



Local Retail (LR) Zoning Districts – Quick Sheet

To verify your zoning, please see the [Town Zoning Map](#). Additionally, you can find references to all the major development standards in Sections 3.03 of the [Unified Development Ordinance](#).

Local Retail Zoning District (LR)

The LR, Local Retail district is intended to provide local shopping facilities that provide retail business service and office facilities for the convenience of residents of the Town. Site development regulations and performance standards are intended to ensure that uses will be compatible and complementary in scale and appearance with a residential environment.

Land Use Regulations - See the Land Use Chart and all applicable regulations in Subsection 3.04 of the [Unified Development Ordinance](#).

Dimensional Regulations – See the chart below from the Unified Development Ordinance.

Regulation	LR, Local Retail
Lot Dimensions	
Minimum Lot Area	30,000 Square Feet / 25,000 Square Feet when adjacent to a non-arterial road
Minimum Lot Width	150 Feet / 125 Feet when adjacent to a non-arterial road
Minimum Lot Depth	200 Feet
Yard Setback Dimensions	
Minimum Front Yard Setback	50 Feet
Minimum Side Yard Setback	25 Feet/50 Feet when adjacent to Residential Zoning District
Minimum Rear Yard Setback	25 Feet/50 Feet when adjacent to Residential Zoning District
Structure Height	
Maximum Height (feet)*	40 Feet/Height shall not exceed a 1 to 3 slope when adjacent to Residential Zoning District
Building Coverage Area	
Maximum Building Area Coverage (all buildings)	35%
Floor Area Ratio	
Maximum Floor Area Ratio	50%
*The following structures shall be exempt from the maximum height requirement: chimneys, cooling towers, elevator bulkheads, tanks, water towers, radio and television towers, ornamental cupolas, domes or spires, and parapet walls not exceeding four (4) feet in height.	
**Any structure above 45 feet in height shall require a Specific Use Designation (SUD).	
*** Any structure above 60 feet in height shall require a Specific Use Designation (SUD).	

