

**CITY OF MUSKEGO ZONING DISTRICTS AND REGULATIONS**

	Lot Size Min. in Sq. Ft.	Lot Width Min. In Linear Ft.	Density Min. per Dwlg.	Open Space Min. per Dwlg.	Setback Min. in Lin. Ft.	Offset Min. on one side	Offset Min. all other sides	Min. Floor Area per Dwlg. Unit	Floor Area Lot Ratio Maximum	Height, Max. Principal	Accessory
<b>RESIDENTIAL DISTRICTS</b>											
RCE, COUNTRY ESTATE	120,000	250	120,000	80,000	50	40	40	1,100	15%	35	15
RC-1, COUNTRY RESIDENCE	80,000	200	80,000	60,000	40	30	30	1,100	20%	30	15
RC-2, COUNTRY RESIDENCE	60,000	175	60,000	40,000	40	25	25	1,100	20%	30	15
RC-3, COUNTRY RESIDENCE	40,000	150	40,000	30,000	40	20	20	1,100	20%	30	15
RSE, SUBURBAN ESTATE *	40,000	150	40,000	30,000	40	25	25	1,100	25%	30	15
RS-1, SUBURBAN RESIDENCE *	30,000	120	30,000	20,000	40	20	20	1,100	25%	30	15
RS-2, SUBURBAN RESIDENCE *	20,000	110	20,000	15,000	40	15	20	1,100	25%	30	15
RS-3, SUBURBAN RESIDENCE *	15,000	100	15,000	10,000	40	10	15	1,100	25%	30	15
ERS-1, EXISTING SUBURBAN RESIDENCE	22,500	90	22,500	15,000	40	15	15	1,100	25%	30	15
ERS-2, EXISTING SUBURBAN RESIDENCE	15,000	82.5	15,000	11,250	40	11.25	15	1,100	25%	30	15
ERS-3, EXISTING SUBURBAN RESIDENCE	11,250	75	11,250	7,500	40	7.5	11.25	1,100	25%	30	15
RL-1, LAKESHORE RESIDENCE	26,666	100	40,000**	20,000	25	16.7	16.7	1,100	Exempt	30	15
RL-2, LAKESHORE RESIDENCE	13,333	73.3	20,000**	10,000	25	10.0	13.3	1,100	Exempt	30	15
RL-3, LAKESHORE RESIDENCE	10,000	66.6	15,000**	6,666	25	6.7	10.0	1,100	Exempt	30	15
RM-1, MULTIPLE FAMILY RESIDENCE	--	--	5,000	4,000	40	20	20	--	30%	30	15
RM-2, MULTIPLE FAMILY RESIDENCE	--	--	10,000	7,000	40	15	15	1,000	30%	30	15
RM-3, MULTIPLE FAMILY RESIDENCE	--	--	10,000	7,000	40	15	15	1,000	30%	30	15
ERM-1, EXISTING MULTIPLE FAMILY RESIDENCE	40,000***	220***	20,000	15,000	40	15	20	1,000-1,100	25%	30	15

\*Lot size, Lot width, Density Minimum and Open Space requirements are doubled when not serviced by municipal sewer.

\*\*Doubled when not serviced by municipal sewer.

\*\*\*Plan Commission may grant up to a 15% variance where existing buildings are on the lot.

**COMMERCIAL DISTRICTS**

B-1, NEIGHBORHOOD CONVENIENCE	30,000	150	--	16,000	40	10	15	900	40%	30	15
B-2, LOCAL SERVICE CENTER	20,000	100	--	10,000	40	10	15	900	50%	30	15
B-3, GENERAL BUSINESS	20,000	100	--	10,000	40	10	15	900	60%	30	15
B-4, HIGHWAY BUSINESS	30,000	150	--	10,000	40	10	15	900	30%	30	15
HC-1, TESS CORNERS HISTORIC CROSSROADS	7,200	60	5,000	2,500	10	5	10	1,000-1,200	40%	35	15
DR-1, DOWNTOWN REVIVAL DISTRICT	7,200	60	5,000	2,500	10	5	10	1,000-1,200	40%	35	15
BP-1, BUSINESS & OFFICE PARK SUPPORT*	40,000	150	--	33%	40	20	20	--	65%	30	30
BP-2, OFFICE PARK*	60,000	200	--	40%	40	20	20	5,000	80%	40	30
BP-3, BUSINESS PARK*	80,000	150	--	33%	40	20	20	5,000	80%	40	30
BL-1, LAKESHORE BUSINESS	20,000	110	20,000	15,000**	40	30	40	1,400	30%	30	15
BL-2, LAKESHORE BUSINESS	15,000	110	15,000	10,000**	40	20	30	1,200	30%	30	15

\*Lot size, Lot width, and Open Space requirements are increased when not serviced by municipal sewer.

\*\*Open Space is as per approved BSO Plan for Commercial use

**INDUSTRIAL DISTRICTS**

M-1, LIGHT INDUSTRIAL	40,000	150	--	--	50	15	15	--	50%	30	50
M-2, GENERAL INDUSTRIAL	40,000	150	--	--	50	15	15	--	70%	35	70
M-3, LANDFILL & EXTRACTIVE	200,000	300	--	--	75	30	30	--	90%	35	70

**OTHER MISCELLANEOUS DISTRICTS**

A-1, AGRICULTURAL	120,000	300	120,000	40,000	75	30	30	1,100	20%	35	60
I-1, GOVT., INSTITUTIONAL, & PUBLIC SERVICE	20,000	100	--	--	40	20	30	900 min *	40%	30	15
PI-1, PARK & RECREATION LANDS	--	--	--	--	40	10	15	--	--	30	15
CI-1, CONSERVATION LANDS	--	--	--	--	40	20	30	--	--	30	15
SW, SHORELAND WETLAND											

Special Regulations Apply, See Zoning Code

\* For accessory residence only.

**ZONING OVERLAYS**

PD, PLANNED DEVELOPMENT											
CPD, CONSERVATION PLANNED DEV.											
ODG, DESIGN GUIDE											
ODG, WELLHEAD PROTECTION*	same	same	same	same	**	**	**	same	same	same	same

Special Regulations Apply, See Zoning Book

Special Regulations Apply, See Zoning Book

Special Regulations Apply, See Zoning Book

\* Based on underlying district

\*\* See Code for details