ZONING DISTRICTS

SECTION 2.3.C AGRICULTURE, WORKING (AGW)

1. PURPOSE

The purpose of this district is to conserve the integrity and quality of the rural character. This district provides opportunities for a rural residential lifestyle that may include income generation from agriculture and natural resource-based industries. There is limited infrastructure and few services as the emphasis in this zone remains focused on protecting the functionality of the natural environment as well as promoting public health and safety through site design and conservation development measures. Development intensity in this district is governed by sitespecific conditions including the availability of adequate infrastructure and water resources, proximity to services and the presence of environmental constraints. Mobility and access are characterized by auto-centric design paired with non-motorized facilities required along arterial and collector roads. Local roads are typically unimproved unless serving more intense lifestyle-supportive development such as home occupations or clustered conservation neighborhoods. Trail connectivity and access to recreational amenities may be required during the development process.

2. BUILDING TYPES

Permitted building types for principal and accessory uses allowed in the Agriculture, Working (AGW) district are found in Section 3.2.

3. PERMITTED USES

Uses permitted in the Agriculture, Working (AGW) district are found in Table 5, Section 2.4.

Only one principal use is permitted per lot in this district; multiple principle uses per lot may be permitted if approved as a special exception. This does not include agriculture, open space, parks, passive recreation, and minor utilities.

Accessory uses shall meet the requirements found in Section 5.3.

	FIGURE LEGEND	Key
MS	Lot Line (Front)	Α
TER	Lot Line (Front) Lot Line (Side - Interior)	В
RAL	Lot Line (Side - Street)	С
INE	Lot Line (Rear)	D
5	Right-of-Way	Ε

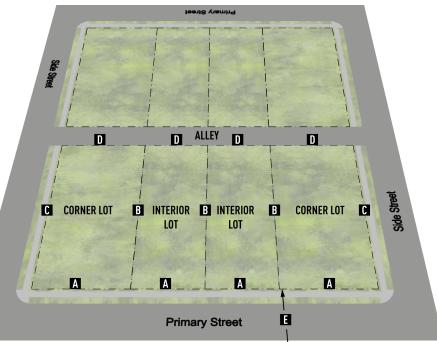


Fig. C-1 General Lot Components

4. SITE DESIGN STANDARDS



Fig. C-2 Lot Dimensions

a. Lot Dimensions and Net Density

	Duilding	Lot Dimensions				Homes per acre		
Sub-District	t Building Type	Min. Area (acre)	Min. Width	Min. Depth	Max. Coverage	Min.	Max.	
	Duplex, twinhouse	320				n/a		1
AGW 160	All other types as permitted	160	150′	150′	40%		1 home/160 ac.	
	Duplex, twinhouse	160				n/a	1 home/80 ac.	
AGW 80	All other types as permitted	80	150′	150′	40%			
	Duplex, twinhouses	80					1 home/40 ac.	
AGW 40	All other types as permitted	40	150′	150′	40%	n/a		
Diagra	am Key	G	Н	J	Κ			



HAPTER



4

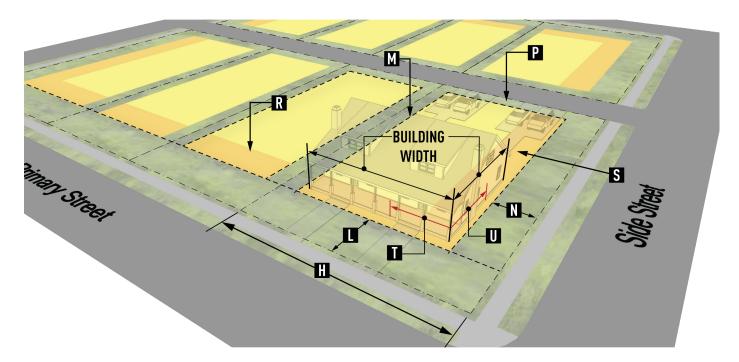


Fig. C-3 Building Placement

b. Building Placement

Building Setbacks	Principal	Accessory	Diagram Key	
Front	25′	25′	E	
Side (interior)	25'	10′	Μ	
Side (street)	25'	25′	N	
Rear	15′	10′	Р	
Build-to Zone (BTZ)	BTZ depth (min.)	BTZ depth (max.)	BTZ Percentage	Diagram Key
Front	n/a	R	n/a	Т
Side (street)	n/a	S	n/a	U



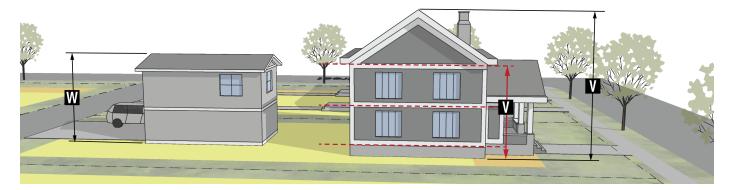


Fig. C-4 Building Height

c. Building Scale

Building / Structure	Max. Height	Кеу	Max. Stories	Key
Principal building	n/a	V	n/a	V
Accessory structure, detached	n/a	W	n/a	n/a

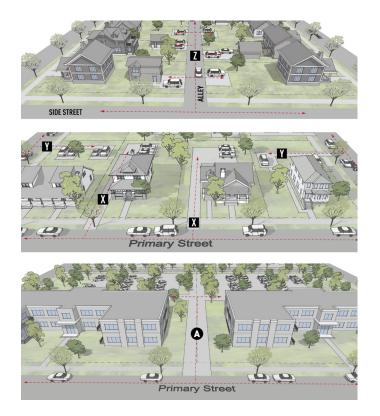




ZONING DISTRICTS

5. MOBILITY

The following standards apply to all development in the AGW district as part of the Zoning Compliance Permit process, in accordance with Section 6.2.



a. Vehicular Access

Vehicular Access	Driveway Width (max.)	Diagram Key
Primary street	20′	X
Secondary street	16′	Y
Alley	12′	Ζ
Shared drive	20′	A

Fig. C-5 Vehicular Access



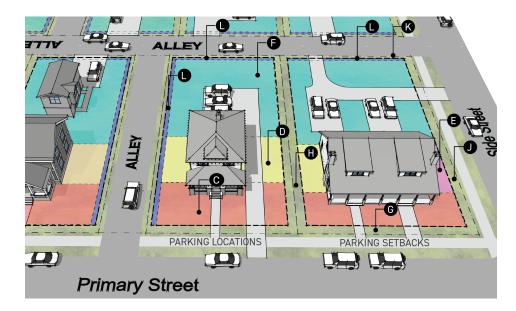
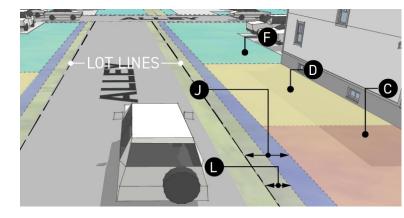


Fig. C-6 Parking Locations and Setbacks

b. Tarking Locations and Setbacks					
Open Air Parking Location	Permitted (P)/Not Permitted (NP)	Diagram Key			
Front yard	Р	С			
Side yard (interior)	Р	D			
Side yard (street)	Р	e			
Rear yard	Р	F			
Open Air Parking Setbacks	Min. Distance (ft.)	Diagram Key			
Front	n/a	G			
Side (interior)	n/a	Ð			
Side (street)	n/a	J			
Rear	n/a	K			
Alley setback	n/a	C			

b. Parking Locations and Setbacks





Alley setbacks are measured from the side or rear lot lines on public alleys regardless of the alley location.

