

## 6.1.2 - Business and Mixed Use Districts

### (1) **Buffers**

A buffer shall be required if commercial, mixed use or governmental development abuts a residential or multi-family residential lot. The buffer shall consist of one (1) of the following: (1) a vegetative opaque screen six (6) feet in height; or, (2) an opaque fence six (6) feet in height. The buffer must be located along the perimeter of the project where it abuts the residential or multi-family residential lot and the methods and materials of construction must be approved as part of the commercial development review process. The buffer must be maintained as constructed and replaced or repaired if destroyed or damaged by any means.

### (2) **Paved Roads**

For all projects containing more than two (2) units, all parking lots, drives, streets and roads within the project shall be paved and constructed in accordance with the construction standards for paved subdivision streets within the Town.

### (3) **Lighting**

Any lighting provided within the project shall be so located or shielded so that no offensive glare will be visible from an adjoining street or property.

### (4) **Swimming Pools**

Swimming pools shall conform to the building setback lines. All swimming pools shall be reasonably accessible to emergency equipment and vehicles. Any lighting in the pool area shall be shielded in such a manner that no offensive glare will be visible from an adjoining street or property.

### (5) **Garbage Areas**

Adequate space shall be provided within the project area for the collection of garbage and other refuse, and all dumpsters and equipment used for garbage collection shall be screened from public view, in accordance with Chapter 15, Section 15-3 of the Town Code.

### (6) **Provision for Fire**

Each building within a project shall be located within two hundred forty (240) feet of a fire hydrant. All hydrants shall be located adjacent to a paved street, road or parking lot suitable for the transportation of firefighting vehicles and equipment.