

2.13 Industrial Park (IP) (amended Klickitat County Ordinance #0082399)

2.13:1 Purpose

It is the policy of the Board to permit the establishment of industrial manufacturing and processing type activities and uses in appropriate districts in accordance with the comprehensive plan. The industrial park district is a light industrial zoning classification suitable for the manufacture, distribution and assembly of finished products that have a relatively light impact on adjacent uses and districts.

2.13:2 Principal Uses Permitted Outright

1. Assembly and fabrication of metal products.
2. Auto reconditioning, painting, upholstering, motor rebuilding.
3. Assembly of electrical appliances, electronic instruments and devices.
4. Boat building.
5. Body and fender work; farm equipment repair.
6. Cereal mills.
7. Enameling or metal coating (galvanizing), electroplating.
8. Machine shop.
9. Manufacture, compounding, processing, packaging or treatment of such products as bakery goods, candy, cosmetics, dairy products, drugs, food and beverage products.
10. Manufacture, compounding, assembling or treatment of articles or merchandise from previously prepared materials, such as bone, cellophane, canvas, cloth and glass.
11. Spinning or knitting of cotton, wool, flax or other fibrous materials.
12. Warehouses.
13. Wholesale businesses.

2.13:3 Accessory Uses

Accessory uses in an IP district may be permitted which are customarily incidental and subordinate to the principal use. All such accessory uses must conform to all requirements for the principal uses. Onsite hazardous waste treatment and storage facilities as an accessory use to any activity generating hazardous waste and lawfully allowed in this zone, provided that such facilities meet the state siting criteria adopted pursuant to the requirements of RCW 70.105.210.

2.13:4 Conditional Uses

The following uses may be permitted on a IP district only when the location of such use shall have been approved by the Board of Adjustment after public hearing and examination of the location:

1. Agricultural equipment and implement sales.
2. Brewery, distillery or winery.
3. Commercial businesses with extensive yard requirements, as approved by the Commission and Board.
4. Contractors or loggers equipment and trucks storage yard, plant, repair, rental.
5. Farm co-operatives.
6. Foundry.
7. Fuel oil distributor.
8. Fuels, solid, yard.
9. Grain elevator.
10. Machinery, sales, repair storage or salvage.
11. Railroad facilities of all types, except repair shops.
12. Tire retreading or recapping.
13. Welding shop.
14. Asphalt and concrete batch processing.
15. Stone, marble and granite monument works.
16. Resource extraction and processing activities.

17. Any other uses judged by the Board of Adjustment to be consistent with the purposes and intent of this chapter and to be no more detrimental to the adjacent properties than, and of the same type and character as, the above listed uses.

2.13:5 Outdoor Storage

Outdoor storage in an IP district must be maintained in an orderly manner at all times. For outdoor storage in this district, uses such as scrap metal storage is permitted under the following conditions:

1. No scrap material may be piled higher than the top of the fence or screening material; such screening material to be a seven (7) foot sight-obscuring fence or evergreen planting seven (7) feet high at maturity, which shall completely enclose said use.
2. Such storage shall be no closer than two hundred (200) feet from any public thoroughfare of GC district and not closer than three hundred (300) feet from any residential district.
3. Storage of animal or vegetable wastes shall be prohibited which would attract insects or rodents or otherwise create a health hazard.
4. The surface of such areas shall be paved or graveled and maintained at all times in a dust-free condition.
5. Any lighting maintained in conjunction with material and equipment storage areas shall be so oriented as to not shine on or reflect into abutting properties or streets and shall be shielded to prevent excess glare (vertically).

2.13:6 Landscaped Yards

All yard areas and all other yards not used for open storage or paved parking and loading areas, shall be landscaped.

2.13:7 Density Provisions

1. Maximum lot coverage: None.
2. Maximum height limitations for this district: None.
3. Minimum front yard: No front yards are required in an IP district except where such property flanks or is opposite a residential zone in which case the setbacks of the residential district shall be observed.

4. Minimum sideyards: No side yards are required in an IP district except where such property flanks or is opposite a residential zone in which case the setbacks of the residential district shall be observed.
5. Minimum rear yard: No rear yards are required in an IP district except where such property flanks or is opposite a residential zone in which case the setbacks of the residential district shall be observed.
6. Minimum lot size: None if on public sewer system; otherwise as determined by the Health Officer.

2.13:8 Signs

1. Advertising signs and outdoor advertising structures shall not exceed three hundred (300) square feet in area and thirty-five (35) feet in height.
2. Signs may be illuminated but shall not be of a flashing or moving type.
3. See also Section 4.5.

2.13:9 Prohibited Uses

No building, structure, or premises, or portions thereof, established after the effective date of this ordinance, shall be used for human habitation, except as quarters for a caretaker, guard, or other persons whose permanent residency on the premises is required for operational safety or protective purposes.

2.13:10 Site Plan Required

Uses may be permitted only after site plan review by the Planning Commission. The Commission may recommend conditions to site plan approval. Site plan composition shall conform to Section 2.23:4. Site plan review and approval for uses on lands zoned Industrial Park under the ownership of the Port of Klickitat shall be made by the Port of Klickitat commissioners rather than the Planning Commission.