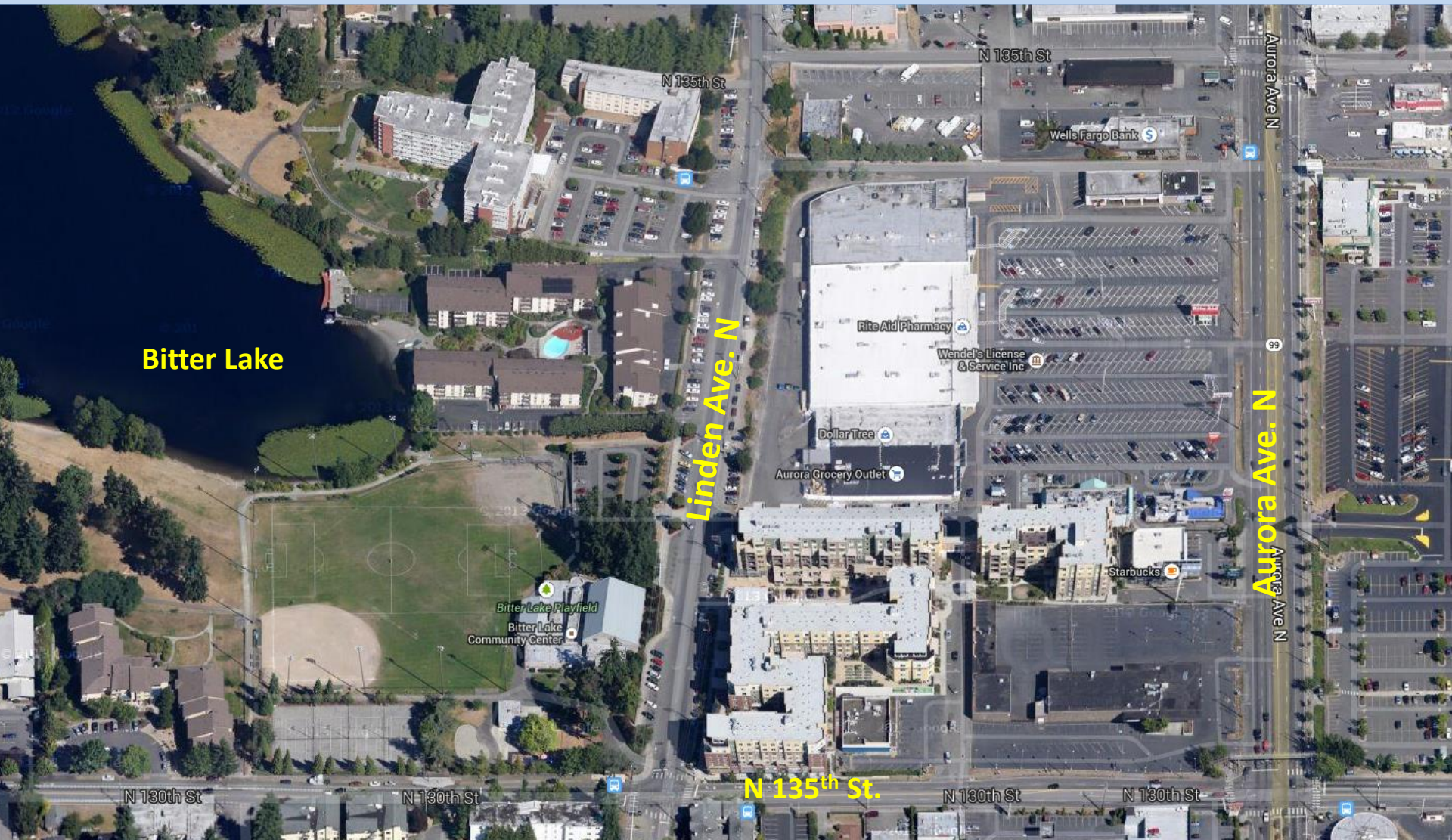


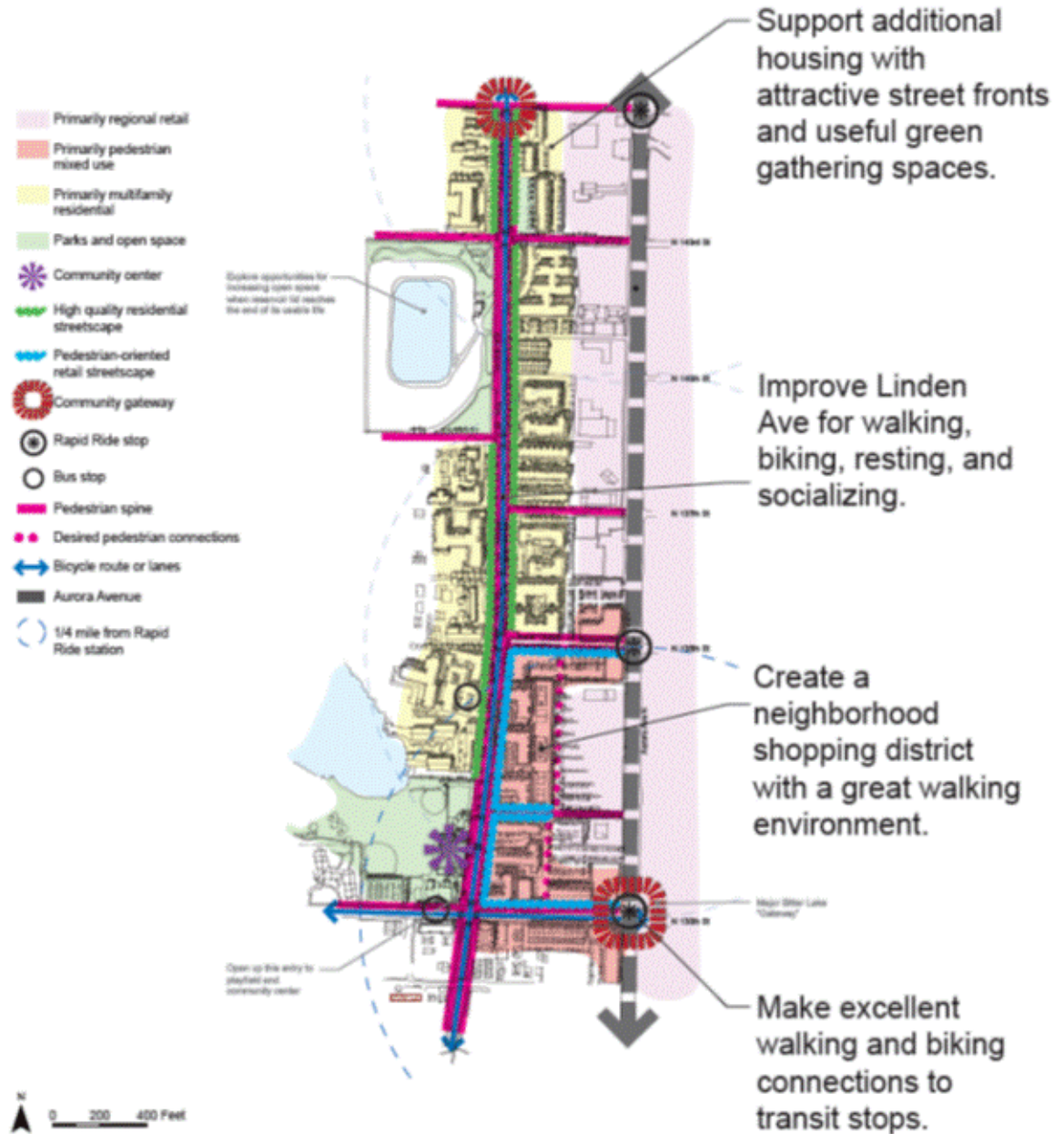
Bitter Lake Rezones & Land Use Code Amendments



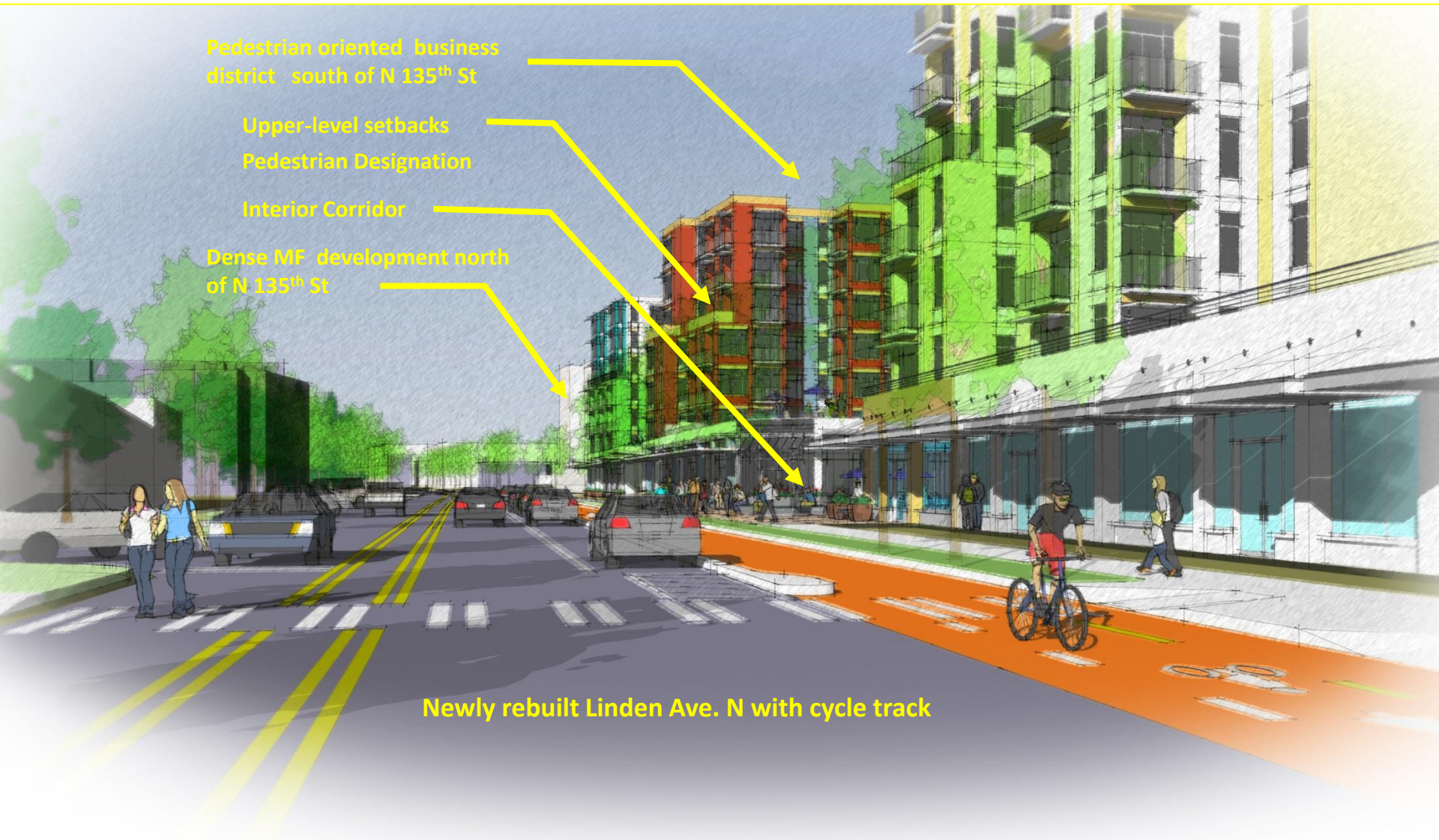
Linden Ave Town Center Key Directions

Where the community comes together

Between late 2010 and now, DPD and DON engaged over 900 residents, business owners, property owners and stakeholders including those who have been historically underrepresented, at 32 meetings to identify priorities for the future of the Bitter Lake Village Hub Urban Village.



The proposed legislation is coordinated with recent and planned investments to create a dense walkable neighborhood center.



Proposed Land Use Code Amendments & Desired Outcomes

Proposal

Outcome

Rezone Commercial2 (C2) areas on the east side of Linden Ave. N to Commercial 1 (C1).

Support a transition toward a multi-family neighborhood, while retaining flexibility for continued business uses.



Allow street-level residential uses in Commercial zone along the east side of Linden Ave. N, north of N 135th St.

Promote continued development of a dense, walkable neighborhood



Rezone two sites on Aurora Ave. N from C1 to C2 south of 125th St.

Allow a wider range of commercial uses in support of redevelopment in an area that is not pedestrian oriented.



Proposed Land Use Code Amendments & Desired Outcomes

Proposal

Outcome

Add a Pedestrian designation on Linden Ave. N between N 135th & N 130th St.

Require pedestrian-oriented businesses at the street level facing Linden Ave. N, in order to support development of walkable business district.



Rezone parcels on N 130th St. between Linden Ave. N & the east side of Aurora Ave. N from C1 to Neighborhood Commercial (NC3).

Encourage more pedestrian-oriented development connecting Linden Ave. N. to Rapid Ride on Aurora



Proposed Land Use Code Amendments & Desired Outcomes

Proposal

Require development on parcel over 8 acres to create a mid-block crossing between Aurora Ave. N & Linden Ave. N.

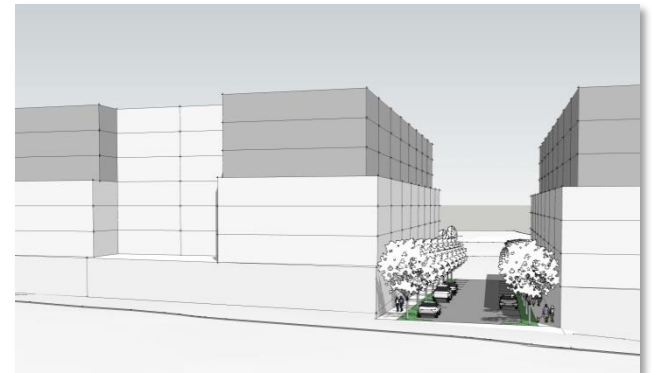
Outcome

Encourage development that is similar in scale to nearby development, and to provide for pedestrian, auto and delivery access through multi-block sized sites.



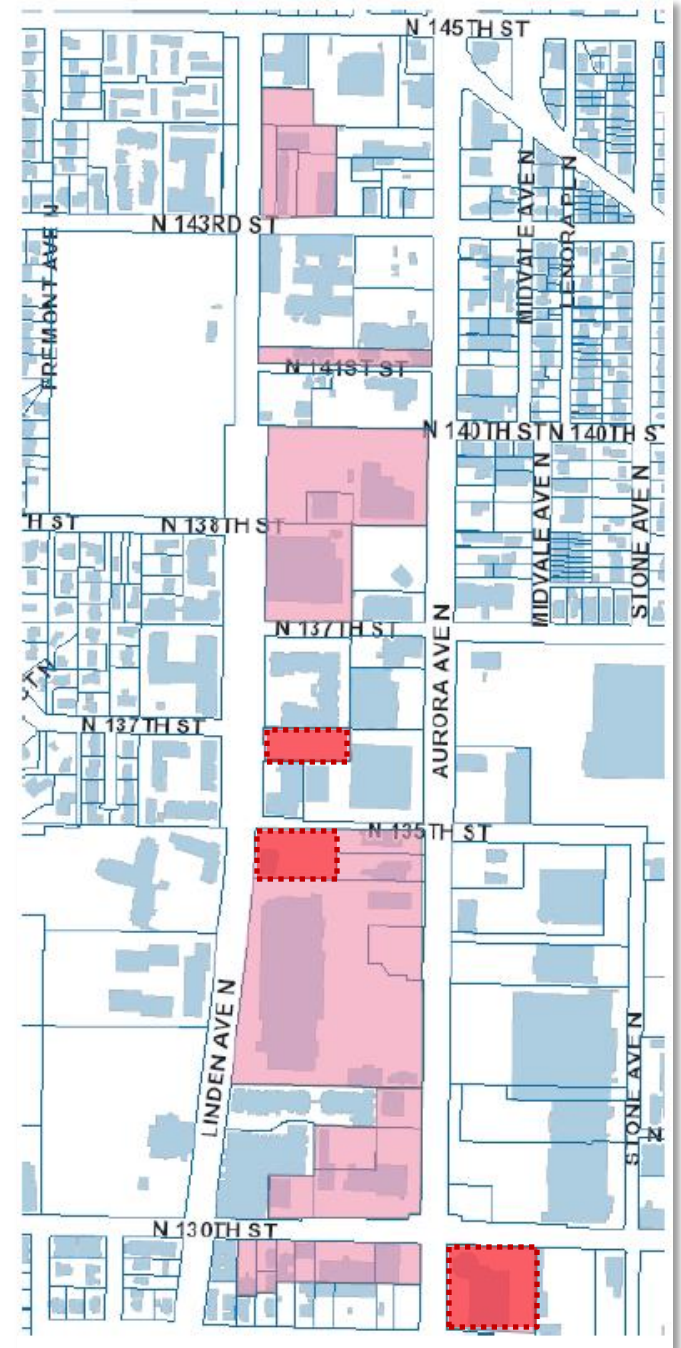
Require 10 foot setback above 45' on facades facing Linden Ave. N and the interior corridor.

Provide for pedestrian-scaled development.



Potential for Redevelopment

The sites shaded in pink are within the focus area of the UDF and have a higher potential to redevelop in the near-term



	Commercial 2	Commercial 1	Neighborhood Commercial	Pedestrian Designation
Density/ FAR				
Single Use - Residential or Nonresidential only	4.25	4.25	4.25	No Affect
Mix of residential & nonresidential	4.75	4.75	4.75	No Affect
Commercial Uses	Nearly all existing uses allowed in the C2 zone could continue or expand in the C1 zone. <ul style="list-style-type: none">• C1 would prohibit animal shelters and kennels.• Mini-warehouses limited to 40,000 sf• Warehouses limited to 25,000 sf		Existing uses could continue. Most uses allowed in the C zones are allowed in NC and can expand. <ul style="list-style-type: none">• Food processing, Heavy Commercial Sales, Light Manufacturing & Mini Warehouses limited to 25,000 sf• Heavy Commercial Services, Manufacturing & Outdoor Storage prohibited• Drive-in lanes would be more limited.	Requires the street-level uses along the Principal Pedestrian Street to be “active” uses such as retail, entertainment & restaurants. Drive-in / drive-thru are prohibited.
Residential Uses	Residences are a Conditional Use	Residential uses allowed outright	Street-level residences restricted	Live-work & residential uses limited to 20% of street-level façade.
Parking Quantity	Parking is not required within Urban Villages, however, surface parking in Urban Villages is limited to 145 spaces.			
Parking Location and Access	When C zones are across the street from residential uses and zones, code requires parking to meet NC requirements - located below, behind or beside a structure. Parking beside a structure is limited to 60’ along street front.			No parking is allowed on portions of a site along Principal Pedestrian Street.

THANK YOU