

CITY OF KENT

INDUSTRIAL DESIGN GUIDELINES



KCC 15.09.047 Ord. 4355

Adopted by the City Council of Kent, Washington | 3/3/2020





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INDUSTRIAL DESIGN GUIDELINES

The City would like to acknowledge and thank those who contributed to the Industrial Design Guidelines.

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ACKNOWLEDGMENTS



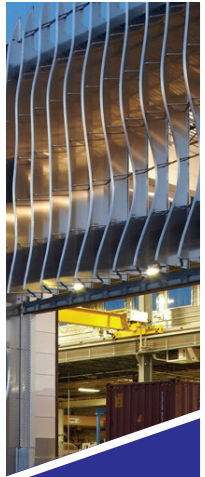


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The following guidelines shall apply wherever Industrial Design Review is required under KCC 15.04.190 and KCC 15.09.047.

Numeric standards in sections 2, 3, and 5 may be reduced by up to 25% at the director's discretion, if the proposal meets the intent of that section through other means.

I. DOCK-HIGH DOOR ALLOWANCE IN INDUSTRIAL-1 ZONING DISTRICT

INTENT:

Encourage diversity of industrial building types and scale site investment in proportion to impacts.

In the I1 zoning district only, the following dock-high door to building footprint square footage ratios shall apply, and shall be cumulative such that first tier applies to the first 30,000 square feet of a building, the second tier applies to the square footage above 30,000 square feet and below 100,000 square feet, and so on. Square footage refers to the building footprint; each building shall be allotted a number of doors available based on size of building and presence of enhanced options within the project; the allotted doors may then be reapportioned amongst any building within the project. Decimals shall be rounded up.

Enhanced options available to increase the dock-high door to building footprint square footage ratio above the base are listed in sections 2 through 5 and include both regional trail-related enhanced options and non-regional trail-related enhanced options.

Building Footprint Square Footage Tier	Possible Building Footprint Square Footage Available	Number of Enhanced Options in Project	Applicable Ratio	Total Doors Available per Tier	
1	0-30,000 sf	Any	1:3,000 sf	Up to 10	
2	30,000 sf to 100,000 sf	Up to 70,000 sf	0	1:15,000 sf	Up to 5
			1	1:10,000 sf	Up to 7
			2 or more	1:7,500 sf	Up to 9
3	100,000 sf to 200,000 sf	Up to 100,000 sf	0 or 1	1:20,000 sf	Up to 5
			2	1:15,000 sf	Up to 7
			3 or more	1:10,000 sf	Up to 10
4	200,000 sf or more	No cap	0 or 1	1:30,000 sf	No cap
			2	1:20,000 sf	
			3	1:15,000 sf	
			4 or more	1:10,000 sf	

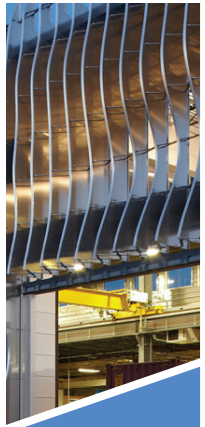
DOCK-HIGH DOOR ALLOWANCE IN INDUSTRIAL-1 ZONING DISTRICT



The following worksheet is an example of dock-high door calculation and may be used to determine total dock-height door allowance for new or remodeled buildings:

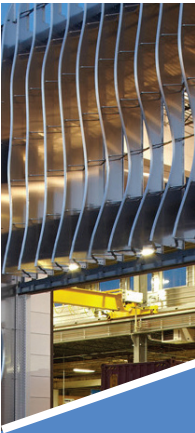
Scenario 1: Single 135,000 sf building

Building Footprint Square Footage Tier		Building Footprint Square Footage	Number of Enhanced Options in Project	Applicable Ratio	Door Allotment
SCENARIO 1A: NO ENHANCED OPTIONS					
1	0-30,000 sf	30,000 sf	0	1:3,000 sf	10
2	30,000 sf to 100,000 sf	70,000 sf	0	1:15,000 sf	5 (rounded up from 4.67)
			1	1:10,000 sf	
			2 or more	1:7,500 sf	
3	100,000 sf to 200,000 sf	35,000 sf	0 or 1	1:20,000 sf	2 (rounded up from 1.75)
			2	1:15,000 sf	
			3 or more	1:10,000 sf	
4	200,000 sf or more		0 or 1	1:30,000 sf	
			2	1:20,000 sf	
			3	1:15,000 sf	
			4 or more	1:10,000 sf	
Total Building Square Footage		135,000 sf	Total Door Allotment:		17
SCENARIO 1B: ONE ENHANCED OPTION					
1	0-30,000 sf	30,000 sf	1	1:3,000 sf	10
2	30,000 sf to 100,000 sf	70,000 sf	0	1:15,000 sf	7
			1	1:10,000 sf	
			2 or more	1:7,500 sf	
3	100,000 sf to 200,000 sf	35,000 sf	0 or 1	1:20,000 sf	2 (rounded up from 1.75)
			2	1:15,000 sf	
			3 or more	1:10,000 sf	
4	200,000 sf or more		0 or 1	1:30,000 sf	
			2	1:20,000 sf	
			3	1:15,000 sf	
			4 or more	1:10,000 sf	
Total Building Square Footage		135,000 sf	Total Door Allotment		19



**DOCK-HIGH DOOR ALLOWANCE
IN INDUSTRIAL-1 ZONING DISTRICT**

**DOCK-HIGH DOOR ALLOWANCE
IN INDUSTRIAL-1 ZONING DISTRICT**

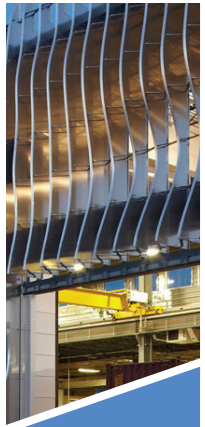


Building Footprint Square Footage Tier		Building Footprint Square Footage	Number of Enhanced Options in Project	Applicable Ratio	Door Allotment
SCENARIO 1C: TWO ENHANCED OPTIONS					
1	0-30,000 sf	30,000 sf	2	1:3,000 sf	10
2	30,000 sf to 100,000 sf	70,000 sf	0	1:15,000 sf	10 (rounded up from 9.3)
			1	1:10,000 sf	
			2 or more	1:7,500 sf	
3	100,000 sf to 200,000 sf	35,000 sf	0 or 1	1:20,000 sf	3 (rounded up from 2.3)
			2	1:15,000 sf	
			3 or more	1:10,000 sf	
4	200,000 sf or more		0 or 1	1:30,000 sf	
			2	1:20,000 sf	
			3	1:15,000 sf	
			4 or more	1:10,000 sf	
<i>Total Building Square Footage</i>		135,000 sf	Total Door Allotment		23
SCENARIO 1D: THREE ENHANCED OPTIONS					
1	0-30,000 sf	30,000 sf	3	1:3,000 sf	10
2	30,000 sf to 100,000 sf	70,000 sf	0	1:15,000 sf	10 (rounded up from 9.3)
			1	1:10,000 sf	
			2 or more (3)	1:7,500 sf	
3	100,000 sf to 200,000 sf	35,000 sf	0 or 1	1:20,000 sf	4 (rounded up from 3.5)
			2	1:15,000 sf	
			3 or more	1:10,000 sf	
4	200,000 sf or more		0 or 1	1:30,000 sf	
			2	1:20,000 sf	
			3	1:15,000 sf	
			4 or more	1:10,000 sf	
<i>Total Building Square Footage</i>		135,000 sf	Total Door Allotment		24

SCENARIO 2: Three buildings of size (A) 30,000 sf, (B) 200,000 sf, and (C) 70,000 sf; no enhanced options

Building Footprint Square Footage Tier		Building Footprint Square Footage	Number of Enhanced Options in Project	Applicable Ratio	Door Allotment
Building A: 30,000 sf					
1	0-30,000 sf	30,000 sf	0	1:3,000 sf	10
2	30,000 sf to 100,000 sf	70,000 sf	0	1:15,000 sf	
			1	1:10,000 sf	
			2 or more	1:7,500 sf	
3	100,000 sf to 200,000 sf	35,000 sf	0 or 1	1:20,000 sf	
			2	1:15,000 sf	
			3 or more	1:10,000 sf	
4	200,000 sf or more		0 or 1	1:30,000 sf	
			2	1:20,000 sf	
			3	1:15,000 sf	
			4 or more	1:10,000 sf	
Total Building Square Footage		30,000 sf	Total Door Allotment Building A		10
Building B: 200,000 sf					
1	0-30,000 sf	30,000 sf	0	1:3,000 sf	10
2	30,000 sf to 100,000 sf	70,000 sf	0	1:15,000 sf	5 (rounded up from 4.67)
			1	1:10,000 sf	
			2 or more	1:7,500 sf	
3	100,000 sf to 200,000 sf	100,000 sf	0 or 1	1:20,000 sf	5
			2	1:15,000 sf	
			3 or more	1:10,000 sf	
4	200,000 sf or more		0 or 1	1:30,000 sf	
			2	1:20,000 sf	
			3	1:15,000 sf	
			4 or more	1:10,000 sf	
Total Building Square Footage		200,000 sf	Total Door Allotment Building B		20
Building C: 70,000 sf					

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**DOCK-HIGH DOOR ALLOWANCE
IN INDUSTRIAL-1 ZONING DISTRICT**



**DOCK-HIGH DOOR ALLOWANCE
IN INDUSTRIAL-1 ZONING DISTRICT**

1	0-30,000 sf	30,000 sf	0	1:3,000 sf	10
2	30,000 sf to 100,000 sf	40,000 sf	0	1:15,000 sf	3 (rounded up from 2.67)
			1	1:10,000 sf	
			2 or more	1:7,500 sf	
3	100,000 sf to 200,000 sf	100,000 sf	0 or 1	1:20,000 sf	5
			2	1:15,000 sf	
			3 or more	1:10,000 sf	
4	200,000 sf or more		0 or 1	1:30,000 sf	
			2	1:20,000 sf	
			3	1:15,000 sf	
			4 or more	1:10,000 sf	
<i>Total Building Square Footage</i>		200,000 sf	Total Door Allotment Building C		13
TOTAL DOOR ALLOTMENT FOR PROJECT (can be apportioned amongst any buildings in project)			43		

II. PUBLIC TRAIL ACCESS

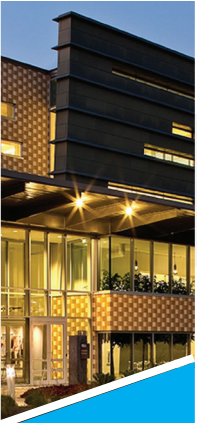
INTENT:

Facilitate access to public trails with visible, welcoming design cues and functional, usable connections, for the health and wellbeing of employees and visitors.

For projects adjacent to public trails with buildings over 75,000 square feet, the following is required on private property:

- A. Direct ADA-compliant pedestrian connection to trail from sidewalks and nearest building entrance, in concrete, paving stones, or other hardscape excepting asphalt.
 - a. **Enhanced option:** Trail entrance welcome area within 15' of trail, that is regularly maintained by the property owner and is visually connected with following characteristics:
 - i. Vertical separation from employee parking lots/truck courts (i.e., curb, retaining wall); space must be visually distinguished from adjacent private parking or other site functions.
 - ii. Minimum size of 500 square feet or .5% of building footprint area, whichever is larger, in concrete, paving stones, or other hardscape (except asphalt).
 - iii. Programming with commercial grade furnishings such as seating (picnic tables, benches), exercise equipment, interpretive signage, etc.
 - iv. Parking facilities for public access to trail at a ratio of one parking space per 100 linear feet of trail frontage, not to exceed ten spaces. These parking spaces shall be visible from a public street, and situated so that the public can clearly see riverfront open space and gain access to the public portion of that open space; parking areas may not be counted toward trail entrance welcome area square footage (A.a.ii., above), nor toward other off-street parking requirements.
- B. Standard City of Kent trail signs at trail entrance from property and all entrances (driveways, pedestrian paths) to property from street.
 - a. **Enhanced option:** Interpretive/informational kiosks in addition to above entrance signage, integrated into hardscape trail access points, with a minimum investment of \$15,000.
- C. Outdoor bike parking at trail entrance at 1 space per 25,000 square feet of new building footprint area, including only new buildings greater than 75,000 square feet. (Racks may count as more than 1 space based on how many bikes can be comfortably parked per rack.)
 - a. **Enhanced option:** In addition to outdoor bike parking requirements, provide indoor bike parking with 1 space per 10,000 square feet of building footprint area. Must include indoor lockers and showers, and an outdoor bike amenity (smart lockers, water fountain, e-bike charging station, air filling or repair station, etc.) adjacent to trail. Indoor bike parking and amenities may be secured for employee access only.
- D. Ground-level lighting (at or below bollard height) at trail entrances.





III. AMENITY SPACE

INTENT:

Provide functional, welcoming outdoor spaces that enhance employee wellbeing and aid in worker recruitment and retention.

Buildings in the I1 and I2 zoning districts with footprint area of greater than 75,000 square feet must provide an outdoor amenity space which meets the following conditions:

- A. An amenity space shall be provided that consists of hardscape in concrete, paving stones, or other material excepting asphalt, at a minimum size of 5% of the entire building footprint area in I1 and 2% of the entire building footprint area in I2.
 - a. **Enhanced option:** Minimum outdoor amenity space shall be 8% or more of the entire building footprint area.
 - b. **Enhanced option:** Required outdoor amenity space shall be protected from weather with durable coverings attached to permanently affixed footings.
 - c. **Enhanced option:** Required outdoor amenity space shall be accomplished through accessible rooftop deck with furnishings and vegetative components (green roof).
 - d. **Enhanced option:** At least 50% of the required amenity space shall be publicly accessible.
 - i. Public portion of amenity space must be oriented to the public right-of-way and open to the public during daylight hours.
 - ii. Appropriate signage must be provided to indicate public access and hours of operation.
 - iii. Property owner retains responsibility for maintenance of publicly accessible amenity space.
- B. Outdoor amenity space must be programmed with seating or other commercial grade furnishings with at least 1 programming or furnishing element per 500 square feet.
- C. Outdoor amenity space must be visible to the public from the highest classification street or regional trail on which the property is located, and shall be buffered from parking areas and building walls by a minimum 2 feet of Type IV landscaping per KCC 15.07.050.
- D. If project is also adjacent to trail, trail entrance area and outdoor amenity space as required by KCC 15.09.047 Industrial Design Review may be integrated in terms of location and programming; however, size requirements must be met separately.
- E. Outdoor amenity spaces may overlap with areas designated as setbacks, if facing collector arterials or local streets. Setbacks must be met separately on principal or minor arterials.

IV. SITE DESIGN

INTENT:

Ensure quality design choices that contribute to the visual appeal of the public realm and facilitate safe, logical, and welcoming multimodal movement.

A. All buildings must have entries that meet the following characteristics:

- a. Visible from public right-of-way with fenestration surrounding door (see other fenestration requirements).
 - i. **Enhanced option:** Create entrance “node” that is glass-enclosed (all sides of projection are substantially fenestrated) and either
 1. Entrance node height exceeds rest of building height by 8’; and/or
 2. Entrance node protrudes from rest of building by 12’.
- b. Equally accessible from parking and sidewalks (i.e., pedestrians shall not be required to walk around to opposite side of building from sidewalk. Through site design or additional entries, pedestrians arriving at the site by means other than personal vehicle shall have equal priority in accessing building).

B. Walking paths are required to connect the building and the perimeter streets; parking areas shall have walking paths to the building entries or ground plaza areas. Walking paths shall be:

- a. Oriented to existing transit stops, with useful connection points to sidewalks.
 - i. **Enhanced option:** Custom bus shelter including trash receptacle, seating, and signage/wayfinding. Requires agreement with transit provider and must be maintained by property owner.
- b. Vertically separated from parking lot by at least 6” curb.
- c. Use surface material to contrast with parking lot, such as concrete or other non-asphalt hardscape.
- d. Illuminated at ground level (bollard height or below).
- e. Integrated with overall landscape design solutions (parking lot planting areas or LID/storm water, etc.).

C. Truck courts and loading areas in the I1 zoning district are subject to the following standards.

- a. For buildings adjacent to one or more public streets:
 - i. No more than one side of a building shall contain a truck court.
 - ii. For buildings greater than 175 feet in depth (the dimension perpendicular to the highest classification street) and 250 feet in width (the dimension parallel to the highest classification street), truck courts must be oriented perpendicular to the highest classification arterial on which they are located. If the building is less than 175 feet in depth and less than 250 feet in width, a truck court may be perpendicular or parallel to the highest classification street on which it is located. In all cases, if parallel, the truck court must be on the rear-facing facade with dock doors facing away from the street.
- b. Truck courts shall be screened from streets and trails by structural walls and type III landscaping per KCC 15.07.050.

D. Integrate stormwater design with landscaping and use stormwater ponds as an amenity as well as a utility whenever possible.





V. BUILDING DESIGN

INTENT:

Create transparency to business activities occurring in the Kent Valley and the value of these industries, break up long expanses of blank walls, contribute to a visually appealing public realm, and reduce bulk of large buildings. The elements in this section are intended to achieve architecturally distinctive buildings through a combination of techniques, to be employed at sufficient scale to visibly distinguish buildings in the Kent Valley as seen from public streets or trails.

A. Glazing and fenestration. Glazing/ fenestration shall be required for all buildings, particularly focused on those façades that face streets, trails or other public spaces (“priority façades”). Glazing/ fenestration requirements for non-priority façades may be added together and applied to any façade on the building. Priority façade requirements must be met on the priority façade. Human-scale entries (doors) shall count toward glazing/fenestration requirements but dock-high- doors shall not. Glazing that spans multiple panels in tilt-up construction by utilizing recessed bands across panel width in addition to “punched” openings (commonly referred to as “ribbon” windows) shall meet the requirements.

a. All buildings must meet the following glazing/fenestration requirements, where the percent of facade length as measured along the ground floor perimeter is multiplied by the average height of the building:

Zone	I1		I2		I3	
Footprint square footage	Priority Facades	Non Priority Facades	Priority Facades	Non Priority Facades	Priority Facades	Non Priority Facades
<= 50,000	20%	5%	10%	2%	2%	2%
50,001-99,999	25%	10%	15%	5%	5%	2%
>=100,000	30%	15%	20%	10%	10%	5%

b. Glazing and fenestration shall be oriented around entries and shall include recessed or projected divisions (ex. mullions, sashes, jambs, etc.) measuring at least two inches from the façade. Large walls of glass shall incorporate a variety of division patterns or other detailing to offer scale and prevent a large, monolithic appearance.

c. Windows, doors and other openings should add considerably to the façade’s three-dimensional quality, providing a clear pattern of building openings. Specifically, main entrances should be visually defined via distinctive differentiation in materials, with other openings and entrances utilizing complementary design choices for an overall unified façade.

B. Massing/Modulation. Buildings greater than 50,000 square feet shall utilize a combination of techniques such as protruding and recessed building massing, visually differentiated materials/colors/textures, signage and window treatments to create a visually distinctive building concept and specifically its frontage. Building modulation occurring both horizontally and vertically is preferred to add dimension and create the appearance of smaller scale volumes; architectural projections can include usable floor space, or be visually significant non-usable elements such as isolated, angled, or shadow panels that add dynamic variation. Insubstantial “tack-on” details and steps in rooflines will not satisfy massing requirements; neither will scoring or other shallow recesses. As an example, “fins” or other shallow protrusions may satisfy the requirements if combined with other architectural features to create an overall distinctive building concept. Protrusions serving a functional and logical purpose (i.e., canopies near entrances), will satisfy the requirements, whereas merely decorative projections that lack architectural emphasis or integration shall not (i.e., trellises). Avoid long, repetitive, monotonous façades, particularly those that repeat the same design element several times along the same elevation. Two-dimensional treatments such as signage or

paint, and surface finishes such as exposed aggregate or exposed rock, shall generally not be sufficient alone but may contribute to the overall architectural design; exceptions may be made for particularly innovative screening systems or other exterior materials unique to or rarely seen in the Kent Valley that result in dynamic shapes or forms. Building forms that are outwardly expressive of interior business activities, such as glass-enclosed stairwells and break rooms, are encouraged. Varying building heights/massing and setbacks to define different functions such as offices and warehousing is encouraged. Particularly emphasize entries with horizontal projections that extend along the façade.

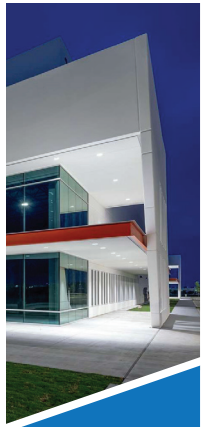
- a. Massing/Modulation is most critical on street-facing façades and in the I1 district; non-street-facing façades in I1 and street-facing façades in I2 shall utilize some of the above treatments to break up large expanses of blank walls but are not required to provide such substantial treatments. Non-street facing façades in I2 are not required to be modulated. Facades in I3 do not require modulation.

C. Supplemental Square Footage: Large-scale buildings (generally those over 75,000 square feet) are encouraged to be designed for multiple tenancing options.

- a. **Enhanced option:** Large-scale buildings must have supplemental square footage equal to 15% of the building ground floor area in a structural, fully enclosed second story including windows, stairs, plumbing, and elevator if required by building code.

D. Materials. Materials and patterns should not be repetitive for linear distances along walls greater than 150' without interruption by significant entrance/exit or extensive shift of building footprint (end caps, separate entrances, showcased stairwells or cantilevered spaces, etc.).

- a. Synthetic stucco, or EIFS (Exterior Insulating Finish Systems) shall not be used on large-scale building as a primary exterior wall cladding system.
- b. Reflective glazing, glass block and obscure glass shall be permissible for limited detail and aesthetic effect.
- c. High quality durable materials such as brick, stone, architectural concrete masonry units and glass shall be used in retail and commercial office developments. Use of masonry shall be allocated to maintain an appearance of mass and closure such as continuing around an entire building base or all sides of a smaller projecting bay. An overall building design concept applied to each side of the building should be evident.
- d. Add scale and detail through patterning and relief of masonry, exposed aggregate or exposed rock.

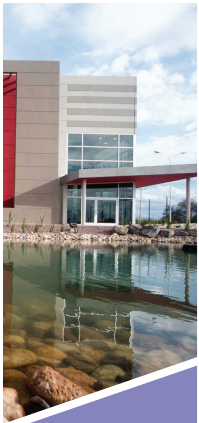


EXAMPLES OF BUILDINGS FEATURING TECHNIQUES THAT MAY BE UTILIZED TO MEET DESIGN REQUIREMENTS.



DESIGN INSPIRATION

EXAMPLES OF BUILDINGS FEATURING TECHNIQUES THAT MAY BE UTILIZED TO MEET DESIGN REQUIREMENTS.

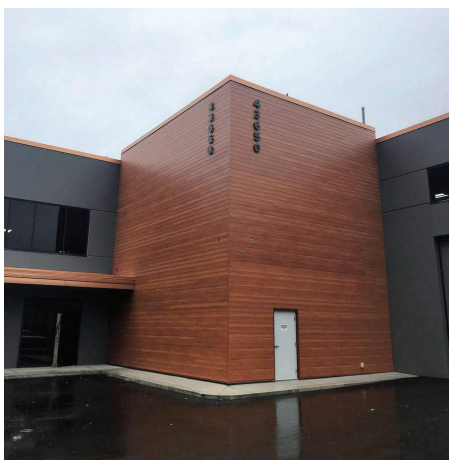


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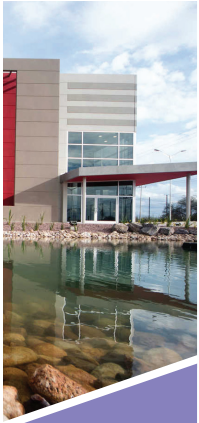
EXAMPLES OF BUILDINGS FEATURING TECHNIQUES THAT MAY BE UTILIZED TO MEET DESIGN REQUIREMENTS.



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