

September 14, 2021

MEMORANDUM

To: Land Use and Neighborhoods Committee
From: Lish Whitson, Analyst
Subject: Council Bill 120149: Size limits on Indoor Sports and Recreation in BINMIC

On Wednesday, September 22, the Land Use and Neighborhoods Committee (Committee) will hold a public hearing on [Council Bill \(CB\) 120149](#), which amends size limits and parking requirements for indoor sports and recreation uses in the Ballard-Interbay-Northend Manufacturing/Industrial Center (BINMIC). The proposed legislation is intended to facilitate a limited number of facilities for indoor sports without spectators. This memorandum describes the existing and proposed size of use limits for these uses.

Background

[Section 23.50.027](#) of the Seattle Municipal Code (SMC) implements Comprehensive Plan policy LU 10.10 by limiting the size of nonindustrial uses in industrial areas:

LU 10.10 Limit the density of development for nonindustrial uses in the manufacturing/ industrial centers to reduce competition from nonindustrial activities that are better suited to other locations in the city, particularly urban centers and urban villages, where this Plan encourages most new residential and commercial development. Permit commercial uses in industrial areas only if they reinforce the industrial character, and strictly limit the size of office and retail uses not associated with industrial uses, in order to preserve these areas for industrial development. ([Seattle 2035: Seattle's Comprehensive Plan](#))

Among the uses limited by the code are “entertainment uses” which include “indoor sports and recreation uses.” Indoor sports and recreation uses are indoor spaces that draw people to participate in sports and recreation activities, rather than to watch sporting or recreation events. Examples include gyms, yoga studios, bowling alleys, curling clubs, and virtual reality video game parlors. Most entertainment uses are limited to 10,000 square feet in General Industrial zones and 75,000 square feet in other Industrial zones.

[Section 23.54.015](#) of the SMC sets parking requirements for sports and recreation uses at one space per 500 square feet.

Council Bill 120149

Council Bill 120149 would amend Section 23.50.027 to allow indoor sports and recreation uses up to 50,000 square feet on General Industrial lots in the BINMIC meeting the following locational characteristics:

- At least 500 feet from shorelines;
- Within 300 feet of Neighborhood Commercial (NC) or Seattle Mixed (SM) zones;
- Within a quarter mile of a park with active recreation uses such as sports fields or sports courts; and
- Not within a mile of another indoor sports and recreation use in the BINMIC that exceeds 25,000 square feet in size.

The properties that meet these requirements are predominantly located near W Dravus Street, west of 15th Avenue W in Interbay as shown in the Office of Planning and Community Development (OPCD) [Director's Report](#) on the proposed amendment. These sites will be near the future Ballard light rail extension and Interbay light rail station.¹

Indoor sports and recreation uses larger than 25,000 square feet on sites meeting the criteria listed above would have a parking requirement of one parking space per 2,000 square feet of indoor sports and recreation use. Under the amendment, a 50,000 square foot facility would be required to provide at least 25 parking spaces rather than the 100 parking spaces that would be allowed under the general sports and recreation parking requirements. The intent is to encourage the use of alternatives to single-occupant vehicles to access a facility developed pursuant to this bill.

Next Steps

The Committee will hold a public hearing on Council Bill 120149 on September 22. The Committee is currently scheduled to vote on the bill at its September 24 meeting.

cc: Esther Handy, Director
Aly Pennucci, Policy and Budget Manager

¹ The exact location of the light rail line and station is still being determined. A Draft Environmental Impact Statement analyzing a range of potential sites and routes is anticipated to be released this fall.