

6.1 - PURPOSE STATEMENTS

A. I-MU Industrial Mixed-Use Zoning District

The I-MU Industrial Mixed-Use Zoning District is intended to provide for a mix of light industrial uses and a variety of compatible commercial uses such as entertainment, amusement and retail establishments. This mix is designed to promote the reuse of older, character giving structures that may no longer be suitable for their original industrial purposes, but that can accommodate a variety of alternative types of uses. Residential uses are also permitted in the I-MU District, both above the ground floor in mixed-use development, and in multi-family dwellings.

B. I-RD Research and Development Zoning District

The I-RD District is intended to provide for large-scale office and research and development facilities, which may include pilot plants, prototype manufacturing or other light industrial activities conducted indoors and resulting in little or no outside impacts. The I-RD District also accommodates a variety of compatible or ancillary uses to serve employees, such as retail and personal service establishments.

C. I-G General Industrial Zoning District

The I-G General Industrial Zoning District provides for a range of general industrial uses that may produce limited outside impacts, rendering them incompatible with retail, service, or residential uses. Such uses include limited manufacturing, fabricating, processing, wholesale distributing, and warehousing facilities that do not require frequent visits from customers or clients.

D. I-H Heavy Industrial Zoning District

The I-H Heavy Industrial Zoning District is intended to provide for a wide variety of general manufacturing, fabricating, processing, distributing and warehousing uses. Industrial uses in the I-H District may result in some moderate external effects such as smoke, noise, glare or vibration, and typically include outdoor storage and related outdoor activities.

6.2 - USES

Article 9 lists permitted and special principal uses and temporary uses for the industrial districts.