



Legislative Department Seattle City Council Memorandum

Date: December 16, 2014

To: Mike O'Brien, Chair
Tim Burgess, Vice-Chair
Nick Licata, Member
Planning, Land Use and Sustainability (PLUS) Committee

From: Lish Whitson, Council Central Staff

Subject: **Clerk File 314125** Council Concept Approval for demolition of Fire Station No. 32 existing structure and construction of a new Fire Station No. 32, located at 4700 38th Ave. SW, and request to modify certain development standards (Project No. 3014980, Type V.)

On December 16, 2014, the PLUS Committee will hold a public hearing, discussion and potential vote on a waiver request to facilitate the redevelopment of Fire Station No. 32 on its current site.

Fire Station No. 32 is located at the intersection of SW Alaska Street and 38th Avenue SW, in the West Seattle Junction neighborhood. The Fire Station is located in a Neighborhood Commercial 3 district with a Pedestrian Overlay. The purpose of the City's pedestrian overlays is to "preserve or encourage an intensely retail and pedestrian-oriented shopping district." Consequently, rules for these areas require retail and similar uses along key streets, and limit parking along the street front.

The proposed fire station does not meet these requirements, and the Finance and Administrative Services (FAS) department seeks a waiver from those requirements.

DPD received one comment letter from the owner of an adjacent single-family house, who asked about construction noise, privacy and parking impacts on her property.

The Department of Planning and Development (DPD) has recommended approval of the waiver with no conditions. The proposed fire station site is small for the four apparatuses that would be housed there, and intervening uses between the street and the fire station or street-level parking would not fit on the site.

The attached Draft Findings, Conclusions and Decisions document recommends approval of the requested waiver, based on the DPD Director's Report. I agree with DPD's recommendation.