

Table 10.1 Minimum Buffer Width Between Abutting Districts

ADJACENT/EXISTING DISTRICT

Zone	AG	R-80	R-60	R-40	R-30	R-20	R-15	RD-3	RZL	RA	RTH	RM-10	RM-16	TND*	OI	NC	GC	HC	OD	LI	PID	HI
	AG	-	-	-	15'	15'	15'	15'	35'	40'	40'	50'	50'	-	30'	30'	35'	40'	40'	50'	75'	100'
P	R-80	-	-	-	10'	10'	10'	10'	35'	40'	40'	50'	50'	-	30'	30'	35'	40'	40'	50'	75'	100'
R	R-60	-	-	-	10'	10'	10'	10'	35'	40'	40'	50'	50'	-	30'	30'	35'	40'	40'	50'	75'	100'
O	R-40	15'	10'	10'	-	-	-	-	30'	35'	35'	50'	50'	-	30'	30'	35'	40'	40'	50'	75'	100'
P	R-30	15'	10'	10'	-	-	-	-	30'	35'	35'	50'	50'	-	30'	30'	35'	40'	40'	50'	75'	100'
O	R-20	15'	10'	10'	-	-	-	-	20'	30'	30'	50'	50'	-	30'	30'	35'	40'	40'	50'	75'	100'
S	R-15	15'	10'	10'	-	-	-	-	20'	30'	30'	50'	50'	-	30'	30'	35'	40'	40'	50'	75'	100'
E	RD-3	15'	10'	10'	-	-	-	-	20'	30'	30'	50'	50'	-	30'	30'	35'	40'	40'	50'	75'	100'
D	RZL	35'	35'	35'	30'	30'	20'	20'	-	25'	25'	50'	50'	-	30'	30'	35'	40'	40'	50'	75'	100'
	RA	40'	40'	40'	35'	35'	30'	30'	25'	-	-	45'	45'	-	30'	30'	35'	40'	40'	50'	75'	100'
	RTH	40'	40'	40'	35'	35'	30'	30'	25'	-	-	30'	30'	-	30'	30'	35'	40'	40'	50'	75'	100'
	RM-10	50'	50'	50'	50'	50'	50'	50'	45'	20'	20'	-	30'	-	30'	30'	35'	40'	40'	50'	75'	100'
D	RM-16	50'	50'	50'	50'	50'	50'	50'	45'	20'	20'	-	-	-	30'	30'	35'	40'	40'	50'	75'	100'
I	TND*	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
S	OI	30'	30'	30'	30'	30'	30'	30'	30'	30'	30'	30'	30'	-	-	-	-	-	-	30'	75'	100'
T	NC	30'	30'	30'	30'	30'	30'	30'	30'	30'	30'	30'	30'	-	-	-	-	-	-	30'	75'	100'
R	GC	35'	35'	35'	35'	35'	35'	35'	35'	35'	35'	35'	35'	-	-	-	-	-	-	30'	75'	100'
I	HC	40'	40'	40'	40'	40'	40'	40'	40'	40'	40'	40'	40'	-	-	-	-	-	-	30'	75'	100'
C	OD	40'	40'	40'	40'	40'	40'	40'	40'	40'	40'	40'	40'	-	-	-	-	-	-	30'	75'	100'
T	LI	50'	50'	50'	50'	50'	50'	50'	50'	50'	50'	50'	50'	-	30'	30'	30'	30'	30'	-	50'	50'
	PID	75'	75'	75'	75'	75'	75'	75'	75'	75'	75'	75'	75'	-	75'	75'	75'	75'	75'	50'	-	75'
	HI	100'	100'	100'	100'	100'	100'	100'	100'	100'	100'	100'	100'	-	100'	100'	100'	100'	100'	50'	75'	-

ZONING DISTRICTS RUN TO CENTER OF ROAD FOR DISSIMILAR DISTRICTS.

*** See Article 8 - Traditional Neighborhood Development (TND), Section 8.3.6 Buffer Requirements**