

Chapter 2.5 — Parks & Recreation (PR) District

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2.5.100 Purpose

Chapter 2.5 is intended to implement the Parks, Recreation and Open Space element of the Cottage Grove Comprehensive Plan and the adopted *Cottage Grove Master Parks Plan*. This district includes private and public recreation uses.

2.5.110 Land Uses Allowed in the Parks & Recreation District

Table 2.5.110 identifies the land uses that are allowed in the Parks & Recreation District. The specific land use categories are described and uses are defined in Chapter 1.3 and 1.4, and with more specificity in the adopted *City of Cottage Grove Master Parks Plan*.

TABLE 2.5.110 -- Land Use in Parks & Recreation District (PR)

USE Categories (Examples of uses are in Chapter 1.4; definitions are in Chapter 1.3)	Parks & Recreation (PR)
Residential Categories	
Household Living	
Dwelling for caretaker or watchman	CU
Commercial Categories	
Drive-up/Drive-in/Drive-through (drive-up windows, kiosks, ATM's, similar uses/facilities), per Section 2.3.190	N
Bed and Breakfast Inn	N
Educational Services, not a school (e.g., tutoring or similar services)	N
Entertainment, Major Event	CU
Office	
- Primary use	N
- Accessory Use	P
Outdoor recreation, Commercial	CU
Parking Lot (when not an accessory use)	N
Quick Vehicle Servicing. (See also Drive-Up/Drive-In/Drive-Through Uses, per Section 2.3.190)	N
Vehicle Repair	N
Retail Sales and Service	
- Accessory to primary use	CU
Self-Service Storage	N
Industrial Categories	
Light Industrial Service	N
Medium/Heavy Industrial Service	N

2.5 – Parks & Recreation (PR) Land Use Districts – Permitted Uses

USE Categories (Examples of uses are in Chapter 1.4; definitions are in Chapter 1.3)	Parks & Recreation (PR)
Light Manufacturing and Production	N
Medium/Heavy Manufacturing and Production	N
Warehouse and Freight Movement	N
Waste-Related	N
Wholesale Sales	N
Institutional Categories	
Basic Utilities	P
Colleges	N
Community Service, including museums, performing arts facilities or community centers	CU
Family Daycare (12 or fewer children) under ORS 657A.250	N
Daycare, adult or child (exceeding 12)	N
Pedestrian Amenities	P
Parks and Open Space <ul style="list-style-type: none"> - Mini parks - Nodal parks on Greenway - Neighborhood parks - Natural Areas or environmental restoration - Park furnishings, including gazebos, arbors, kiosks, play equipment, picnic tables, benches, bicycle racks, signage - Cultural resources - Interpretive centers of less than ½ acre - Basketball or racketball courts - Public or private climbing walls, BMX tracks, skate parks, and boat ramps 	P P P P P P P P P CU

2.5 – Parks & Recreation (PR) Land Use Districts – Permitted Uses

USE Categories (Examples of uses are in Chapter 1.4; definitions are in Chapter 1.3)	Parks & Recreation (PR)
Parks uses (cont') <ul style="list-style-type: none"> - Dog parks - Community parks - Natural Resource areas - Interpretive centers greater than ½ acre in size - Public or private racetracks or speedways - Public or private recreation facilities, including golf, swimming, tennis and country clubs - Public or private organized sports fields not on school district property, fairgrounds or arenas 	CU MP MP MP MP MP MP
Cemeteries	CU
Religious Institutions and Houses of Worship	CU
Schools	CU
Other Categories	
Accessory Structures (with a permitted use)	P
Animals – on leash only, on temporary basis only	P
Community gardens and composting areas	CU
Buildings and Structures exceeding the Height Limits	CU
Wireless Telecommunication Facilities	N
Rail Lines and Utility Corridors, except those existing prior to effective date of Development Code are allowed.	CU
Temporary Uses, per standards in Section 4.9.100 <ul style="list-style-type: none"> - Special events, approved pursuant to Municipal Code Chapter 10.24 	P
Transportation Facilities (operation, maintenance, preservation and construction)	P

2.5.120 Parks & Recreation District – Setback Yards

- A. Purpose.** Setback yards provide separation between park and non-park uses for fire protection/security, building maintenance, sunlight and air circulation, noise buffering, and visual separation.
- B. Applicability.** The setback yard standards in subsections 2.5.120.C-G are minimum standards that apply to buildings, accessory structures, parking areas, mechanical equipment, and other development. In granting a Conditional Use Permit or Master Plan, the Planning Commission may increase the standard yards if necessary to meet the criteria in Chapter 4.4. The Planning Commission may also decrease the standard yards through the CUP process, provided that all applicable building and fire safety codes are met and impacts to adjoining properties have been considered.
- C. Front and Street Yard Setbacks.** All front and street-facing yard setbacks shall be a minimum of 15 feet. The front or street-facing yard shall not be used for regular or constant parking of automobiles or other vehicles.
- D. Rear Yard Setbacks.** Building, structures and accessory uses shall be setback not less than 5 feet from the rear property line.
- E. Side Yard Setbacks.** Each development shall maintain a side yard of not less than 5 feet. Side yards shall not be used for the regular or constant parking of automobiles or storage of boats, trailers, furniture, accessory buildings, etc.
- F. Riparian Setbacks.** Structures shall not be located closer than 50 feet from the ordinary high water line or 25 feet from the top of the river bank of a Class I stream, whichever is greater. The Planning Commission may allow a lesser setback if documentation is provided that existing riparian vegetation does not and has not extended into the setback area within the last year.
- G. Floodway.** No new structures shall be permitted within the floodway of the Coast Fork of the Willamette River, the Row River, or Silk Creek.

2.5.130 Parks & Recreation District – Lot Coverage

Maximum lot coverage, including all impervious surfaces, shall not exceed 40 percent. This lot coverage may be exceeded through a conditional use or Master Plan permit.

2.5.140 Parks & Recreation District – Site Layout and Design

- A. Applicability.** Section 2.5.140 is intended to provide flexibility in development while providing for compatibility of parks and recreation uses through the application of discretionary standards. Parks and recreation uses and developments shall be oriented on the site to minimize adverse impacts (e.g., noise, glare, dust, parking, traffic, vibration, etc.) and to provide compatibility with adjacent uses to the extent practicable.

The following standards shall apply to all development in the Parks & Recreation District that are subject to Site Design Review or require a Conditional Use Permit, including those reviewed as part of a Master Planned Development.

B. Development Compatibility.

1. Mechanical equipment, lights, parking and other components of a parks or recreation use that are outside enclosed buildings shall be located away from adjacent residential areas to the maximum extent practicable; and
2. The City may require a landscape buffer, or other visual or sound barrier (fence, wall, landscaping, or combination thereof), to mitigate adverse impacts that cannot be avoided; and
3. Protection and enhancement of water quality shall be required. No dumping of yard or household waste, no use of chemical pesticides or herbicides in wetlands, riparian areas or near water, and no dumping of hazardous waste will be allowed; and
3. The architectural standards in Section 2.3.170 shall be met for all buildings over 20,000 square feet in footprint. For the purpose of meeting the build-to line standards in subsection 2.3.170.B(4), the build-to line is parallel to all abutting street property lines at a distance of 60 feet from the street property line; and
4. Master signage plans shall be created for uses requiring Conditional Use or Master Planned Development approval; and
5. New or expanding uses that require either Conditional Use or Master Planned Development approval shall ensure that site access and internal and external circulation patterns meet the requirements of Section 3.1.

C. Buffering & Other Yard Requirements.

1. Buffering. The approval body shall require landscaping, fences, walls or other buffering that exceed the landscaping standards in Chapter 3.2 when it finds through Site Design Review (Chapter 4.2), Conditional Use Permit review (Chapter 4.4), and/or Master Planned Development review (Chapter 4.5), as applicable, that more or different buffering is necessary to mitigate adverse noise, light, glare, and/or aesthetic impacts to adjacent properties.
2. Pedestrian Access. Interconnectivity between neighborhoods and/or park and pedestrian facilities shall be emphasized in design. The approval body may require the construction of pedestrian access ways through required buffers to ensure pedestrian connections within large developments or connecting to public sidewalks, walkways, or multi-use pathways. The design of access ways shall conform to Section 3.1.300.

2.5.150 Park & Recreation District – Building and Structure Height

The maximum allowable height of buildings and structures in the PR districts is 30 feet, except that taller buildings and structures are allowed when approved as part of a Conditional Use Permit or Master Plan, provided they conform to the R/R-1 height step-down.

2.5.160 Parks & Recreation District – Master Plan Development Requirement

In order to ensure good planning of large-scale public and/or private parks, the following parks and recreation uses require the approval of a Master Planned Development per Section 4.5:

- Community parks
- Natural Resource areas
- Interpretive centers greater than ½ acre in size
- Public or private racetracks or speedways
- Public or private recreation facilities, including golf, swimming, tennis and country clubs
- Public or private organized sports fields not on school district property, fairgrounds or arenas

Before approving a Master Planned Development, the approval body shall ensure that the proposed development meets the conditions stipulated in sections 2.5.110 through 2.5.150.

2.5 – Parks & Recreation (PR) Land Use Districts – Setback Yards and Buffers