

Town of Mineral, VA  
Wednesday, May 15, 2024

## Chapter 425. Zoning

### Article IV. Light Commercial District (LC)

#### § 425-23. Statement of intent.

The primary purpose of this district is to establish and protect a limited business district that will serve the surrounding residential districts. Traffic and parking congestion shall be held to a minimum to protect and preserve property values in the surrounding residential districts, and, insofar as possible, all neighborhood business development shall take place in a limited business district. Water and sewer shall be provided unless the development is of multiple housing units (Single Family or Multi-Family) and/or multiple buildings on multiple lots, then the developer/landowner would be responsible for water and sewer within the development.

#### § 425-24. Use regulations.

[Amended 9-12-1988; 6-13-2005 by Ord. No. 2005-01]

Within any Light Commercial District, as indicated on the Zoning Map, no lot, building or structure shall be used and no building shall be erected which is intended or designed to be used in whole or in part for any industrial or manufacturing purpose or for any other than the following specified purposes:

B.

##### Permitted Uses

- A. Banks and office buildings.
- B. Single-family dwellings (except modulars  
which are permitted by CUP)
- C. Greenhouses and nurseries operated on a commercial scale, including sale rooms and offices.
- D. Parking of automobiles, excluding house trailers, freight trucks, and trailers.
- E. Self-service laundries.

[Amended 10-15-2013 by Ord. No. 2013-03]

- F. Retail businesses, which includes retail stores and service establishments **such as** bakeries, food shops, drugstores, branch laundries, and dry-cleaning shops (but not dyeing plants), beauty parlors, barbershops, tailor and shoe repair shops, florists, jewelry and watch repair shops, gift and optician shops, hardware stores, building material stores and sales yards in connection therewith, newspaper offices, photographic studios, printing plants, electrical appliance stores, music stores, restaurants, hotels, motels, theaters, or other commercial establishments of like nature, provided that no such retail business shall exceed 10,000 square feet of floor space, and provided further that no manufacturing, wholesaling or jobbing shall be carried on and that in the permitted stores and shops no merchandise shall be carried other than that intended to be sold at retail on the premises.
- G. Restaurants, Cafes,

## Permitted Uses by Conditional Use Permit

- A. Mixed Use businesses – whereas the business is storefront level, and the living space is above. Living space above (provided that no such retail business shall exceed 10,000 square feet of floor space, and provided further that no manufacturing, wholesaling or jobbing shall be carried on and that in the permitted stores and shop merchandise shall be carried out than that intended to be sold at retail on the premises.
- B. Modular dwellings and dwellings that are not traditional framing dwellings

[Amended 10-15-2013 by Ord. No. 2013-03<sup>[1]</sup>]

[1] *Editor's Note: This ordinance also provided for the repeal of former Subsections G and H, regarding retail stores not exceeding 4,000 square feet and retail businesses.*

<https://ecode360.com/print/MI2803?guid=12069336>

1/2 5/15/24, 2:32 PM Town of Mineral, VA Light Commercial District (LC) § 425-25.

## Setback regulations.

- A. Minimum of 15 feet on undeveloped streets. The setback shall blend with existing setbacks on developed streets.
- B. The minimum side yard setback to a residential dwelling and/or district shall not be less than 20 feet.
- C. Rear setback: Minimum of 8 feet from property line

## § 425-26. Off-street parking.

See § 425-53.

## § 425-27. Height regulations.

No building or structure shall be erected to a height in excess of 50 feet above grade without recommendation of the Planning Commission and approval of the Town Council after the required public hearing(s).

## § 425-28. Signs.

Refer to Article X.

