

After meeting notes summarizing discussion of the Off-site improvement group exercise at the July 8, 2021 Tacoma Permit Advisory Task Force meeting.

**Goal: Consistency and Predictability**

**1. Fee in Lieu**

- Sidewalks to nowhere
- Need to find an acceptable way to pay for infrastructure improvements
- The City of Puyallup model was presented as an example

**2. Off Site Improvements Scoping/Variance Process**

- Non-conforming driveways – why do they have to be removed and relocated
- Non-conforming parking lots – same question
- Need different requirements for an existing parking lot versus a new parking lot
- Why are we required to demo existing sidewalks that are minor non-conforming – should not need to
- Frontage improvements
- Clarity on ADA requirements
- Why do we have to pay for all four corners of an intersection when we only have one ADA ramp/corner on our project
- Patching ordinance is a PSE issue and should not be an issue for others
- Curb cuts – a PW issue with new COT initiatives and the time it takes to get PW approval for them
- Need a greater degree of flexibility on smaller projects regarding curbs and ramps, etc.
- Patching for utilities should be scaled to the project size
- ADA ramps should always be associated with striped crosswalks – should be a requirement
- Red curb painting should be a component of the OSI requirements
- Importance of the OSI Scoping exercise PRIOR to the land purchase (private) or bond planning (public) – all departments represented
- Need to have a Variance Process to the OSI Process for escalation of OSI scope of work issues or lack of alignment

**3. Intake/Permitting Process**

- Need to be able to receive a BLDG permit without the requirement to have the SDEV permit – SDEV should not hold up BLDG
- The same is true regarding the WO and the BLDG permit – the former should not hold up the latter
- What is the relationship between the WO, SDEV, BLDG, ROC and the many other permits -

**4. Shared Assets for Development**

- Should be able to permit work that utilizes shared assets – parking specifically was targeted for this purpose
- Are there any roadblocks to making the case for shared assets