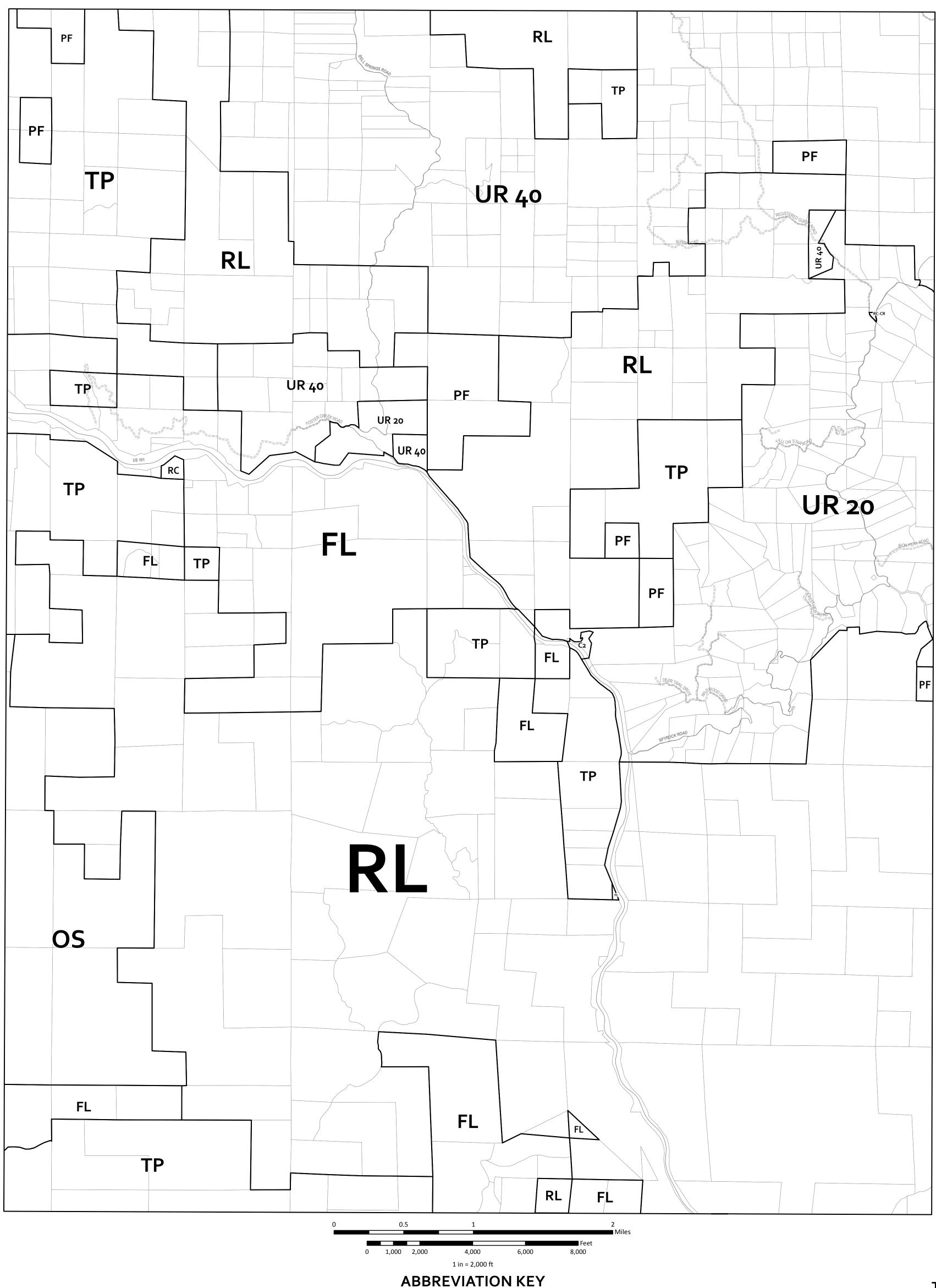
ZONING DISPLAY MAP



ZONING DISPLAY MAP



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

Print Date: 6/13/2013

FL Forestland **FV** Fishing Village

AG Agricultural Lands

C Coastal Commercial

AV Airport District

AG-CR Agricultural (Contract Rezone)

C1 Inland Limited Commercial

C2 Inland General Commercial

C-PD Coastal Commercial (Planned Development)

C2-IS Inland General Commercial (Isolated Service)

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 **C1-CR** Inland Limited Commercial (Contract Rezone) **PF-PD** Public Facility (Planned Development) **RC** Rural Community

TP Timberland Production

UR Upland Residential

C2-CR Inland General Commercial (Contract Rezone) RC-CR Rural Community (Contract Rezone) **RL** Rangeland RL-PD Rangeland (Planned Development) SR Suburban 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) **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)

