In response to the lack of mitigation for noise, fumes, and odors addressing in regards to restaurant and drive through uses.

- 4) THE USE WILL NOT SIGNIFICANTLY INJURE THE VALUE OF ADJACENT PROPERTY. A. **The fuel station** could have noise, lights, <u>fumes</u>, <u>or odors</u> that are a nuisance to nearby residential uses.
- B. The recommended conditions of approval will help to mitigate any significant impacts to adjacent properties.

Neighborhood Requesting additional recommendations to mitigate the drive through and restaurant as well:

- 1. Fumes from kitchen exhaust be mitigate with a PCU
- 2. Grease trap odor to be mitigated with correct maintenance, and charcoal vessel vent.
- 3. Dumpster to be properly maintained and picked up regularly
- 4. Plans showing the sizing and height of the fueling canopy be included
- 5. Barrier with actual noise reducing quality to be installed (not just visual screening) If a building a barrier is not compatible with the property, The use of a drive through should be removed as the use is to intense for the a residential area and cannot be mitigated.

It should be noted that on the question of whether the use will injure the value of the adjacent property, it has only been noted that a fuel station use would have impacts on noise, lights, fumes, or odors. However **The question should be applied to all of the intended uses that are on review. Not just the fueling station.**

This UR case <u>has three separate uses that are intended</u>. Each additional use compounds the intensity of the establishment on this property. For example the noise is not just coming from the fueling station such as idling cars, stereos, delivery trucks, There will also be noise associated with the restaurant use, which increases the amount of deliveries, and vehicles from just a use as a fueling station. Then add in a large and very loud exhaust fan on the roof and increases the amount of times a dumpster is emptied. Additional the drive through use increases the establishment noise by adding in more noise from idling cars and trucks, a drive through speaker competing to be heard over car noise all places on the back side of the property closer to the adjacent properties.

As one could see from the example of compounded intensity of noise from the establishment by allowing so many uses. The same can be said of fumes and odors. The normal gasoline fumes and odors and those of idling cars for quick in and out stops from just a fueling station are compounded by the use of a drive through. Increasing the number of cars, length of time spent idling, and placing the source closer to the property line. Adding in the restaurant use puts additional odor and fumes such as kitchen exhaust, grease trap stench, and mostly organic material in the dumpster making the rotten smell, which presumably will be near the property line.

While this plan does mitigate some of the nuisance to adjacent properties, it does not fully protect or insulate them from harm, and does not do much at all to help

lessen the compounding of nuisance by having three intense uses in one establishment. The single greatest impact that commissioners could have is to recommend removing one of the intense uses that are on review. This would decrease the compounding effect of the aggregate of intense uses, such as the use of a drive through, that puts so much nuisance so close to the property line.

If the commissioners are unwilling to do so. Then they must protect the adjacent neighborhood from the allowed intense uses.

ODORS AND FUMES FROM KITCHEN EXHAUST

The exhaust from a kitchen is not shown to be mitigated on the plan. The fumes and odors produced from cooking are purposefully driven out of the building by an exhaust fan, which expels the fumes into the air right above the building and is carried over to the adjacent residents. These fumes can be mitigated by the use of a PCU (Pollution Control Unit) an example of these units can be found here https://www.captiveaire.com/CatalogContent/PollutionControl/PCU/index.asp This would help to eliminate fumes and odor associate with Resturaunt exhaust from entering residential home and yards.

GREASE TRAP FUMES AND ODORS

The smell of a poorly contained and maintained grease trap is one of the most unpleasant smells that can be imagined. Recommendations should include installation of a vessel vent like this one https://trapzilla.com/carbon-vent-filter and plans to regularly pump and clean the grease trap.

DUMPSTER FUMES AND ODORS

The increased organic material in a dumpster can be very intrusive, recommendations for location, and a enclosure area should be added to this plan. As well as ensuring that the dumpster be maintained. As the plastic lids are frequently broken or truck drivers take out drain plugs so the dumpsters don't fill with liquids.

The only current recommendation that deals with noise with the noise pollution from any of the three intense uses is a AVC drive through speaker. The AVC will certainly be none a non functional aspect as it will always compete with exhaust fans, and idling cars. The landscaping and privacy fence have no value of noise reduction, only visual screening. Again, the easiest solution is to subtract one of the intense uses bringing the intensity level down all together. However, if the commission and staff are not inclined toward this action. Please consider this: The need for a true sound barrier, with dense material and of a height and length to actually insulate residents from the noise. https://www.fhwa.dot.gov/environment/noise/noise_barriers/design_construction/design/design03.cfm

Landscape screening and privacy fence are both are great visual barricades and solutions for light pollution. The recommendation that lights be no higher than 15 feet, shielded and directed away does give the neighborhood much needed protections. The recommendation for a concrete right only turn onto second and keeping the road as historically accurate as possible are both great

accommodations for our neighborhoods concerns. These recommendations are very much appreciated!	