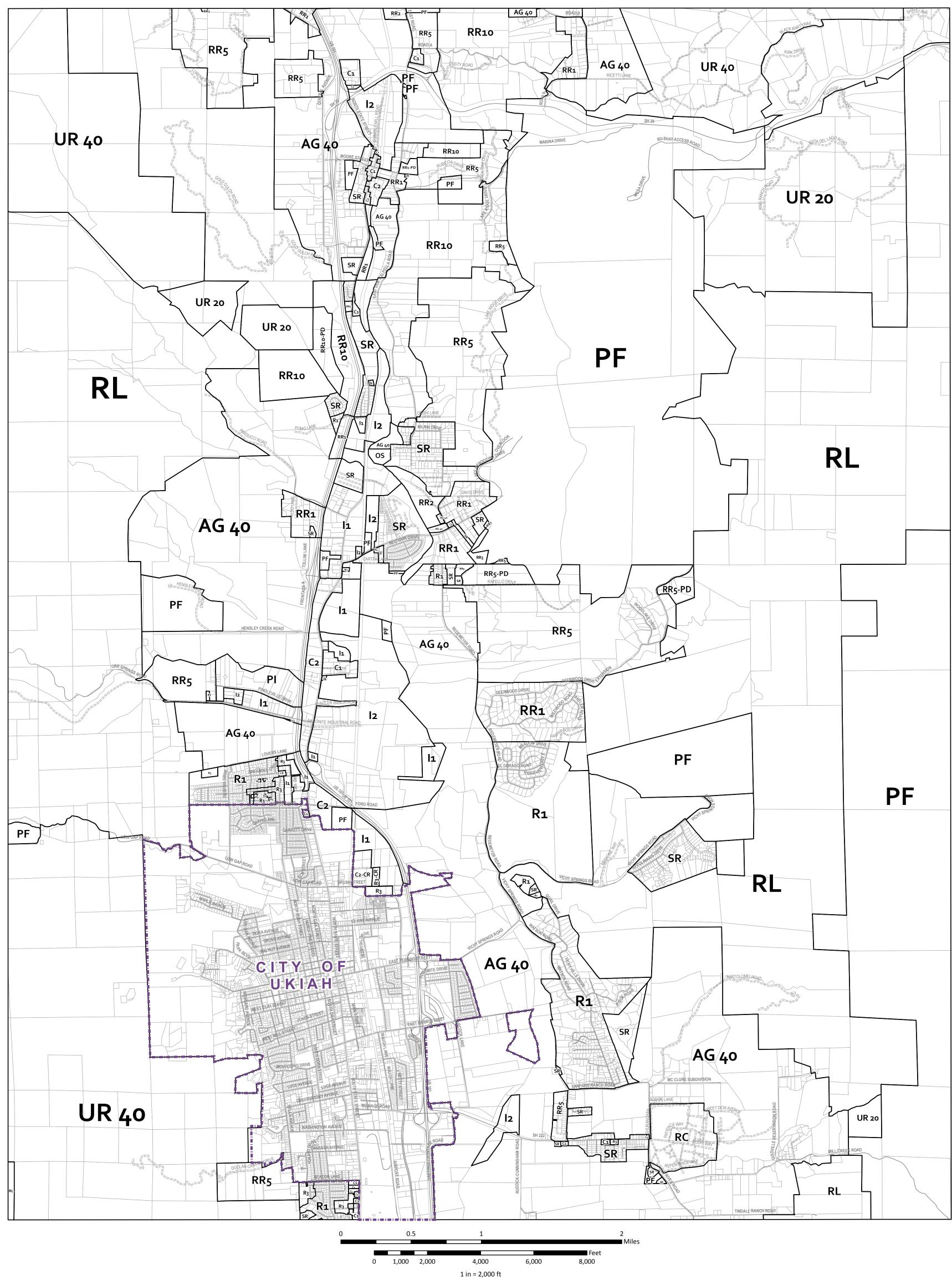
ZONING DISPLAY MAP







MENDOCINO COUNTY PLANNING & BLDG. SVCS. THIS IS NOT AN ADOPTED MAP FOR DISPLAY PURPOSES ONLY

Print Date: 11/20/2019

AG Agricultural **AG:CR** Agricultural (Contract Rezone)

AZ Airport Zone **C** Coastal Commercial

C-PD Coastal Commercial (Planned Development) C1 Inland Limited Commercial C1:CR Inland Limited Commercial (Contract Rezone)

C2 Inland General Commercial C2:CR Inland General Commercial (Contract Rezone) RC:CR Rural Community (Contract Rezone) C2:IS Inland General Commercial (Isolated Service) **FL** Forestland

FV Fishing Village I Coastal Industrial 11 Inland Limited Industrial **I1:CR** Inland Limited Industrial (Contract Rezone) 12 Inland General Industrial

OS Open Space **OS:CR** Open Space (Contract Rezone)

PI Pinoleville Industrial **PF** Public Facility **PF:PD** Public Facility (Planned Development) RC Rural Community

RL Rangeland RL:PD Rangeland (Planned Development) SR Suburban Residential

TP Timberland Production

UR Upland Residential

ABBREVIATION KEY UR:CR Upland Residential (Contract Rezone) **UR:PD** Upland Residential (Planned Development)

R1 Single Family Residential CITY OF **B**2 I Two Family Residential R₃ Multi Family Residential **RMR** Remote Residential **RMR:DL** Remote Residential (Development Limitation) **RMR:PD** Remote Residential (Planned Development)

RR Rural Residential RR:CR Rural Residential (Contract Rezone) **RR:DL** Rural Residential (Development Limitation) RR:PD Rural Residential (Planned Development) RR:PD-DL Rural Residential (Planned Development Limitation) **RV** Rural Village

MC Mendocino Commercial MFL Mendocino Forestland MMU Mendocino Mixed-Use MOS Mendocino Open Space MPF Mendocino Public Facility MRM Mendocino Multi-Family Residential MRR Mendocino Rural Residential MSR Mendocino Suburban Residential MTR Mendocino Town Residential **GPD** Gualala Planned Development **GVMU** Gualala Village Mixed Use **GHMU** Gualala Highway Mixed Use GI Gualala Industrial **RR_[RR_]** Variable Density Zone (see note below)

