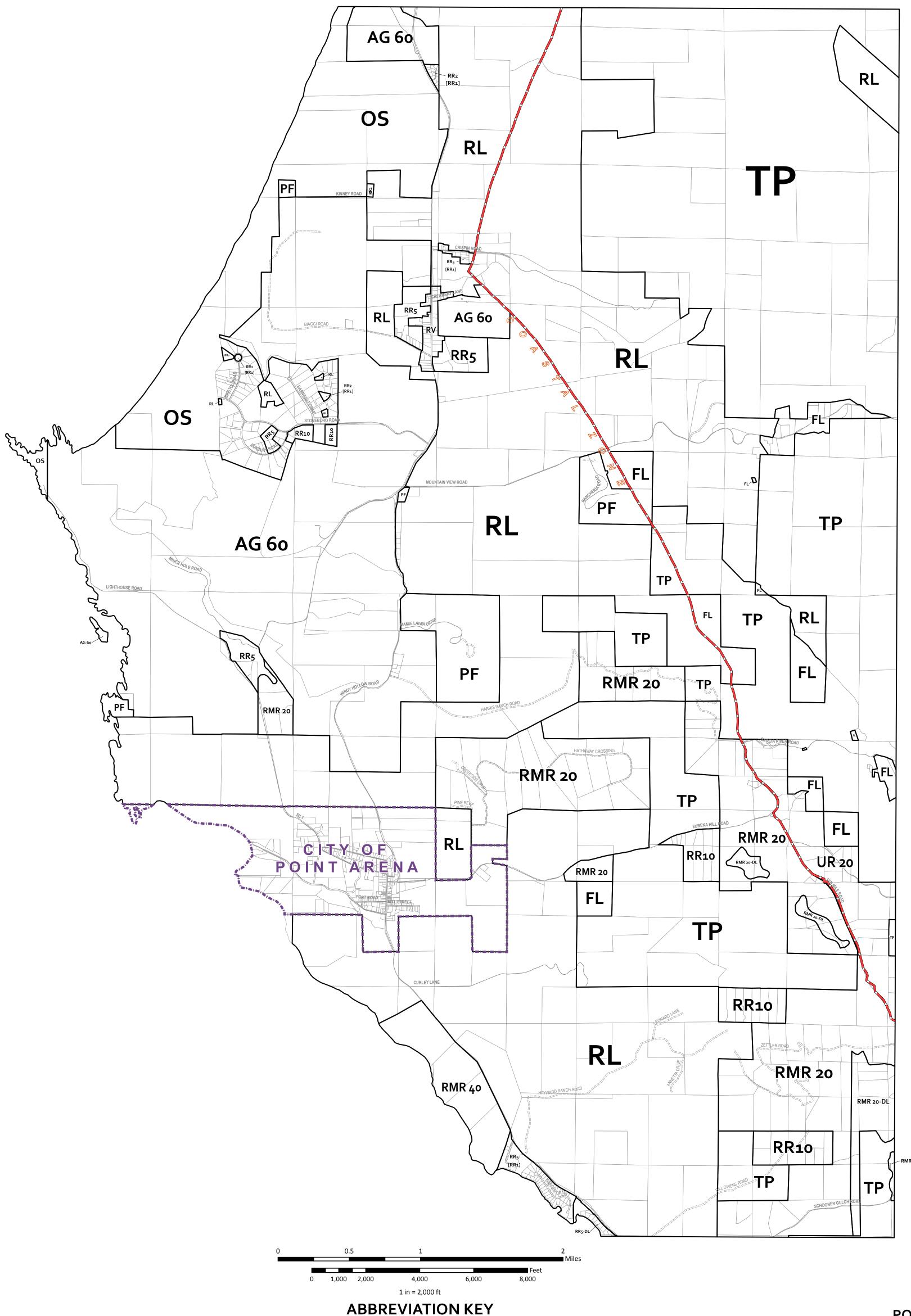
ZONING DISPLAY MAP







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

Print Date: 9/16/2015

I Coastal Industrial 11 Inland Limited Industrial

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) 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

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

UR-CR Upland Residential (Contract Rezone)

UR-PD Upland Residential (Planned Development) R1 Single Family Residential R2 Two Family Residential

RV Rural Village

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)

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)

