

**BOROUGH OF SHIP BOTTOM LAND DEVELOPMENT ORDINANCE - SECTION 16.12 ZONING SCHEDULE  
DISTRICTS AND PERMITTED USES (1)**

		<b>R-1</b>	<b>R-2</b>	<b>R-3 &amp; MFR</b>		<b>OR</b>		<b>SC</b>		<b>GC</b>	
		1-Family	1-Family	1-Family	2-Family	1- Family	DU with Retail, Pro. Off., C.C. Ctr.	Retail & Restaurant	Office Theater, Funeral Home, Bank, C.C.Crt	Retail Use	Marine Related Use
<b>M I N I M U M</b>	Lot Width & Frontage	60'	40'	40'	80'	60'	60'	60'	60'	100'	100'
	Lot Depth	100' (2)	100'	100'	100'	80'	80'	80'	80'	100'	100'
	Lot Area	6000 s.f.	4000 s.f.	4000 s.f.	8000 s.f.	4800 s.f.	6000 s.f.	4800 s.f.	6000 s.f.	10,000 s.f.	16,000 s.f.
	Front Yard Setback	15' (3)	15' (3)	15' (3)	15' (3)	15' (3)	15' (3)	15' (3)	15' (3)	15'	15'
	Rear Yard Setback	20'	20'	20'	20'	20'	10'	10'/15'	10'/15'	10'/15'	15'
	Side Yard Setback	10' one; 15' both	10' one; 15' both	10' one; 15' both	10'	10' one; 15' both	10'	5' (4)	5' (4)	5' one; 15' both	10'
	Floor Area	900 s.f.	720 s.f.	900 s.f.	900 s.f.	720 s.f.	720 s.f. (DU)	N.A.	N.A.	N.A.	N.A.
<b>M A X I M U M</b>	Accessory Bldg. Setback to Side & Rear Line	5'	5'	5'	5'	5'	5'	5'	5'	5'	5'
	Building Coverage	35%	35%	35%	35%	35%	35%	35%	35%	30%	30%
	Lot Coverage	75%	75%	75%	75%	75%	80%	90%	85%	80%	80%
	Height of Building	32'	32'	32'	32'	32'	32'	35'	35'	35'	35'
	No. of Stories	2.5	2.5	2.5	2.5	2.5	2.5	2.5	2.5	2.5	2.5

**Footnotes:** (1) For churches, hotels, motels, apartments, townhouses, public, quasi-public uses and other uses, see Section 16:12 or 16:56 for provisions.  
(2) See Section 16.24.010 (D) for exceptions  
(3) See Section 16.60.010 for exceptions in developed neighborhoods

**Note:** This schedule is not inclusive of all permitted uses and the zoning requirements in each District. The reader should consult the Land Development Ordinance for specific provisions governing each district.

- (4) Principal buildings may be attached at the side property line
- (5) See Section 16.52.070 for exception with existing 40ft lots

**Updated by:** Owen, Little and Associates, December 2007