

TABLE 2.6 RURAL RESIDENTIAL [RR] DISTRICT

(A) Purpose. The purpose of Rural Residential District is to promote agriculture, forestry and low to moderate density residential development in areas well served by public roads but lacking municipal water and sewer. To ensure the protection of environmental resources and maintain open space, the clustering of new development is strongly encouraged.

(B) Permitted Uses:

1. Accessory Apartment [see Section 4.2]
2. Accessory Structure/Use (to a permitted use)
3. Accessory Structure less than or equal to 500 sq. ft. (to a conditional use)
4. Agriculture
5. Dwelling/Single Family
6. Forestry
7. Group Home [see Section 4.7]
8. Home Child Care [see Section 4.6]
9. Home Occupation [see Section 4.9]

(C) Conditional Uses:

1. Accessory Structure/Use (to a conditional use)
2. Adaptive Reuse [see Section 4.3]
3. Agricultural and Forest Processing [see Section 4.11]
4. Bed & Breakfast
5. Campground
6. Cemetery
7. Contractors Yard
8. Cultural Facility
9. Day Care Center [see Section 4.6]
10. Dwelling/Multi-Family [only in PUD under Section 5.4]
11. Dwelling/Two Family
12. Extraction of Earth Resources [see Sec. 4.8]
13. Greenhouse/Nursery
14. Health Clinic
15. Home Industry [see Section 4.9]
16. Kennel
17. Landfill [see Section 4.15]
18. Mobile Home Park [see Section 4.13]
19. Residential Care Facility
20. Place of Worship [see Section 4.15]
21. Public Facility [see Section 4.15]
22. Recreation [Outdoor]
23. Retreat Center
24. Sawmill
25. School [see Section 4.16]
26. Transfer Station [see Section 4.15]
27. Telecommunications Facility [see Section 4.17]
28. Veterinary Clinic
29. Warehouse/Storage

(D) Dimensional Standards (unless otherwise specified for a particular use):

Minimum Lot Size	3 acres
Minimum Area per Unit	1 per 3 acres
Minimum Frontage	200 feet
Minimum Setback/Front (Starting 25 feet from the road centerline)	35 feet
Minimum Setback/Side	50 feet
Minimum Setback/Rear	50 feet
Minimum Setback/Side & Rear for Accessory Structure	20 feet
Maximum Height	35 feet