

Zoning Quick Reference Guide for Non-Residential (Commercial and Industrial) Uses

District	General Commercial	Neighborhood Serving Commercial	Mixed Use	Art Cultural Entertainment	Livable Centers	Light Industrial	Heavy Industrial		
Primary Permitted Uses	<ul style="list-style-type: none"> •Community services •Day care •Food Service Establishments •Gas stations •Grocery stores •Hotels and motels •Medical facilities, hospitals and clinics •Offices •Parking, commercial •Personal services •Retail, general •Self-storage facilities 	<ul style="list-style-type: none"> •Community services •Day care •Medical facilities, clinics •Personal services 	<ul style="list-style-type: none"> •Auto body shops •Community services •Day care •Food service establishment •Daycare •Gas station •Grocery store •Hotels and motels •Medical facilities, hospitals and clinics 	<ul style="list-style-type: none"> •Offices •Parking, commercial •Personal service •Repair businesses •Retail, general •Self-storage •Vehicle repair, non-commercial •Wholesale trade 	<ul style="list-style-type: none"> •Community services •Hotels and motels •Personal services •Retail, general 	<p>This district is intended to accommodate a "planned in advance" mixed use center, which is either vertically or horizontally integrated and includes a planned variety of living, working, educational and entertainment options and which is developed in accordance with a detailed plan.</p> <p>No new construction building permit shall be issued for a structure unless a detailed plan is approved as specified in Sec. 2.08</p>	<ul style="list-style-type: none"> •Auto body shop •Boat/RV storage •Building, heating, plumbing, general service or electrical contractors with outdoor storage •Community services •Equipment sales and rental facilities •Food service establishment •Hotels and motels •Medical facilities, hospitals and clinics •Office •Outdoor sales & display •Outdoor storage 	<ul style="list-style-type: none"> •Personal services •Repair business •Retail, general •Self storage •Towing service •Towing yard •Truck stop •Truck terminal •Vehicle and boat sales and rental or leasing •Vehicle repair, non-commercial •Vehicle storage •Warehouse and freight movement •Wholesale trade 	<ul style="list-style-type: none"> •Equipment sales and rental facilities •Landfills •Manufacturing (heavy) •Manufacturing (light) •Outdoor sales and display •Outdoor storage •Recycling center •Truck stop •Truck terminals •Warehouse and freight movement
Permitted Uses with Conditions	<ul style="list-style-type: none"> •Agriculture •Animals •Auto body shop •Boat/RV storage •Building, heating, plumbing, general service or electrical contractors with outdoor storage •Dwelling unit •Entertainment facilities, incl. bars and lounges •Equipment sales and rental facilities •Extended stay motels •Funeral homes •Group housing •Homeless shelter •Live outdoor exhibitions •Manufacturing (custom) •Manufacturing (light) •Nursing home & assisted living •Outdoor sales & display •Pet stores •Places of assembly •Repair business •RV parks •Retail, big box •Supply house •Telecommunication facilities •Truck stop •Vehicle and boat sales and rental or leasing •Vehicle repair, non-commercial •Warehouse and freight movement •Wholesale trade 	<ul style="list-style-type: none"> •Agriculture •Food Service Establishments •Gas stations •Grocery stores •Manufacturing (custom) •Nursing home and assisted living •Office •Outdoor sales & display •Pet store •Places of assembly •Repair business •Retail, general 	<ul style="list-style-type: none"> •Agriculture •Animals •Boat and RV storage •Building, heating, plumbing, general service or electrical contractors with outdoor storage •Dwelling units •Entertainment facilities, incl. bars and lounges •Equipment sales and rental facilities •Extended stay motels •Funeral home •Group housing •Homeless shelter •Live outdoor exhibitions •Manufacturing (custom) •Manufacturing (light) •Nursing homes and assisted living •Outdoor sales & display •Pet stores •Places of assembly •Recreational vehicle park •Repair business •Retail, big box •Sandblasting •Supply houses •Telecommunication facility •Towing service •Towing yard •Vehicle and boat sales, rental and leasing •Vehicle repair, non-commercial •Vehicle storage •Warehouse and freight movement •Wholesale trade 	<ul style="list-style-type: none"> •Dwelling unit •Entertainment facilities, including bars and lounges •Food service establishment •Grocery stores •Manufacturing (custom) •Office •Outdoor sales and display •Pet stores •Places of assembly •Repair business 	<ul style="list-style-type: none"> •Community services •Day care •Dwelling unit •Entertainment facilities, incl. bars and lounges •Food service establishment •Funeral home •Gas station •Grocery stores •Hotels and motels •Live outdoor exhibits •Manufacturing (custom) •Medical facility, clinic •Nursing home and assisted living •Office •Outdoor sales & display •Parking, commercial •Personal service •Pet stores •Places of assembly •Repair business •Retail, general •Multi-family Dwellings •Single-Family Residential Attached Dwellings •Single-family Residential Detached Dwellings •Two-Family Dwelling Duplexes 	<ul style="list-style-type: none"> •Agriculture •Animals •Container •Day care •Excavation •Gas station •Junk and salvage yards •Manufacturing (light) •Medical waste storage and disposal center •Packaging •Recreational vehicle park •Recycling centers •Sandblasting •Supply houses •Telecommunication facilities •Vehicle repair, commercial 	<ul style="list-style-type: none"> •Agriculture •Container •Day care •Drilling, oil or gas operations •Excavation •Gravel pit •Junk and salvage yard •Medical facility, clinic •Medical waste storage and disposal center •Office •Oil or gas wells •Packaging •Resource extraction •Sandblasting •Slaughterhouse •Telecommunication facilities •Vehicle repair, commercial 		

To review information on allowable Accessory Uses, please refer to Section 2.09 – Land Use tables, Table 2-3. Non-residential accessory use table. in the ULDC.

District	General Commercial		Neighborhood Serving Commercial		Mixed Use	Art Cultural Entertainment	Livable Centers	Light Industrial				Heavy Industrial		
Minimum Lot Size	10,000 square feet		10,000 square feet		5,000 square feet	2,500 square feet	10,000 square feet	20,000 square feet				5 acres		
Maximum Lot Coverage	75%		90%		90%	100%	75%	90%				90%		
Minimum Lot Frontage	60 feet		60 feet		50 feet	25 feet	Variable	60 feet				60 feet		
Minimum Front Setback	25 feet		15 feet		15 feet	0 feet	0 feet	35 feet				50 feet		
Minimum Rear Setback	5 feet		5 feet		5 feet	0 feet	0 feet	20 feet				40 feet		
Minimum Side Setback	5 feet (interior) 25 feet (street)		5 feet (interior) 15 feet (street)		5 feet (interior) 10 feet (street)	0 feet (interior) 0 feet (street)	0 feet (interior) 10 feet (street)	5 feet (interior) 25 feet (street)				10 feet (interior) 50 feet (street)		
Maximum Height	60 feet		35 feet		40 feet	60 feet	60 feet	50 feet				60/75 feet		
Masonry	Arterial	Collector	Arterial	Collector	None	None	None	Arterial		Collector		None		
	80% (front) 50% (side)	60% (front) 20% (side)	80% (front) 50% (side)	60% (front) 20% (side)				Front %	Side %	Front %	Side %			
	75(0-50K) 60(50-100K) 25(100K+)	75(0-50K) 60(50-100K) 25(100K+)	75(0-50K) 60(50-100K) 25(100K+)	75(0-50K) 60(50-100K) 25(100K+)										
Articulation and relief	<ul style="list-style-type: none"> Buildings over 40 feet in length shall utilize pilasters, columns, niches, or other variations in building plane to add building relief of at least 12 inches. Buildings over 25 feet in height shall utilize ledges, brick or stone courses, or other variations in building plane in order to delineate each story. 													
Style elements	<ul style="list-style-type: none"> Style elements affect the building(s) entrance treatment and hierarchy, provide for architectural embellishment, or enhance the transition from public property to private property. Buildings facing a collector or arterial street shall be required to utilize two different style elements. Style elements: recessed entries, stoops, storefront bay windows, public/private entrance differentiation, permanent decorative awnings, canopies, overhangs, porches, arcades, balconies, outdoor patios, public art displays, and plaza space. 													
Site Design	<ul style="list-style-type: none"> Sidewalks in conformance with chapter 122 of the Code of Ordinances shall be installed from property line to property line at the expense of the property owner in all adjacent rights-of-way prior to the issuance of a certificate of occupancy or completion for a new commercial building. A connection from the primary building entrance to the public sidewalk system shall be provided using an all-weather surface. Detention facilities shall be setback at least 30 feet from all public rights-of-way and shall be screened from view from public streets. Detention facilities may encroach into the required 30-foot setback if they are designed and maintained as a landscaped feature. Detention facilities must be separated from all adjacent uses by an opaque screen. 													
Compatibility Buffering (adjacent to residential and OR)	<ul style="list-style-type: none"> 6 foot opaque screen 20 foot open space Additional requirements if building height over 40 feet 		<ul style="list-style-type: none"> 6 foot opaque screen 		<ul style="list-style-type: none"> 6 foot opaque screen 20 foot open space Additional requirements if building height over 40 feet (refer to: subsection 3.12 (3)(c) of ULDC) 		None	None	<ul style="list-style-type: none"> 200 foot building setback (100 foot building setback for MU and GC) <ul style="list-style-type: none"> Setback includes 50 foot vegetative and 50 foot open space buffer 6 foot opaque screen Additional requirements if building height over 40 feet (refer to: subsection 3.12 (3)(c) of ULDC) 				<ul style="list-style-type: none"> Not permitted adjacent to residential 300 foot building setback adjacent to OR, NSC or GC <ul style="list-style-type: none"> Setback includes 100 foot vegetative buffer 6 foot opaque screen Additional requirements if building height over 40 feet (refer to: subsection 3.12 (3)(c) of ULDC) 	