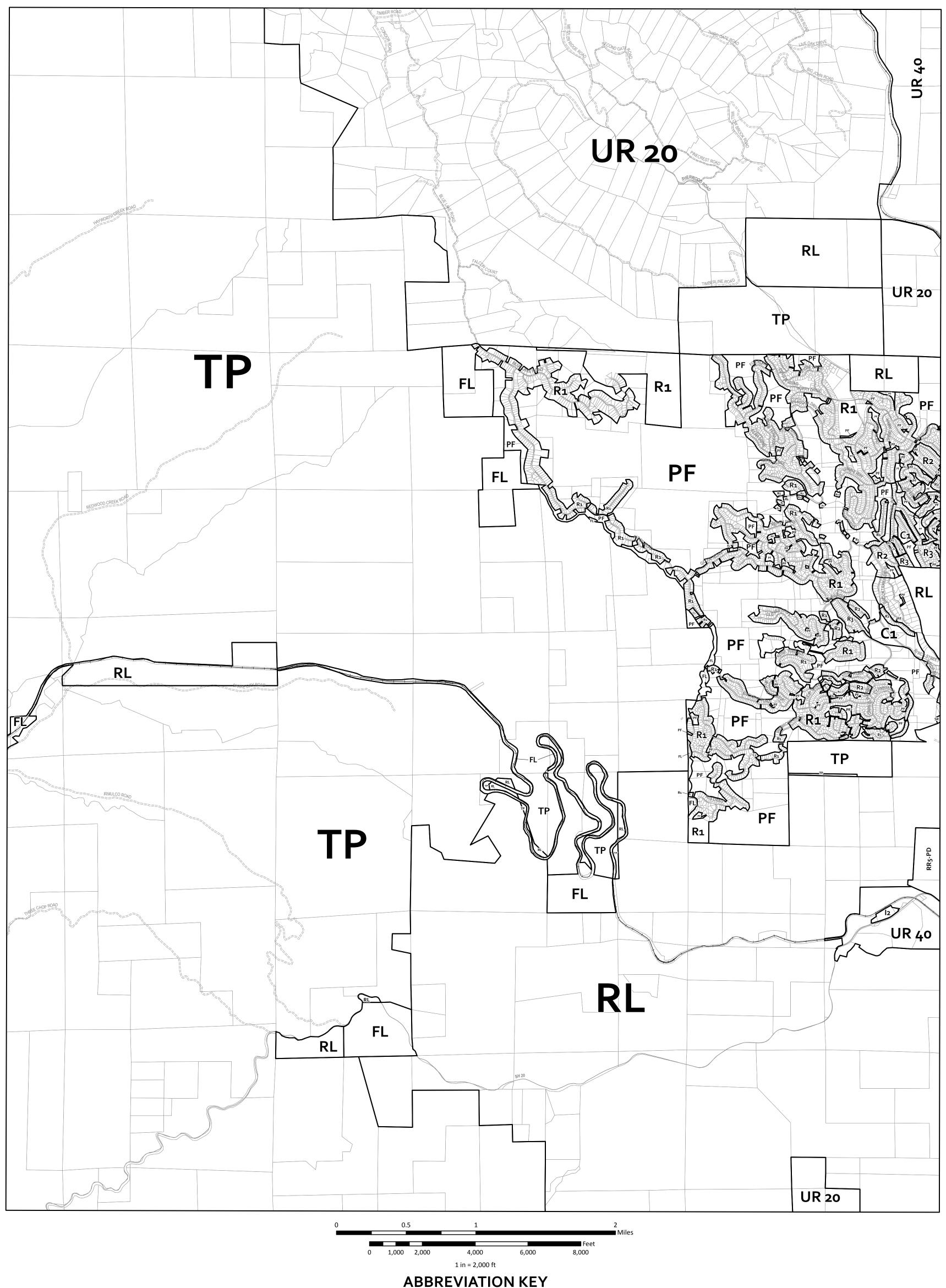
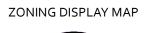
ZONING DISPLAY MAP







PRODUCED 2013 MENDOCINO COUNTY PLANNING & BLDG. SVCS. THIS IS NOT AN ADOPTED MAP FOR DISPLAY PURPOSES ONLY

Print Date: 5/24/2013

AG Agricultural Lands **AG-CR** Agricultural (Contract Rezone) **AV** Airport District **C** Coastal Commercial

C-PD Coastal Commercial (Planned Development) C1 Inland Limited Commercial **C1-CR** Inland Limited Commercial (Contract Rezone) **PF-PD** Public Facility (Planned Development)

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 RC Rural Community

RL Rangeland RL-PD Rangeland (Planned Development) SR Suburban Residential **TP** Timberland Production

UR Upland Residential

UR-CR Upland Residential (Contract Rezone) **UR-PD** Upland Residential (Planned Development)

R1 Single Family Residential R2 Two Family Residential R₃ Multi Family Residential RMR Remote Residential **RMR-DL** Remote Residential (Development Limitation)

RV Rural Village

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)

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)

