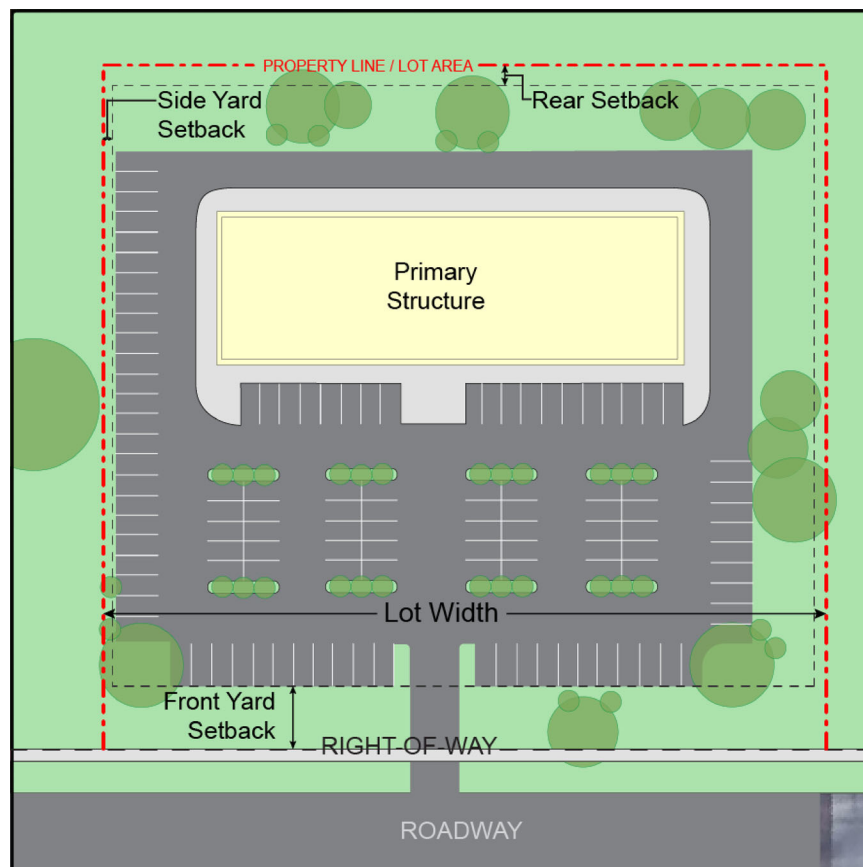




10. GENERAL BUSINESS DISTRICT (B2)

a. Purpose.

The General Business District (“B2”) is intended to provide business and commercial areas along local roadways and collectors that accommodate a wide range of commercial and service centers that are accessible to the general community and surrounding neighborhoods. All storage, excluding automobile sales, must be within an enclosed area or not visible from any public street. Display of merchandise that is immediately available for sale/purchase is permitted. All subdivisions require Subdivision approval unless exempt (See *Chapter 5, Section C: Exempt Subdivisions*). All new primary structures for non-residential development require Development Plan Approval (See *Chapter 8, Section D.2: Development Plan Procedures*) and may be subject to Drainage Board approval.



b. Uses & Development Standards.

| LAND USES – GENERAL BUSINESS DISTRICT (B2) | |
|--|--|
| PERMITTED USES | SPECIAL EXCEPTION USES |
| <p>ACCESSORY USES</p> <ul style="list-style-type: none"> • battery energy storage tier 1 • *fair, festival, and special event, minor <p>COMMERCIAL USES</p> <ul style="list-style-type: none"> • child care center • children's home • day care facility • funeral home • general retail, <u>EXCLUDING</u>: <ul style="list-style-type: none"> • boat/ farm equipment/ motorcycle/ recreational vehicle sales & repair • automotive sales, new • automotive sales, used • automotive repair • hotel/motel • kindergarten/preschool • mortuary • philanthropic institution • professional/business offices, <u>EXCLUDING</u> clinics • recreational facility, public and private • service-oriented retail • water park • winery/brewery/distillery <p>INSTITUTIONAL USES</p> <ul style="list-style-type: none"> • church or place of worship • fire station • governmental offices • hospital • library • park, public or private • park, skate | <p>ACCESSORY USES</p> <ul style="list-style-type: none"> • *fair, festival, and special event, major <p>COMMERCIAL USES</p> <ul style="list-style-type: none"> • animal hospital • automotive repair • bed and breakfast, owner-occupied • bed and breakfast, non-owner occupied • campground, private • campground, public • clinic • club, private (<u>excluding</u> gun club) • clinic • kennel, public • parking garage/lot, commercial or public <p>INSTITUTIONAL USES</p> <ul style="list-style-type: none"> • bus station • comprehensive care center • mausoleum • nursing home • railroad passenger station • utility facility, public and private • *wireless communication facility |

* Indicates use is conditional and specific development standards apply. See Chapter 4: Use Development Standards.

DEVELOPMENT STANDARDS – GENERAL BUSINESS DISTRICT (B2)

| Structure Standards | | |
|-------------------------------------|--|--|
| Maximum height of structure | Primary structure | 60 feet |
| | Accessory structure | 20 feet |
| Maximum floor area | | 100,000 sqft |
| Lot Standards | | |
| Minimum lot width | | 50 feet |
| Minimum lot area | | 5,000 sqft |
| Minimum front yard setback | Interstate, expressway, principal arterial | 50 feet |
| | Major collector | |
| | Minor collector | |
| | Local or minor street | 35 feet from edge of pavement or 25 feet in platted subdivision or platted towns |
| Minimum side yard setback | Primary structure | 5 feet |
| | Accessory structure | 5 feet |
| Minimum rear yard setback | Primary structure | 10 feet |
| | Accessory structure | 10 feet |
| Maximum impervious surface coverage | | 75% |

ADDITIONAL SITE DEVELOPMENT STANDARDS – GENERAL BUSINESS DISTRICT (B2)

The following site development standards may also apply to development in this district.

See Chapter 3: Site Development Standards.

- | | |
|---|--|
| <ul style="list-style-type: none"> • Accessory Structure Standards. • Bufferyard Standards. • Driveway Standards. • Lighting Standards. • Lot and Setback Standards. | <ul style="list-style-type: none"> • Parking and Loading Standards. • Sign Standards. • Storage Standards. • Structure Standards. • Trash Receptacle Standards. |
|---|--|