

Memorandum

September 13, 2016

TO: Longview City Council

FROM: Steve Langdon, Planning Manager

SUBJECT: Zoning code amendment to allow bowling centers in the Mixed Use –

Commercial/Industrial District (PC 2016-2)

Kurt Bogner, representing Triangle Bowl, applied for zoning text amendment to allow "bowling centers including bar/restaurant and indoor/outdoor continuous entertainment activities" in the Mixed Use – Commercial/Industrial (zoning) District. At their September 7 regular meeting, the Planning Commission held a public hearing on the matter. Following the public hearing, the Planning Commission unanimously passed a motion to recommend approval with some wording changes. Instead of the wording given in quotations above, the following text would be included in Table 19.58.020-1 Permitted uses in industrial zones. (*Note: text that is underlined is proposed to be added to the existing zoning text.*)

Table 19.58.020-1. Permitted uses in industrial zones.			
Use			
	LI-A &		
	В	HI	C/I
Bowling centers with a minimum of 32 indoor lanes ⁶			<u>P</u>

Notes:

⁶Allowed uses accompanying the bowling center include a restaurant/bar, game arcade, other play areas and outdoor activities such as miniature golf.

The Planning Commission's decision was based upon the following findings:

- 1. Regional (big box) commercial businesses are uses already allowed in the Mixed Use Commercial/Industrial District.
- 2. Similar to big box stores, a bowling center will draw persons throughout the region and needs a large building and acreage.

- 3. The applicant asserts that they have not been able to find a suitable site within the zoning districts where bowling centers are currently permitted.
- 4. Family-oriented entertainment businesses are an asset to the community and need to be retained in the City.

If you have any questions or concerns, please contact me at 442-5083.

Cc: Jim McNamara, City Attorney Steve Shuman, Assistant City Attorney Craig Bozarth, City Engineer John Brickey, Community Development Director