

EXHIBIT "B"

Use	Type	IS	NC	DC	HC	C1	C2	IR	NI	I1	I2	Notes
auto parts sales	Parts				P	P	P		P	P	P	retail sales of new parts: O'Reily
auto body repair	Repair				P	S	S	S		P	P	minor body work
auto mechanical or body repair, major	Repair				P		S		S	P	P	major body work or major mechanical work (engine rebuilding)
auto mechanical repair	Repair				P	S	P		P	P	P	formerly "auto repair shop": standard repair shop
auto accessory installation	Repair				P	P	P		P	P	P	after market accessory installation
auto sales (open air, limited services)	Sales				P		S			S	S	
auto sales (open air, no services)	Sales				P		S			S	S	
auto sales (open air, with showroom, full service)	Sales				P		P			P	P	
commercial truck sales	Sales									P	P	fleet vehicle sales which are used to deliver goods or conduct business
auto rental	Sales				P	S	S			P	P	Car and moving rental: Enterprise or U-Haul
recreational vehicle sales	Sales				P		S			P		Includes: travel trailers, truck campers, camping trailers, boats, and self-propelled motor homes
auto service facility (tire or muffler shop)	Service				P		S		P	P	P	quick lubrication and oil change, removal and installation of brakes, mufflers and tires, and related quick service: Big O Tires
oil change service	Service				P	S	S	P		P		Qik Lube, Valvoline Instant
auto wash	Service				P	S	P	S				washing and cleaning of passenger vehicles
filling/gas station	Service		S		P	S	S	S	S	P	P	combined convenience store with gas pumps here
truck stop	Service				S	S				S		retail fueling services for large/heavy commercial trucks with overnight parking, restaurants, showers
automobile/truck storage, outdoors	Storage							S		S	S	example: freight transportation services with overnight truck storage
auto impound facility	Storage										S	towing storage
motor-bus station	Storage	S					S	P			P	actual transfer of passengers must take place: Greyhound to TARC
institutional fleet storage (open air)	Storage	S							S	P	P	bus depot

blue=new orange=change grey=removal
 S= Special Exception (requires BZA approval)
 P=Permitted