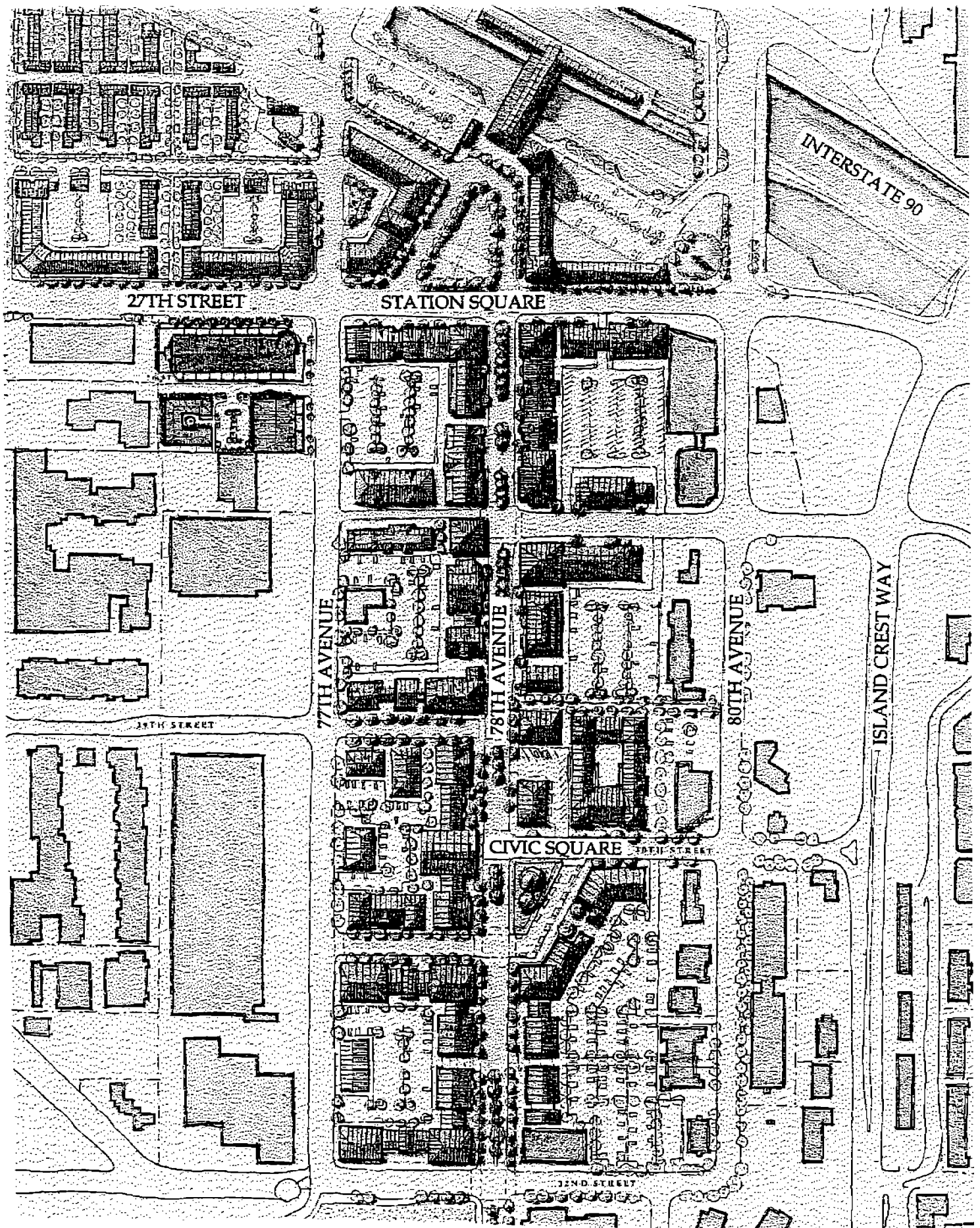
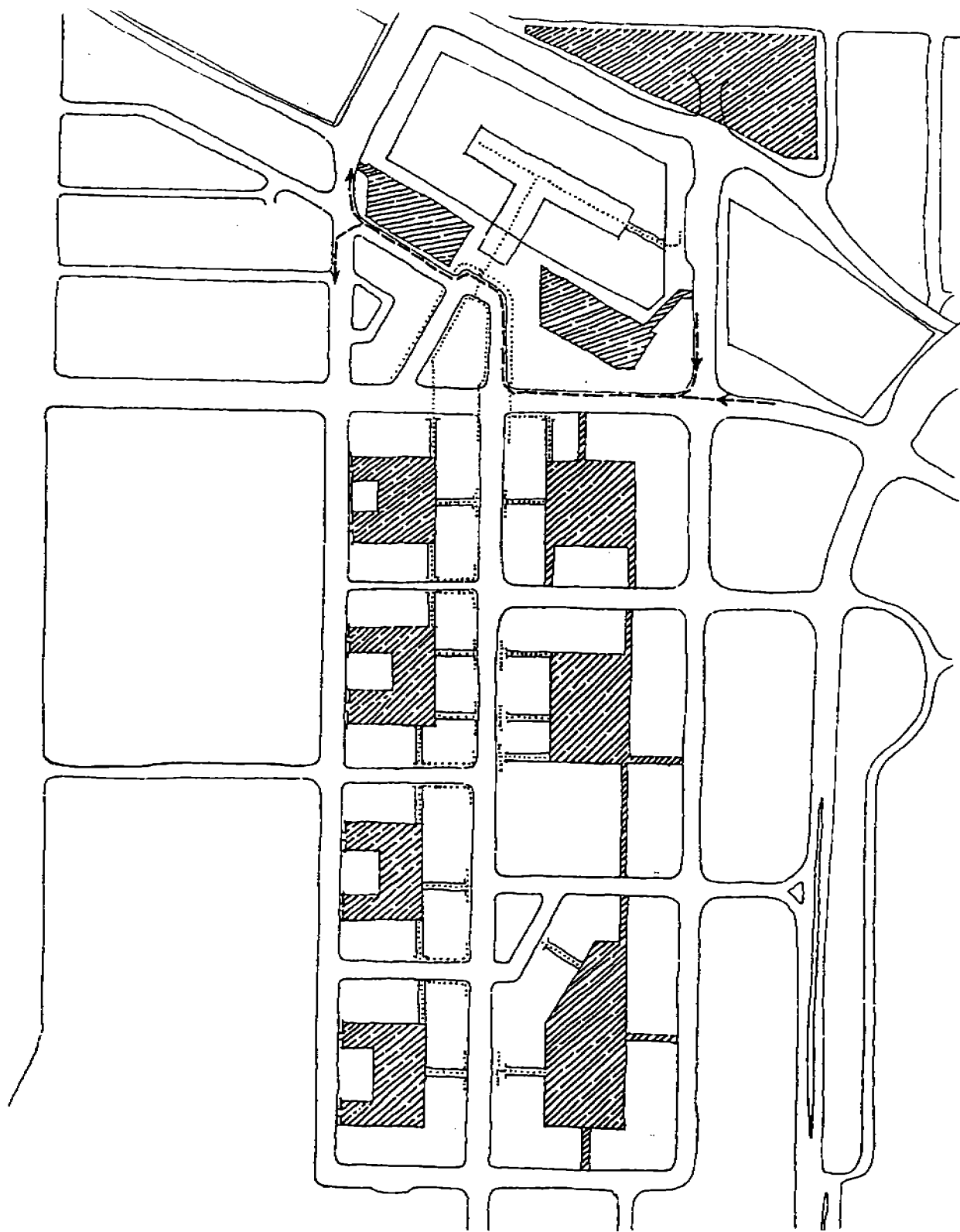


EXHIBIT 2
CONCEPT OF FUTURE BUILDINGS LOCATED AROUND
THE SIDEWALK EDGE



DRAWING KEY




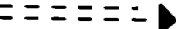
-  ON SITE PARKING
-  PARKING LANE
-  PEDESTRIAN WAY
-  BUS ACCESS AND EGRESS

EXHIBIT 3
CONCEPT OF FUTURE PARKING AND ACCESS

PART 3

ADMINISTRATION

PART 3. ADMINISTRATION

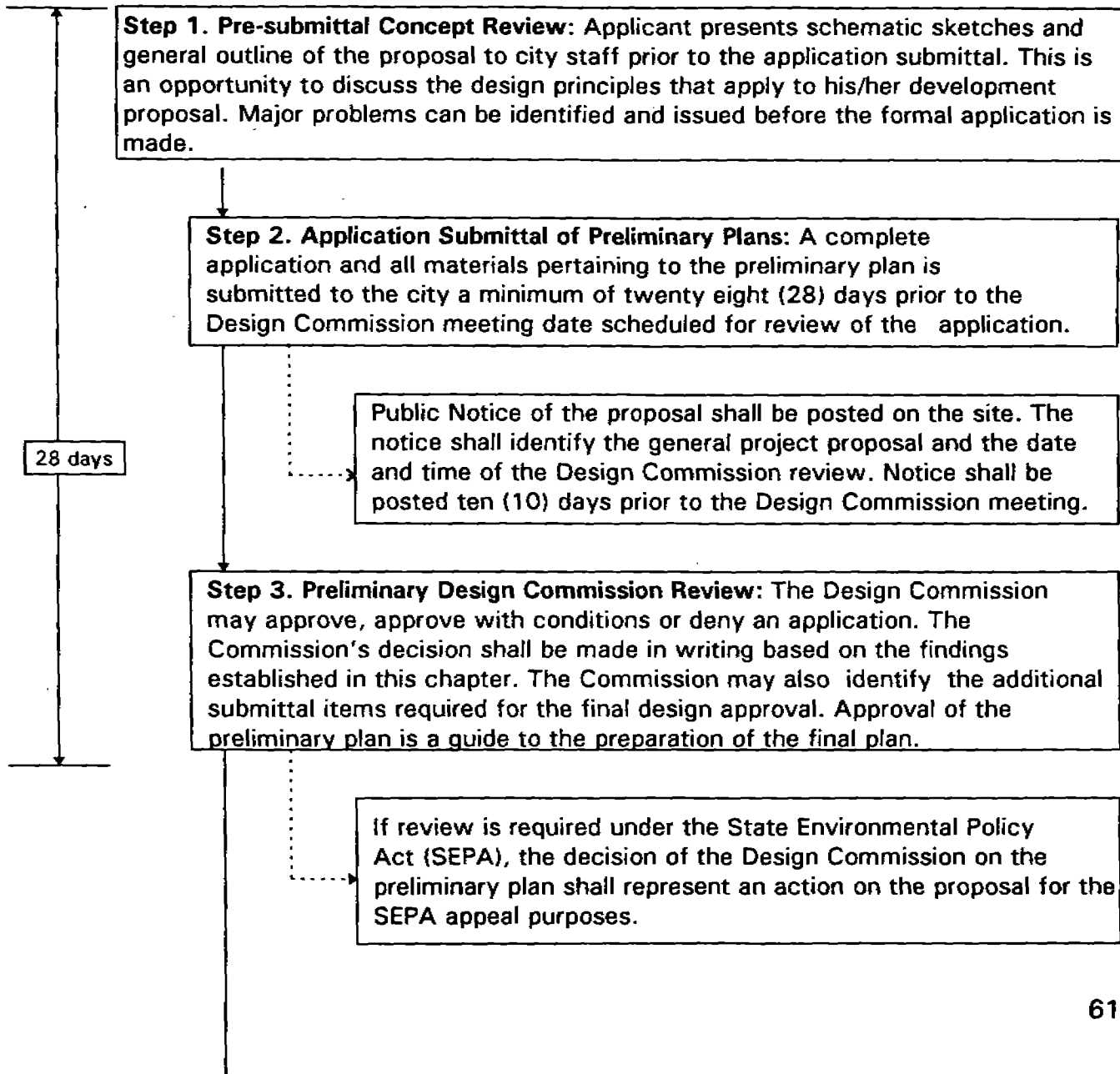
DESIGN REVIEW

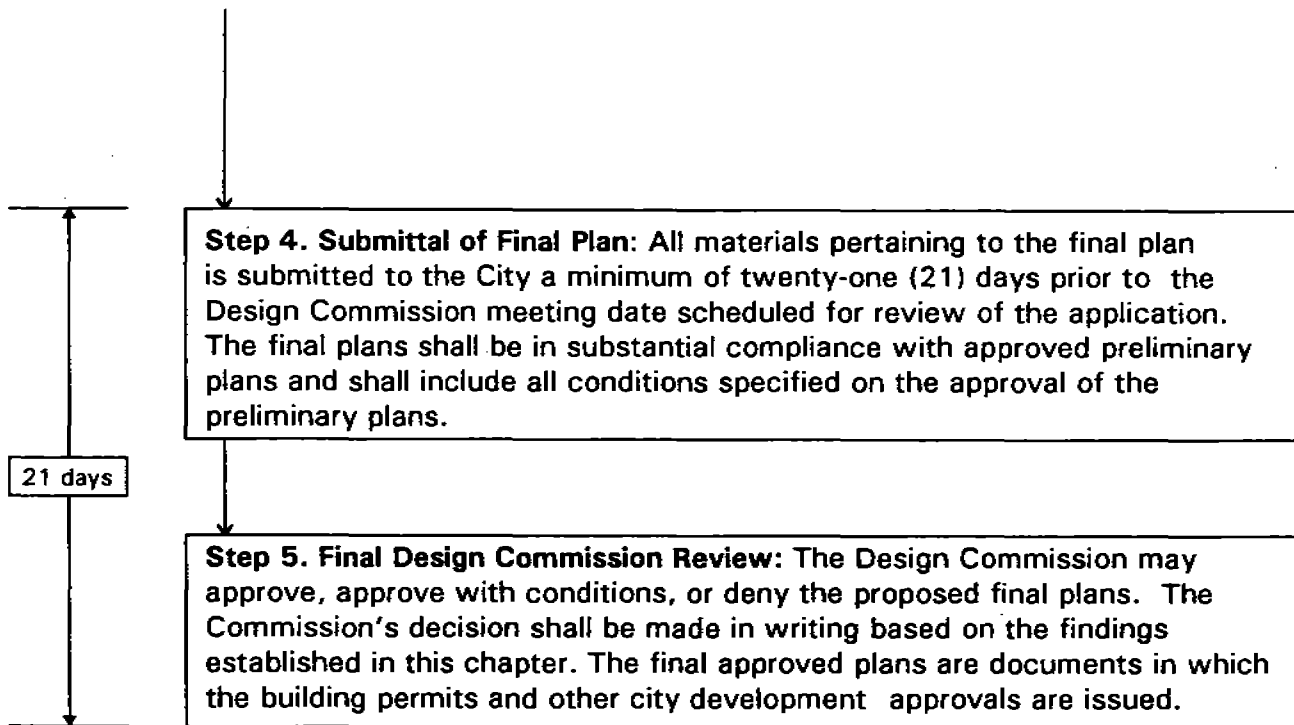
A. Purpose

The intent of the Design Review Process is to ensure that development within the Town Center District complies with the design objectives, principles, and standards established in this chapter. The Design Review Process shall apply to all new structures and exterior modifications to existing structures and sites.

B. Review Process for Major New Construction

The city's Design Commission is responsible for design review of **major new construction**. The scope of the Commission's review is new structures, remodeled structures and improvements such as paving and landscaping.

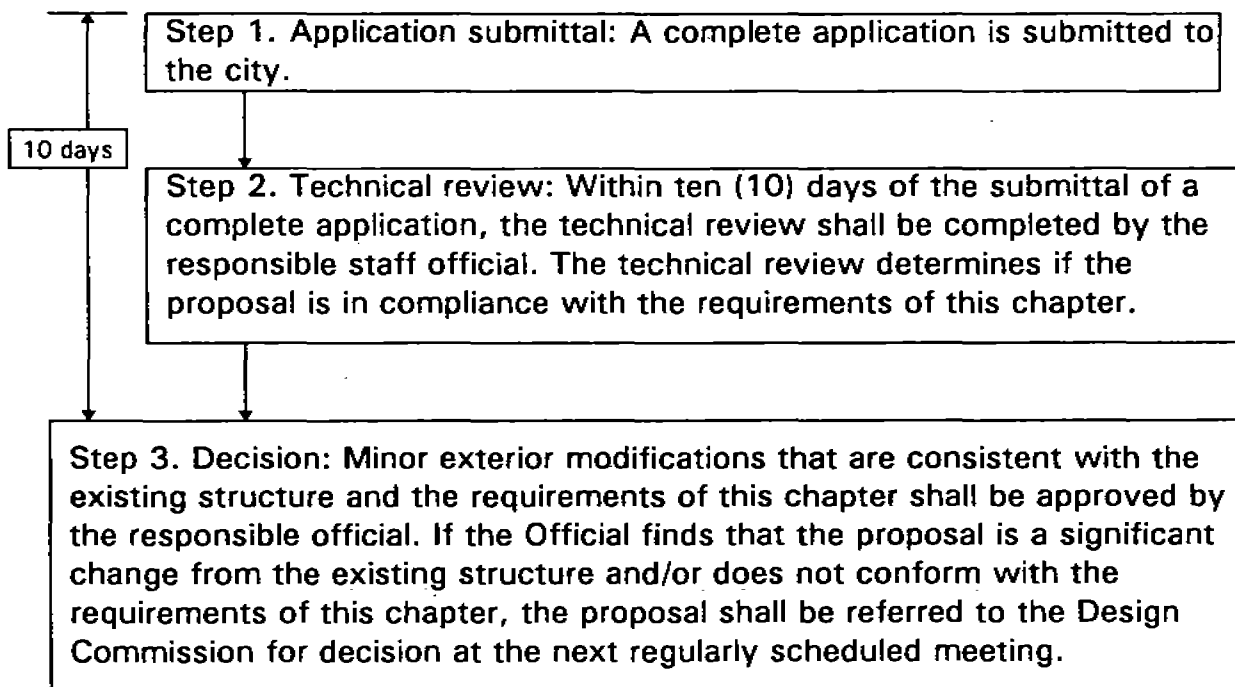




Note: Submittal Requirements for the Preliminary and Final Design Commission review are specified on the application Form

C. Review Process for Minor Exterior Modifications

The city's Design Commission and the designated staff of the Development Services Group (DSG) are responsible for design review of exterior modifications to existing structures and sites. The scope of review are exterior modifications to any existing structures; landscaping; or site design including paint, material, minor roof or facade changes, and new or modified signs that do not qualify as major new construction.



D. Findings for Approval of a Design Review Request

1. The proposal complies with the applicable design objectives and the principles of this chapter.
2. The proposal is consistent with the Comprehensive Plan and the concepts of the **Town Center Plan**.
3. The proposal includes the required primary uses identified in this chapter required for additional height.
4. The proposal adheres to the minimum and maximum parking standards and guidelines identified in this chapter; or a parking plan has been provided that demonstrates the proposal meets the intent for parking as described in this chapter. The proposal balances the need for adequate parking with minimizing the effects of the automobile and encouraging transit and other transportation alternatives.
5. If the proposal is not **major new construction**, the proposal demonstrates that effort has been made in the design to make the improvements more conforming with the provisions of this chapter.

CONDITIONAL USE PERMIT

A. Purpose

The review of proposals through the conditional use permit process is intended to evaluate the particular characteristics and location of certain uses compared with the design and development standards established in this chapter. The review shall determine if the proposal should be permitted weighing the public benefit and the need for the use with the potential impacts which the use may cause.

B. Scope

The scope of the conditional use permit process shall apply to all uses identified in the chart of allowed uses established in this chapter as uses requiring a conditional use permit.

C. Authorities

The city's Planning Commission shall be responsible for the conditional use permit process.

G. Findings for Approval of a Conditional Use for Adult Entertainment

1. The point of entry into the structure housing the adult entertainment use shall be located at least one hundred feet (100'), measured in a straight line, from the property line of:

(a) any R-zoned property;

(b) any Public Institution zoned property;

(c) any property containing one or more of the following uses: residential uses including single or multiple family dwellings, or residential care facilities; schools including public, private, primary, or secondary, pre-school, nursery school, day care; recreational uses including publicly owned park or open space, commercial or non-commercial or private recreation facility; religious institutions; public institutions; or uses which cater primarily to minors.

2. No adult entertainment use shall be located closer than four hundred feet (400') to another adult entertainment use. Such distance shall be measured by following a straight line from the nearest point of entry into the proposed adult entertainment to the nearest point of entry into another adult entertainment use.

3. Point of entry into adult entertainment use shall not be located along 78th Ave SE.

4. Signing shall be limited to words and letters only. Window or exterior displays of goods or services which depict, stimulate, or are intended for use in connection with specified sexual activities as defined by this chapter are prohibited.

PART 4

DEFINITIONS

PART 4. DEFINITIONS

Adult Entertainment

An adult retail establishment or adult theater.

Adult Retail is an establishment in which ten percent or more of the 'stock in trade' consists of merchandise distinguished or characterized by a predominant emphasis on the depiction, description, simulation or relation to "specified sexual activities" or "specified anatomical areas". (see definition Section 19.04.020)

"Merchandise" for the purposes of this section shall include but is not limited to the following: books, magazines, posters, cards, pictures, periodicals, or other printed material; prerecorded video tapes, discs, film, or other such medium; instruments, devices, equipment, paraphernalia, or other such products.

"Stock in trade" for the purposes of this section shall mean either:

a. The dollar value of all merchandise readily available for purchase, rental, viewing, or use by patrons of the establishment excluding material located in any storeroom or other portion of the premises not regularly open to patrons; or

b. The total volume of shelf space and display area in those portions of the establishment open to patrons.

Adult Theater is a facility used for presenting for commercial purposes motion picture films, video cassettes, cable television, live entertainment or any other such material, performance or activity distinguished or characterized by a predominant emphasis on depiction, description, simulation or relation to "specified sexual activities" or "specified anatomical areas" for observation by patrons therein. Structures housing panoramas, peep shows, entertainment studios or topless or nude dancing are included in this definition.

Bar	A premise used primarily for the sale or dispensing of liquor by the drink for on-site consumption and where food may be available for consumption on the premises as accessory to the principal use.
Building Height	The vertical distance measured from the average elevation of the finished grade around the building to the highest point of a flat roof, or to the mean height between the eaves and ridge of a pitched roof. Specifically excluded from this definition and from the maximum building height are structural elements not intended for human habitation and not exceeding 15' above the maximum building height including areas for mechanical and elevator equipment, chimneys, antennas, communication facilities, smoke and ventilation stacks, satellite dishes and flag poles.
Care Facility	A facility that provides rooms, meals, personal care and health monitoring assistance. Other support may be provided including recreation, social, counseling, transportation and financial services.
Gross Floor Area	The area included within the surrounding exterior finish wall surface of a building, excluding courtyards and parking structures.
Hotel/motel	A facility offering transient accommodations to the general public and providing additional services such as restaurants, meeting rooms, entertainment, and recreational facilities.
Major New Construction	Construction from bare ground or an enlargement or alteration to an existing structure in excess of 50% of the value of the existing structure at the time of the reconstruction, excluding tenant improvements. Major new construction requires approval from the Design Commission in conformance with the procedures identified in Part 3 of this Chapter.

Manufacturing	An establishment engaged in the mechanical or chemical transformation of materials or substances into new products. Uses which create or involve the production of hazardous materials or objectionable noise, odor, dust, smoke cinders, gas fumes noise, vibration, refuse or water carried waste are not allowed. Manufacturing uses are limited to 10,00 square feet or less of gross floor area.
Mixed Use	Development with a variety of complimentary and integrated uses, such as, but not to limited to residential, office, retail, public, or recreation.
Office	A room or group of rooms used for conducting the affairs of a business, profession, service, or government and generally furnished with desks, tables, files and communication equipment.
Parking	A public or private area, under, within or outside a building or structure, designed and used for parking motor vehicles including parking lots, garages, and driveways.
Pedestrian Oriented Uses	Uses that stimulate pedestrian activity along the sidewalk frontage of a building. Uses include, but are not limited to, small scale retail, restaurants and theaters.
Primary Uses	The uses required in new development to achieve a building height exceeding two stories. Primary uses vary by Focus Areas.
Public Facility	A building, structure, or complex used by the general public. Examples include but are not limited to assembly halls, schools, libraries, theaters and meeting places.
Recreation	A place designed and equipped for the conduct of sports and leisure-time activities.
Residential dwelling	A home, abode or place that is used for human habitation.

Restaurant	An establishment where food and drink are prepared and consumed.
Retail	An establishment engaged in selling goods or merchandise and rendering services incidental to the sale of such goods. <u>Small scale retail</u> is defined as occupying a space of 20,000 square feet or less. <u>Large scale retail</u> is more than 20,000 square feet. <u>Retail outdoor</u> is defined as the display and sale primarily outside a building or structure of the following: vehicles, garden supplies, gas tires, boats and aircraft, motor homes, building and landscape materials and lumber yards.
Right of Way	Land acquired by reservation, dedication, prescription or condemnation, and intended to be used by a road, sidewalk, utility line or other similar public use.
Scale	The height, width and general proportions of a structure or features of a structure in relationship to its surroundings. <u>Human or pedestrian scale</u> is building form or site design that is intimate, comfortable and understandable from the perspective of an individual walking.
Service	An establishment primarily engaged in providing assistance as opposed to products. Examples include but are not limited to personal, business, repair and amusement services; health, engineering, and other professional services; educational services; and membership organizations.
Should	As used in the Town Center Design and Development Requirements, "should" is intended to impose an obligation on the applicant to comply with the design objectives and principles.
Specimen Tree	A particularly impressive or unusual example of a species due to its size, shade, age or any other trait that epitomizes the character of the species.

Standard	As used in the Town Center District Design and Development Requirements, a standard is a mandatory requirement, and a design that does not comply may be approved only if it meets all the criteria for a variance in MICC 19.04.1404.
Standard Industrial Classification (SIC) System	The classification of commercial uses by the type of products or services that are provided. The system is detailed in the Federal Office of Management and Budget's <u>Standard Industrial Classification Manual</u> , as amended.
Town Center Plan	<u>Town Center Plan for the City of Mercer Island</u> , prepared for the City of Mercer Island and The Regional Transportation Authority, prepared by Lennertz and Coyle, November 30, 1994.
Transportation/utility	A facility primarily engaged in providing transportation services; the generation, transmission, distribution of energy; or the collection of waste and recycled materials.
Warehousing	A building used primarily for the storage of goods and materials, including facilities available to the public for a fee.

APPENDIX

APPENDIX

City of Mercer Island, report prepared by Mark Hinshaw, "Your Mercer Island Citizen-Designed Downtown", May 1993

City of Mercer Island, "Comprehensive Plan", October 1994.

City of Mercer Island and the Regional Transit Authority, prepared by Lennertz and Coyle, "Town Center Plan", November 30, 1994.

City of Mercer Island, "Commute Trip Reduction Ordinance", January 1993.

412110761

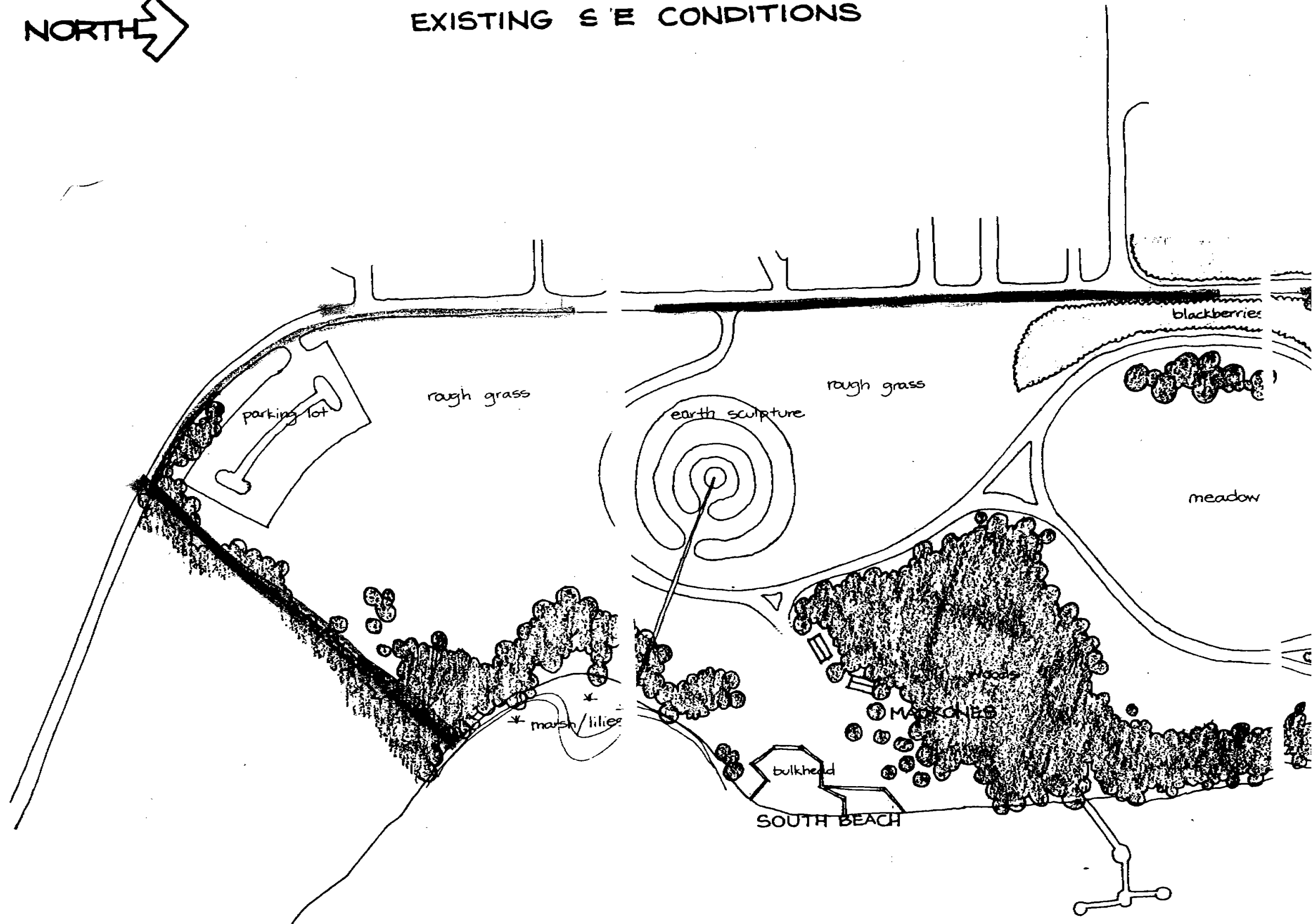
8412110761

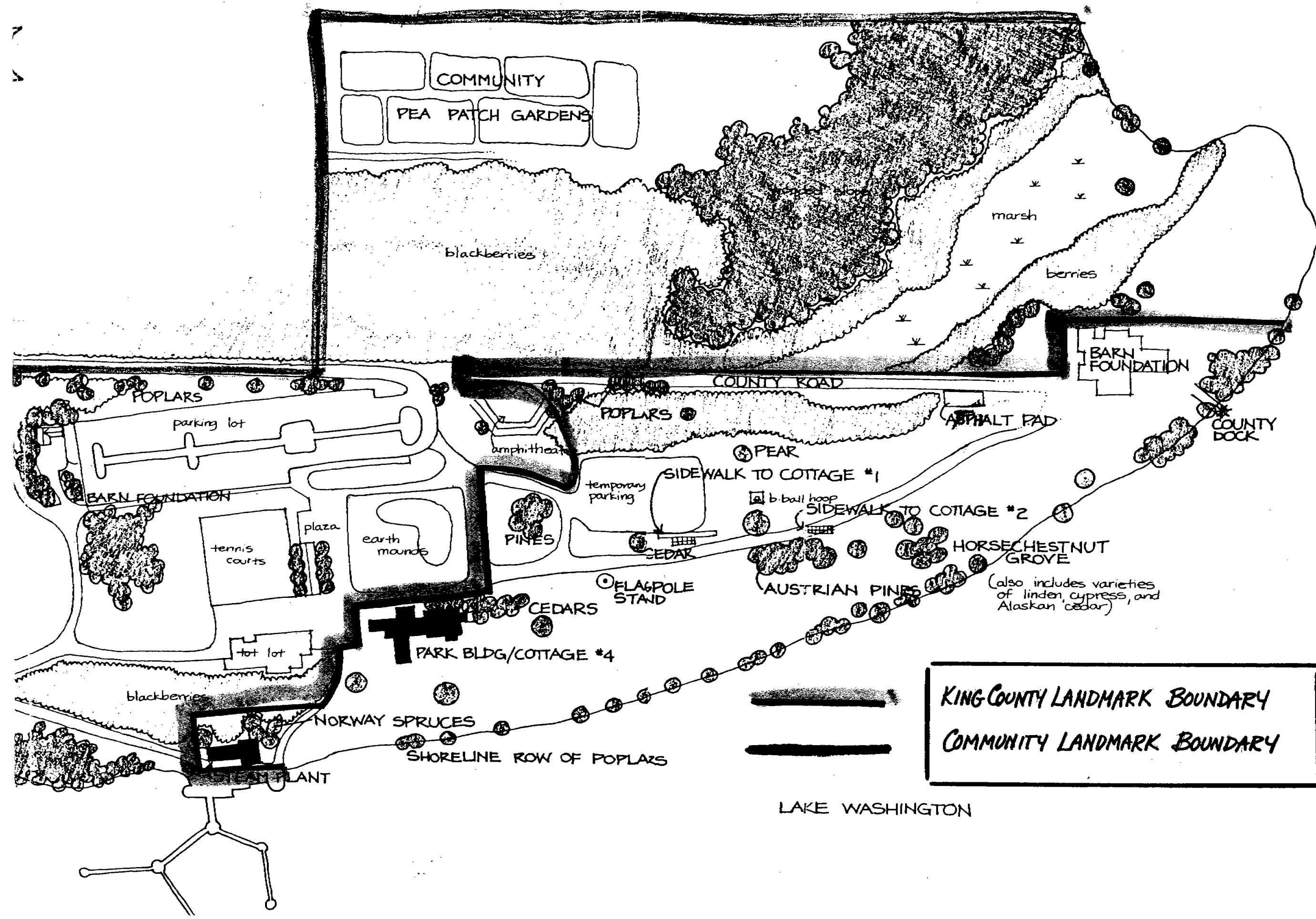
Exhibit No 2
to Ord No 95G-12

LUTHER BURBANK PARK



EXISTING S E CONDITIONS





KING COUNTY LANDMARK BOUNDARY
COMMUNITY LANDMARK BOUNDARY

LAKE WASHINGTON