

City of Galax, VA  
Tuesday, May 23, 2023

## Chapter 160. Zoning

### Article XII. Industrial Light (M-1) District

#### § 160-105. Purpose.

This district is designed to provide areas suitable for industrial development which can be compatible with adjacent commercial and residential areas. Any industrial use which could constitute a nuisance because of odor, fumes, smoke, noise or vibrations will not be permitted. District boundaries will be established or expanded in conformance with the Comprehensive Plan.

#### § 160-106. Permitted uses.

Uses permitted in the Industrial Light (M-1) District shall be established in compliance with standards of this article, Article XV and as provided in the City Code. Uses permitted shall be one or more of the following uses:

- A. The assembly of electrical appliances, electronic instruments and devices, radios and phonographs. Also, the manufacture of small parts, such as coils, condensers, transformers and crystal holders.
- B. Automobile assembling, painting, upholstering, repairing, rebuilding, reconditioning and body- and fender work, truck repairing or overhauling and a welding or machine shop.
- C. Laboratories, pharmaceutical or medical.
- D. The manufacture, compounding, processing, packaging or treatment of such products as bakery goods, candy, cosmetics, dairy products, perfumes, perfumed toilet soap, toiletries, food products, clothing and textiles.
- E. The manufacture, compounding, assembling or treatment of articles of merchandise from the following previously prepared materials: bone, cellophane, canvas, cloth, cork, feathers, felt, fiber, fur, glass, hair, horn, leather, paper, plastic, precious or semiprecious metals or stones, rubber, shell, straw, textiles, tobacco, wood, yarn and paint.
- F. The manufacture of pottery and figurines or other similar ceramic products, using only previously pulverized clay, and kilns fired only by electricity or gas.
- G. Building material sales yards and plumbing supplies storage.
- H. Contractors' equipment storage yards or plants or the rental of equipment commonly used by contractors.
- I. Cabinets, furniture and upholstery shops.
- J. Boatbuilding.
- K. Monumental stone works.
- L. Veterinary or dog or cat hospital and kennels.

M. Wholesale businesses and storage warehouses.

N. Truck terminals.

## § 160-107. Conditional uses.

Conditional uses in the Industrial Light (M-1) District shall be permitted following a public hearing and approved as set forth in Articles XVI and XVIII. Conditional uses shall be one or more of the following uses:

- A. Quarries or sand, gravel or crushed stone operations.
- B. Sawmills and planing mills or wood-preserving operations.
- C. Asphalt mixing.
- D. Public utilities.
- E. Communication tower.  
[Added 2-12-2018]

## § 160-108. Area.

Area regulations for each use in the Industrial Light (M-1) District shall not be less than 10,000 square feet, and the size shall be sufficient to handle the off-street turning and unloading of trucks and parking as required and in compliance with sewer or setback requirements.

## § 160-109. Setbacks.

The setback line for structures shall be 20 feet from any street right-of-way and 20 feet from any property line bordering a residential zone.

## § 160-110. Frontage.

The minimum lot frontage shall be 100 feet.

## § 160-111. Yards.

Yard requirements for each main structure shall not be required; however, wherever a building is built upon a lot adjacent to a residential district boundary, there shall be provided a side yard of 10 feet or more on the side of the building adjacent to the district boundary line. Landscaping in the form of evergreen trees shall be maintained on property lines joining any residential district boundary. On corner lots, the side yard which faces on a street shall be 20 feet or more.

## § 160-112. Height.

The maximum height for structures shall be 45 feet.

## § 160-113. Lot coverage.

The maximum lot coverage shall be 70%.

## § 160-114. Noise.

Any use which creates noise shall be conducted wholly within an enclosed building.