

3.4-18 "M-1A" light industrial district.

*Purpose.* The M-1A light industrial district is intended primarily for the conduct of light manufacturing, assembling and fabrication activities, distribution, and for warehousing, research and development, wholesaling and service operations that do not typically depend upon frequent customer or client visits. Such uses generally require accessibility to major thoroughfares, major highways, and/or other means of transportation. The following regulations shall apply in all "M-1A" districts:

- (a) *Authorized uses.* Uses permitted by right shall be those set forth in the Land Use Matrix in Section 4 of this Chapter. The allowed uses in the district, which are intended to be identical with those listed in the Land Use Matrix, are as follows

- (1) *Uses permitted by right.*

**Residential uses:**

Accessory building/structure  
Bed and breakfast inn (see Sec. 5.6)  
Boardinghouse/lodging house  
Community home (see definition)  
Dormitory (in which individual rooms are for rental)  
Multifamily (apartments/condominiums – at least five units)  
Residential use in buildings with the following non-residential uses

**Non-residential uses:**

Accounting, auditing, bookkeeping, and tax preparations  
Adult day care (no overnight stay)  
Adult day care (with overnight stay)  
Aircraft support and related services  
Airport  
All terrain vehicle (ATV) Dealer / Sales  
Ambulance service (private)  
Amphitheater  
Amusement devices/arcade (four or more devices)  
Amusement services or venues (indoors) (see Sec. 5.13)  
Amusement services or venues (outdoors)  
Animal grooming shop  
Answering and message services  
Antique shop  
Appliance repair  
Archery range  
Armed services recruiting center  
Art dealer / gallery  
Artist or artisan's studio  
Assembly/exhibition hall or areas  
Athletic fields  
Auction sales (non-vehicle)  
Auto body repair, garages (see Sec. 5.11)  
Auto glass repair/tinting (see Sec. 5.11)  
Auto interior shop / upholstery (see Sec. 5.11)  
Auto leasing  
Auto muffler shop (see Sec. 5.11)  
Auto or trailer sales rooms or yards (see Sec. 5.12)  
Auto or truck sales rooms or yards - primarily new (see Sec. 5.12)  
Auto paint shop  
Auto repair as an accessory use to retail sales  
Auto repair garage (general) (see Sec. 5.11)

Auto supply store for new and factory rebuilt parts  
Auto tire repair /sales (indoor)  
Automobile driving school (including defensive driving)  
Bakery (retail)  
Bank, savings and loan, or credit union  
Bar/Tavern  
Barber/beauty college (barber or cosmetology school or college)  
Barber/beauty shop, haircutting (non-college)  
Barns and farm equipment storage (related to agricultural uses)  
Battery charging station  
Bicycle sales and/or repair  
Billiard / pool facility  
Bio-medical facilities  
Blacksmith or wagon shops  
Book binding  
Book store  
Bottling or distribution plants (milk)  
Bottling works  
Bowling alley/center (see Sec. 5.13)  
Broadcast station (with tower) (see Sec. 5.7)  
Bus barns or lots  
Bus passenger stations  
Cafeteria / café / delicatessen  
Campers' supplies  
Car wash (self-service; automated)  
Car wash, full service (detail shop)  
Carpenter, cabinet, or pattern shops  
Carpet cleaning establishments  
Caterer  
Cemetery and/or mausoleum  
Check cashing service  
Chemical laboratories (not producing noxious fumes or odors)  
Church/place of religious assembly  
Civic/conference center and facilities  
Cleaning, pressing and dyeing (non-explosive fluids used)  
Clinic (dental)  
Clinic (emergency care)  
Clinic (medical)  
Club (private)  
Coffee shop  
Cold storage plant  
Commercial amusement concessions and facilities  
Communication equipment - installation and/or repair  
Community building (associated with residential use)  
Computer and electronic sales  
Computer repair  
Confectionery store (retail)  
Consignment shop  
Contractor's office/sales, with outside storage including vehicles  
Contractor's temporary on-site construction office (with permit from Building Official; Sec. 5.10)  
Convenience store with or without fuel sales  
Credit agency  
Crematorium  
Curio shops  
Custom work shops  
Dance hall / dancing facility (see Sec. 5.13)

Day camp  
Department store  
Drapery shop / blind shop  
Driving range  
Drug sales/pharmacy  
Electrical repair shop  
Electrical substation  
Electronic assembly/high tech manufacturing  
Electroplating works  
Engine repair/motor manufacturing re-manufacturing and/or repair  
Exterminator service  
Fair ground  
Farmers market (produce market - wholesale)  
Farms, general (crops) (see Chapter 6, Municipal Code and Sec. 5.9)  
Farms, general (livestock/ranch) (see Chapter 6, Municipal Code and Sec. 5.9)  
Feed and grain store  
Filling station (fuel tanks must be below the ground)  
Florist  
Food or grocery store with or without fuel sales  
Food processing (no outside public consumption)  
Forge (hand)  
Forge (power)  
Fraternal organization/civic club (private club)  
Freight terminal, rail/truck (when any storage of freight is outside an enclosed building)  
Freight terminal, truck (all storage of freight in an enclosed building)  
Frozen food storage for individual or family use  
Funeral home/mortuary  
Furniture manufacture  
Furniture sales (indoor)  
Galvanizing works  
Garden shops and greenhouses  
Golf course (public or private)  
Golf course (miniature)  
Governmental building or use  
Greenhouse (commercial)  
Handicraft shop  
Hardware store  
Health club (physical fitness; indoors only)  
Heating and air-conditioning sales / services  
Heavy load (farm) vehicle sales/repair (see Sec. 5.14)  
Heliport  
Home repair and yard equipment retail and rental outlets  
Hospital, general (acute care/chronic care)  
Hospital, rehabilitation  
Hotel/motel  
Hotels/motels - extended stay (residence hotels)  
Ice delivery stations (for storage and sale of ice at retail only)  
Ice plants  
Industrial laundries  
Kiosk (providing a retail service)  
Laboratory equipment manufacturing  
Laundromat and laundry pickup stations  
Laundry, commercial (w/o self-serve)  
Laundry/dry cleaning (drop off/pick up)  
Laundry/washateria (self-serve)  
Lawnmower sales and/or repair

Leather products manufacturing  
Light manufacturing  
Limousine / taxi service  
Locksmith  
Lumberyard (see Sec. 5.15)  
Lumberyard or building material sales (see Sec. 5.15)  
Machine shop  
Maintenance/janitorial service  
Major appliance sales (indoor)  
Manufactured home sales  
Manufacturing and processes  
Market (public, flea)  
Martial arts school  
Medical supplies and equipment  
Metal fabrication shop  
Microbrewery (onsite manufacturing and/or sales)  
Mini-warehouse/self-storage units (with or without outside boat and RV storage)  
Motion picture studio, commercial film  
Motion picture theater (indoors)  
Motion picture theater (outdoors, drive-in)  
Motorcycle dealer (primarily new / repair)  
Moving storage company  
Moving, transfer, or storage plant  
Museum  
Needlework shop  
Non-bulk storage of fuel, petroleum products and liquefied petroleum  
Nursing/convalescent home/sanitarium  
Offices, brokerage services  
Offices, business or professional  
Offices, computer programming and data processing  
Offices, consulting  
Offices, engineering, architecture, surveying or similar  
Offices, health services  
Offices, insurance agency  
Offices, legal services - including court reporting  
Offices, medical offices  
Offices, real estate  
Offices, security/commodity brokers, dealers, exchanges and financial services  
Outside storage (as primary use)  
Park and/or playground (private)  
Park and/or playground (public)  
Parking lots (for passenger car only) (not as incidental to the main use)  
Parking structure / public garage  
Pawn shop  
Personal watercraft sales (primarily new / repair)  
Pet shop / supplies (10,000 sq. ft. or less)  
Pet store (more than 10,000 sq. ft.)  
Photo engraving plant  
Photographic printing/duplicating/copy shop or printing shop  
Photographic studio (no sale of cameras or supplies)  
Photographic supply  
Plant nursery  
Plant nursery (growing for commercial purposes with retail sales on site)  
Plastic products molding/reshaping  
Plumbing shop  
Portable building sales

Propane sales (retail)  
Public recreation/services building for public park/playground areas  
Publishing/printing company (e.g., newspaper)  
Quick lube/oil change/minor inspection  
Radio/television shop, electronics, computer repair  
Rappelling facilities  
Recreation buildings (private)  
Recreation buildings (public)  
Recycling kiosk  
Refreshment/beverage stand  
Research lab (non-hazardous)  
Restaurant  
Restaurant/prepared food sales  
Retail store and shopping center  
Rodeo grounds  
RV park  
RV/travel trailer sales  
School, K-12 (public or private)  
School, vocational (business/commercial trade)  
Security monitoring company  
Security systems installation company  
Sheet metal shop  
Shoe repair shops  
Shooting gallery - indoor (see Sec. 5.13)  
Shopping center  
Sign manufacturing/painting plant  
Specialty shops in support of project guests and tourists  
Storage - exterior storage for boats and recreational vehicles  
Storage in bulk  
Studio for radio or television (with tower) (see Sec. 5.7)  
Studios (art, dance, music, drama, reducing, photo, interior decorating, etc.)  
Tailor shop  
Tattoo or body piercing studio  
Taxidermist  
Telemarketing agency  
Telephone exchange (office and other structures)  
Tennis court (commercial)  
Theater (non-motion picture; live drama)  
Tire sales (outdoor)  
Tool rental  
Transfer station (refuse/pick-up)  
Travel agency  
Truck or transit terminal (with outside storage)  
Truck Stop  
University or college (public or private)  
Upholstery shop (non-auto)  
Used or second-hand merchandise/furniture store  
Vacuum cleaner sales and repair  
Veterinary hospital (with or without outside animal runs or kennels) with the exception that outdoor kennels may not be used between the hours of 9:00 p.m. and 7:00 a.m. and are prohibited adjacent to residential  
Video rental / sales  
Warehouse / office and storage / distribution center  
Waterfront amusement facilities - berthing facilities sales and rentals  
Waterfront amusement facilities - boat fuel storage / dispensing facilities  
Waterfront amusement facilities - boat landing piers/launching ramps

Waterfront amusement facilities – swimming / wading pools / bathhouses  
Water storage (surface, underground or overhead), water wells and pumping stations that are part of a public or municipal system  
Welding shop  
Wholesale sales offices and sample rooms  
Woodworking shop (ornamental)

Any comparable business or use not included in or excluded from any other district described herein, provided that such use is not noxious or offensive by reason of vibration, noise, odor, dust, smoke or gas.

- (2) Only the following manufacturing and processes are permitted when they meet the following requirements:

No use is permitted that would emit or cause radiation, dust, odor, smoke, gas or fumes objectionable to persons of ordinary sensitivity or reasonably hazardous to health, beyond the boundary property lines of the lot or tract upon which the use is located, and which do not generate noise or vibration at the boundary of the M-1A district which is generally perceptible in frequency or pressure above the ambient level of noise in the adjacent areas.

Assaying works  
Cooperage works  
Foundries (iron, brass, bronze, aluminum).  
Hides and skins (storage and curing).  
Manufacture of adding machines, cash registers, typewriters, basket material, boxes, electric lamps, clay, shale and glass products, cutlery tools, bicycles, electrical machinery, tools, fiberglass products, and piping subassemblies  
Metal stamping, shearing, punching, forming, cutting, cleaning, heat treating, etc.  
Sheet metal shops  
Welding

- (3) *Conflict.* In the event of conflict between the uses listed in the Land Use Matrix and those listed in Subsection (1), the uses listed in this subsection shall be deemed those authorized in the district.

(b) *Maximum height, minimum area and setback requirements:*

- (1) Non-residential uses.
- (i) *Height.* 120 feet.
  - (ii) *Front building setback.* 25 feet.
  - (iii) *Side building setback.* No side building setback is required.
  - (iv) *Corner lots.* Buildings on corner lots shall have 15-foot side building setbacks adjacent to the street where the rear lot lines of the corner lots coincide with the rear lot lines of the adjacent lots. Buildings on corner lots shall have 25-foot side building setbacks adjacent to the street where the rear lines of the corner lots coincide with the side lot lines of the adjacent lots. Where a minimum 25-foot setback is required, a canopy at least eight feet in height, attached to the main building, may be built within 15 feet of the property line so long as such construction will not obstruct the vision of vehicular or pedestrian traffic.
  - (v) *Garage setback.* Where a driveway is located in front of a garage, the garage shall be setback 20 feet from the right-of-way or the driveway to the garage shall be at least 20 feet long to provide enough space for a vehicle to park without overhanging into the right-of-way, if the garage door is closed. (See Illustration 8 in Sec. 5.1-1)

- (vi) *Residential setback.* Where a non-residential building abuts a one or two-family use or zoning district, the setback from the residential property line shall be at least 20 feet plus one foot for each foot of building height over 20 feet.
  - (vii) *Rear building setback.* 20 feet.
  - (viii) *Width of lot.* 60 feet.
  - (ix) *Lot depth.* 100 feet.
  - (x) *Parking.* See Sec. 5.1 for permitted uses' parking.
- (2) Multifamily dwellings.
- (i) *Height.* 45 feet; 60 feet when a pitched roof is used (minimum 4:12 slope).
  - (ii) *Front building setback.* 25 feet.
  - (iii) *Side building setback.* A side building setback of five feet shall be provided. Buildings on corner lots shall have 15-foot side building setbacks adjacent to the street where the rear lot lines of the corner lots coincide with the rear lot lines of the adjacent lots. Buildings on corner lots shall have 25-foot side building setbacks adjacent to the street where the rear lines of the corner lots coincide with the side lot lines of the adjacent lots.
  - (iv) *Garage setback.* Where a driveway is located in front of a garage, the garage shall be setback 20 feet from the right-of-way or the driveway to the garage shall be at least 20 feet long to provide enough space for a vehicle to park without overhanging into the right-of-way, if the garage door is closed. (See Illustration 8 in Sec. 5.1-1)
  - (v) *Rear building setback.* 25 feet.
  - (vi) *Residential setback.* Effective November 8, 2006, where a multifamily dwelling abuts a one or two-family use or zoning district, the setback from the one or two family property line shall be at least 20 feet plus one foot for each foot of building height over 20 feet.
  - (vii) *Accessory uses.* Accessory uses such as swimming pools, tennis courts and playgrounds will not be permitted within any required yard.
  - (viii) *Width of lot.* The minimum width of an interior lot shall be 60 feet and the minimum width of a corner lot shall be 72 feet.
  - (ix) *Density.* 24 units per acre.
  - (x) *Lot area.* 20,000 square feet.
  - (xi) *Lot coverage.* The combined area of all yards shall be at least 50 percent of the total lot or tract; provided however, that in the event enclosed or covered parking is provided, the minimum total yard area requirement shall be 40 percent of the total lot or tract.
  - (xii) *Distance between structures.* There shall be a minimum of 10 feet between structures side by side; a minimum of 20 feet between structures side by front or rear; a minimum of 40 feet between structures front to front; and a minimum of 20 feet between structures backing rear to rear, and a minimum of 20 feet between structures front to rear. (See Illustration 1)
  - (xiii) *Minimum number of units.* Five.

(xiv) *Parking*. For apartments, apartment hotel units and other multifamily dwellings, off-street parking spaces shall be provided in accord with the following schedule:

1. One-bedroom apartment or unit . . . 1 1/2 spaces
2. Two-bedroom apartment or unit . . . 2 spaces
3. Each Additional bedroom . . . 1/2 space
4. Each dwelling unit provided exclusively for low income elderly occupancy . . . 3/4 space  
("Low income elderly" is defined as any person 55 years of age or older with low or moderate income, according to HUD standards.)

See Section 5.1 for other permitted uses' parking.