

SEC. 12-3-302 “C1” GENERAL COMMERCIAL

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A. Purpose. The General Commercial (C1) district is intended to accommodate commercial uses with a neighborhood or citywide trade area as well as a range of civic and institutional uses, located predominantly along the city’s arterial thoroughfares. In the General Commercial district, no building or premises shall be used, configured, erected, or altered except in conformity with the following use, area, and height regulations. This district is used in areas designated in the General Plan as Community Commercial (CC), Employment Mix (EM), Entertainment Center (EC), Professional Campus (PC), and Urban Living (UL).

B. Permitted Uses.

Permitted Uses		
A-B	C-G	H-Z
Accessory Building/Structure Accessory Outside Display – against or within 15 feet of building Amusement, Commercial Antique Shop/Consignment Shop/Used Merchandise Appliance Repair/ Small Engine, Saw Filing, Mower Sharpening (No outside storage) Art Gallery/Museum/Dealer/Artist Studio Bank, Savings and Loan, or Credit Union /ATM Barber/Beauty Shop	Catering Service Church/Temple/Place of Worship Civic/Community Center Civic Club, Halls, and Lodges Clinic, Medical, Counseling, and/or Dental Offices Containers (shipping) or Metal/Modular Pods – for accessory storage for an allowed use, not occupying required parking or encroaching on required setbacks, and screened or not visible from any adjacent right-of-way Contractor's Office/Facilities – no outside storage including vehicles Convenience Store/ Gasoline/Fueling Station Dance/Drama/Art & Craft/ Cooking/ Music Schools/ Day Care	Gym/Health Club/Martial Arts Hospital Liquor Store Municipal Facility or Utility Use Office, Professional and General Business Other Accessory Outside Display – not on right of way or in required parking, less than 36 sq. ft. in area Personal Services Pet and Animal Grooming Shop – no outside kennels/ Pet and Bird Shops School – college or university School – K-12 Security Systems Installation Company State Vehicle Inspection Studio for Radio and/or Movie/Television – no tower(s)

Permitted Uses (continued)		
A-B	C-G	H-Z
	Drinking Establishment Eating Establishment/Restaurant – with dine-in or thru service Emergency/Urgent Care, Ambulance Services/EMS Exhibition Hall Food Truck General Retail/Merchandise Stores Government Building or Use Grocery or Food Store	Theater – motion picture, drive-in, live, performing arts, or dinner theater Veterinarian Clinic-Indoor Kennels Winery/Distillery/Brewery

C. Special Uses.

Special Uses		
A-B	C-E	F-Z
Amusement, Commercial – temporary, allowed only by Special Event Permit for up to 10 days (e.g., carnival, haunted house) Auto Parts Store – primary	Bed and Breakfast Inn Concrete or Asphalt Mixing/Batching Plant – temporary	Food Truck Court – more than one (1)

D. Conditional Uses.

Conditional Uses		
A-B	C-M	N-Z
All-Terrain Vehicle (Go-Carts) Dealer/Sales Assisted Living/Nursing Facility Auction House – no auto, livestock Auto Accessories – retail sales and indoor installation only Auto/Motor Vehicle Rental	Dance Hall/Dancing Facility Feed and Grain Store/Farm Supply Store Food Establishment Kiosk (Walk-up or Drive thru)/ Other services kiosk Funeral Home, Mortuary, Crematory	Natural Gas Compressor Station Outdoor Sales as a Primary Use Pawn Shop Plumbing Shop Portable Building Sales

Conditional Uses (continued)		
A-B	C-M	N-Z
Auto Repair/Body Repair/Painting/Glass Repair and Tint/ Auto Modifications Auto Sales and Service Automobile Wash (ref. Section E.3 below) Bail Bonds Billiard/Pool Facility – three (3) or more tables Boats and Personal Watercraft Sales and Repair Building Material Sales/Lumber Yard Caretaker's/Security Guard Residence Carpenter, Cabinet, Woodworking Shop Cemetery and/or Mausoleum Check Cashing Service, Payday Lender, Car Title Loans	Golf Course Heating and Air-Conditioning Sales/Services Helipad, Helistop, Heliport Home Improvement Center w/hardware, building materials, outside storage Hotel/Motel (ref. Section E.3 below) Institution for Alcoholic, Narcotic, or Psychiatric Patients Maintenance and Repair Service for Buildings/Janitorial Market, Farmer's, Produce – primarily retail Mini-Warehouse/Self Storage – non-occupied except for storage (ref. Section E.3 below) Motorcycle Sales/Dealer/Repairs	Publishing and Printing Company Quick Lube/Oil Change/Minor Inspection Recreational Vehicle (RV) Storage Rehabilitation Care Facility – halfway house Shelter/Care Facility Sign Shop Stone Monuments and Gravestones Tattoo or Body Piercing Studio Taxidermist Tool and Machinery Rental – with outdoor storage Tower – radio, television, and communications Transit or Passenger Terminal Wedding Chapel Welding Shop Wood Working Shops

E. Design Standards

1. *Height Regulations.*
 - a. No structure shall exceed 45 feet in height for the main building.
2. *Area Regulations.*
 - a. *Front Yard.*
 1. In all locations where building lines, setback lines, or front yard lines are shown on recorded plats, the minimum setback or front yard shall be as shown on the plat.
 2. In all other locations, the minimum front yard setback shall be 25 feet.
 3. No accessory structures shall be located in front yards.
 - b. *Side Yard.*

1. In all locations where building lines, or side lines on corner lots, are shown on recorded plats, the minimum side yard shall be as shown on the plat.
 2. In all other locations, there shall be a side yard on each side of the structures of no less than 5 feet in width. Except when retail uses are platted adjacent to other retail uses and integrated into an overall shopping center site (i.e., lots/lease spaces abutting one another), no side yard is required provided it complies with the building code.
 3. Corner lots shall have a side yard on the street side of the structure of no less than 20 feet.
- c. *Rear Yard.*
1. There shall be a rear yard with a depth of not less than 10 feet for the main building.
- d. *Lot Area.*
1. Lot area—None specified.
 2. Minimum lot width—None specified.
 3. Minimum lot depth—None specified.

3. *Supplemental Conditional Use Standards*

- a. *Automobile Wash.* Shall not be authorized within a two (2) mile radius of a pre-existing automobile wash.
- b. *Mini-Warehouse/Self Storage*
 1. Shall not be authorized within a three (3) mile radius of a pre-existing Mini-Warehouse/Self storage facility
 2. Sixty (60) percent of the units must be temperature controlled with air-conditioning and heating
 3. Shall have a minimum lot size of two (2) acres.
- c. *Hotel/Motel*
 1. All rooms shall have internal entry only, no individual outside entry into rooms.
 2. Shall be a minimum of two (2) stories in height.