

BRAINERD, MN
Chapter 515 ZONING

515-2-19 Brook Street Industrial Overlay District (BSI-O)

A. **Purpose of the Brook Street Industrial Overlay District.** The purpose of the BSI-O District is to provide for the continued light industrial use of properties that are located in the City's original industrial park that is now located in an area predominantly developed with residential uses. Activities in the BSI-O must be primarily conducted internal to a structure to protect the health, safety, and enjoyment of surrounding residential properties.

B. **Permitted Uses.** The Base Zoning District of the BSI-O is ME. Appendix A: Table of Uses identifies all established uses within the ME Base Zoning District. Only the uses listed herein or, as may be determined to be similar, are permitted within the BSI-O. The business activities must be conducted internally to a structure unless the outdoor activity is expressly permitted as an accessory use. Refer to Appendix A: Table of Uses to determine if the use permitted by-right or if a Conditional Use Permit is required:

1. Light Manufacturing
2. Commercial/retail sales accessory to the principal manufacture, processing or wholesaling of products manufactured on, processed on or wholesaled from the premises.
3. Small Engine and Boat Repair
4. Electronics assembly and testing
5. Research and Development Laboratories
6. Equipment rental (indoor)
7. Office Business
8. Contractor Office
9. Places of Worship and Related Buildings
10. Government Buildings
11. Essential Services
12. Outdoor Storage accessory to a principal use with enclosed building

C. **Development Standards.** Any business or use not established prior to the adoption of this ordinance **July 05, 2022** shall be subject to the following standards:

1. Section [515-4-8] Outdoor Lighting.
2. Section [515-4-9] Landscaping, Green Space and Screening Requirements.
3. Section [515-4-10] General Landscaping Improvement Standards.
4. Section [515-4-11] Fence Standards.
5. Section [515-4-12] Off-street Parking.