

**TOWN OF GEORGIA
INTERIM BYLAWS**

STATEMENT OF PURPOSE

The Town of Georgia is developing comprehensive amendments to the Unified Development Regulations. The comprehensive amendments have been delayed due to Vermont's COVID-19 State of Emergency declaration. In order to protect the public health, safety, and general welfare and provide for orderly physical and economic growth the Selectboard in consultation with the Planning Commission has determined that an interim bylaw amendment is necessary. The interim amendment is listed below. All other provisions of the regulations remain unchanged.

INTERIM AMENDMENTS

Permit Expiration, Commercial Uses

For commercial uses only in the I-1, I-2, SV, and B districts the Planning Commission and Zoning Board of Adjustment as part of conditional use or site plan review may approve an expiration date for conditional use, site plan and/or building permits beyond what is otherwise allowed in the regulations.

First Floor Uses, SV District

Principle residential uses are not allowed on the ground floor of buildings in the SV. Through conditional use review, the Zoning Board of Adjustment may waive this requirement and approve residential uses on the first floor if:

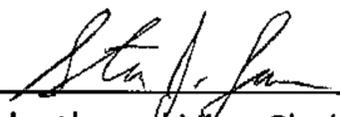
1. an equivalent square footage of commercial development is included elsewhere in the development or building, and
2. in the judgement of the Planning Commission and Zoning Board of Adjustment the proposed mix of uses meets the purpose of the SV District as described in Article 2 of the regulations.

Phasing, South Village

The Planning Commission and Zoning Board of Adjustment may require development to be planned and phased so as not to burden the ability of the Town to provide adequate facilities and services.

These amendments expire 2 years from the date of adoption unless extended for an additional year or unless replaced by permanent bylaw amendments.

Adopted on August 24, 2020 by the Town of Georgia Selectboard, after a public hearing held August 24, 2020.

Attest: 

Selectboard Vice-Chair