

BASALT CREEK EMPLOYMENT (BCE) ZONE CODE PROJECT

Tualatin Architectural Review Board

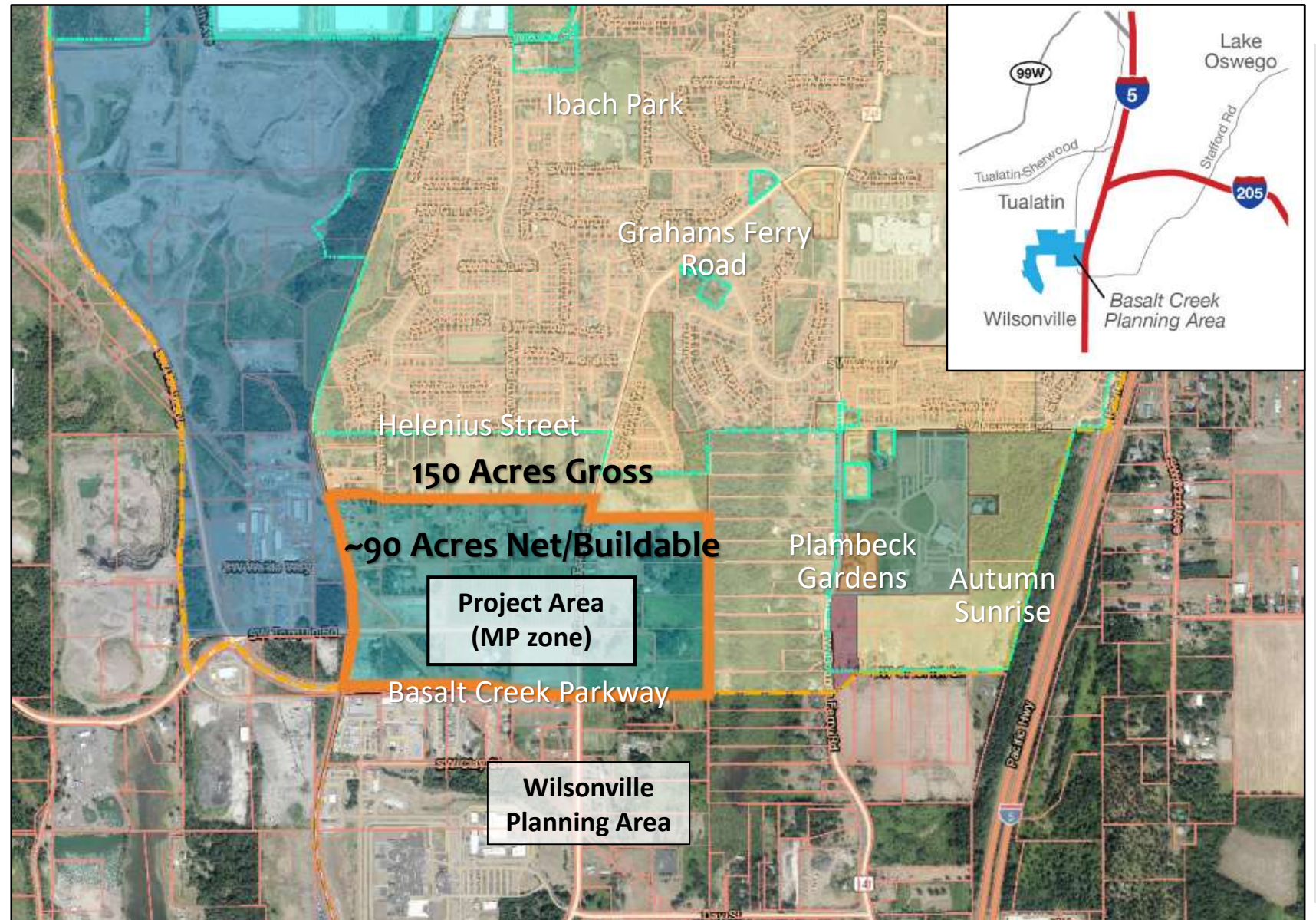
August 9, 2023



Discussion Topics

- **Project Background & Goals**
- **Urban Renewal Goals & Revenue Considerations**
- **Public Outreach**
- **Basalt Creek Employment Zone Code Overview**
- **Planning Commission Recommendation**

Project Background



Project Background

What is being proposed? The BCE zone is a new industrial zoning code for the Basalt Creek Area

Why is a new code needed? The existing MP zoning code allows a narrow set of uses that are not supported by current market trends

Why is this needed now? To act as a catalyst for development and tax base growth in Basalt Creek to meet urban renewal goals

How was the code created? By studying economic and market trends and incorporating Council, public, and stakeholder feedback

Project Goals: Council Priorities



Limit warehouse uses



Encourage flex space



Incorporate commercial uses



Maintain landscaped feel

Manufacturing Park (MP) Zone Allowed Uses



Permitted uses are restrictive to encourage large-scale manufacturing & research facilities

Table 62-1 Use Categories in the MP Zone

Industrial Use Categories

Light Manufacturing

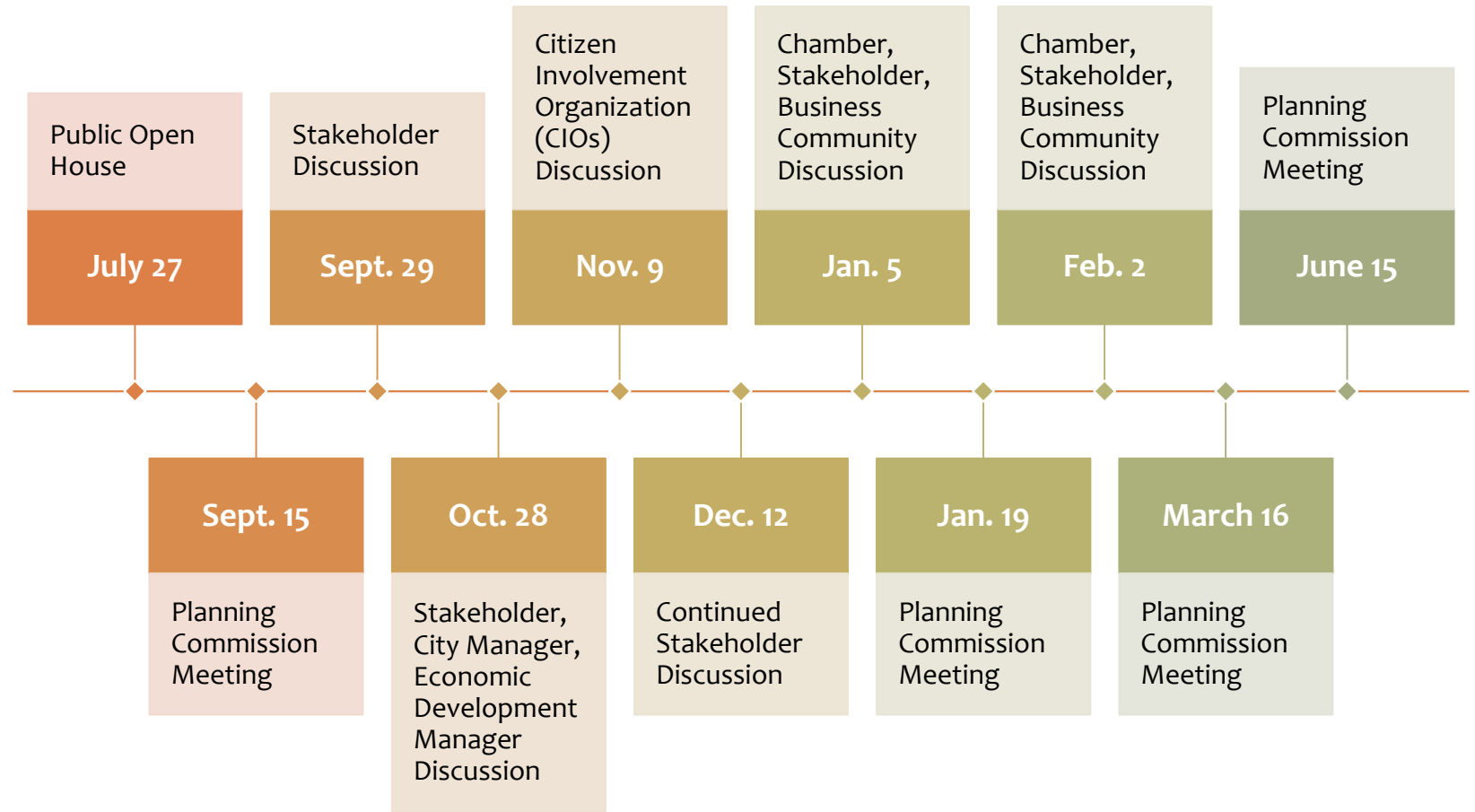
P (L)

Permitted uses limited to:

- Manufacture or assembly of electronic or optical instruments, equipment, devices; musical instruments; toys; and sporting goods.
- Production of textiles or apparel; Printing, publishing, and lithography shops; and
- Research and development laboratories.

Primary processing of organic materials, such as tanning of leather, is prohibited.

Public Outreach



Public Feedback

- Residents expressed the following concerns:
 - Road construction and maintenance should keep pace with increased industrial traffic;
 - Uses should be conducted in a completely enclosed building;
 - Landscape buffers should be used to separate industrial from residential areas;
 - The city should encourage uses that provide high-wage jobs and support commercial uses that can be patronized by nearby residents

Industrial Developer & Broker Feedback

- Flexible tenant space (“spec” development) has replaced owner-occupied, purpose-build development.
- Development driven by tenant model requires greater flexibility to ensure tenant occupancy *and* to secure capital for construction.
- Many tenants require on-site warehousing/wholesale sales to support operations.

BCE Zone: Guiding Principles

- **Council direction:** limit warehousing & distribution uses; support job density
- **Economic analysis:** industrial flex space is needed as opposed to owner/occupant buildings
- **Public feedback:** maintain a buffer between industrial and residential uses
- **Stakeholder and industry feedback:** flexibility is critical to support financial viability; some on-site warehousing & distribution is needed
- **Planning Commission direction:** incorporate design standards to ensure quality development



BCE Purpose Statement

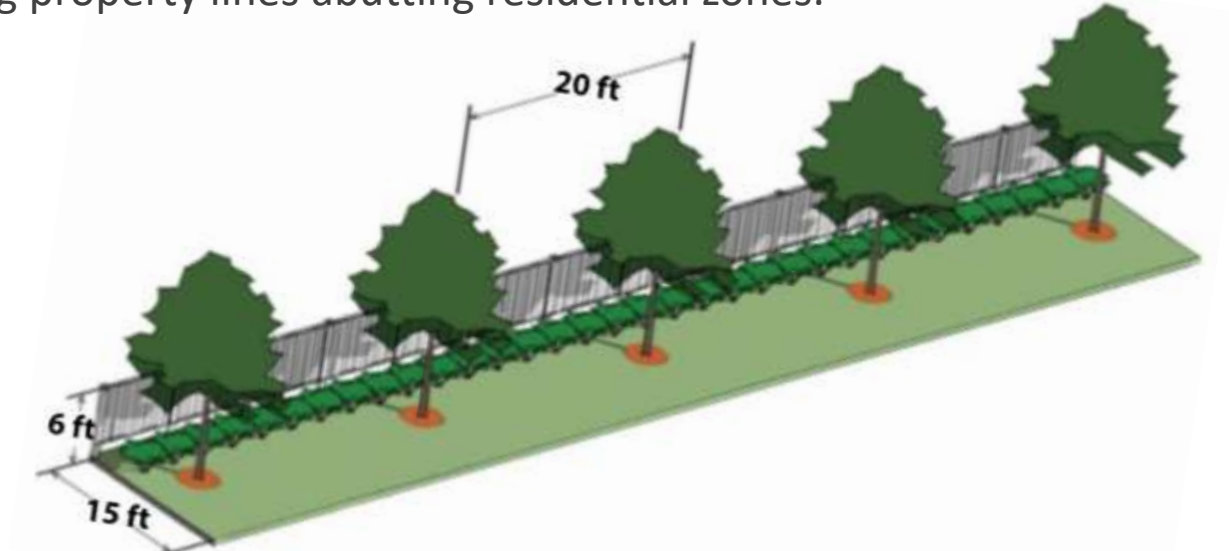
The purpose of this district is [...]to provide an environment conducive to the development and protection of employment uses that contribute to the local economy and support nearby residential uses. [...] The emphasis of the zone is on providing a variety of manufacturing, office, and incubator space for established and emerging businesses, typically in a flex-space development pattern. Commercial uses are allowed but limited in intensity to maintain adequate employment development opportunities.



Development Standards

TDC 65.310. Additional Development Standards.

(3) *Landscape Buffer Adjacent to Residential Uses.* A landscaped area, meeting the Type D standard described in Table 73B-4, must be located along property lines abutting residential zones.



**Table 73B-4
Landscaping and Screening**

	Options	Width (feet)	Trees (per linear feet of buffer)	Shrubs or Groundcover	Screening
D	1	20	10 feet min/20 feet max spacing	Shrubs	6 feet hedge
	2	15		Shrubs	6 feet fence
	3	10		Shrubs	6 feet wall



Development Standards

TDC 65.310. Additional Development Standards.

(4) *Fences Adjacent to Public Right-of-Way.* Decorative fencing is encouraged. Open fencing (such as wrought iron or chain-link fencing) must be screened from public-right-of-way by a minimum 10-foot-wide landscape area that is planted with a hedge of narrow or broad leaf evergreen shrubs and which will form a four-foot high continuous screen within two years of planting.





Development Standards

TDC 65.310. Additional Development Standards.

(5) *Sound Barrier Construction.* Sound barrier construction is required to mitigate the impact of noise associated with overhead doors and building mechanical equipment, including but not limited to heating, cooling, and ventilation equipment, compressors, waste evacuation systems, electrical transformers, and other motorized or powered machinery located on the exterior of a building. Sound barrier construction must conform to the following standards:

- (a) *Applicability.* New construction, including additions or changes to existing facilities, must comply with the provisions of this section, as determined by the Architectural Review process. Where buildings or outdoor areas located on more than one parcel are all part of a single use as determined by the Architectural Review process, all of the parcels may be required to comply with the provisions of this section.
- (b) *Distance from Residential Use.* Sound barriers must be used to intercept all straight-line lateral (direct line between two points) paths of 450 feet or less between a residential property within a residential planning district and:
 - (i) Any side edge of an overhead door or other doorway larger than 64 square feet, at a minimum height of eight feet above the floor elevation of the doorway; or
 - (ii) Any building mechanical device at a minimum height equal to the height of the mechanical object to be screened.





Building Design Standards

TDC 73A.600 – Basalt Creek Employment (BCE) Design Standards.

(3) Building Design Standards. BCE zone development must provide building design as follows:

- (a) *Primary Facades.* All facades that abut the public right of way and/ or a residential zone must be architecturally significant and give the appearance of high quality design. Exterior buildings materials must have a durability equivalent to that expected of contemporary office, flex and industrial buildings. Appropriate materials include, but are not limited to: masonry (e.g., brick or architectural block); glass; synthetic plaster; pre-cast concrete; or, stone.
- (b) *Secondary Facades.* All facades that do not abut the public right of way and/ or a residential zone may include exterior building materials of lesser durability or appearance. Materials considered of lesser durability or appearance include, but are not limited to: metal panels/sheet metal, fiberglass panels, vinyl or aluminum siding, or wood shingles.
- (c) *Exterior Colors.* The dominant exterior must have earth-tone shades, such as gray, tan, brown, rust, green, red, etc. The contrast between trim or mortar and the dominant exterior finish should be moderate.
- (d) *Upper Floor Appearance.* When buildings have two or more stories, the material used at the ground level must differ from that used at upper levels in order to create a clear distinction between the ground and upper levels.
- (e) *Stepback.* Buildings greater than three (3) stories must be stepped back, resulting in no more than three (3) stories of façade being on the same vertical plan. Generally, the fourth (4th) and higher stories must be stepped back; however, the required stepback may occur at the third (3rd) floor if the developer prefers. Required stepbacks must be a minimum of twelve (12) feet.
- (f) *Enclosure or Screening of Mechanical Equipment.* Roof mounted mechanical equipment on flat roofed structures must be screened by parapet walls to the maximum degree possible. Site located mechanical equipment must be installed in below grade vaults where possible or screened by a site obscuring fence or landscaping. Other building mounted mechanical equipment must be screened from view to the maximum degree possible.



Building Design Standards





Landscape Standards

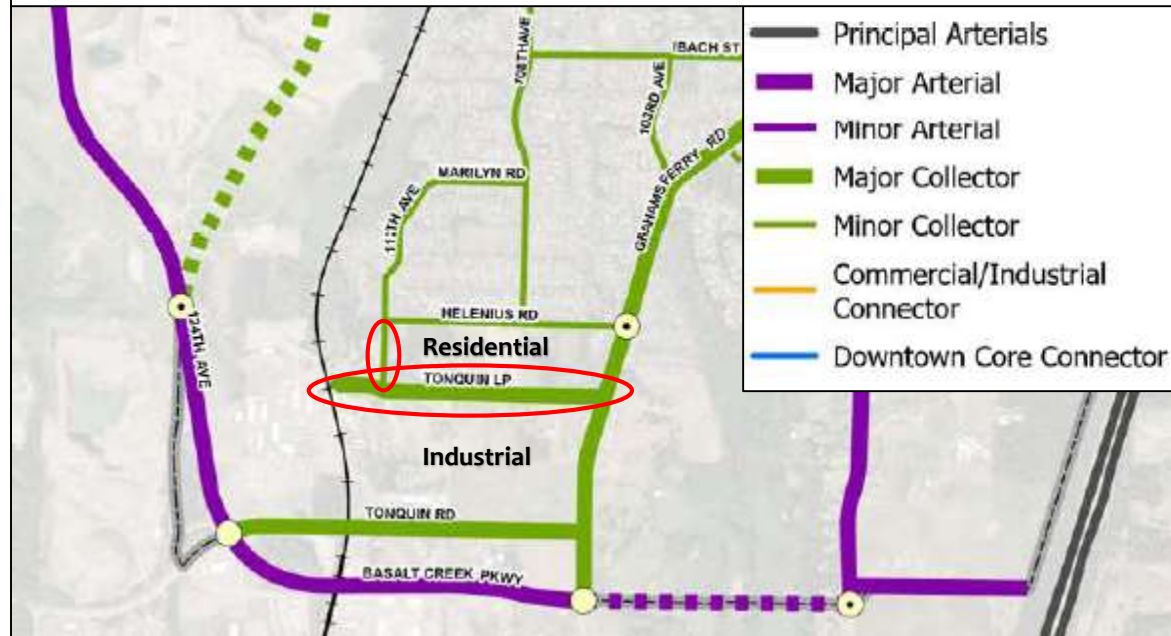
**Table 73B-1
Required Minimum Landscape Area**

Zone	Minimum Area Requirement*	Minimum Area Requirement with dedication for a fish and wildlife habitat*
(3) CO, CR, CC, CG, ML, and MG zones except within the Core Area Parking District—All uses	15 percent of the total area to be developed	12.5 percent of the total area to be developed
(4) CO, CR, CC, CG, MUC, ML, and MG zones within the Core Area Parking District—All uses	10 percent of the total area to be developed	7.5 percent of the total area to be developed
(5) IN, CN, CO/MR, MC, and MP zones—All uses	25 percent of the total area to be developed	22.5 percent of the total area to be developed
(6) BCE zone ; Industrial Business Park Overlay District and MBP—must be approved through Industrial Master Plans	20 percent of the total area to be developed	Not applicable



Masonry Fence Standards

Proposed Map 8-1: Functional Classification Plan



Planning Commission Recommendation

- The Planning Commission met three times and made substantial edits over the course of the project in response to Council, public, and stakeholder feedback.
- The current draft code has received a unanimous recommendation in support from the Planning Commission

Questions?

