



PLANNING COMMISSION SYNOPSIS

Thursday, September 20, 2018

CALL TO ORDER

Chairperson Bennett called the Planning Commission meeting to order at 6:00 PM in the McLeod Conference Room of the Bloomington Civic Plaza.

COMMISSIONERS PRESENT: Bennett, Solberg, Swanson, Goltzman, Korman, Rohman

COMMISSIONERS ABSENT: Goodrum

STAFF PRESENT: Markegard, Centinario, James, O'Day

ITEM 1

APPLICANT: City of Bloomington

REQUEST: Preview of Industrial Zoning Update

DISCUSSION:

Centinario mentioned the four guiding principles for the industrial update: 1) Preserve the industrial base in the City; 2) Limit erosion of the City's commercial nodes; 3) Address new and evolving uses; and 4) Improve ease of use of the Code. He displayed a Bloomington map of existing industrial zoned properties. The IT zoning district is a new zoning district and would be applied to an area in South Loop and the Seagate facility. The draft zoning strategies map identified industrial areas as protected and transitional. In addition, there are areas that will be proactively rezoned predominately along American Blvd. The Seagate parcel would be proactively rezoned to IT. Solberg asked about the parcels at Lyndale and American Blvd that are not shown as being proactively rezoned. The parcels are already commercially zoned and not intended to be rezoned.

Schools

Are schools appropriate in industrial zones? The pros include: more land opportunities, lower cost land/rent, and potential to use vacant or underutilized industrial property. The cons include: erosion of traditional industrial use, potential tax exclusion, conflicts with noise, odor, hazardous materials, truck traffic, and opens up industrial zoned areas to additional institutional uses. Staff looked at where schools are appropriate using the following measures: must be adjacent to arterial or collector, adjacent to residential and not located in I-3. Bennett asked about possible areas that are slated as protected or transitional industrial areas. Areas along Penn Avenue and other areas are identified as transitional. Korman asked why the City Council directed staff to look at schools in industrial areas. Permitting schools in industrial areas allows more opportunities for schools to locate. Bennett asked about the definition of schools. Centinario stated the schools could be pre-school, elementary, high school, public, private or charter schools. Solberg mentioned schools in heavy industrial areas are not compatible. Korman mentioned issues with school district. Rohman noted schools are more appropriate in offices. However, Swanson mentioned gymnastics and training uses often operate in industrial areas and sometimes they work. An incubator school could be a possibility. Centinario

mentioned schools in industrial areas would be a conditional use, so the City has further review. The transitional industrial uses are typical office uses with light industrial.

Breweries and Taprooms, Distilleries and Cocktail Rooms, Wineries and Cideries, Brewpubs

James mentioned where breweries and taprooms, distilleries and cocktail rooms, wineries and cideries and brewpubs would be permitted or conditionally located and adjacent to a collector or arterial roads. He mentioned a vacant parcel off 110th Street that could be a potential site but it is not located on an arterial or collector street. Goltzman mentioned the hubs are where people congregate, so it is important to potentially allow these uses in these areas. She mentioned 90th Street and Penn Avenue as a prime area for a brewery. These areas are not industrially zoned, but they are walkable/bikeable and a prominent intersection in Bloomington. Should there be a buffer between these uses and residential uses? Goltzman also mentioned some industrial areas do not meet the required parking and the City needs to be flexible to make the us viable. Rohman asked why the IT zoning district is the only district not included. The IT zoning district would be an appropriate zone for breweries because it is located in South Loop. Many tourists come to South Loop and are looking for places to congregate. Smaller breweries should be located in neighborhood commercial nodes. Bennett asked if there has been discussion of allowing breweries in zones other than industrial. Markegard stated staff can certainly look beyond industrial zones, however, that issue would be addressed in a separate ordinance. James mentioned allowing the uses in industrial zones is a start. Bennett stated that most breweries are not typically located on arterial or collector roads. Rohman suggested allowing larger breweries off collector or arterial streets. Rohman asked if there are specific odor control standards. The odor standards are similar to St. Paul standards. Licensing standards will need to be updated. The City Charter will need to be amended before the sale of on-sale intoxicating liquor is permitted.

Work/Live

There are some pros and cons to allowing a work/live situation in industrial areas. Pros include: offers flexibility, less commuting, financial and emotional investment in community by occupants, more foot traffic and activities, boosted tax revenues, and transition between industrial and residential. Cons include: conflict of uses, threat of residential displacing primary uses, and a need to be diligent in efforts to register active businesses with living spaces. Other cons include the buildings are not designed to be lived in and there are a lot of unknowns. An important note is there are existing non-conforming residential uses in industrial zones. Some draft standards for work/live include that this use would be only permitted in I-2 and I-3 zoning districts, is limited residential at street level, work space must be twice the size of living space, only one work/live unit per site, and dwellings must be above or behind the work space with a separate entrance and a minimum living space at 400 square feet and maximum of 1,000 square feet. More than one work/live unit per site would likely trigger additional ADA and hazardous materials living restrictions. The Commission mentioned it may be awkward to be the only person in a large industrial facility. Staff is limiting a work/live unit to one per site to play it safe as it is a new use. Other standards could be the work/live unit must be occupied by the business owner, limited to one family, and cannot be leased or sold to someone else. Required parking would be one space per residential unit. The work may not include liquor sales, dry cleaners, self-storage, limousine business, adult entertainment, commercial food service, pet services facilities and auto service or repair. Centinario mentioned smaller industrial sites that may benefit from a work/live scenario. But, how do we regulate multi-tenant industrial

facilities? The living spaces must meet the habitable building standards per Building Code. The work is anticipated to be more artisan and craft work. Is this appropriate in larger industrial buildings? And is there a risk this could turn into all residential? Staff will look at adjacency or buffering requirements. The business can hire employees but only the family of the business operator may occupy the living space. James asked if introducing the proposed work/live use was still desired given the aforementioned pros and cons of the use, and the fact that the list of standards has grown. The Commission supported further exploration of how to incorporate this use. Goltzman stated she does not anticipate families would live in this type of use. Last, James asked if approvals of a work/live use be acted upon by Planning Commission or City Council. Bennett suggested that the City Council should have final approval of a work/live use since it is new.

City Council will be reviewing the standards at an upcoming study session.

Given that new commissioners have joined the Planning Commission since the last industrial study discussion, the Commission decided to review the previously discussed sections again prior to a public hearing.

The meeting adjourned at 7:41 p.m.

Prepared By: EO **Reviewed By:** GM, MC, SJ

Approved By Planning Commission:
