

Norwalk Industrial Zones Study

Draft Recommendations

March 3, 2021



Agenda

1. Defining Industry
2. Draft Recommendations
3. Engagement
4. Next Steps

Defining Industry

Trends in 21st Century Industry

21st century industry

Supporting employment and economic growth

“The sector has shifted significantly...policymakers and planners are reorienting their long-held understanding of the manufacturing sector at large, recognizing that **these businesses can be vital to creating vibrant local neighborhoods, which offer a range of benefits from creative placemaking to employment opportunities** with pathways to the middle-class.”

-Urban Manufacturing Alliance



21st century industry

Changes in scale and size

“The composition of manufacturing firms has changed radically over time. Across the United States, we are moving from a manufacturing sector dominated by mass producers with hundreds of employees, to one characterized by masses of small and medium-sized firms.”

-Urban Manufacturing Alliance

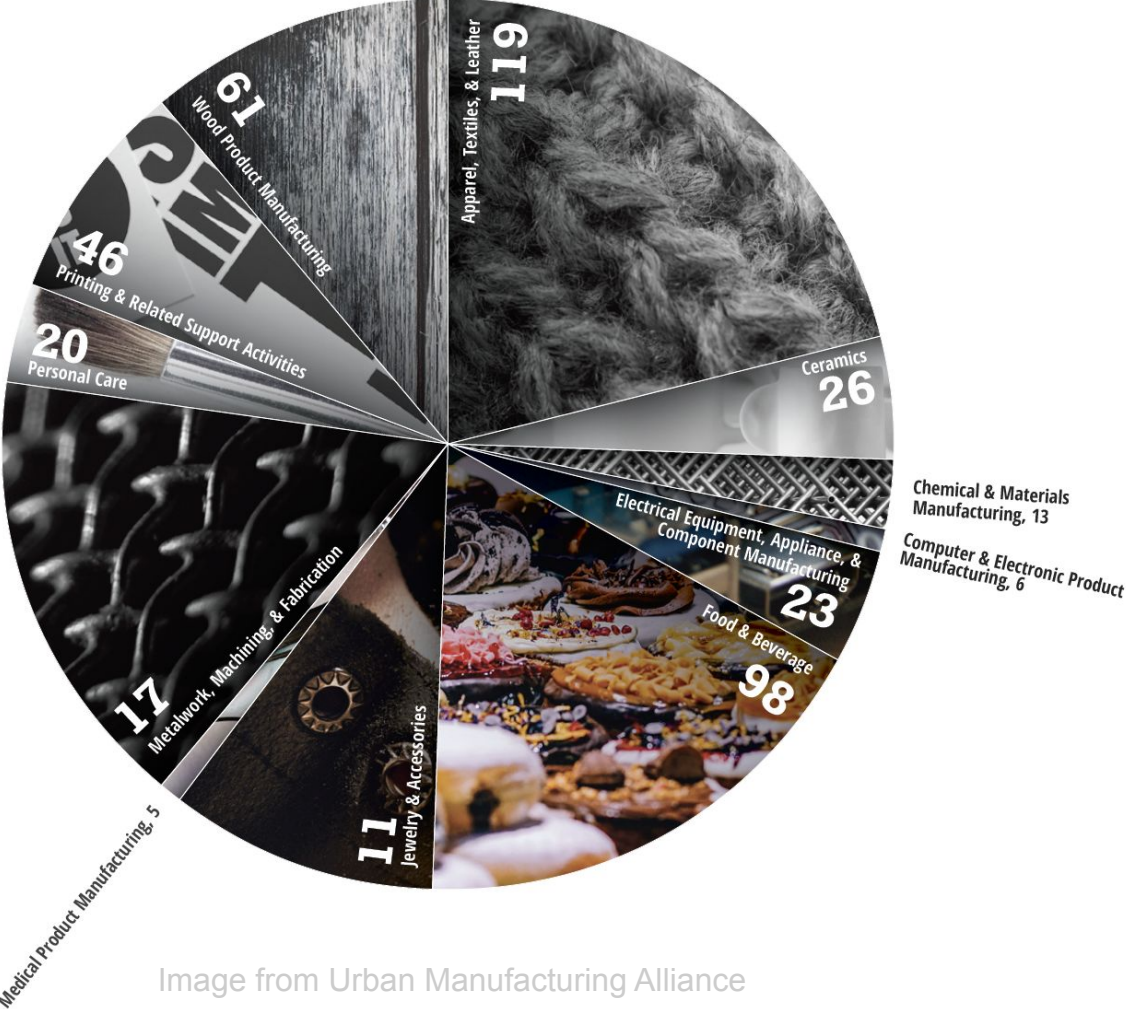


Image from Urban Manufacturing Alliance

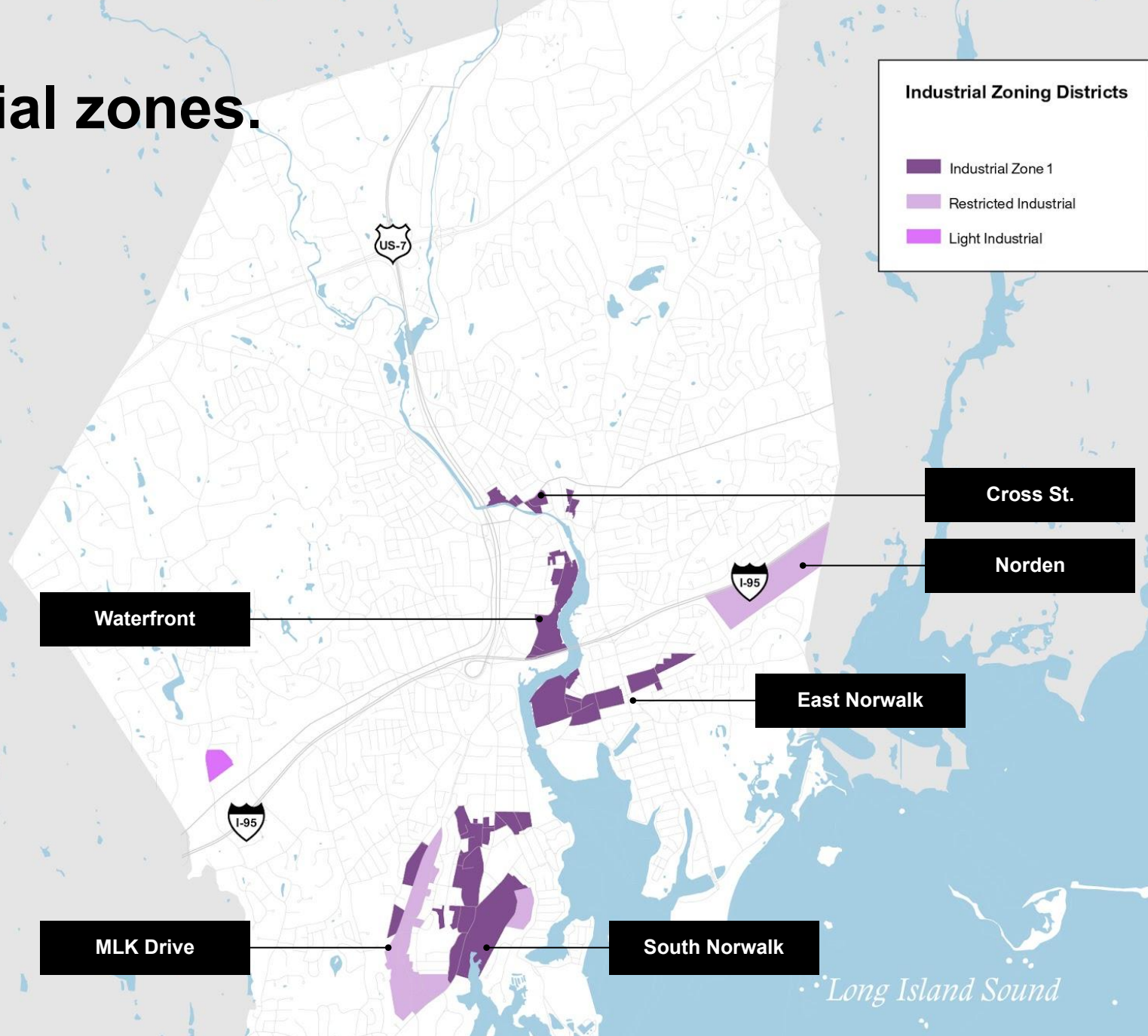
Defining Industry

Industrial Zoning in Norwalk

Norwalk has 3 industrial zones.

Industrial Zoning Districts

- Industrial Zone 1
- Restricted Industrial
- Light Industrial



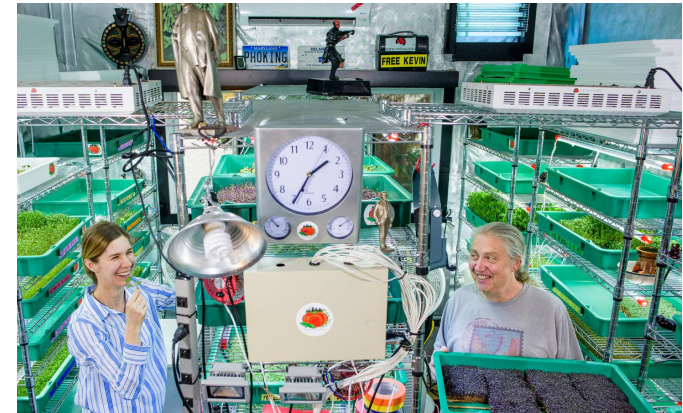
Uses that are currently allowed in Norwalk's Industrial Zones

Manufacturing and processing
Research and development facilities
Public utility supply
Printing establishments
Warehousing, storage, wholesale distribution
Transportation and bus storage
Building materials sale and storage yards
Municipal sewage treatment facilities
Off-street parking facilities
Oil or petroleum storage facilities
Indoor contractor parking facilities
Offices
Retail
Artist workspace
Social services
Multifamily and Single Family Housing

Uses that are currently allowed in Norwalk's Industrial Zones

- Manufacturing and processing**
- Research and development facilities**
- Warehousing, storage, wholesale distribution*
- Printing establishments
- Public utility supply
- Transportation and bus storage
- Building materials sale and storage yards
- Municipal sewage treatment facilities
- Off-street parking facilities
- Oil or petroleum storage facilities
- Indoor contractor parking facilities
- Offices
- Retail
- Artist workspace
- Social services
- Multifamily and Single Family Housing

Uses that promote economic development, jobs creation, and support clean industry



*may be more appropriate in certain areas than others

Uses that are currently allowed in Norwalk's Industrial Zones

Manufacturing and processing
Research and development facilities
Warehousing, storage, wholesale distribution
Printing establishments

Public utility supply

Transportation and bus storage

Building materials sale and storage yards

Municipal sewage treatment facilities

Off-street parking facilities

Oil or petroleum storage facilities

Indoor contractor parking facilities

Offices

Retail

Artist workspace

Social services

Multifamily and Single Family Housing

Industrial uses that are necessary for the region, some of which may not be well located



Uses that are currently allowed in Norwalk's Industrial Zones

Manufacturing and processing
Research and development facilities
Warehousing, storage, wholesale distribution
Printing establishments
Public utility supply
Transportation and bus storage
Building materials sale and storage yards
Municipal sewage treatment facilities
Off-street parking facilities
Oil or petroleum storage facilities
Indoor contractor parking facilities

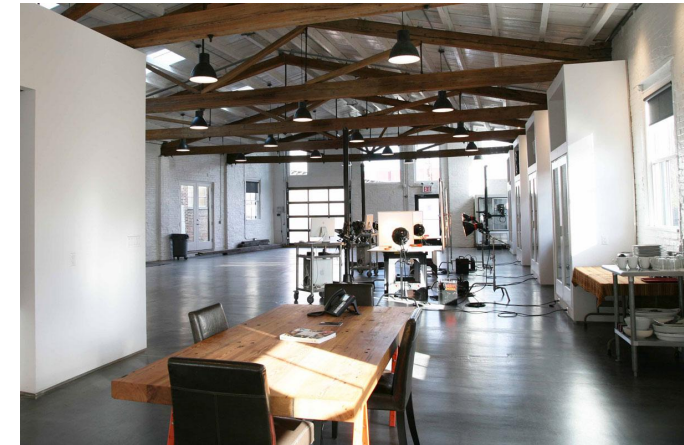
Offices

Retail

Artist workspace

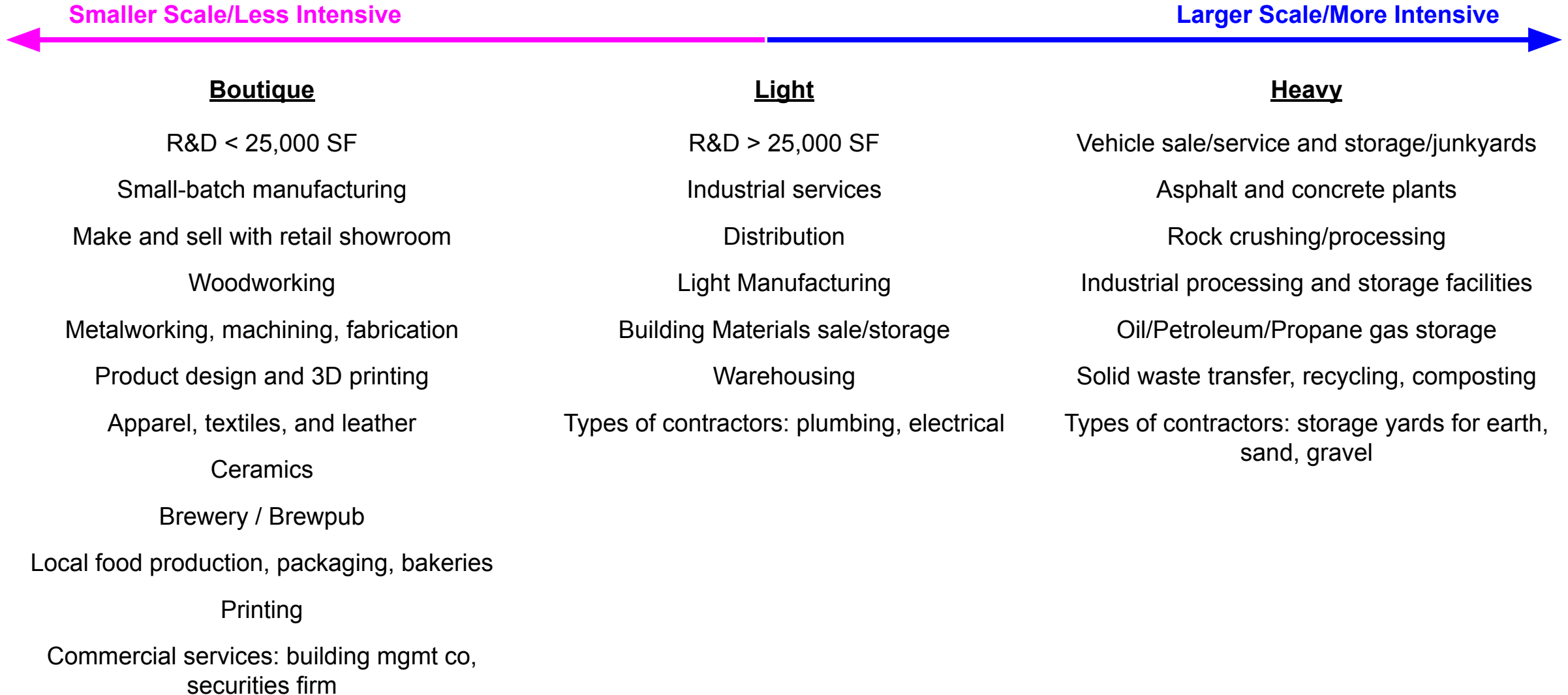
Social services

Multifamily and Single Family Housing



Other uses that are not industrial, but currently accompany industrial uses

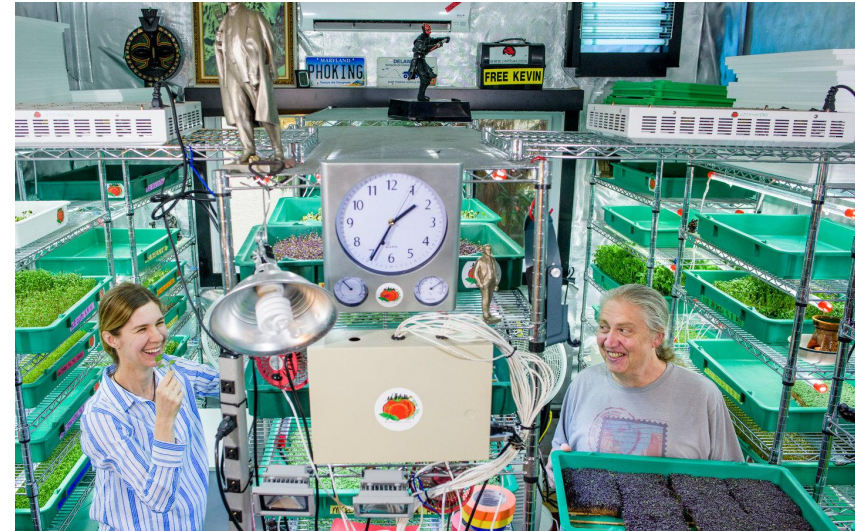
Not all industrial uses are the same



Boutique



Light



Heavy



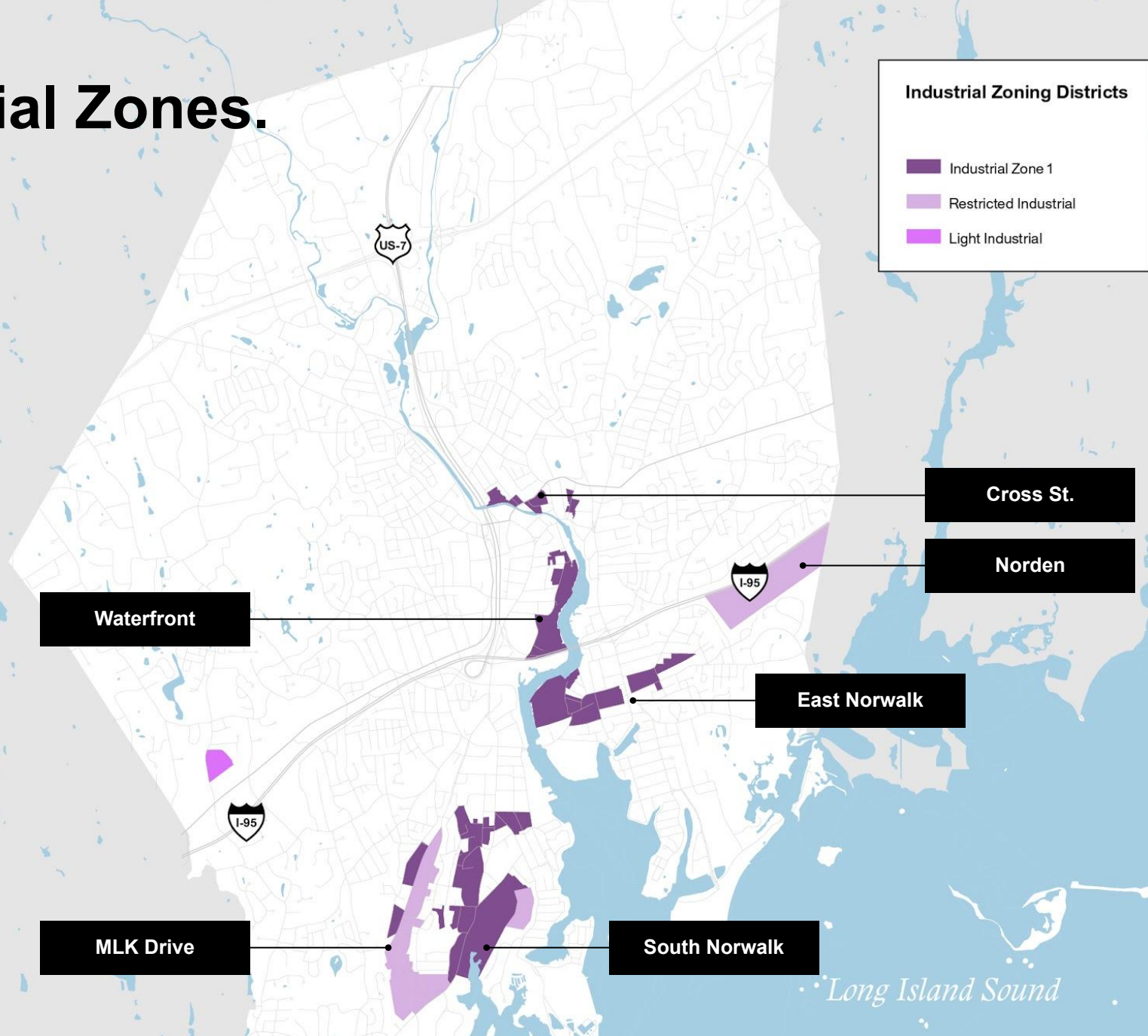
Draft Recommendation #1:

Simplify industrial zoning to reflect current industrial uses and 21st century trends

Norwalk has 3 Industrial Zones.

Industrial Zoning Districts

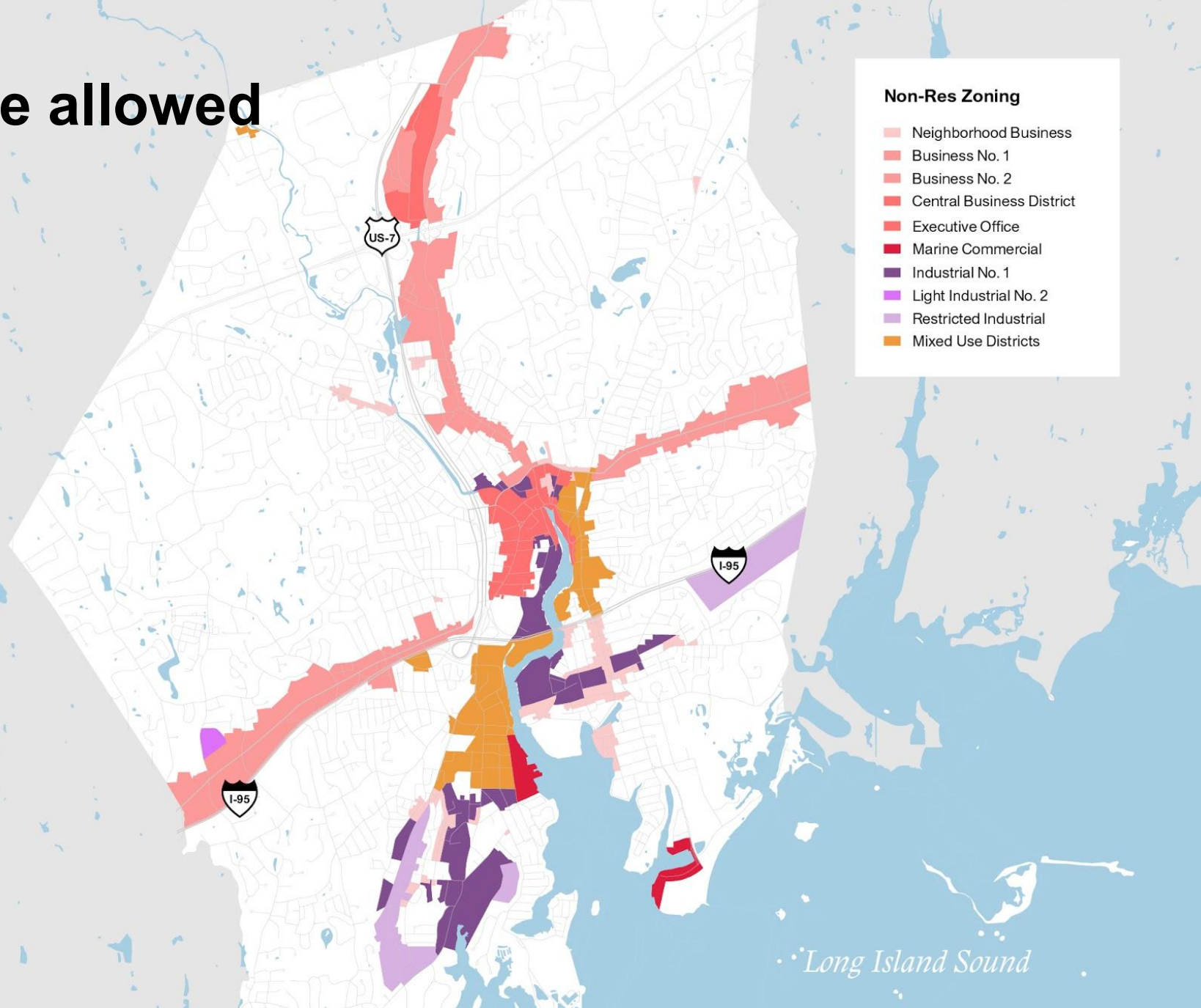
- Industrial Zone 1
- Restricted Industrial
- Light Industrial



But, industrial uses are allowed in many other zones.

Non-Res Zoning

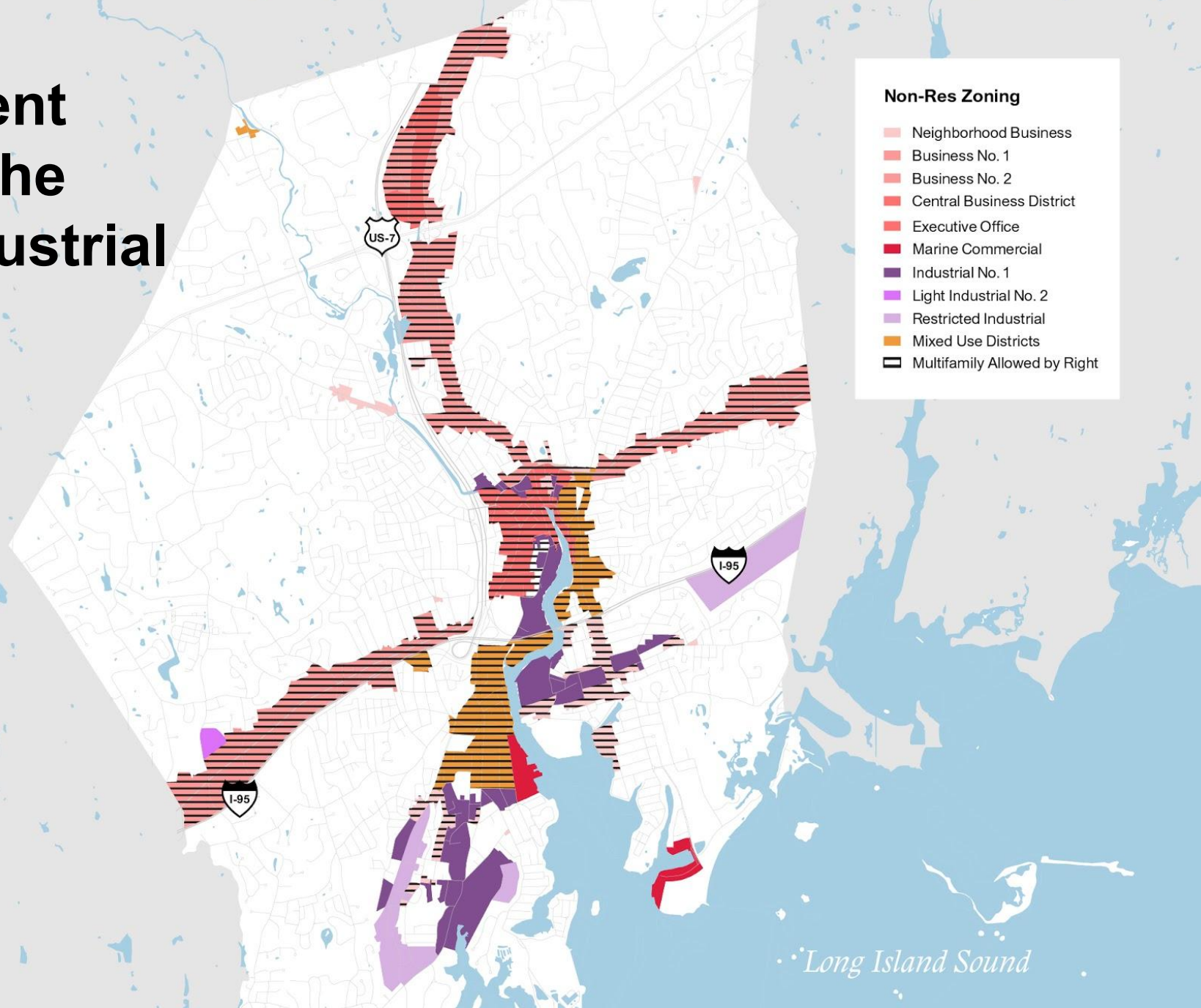
- Neighborhood Business
- Business No. 1
- Business No. 2
- Central Business District
- Executive Office
- Marine Commercial
- Industrial No. 1
- Light Industrial No. 2
- Restricted Industrial
- Mixed Use Districts



Multifamily development is allowed by right in the same areas where industrial uses are allowed

Non-Res Zoning

- Neighborhood Business
- Business No. 1
- Business No. 2
- Central Business District
- Executive Office
- Marine Commercial
- Industrial No. 1
- Light Industrial No. 2
- Restricted Industrial
- Mixed Use Districts
- Multifamily Allowed by Right



Long Island Sound

Reclassify and simplify industrial zones

I1 Industrial 1	RI Restricted Industrial	LI Light Industrial	MC Marine Commercial	B1 Business 1	B2 Business 2	CBD Central Business	NB Neighborhood Business
Manufacturing Warehousing Transportation Public utility Storage Yards Offices Printing Municipal sewage R&D Off-street parking Oil storage Indoor contr.parking	Manufacturing R&D Public utility supply Offices Artist workspace	Light Industrial Manufacturing	Finfish/shellfish processing Shipyards/boat bldgs Marine research	R&D Manufacturing	R&D Expansion of existing manufacturing use	Artist workspace Boutique mfg. Water-based mfg. R&D Printing	Boutique mfg.
Multifamily by SP	Multifamily by SP	Multifamily by SP	Multifamily by SP	Mixed Use Multifamily by Right	Mixed Use Multifamily by Right	Multifamily by Right	Multifamily by Right
Heavy Industrial	Light Industrial	Light Industrial	Light Industrial	Light Industrial	Light Industrial	Artisan	Artisan
Industrial	Mixed Use Commercial/Industrial					Mixed Use Residential/Commercial/Industrial	

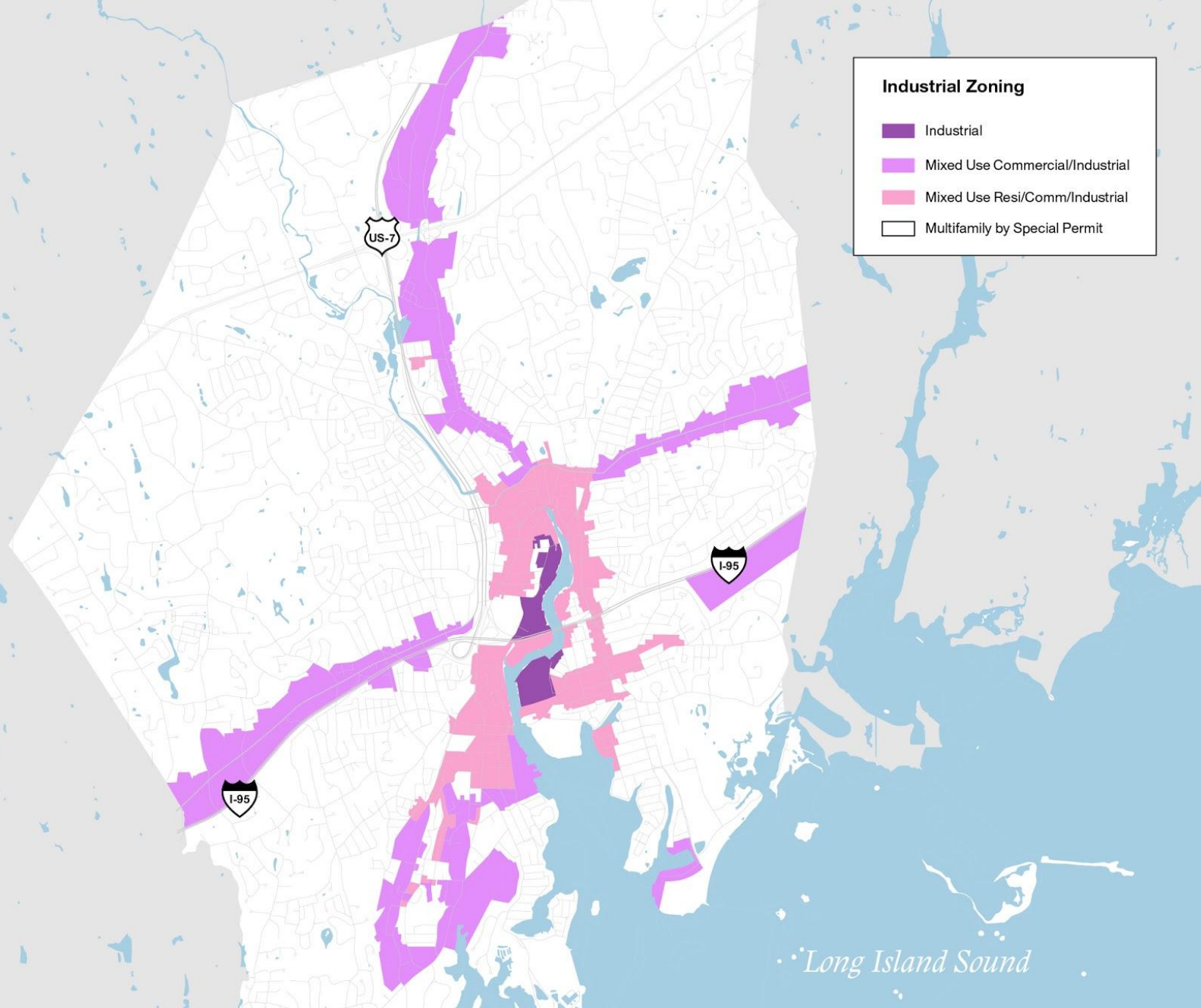
Simplify zoning

Three Zones

- 1. Industrial
- 2. Mixed Use Commercial/Industrial
- 3. Mixed Use Resi/Comm/Industrial

Industrial Zoning

- Industrial
- Mixed Use Commercial/Industrial
- Mixed Use Resi/Comm/Industrial
- Multifamily by Special Permit



Long Island Sound

Where multifamily development is allowed

Allowed by Special Permit in designated parts of the Mixed Use Commercial/Industrial District

Allowed by right in the Mixed Use Resi/Commercial/Industrial District

Industrial Zoning

- Industrial
- Mixed Use Commercial/Industrial
- Mixed Use Resi/Comm/Industrial
- Multifamily by Special Permit

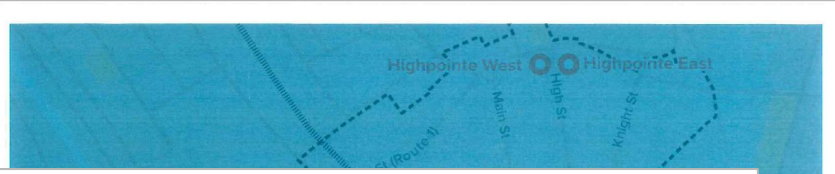


Long Island Sound

Draft Recommendation #2:

In the Mixed Use Residential/Commercial/Industrial district, incentivize ground floor boutique manufacturing and live/work spaces through height bonuses.

Wall Street-West Avenue Neighborhood Plan



Goal 1: Innovative

The Wall Street-West Avenue neighborhood of the future is a center for entrepreneurs, innovators and creators attracting a dynamic workforce drawn to its lively walkable urban character, cultural and community resources and green spaces.

Policies

1. Incentivize & promote innovation, creativity and entrepreneurship
2. Foster collaboration with anchor institutions and area companies & businesses
3. Enhance partnerships between artists, residents & businesses
4. Preserve and enhance water-dependent uses
5. Support local businesses



MARC WOUTERS | STUDIOS
Urban Planning + Architecture + Film

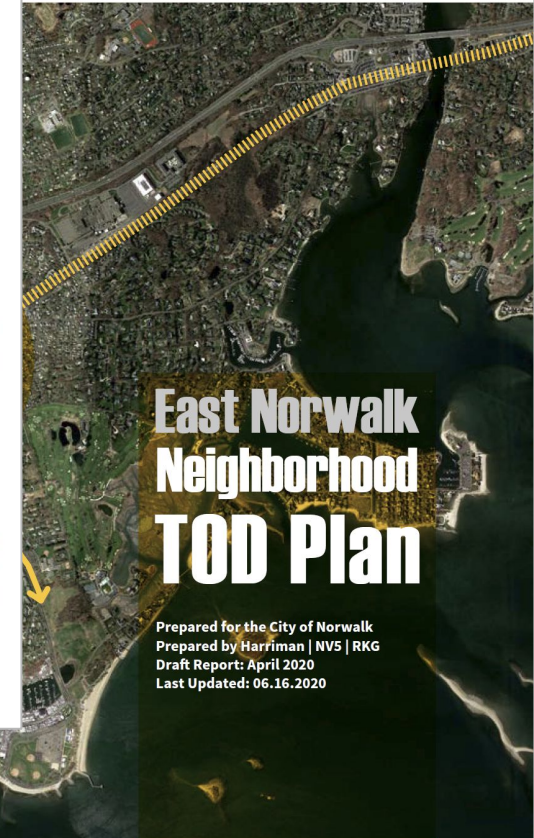
NORWALK DEVELOPMENT AGENCY

INSTR # 2019001963
VOL 8302 PG 1
RECORDED 03/14/2019 08:40:49 AM
RICHARD A. MCGUAID
TOWN CLERK NORWALK CT

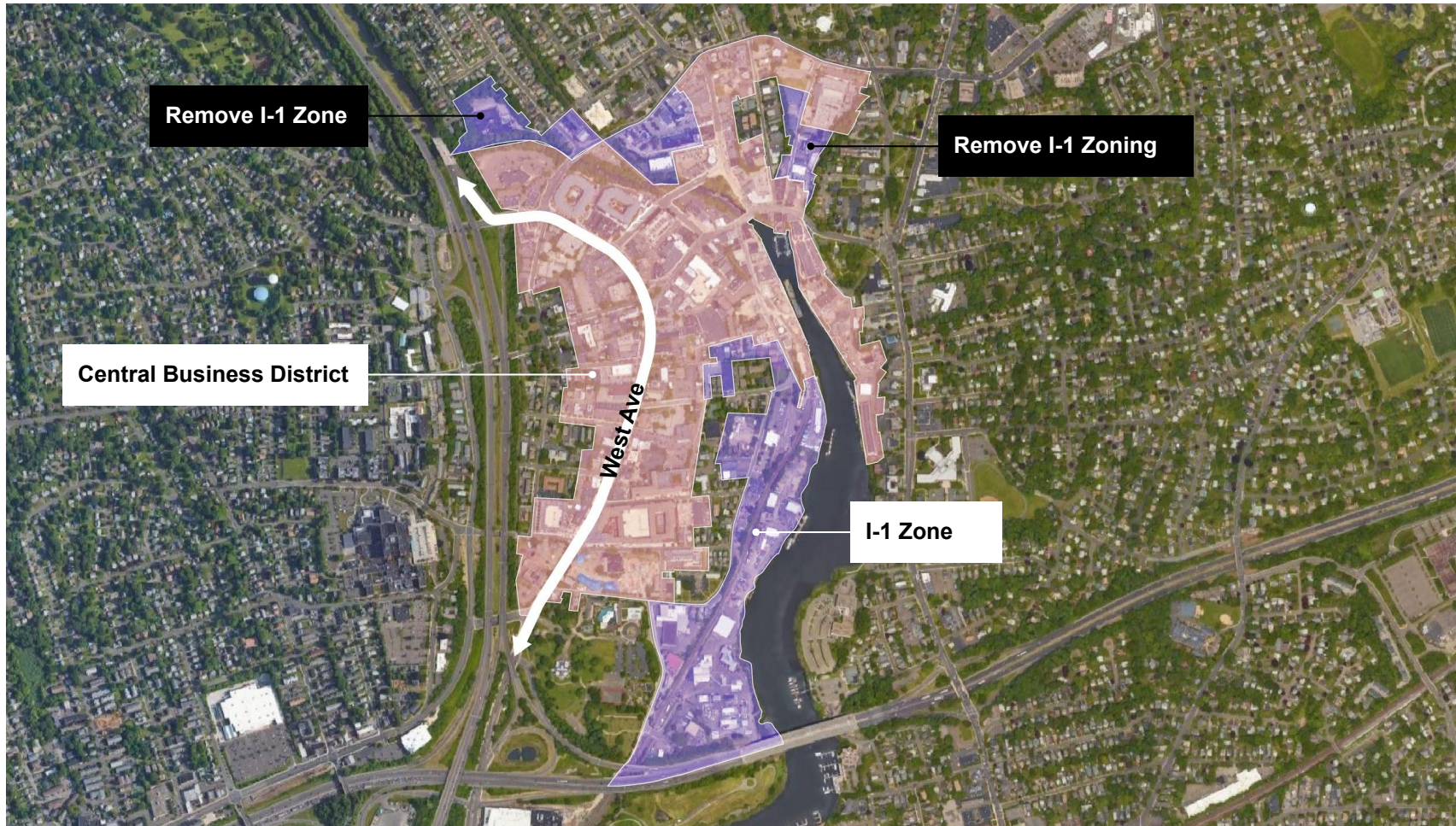
East Norwalk TOD

d. Consider creating incentives for desired uses (i.e. light industrial, maker economy,) by allowing property owners to develop additional FAR, reducing parking requirements, allowing additional ground coverage, etc.

The current industrial and office market conditions do not support any reinvestment in these property types without a zoning change given existing vacancies and low rents. To ensure that the existing industrial and commercial spaces are preserved in East Norwalk from completely transforming to residential uses, it will be critical to create financial incentives for these property owners to maintain and grow their businesses. Allowing upper floor residential, artist live/work, maker spaces, and restaurants will allow these properties to generate additional revenue to support their existing industrial uses.



Central Business District



Add ground floor manufacturing space as an “amenity bonus” in CBD Zoning

1. 4 stories, 55 feet: Commerce Street, Isaac Street and Wall Street, except that developments may be built to **5 stories, 65 feet, provided that 2 amenity bonus provisions are included**, as approved by the Commission and Redevelopment Agency.
2. 4 stories, 55 feet: Belden Avenue, Burnell Boulevard, Cross Street, Main Street, North Avenue and Smith Street, except that developments may be built to **6 stories, 75 feet, provided that 3 amenity bonus provisions are included**, as approved by the Commission and Redevelopment Agency.
3. 6 stories, 75 feet: West Avenue, except that if **3 amenity bonus amenities are provided, including 1 “green amenity,”** as approved by the Commission and Redevelopment Agency, and a special permit is received, building height may be increased to:
 - a. **7 stories, 85 feet, provided that a minimum of 2 stories are comprised of commercial uses.**
 - b. **8 stories, 100 feet, provided that a minimum of 3 stories are comprised of commercial uses.**
 - c. 10 stories, 120 feet for hotels.

East Norwalk



In designated areas, change I-1 zoning, and allow building height increase for ground floor manufacturing uses

Existing Zoning	Requirements
NB	2.5 stories at 35 ft
I-1	4 stories at 50' 6 stories at 72' on lots 30+ acres
Proposed	6 stories w/o height limit, 1+ acre

Draft Recommendation #3:

Upzone in the Mixed Use Commercial/Industrial Zone to accommodate hybrid building types.

Mixed Use Commercial/Industrial

Industrial Zoning

- Industrial
- Mixed Use Commercial/Industrial
- Mixed Use Resi/Comm/Industrial
- Multifamily by Special Permit

Muller Park/
Perry Avenue Area

US-1 East

US-1 West

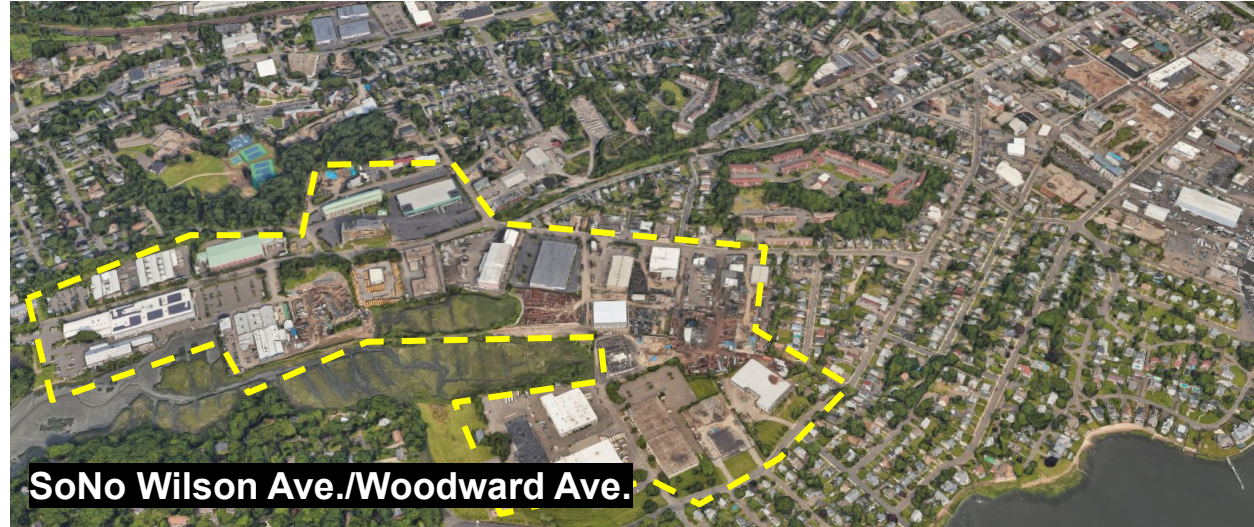
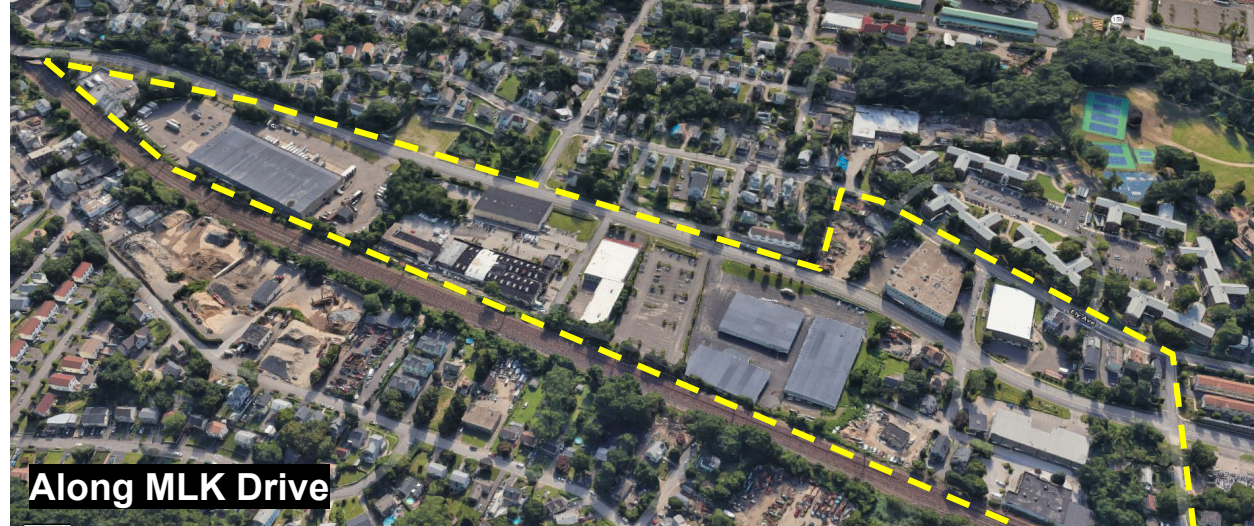
MLK Drive

South Norwalk

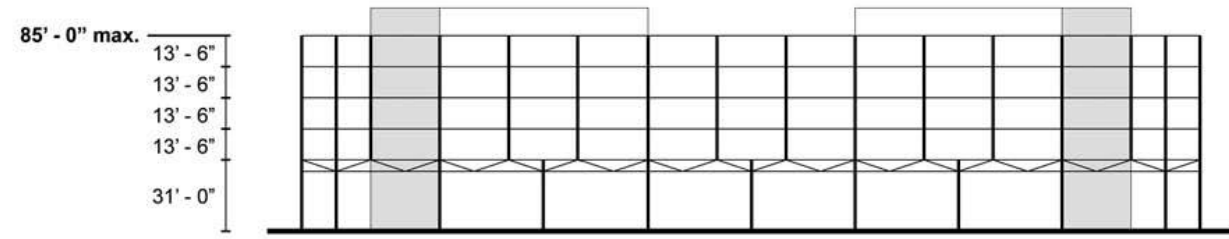


Long Island Sound

Mixed Use Commercial/Industrial - Possible Locations

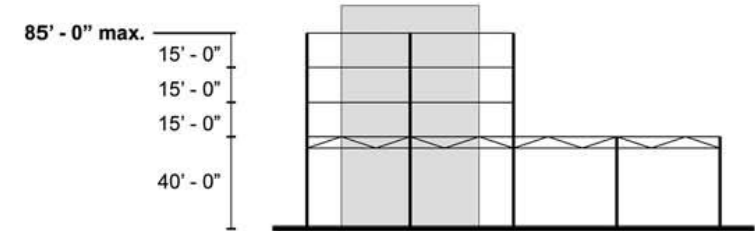


Mixed Use Commercial/Industrial Building Type



Section B-B

Figure 2. Conceptual building cross-section of a five storey building with a height of 85 feet (25.9 m) showing a truss transferring columns above the ground floor high-bay space.



Section A-A

Mixed Use Commercial/Industrial Precedents



Raymond Flynn Marine Industrial Park

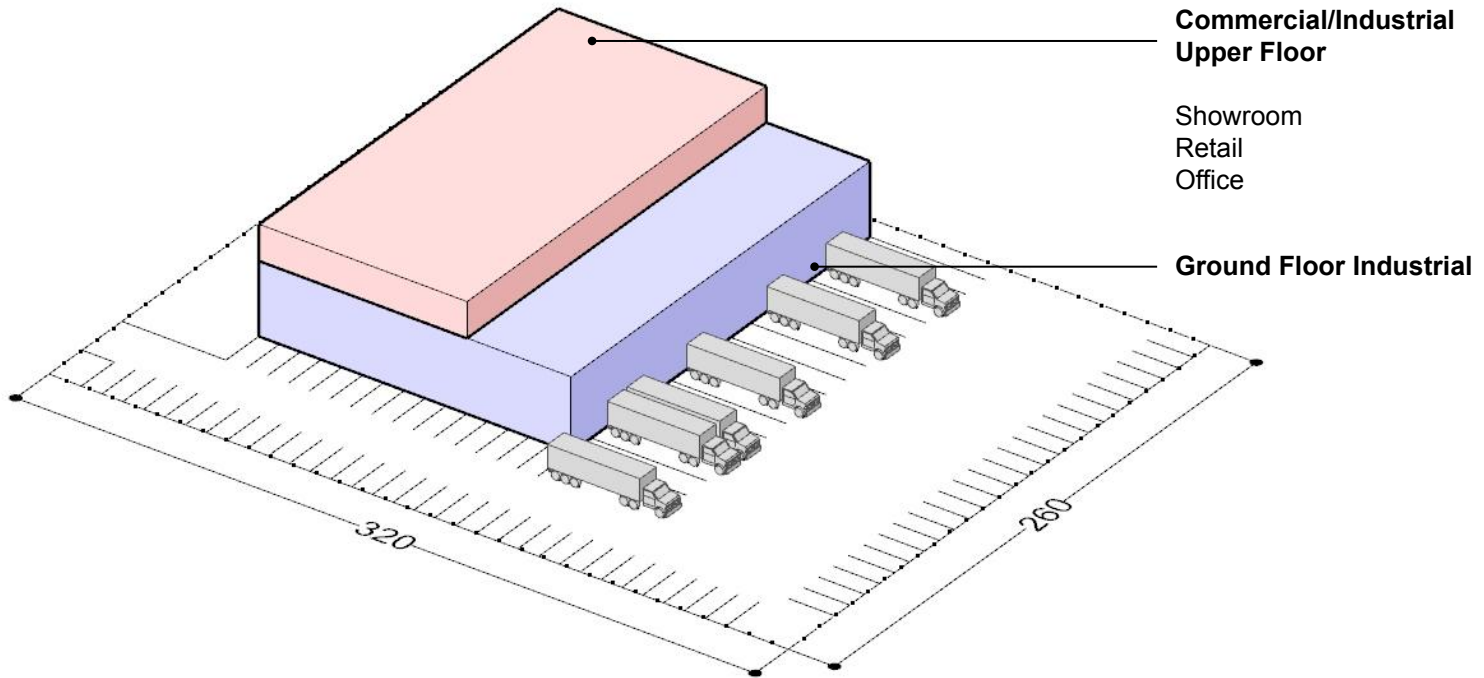


Brooklyn Navy Yard



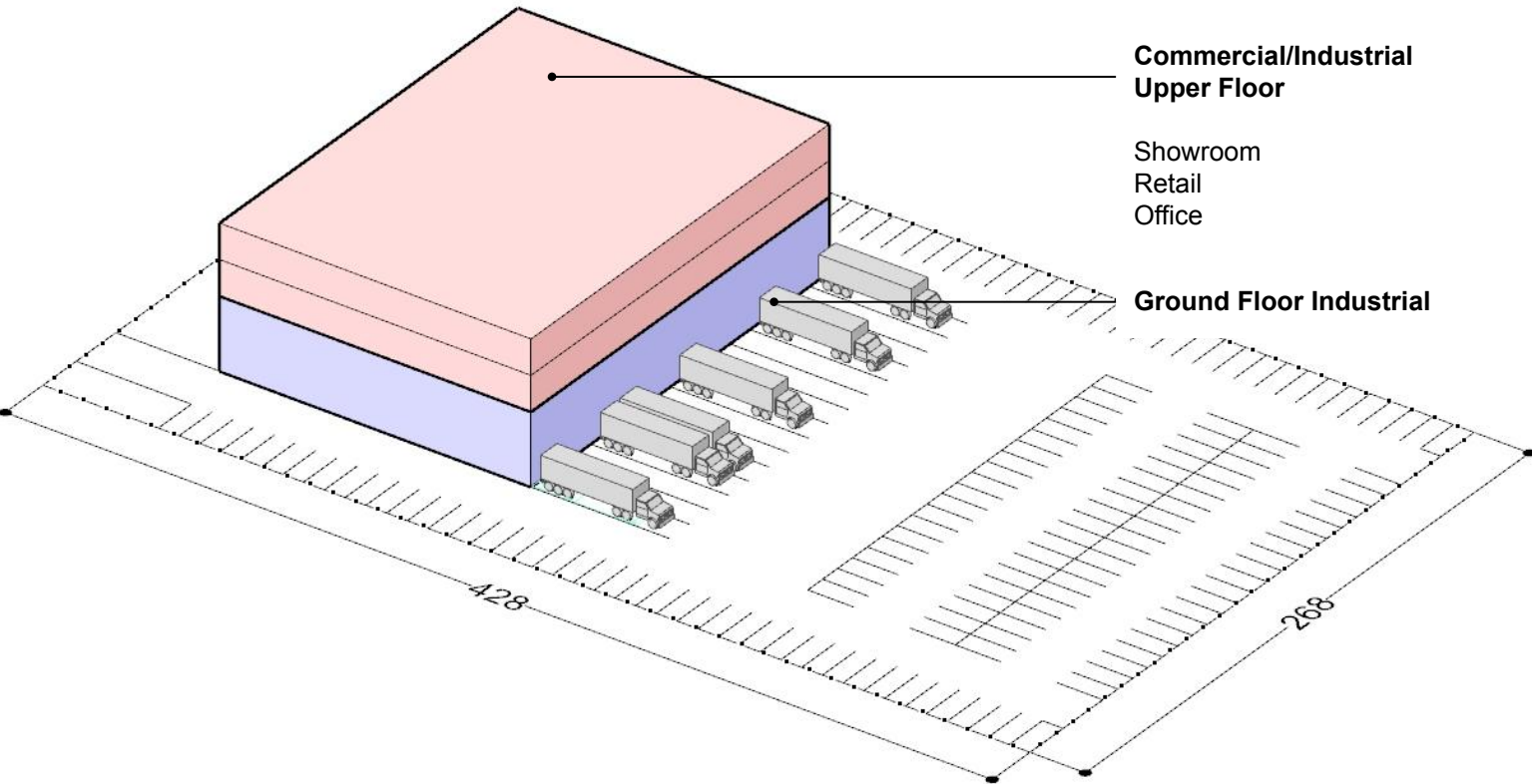
New York Building in Portland

Mixed Use Commercial/Industrial



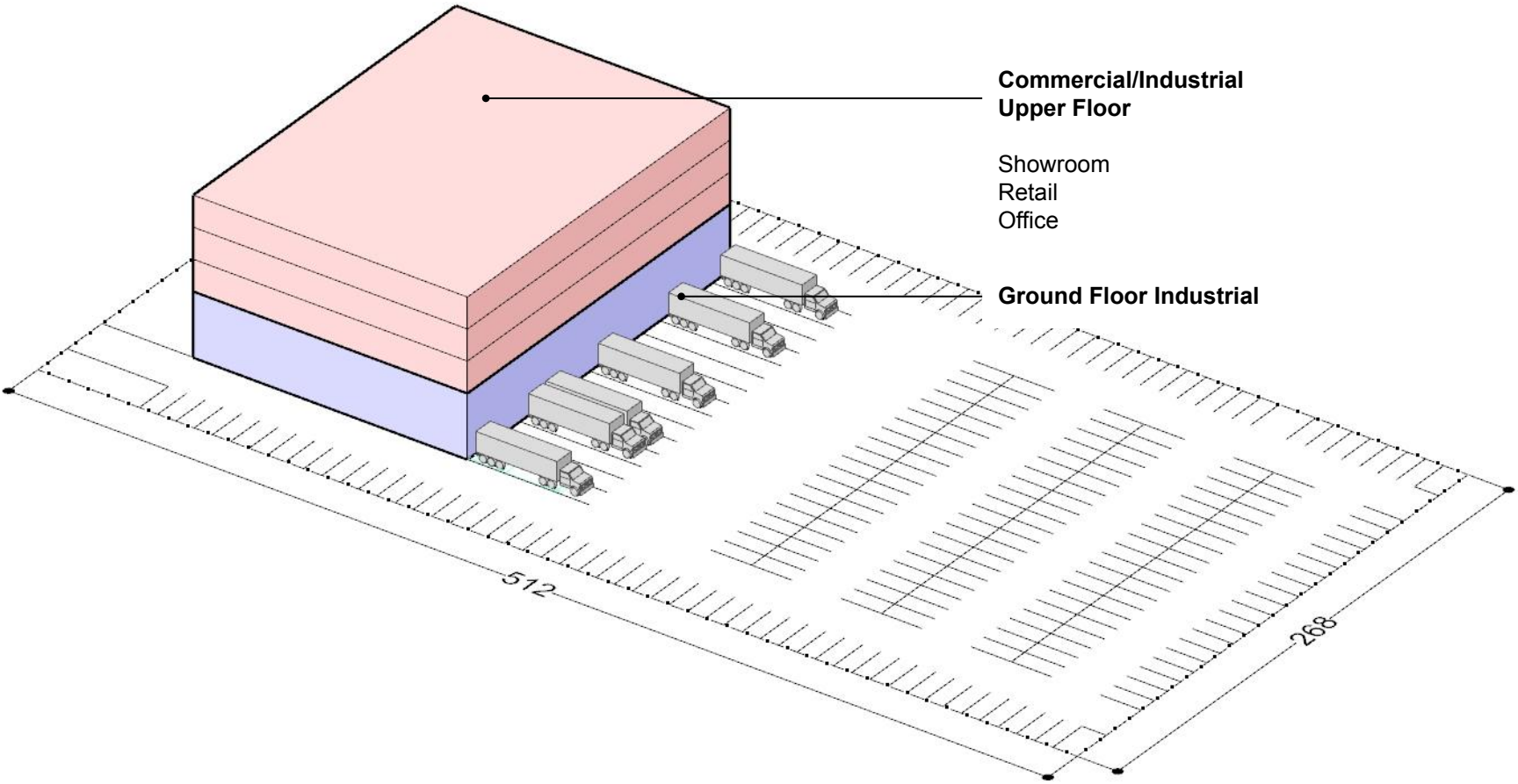
Height	2 stories, 46'
Footprint	24,300 SF
Total SF	40,500 SF
Site Area	81,280 SF (1.9 Acres)
Parking Ratio	Industrial: 1/1600 SF Non-retail/Commercial: 3/1000 SF
Parking Spaces	65

Mixed Use Commercial/Industrial



Height	3 stories, 61'
Footprint	24,300 SF
Total SF	72,900 SF
Site Area	114,700 (2.6 Acres)
Parking Ratio	Industrial: 1/1600 SF Non-retail/Commercial: 3/1000 SF
Parking Spaces	162

Mixed Use Commercial/Industrial



Height	4 stories, 85'
Footprint	24,300 SF
Total SF	97,200 SF
Site Area	137,200 SF (3.0 Acres)
Parking Ratio	Industrial: 1/1600 SF Non-retail/Commercial: 3/1000 SF
Parking Spaces	234

Adjust Maximum Building Heights

I1 Industrial 1	RI Restricted Industrial	LI Light Industrial	MC Marine Commercial	B1 Business 1	B2 Business 2	CBD Central Business	NB Neighborhood Business
4 stories at 50' 6 stories at 72' on lots 30+ acres	4 stories at 55'	4 stories at 55'	4.5 stories at 52' above BF	4 stories at 50'	3 stories at 35' or 4 stories at 45' with MF/MU	6 stories at 75' Except, SP increase up to 120' 4 stories at 55 ft particular Sts	2.5 stories at 35'
Industrial	Mixed Use Commercial Industrial					Mixed Use Residential/Commercial/Industrial	
5 stories at 85'	5 stories at 85'					--	

Draft Recommendation #4:

Distinguish contractor yards from other industrial uses and identify more suitable locations and sites

Contractor Yards are permitted by right in Industrial Zone 1; they are also permitted by special permit in Business Zones 1 and 2

Contractor Yard Uses

- ▨ Allowed by right
- ▭ Allowed by special permit
- Yellow Residential Districts
- Red Commercial/Non-Res Districts
- Purple Industrial Districts



Long Island Sound

Challenges with Contractor Yards

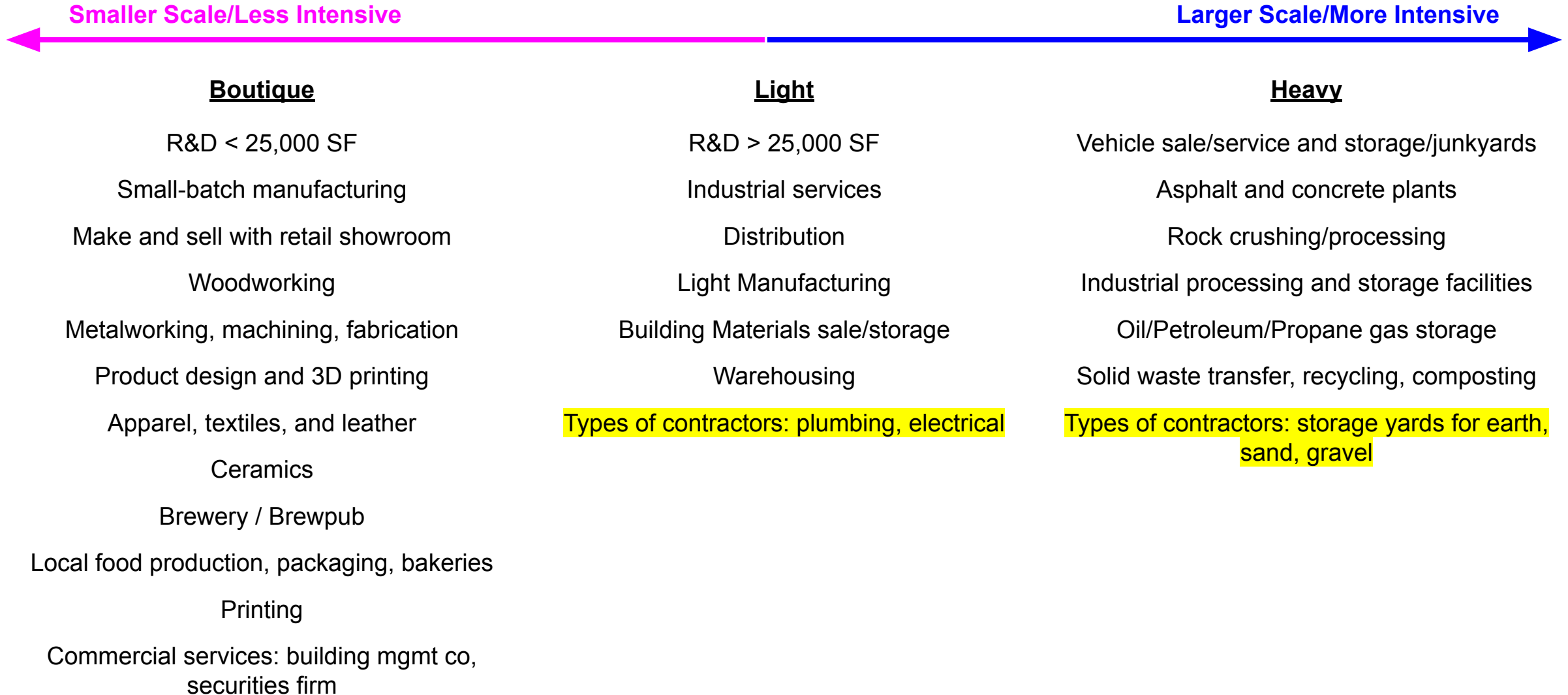
Narrow Residential Roads

Industrial uses mixed with residential uses

Road network and intersections cause conflict with truck traffic



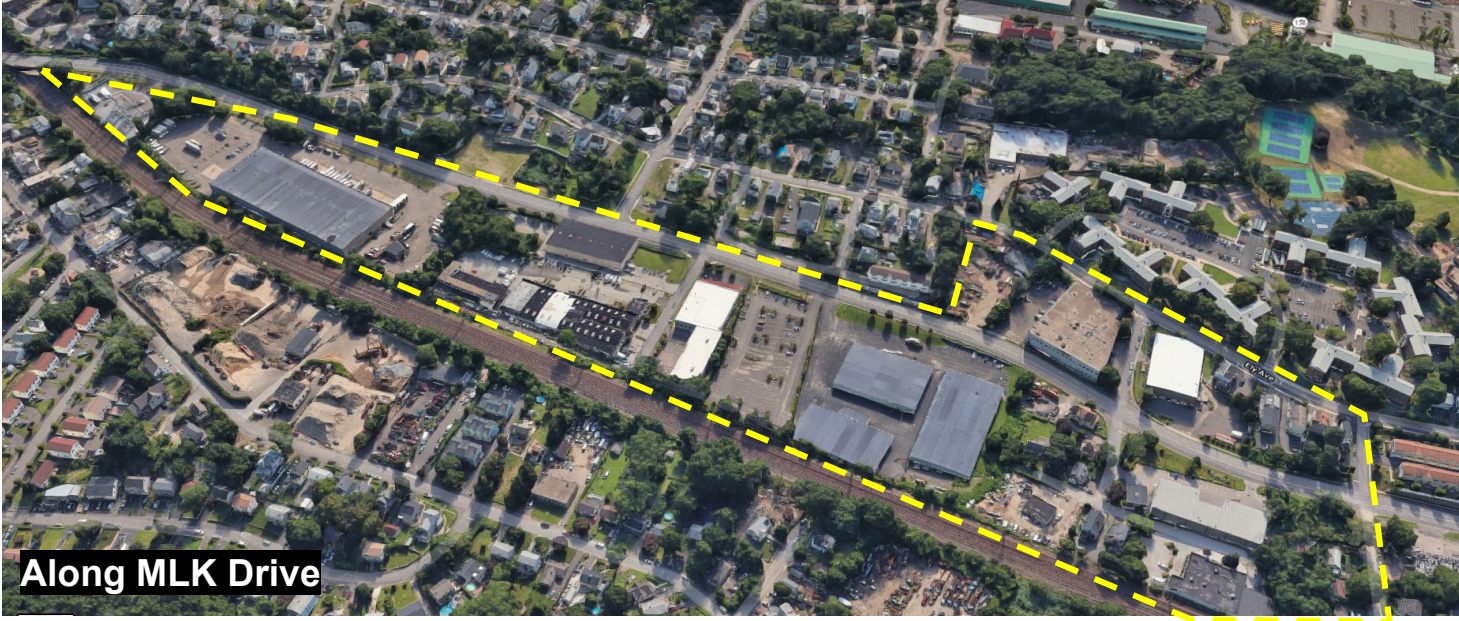
Not all contractor yards are the same



Possible Locations



Possible Locations



Design Guidelines + Code Enforcement

CONTRACTOR'S STORAGE YARDS

A parcel of land, with or without structures, a minimum of 12,500 square feet in size, used for the storage of equipment and materials used in the construction, landscaping, landscape nursery, masonry or arborist trade; including, but not limited to, trucks, vans, bulldozers, backhoes and other similar equipment and/or stockpiles of construction or property improvement materials, such as concrete, gravel, woodchips, logs, plant stock, masonry, plumbing or electrical supplies, and other similar materials. All such equipment and material shall be stored in an environmentally safe manner behind the front setback line and no closer than five feet to the side or rear property lines. All such stockpiles shall be limited to a maximum height of 20 feet and shall be effectively screened from view from adjacent properties.

[Added effective 10-25-1996; amended effective 10-28-2011]

Draft Recommendation #5:

Develop separate plans for Norden and Waterfront

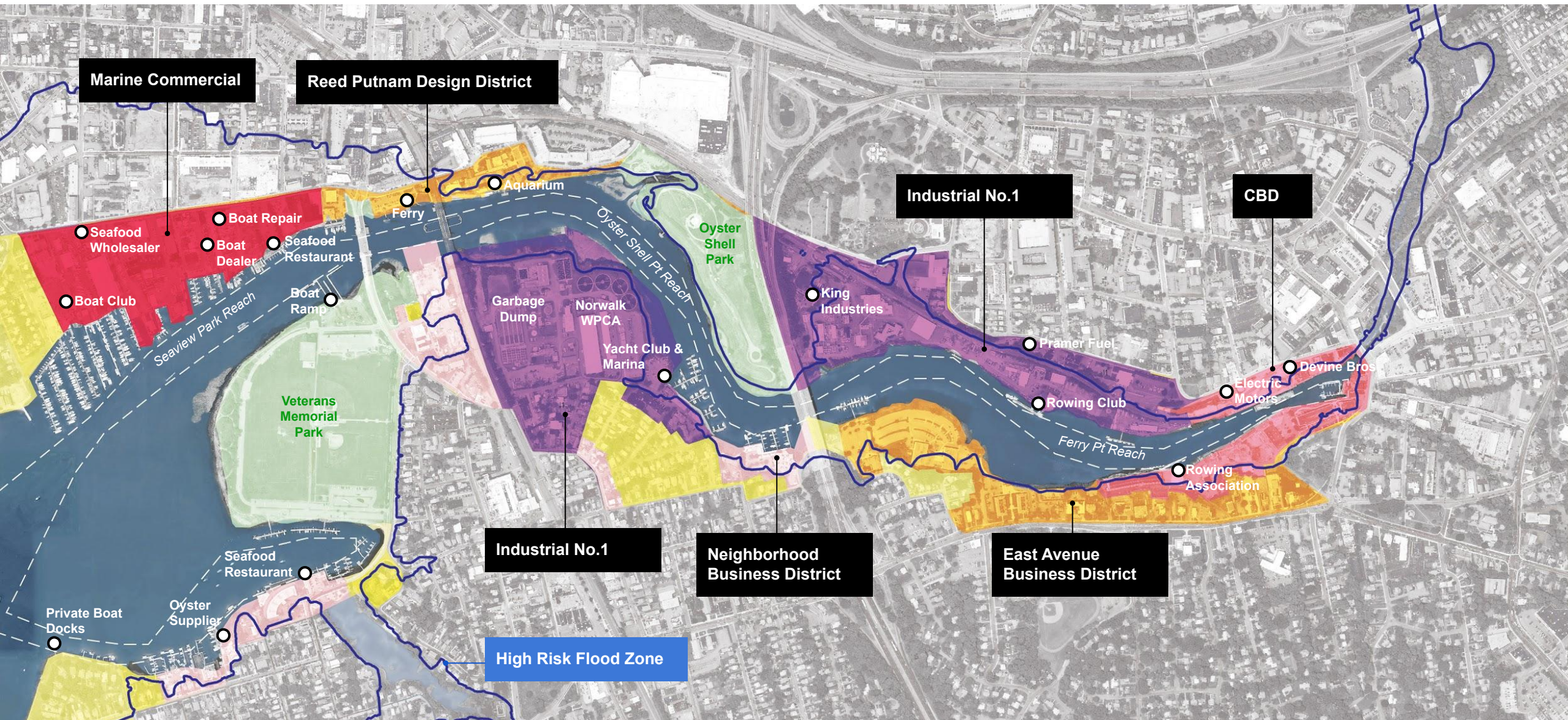
Develop a Separate Plan for the Norden Site



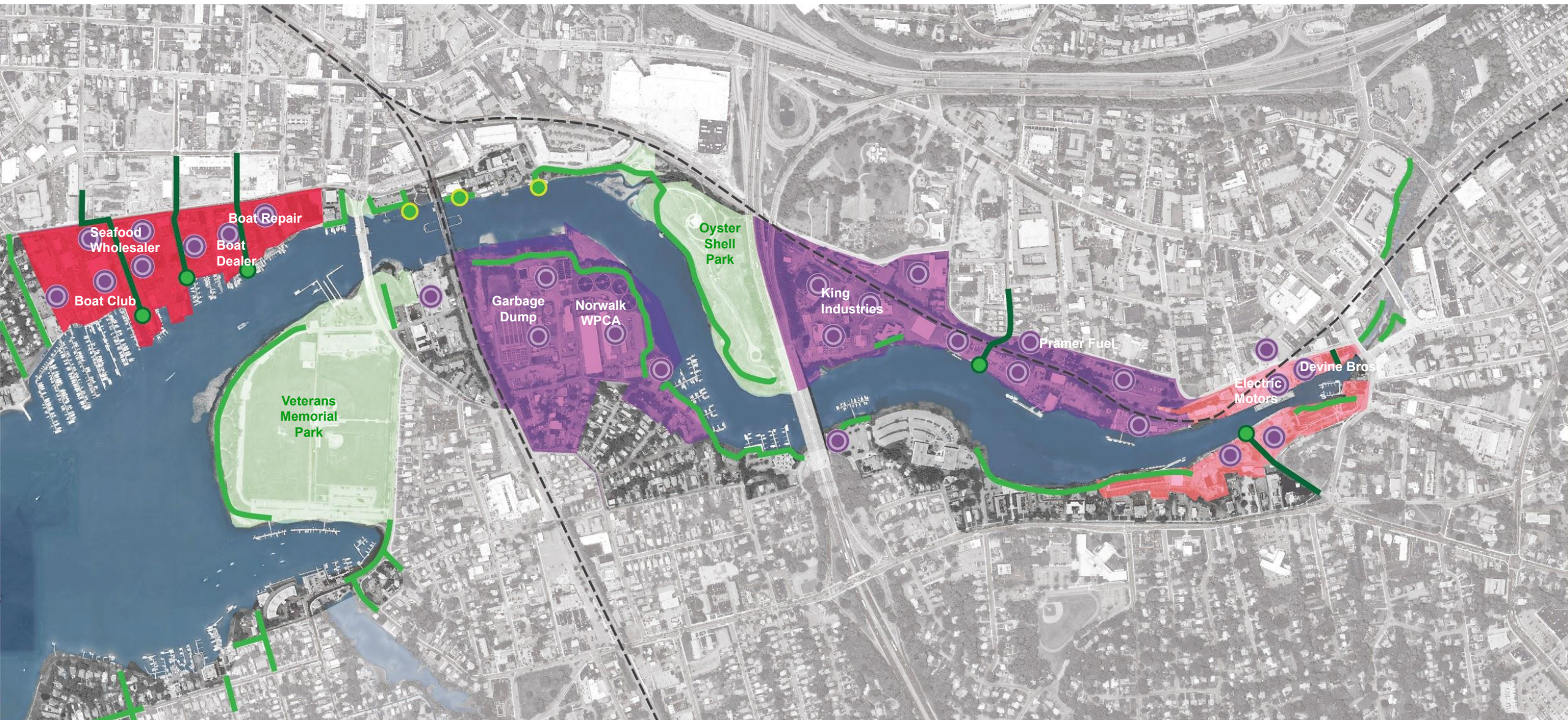
Norden Site

- Large parcel ~37 Acres
- Consider truck traffic to and from site through access roads
- Any large industrial user with regular truck activity should provide direct access to I-95 in compliance with ConnDOT regulations
- Other suitable land uses include industrial/commercial with passenger traffic only

Update the Harbor Management Plan



Promote Waterfront Access



Next Steps: Engagement

- Industrial business follow-up
- Three neighborhood outreach sessions

Discussion + Feedback

- Questions? Comments?