

LI Light Industrial

A. INTENT

The LI, Light Industrial District is designed so as to primarily accommodate industrial parks, wholesale activities, warehouses, and industrial operations whose external physical effects are restricted to the area of the district and in no manner detrimentally affect any of the surrounding districts. The LI District is so structured as to permit, along with any specified uses, the manufacturing, compounding, processing, packaging, assembly and/or treatment of finished or semifinished products from previously prepared material. It is further intended that the processing of raw material for shipment in bulk form, to be used in an industrial operation at another location is not to be permitted.

? User Note: For uses listed in bold blue, refer to Article 4, or click on use, for use-specific standards

B. PRINCIPAL PERMITTED USES

- Any use with the principal function of conducting research, design, testing and pilot or experimental product development.
- Vocational schools and other types of technical training facilities.
- iii. Computer programming, data processing and other computer related services.
- iv. Professional & medical offices
- v. (Reserved)
- vi. Financial institutions with drive-through service §4.57
- vii. Publicly owned and operated facilities
- viii. Essential services, buildings and storage yards §4.26
- ix. Public or private parks and open space
- x. Outdoor seating and dining areas §4.47
- xi. Light industrial uses⁴⁴
- xii. Business services
- xiii. Mini warehouses §4.35
- xiv. Commercial greenhouses
- xv. Lumber yards and millworks, provided any mills are completely enclosed
- xvi. Public buildings, post offices, libraries, libraries, community centers, including outdoor storage.
- xvii. Public utility buildings, telephone exchange buildings, electrical transformer stations and substations, and gas regulator stations.

C. ACCESSORY USES

- i. Sales at a commercial greenhouse §3.22.1
- Personal fitness centers[®] accessory to industrial use §3.22.2
- iii. Caretaker living quarters §4.51
- iv. Accessory buildings, uses and activities customarily incidental to any of the abovenamed principal permitted uses §5.14

D. SPECIAL LAND USES

- i. Child day care ^m and adult day care centers ^m §4.12
- Indoor tennis facilities, fitness and recreation centers §4.40
- iii. Urgent care facilities
- iv. Motels and hotels §4.36
- v. Standard restaurants
- vi. Freezer locker plants and cold storage
- vii. Heliports §4.13
- viii. Radio, television and other communication towers [13] §4.39
- ix. Outdoor storage accessory to a permitted use \$3.27
- x. Uses of the same nature or class as uses listed in this district as either a Permitted Principal Use or Special Use in this district, but not listed elsewhere in this Zoning Ordinance, as determined by the Planning Commission.
- xi. Automobile repair major §4.59







LI Light Industrial

DEVELOPMENT STANDARDS

Lot Size

Minimum lot area[□]: Minimum lot width ::

40,000 sq ft

120 ft

Maximum Lot Coverage (1)

Principal structure

75%

Setbacks[□]

Minimum front yard setback: 50 ft Minimum rear yard setback: 50 ft Minimum side yard setback:

15 ft

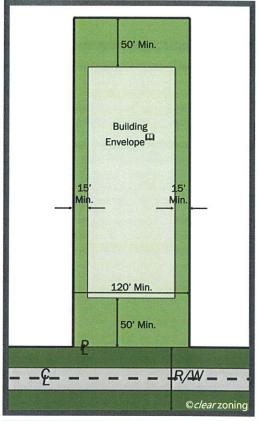
Building Height⁽¹⁾

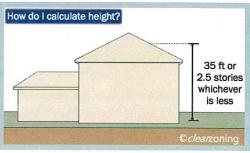
Maximum building height:

35 ft or 2.5 stories whichever is less

NOTES

- For additions to the above requirements, refer to Section 3.24: 2, 5, 8, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 27, 28.
- See Suggested References below for applicability





The above drawings are not to scale.

SELECTED REFERENCES

3. Zoning Districts

- Planned Development §3.1.18
- Light Industrial District §3.22
- Commercial Greenhouse §3.22.1

5. Site Standards

- Paved Access §5.22.3
- Off-Street Parking Requirements §5.8
- Access Management and Driveways §5.10
- Sidewalks and Pathways§5.12
- Landscaping and Screening §5.11
- Lighting 5.13
- Walls and Fences §5.20
- Performance Standards §5.19
- Architectural Standards §5.24

6. Development Procedures

- Site Plan Review §6.1
- Traffic Impact Assessment §6.5
- Special Uses §6.6

Admin and Enforcement







