M-1 Light Industrial

The M-1 Light Industrial district is intended to provide locations for a variety of land uses characterized by production, manufacturing, distribution, or fabrication activities. Uses in the Light Industrial district will be conducted entirely within enclosed buildings and will not use the open area around such buildings for the storage of raw materials or manufactured products except for the transporting of goods between buildings. Uses will generally require some separation from residential and commercial/service districts due to the potential for noise, bright lighting, traffic from heavy trucks and other large vehicles, rail traffic, and round the clock activities associated with these uses.

Permitted Uses

Car Wash

Catering Establishment Commercial Greenhouse

Contractor Shops
Construction Shops

Daycare

Dry Cleaning Feed Store

Fire Department

Gas Station

General Retail Sales

Kennel

Law Enforcement

Lumber/Building Materials Sales

Manufactured Housing Sales

Mini Storage Park, Public

Printing and Publishing Establishment

Recreational Vehicle/Mobile Home Sales

Sewage or Garbage Disposal Plant

Vehicle /Boat/Equipment Sales Vehicle Service or Repair

Veterinary Hospital

Warehousing and Storage, Indoor

Wholesaling Facility

Conditional Uses

Water Treatment

Water Management and Distribution Facility

Waste Transfer

Wastewater Treatment

Any other similar uses deemed to be consistent by the Zoning Officer

Accessory Uses

Parking

Parking shall be regulated in conformance with the provisions of Section 4.

Signs

Signs shall be regulated in conformance with the provisions of Section ___.

Bulk Regulations

| M-1 | Minimum Lot Area | Minimum Lot Frontage | Minimum Front Setback | Minimum Side Setback ¹ | Minimum Rear Setback ¹ | Maximum Height |
|----------|---------------------|----------------------------|-----------------------------|---|---|-------------------|
| All Uses | - | - | 1 | 1 | - | 50 |

¹ When abutting a residential or commercial district, a 20- side or rear setback is required

