## OLD MILL VILLAGE MASTER DEVELOPMENT AGREEMENT C-2 PERMITTED USES & EXEMPTIONS

## **APPROVED** PERMITTED USES ON COMMERCIAL LOTS AT SAWMILL COMMONS

- 1. Gymnasium or physio culture establishments
- 2. Home occupations (Board of adjustment approval not required)
- Household Pet Daycare as defined and regulated by Title 6 of this Code, provided all kennels are located indoors and each building contains kennels is located at least 400 feet from any residentially zoned property
- 4. Cafes, food drive-ins, offices
- 5. Retail establishments and service enterprises
- 6. Secondhand stores
- 7. On-premises signs
- 8. Other uses similar to the foregoing uses which are ruled by the board of adjustment to be in harmony with the intent of this zone.
- 9. Nursery schools, family day care, mini-day care, and day care centers if they meet the conditions set forth in Chapter 18.86
- 10. One-family dwelling located one story above or below the ground floor level if (a) each dwelling unit contains at least 500 square feet of living space and (b) in addition to the parking required by Section 18.72 for the commercial portion of the building, at least one parking place is assigned to and available for each such dwelling unit (this provision, as to said individual units, supersedes section18.72.0200N1)
- 11. The keeping of grazing animals as regulated by Section 18/68.135

## CRAFTSMAN Industrial Uses.

- 12. Location. Craftsman Industrial Uses shall be located in areas defined as Project Type B in the CO2 & C-4 Design Criteria (south of 1200 South in the C-2 Commercial Zone)
- Craftsman Industrial Limitations. Craftsman Industrial uses shall:
  - a. Not produce offensive noise, vibration, fumes, smoke, gas, light, dust or other particulate matter, odor, heat, humidity, glare, magnetic or electrical interference or other objectionable impacts extending beyond the property line
  - b. Occur entirely within a building
  - c. Be limited to a maximum of 20,000 square feet gross floor area per building; and
  - d. Screen outdoor storage as viewed from the public street with sight obscuring fence and landscaping
- 14. Permitted Craftsman Industrial Uses. Such uses involve small scale fabrication, manufacturing, production, assembly and repair. Resulting products are intended for end users and consumers rather than as intermediates for use by other industries. Craftsman Industrial Uses are limited to the following uses; any use not specifically mentioned is prohibited:
- 15. Art, Pottery, Ceramics & Related Products
- 16. Athletic and Outdoor Recreation Goods, Toys

- 17. Apparel, Cloth, Textiles, Leather Products, Shoe, Boots
- 18. Bakery & Confections, Canning & Preserving Food, Dairy Products, Meat & Fish products (no Processing)
- 19. Beverages, including Alcohol, Soft Drinks, Coffee Botanical Products
- 20. Jewelry, Watches, Clocks & Silverware
- 21. Musical Instruments & Parts
- 22. Signs & Advertising

## USES **EXCLUDED** FROM THE C-2 ZONE ON COMMERCIAL LOTS AT OLD MILL VILLAGE

- 1. Beer parlors and alcohol dispensing establishments
- 2. Electrical appliance shops (wholesale)
- 3. Fraternity buildings, clubs, lodges
- 4. Funeral establishments, mortuaries and wedding chapels
- 5. Used car lots
- 6. Hospitals
- 7. Motels
- 8. Public utility buildings
- 9. Pawn shops
- 10. Recreation vehicle courts subject to requirements set forth in Chapter 18.96 of this title
- 11. Revival tents, temporary
- 12. Schools and other public buildings
- 13. Gas stations
- 14. Utility buildings and public buildings
- 15. Wholesale establishments with stock on premises but excluding establishments with activity is that of a storage warehouse
- 16. Auto Mechanic, Auto Body and Fender Shops, Auto Paining
- 17. Commercial Scale Copying & Printing, Engraving, Publishing & Allied Industries
- 18. Construction Special Trade Contractors
- 19. Electronics Assembly, Electrical Fixtures, Assembly of Appliances from previous ports
- 20. Fabricated Metal Products, Welding
- 21. Household Textiles, Upholstery, Furniture & Fixtures, Woodworking
- 22. Smithing, Taxidermy
- 23. Stone and Monuments