17.32 C-1 CONSERVANCY DISTRICT

- (a) Purpose. The C-I Conservancy District is intended to be used to prevent disruption of valuable natural or man-made resources and to protect wetland areas and lands which are subject to periodic flooding, where development would result in hazards to health or safety or would deplete or destroy natural resources or be otherwise incompatible with the public welfare.
- (b) Permitted Uses.
 - (1) Agricultural uses, provided that they do not involve extensions of cultivated areas, extension of or creation of new drainage systems, and further provided that they do not substantially disturb or impair the natural fauna, flora, topography or water regimen.
 - (2) Forest and game management.
 - (3) Forest reserves (wilderness areas).
 - (4) Forest reserves (wildlife areas).
 - (5) Open space uses, including preserves, scenic areas, historic and scientific areas, fishing, soil and water conservation practices, sustained, yield forestry, stream bank protection and water retention and control provided; however, that no such uses involve structures, fill, soil or peat removal or disruption of the natural flow of any watercourse or natural topography.
- (c) Permitted Accessory Uses.
 - (1) Non-habitable park or recreation shelters.
 - (2) Structures used in or accessory to a fish hatchery.
 - (3) Structures used to traverse lowlands or watercourses.
- (d) Conditional Uses.
 - (1) Structures and fill accessory to permitted principal uses.
 - (2) Parks and campgrounds and accessory structures.
 - (3) Public shooting ranges and accessory structures.
 - (4) Fish hatcheries, raising of minnows, waterfowl and other lowland animals and accessory structures.
 - (5) Public utilities.
- (e) Lot Area, Setback and Yard
 - (1) Minimum dimensions: Lot area twenty thousand (20,000) square feet.
 - (2) There are no lot width requirements.
 - (3) Any use involving a structure shall provide front and rear yards of at least fifty (50) feet in depth and side yards at least fifty (50) feet in width each.