



Snohomish County Council

Legislation Details (With Text)

File #: 2022-1149 **Version:** 1

Type: Ordinance **Status:** Approved

File created: 10/31/2022 **In control:** Public Hearings

On agenda: 1/11/2023 **Final action:** 1/11/2023

Title: Ordinance 22-065, relating to growth management; amending SCC 30.65.220 pertaining to permitted uses in floodways

Sponsors:

Indexes:

Code sections:

Attachments: 1. Ordinance 22-065, 2. Hearing Packet, 3. Part 1 Documents, 4. Part 2 Documents, 5. Part 3 Documents, 6. Distribution Sheet

Date	Ver.	Action By	Action	Result
1/11/2023	1	Public Hearings	Approved	Pass
12/14/2022	1	General Legislative Session	Set time/date for Public Hearing	
12/6/2022	1	Planning and Community Development Committee	Moved to Administrative Matters	
11/8/2022	1	Administrative Session	Assigned	

Executive/Council Action Form (ECAF)

ITEM TITLE:

Ordinance 22-065, relating to growth management; amending SCC 30.65.220 pertaining to permitted uses in floodways

DEPARTMENT: Snohomish County Planning and Development Services

ORIGINATOR: Hilary McGowan

EXECUTIVE RECOMMENDATION: Approved by Ken Klein 11/01/22

PURPOSE: This ordinance adopts amendments to Snohomish County Code relating to flood hazard code correction.

BACKGROUND: This ordinance would amend SCC 30.65.220 to re-insert code related to the repair, reconstruction, and improvement of residential structures in flood hazard areas that was deleted in error by Ordinance No. 20-076.

FISCAL IMPLICATIONS:

EXPEND: FUND, AGY, ORG, ACTY, OBJ, AU	CURRENT YR	2ND YR	1ST 6 YRS

TOTAL			

REVENUE: FUND, AGY, ORG, REV, SOURCE	CURRENT YR	2ND YR	1ST 6 YRS
TOTAL			

DEPARTMENT FISCAL IMPACT NOTES: Click or tap here to enter text.

CONTRACT INFORMATION:

ORIGINAL _____ CONTRACT# _____ AMOUNT _____
AMENDMENT _____ CONTRACT# _____ AMOUNT _____

Contract Period

ORIGINAL START _____ END _____
AMENDMENT START _____ END _____

OTHER DEPARTMENTAL REVIEW/COMMENTS: Approved as to form by DPA Kasting. Reviewed/approved by Finance - Nathan Kennedy 11/01/22