

# TAXE\$ TAXE\$ TAXE\$

Dedicated to helping you better understand your government

## ***Current topic: "It's my property – Why can't I do what I want?"***

It's all about balance – trying to allow residents the freedom to do as they wish, but also protecting their neighbors from *annoying or bothersome situations*.

The Town of Cambria's adopted Zoning Code has different zoning districts that were created to allow for different types of uses for the properties in those zones. Generally speaking, the majority of the town is zoned AR (Agricultural/Residential). The Commercial and Industrial zones are located throughout the town on a smaller scale, and indicated on the town's zoning map.

This allows potential buyers to know exactly what they can expect in the future, especially if there is vacant land nearby. Wouldn't it be horrible for you to buy a new home, or to build your home on a beautiful lot only to have someone build a Walmart right next door?

Some of the more specifics in each district control how far back you must build, how many animals per acre are allowed, how far from a neighboring home something can be built, etc. Each of these criteria has been determined to maintain the rural feel of our town and to be in the best interest of **all** property owners. Many of the rules dealing with animals and farming have been recommended by the Department of AG & Markets.

Because the Town of Cambria is a "Right to Farm" community, some issues that may be deemed unpleasant, like odors and noise, are permitted if they are a result of a farming operation.

The Town recognizes that not all rules can be met at all times. So, if there is something that a resident would like to do that is not permitted, there is a variance process in place. The Zoning Board of Appeals will meet, hear the case and determine if the situation warrants special permission.

It is always best to check with the Building Inspector/Code Enforcement Officer before undertaking any kind of project to insure that you won't be creating a violation.