

Ordinance No. 128-02

An ordinance establishing or providing for increased flexibility in the placement of new homes or other construction.

Be it ordained by the Board of County Commissioners of Mason County, Washington, As follows:

Whereas Mason County Code 14.08.180, as adopted, creates a five-foot setback from an easement,

Whereas, property lines also have setbacks,

Whereas, many property lines in certain platted areas of Mason County also have drainage and utility easements running along the property lines,

Whereas, the additional setback from the easements serves little public purpose when there is already a setback from the property line and right-of-way which protects the easement and abutting property uses simultaneously,

Now, therefore be it resolved by the Board of County Commissioners of Mason County as follows:

Mason County Code 14.08.180 is amended as follows:

“14.08.180 Section 503.1 amended—Building setbacks

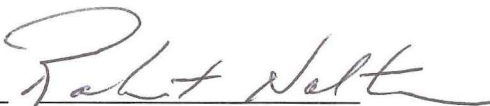
Section 503.1 is adopted and amended to read as follows:

All structures, or appurtenances thereof, greater than 30 inches in height shall be set back five (5) feet or more from any easement or property line from the closest projection and ten (10) feet from county and state road right-of-ways. This building setback shall not apply to drainage and utility easements within platted areas of Mason County where the easement is of such width or dimension that it provides for the minimum setback required from property lines and right of ways. Any construction within an easement is prohibited, except construction as intended for the installation and maintenance of utility and drainage features. Any proposed structure within 25 feet of a county road right-of-way shall be subject to Public Works review and comment.”

Adopted and passed this 10 day of Sept., 2002.


Herb Baze, Commissioner

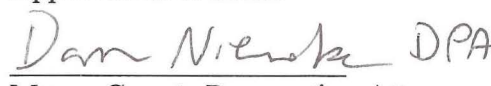

Wesley Johnson, Chair


Robert Holter, Commissioner

Clerk of the Board:


Rebecca Rogers

Approved as to form:


Dan Nielsen DPA
Mason County Prosecuting Attorney