

DIVISION 30: RESIDENTIAL DISTRICT (R-1) REGULATIONS

Section 30-010 Purpose and Intent

The Residential District is established to encourage the preservation of residential neighborhoods characterized primarily by single family dwellings and to preserve undeveloped lands for similar types of residential development.

Section 30-020 Permitted Uses

The following are permitted uses in the Residential (R-1) District:

- 1) One and two-family detached dwellings
- 2) Licensed daycare facilities serving 12 or fewer persons
- 3) Group family day care facilities licensed under MN Rules to serve 14 or fewer children
- 4) State licensed residential facility serving six (6) or fewer persons
- 5) Home occupations as regulated in Section 60-100; and
- 6) Accessory Uses and Structures.

Section 30-025 Maintenance

All structures shall be properly maintained in a clean and acceptable manner so as not to constitute a menace to the public health, safety, convenience, general welfare, property values, and aesthetics.

All landscaping shall be properly maintained so as to preserve panting in a live state and free of noxious weeds.

Section 30-030 Conditional Uses and Interim Uses.

The following uses may be permitted with the approval of the Conditional Use Permit by the City Council following the procedures outlined in Section 95-050 of this Ordinance:

- 1) Multi-family dwellings;
- 2) Boarding and rooming houses;
- 3) Bed and breakfasts;
- 4) Religious institutions such as churches, chapels, temples and synagogues and related buildings;
- 5) Public or private educational institutions limited to elementary, junior high and senior high schools;
- 6) Manufactured Home Parks subject to the requirements as listed in Division 75;
- 7) Daycare centers;
- 8) Neighborhood or Community Centers;
- 9) Parks and public or semi-public recreational facilities on public land;
- 10) Hospitals, clinics, nursing homes and health-care related facilities;
- 11) Funeral homes;
- 12) Public building and public utility buildings without service or storage yards;
- 13) Parking lots;
- 14) Cemeteries;
- 15) Residential Planned Unit Developments;
- 16) State licensed residential facilities serving seven through 16 persons;
- 17) Licensed day care facilities serving from 13 through 16 persons; and
- 18) Accessory uses and structures.

Section 30-035 Residential Performance Standards

The following residential performance standards are established be the city;

Single-family and manufactured dwellings. All single-family dwellings shall meet the following criteria:

Minimum roof pitch shall be 4/12

They shall be 900 square feet minimum

There shall be a full perimeter permanent foundation

Non-Park Manufactured Homes are permitted in all residential districts of the City of Nevis.

Manufactured homes not located in a permitted manufactured home park must meet the following criteria:

There must be at least twenty-four (24) feet in width measured from the face of the exterior wall.

They must have roof eaves of at least six (6) inches.

Section 30-040 Minimum Lot Requirements and Setbacks

The following requirements shall apply to all structures in the Residential District. Requirements in Section 60-070, Standards for Single and Two-Family Dwellings and Property (this section will specify a minimum building width, minimum sq. footage, etc.) shall also apply.

- 1) **Lot Area**
 - a. One and two-family 10,500 sq. ft.
 - b. Multi-family 14,000 sq. ft. plus 1,500 sq. ft./unit

- 2) **Lot Width** 75 feet – single and two-family dwellings
100 feet – multi-family dwellings

- 3) **Lot Depth** 140 feet

- 4) **Maximum Impervious Surface:**
 - a. One- and two-family dwellings 60%
 - b. Multi-family & permitted commercial uses 80%

- 5) **Setbacks:**
 - a. Front yard 30 feet
 - b. Side yard 10 feet
 - c. Side yard, corner lot 20 feet on street side
 - d. Rear yard – principal building 30 feet
 - e. Rear yard – accessory structures 5 feet

- 6) **Maximum Building Height:**
 - a. Dwelling Units 35 feet
 - b. Accessory buildings 25 feet (30 feet on lots with greater than 1 acre)