

Zone	Sample Permitted Uses (1)	Lot Area	Building Height (2)	Required Landscape (3)	Setbacks (4)	Building Size (5)	Outdoor Lighting Lumen Allowance (per acre)
FR - Foothill Residential (Chapter 10-9A)	Single Family Residences, ADUs	FR-2: 2 acres FR-5: 5 acres	20' normal lot, 15' high visual + view obstructing lot	80%	Average 30' with none < 20'	3,000 sf	7,500 lumens
VR - Valley Residential (Chapter 10-9B)	Single and Two-Family Residences, ADUs	VR-S: 3/4 acre VR-A: 1/4 acre VR-B: 5,000 sf	VR-S/VR-A: 21' normal, 16' high visual VR-B: 17'	VR-S: 75% VR-A: 60% VR-B: 40%	VR-S/VR-A: 30' / 10' / 20' VR-B: 15' / 10', 5' / 10'	3,000 sf	7,500 lumens
AG - Agricultural (Chapter 10-10)	Indoor and outdoor agricultural businesses, restaurants	5 acres	26' 35' for agricultural buildings	50% of non-ag land	30' / 20' / 20'	5,000 sf 8,000 sf for agricultural buildings	40,000 lumens
CC - Central Commercial (Chapter 10-11A)	Retail, Office, Restaurant, Multi-Family Residential	1/4 acre	26' normal 21' high visual	30 to 40% depending on lot size	** / 10' / 5'	8,500 sf to 12,500 sf (6)	55,000 lumens
VC - Village Commercial (Chapter 10-11B)	Retail, Office, Restaurant, Multi-Family Residential	1/2 acre	26' normal 21' high visual	60%	30' / 10' / 20'	5,000 sf to 8,000 sf (7)	40,000 lumens
PU - Public Use (Chapter 10-12)	Governmental and Quasi-Governmental facilities	Depends on use	26'	50%	10' / 10' / 10'	4,000 sf to 10,000 sf (8)	40,000 lumens

1- These are samples of permitted and accessory uses for each zone. For a complete list of uses consult the Town Code.

3- "Required Landscape" is the minimum percentage of a property's area that must be landscaped or retained in natural open space. See Chapter 10-18 of the Town Code for details.

5- Building sizes in the FR and VR zones may be increased by 2,000 sf through a Residential Height and Size Bonus. See Chapter 10-15H of the Town Code for details.

7- See section 10-11B-5 of the Town Code.

** Front setbacks in the CC zone depend on the width of the building. See Section 10-11A-6 of the Town Code for details.