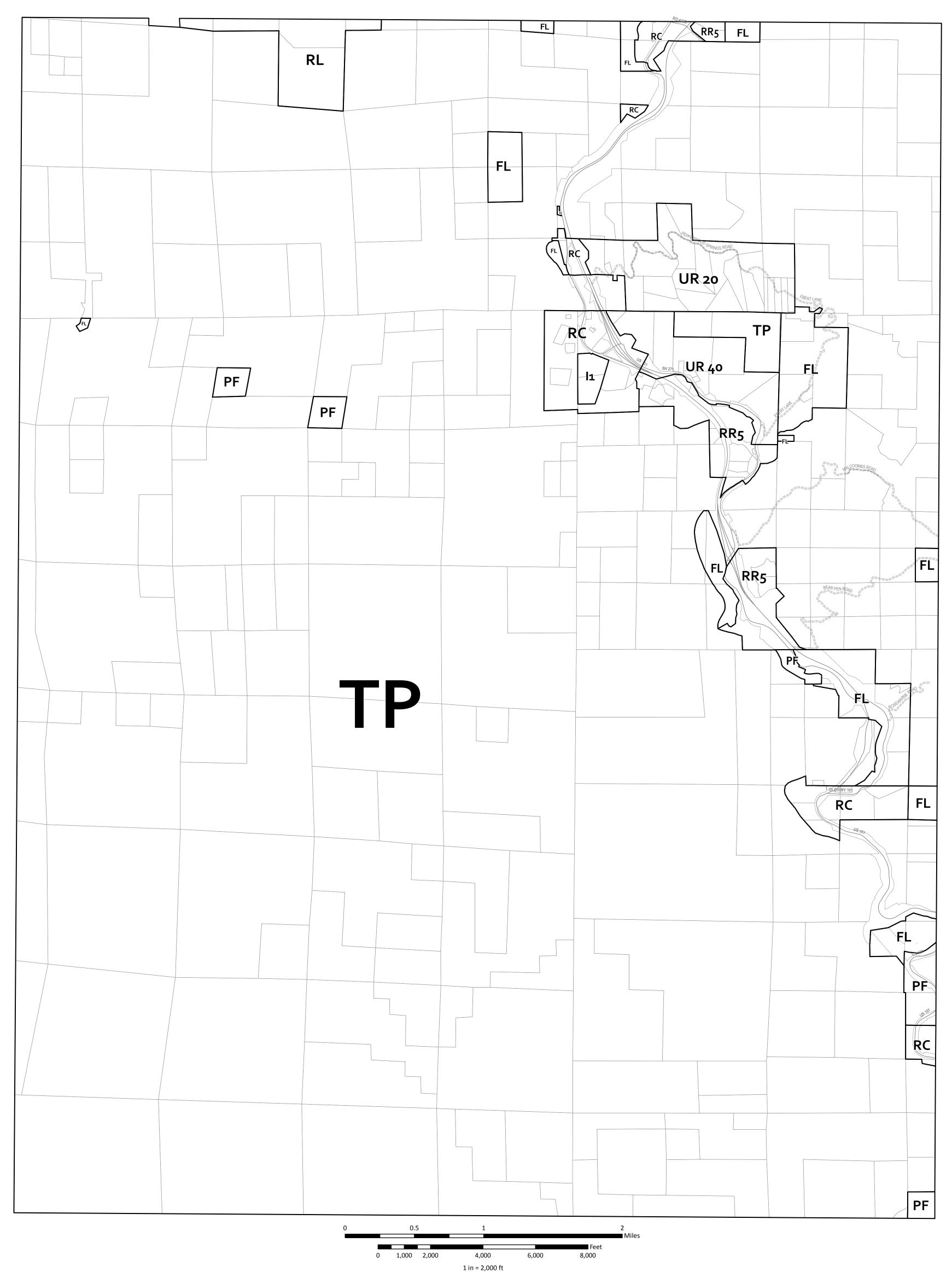
ZONING DISPLAY MAP







PRODUCED 2020 MENDOCINO COUNTY PLANNING & BLDG. SVCS. THIS IS NOT AN ADOPTED MAP FOR DISPLAY PURPOSES ONLY

Print Date: 7/19/2021

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 I1 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

TP Timberland Production

UR Upland Residential

RMR:DL Remote Residential (Development Limitation) RR Rural Residential

RL:PD Rangeland (Planned Development) SR Suburban Residential

ABBREVIATION KEY 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:PD Remote Residential (Planned Development) 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)

