

City of Lincoln City

Planning Commission Communication

VAR 2026-01 KOMBOL

Meeting Date: 5/5/2026

Department: Planning & Community
Development

Secondary Dept:

Approval: Daniel Hunter

Strategic Priority: Housing

Primary Staff Contact: Weston Fritz

Email: wfritz@lincolncity.org

Secondary Contacts:

Estimated Time: 30 minutes

Question:

Should the Planning Commission approve this variance request?

Staff Recommendation:

Staff recommends the Planning Commission hold a public hearing, receive the staff report and hear applicant and/or public testimony. Further, staff recommends that the Planning Commission close the hearing and the public record, discuss the variance request and testimony and determine whether to approve or deny VAR 2026-01.

Authority:

Lincoln City Municipal Code (LCMC) 17.76.020 states that all land use applications and approvals shall be decided by using Type I, II, III, or IV procedures. The procedure types govern the decision-making process for that application. Table 17.76.020-1 in LCMC Chapter 17.76 lists a variance as a Type III procedure with the Planning Commission as the review authority.

Background:

The applicant seeks to remove the access requirement in LCMC 17.52.030. This requirement stipulates that every lot must abut a street, other than an alley, for at least 25 feet. Currently, all four of the lots that encompass the site have the required 25 feet of street abutment. The applicant is seeking relief from this requirement in order to apply for a property line adjustment, which would turn the two easternmost lots towards the ocean. This would result in one lot that does not abut a street. In lieu of the street access requirement, the applicant is proposing a 25-foot-wide easement from NW 14th Street that would serve all four lots.

Potential Motions:

1. Move to approve variance request (VAR 2026-01);

OR

2. Move to approve variance request (VAR 2026-01) with conditions;

OR

3. Move to deny variance 2026-01.

Attachments:

VAR 2026-01 Staff Report

VAR 2026-01 Application and Narrative