ORDINANCE NO. 315

AN ORDINANCE AMENDING CHAPTER 165 "ZONING REGULATIONS", SECTION 165.04 (2) E"ACCESSORY BUILDINGS AND STRUCTURES", OF THE CODE OF ORDINANCES OF THE CITY OF NORWAY, IOWA"

BE IT ORDAINED BY THE CITY COUNCIL OF THE CITY OF NORWAY, IOWA:

<u>Section 1.</u> The Code of Ordinances of the City of Norway, Iowa is hereby amended to repeal and replace, Section 165.04 (2) E & F – Accessory Buildings and Structures set forth in Chapter 165, Zoning Regulations, of the Code of Ordinances of the City of Norway, Iowa.

Section 2. 165.04 (2) ACCESSORY BUILDINGS AND STRUCTURES is hereby amended to read as follows:

- E. No accessory building or structure shall be erected in any yard other than the rear yard, and the structure shall occupy less than 30 percent of the required rear yard, or 800 sq. ft., whichever is less. But in no event shall more than 30 percent of the rear yard be occupied by a garage, accessory building, or structure.
- F. Only one accessory building or structure, in addition to one shed, is permitted per lot. Private garages and structures must meet the minimum principal structure front yard and side yard setback requirements. Only one shed is permitted per lot and may be not larger than 100 sq. ft. No accessory building, private garage or shed may be used as a residence or for overnight occupancy.

<u>Section 3.</u> All ordinances or parts of ordinances in conflict with the provisions of this ordinance are hereby repealed.

<u>Section 4.</u> If any section, provision, or part of this ordinance is adjudged to be invalid or unconstitutional, such adjudication shall not affect the validity of the ordinance as a whole or any section, provision, or part thereof not adjudged to be invalid or unconstitutional.

<u>Section 5.</u> This ordinance shall be in full force and effect after passage and approval and publication as provided by law.

Passed by the city Council of Norway, Iowa, on the 9th day of March 2020.

City of Norway, Iowa		
	Bruce Volz, Mayor	
ATTEST:		
Wendy Erger, City Clerk		