



ACCESSORY BUILDINGS WHAT IS CONSIDERED AN ACCESSORY STRUCTURE?

Detached garages, pole barn, lean-to, pavilion, covered decks, or other detached structures with or without footings that are not physically connected to the dwelling or principal use by common wall or roof.



WHEN IS A BUILDING PERMIT REQUIRED?

Before an Accessory Building can be constructed, a permitted primary structure must be built on the parcel first.

A building permit is required anytime there is new construction, an addition, alteration, or repair to an accessory building such as detached garages, storage sheds, pavilions, or playhouses, etc. **Submit a set of building plans along with the permit application for any accessory structure.**

RESIDENTIAL ZONING

In a Residential District (R1 or R2) two (2) accessory buildings are allowed per property. One building not to exceed one hundred fifty (150) square feet and one not to exceed six hundred (600) square feet are allowed.

*Exception: Lots exceeding fourteen thousand (14,000) square feet may have an additional twenty (20) square feet of accessory building per each additional one thousand (1,000) square feet of lot area with the maximum building size of one thousand two hundred (1,200) square feet.

Lots exceeding five (5) acres shall be allowed additional size and number of buildings.

YARD SETBACK REQUIREMENTS R-1 OR R-2 ZONING

Front Yard: No accessory building shall project into any front yard.

Rear Yard: No accessory building shall be closer than five feet (5') to the rear lot line.

Side Yard: No accessory building shall be erected closer than ten feet (10') or more from the rear of the principal building. The accessory building shall be no closer than six feet (6') to the side lot line.

Corner Lot: No accessory building shall be closer to the side street lot line than the side yard setbacks of the principal building on the lot.

HEIGHT REQUIREMENTS IN RESIDENTIAL DISTRICTS

Height in R-1 or R-2 Residential District, the height may not exceed ten feet (10') in height for the side wall as measured from the plate and may not exceed a total height of seventeen feet (17'). Building height may be increased as follows: Accessory buildings may match the roof pitch of the primary dwelling. For every foot increase in the accessory building height, there will be an increase of one foot (1') from the side and rear property line setback.

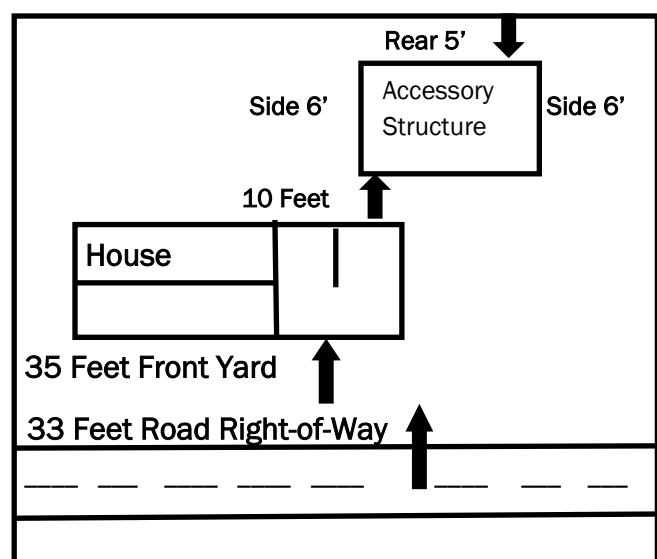


Accessory buildings less than 200 square feet in total floor area and one story in height do not require a building permit but do need to conform with the ordinance for setbacks, height, size, as well as number of structures, and flood plain regulations. A plot plan can be submitted to the Building Inspector if you have any questions and to confirm proper setbacks.



SHED

TYPICAL RESIDENTIAL LOT



USES PERMITTED

An Accessory Building shall not be used in any part for a residential dwelling purpose and are intended only for typical accessory functions for the district in which they are located.

AGRICULTURAL ZONING

In the case of agricultural districts, the total accessory building may not exceed five percent (5%) of the total land area, but without restrictions as to the number of accessory buildings. (see Building Inspector for regulations)

YARD SETBACK REQUIREMENTS IN AGRICULTURAL DISTRICTS



Front Yard: No accessory building shall project into any front yard. Each lot shall have a minimum front yard of sixty feet (60') measured from the right of way.

Rear Yard: No accessory building shall be closer than five feet (5') to the rear lot line.

Side Yard: No accessory building shall be erected closer than twenty feet (20') to the side lot line.

Corner Lot: No accessory building shall be closer to the side street lot line than the side yard setbacks of the principal building on the lot.

HEIGHT REQUIREMENTS IN AGRICULTURAL DISTRICTS

The height of an accessory building may not exceed two and one-half stories or thirty-five feet (35').

This is only a guide, not all requirements may be listed. For questions, please contact the Building Inspector.