# LAND USE OVERVIEW

### **Current Conditions**

# **Existing Land Use** Vacant Apartments Hamlet Storage/ Distribution Recreation Public / Community Service Manufacturing Utilities/ Transporta **Current Zoning** Hamlet

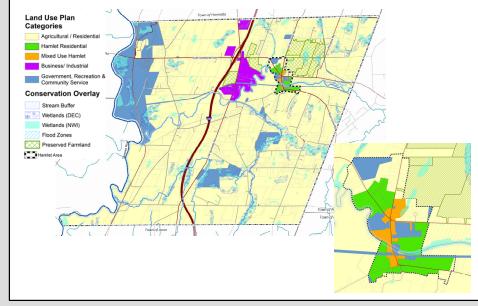
## Comprehensive Plan Goals and Strategies

#### Goals

- Maintain the agricultural and rural residential character of the Town.
- Protect natural resources and environmental quality.
- Retain prime farmland for agricultural use.
- Maintain Rush Hamlet as a small center for business, civic, residential, and recreational uses.
- Accommodate new business development in appropriate locations.

· Revise zoning to advance the goals of the Town's Comprehensive Plan.

#### Land Use Plan Map



### Land Use Plan

#### Land Use Plan Categories

#### Agricultural/Rural Residential

· Support continued agriculture as well as rural residences

#### **Hamlet Commercial**

- · Accommodate a mix of residential and
- · Encourage small-scale service and retail businesses
- · Allow for single family residences, accessory apartments and dwelling units within mixed use buildings
- Lot size and setbacks consistent with existing development patterns
- · Design guidelines to maintain the character of the hamlet.

#### Hamlet Residential

- · Accommodates single- and two-family dwellings on smaller lots that are typical within Rush Hamlet
- · Commercial uses are not permitted, except as home businesses accessory to residences

#### Commercial/Limited Industrial

- · Support a variety of businesses
- · Require design and performance standards
- · Streamline approvals for businesses

#### Government, Recreation & Community Service

- · Publicly-owned land for continued civic and recreational uses.
- · No change to zoning for public land.

#### **Natural Resource Conservation** Overlays

- · Limit development and disturbance to wetlands, flood hazard areas and stream corridor to maintain wildlife habitat and prevent flood damage.
- Maintain buffers within 200' from Genesee River, 100' from Honeoye Creek.